

HackMaster™



HACKLOPEDIA FIELD MANUAL



Hacklopedia Field Manual

SPECIAL REFERENCE WORK

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* FOR GAMEMASTER'S EYES ONLY! *

A Compiled Volume of Information for GameMasters of HackMaster: The Role-Playing Game 4th Edition

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.



A few weeks ago, Timmy Jackson had a problem. Seems he was on his way to run a HackMaster game for his friends. Like any good GameMaster, he made sure to take all his rulebooks along. Unfortunately, they didn't quite fit in his backpack. Poor kid had Hacklopedias spread all over the sidewalk, and he had to see a doctor about his shoulder.

It got me to wondering. How often do we use monsters from every HoB in one session? Sure, there are always random encounters, and of course any GM needs to be familiar with all eight volumes. But most of the time, we just use a sample of maybe six to twelve beasts from that hallowed set.

So what would Gary do?

Of course, Gary had the memory of an elephant. Sure, he carried all his books to every game, but he rarely needed to open them. He inspired us to provide over a million different monsters for Garweeze Wurld, between the eight volumes of the Hacklopedias and the Monster Matrix. The man knew how to give you, the fans, what they wanted (or needed) – even if they didn't realize it at the time.

I spent a lot of time around Gary, learning from the master and sharing his genius. I like to think I picked up a few pointers and maybe even absorbed some wisdom. Gary always said, "the game must go on!" and he lived it. He was always ready for a HackMaster game – any time, anywhere.

So what would Gary do?

The answer comes from the early days. Any gamer worth his salt is never too far from some dice and a Player's Handbook. And true Hack GMs have a GMG and a GM Shield, just in case. What they needed was once concise tome, one manual with enough monsters to run anything from a group of neophytes to a seasoned party.

You never know when a game might crop up, and The Game MUST Go On! We owe it ourselves, to the game and to Gary himself to uphold the dignity and tradition of HackMaster. What we need is a monster reference that GMs can take out there in the field, something to get them through the rough times. One book to make a neat, compact and mobile package with the PHB, GMG and Hackmaster GM Shield, a collection to cover those times when preparation is light or the PCs go off on some unexpected tangent into the Woods of Doom. What we need is a selection of beasts to keep the game going and one that won't risk Timmy's backpack or his shoulder, a manual for the field. A Hacklopedias Field Manual!

Of course, once I had that inspiration I could almost hear Gary's voice. We can do better than just re-printing a sampling of some of the more than 1,700 standard monsters that currently comprise the Hacklopedias! Sure, we could fix some typos inserted by that rogue intern, but HackFans deserve more. After all, this is HackMaster!

And then my eyes were drawn to the Monster Matrix. I could feel Gary smiling, perhaps he had guided my gaze. We could apply variants! But ... 1d8 variations per monster was a lot and might get some readers and newer GMs confused and side-tracked. Accelerated testing, though, has proven that monsters with one variant are about 30% likely to breed true, those with 2 variants are about 7% likely to breed true, and 3 or more are less than 1% likely to do so. So, most of the monsters would have a single variant applied, with the differences clearly called out. That way alert GMs could run a variant or the standard version without too much trouble. That nearly doubles the monsters described in one tome with virtually the same page count!

Also, it would give us a chance to demonstrate how variants apply to a wide variety of beasts, even some that might require a little extra thought. I doubt we'll ever publish all the variant monsters possible in HackMaster since there are millions of possibilities. But example variations applied to over one hundred creatures could help those GMs who need a little help to get clear on the variant-defining process described in the Monster Matrix (in which we only had room for a few detailed examples).

This book is meant to be a quick reference to keep the game going, a useful sample of beasts for when you simply can't have your entire Hacklopedias set with you. All the creatures herein already exist in Garweeze Wurld. If you had the time, with the Hacklopedias of Beasts volumes 1-8 and the Monster Matrix you could have made them all yourself (just not as well). Some classic monsters are included in their standard versions, and some powerful or otherwise significant unique creatures remain (for high-level characters and the players who think that a single monster book wouldn't include something that could challenge them). This book is for GMs in the real world, out in the field, where backpack space is limited, shoulders are fragile and players need a few surprises.

It did take longer than I anticipated. Choosing the beasts, applying variants, re-checking all the text and snazzing up the art made this project into nearly as much work as another full-blown Hacklopedias volume. But at HardEight, it's all about the fans, and I'm told no one batted an eyelash at working the extra hours to get this tome in your hands!

So we proudly present the Hacklopedias Field Manual. One book with enough monsters to keep a game going strong for session after session. One tome that's light enough to take anywhere you might find a game. One manual that will help you keep players on their toes. One book to rule them all.

Enjoy, and hack on!

Jo Jo Zeke

Jo Jo Zeke
Director of HackMaster TM Development
Hard Eight Enterprises

Reality Check (A Disclaimer):

The fictional works collectively known as "HackMaster" are what is known as a fantasy role-playing game. Some of the material may not be suitable for children and/or young readers, which is why we strongly suggest parental discretion.

HackMaster is a game and as such, the creators have tried to imbue it with a bit of ambiance that reflects a mysterious world fraught with danger, magic and wondrous creatures. We want to emphasize the term 'game'. HackMaster has very little to do with reality. It's an escape mechanism designed to entertain players for a few hours, after which the game is shelved and everyone returns to their 'real lives.'

As a game, HackMaster throws players into situations (conflict) which must be resolved using wit and/or any skills, weapons or other means the players' in-game personas may possess. All of this action, of course, exists only in the mind of those playing the game. Such make-believe conflicts are resolved with equally make-believe solutions. Some conflicts are resolved peacefully through negotiation, parley and other non-violent means. Sometimes they're resolved with magic. Oft times, however, such conflicts are resolved through force (i.e. violence). Again, all the action in HackMaster takes place in the minds of the players and the GameMaster.

HackMaster has nothing to do with advocating the occult, drug use, teen suicide or random acts of violence. The writers absolutely do not condone violence to solve 'real life' situations. In fact, we frown upon it. Again — this book is a work of fantasy and the reader should remind himself of that. If you can't separate reality from fantasy you should put this book down and seek professional help. [Or at the very least make a photocopy of this disclaimer and review it before and after EVERY session of HackMaster.]

Just so we're clear on this — attempting to worship the demons presented in Hacklopedia will result in nothing but ridicule from your peers. Our demons are 'made-up'. Likewise with the 'magic spells' presented in HackMaster. They're fake. Made up. Not real. No matter how hard you try to cast Invisibility on yourself, it just ain't going to happen. Are we on the same sheet of music here? Good. 'Nuff said.

Disclaimer Addendum: The views expressed in this work are solely those of Hard Eight Enterprises and its staff and NOT those of KenzerCo or its employees. Remember this work is a parody of games and the people who play them (as well as make them).

How To Use This Book

Introduction

The information contained in this introduction describes how to interpret the monster listings found throughout this book. Although this game has been designed with 'ease of use' foremost in mind, you should take the time to read the following paragraphs.

Every single monster found in all eight volumes of the *Hacklopedia of Beasts™* has been revised, edited and updated. All of these creatures have had their corresponding HackFactors™ adjusted to bring them in line with the rest of the game. You won't find any of that weak ass panzy-fluff so prevalent in many other games. Anything less than the best would be an insult to any hero worth his salt.

Bearing that in mind, you'll find that all the monsters herein have been given a substantial face lift. New details have been added to many of the entries. The *Hacklopedia Field Manual* is a sampling, a carefully chosen subset of the myriad beasts described in all the prior volumes of the *Hacklopedia of Beasts*. Most of the creatures described herein are actually variant monsters, having been modified according to the methods described in the *Hacklopedia of Beasts: Monster Matrix*. Even the beasts presented in this volume are but an example of what can be accomplished by applying the variations from the *Monster Matrix* to standard HackMonsters.

The entries here serve two purposes. Most importantly, they provide the information necessary to run many sessions of HackMaster all in one handy, compact volume. With a little thought and planning, you can run a variant monster or the classic monster with this book alone. And secondly, these entries provide numerous examples of how to apply variants to any existing monster. Should your players some day think they have become accustomed to the creatures from this volume, you can create further variants to throw at them using the *Monster Matrix* on your own.

Other Worlds?

The monsters cataloged in this reference book are presented for use as inhabitants of Garweeze World and other planes of existence associated with that world. Not to fear, these nasties may be used to enhance any setting you happen to prefer. If you can read, you should have no trouble transplanting them into your own milieu.

The Monster Statistics

Each and every creature in this detailed reference work has been fully researched by our team of dedicated field scholars. We have documented their findings with entries that describe each creature's behavior, combat modes, ecology and so on. The following paragraphs give a detailed breakdown of the nature and meaning of those entries.

ALSO KNOWN AS: (Abbr. AKA) This entry often shows a popular or common nickname given to the creature by those who have encountered it (and lived to tell any tales).

HACKFACTOR™: (Abbr. HF) A monster's HackFactor is an indication of how tough the creature is measured by its ability to give as well as take damage during combat. HackFactors can range from as low as zero to as high as 400 or more! The GM would do well to refer to the HackFactor of a given creature when planning a balanced campaign.

EXPERIENCE POINT VALUE: (Abbr. EP Value) This value is the number of experience points awarded for defeating, but not necessarily killing, the monster. This value is a guideline that can be modified by the GM for the degree of challenge, encounter situation and for overall campaign balance.

CLIMATE/TERRAIN: This field defines where the creature is most often found. The wide range of climates include arctic, sub-arctic, temperate and tropical. Listings for aquatic creatures will include a range of temperate regions. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp and desert. In some cases, a range is given; for instance, "cold" implies arctic, sub-arctic, and colder temperate regions.

FREQUENCY: Here you will discover the likelihood of encountering a creature in a given area. Chances can be adjusted by the GM for special areas or situations.

Very rare = 4% chance
Rare = 11% chance
Uncommon = 20% chance
Common = 65% chance

ORGANIZATION: Listed here is the general social structure the creature adopts. "Solitary" can include small family groups.

ACTIVITY CYCLE: Given here is the time of day when the creature is most active. Those active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

DIET: Every creature on Garweeze Wurld has to eat and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores eat either. Scavengers primarily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in detail in the body text of the entry.

INTELLIGENCE: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; and this will be noted in the description. Ratings correspond roughly to the following Intelligence ability scores:

0	Nonintelligent/Not ratable
1	Animal Intelligence
2-4	Semi-Intelligent
5-7	Low Intelligence
8-10	Average Intelligence
11-12	Very Intelligent
13-14	Highly Intelligent
15-16	Exceptionally Intelligent
17-18	Genius
19-20	Supra-Genius
21+	Gawdlike Intelligence

ALIGNMENT: As with Player Characters (PCs), alignment shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NUMBER APPEARING: (Abbr. No. Appearing) This number indicates the average numbers one might meet in a typical wilderness encounter within the creature's territory. The GM should alter this to fit the circumstances of any encounter as the need arises and should not be considered a rule for dungeon encounters. Note that some solitary creatures are occasionally found in small groups; this means they are found in very small family units, or that several may be nearby, but do not cooperate with one another.

SIZE: Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated.

For instance, while a 6-foot tall humanoid is considered size M, a spherical creature 6 feet in diameter has more mass, so is considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered man-sized. Adjustments like these should not move a creature more than one size category in either direction.

The size of a creature is abbreviated as follows:

T = tiny (2' tall or less);
S = smaller than a typical human (2+' to 4');
M = man-sized (4+' to 7');
L = larger than man-sized (7+' to 12');
H = huge (12+' to 25'); and
G = gargantuan (25+').

MOVEMENT: This measurement shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demi-human and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Fl = Flying	Cl = Climbing
Sw = Swimming	Wb = Moving across webs
Br = Burrowing	Bc = Brachiation (moving in treetops)

Flying creatures also have a Maneuverability Class from A to E.

Class A creatures have total command over their movements in the air; they can freely hover, face any direction in a given round and attack during each round.
Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round and attack in each round.
Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round and attack aerially once every two rounds.
Class D creatures are rather slow; they absolutely cannot move less than half their movement rate without falling, can turn only 60 degrees in a round and can make a pass once every three rounds.
Class E includes large, oafish fliers; these creatures cannot move less than half their movement rate without falling immediately, can turn only 30 degrees in a single round and can make one pass every six rounds.

MORALE: This entry is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. As described on pages 4 and 5 of the Monster Matrix, morale ratings are also used in place of ability scores for monsters when dealing with threshold of pain and fatigue factor. See the description of those statistics later in this book for an explanation. Morale ratings correspond to the following range:

2	Wuss	9	Half-hearted	16	Foolhardy
3	Weak	10	Pliant	17	Defiant
4	Coward	11	Average	18	Resolved
5	Unreliable	12	Confident	19	Fearless
6	Timid	13	Courageous	20	Fanatic
7	Hesitant	14	Brave		
8	Unsteady	15	Daring		

ARMOR CLASS: (Abbr. AC) This score represents the relative difficulty in hitting a creature. Protection that enhances Armor Class can be due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Creatures that wear armor or those with a special defense rating will have an unarmored or special value in parentheses. Listed AC does not include any special temporary bonuses noted in the description.

NUMBER OF ATTACKS: (Abbr. No. Attacks) Found here are the basic attacks the creature can make in a melee round, excluding special attacks.

This number can be modified by hits that sever limbs, spells such as Haste and Slow, and so forth. Multiple attacks indicate expert fighting skill, several members, raking paws, multiple heads, etc.

DAMAGE PER ATTACK: (Abbr. Dmg./Attack) The amount of damage a given attack causes is expressed as a spread of hit points (based on a die roll or combination of die rolls). If the monster uses weapons, the damage done by the typical weapon will be followed by the parenthetical note "weapon." Damage bonuses due to Strength or magic are listed as a bonus following the damage range.

SPECIAL ATTACKS: If a creature has a unique attack that they prefer to use in combat, it will be listed here. The monster description details these special attack modes such as dragon breath, magic use, etc. Any competent GM will be prepared to make full use of these special attacks in every encounter. Spells that come from sources other than the Player's Handbook (PHB) are generally listed with an abbreviation for the source such as SSG for Spellslinger's Guide to World Domination.

SPECIAL DEFENSES: The creatures of Garweeze Wurd have evolved with skills and instinctual behaviors that are perfectly suited to self defense. Special defenses are listed in this field entry for easy reference and are more fully detailed in the monster description.

MAGIC RESISTANCE: The magic resistance is listed here as a percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal allowed saving throw. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

Note that a magic resistance of "Nil" or "Standard" would still allow a creature a saving throw, if applicable, but the monster does not have any special resistance to magic beyond that.

HIT DICE: (Abbr. HD) The number of hit points of damage a creature can withstand before being killed is measured with this entry. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). To determine the creature's starting hit points, roll the number of Hit Dice indicated in this field entry and add 20 to the results. Several creatures have a specific range of hit points instead of Hit Dice. Some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has $4d8+4+20$ (28-56 total) hit points.

Hit Dice also define how well a creature can hit others in combat. Combat tables are located in the GameMaster's Guide (GMG). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws. Creatures with fewer than 21 hit points should be considered as zero Hit Dice for determining hit probability on the combat tables in the GMG.

THRESHOLD OF PAIN: (Abbr. ToP) Some monsters are subject to trauma damage (GMG p105). The ToP equals half a creature's hit points, so the exact number varies for individuals.. An entry of "n/a" means that the creature need make no trauma damage check regardless of how much damage it suffers in a single hit. A "yes" means that the beast can go into shock when it takes large amounts of damage in a single blow. When a creature takes an amount of damage that is greater than or equal to its threshold of pain in a single round, it must make a save versus death. The monster's save versus death is modified by its morale rating (used as a Wisdom score to determine the saving throw modifier). If it fails, it uses its morale rating in place of a Constitution score to determine further penalties as described in the GMG.

FATIGUE FACTOR: (Abbr. FF) This indicates whether the monster is subject to exertion rules as described in the HackMaster GMG. An entry of "n/a" indicates that the creature does not tire and need make no Fatigue check. An entry with a number indicates the number of rounds a creature may exert itself before making a Fatigue check. Once again, the beast uses its morale rating in place of the average of Wisdom and Constitution for the



A Mammoth Variant of the Giant Snapping Turtle

Fatigue check. A monster that fails a fatigue check must immediately make a true moral check or flee.

Further details on ToP and FF, as well as examples for the slow-witted, can be found in the Hacklopedia of Beasts: Monster Matrix (pgs. 4-5).

Monster Text Entries

VARIANT: This paragraph describes how the variant type of the creature differs from the standard type, with regards to statistics, abilities, demeanor, and so on. Statistics reflect the variant, but changes to the original creatures will be noted here. Some elements of the creature's description might be different from the non-variant type. In such cases, remember that the whole descriptions in this tome reflect the variant only. However, alert GMs (with access to HoBs 1-8) will recognize what has been changed. Variant information does not supersede previously published material regarding the standard monster.

Some monsters are re-printed without a variant paragraph. These are simply re-edited versions of the standard, classic HackMaster creature. Edits to non-variant creatures published in this book do supersede previously published material regarding the standard monster.

GENERAL DESCRIPTION: Here you will find a condensed description of the creature's appearance to our observant field researchers. Creatures without physical appearances are described by the effects they produce in others.

COMBAT/TACTICS: This field entry contains descriptive text that discusses special combat abilities, weaponry, armor and tactics.

HABITAT/SOCIETY: A given monster's habitat and social structure outline the monster's general behavior, nature and goals. In some cases, it further describes their lairs (the places where they live), breeding habits and reproductive rates.

ECOLOGY: This entry describes how the monster fits into the grand scheme of things within the campaign world, gives any useful products or by-products, and other miscellaneous information. Related versions of a monster can be found by consulting the main monster listing or the table of contents. For instance, the Hissing Giant HedgeHawg entry also describes the Mottled Vorpal-Clawed HedgeHawg, a similar creature.

YIELD: Slaying a monster invariably leaves the conqueror with a cooling pile of meat, fur, bones and/or feathers. Exhaustive field research has turned up items of potential value the PCs may be able to take from the creature. This could be in the form of real treasure (i.e. coins, gems etc.) or body parts with medicinal or magical properties. As a rule the GM should NEVER freely volunteer any of the yield information associated with a particular creature. Let the players figure it out for themselves.

The GM should also note that some skills may be required to obtain certain yields. For example, a Swack Iron Dragon's hide may be worth 5d1000 gold pieces on the open market, but unless the player has the proper skills to skin the dragon and cure the hide he could botch the job, thus greatly reducing the value. The same thing applies for many body parts of medicinal value. There may be certain skills/procedures needed to ensure the item's qualities are not ruined or diminished.

MEDICINAL: Body parts/fluids that have medicinal value will be listed here for easy reference.

SPELL COMPONENTS: Valuable information for any magic-user or cleric, this field entry refers to any body parts of the creature that can be used as spell components.

HIDE/TROPHY ITEMS: The street value of the creature's hide or trophy items (like horns or fangs) will be listed here if applicable.

TREASURE: The GM should refer to the treasure tables in the HackMaster GMG. If individual treasure is indicated, each individual may carry it (or not, at the GM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the GM. Intelligent monsters will use the magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found.

Treasure should be adjusted downward if a few monsters are encountered. Large treasures are noted by a multiplier (x10, for example); this should not be confused with treasure type X. Treasure types listed in parentheses are treasures found in the creatures' lair. Do not use the tables to place dungeon treasure, since the numbers encountered underground will be much smaller.

Other: Refers to further information about a creature or any other items of value associated with the creature.

Psionics

Psionics are mental powers possessed by many creatures listed within the pages of the HACKLOPEDIA OF BEASTS™. These psionic listings are:

LEVEL: How tough the monster is in terms of psionic experience level.

DIS/SCI/DEV: How many disciplines the creature can access, followed by the total number of sciences and devotions the creature knows. Monsters can know sciences and devotions only from the disciplines they can access.

ATTACK/DEFENSE MODES: (Abbr. Att./Def. Modes) The telepathic attack and defense modes that the creature can use. Note that defense modes are not included in the total number of powers the creature knows.

Abbreviations used are as follows: PB- Psionic Blast, M- Mind Blank, MT- Mind Thrust, TS- Thought Shield, EW- Ego Whip, MB- Mental Barrier, II- Id Insinuation, IF- Intellect Fortress, PsC- Psychic Crush, TW- Tower of Iron Will.

POWER SCORE: The creature's usual score when using a power that is not automatically successful.

PSPs: The creature's total pool of psionic strength points (the maximum available to it).

The rest of the listing indicates by discipline which powers the creature has, sometimes listing the most common powers or only the powers that all members of the species have. Unless otherwise noted, the creature always knows powers marked by an asterisk.

The rules for psionics will be detailed in a later supplement. Until such time, any character or creature who is the target of a psionic power is entitled to a saving throw vs. spells to negate the power. Failure means they are subject to the psionic power's effects.

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Aarnz Hound (Blue Variant)

VARIANT: This type of Aarnz Hound has deep blue coloring, rather than the typical brown to black range of the standard version. Sometimes Blue Aarnz Hounds attempt to surprise prey by attacking from water, not realizing that they have no better chance to do so than in any other circumstances.

DESCRIPTION: Part ape, part bloodhound, Aarnz Hounds were created by the ApeGawd to serve Carnivorous Apes and provide them with suitable war dogs. These vicious mutations are enough trouble, in and of themselves, but considering that they often serve as trained war dogs for Ape Shaman Warriors and occasionally Carnivorous Apes, they spell quite a bit of trouble for player characters. Their paws end in vicious, rending claws and their fangs ooze with saliva.

The eyes of an Aarnz Hound exude an aura of mental instability and viciousness. This demeanor is so terrifying that any PC facing one for the first time must make an immediate morale check, or be forced to break and run. This, of course, is the worst thing anyone can do when confronting one of these simian-canines because they delight in running down prey.

COMBAT/TACTICS: These creatures can move through dense jungle undergrowth as though they are moving through open ground (no movement penalty) so it is virtually impossible to outrun them in their own environs.

Aarnz Hounds fight in packs, usually picking on the stragglers of a herd and mercilessly murdering the young or the sick. With adventuring parties

Aarnz Hound, Blue

AKA: Blue Dawg

HACKFACTOR: 1

EP VALUE: 85

CLIMATE/TERRAIN: Forests/Plains/Tropical

FREQUENCY: Uncommon

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 4-12

SIZE: M (4' long)

MOVEMENT: 18", 12" Bc

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 7

NO. ATTACKS: 3

DMG./ATTACK: 2-5/2-5/1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

TOP: Yes

FF: 7

of 4 or less, Aarnz Hounds tend to get "kill greedy" and will attempt to wipe out the entire party 50% of the time.

These beasts have tremendous speed and endurance, which they use to their best advantage when fighting. They will often attack, then try to run out of reach, especially against larger, heavily armored opponents. In game terms this allows the Aarnz Hound to take a full movement and still attack.

In a pack of six or more, one or two of these beasts will attack from the front, diverting the prey's attention from the rest of the pack, which will attack from the rear if possible, or wherever they sense the greatest vulnerability. Additionally, the Aarnz Hound is adept at swinging from tree to tree like an ape, at a rate of 12" and can use this movement to escape harm or rally for a new attack.

HABITAT/SOCIETY: While a great majority of these creatures serve Ape Shaman, or Carnivorous Apes, there are packs of wild Aarnz Hounds who roam wilderness areas, hunting for food. Attempts to domesticate one of these creatures by anyone other than an Ape Shaman or Carnivorous Ape will always end in failure.

ECOLOGY: Aarnz Hounds were created by the ApeGawd and are not a natural species, thus, they cannot mate with other dogs or apes. If captured by a non-ape they will refuse to eat and eventually starve to death.

Aarnz Hounds eat meat exclusively. The mother protects her pups until they reach full maturity, (2 months) after which time they must fend for themselves. Although Aarnz Hounds cooperate as a pack, they do so only to the extent of taking down prey, and the previously mentioned maternal instincts of mothers. In every other instance, these beasts will not only fail to cooperate with each other; they will compete by engaging in vicious fights. The young and weak are usually reduced to fighting for scraps.

As previously stated an Aarnz Hound's only reason for existence is to serve the intelligent Ape Shaman and Carnivorous Apes, to hunt and to eat.

YIELD:

MEDICINAL: Saliva cures mild poisons (Class A, O, P, Q, R or S), +1 on saves vs. others.

SPELL COMPONENTS: Brain can be used to cause -1 to a saving throw vs. an Animal Friendship spell cast upon an Ape, Dog or Aarnz Hound.

HIDE/TROPHY ITEMS: pelts are 25 gp

TREASURE: Nil

OTHER: Forearm bones can be turned into +1 clubs



Aarnz Hound — Blue Variant

Adapter (Sinister Variant)

VARIANT: Sinister Adapters seek to cause as much mischief as possible by turning party members against each other. They attempt to implicate victim's companions as the culprit in their pranks. The Sinister Adapter loosens straps, sabotages weapons, and unbalances teetering piles of books and tomes, all the while making sure that evidence points to someone else. They are more intelligent than their standard counterparts (Intelligence is the average of the party encountered plus two) and they always naturally have a 75% chance to pick pockets (as a thief).

DESCRIPTION: Most Adapters appear as a big blob of black tar, which observant players may detect has a vaguely humanoid shape. They hail from the plane of Chaos, and seem to embody the principle that "every action has an equal and opposite reaction."

This creature can be effectively used by a GameMaster to regain control of a group of players who may be getting too powerful.

COMBAT/TACTICS: These ruthless predators can always sense a creature within 200 feet, regardless of barriers between them. When a group of adven-

turers, or other living beings, come within 100 feet of an Adapter, it instantly takes on the average armor class, hit dice and hit points of the group. If two or more distinct groups are within range, it takes on the average characteristics of the strongest group.

Relishing a good fight, Adapters will first attempt to annoy party members by aggressively shoving them and challenging their Honor (PCs must make a Dexterity check or fall over; an obvious hit to one's Honor). In this way an Adapter will attempt to provoke a fight while trying to goad its intended victim into striking first.

As soon as an Adapter is attacked, it instantly becomes immune to that particular attack form and can use the exact same attack with ease. They cannot, however, duplicate the effects of a relic or artifact. For instance, if a spell caster attacks an Adapter with a Fireball spell, it will initially suffer the damage from the attack. Subsequently, the creature will be immune to damage from Fireballs and will be able to produce and use Fireballs itself.

Another attribute of an Adapter is relentlessness. Once someone engages one of these creatures in combat, the Adapter will be unwilling to let its opponent, or opponents, escape. If a group, or character, escapes after engaging an Adapter, this monster will be able to adapt to the movement capabilities of the escaping prey and will keep pace. Should the party split up, the Adapter will chase a random party member. If the PCs can somehow get more than 200 feet away from an Adapter in a single round, the creature will get confused and give up the chase.



Adapter — Sinister Variant

Adapter, Sinister

AKA: --

HACKFACTOR: Variable

EP VALUE: See text +7% (sinister)

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Violence

INTELLIGENCE: Unknown

ALIGNMENT: Chaotic (Evil tendencies)

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: Special

PSIONIC ABILITY: Special

ATT./DEF. MODES: Special/Special

MORALE: See text

ARMOR CLASS: Special

NO. ATTACKS: Special

DMG./ATTACK: Special

SPECIAL ATTACKS: Adapting

SPECIAL DEFENSES: Adapting

MAGIC RESISTANCE: Special

HIT DICE: Special

TOP: n/a

FF: variable

HABITAT/SOCIETY: Adapters are from the Plane of Chaos, but they spend much of their time on the Prime Material Plane wreaking havoc. They have no sense of social structure, and no need for one.

ECOLOGY: Because of their chaotic nature, Adapters will lose whatever abilities they obtained in previous battles within 1-1,000 days later.

They cannot communicate, even with each other. In the unlikely event that an Adapter is destroyed, it will dissipate, leaving behind only a strange green ash.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The Adapter's remains, or green ash, can be made into 2-20 Potions of Invulnerability

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental, U

OTHER: Nil

Ankou

DESCRIPTION: Ankou is the driver of a spectral death cart pulled by four skeletal horses. He appears as a tall, gaunt man, or at times, as a skeleton. He is the personification of Death, and when he appears, it is to collect the dead and dying. Ankou will also appear to hunt down PCs who refuse to stay dead.

COMBAT/TACTICS: There is a 2% chance Ankou will come for a dead PC and there is a 1% chance he will come for a dying PC. Should the PC get raised, the chance becomes 5%, plus a cumulative 1% every time he is raised from the dead after that.

Ankou has a one-track mind when it comes to claiming the dead and dying. If his intended target somehow escapes, Ankou will hunt him until he gets him. The only way to stop Ankou from completing his mission is to destroy him. If Ankou is destroyed he will simply disappear, along with his cart and horses. The person who has dealt the killing blow to Ankou will gain 3 Honor points and will be able to escape the next killing blow meant for him.

When Ankou strikes an opponent, he drains one level of experience and gains hit points equal to whatever damage he dealt. Should a PC be completely drained of levels, he will be compelled to quietly climb on board the cart and wait for Ankou to drive him away. Any dead PC Ankou puts on the cart will never be seen again, nor will any items the PC was wearing or carrying when he was placed on the cart. If Ankou is killed, the person who killed him will become the next Ankou, instantly gaining the death driver's abilities. The new Ankou will drive away, unless provoked into battle.

HABITAT/SOCIETY: When a person dies, his soul is drawn to the plane of his alignment. If left to its own devices, a wayward soul is 50% likely to become lost and wander the planes for eternity. If it does not become lost, it

Ankou

AKA: Dead Collector, Draught of Death

HACKFACTOR: 32

EP VALUE: 7,000

CLIMATE/TERRAIN: Any

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Death

INTELLIGENCE: 3-18

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Undead immunities, Immune to control

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 0

NO. ATTACKS: 1

DMG./ATTACK: 2-16

SPECIAL ATTACKS: Level Drain

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Undead

HIT DICE: 10

TOP: n/a

FF: n/a



Ankou — Unique Monster, No Variant

will take 10-100 days to find its way home on its own. Lost or wayward souls are in danger of being collected as prizes by demons or devils. Ankou is responsible for speeding up the process and making sure souls don't get lost. However, he often shirks his duty. If Ankou does come and there is no resistance, Ankou will place the designated body on his cart which will contain anywhere from 10-100 corpses of beings who have died that night. He then snaps the reins of his horses and disappears over the horizon.

Should Ankou be assigned to pick up a PC who is still alive, he will take him to the appropriately aligned plane and drop him off to be judged by his Gawd. In the event Ankou somehow mistakenly collects a live PC who was not supposed to have been collected, that person will find himself in for a long night, unless he manages to jump off as Ankou stops to pick up someone else. He may find himself transported anywhere on Garweeze Wurld. If the PC is unable to get off the cart before morning, there is a 25% chance he will be stranded on the Ethereal Plane, a 25% chance he will be stranded on a random Outer Plane and a 50% chance he will return the next night with Ankou.

The last person to die at the end of the year will be collected by Ankou to become the new Ankou for that year. Should a PC be dead or dying on the last day of the year, the chances for meeting Ankou go up to 50% and 25% respectively. If the person who had become Ankou did so because he killed the previous Ankou, he will be released from service as Ankou at the end of the year and return to his normal life prior to becoming Ankou.

If Ankou's cart or horses are damaged or killed he will become very angry and attempt to kill those responsible. He needs all four horses to pull the cart and if he loses one, he must go find another horse, kill it and cast his own Animate Dead spell upon it to give it the strength necessary to pull the cart. The cart itself is not magical (it is Ankou who has the ability to travel the planes) but if his cart is damaged he will need to repair it or acquire a new one.

ECOLOGY: The now-forgotten Gawd of Death created Ankou to ensure that people who were supposed to die did not escape their fates. There is never more than one Ankou in existence at one time.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil (although some treasure can be found on the corpses if searched before Ankou disappears, roll randomly)

OTHER: Nil

Anti-Elementals (Earth — Electric Variant)

VARIANT: The Electric Earth Anti-Elemental probably hails from some highly charged part of the Anti-Elemental Plane of Earth. In addition to its normal attacks (those of a standard Earth Anti-Elemental), it can, four times per day, deliver a powerful jolt of electricity by touch. This attack inflicts 2-16 points of damage to the victim (a target in water suffers 4-32 points of damage). It cannot use this ability more than once in a turn, however. It makes saving throws against any electrical or lightning attack at +5, taking no damage on a successful save and half even if it fails. One in ten of these variants are actually immune to all forms of electricity.

Note that this electricity may in fact be "anti-electricity", but all victims report that it functions pretty much the same way as the type to which inhabitants of Garweeze Wurld are accustomed.

DESCRIPTION: Mages and sages who have studied the elemental planes have recently made the discovery of the "Anti-Verse" or "Anti-Elemental Planes". Little is known about these alternate dimensions, but some theorize they are bizarre places where up is down and night is day.

Each Anti-Elemental appears to be quite similar to its opposite namesake, except for the coloring, which is exactly opposite. They are also much more malevolent in nature than their opposite namesakes, therefore, only evil aligned magic users with psychotic personalities would dare to summon one of these beings.

COMBAT/TACTICS: Anti-Elementals are bent on the destruction of whatever element they are opposite of, therefore, their behavior will depend upon what type of element they oppose and why they were conjured. Only cursed weapons of -2 enchantment or below are capable of hitting and damaging these creatures.

Anti-Earth: Charged with anti-matter dirt, these swift creatures disintegrate any soil, earth, stone or rock that they touch, canceling out matter (and losing their own hit points) at the rate of damage that they do. Anti-Earth elementals can fly and create whirlwinds that are so powerful, creatures of less than 3 hit dice are swept away and die, while all others take 2-16 points of damage per round. Like all anti-elementals, the Anti-Earth elemental can only be hit by cursed weapons of -2 enchantment or below.

Throwing handfuls of dirt at the creature will cause it to lose 1-8 hp and 1 Hit Die for each 8 points lost. Combating an Anti-Earth Elemental this way, rather than the use of cursed weapons of -2 enchantment or below, causes it to shrink in size at the rate of 1/2' per Hit Die. Anti-Elementals cannot recharge their anti-matter on the Prime Material Plane without magical assistance. Each hit from an Anti-Earth Elemental against metal armor has a 50% chance (roll randomly) of disintegrating the armor. Magic armor gets to save at -1, -2 or -4 depending on the Anti-Elemental's size.

Anti-Air: This is a slow-moving, tornado-shaped vacuum. The Anti-Air elemental will suck the air out of a room at the rate of 10 cubic feet per hit die. Should opponents find themselves in an airtight space, they will suffocate in three rounds, plus lose 1/3 of their Constitution score. Anti-Air Elementals strike by folding their bodies over and slapping opponents with their top-heavy heads. The weakest of all the Anti-Elementals, the Anti-Air rarely lasts on the Prime Material Plane for long because it takes 1-8 hp of damage per round of being in contact with air.

Anti-Fire: These Anti-Elementals cannot stray farther than 60 feet from a source of cold that is at most 32 degrees Fahrenheit or they suffer 1-8 hp per round. They are freezing to the touch and anyone struck twice in a row by an anti-fire elemental must save vs. magic or become completely frozen (and die unless he successfully makes a system shock check). Fire-based attacks do double damage vs. these creatures and they will not pursue opponents past any fire

Anti-Elementals	Electric Anti-Earth	Anti-Air	Anti-Fire	Anti-Water
AKA:	-----Negamentals-----			
HACKFACTOR:	6/9/13	6/8/11	6/9/12	5/8/11
EP VALUE:	2,500/7,500/12,500	2,000/4,000/10,000	2,000/6,000/10,000	2,000/6,000/10,000
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Elementivore	Elementivore	Elementivore	Elementivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil
NO. APPEARING:	1	1	1	1
SIZE:	L to H	L to H	L to H	L to H
MOVEMENT:	36"	6"	6", 18" Swim	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Foolhardy (16)	Foolhardy (16)	Foolhardy (16)
ARMOR CLASS:	8	8	8	8
NO. ATTACKS:	1	1	1	1
DMG./ATTACK:	2-20	4-32	5-30	3-24
SPECIAL ATTACKS:	See text, Electric jolt	See text	See text	See text
SPECIAL DEFENSES:	-2 or worse to hit	-2 or worse to hit	-2 or worse to hit	-2 or worse to hit
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	8/12/16	8/12/16	8/12/16	8/12/16
TOP:	n/a	n/a	n/a	n/a
FF:	n/a	n/a	n/a	n/a

larger than a torch. Any liquid coming within 10' of these creatures will freeze (potions save vs. magic at -2).

Anti-Water: Sometimes known as the Arid Elemental, this creature absorbs liquid at a phenomenal rate. A to-hit roll of a natural 20 vs. a living opponent has the same effect as a Staff of Withering, turning his limbs to dust. Water has the same affect on these creatures as dirt does on an Anti-Earth elemental, except 1 gallon of water does 1-8 hp of damage and sub-

tracts 1 hit die for each 8 points lost. Unless it is in an arid climate, an anti-water elemental will take 1-4 hp of damage per hour from absorbing (and destroying) moisture in the air.

HABITAT/SOCIETY: Should one of these creatures be summoned, it will complete its task and remain on the Prime Material Plane, causing as much destruction as it can before disintegrating or being destroyed.

ECOLOGY: Little is known about the Anti-Verse's elemental planes, but sages assume these Anti-Elementals come from planes where their particular matter is always present. Due to their very nature, they do not survive on the Prime Material Plane long, but those that do may develop better strategies. Anti-Water elementals could survive in the desert, while Anti-Fire ones could survive in the arctic. Should an Anti-Elemental and a regular Elemental of the same type meet, they will immediately rush together negating each other in a terrific explosion causing 8/12/16 d8 damage to all in a 50/200/500 foot radius, depending on its

size. Should one be bigger than the other, subtract the smaller one's hit dice from the larger, leaving a smaller, but angry anti- or regular Elemental.

GM'S WARNING!: There is a 1% chance that an Anti-Elemental destroyed by an Elemental of the same size is an exact match. In this case, the ultimate disaster strikes as the Anti-Verse collides with Garweeze Wurd. The GM must start his campaign over.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Anti-Earth elementals can be used to make a Mattock of the Titans, Anti-Air elementals can be used to cast Control Weather (Winds only) as if it were a 5th level spell, Anti-Fire elementals can be used to make a Wand of Cold and Anti-Water elementals can be used for a double sized Part Water spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Ape Shaman (Blood Variant)

VARIANT: The Blood Ape Shaman has developed a bite that allows it to drain 1d4 hit points' worth of blood from a victim each round. The Blood Ape Shaman gains the hit points it drains. The ape can gain temporary extra hit points this way, putting it above its normal maximum hit point total. Such temporary hit points last for one turn after feeding (or until some mad adventurers hack them away).

DESCRIPTION: Ape Shamans serve the Ape Gawd. Their appearance is similar to other apes, with decidedly intelligent faces, and a demeanor similar to people. They wear clothing, unique to their culture, and adornments to signify their allegiance to their gawd.

A pack of Aarnz Hounds and either Carnivorous Apes (2-4) or Shadow Apes (2-20) typically guard an Ape Shaman.



Anti-Elemental, Earth — Electric Variant

COMBAT/TACTICS: Ape Shamans have the powers of 2nd-8th level clerics and rumors persist of even more powerful Ape Shamans commanding hordes of Carnivorous Simians.

In combat, they use their spells to protect themselves and deal out damage. Bodyguards (Ape Shaman Warriors) will come to the aid of the shamans in combat. Ape Shamans are not particularly aggressive if unprovoked. However, if threatened, they rise to the occasion with great enthusiasm.

HABITAT/SOCIETY: Ape Shamans are quite civilized. They live in villages and have a rich culture. Religious rituals are intricate and mysterious. Elder shamans act as mentors for several apprentices.

ECOLOGY: Little is known about the origins of these fascinating creatures, but they are very similar in physiology to normal apes. They mate and bear young in similar fashion. They eat mostly plant matter, but may also eat insects and small animals.

YIELD:

MEDICINAL: Attempting to use any Ape Shaman body parts for medicinal purposes will always fail because of the protection granted these creatures by the Ape Gawd.

SPELL COMPONENTS: The Ape Gawd will not allow any part of one of these creatures to be used for making spells.

Ape Shaman, Blood

AKA: Simian Priest

HACKFACTOR: 3

EP VALUE: 201

CLIMATE/TERRAIN: Tropical/Forest/
Hills/Plains

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Omnivore (good),
Carnivore (evil)

INTELLIGENCE: High (13-14)

ALIGNMENT: Neutral (50% good,
50% evil)

NO. APPEARING: 1-4

SIZE: M (6'+ very broad)

MOVEMENT: 12", 9" in trees

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 6

NO. ATTACKS: 3

DMG./ATTACK: 1-3/1-3/1-6

SPECIAL ATTACKS: Spells, blood bite

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 4

TOP: Yes

FF: 5

HIDE/TROPHY ITEMS: Ape Shaman bones can be used to fashion knives of Ape Shaman Slaying.

TREASURE: T, U

OTHER: The hides of powerful Ape Shamans may, at the Ape Gawd's behest, be fashioned into shawls providing +1 to +4 protection. These are typically made for other Ape Shamans so they may take revenge for the death of a comrade.

Armadillo, Dire (Jurassic Variant)

VARIANT: The Jurassic Dire Armadillo is a remnant from the dark, violent past, when brawn ruled all and brains were just so much dead weight. A creature of pure hunger and savagery, the Jurassic Dire Armadillo eats anything it can (3-60% of its meager treasure will be found in its stomach, along with 1-3 meals at any given time). This thing must eat three times as much as a normal Dire Armadillo. It is faster (+3" move), tougher (3 extra Hit Dice) and meaner (+1 to all attack and damage rolls) than its standard counterpart. With a brain the size of a shriveled dwarf walnut, this creature is especially resistant to mind-affecting spells and attacks, gaining +4 to all saving throws against them.

As dim-witted as normal Dire Armadillos are, the Jurassic Dire Armadillo is even slower. It has no use for intellectual faculties beyond recognizing food sources, a very broadly defined category.

All Jurassic Dire Armadillos lay eggs, even the males (though their eggs are just empty shells).

DESCRIPTION: The Jurassic Dire Armadillo is similar to a common armadillo, but its behavior is much, MUCH more aggressive and erratic. Its armored hide is lime green and brown and it has tiny, needle-sharp claws. Sharp teeth fill its foaming mouth. Anyone in the vicinity of these creatures can hear loud snarls. They fight each other frequently.

COMBAT/TACTICS: Jurassic Dire Armadillos, like their more modern kin, carry the dreaded disease of leprosy, just as some animals carry rabies, or Anthraxians carry anthrax. Even though these armored animals don't suffer as humans infected with leprosy do, the disease affects their behavior and makes them unpredictable, and vicious.

When they attack, they usually bite, which is how victims become infected. If a person only takes damage from a Dire Armadillo's claws, he will not become infected with leprosy.

Anyone bitten by a Dire Armadillo must save versus poison or be infected with the dread disease. This leprosy can be cured with the usual spells and is non-magical in nature. If a Dire Armadillo takes more than 75% of its hit points in damage, it curls up in a ball and attempts to roll away at double its normal speed. When it rolls itself into a ball, its muscles force its scales together tightly, making it harder to hit (AC 0).

Armadillo, Jurassic Dire

AKA: --

HACKFACTOR: 6

EP VALUE: 201

CLIMATE/TERRAIN: Desert/Plains/
Temperate

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Semi- (2)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-8

SIZE: S (2' long)

MOVEMENT: 8"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3 (0)

NO. ATTACKS: 3

DMG./ATTACK: 2-3/2-3/2-5

SPECIAL ATTACKS: Leprosy

SPECIAL DEFENSES: Ball of hiding,
mental resistance

MAGIC RESISTANCE: Nil

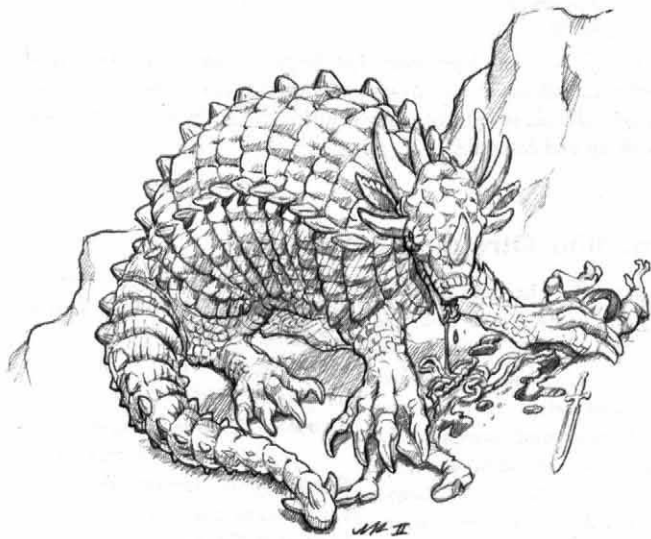
HIT DICE: 6

TOP: Yes

FF: 5



Ape Shaman — Blood Variant



Armadillo, Dire — Jurassic Variant

HABITAT/SOCIETY: Jurassic Dire Armadillos can be found in almost any climate, scattered reports even place a few in arctic areas. However, they are most frequently encountered in desert regions. Dire Armadillos often hunt in packs. When hunting as a group they may turn on each other if game is scarce. They will eat plant life, but prefer meat.

Jurassic Dire Armadillos may attack PCs simply to get something that attracts their attention. Most of the time, though, they attack in order to sate their ravenous appetite. If they successfully retrieve a shiny object after eating a creature, they will attempt to run away with it and bury it.

ECOLOGY: Jurassic Dire Armadillos are exactly the same as Jurassic common armadillos, in theory, except for their deadly infection. A Cure Disease spell will not only cure a person bitten by one of these creatures, it will turn a Jurassic Dire Armadillo into a Jurassic common armadillo with one less Hit Die. There is a 50% chance that the creature will befriend the person who cures it of its disease. However, this will give the player character no particular advantage.

YIELD:

MEDICINAL: Eating a Dire Armadillo (Jurassic or other variant) will automatically give the eater leprosy.

SPELL COMPONENTS: Any part of a Dire Armadillo can be used in a Cause Disease spell that causes leprosy.

HIDE/TROPHY ITEMS: Dire Armadillo hide can be made into a leather helmet with +1 magical bonus to AC. However, wearing such a helmet gives you leprosy.

TREASURE: 10% of Q

OTHER: Nil

Ashen Prowler (Horned Variant)

VARIANT: The Horned Ashen Prowler has two curved horns protruding from its skull. It can use these horns to bash and burn a single opponent in front of it, delivering 1-4 points of damage, in addition to other attacks in the same round.

DESCRIPTION: Spawned from the darkest depths of the elemental plane of Fire, Ashen Prowlers are sizzling predators and rampant pyromaniacs. Created from lava rock and ash, the fiery canines run in vicious packs anywhere near volcanoes or where there is access to magma. They have black and gray hides and bright orange eyes with a fiery glow emanating from their fang-filled, snapping maws. Their horns are usually deep scarlet or black as obsidian.

COMBAT/TACTICS: Ashen Prowlers hide in lava and spring upon hapless victims who wander too close. They have a 70% chance of surprising opponents. Besides the normal damage from their claws and bite, they are capable of inflicting an additional 2-20 points of damage due to lava splash when they leap from such a place. The fiery heat of a Prowler's bite is likely to ignite flammable gear (roll a save versus magical fire for the items bitten).

If combat turns against one of these creatures, it uses its ashen breath (a cone that extends for 30 feet from the creature's mouth to an end diameter of 10 feet) for 3-18 points of damage. This breath weapon also creates a blinding cloud of choking ash of the same dimensions that lingers for 2 rounds. Victims within the initial breath or lingering cloud must make two independent saving throws versus poison: those who fail the first go blind for 1-4 rounds, those who fail the second cough and choke for 1-4 rounds (doing nothing else).

Victims return to normal after the effects subside. Prowlers are immune to this effect, but will flee after using the attack because they will need to replenish their "life lava" within 1 hour of using their powers.

Prowlers who are not exposed to lava within 1 hour after using their ashen breath attack turn to stone and die. Exposing them to great amounts of liquid or cold forces Prowlers to make morale checks. All cold attacks cause double damage to Ashen Prowlers. Using a Create Water spell against them causes 1-4 points of damage per level of cleric casting the spell.

Anyone who manages to defeat an Ashen Prowler, or escape the clutches of one of these fiery beasts, without destroying it, will be relentlessly pursued.



Ashen Prowler — Horned Variant

Ashen Prowler, Horned

AKA: --

HACKFACTOR: 8

EP VALUE: 656

CLIMATE/TERRAIN: Volcanoes/Any hot

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Fire

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-12

SIZE: M (4' long)

MOVEMENT: 18", 6" in lava

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5

NO. ATTACKS: 4

DMG./ATTACK: 1-6/1-6/2-12/1-4

SPECIAL ATTACKS: Ashen breath

SPECIAL DEFENSES: Immune to heat

MAGIC RESISTANCE: Standard

HIT DICE: 4+2

TOP: Yes

FF: 7

After the Prowler replenishes its supply of magma, either it or its avenging mates will spend the rest of their lives, if need be, hunting for "the one that got away."

Heat and fire are nourishing to these creatures, so of course, they are immune to heat and fire damage. In fact, if hit with magical fire, Ashen Prowlers immediately regenerate all the points of damage rolled instead of suffering it.

HABITAT/SOCIETY: Ashen Prowlers live and hunt in packs. Only the strongest and most wily of these creatures rise to positions of leadership in a pack. The leader of any pack is the Prowler with the most hit points. Weakness is not an option and any show of compassion enrages a Prowler, giving it +2 to attack and damage.

Charmed Ashen Prowlers might make excellent guard dogs, but these creatures need to live near active sources of magma or die, so their usefulness is greatly limited.

ECOLOGY: Ashen Prowlers are native to the Elemental Plane of Fire, where they run in wild packs of double the numbers found in the Prime Material Plane. Certain pools of lava on the plane of fire are "life givers" and when an Ashen Prowler bathes in any of these pools, more Prowlers are created. Horned Ashen Prowlers appear randomly for reasons that remain unclear. When a Prowler dies, it releases an earth-shaking howl, then turns to stone.

YIELD:

MEDICINAL: Dust from an Ashen Prowler can be turned into a burn salve that cures 1 point of burn damage if applied within one hour.

SPELL COMPONENTS: The dust from one of these beasts can be used, in addition to all other components, for a Fireball or fire-related spell that inflicts +1 point of damage for each die.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The heart of an Ashen Prowler can be carved into a serving bowl and enchanted to heat food upon command.

Astral Searcher (Fire Variant)

VARIANT: The Fire Astral Searcher died in some sort of horrendous fire. It has absorbed the very nature of the flame and become one with it in death. It is not happy.

In addition to its other abilities, it can surround itself in an aura of flame three times per day. Each aura lasts one turn. Creatures caught within this aura suffer 1-10 points of damage each round (save versus breath weapon for half). These flames exist on both the Astral and Prime Material Planes. Fire Astral Searchers are immune to any type of fire or heat effect.

DESCRIPTION: Astral Searchers are mindless shells of nebulous human-like shapes created by concentrated and or traumatic human thought. Violent death, spells cast on the Astral Plane or astral combat may unknowingly create these Searchers.

COMBAT/TACTICS: Once they have crossed into the Prime Material Plane, Astral Searchers attack the nearest living person in hopes of possessing their bodies. All victims are considered AC5 unless they have psionic powers or other defenses against mental attack, because assaults are made not against the body of a victim, but against the mind. The damage inflicted seems real, but fades in 3-12 rounds. Psionic defenses improve a person's AC accordingly:

Mind Blank	AC 3	Tower of Iron Will	AC 0
Thought Shield	AC 2	Intellect Fortress	AC 4
Mental Barrier	AC 1		
(all within 3 yards)			

Due to their mental discipline and training, monks can attempt a saving throw versus spells each round to avoid damage altogether.

Fire Astral Searchers always ignite their flame auras in instinctual rage after two or three unsuccessful attempts to possess a body. They may use it earlier to push a potential victim over the edge in terms of hit points or because they have come to like fire.

HABITAT/SOCIETY: Driven by a past connection with the Material Plane, Astral Searchers seek material bodies with complete singularity of purpose. They spend much of their time wandering the Astral Plane, searching for weak points in the fabric connecting this plane with the Prime Material Plane. When they find such a nexus point, they will cluster nearby and wait for the stress lines to become weak enough for them to break through. Such weak points exist naturally, but may also be created by beings using magic to travel in the Astral Plane (4% chance), in which case they only exist for 2-20 rounds.

Should the Astral Searcher reduce a victim's hit points to 0, they inhabit the body, and drive the mind and personality of the victim into the Astral Plane. There, the victim will go completely insane in 2-12 days if not rescued.

After that, insane PC personalities begin to dissipate and will be completely destroyed with no chance of rescue in a number of months equal to two plus the person's Wisdom score. To rescue a mind, the possessed body must be exorcised (via a Banishment or Holy Word spell) and the original

Astral Searcher, Fire

AKA: --

HACKFACTOR: 4

EP VALUE: 115

CLIMATE/TERRAIN: Astral Plane/Any

FREQUENCY: Very Rare

ORGANIZATION: Random Groups

ACTIVITY CYCLE: Any

DIET: Minds

INTELLIGENCE: Non (0)

ALIGNMENT: Any

NO. APPEARING: 4-24

SIZE: M (5'-6'long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 10

NO. ATTACKS: 1

DMG./ATTACK: 1-6+special

SPECIAL ATTACKS: All victims AC5, aura of flame

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 50%

HIT DICE: 2

TOP: n/a

FF: n/a



Astral Searcher — Fire Variant

mind guided back by the use of an Astral Spell or similar contact. The process takes hours and is quite expensive.

A PC returned to his body must make a system shock check or suffer from mild forms of insanity (use Table 7H on page 86 of the GMG) and the changing of his alignment to that of the Astral Searcher that had possessed his body. The easiest way to get rid of an Astral Searcher is to kill the host.

ECOLOGY: Astral Searchers can be of any alignment or background, but all will attempt to pick up where their lives left off. They will act this way regardless of the differences between their previous and current bodies.

This can cause a great deal of confusion, as sometimes an Astral Searcher is actually a "soul copy" of a PC or NPC who has traveled the Astral Plane. A soul copy will be driven insane if he should meet the original, and will attempt to destroy and replace the original. There is a 25% chance that the possessed body contains a "soul copy".

Since most Astral Searchers are spirits of those who die violently, most are evil. Good Astral Searchers will feel awful about taking over a living being's body and will seek to help return the original psyche, provided they have no pressing or unfinished business on the Prime Material Plane and provided the original psyche was not evil or an enemy. Use the following table to determine the alignment of any Astral Searcher:

1-5	Lawful Good	26-30	Neutral
6-10	Chaotic Good	31-50	Neutral Evil
11-15	Neutral Good	51-80	Lawful Evil
16-20	Lawful Neutral	81-100	Chaotic Evil
21-25	Chaotic Neutral		

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The trapped essence of an Astral Searcher can be used to create a medallion that protects the wearer from Astral Searcher possession.

Augerlisk (Dire Variant)

VARIANT: Dire Augerlisks are always in a very bad mood, perhaps because they are smarter than their standard counterparts and know exactly how they have been mistreated. Originally created by a cabal of evil clerics, they have never forgiven their creators for bringing them into Garweeze World. They are chaotic, less likely to flee (morale rating 2 higher than the standard type's) and deal 2 extra points of damage per die. The dire variant also has 2 more Hit Dice than the standard type.

DESCRIPTION: An Augerlisk is a primitive cousin of the horrific Basilisk. Its large body is covered in thick, stony scale of a grayish coloring. From its forehead protrudes a long, sharp auger-shaped horn. At the end of its long tail is a stone club-like protuberance. Its body shape differs from that of a Basilisk, as it appears to look less like a common lizard and more like a dinosaur. Its feet appear as three-toed talons with sharp, digging claws. Its mouth sports rows of blunt but very strong teeth.

COMBAT/TACTICS: Augerlisks attack with their petrification gaze, against which opponents must save at +1 or be turned to stone. Should the gaze attack be successful, the Augerlisk uses its horn to break apart its prey, then it devours the stony meal.

Augerlisks are very long, but attack with their heads quite low to the ground, so warriors who battle them can save against the gaze at +4 when fighting at close range. When under attack from opponents who are too close

to petrify, the Dire Augerlisk goes with its horn for 3-10 points of damage, and bite for 3-12 points of damage.

HABITAT/SOCIETY: Augerlisks spend most of their time hunting for prey to petrify. They live in caves and other underground, stony habitats. They forage for victims in the lower levels of dungeons and castles. They rarely invade large cities, but they have been known to lay waste to many a small village.

ECOLOGY: Augerlisks prefer to remain as solitary as possible, although they do have families. Females bearing young require almost twice as much food as normal, so their mates will venture forth to forage more frequently at such times. Females bear young in the spring. Because of this, it is said that spring is the season of sorrow, for that is when the Augerlisk comes to wreak havoc upon civilization. Young Dire Augerlisks have 1-5 Hit Dice, but have full petrification ability. Dire Augerlisks make their nests in isolated areas, so young are only rarely encountered.

Families of Dire Augerlisks live far apart from other families of their kind, and see any contact with other families as an intrusion onto their territory. Such an occurrence has led to more than a few instances of Dire Augerlisks attacking each other.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Augerlisk eyes can be used, in addition to other

Augerlisk, Dire

AKA: Stone Cold Death

HACKFACTOR: 10

EP VALUE: 1,385

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-5

SIZE: L (8' Long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 3

NO. ATTACKS: 2

DMG./ATTACK: 3-10/3-12

SPECIAL ATTACKS: Petrification

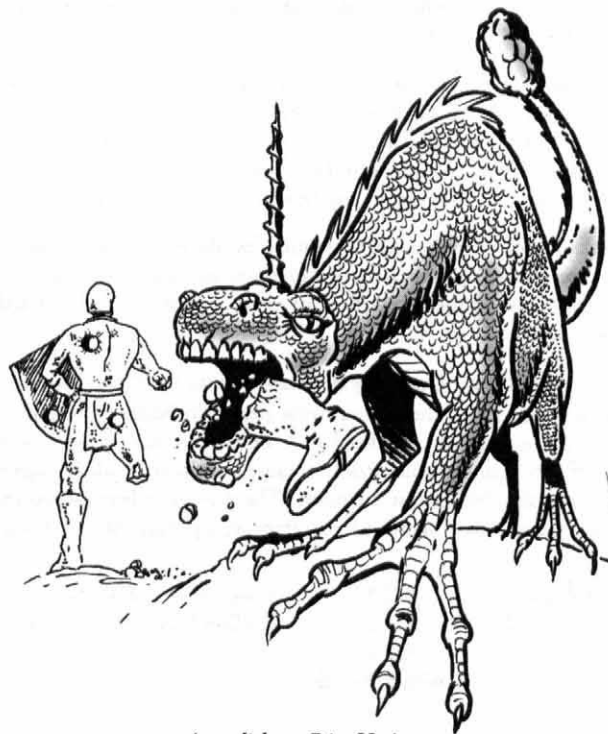
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 8

TOP: Yes

FF: 5



Augerlisk — Dire Variant

components, for a Flesh to Stone spell with a -1 saving throw modifier. **HIDE/TROPHY ITEMS:** Augerlisk hide is considered perfect for binding magic tomes, and magic-users could pay 1,000 gp or more per hide.

TREASURE: G

OTHER: The horns can be fashioned into daggers of powerful enchantment (+1 to +6). Additionally, they may be imbued with extra powers and even personalities, like magic swords.

Babbling Instigator (Chameloid Variant)

VARIANT: The Chameloid Babbling Instigator can change its skin tone to match its surroundings, though it cannot do so voluntarily. The light from its environment alters its coloration to match anything from a rock wall to a checkerboard pattern. A simple change takes 1-2 rounds to complete, a more complex pattern can take 3-6 rounds. Though it continues to babble, it is 95% undetectable by sight from 5 feet or more away, while even from less than 5 feet away it goes unseen 75% of the time.

Of course, even if it is noticed, it can use the same Invisibility power the standard type uses. Its chameloid power, however, is always "on".

DESCRIPTION: These tiny creatures hail from the Planes of Chaos and live to spread discord wherever they go. Although often invisible, when a Babbling Instigator is seen, it appears as a tiny, elf-like creature about ten inches tall. The Chameloid Babbling Instigator is always tough to spot, though, and observers find it virtually impossible to look straight at it.

COMBAT/TACTICS: A Babbling Instigator uses ESP to read the thoughts of unsuspecting victims, then uses the information gleaned in this way to start quarrels between people. It also gathers up the darkest secrets of its victims and makes such secrets public knowledge. Anyone who is attacked in this way by one of these nasty little creatures suffers an immediate loss of 3 points of Honor.

Once the Babbling Instigator has chosen a victim, usually a fighter with a more than healthy ego, he turns invisible (which it can do three times per day), hops up to the victim's ear and begins whispering things about his companions that would likely start a fight. A victim must save versus spells or start a fight. Chaotic characters save at -2.

The Instigator is often able to remain invisible, and unnoticed to its victim in spite of the fact that it is sitting right on his shoulder. If the victim makes a successful save versus spells, he notices that "something" isn't quite right. Anyone who uses a Detect Magic spell on the victim, however, will be able to uncover the Instigator.

It's chameleon-like ability functions even while invisible. This can lead to the awkward situation of knowing that something is there, knowing it was invisible, dispelling the invisibility, and STILL not being able to see it.

Babbling Instigator, Chameloid

AKA: Agitator Imp

HACKFACTOR: 2

EP VALUE: 504

CLIMATE/TERRAIN: Crowds/Cities

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Chaos

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-2

SIZE: S (10" high)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 8

NO. ATTACKS: 1

DMG./ATTACK: 1-4

SPECIAL ATTACKS: ESP

SPECIAL DEFENSES: Invisibility, camouflage, Anonymous Screen

MAGIC RESISTANCE: 20%

HIT DICE: 10 hit points

TOP: Yes

FF: 4



Babbling Instigator — Chameloid Variant

Magic-user types sometimes panic in that sort of dilemma, generally assuming that this means some very powerful magic is at work. (The chameloid power is considered non-magical.)

HABITAT/SOCIETY: These creatures occasionally travel in pairs, each trying to outdo the other. A Babbling Instigator stays with a victim as long as it is amused, or until its victim is killed or knocked unconscious.

ECOLOGY: Babbling Instigators are created from waves of mistrust that exist on the Planes of Chaos. Should one of these creatures be killed, it fades away harmlessly 50% of the time. Otherwise, it explodes in a 6-foot radius, delivering 1-6 points of damage to all creatures in that area (no save).

They carry small swords to defend themselves, but will only fight in this way if cornered. There is no way to befriend a Babbling Instigator; it will always betray anyone who attempts to do so.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Any part of a Babbling Instigator can be used in the construction of a Wand of Discord.

HIDE/TROPHY ITEMS: Nil

TREASURE: V (these will be of proportionate size)

OTHER: Instigator bones are a key ingredient to create Medallions of Thought Projection.

Bandy Tailed Fighting Cock (Sinister Variant)

VARIANT: The Sinister Bandy Tailed Fighting Cock is both smarter (Very intelligent as opposed to merely Average) and more sadistic than its standard counterpart. It also has a 75% chance to pick pockets, an ability it uses to play (often deadly) pranks on its foes before it gets down to the serious business of eating them. The sound of a Sinister Bandy Tailed Fighting Cock giggling in sadistic delight is not soon forgotten. It thrives on its victims' suffering and their flesh.

DESCRIPTION: A Sinister Bandy Tailed Fighting Cock is an impressive creature, towering over most any humanoid. Their four legs are a shiny, metallic blue-gray color. Their bodies and heads are covered with scarlet feathers, and their wings sport bright blue-green feathers. Their tail feathers

are long, blue-green and banded with broad, black stripes. Their eyes shine a steely blue.

When challenging an enemy, this enormous bird crows a shrill, distinctive, war whoop that can be easily heard within a 100-foot radius.

COMBAT/TACTICS: The Bandy Tailed Fighting Cock loves to fight, and will not hesitate to attack anyone who comes into contact with it. These birds will use their beaks when attacking, gouging at +4 to hit for 1-10 points of damage. If the Bandy Tailed Fighting Cock loses a leg, it attempts to flee at full movement. If two of its four legs are lost, it flees at half of its normal movement rate. These birds can regenerate a leg in two days.

If the creature loses a third leg, or if it becomes seriously wounded in another way, it breathes a toxic cloud of smoke, which envelops all creatures in a 10-foot radius and does 2-12 points of damage (The Fighting Cock itself is, of course, immune.) Anyone enveloped in this toxic cloud not only suffers damage, but must make a saving throw versus poison or become Feebleminded for three hours.

HABITAT/SOCIETY: These creatures live in temperate regions where there is plenty of game to hunt. Sometimes they attack villages, but they prefer to stay in more remote locations and waylay passersby. When hunting, these birds sometimes band together in "gangs" that wreak havoc and destruction wherever they go.

Bandy Tailed Fighting Cock, Sinister

AKA: Killer Cock, Hell's Chicken

HACKFACTOR: 5

EP VALUE: 2,889

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Small Gangs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-8

SIZE: L (15' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 8 (body), -1 (legs)

NO. ATTACKS: 3

DMG./ATTACK: 1-8/1-8/1-10

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Toxic smoke

MAGIC RESISTANCE: 35%

HIT DICE: 5+5

TOP: Yes

FF: 10



Bandy Tailed Fighting Cock — Sinister Variant

ECOLOGY: Originally bred to serve as fighting entertainment for a long-since dead ancient race of giants, these birds became sinister when their masters died out. It is not known exactly how these creatures procreate. Some people believe they mate with other types of giant fowl or other birds. Some sages say that because the Bandy Tailed Fighting Cock has the regenerative power to regrow severed limbs, that these birds can also spring to life from the blood of dying members of their species. Whether this is true or not is a matter of some debate. These fantastic animals are very rare, whatever the case may be.

YIELD:

MEDICINAL: Nil.

SPELL COMPONENTS: The feathers are excellent quills for writing scrolls.

HIDE/TROPHY ITEMS: A mounted specimen fetches 100-1,000 gp

TREASURE: F

OTHER: The legs can be used to make excellent evil magic staves.

Bat, Arcane (Violet Variant)

VARIANT: The Violet Arcane Bat is deep violet in color and therefore inherently cooler than the standard Arcane Bat (or so it claims).

DESCRIPTION: Arcane Bats are incredibly long-lived rodents that, over time, have gained intelligence and wisdom due to their constant exposure to magic. They appear as giant bats, although they are much more expressive. Because of its nature, an Arcane Bat appears to glow when viewed under Detect Magic spells and powers.

COMBAT/TACTICS: Arcane Bats can Detect Invisibility and Detect Magic at will. They prefer to avoid combat, but when cornered can bite for 2-8 points of damage. They can "wing slap" opponents (at -2 to hit) stunning them for 1-6 rounds and deafening them for twice as many. If they have access to spell books, they can cast spells as 1st-3rd level (50%) magic-users or as 4th-6th level (50%) magic-users (using each spell once per day). Arcane Bats can blend in with the shadows 90% of the time.

HABITAT/SOCIETY: Arcane Bats are giant bats that dwell in the caves of dragons and other long-lived, magical creatures. Their constant exposure to magic has given them intelligence and long life. Sometimes, the bats will be the companions of these creatures and their alignment will reflect that association. Good dragons can have neutral good Arcane Bats, while evil dragons have neutral evil ones. The Arcane Bats keep their treasure hidden within the treasure trove of the creatures with whom they dwell.

ECOLOGY: Arcane Bats live 100-400 years and sometimes gain insight and wisdom into creatures such as dragons, Beholders, Liches, Vampires, etc. If befriended with a shiny valuable, these Bats may offer clues to the lairs of their benefactors or send PCs to their doom by way of a nasty trap or two.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Arcane Bats are highly magical and make excellent

Bat, Violet Arcane

AKA: Winged Elder

HACKFACTOR: 7

EP VALUE: 975

CLIMATE/TERRAIN: Temp. to Trop.

FREQUENCY: Very Rare

ORGANIZATION: Flocks

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: L (12' wingspan)

MOVEMENT: 1", 21" Flying

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. ATTACKS: 1

DMG./ATTACK: 2-8

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Blending,
detection, spells

MAGIC RESISTANCE: 10%

HIT DICE: 4

TOP: Yes

FF: 7



Bat, Arcane — Violet Variant

material for a Cloak of the Bat.

Hide/Trophy Items The hide of an Arcane Bat can be sewn into magic gloves.

TREASURE: I

OTHER: Nil

Bat, Sinister (Were-Variant)

VARIANT: The Sinister Were-Bat has all the powers of a standard Sinister Bat, plus the ability to transform into human form. Along with this remarkable talent, it is immune to disease, can only be hit silver or magical weapons, and is not subject to spells that function solely against men or against bats. It can be affected by spells that affect either (such as Charm Monster) or those that affect lycanthropes. It has 2 more Hit Dice than its standard kin, and with each transformation it heals 10-60% of any damage it has taken.

Cocky adventurers will likely mistake a Sinister Were-Bat for some sort of Vampire, and thus they prepare to battle undead. This wasting of resources has been the downfall of many a party. Despite these creatures' intelligence, Were-Bats often have long mustaches to twirl in their human forms. This gives them half the normal chances of being in Great Honor, as that habit is just too silly to take seriously.

Bat, Sinister Were-

AKA: Bad Bat
HACKFACTOR: 14
EP VALUE: 4,000
CLIMATE/TERRAIN: Any land
FREQUENCY: Rare
ORGANIZATION: Band
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Avg-Exc (8-16)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1-6
SIZE: L (9')
MOVEMENT: 2", 21" Fl (A)
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 3
NO. ATTACKS: 1
DMG./ATTACK: 2-5
SPECIAL ATTACKS: Magic use
SPECIAL DEFENSES: Missile protection, see text
MAGIC RESISTANCE: 40%
HIT DICE: 6+4
TOP: Yes
FF: 9

DESCRIPTION: Bats are common animals in many parts of the world. On Garweeze World, ordinary bats are quite deadly. With almost 2,000 different species of bats, they range in size between 2-inch wingspans to 15 feet or more. The body of a bat resembles a rodent, while the wings are formed of extra skin stretched across the forearms.

Despite the common belief that bats are blind, their eyesight is quite good. In the dark, they rely upon their natural sonar to get around and locate prey. The sonar bounces off of objects, allowing them to locate even invisible creatures. (Sonar can be rendered useless with Silence spells.)

The human form of the Sinister Were-Bat has beady eyes and tends towards dark coloring and dark, peculiar mustaches.

COMBAT/TACTICS: Ordinary bats only attack if cornered. If startled, bats tend to swarm and fly into things (1% chance per bat), disrupting spell casting (Roll a Wisdom check), inhibiting weapon wielding (-2 to hit) and blinding (-2 to hit for creatures who rely on sight). Under ideal flying circumstances (plenty of room to maneuver), a Bat's AC goes from 8 to 4.

The mysterious, jet-black Sinister Bats resemble manta rays. Their ability to levitate allows them to hang motionlessly in mid-air and their 160-foot infravision makes them excellent hunters. Sinisters are resistant to magic and adept at its use. They are surrounded by a Protection from Normal Missiles spell at all times, which protects them from all forms of missile attack, but not melee or magic. Sinister Bats can cast Hold Monster once per day.

Sinister Bats do not communicate verbally, but instead use telepathy in a 20-foot range. Sinisters enjoy music and prefer not to molest a bard who plays for them (even if it was in an inn while the Bat was in human form).

HABITAT/SOCIETY: Sinister Were-Bats dwell in warm, humid climates and in temperate zones during warm seasons. Their metabolism is so active that during half of the year they need to hibernate in cold, protected places so their bodies can shut down to a death-like state. If aroused during hibernation, they are likely to die due to the shock to their metabolism.

When sleeping they dwell in caves, but may wander into homes, castles, dungeons or other areas where they feel safe. They rest during the day, though they may rest in human or bat form.



Bat, Sinister — Were-Variant

ECOLOGY: Most bats eat fruits or insects, although some include small fish, animals and iron rations in their diet. Though their bite does only 2-5 points of damage, there is a 1% chance per point of damage the bat may pass on rabies to its victim (who must successfully make a Constitution check to avoid the disease). They cannot bite through armor. It takes them three rounds to bite through leather, but only one to bite through cloth.

Rot Grubs, Carrion Grubs and other denizens of guano will often nest in large bat caves amidst the rich guano fields.

YIELD:

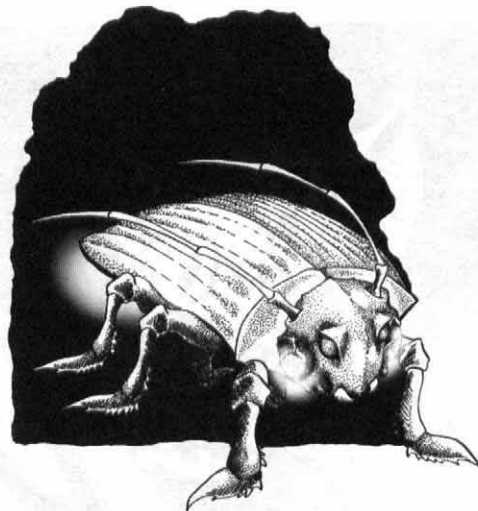
MEDICINAL: Nil

SPELL COMPONENTS: Bats are traditional components for spells. The wing of a Bat can be used for Flying spells and the wings of Sinister Bats can be used for Levitation spells in lieu of other components.

Hide/Trophy Items Nil

TREASURE: Nil

OTHER: Sinister Bat hides can be crafted into Cloaks of the Sinister Bat, allowing the wearer to use 160-foot infravision, Levitation (5 times per day) and Hold Monster once per week. These powers will not affect a live Sinister Bat.



Giant Fire Beetle — Albino Variant

Beetle, Giant Fire (Albino Variant)

VARIANT: The Giant Albino Fire Beetle is mostly white in color, with reddish pink eyes and the odd suggestion of a pinkish hue. Observers misidentify this beast 80% of the time, and it often takes advantage of the confusion to startle victims with its extremely painful “burning” bite.

DESCRIPTION: Similar to Common Beetles, Giant Beetles have hard, chitinous shells, chewing mouth parts, two pairs of wings and three pairs of legs. While their shells can protect a Beetle as well as plate mail, a skilled armorer is needed to craft usable armor out of it for human-shaped creatures.

Beetles have basic Animal intelligence and are always hungry. They feed on virtually any form of organic material, including other Beetles and PCs. They use their antennae or feelers to tell whether a substance is organic (and therefore edible) or not. Beetles then use their mandibles to grab anything that is organic, crush it and eat it. Anything or anyone eaten by a Beetle cannot be recovered with anything short of a Wish spell. Beetles do not hear or see well, relying primarily on their feelers to help them navigate in the world.

COMBAT/TACTICS: Giant Fire Beetles, despite the name, have no fire attacks. These beetles acquired their name due to the extremely painful bites they inflict, which feel as if they are burning, and because of the “fire glands” they have, which are described below. They bite with their mandibles for 3-12 points of damage.

HABITAT/SOCIETY: The second smallest of the giant beetles, Fire Beetles are found above and below ground and are primarily nocturnal. Being nocturnal, they will burrow into the lairs of other creatures to sleep during the day. This often leads to fierce battles.

Beetle, Giant Albino Fire

AKA: Glow Bug

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Any Land

FREQUENCY: Common

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 3-12

SIZE: S (2.5')

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. ATTACKS: 1

DMG./ATTACK: 2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 1+2

TOP: Yes

FF: n/a

ECOLOGY: Giant Fire Beetles have two special glands above their eyes and one near the back of their abdomens, which give off a red glow. These glands are highly prized by miners and adventurers, since the glow lasts 1d6 days after the death of the Beetle and lights a radius of 10 feet. The light produces no heat. Fire Beetles lay their eggs near or in the nests of other creatures, in hopes of getting them to raise and nurture their young. Other creatures rarely raise Giant Albino Fire Beetles.

YIELD:

MEDICINAL: Powdered Giant Beetle cures a variety of ailments, including skin lesions, rashes and stomach cramps.

SPELL COMPONENTS: Giant Beetle shell can be used in Armor spells or Monster Summoning II or III. The sensitive antennae can be used in a Clairaudience spell in lieu of other components.

Hide/Trophy Items The shell, if shaped, can be fashioned into plate mail at half the weight. It can also be enchanted.

TREASURE: Nil

OTHER: Beetle hide can be fashioned into +1 non-magical shields.

Beetle, Predacious Dungeon (White Variant)

VARIANT: The White Predacious Dungeon Beetle is completely white. Most etymologists find it impossible to classify, while it finds most etymologists delicious.

DESCRIPTION: Through dark dungeon passages, dense, mysterious forests and the muddy banks of ancient rivers, beetles may indeed be some of Garweez World's most varied and frequently encountered creatures. Adventurers can be sure to find some of their worst nightmares in the form of these creepy crawlies.

With thick, armored shells and a vast array of nasty defensive and offensive weaponry, these creatures are not hard to recognize. The Predacious Dungeon Beetle is quite large, standing some 12 feet tall. With thick, white bodies and massive, horrifying heads, these creatures are not the sort of thing PCs want to meet in a darkened dungeon corridor. All the more reason for them to be there.

COMBAT/TACTICS: With evil intent, these bulbous-bodied monstrosities will lie in wait, seeking the darkest corners and crevices within a dungeon from which to attack. This species has an advanced brain with the following psionic abilities:

Psycho-portive Sciences
Dimension Walk

Dimension Door
Time Shift

Teleport
Teleport Other

Psycho-portive Devotions
Time/Space Anchor

For purposes of psionic combat, calculate the Beetle's Constitution score as 22. This beetle enjoys building elaborate torture devices, then teleporting unsuspecting victims into them.

HABITAT/SOCIETY: True to their name, these beetles live in dungeons and often work together to defeat opponents. They are also quite predacious. The largest beetle usually ends up leading the assault.

ECOLOGY: Dungeon Beetles love to accumulate treasure and magic, using the items to lure more potential victims into their unspeakable tortures. These hideous creatures seem to procreate in carnage, springing to life full-grown from the blood of victims.

YIELD:

MEDICINAL: Powdered Giant Beetle cures a variety of ailments, including skin lesions, rashes and stomach cramps.

SPELL COMPONENTS: Dungeon Beetle brains are a substitute component in spells related to mental abilities, and can also be used for a non-verbal Teleport spell (somatic and material components only).

HIDE/TROPHY ITEMS: Giant beetle shells can be fashioned into plate armor of half normal weight. This armor can also be enchanted to protect against mental attacks (providing 100% protection vs. non-magical forms of attack and 50% resistance to all others).

TREASURE: A, Z

Beetle, White Predacious Dungeon

AKA: Dank bug
HACKFACTOR: 11
EP VALUE: 6,000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: L (12")
MOVEMENT: 12"
PSIONIC ABILITY: 170
ATT./DEF. MODES: A,C,D/H,I
MORALE: Foolhardy (16)
ARMOR CLASS: 2
NO. ATTACKS: 3
DMG./ATTACK: 4-20/1-6x2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Saves at +2
HIT DICE: 8
TOP: Yes
FF: n/a



Giant Predacious Dungeon Beetle - White Variant

OTHER: Predacious Dungeon Beetle hides can be fashioned into +1 non-magical shields with 50% protection of the same armor effects above.

Beholder, Gauth/Voyeur/Undead

VARIANT: Gauth: The Spitting Gauth Beholder can hock acidic loogies at one creature per round, in addition to its other attacks (except the bite). This globule of Gauth-saliva is actually Class B acid (see the GMG p. 207) and can be hurled as far as 20 feet.

Voyeurs: The Black Voyeur Beholder is a jet black version of the standard Voyeur Beholder. It believes that black is always the "in" color.

Undead Beholders: The only established undead venusian known, the Venusian Undead Beholder is a creature of true horror for those who encounter it. None can understand its motives, even those who have made a life's study of undeath and/or venusians. The mind of the Venusian Undead Beholder is so bizarrely different from that of any understandable creature that it makes all saving throws against mental attacks, psionics, illusions and its attempts to disbelieve at +4.

This variant remains very rare in Garweeze Wurld, although it is known that specimens took out at least two HackClass candidate adventurers. The Venusian Undead Beholder is tougher (double the standard type's hit points, in fact), denser (+4 to AC compared to its standard counterpart), deals an extra 2 points of damage with every melee attack and is at +1 to hit with any physical strike. It has infravision and ultravision, both out to 60 feet.

This foul creature's lack of breathing renders it immune to gas attacks, even those that might otherwise affect undead. It needs no water nor sustenance of any kind, but it does vent its venusian rage at every opportunity.

If killed, there is a 75% chance that the Venusian Undead Beholder explodes. Any creature within 20 feet of this mess must save versus breath weapon or suffer 2-20 points of damage. Those at 20 to 30 feet must save or take 1-10 points of damage. The explosion also renders all of the beast's body parts unsalvageable for any useful purpose.

Luckily for some, the Venusian Undead Beholder is not as intellectually capable as its non-variant cousin, but it never wants to discuss that. In fact, Venusian Undead Beholders never communicate, except by destroying things (or creatures, or characters, etc). Despite being undead, all these variants have the migraine flaw and suffer constant throbbing pain in their heads, which are actually their entire "bodies" (and you think you've got problems). They can certainly ignore the pain for the purpose of causing others pain, however. Though they frequently destroy and kill, no one knows why. Scholars agree that it is not always for food, but only a few accept that it is due to some peculiar sort of venusian undead adolescent rage.

DESCRIPTION: Gauth: A Gauth's body measures about five feet around and appears brown in color, mottled with purple and gray. It has a large eye, surrounded by a ring of smaller eyes, protected by fleshy ridges. The smaller eyes can see in lighted areas and have 90-foot infravision. Four feeding tendrils extend from the underside, surrounding the beast's mouth. The top has six eyestalks and hit points are divided thus:

Roll	Location	AC	Hit Points
01-85	Body	0	As listed
86-90	Central Eye	7	Part of Body
91-00	Eyestalk/Tendrils	2	6 hit points

Voyeurs: Black Voyeurs appear as smooth-skinned, jet-black Beholders with very large eyes on eight black eyestalks. Usually linked by telepathy to a powerful magic-user or other magical creature, they spy on enemies or others, depending on the needs of the linked creature.

Beholder	Spitting Gauth	Black Voyeur	Venusian Undead
AKA:	Magic Eater	Spy Orb	Death Tyrant
HACKFACTOR:	25	13	41
EP VALUE:	4,300	4,000	27,300
CLIMATE/TERRAIN:	Any Remote	Inhabited	Any Remote
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Any
DIET:	Magic	Omnivore	Nil
INTELLIGENCE:	Ex (15-16)	Very (11-12)	Special
ALIGNMENT:	Lawful Evil	Chaotic Neutral	Lawful Neutral
NO. APPEARING:	1	1	1
SIZE:	L (4'-6')	M-L (5'-6')	M (4')
MOVEMENT:	6" Swim	12" Fly (B)	3", 2" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Pliant (10)	Brave (14)
ARMOR CLASS:	5	4/7/7	-4/-2/3
NO. ATTACKS:	3	1	1
DMG./ATTACK:	2-8/2-8/1-6	1-6	4-10
SPECIAL ATTACKS:	Magic, acid spit	Magic	Magic
SPECIAL DEFENSES:	Regeneration	Invisibility	Anti-Magic Eye, see text
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	6+6/9+9	9	90-150 hp
TOP:	Yes	Yes	Yes
FF:	11	7	n/a



Beholder, Voyeur — Black Variant

Undead Beholders: These rotting, mold-encrusted zombies used to be Beholders (perhaps Venusian Beholders and perhaps Beholders that died in some bizarre venusian realm). Each has 2-5 functioning eyes (including the central eye), while the rest have fallen off or are hanging on, but just barely.

COMBAT/TACTICS: Gauths feed on magic items. When a Gauth attacks, it glows with Faerie Fire (as spell). Anyone meeting the gaze of the central eye must save versus spells at -2 or become Feebleminded. A Gauth's tendrils effectively have an 18 Strength and are used to hold a victim in its mouth, but do not cause damage. The six eyestalks have the following powers:

- 1) Cause Serious Wounds Ray (as spell, 30-foot range)
- 2) Repulsion Ray (as spell, 10 foot wide path, 40-foot range)
- 3) Lygg's Cone of Cold (as spell, 3d4 points of dmg, 5-foot wide cone, 50 feet long and 20 feet wide at its base, can be used 3 times per day)
- 4) Lightning Bolt (as spell, inflicts 4d4 points of damage with an 80-foot range, four times per day)
- 5) Paralyzation (as wand, 40-foot range, one target; only a Dispel Magic or the death of monster can free victim)
- 6) Dweomer Drain (drains one charge from charged magic items, makes permanent items useless for one round, but has no effect on relics or major artifacts)

Casting a Dispel Magic on a Gauth's central eye causes it to stop functioning for 1-4 rounds. If slain, there is a 2% chance the Gauth explodes, inflicting 4d4 points of damage to everyone within 10 feet (no saving throw). Gauths are immune to their own powers and regenerate 1 hp per round.

Voyeurs: Originally developed by the beholders as ultimate spies, Voyeurs have been employed by magic-users for centuries. They will usually not attack if spotted. If a Voyeur is in danger, it attempts to flee rather than fight. Their eyestalk powers are as follows:

- 1) Invisibility Ray (must be "sprayed" on the Voyeur, but doesn't affect the central eye)
- 2) X-ray Vision (3 times per day)
- 3) Clairvoyance
- 4) Clairaudience
- 5) Telekinesis up to 250 lbs.
- 6) Create Illusion
- 7) Create Food and Water
- 8) Animate Object

Central Eye: Standard Anti-Magic Ray and Telepathy

Undead Beholders: These creatures cannot use Charm powers, but there is a 40% chance the eye can Hold Monster, as long as the Death Tyrant stays focused on its victim. This effect lasts 1-3 rounds after the creature loses its



Beholder, Gauth — Spitting Variant



Beholder, Undead — Venusian Variant

focus. Without instructions from its controller, a Death Tyrant will attack all living things with its remaining eyes. Undead Beholders save as 12th to 18th level fighters, depending on their hit points.

HABITAT/SOCIETY: **Gauth:** These creatures are usually located in areas that harbor a great deal of magic. Some Gauths work secret deals with enchanters, which in turn, helps drum up business.

Voyeurs: Using their invisibility ray, Voyeurs make themselves invisible, except for their central eye, which cannot be affected. They float to their unsuspecting victim's window and peer in, trying to stay invisible. If chased, the Voyeur Beholder uses its illusion ability to escape. Voyeurs may live in caves, but most commonly dwell with whomever employs them.

Undead Beholders: Venusian Death Tyrants mindlessly serve their masters, usually evil human magic-users, other Beholders, bizarre powers from parts unknown, or even Illithids. Undead Beholders use Beholder strategies when attacking, unless ordered otherwise. Charm Monster or Control Undead spells do not work against these creatures. Other Beholders that see an Undead Beholder will attack and fight the undead monster to the death.

ECOLOGY: **Gauth:** These creatures can survive on meat, but prefer to devour magic items. Items in their stomach lose 1 charge per round and permanent items become normal items in one day. When Gauths die of natural causes, two young Gauths emerge from the corpse at half strength.

Voyeurs: Voyeurs reproduce by splitting in two after accumulating enough mass. In exchange for valuables, Voyeurs may use their powers to benefit PCs. They have been known to infiltrate Beholder lairs and spy on their own kind.

Undead Beholders: An Animate Dead spell used in conjunction with a Zombie Slave spell forces a dying Beholder into an undead state with instructions. However, they are extremely difficult to control. Human magic-users who attempt to create "normal" Undead Beholders may (80% chance) find their Intelligence permanently lowered by 1-4 points and their age increased by 10-40 years. No human has yet succeeded in a deliberate attempt to create a Venusian Undead Beholder.

YIELD:

MEDICINAL: Nil.

SPELL COMPONENTS: Gauth organs can be used in an Anti-Magic spell

or a Dispel Magic spell, in addition to other components, cast as if the caster had one additional level.

Hide/Trophy Items Nil

TREASURE: Gauth: R, Voyeur: I, Undead: E

OTHER: The X-ray eye of a Voyeur (if intact) can be used for a Ring of X-Ray Vision. A Voyeur's central eye can be used in a Crystal Ball.

Beholder-kin, Lensman (Rock Variant)

VARIANT: Rock variants consist of solid stone instead of flesh and bone. The Rock Lensman Beholder-kin Abomination does not need to breathe. It is immune to gas, poison and disease. Its dense nature confers an AC 4 better than its standard kin and allows it to inflict an extra point of damage with any physical attack in melee. Because its rocky hide turns away weapons, it takes only half damage from non-magical puncturing or crushing weapons. It also gains +2 on all saving throws against cold-related effects.

Despite its numerous advantages, the Rock Lensman is subject to spells and attacks that affect stone. It is also three times heavier than the standard Lensman.

DESCRIPTION: A Rock Lensman has one eye in the chest of a five-limbed, starfish-shaped, simian body. Beneath the eye is a toothy maw. Four of the limbs end in three-fingered, two-thumbed, stone-clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tenta-

Beholder-kin, Rock Lensman

AKA: Tool Tyrant

HACKFACTOR: 7

EP VALUE: 306

CLIMATE/TERRAIN: Any Remote

FREQUENCY: Very Rare

ORGANIZATION: Squad

ACTIVITY CYCLE: Day

DIET: Insectivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-10

SIZE: M (5' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: -1/3

NO. ATTACKS: 1

DMG./ATTACK: 2-9 or wpn +1

SPECIAL ATTACKS: Nil

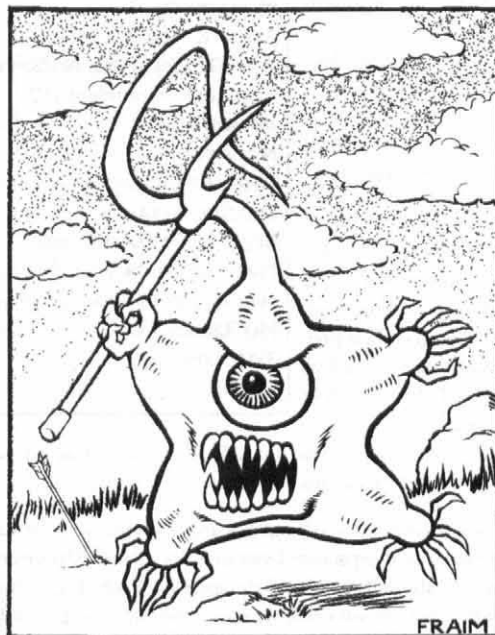
SPECIAL DEFENSES: Magic, see text

MAGIC RESISTANCE: Nil

HIT DICE: 2

TOP: Yes

FF: 4



Beholder-kin, Lensman — Rock Variant

cle. Its hide is actually solid stone and covered with fly-like hairs (that are still rocky). Lensmen wear a webbing that is used to hold tools and double-headed polearms.

COMBAT/TACTICS: Each of the eyes of a Lensman has a specific power (used as a 6th level caster):

- | | |
|---------------------|---|
| 1) Emotion | 5) Protections (as scrolls of any type, only one at a time) |
| 2) Heal | 6) Tongues |
| 3) Dispel Magic | |
| 4) Phantasmal Force | |

HABITAT/SOCIETY: These creatures often hang back to heal larger Beholders more suited for combat.

ECOLOGY: The origins of Rock Lensman Beholder-kin Abominations are unclear. They aren't talking, and they aren't likely to anytime soon.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

Hide/Trophy Items: Nil

TREASURE: R

OTHER: Nil



Blood Guzzler — Gray Variant

Blood Guzzler (Gray Variant)

VARIANT: The Gray Blood Guzzler appears dull gray in color, as opposed to the slightly more interesting-looking but equally dangerous standard type.

DESCRIPTION: This nightmarish monstrosity is mostly torso and arms, and all muscle. Its legs are disproportionately short for its body, which is heavy with muscle, especially around the shoulders. Its mouth is a twisted maw of flat, sharp teeth and its head sports a three-eyed, flat-nosed face not even a mother could love. Gray Blood Guzzlers have a mop of wild, gray hair and gray fur covers their mid-section.

COMBAT/TACTICS: Blood Guzzlers have Strength equivalent to Fire Giants and gain +4 to hit and +10 to damage. They prefer to pound their prey into submission and are adept at non-weapon fighting. Their incredibly dense musculature provides them with hefty protection (AC 0) and they take -1 point of damage per hit from blunt weapons.

But the Blood Guzzler's most terrible attack comes when it has a stunned, sleeping or otherwise incapacitated victim at its mercy. The creature will then lift the poor soul above its head and rip apart the body, letting the blood pour into its mouth. Anyone who reaches zero or negative hit points automatically suffers this fate. Those who do awaken while held fast in a Blood Guzzler ripping attack will find their bones being crushed and will take damage until

Blood Guzzler, Gray

AKA: Ripper, Spine Breaker

HACKFACTOR: 23

EP VALUE: 8,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-5

SIZE: L (8'-10')

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/See text

MORALE: Confident (12)

ARMOR CLASS: 0

NO. ATTACKS: 2 or 1

DMG./ATTACK: 1-6+10/1-6+10

SPECIAL ATTACKS: Ripping

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard, +4 to save vs. mental attacks, incl. psionics

HIT DICE: 13

TOP: Yes

FF: 6

ripped in half or rescued (2-12+10 points per round). Anyone surviving such a ripping attack will nonetheless have their armor destroyed. Should the armor fail or if the victim is not wearing any armor, the victim must make a save versus death magic at -2 each round of the ripping attack. Failure means the Guzzler breaks a major bone in the victim (i.e. legs, arms, etc.) that round.

HABITAT/SOCIETY: These subterranean beasts dwell in the NetherDeep and never chase prey into the light of day. Bright lights nauseate the beast and cause it to make a morale check or flee. Blood Guzzlers live in small groups, roaming dark places in search of victims. They love treasure and are fascinated by magic. They are capable of employing any magic items that are not class-related or worn by normal Man-sized (or smaller) creatures. They have been known to make deals with other evil creatures, but break those deals nearly 100% of the time. It is therefore likely that evil creatures will hunt down Blood Guzzlers just as often as good ones will.

ECOLOGY: Created by an insane drow magic-user of immense power, the Blood Guzzlers eventually created a blood line that was so incestuous, they are all now thought to be sterile. Unfortunately, the Blood Guzzler life span is centuries and it is unknown how many of these creatures were initially created. These creatures are so feared that a special battalion of elite drow was created to wipe them out. Gray Blood Guzzlers are a recent discovery. All Blood Guzzlers have infravision out to 120 feet and ultravision to 80 feet. They can track victims in the NetherDeep as a 7th level ranger and can smell blood up to one mile away.

YIELD:

MEDICINAL: The eyes of a Blood Guzzler, when mashed and boiled, can stop internal bleeding, healing 2-12 points of damage.

SPELL COMPONENTS: Potions of Fire Giant Strength can be made from its sweat glands.

HIDE/TROPHY ITEMS: A Girdle of Fire Giant Strength can be made from its hide.

TREASURE: H

OTHER: The teeth of a Blood Guzzler can be fashioned into arrowheads suitable for powerful enchantment (up to +5) or Arrows of Slaying Blood Guzzlers.

Bolter (Elder Variant)

VARIANT: The Elder Bolter has mastered the art of bolting and annoying would-be buyers, to the point where some seek more of a challenge.

Elder Bolters have 50% more Hit Dice than standard Bolters, are considerably more intelligent, average 12.21% larger in size, and have twice the life span of their standard kin. The Elder variant also has infravision to 30 feet. Any saving throw made against an attack by an Elder Bolter is made with a -4 penalty. Its magic resistance is slightly better than its non-variant counterpart's.

The Elder Bolter regenerates 1 hit point per round (except for fire or acid damage).

Elder Bolters frequently comment that today's younger Bolters are only "in it for the glamour", rather than "the purity of the Bolt". Nonetheless, the first known Elder Bolter discovered about forty years ago, led a very successful ring of his non-variant kin just outside Fangaerie. This Elder Bolter was not found out until several years later, as (like all known Elder Bolters), he could assume his humanoid form at will.

DESCRIPTION: These shape changers can appear as any type of beast of burden commonly used in a particular area, but most commonly, they take the shape of mules. In their true form, however, they appear as tall, fat humanoids with no hair, yellowish skin, large eyes and vaguely horse-like features.

COMBAT/TACTICS: As beasts of burden, Bolters will fight as whatever creature they are mimicking, albeit with exceptional toughness. In their true forms, Bolters attempt to avoid combat if possible. However, if they feel like they have no other recourse, they can use any weapon humans can. Before resorting to fighting Bolters will attempt to flee, or bargain for their lives.

If a Bolter is killed while in animal form by any type of normal weapon, it reverts to its true appearance. That is how people have discovered their existence. If it is killed by magical means, it remains in animal form after death. If a Bolter is killed in its humanoid form, however, it simply disappears. It is believed that they are in service to a gawd, and therefore, when destroyed in their true forms, are called back to be with their gawd.

HABITAT/SOCIETY: Bolters are not fighters, they are thieves. Bolters can flawlessly mimic beasts of burden and will resemble mules most often. But unlike real mules, they will always be cooperative and carry much more weight:

Maximum weight in pounds at Speed

	Full	Half	One-third	Zero
Mule	250	375	500	625
Bolter	350	550	700	875

They are immune to spells that control animals or monsters and psionics cannot detect them, unless they actively contact the creature's mind. Even

Bolter, Elder**AKA:** Doppelganger Steed**HACKFACTOR:** 21**EP VALUE:** 761**CLIMATE/TERRAIN:** Any**FREQUENCY:** Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Herbivore**INTELLIGENCE:** Sup.-Genius (19-20)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1-6**SIZE:** L (6'-8' tall)**MOVEMENT:** 9" or 12" (see text)**PSIONIC ABILITY:** See text**ATT./DEF. MODES:** Nil/Nil**MORALE:** Half-hearted (9)**ARMOR CLASS:** 7**NO. ATTACKS:** 2 or 1**DMG./ATTACK:** 1-6/1-6 or by weapon**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Shape Change, see text**MAGIC RESISTANCE:** 30%**HIT DICE:** 9+9**TOP:** Yes**FF:** 11*Bolter — Elder Variant*

then, there is a 25% chance of a false reading, leading a psionics to conclude that what they are dealing with is nothing more than a common animal.

Bolters will serve as faithful pack animals, sometimes for months at a time, waiting for the right moment. Such a moment comes when one of these beasts sees the opportunity to flee with treasure. Waiting until they are loaded down with plenty of valuables, Bolters will "bolt" away when they can do so unnoticed. This usually happens when their "masters" are sleeping or in combat.

After a successful heist, a Bolter will travel to some type of hideout. In wilderness areas, these hideouts are usually out-of-the-way caves. In many cities, however, Bolters will have safe houses. Once they arrive at a safe location, they will abandon their saddles, saddlebags and reins. Sometimes, an especially greedy Bolter will even attempt to sell this equipment after reverting to its humanoid shape. In any event, once they have safely stored their treasure in their lairs, Bolters will shape change into animal form once again, making sure to appear differently than they did the last time.

Some Bolters, about 10%, can also change their humanoid forms at will; in order to better fit in with local populations. They cannot, however, duplicate the exact appearance of anyone else. They simply have the ability to appear as someone of any humanoid or human-like race. Bolters are not natural, therefore they do not live in families nor do they have relationships the same way natural creatures do. Their motivation for life is simply to obtain as much wealth as possible. All Bolters will do anything they can to get out of trouble.

ECOLOGY: Stealing is as natural for Bolters as breathing. It is an innate drive within them. Bolters do not need food to survive. Those who take time to carefully watch their pack animals may notice that one of them doesn't eat. That is a dead giveaway that their beast of burden is actually a Bolter.

It seems as if treasure is what sustains them. Of course, they can be killed like any normal creatures. However, they are also vulnerable in another way. If someone were to take all of their treasure, Bolters die in five rounds.

Despite their lack of family life, Bolters can be quite friendly in humanoid form. Their affability aids them in gathering information, thus helping them choose their targets. They do not reproduce in any normal way. Sages are not quite sure how these beings came to be, but due to their thieving skills, many assume Bolters are actually servants of Draper, the Thief Gawd.

YIELD:**MEDICINAL:** Nil

SPELL COMPONENTS: Bolter glands can be used for Potions of Polymorph Self or Polymorph Self spells.

HIDE/TROPHY ITEMS: The Bolter's hide (animal form) can be turned into a Saddle Blanket of Polymorphing, allowing the user to polymorph to a mule. Unfortunately, if the blanket is removed, the human will be stuck in the form of a mule until the blanket is returned.

TREASURE: E (in lair)

OTHER: Nil

Bovinian (Forest Variant)

VARIANT: The Forest Bovinian has adapted to life in the woods and now prefers the dark, or at least dim, forest floor to the wide open plains, savannahs or fields recently "abandoned" by farmers. While surrounded by tempting morsels on the hoof or bird claw, Forest Bovinians remain vegetarians, though some wonder what boar might taste like.

Living in the woods, these variants have acquired certain knowledge about their environment: botany 95%, holistic plant identification 80%, identify animals by tracks 75% (just for curiosity's sake, of course), and herbalism 60%. On average, Forest Bovinians are slightly more intelligent than their standard kin. They might be smarter if they actually had to hunt for dinner and outsmart prey. With their 70% chance to hide in any woodland setting, it would likely be an easy hunt. So far, no Forest Bovinian has been convinced to take that step.

DESCRIPTION: Related to Taurians and Bison'vyders (HOB 1 p78), Bovinians share these relatives' penchant for battle. Proud and warlike, male and female Bovinians fight equally well. They stand on two feet, with cow-like heads, tails and cloven hooves. Skin coloration is close to that of domestic cattle, ranging from black and white to red and white, to solid browns, blacks, reds and even pure whites. Their bodies are similar in size and shape to those of human beings and their hands are human-like, able to wield any weapon a human can.

COMBAT/TACTICS: Bovinians are not openly aggressive unless they are attacked or mocked. Unfortunately these Cow Men have split loyalties, and find themselves at odds in ongoing feuds between Taurians and Bison'vyders. This has caused division between tribes, within tribes and even within families. They are often drawn into conflict over this issue.

Bovinians fight with standard weapons, usually swords, or they can head butt for 1d6 points of damage. Additionally, Bovinians can charge for double damage (with at least ten feet to build up momentum). They usually do so on the first attack.

HABITAT/SOCIETY: Bovinians live in loose tribes on the outskirts of inhabited lands. For every 10 Bovinians there will be one shaman, equal to a 1st to 3rd level cleric. In spite of their combat abilities, a PC party taking a

Bovinian, Forest

AKA: Cow Men

HACKFACTOR: 3

EP VALUE: 181

CLIMATE/TERRAIN: Forest

FREQUENCY: Uncommon

ORGANIZATION: Tribes

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Avg to Very (9-11)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 3-12

SIZE: M (6' in height)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. ATTACKS: 1 or 1

DMG./ATTACK: 1-6 or by wpn

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Hide in trees

MAGIC RESISTANCE: Standard

HIT DICE: 3

TOP: Yes

FF: 4



Bovinian — Forest Variant

Bovinian into its ranks, even temporarily, is likely to be mocked and ridiculed, losing 1-6 points of Honor per day.

ECOLOGY: Bovinians eat only grass and other vegetation, therefore they pose no threat to animal or human life, for the most part. However, there have been conflicts with some farmers and some barbarian tribes. Some farmers and barbarians have captured Bovinians to use as slaves, while Bovinians will often raid farms to free farm animals, especially cows, who they see as unfairly imprisoned (or worse). As can be expected, Bovinians use no domesticated animals for any type of labor.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Bovinian is as soft as leather and fetches a price equal to leather. Only evil characters would wear Bovinian skin.

TREASURE: N (individuals), I (in lairs)

OTHER: Nil

Brownie, Barbarian (Club-Footed Variant)

VARIANT: The Club-Footed Barbarian Brownie is angry enough to kick anything in sight. Though its club-like appendages deal only 1d4-1 point of damage, it delights in bruising larger creature's shins. Assuming it can stand on one leg, it can use this kick every round, even when using other attacks.

DESCRIPTION: Brownies are small, usually benign humanoids who may be very distantly related to halflings.

Brownie Barbarians once lived in forest greens, but, after a deadly feud with a powerful and angry dragon, found their homelands laid to waste. Without their luscious green forests, they were forced to learn how to survive in the harshest of situations. They reverted to a primitive society, focusing on survival at the exclusion of all other pursuits. Barbarian Brownies wear the skins of their kills (rats, squirrels, mice, etc.) and consider any encounter a threat to their survival. Barbarian Brownies speak Brownie, and possess a halting command of the common tongue.

COMBAT/TACTICS:

Barbarian Brownies are unlike their cousins in that they love nothing more than a good fight. Because of their size disadvantage, however, they use simple traps to distract opponents before employing their tiny two-handed swords, which can inflict 1-5 points of damage. In addition, if a Barbarian Brownie has two rounds to prepare, he can invoke a berserk rage, allowing him to inflict 1d6 points of damage per round for three rounds.

These wee warriors also have the ability to blend in with their surroundings, allowing them to gain the surprise advantage 9 out of 10 times. Barbarian Brownies save as 9th level fighters, and are unaffected by Fear spells and similar effects. Using all of these abilities combined, these creatures have been known to defeat superior forces.

Like normal Brownies, Club-Footed Barbarian Brownies can use each of the following spells once per day: Protection from Evil, Ventriloquism, Dancing Lights, Continual Light, Mirror Image (3 images), Confusion and Dimension Door.

HABITAT/SOCIETY: Living in the harshest of environments, Barbarian Brownies have grown tough in order to survive. Constantly scraping and clawing for enough to eat, shelter and a chance for a happy life, Barbarian Brownies have turned to eating meat almost exclusively, although they were

Brownie, Barbarian Club-Foot**AKA:** Savage Fairy**HACKFACTOR:** 4**EP VALUE:** 176**CLIMATE/TERRAIN:** Desert/Tundra**FREQUENCY:** Rare**ORGANIZATION:** Clan**ACTIVITY CYCLE:** Night**DIET:** Carnivore**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Chaotic Neutral**NO. APPEARING:** 4-16**SIZE:** T (2' 2")**MOVEMENT:** 12"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Fearless (19)**ARMOR CLASS:** 4**NO. ATTACKS:** 2**DMG./ATTACK:** 1-5/1d4-1**SPECIAL ATTACKS:** Berserk Rage**SPECIAL DEFENSES:** Save as 9th level fighter**MAGIC RESISTANCE:** Nil**HIT DICE:** 2+2**TOP:** Yes**FF:** 7

once strictly vegetarians. It is not unusual for one of these grim, tough warriors to rub the blood of his prey, or a defeated opponent, over his face in celebration of victory.

ECOLOGY: There have been reported cases of Barbarian Brownies reverting to become Normal Brownies after having been adopted by Normal Brownie communities and living with them for a period of about one month. Such cases are rare, however, and very difficult. Normal Brownies claim that any Barbarian Brownie who agrees to come and stay with them has a 75% chance of being civilized. Unfortunately, Barbarian Brownies are often too maddened by the rigors of their harsh lives to trust anyone, including Normal Brownies, and Normal Brownies are loath to use force to accomplish any goal, no matter how well-intentioned.

YIELD:**MEDICINAL:** Nil

SPELL COMPONENTS: Brownie skin is perfect for binding magical tomes. Making any magic item out of a Barbarian Brownie will make it cursed.

HIDE/TROPHY ITEMS: Nil**TREASURE:** (O, P, Q) x 2**OTHER:** Nil**Bugbear, Greater**

DESCRIPTION: Greater Bugbears are an impressive sight, towering over most two-legged opponents at a height of ten feet. Dressed in animal skins and leather, Greater Bugbears often wear armor, carry formidable-looking weapons and adorn themselves with tribal decorations. Around their necks, they often wear strands of teeth pulled from the mouths of their defeated opponents.

Their visages are truly fearsome, with animal features and snarling mouths full of long, sharp teeth. Their bodies are heavily muscled and covered with thick hide of light yellow or golden brown. Long, wild locks of hair cover their heads and chins and range in color from dark brown to reddish brown. Their eyes have a greenish tint surrounding red pupils.

They have keen senses of smell, hearing and sight, with infravision to 60 feet. They are also amazingly quick for their size. The Bugbear language is a foul-sounding mixture of gestures, grunts, snarls and bodily functions. In addition, most Bugbears can speak goblin and hobgoblin.

COMBAT/TACTICS: Bugbears like to ambush their foes, gaining surprise 5 out of 10 times. If a party looks dangerous, Bugbear scouts will not hesitate to belch this information to their brethren and fetch reinforcements. Bugbear combat is tactically sound, beginning with a war howl to distract opponents, followed by a volley of missiles and then a charge into melee. Bugbears are not above a tactical retreat.

Greater Bugbears are devious, concocting pit traps, coordinating flanking maneuvers and cornering prey at dead-ends. If a Greater Bugbear leads a group of common Bugbears, their overall morale increases to 14. Should the Greater Bugbear be killed, their smaller brethren will usually retreat (80% of the time). Greater Bugbears have the strength of Hill Giants (19) and fight with a +3 bonus to-hit and +7 damage.

HABITAT/SOCIETY: Bugbears prefer to live in caves and in underground locations. They function equally well in darkness or daylight, so these locations are ideal. Anyone foolish enough to wander into their lairs is apt to be unable to see well there, thus setting the intruders at a disadvantage.

In the lair, half of the Bugbears will be female and young who will not fight unless cornered. The young are equal to Kobolds in strength and fighting ability, while the females are equal to Hobgoblins.

Bugbears hunt to survive and enjoy eating almost any animal including Goblin, human, wild turkeys, boars, weasels, boar men, giant beaver and



Barbarian Brownie — Club-Footed Variant

other smaller monsters. They are also fond of wine and strong ale, often drinking to excess. Intruders are considered valuable sources of food. On occasion, they will parley, if they think they can gain something by it. Bugbears sometimes take prisoners to use as slaves and personal assistants.

Extremely greedy, Bugbears love glittery, shiny objects and weapons. They are always on the lookout to increase their hoards of coins, gems and weapons through plunder, ambush and fraud.

Greater Bugbears live in areas where higher level PCs live and travel. Goblins are always on their toes around Bugbears and serve them eagerly. Goblins that fail to watch their backs often end up in the stewpot.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: J, K, L, M, B, W and H in lair.

OTHER: Greater Bugbear hides can be used in a Girdle of Giant Strength (19) and their sweat can be used in a Potion of Giant Strength (19)

Bugbear, Greater

AKA: Giant Hairy Goblin

HACKFACTOR: 9

EP VALUE: 2,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Tribal/Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Ave to High (8-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1 or 2-8

SIZE: L (10' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3 (9)

NO. ATTACKS: 3/2

DMG./ATTACK: 2-8 +7 or by
weapon +7

SPECIAL ATTACKS: Surprise, 19 STR

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 8

TOP: Yes

FF: 7



Greater Bugbear — No Variant

Carnagesaur (Rightie Variant)

VARIANT: The Rightie Carnagesaur is mocked by its peers and standard counterparts, as it is somewhat less adept at producing carnage with its left-side limbs (-1 to all attack and damage rolls with its left-side claws). However, it fights at +1 to-hit and to damage with its right-side limbs, so ultimately the effect is balanced out. Nevertheless, the Rightie Carnagesaur rarely argues this point; it prefers to demonstrate its ability to create massive carnage by doing just that.

DESCRIPTION: It is clear why Carnagesaurs have been fodder for horror stories on Garweeze World for eons. Every step they take crashes like thunder throughout their territory. Their massive, scaly green bodies can reach lengths of 50 feet and their jaws are filled with menacing teeth that can do devastating damage. Their tails are long and dead and as thick as tree trunks. Their legs are sinewy and powerful, and long claws curve forward from their feet.

COMBAT/TACTICS: Known also as Bone Snappers, these creatures initially attack with their claws and tails. Their claws do 1-6 points of damage (base; 2-7 with the right-hand claws and 1-5 with the left), while their tails do 1-8 points. On subsequent attacks, these classic dinosaurs use their powerful jaws and razor-sharp teeth to snap their chosen victim in half, if possible, doing between 5-40 points of damage. Fortunately, their ponderous mass does not allow the Carnagesaurs to use stealth as they hunt for food.

Carnagesaur, Rightie

AKA: Bone Snapper

HACKFACTOR: 11

EP VALUE: 6,000

CLIMATE/TERRAIN: Tropical/Subtrop.

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: H (50' long, 15' high)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 4

NO. ATTACKS: 4

DMG./ATTACK: 1-5/2-7/1-8/5-40

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 15

TOP: Yes

FF: 8



Carnagesaur — Rightie Variant

HABITAT/SOCIETY: These creatures live in primordial jungles where they hunt ravenously and attack nearby villages with great ferocity. They seem to delight in fighting one another for food, mates or territory.

Some barbarian tribes have been wiped out completely by these dinosaurs. Carnagesaurs mate for life, but 1 out of every 5 females is infertile.

ECOLOGY: Lacking any kind of maternal instinct, Carnagesaurs often eat their own young. Only the strongest and quickest survive hatching from their eggs. These creatures follow the most basic instincts, chasing down prey and eating as often as they can. Rarely does one of these creatures live for more than five years due to their violent natures.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Talons can be used, in lieu of somatic components, in an Animal Summoning III spell.

HIDE/TROPHY ITEMS: Hide can be fashioned into Leather Armor +1.

TREASURE: Nil

OTHER: Carnagesaur eggs are rare delicacies worth 75 gp each.

Centaur, Syntaur (Winged Variant)

VARIANT: The Winged Syntaur has large, bird-like wings with which it can actually fly (at a rate of 8" with maneuverability class D). One in ten of these beasts have bat-like wings and it is theorized that if 50 are found (currently only 43 are confirmed), one would have insect-like wings.

DESCRIPTION: The Syntaurs are very much like regular Centaurs, only more chaotic and slightly evil. They roam in gangs, picking on the weak, challenging the strong, and robbing whomever they can bully.

COMBAT/TACTICS: Most Syntaurs prefer to wear leather armor with heavier armor concealed underneath. Syntaurs are always well-armed and 20% have magic weapons. Leaders have magic weapons of the finest quality.

Syntaur leaders have 7 Hit Dice and get +3 damage to their attacks. As their gangs' chosen leaders, they are obligated to face and defeat any challenge for the improvement of the gang's Honor.

HABITAT/SOCIETY: These rogue horse-men are ruthless concerning their Honor and will fight a losing battle rather than risk a chance of disgrace. They are not content merely to beat up and humiliate victims that do not put up a resistance, they will also mock such weak foes, and enjoy decreasing their opponent's Honor.

Centaur, Syntaur Winged

AKA: Centaur Toughs, Hoof-heads

HACKFACTOR: 3,5 (leader), or
9 (leaders/magic user)

EP VALUE: 313,754 (leader),
957 (leader, magic-user)

CLIMATE/TERRAIN: Forests/ Temperate/
Inhabited

FREQUENCY: Rare

ORGANIZATION: Gangs

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Avg (5-10)

ALIGNMENT: Chaotic Neutral (evil)

NO. APPEARING: 2-12

SIZE: L (8'-9' tall)

MOVEMENT: 18", 8" Fly (D)

PSIONIC ABILITY: 1% chance wild talent

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 5 (3)

NO. ATTACKS: 3

DMG./ATTACK: 1-6/1-6 & wpn +2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5-7

TO P: Yes

FF: 7



Centaur, Syntaur — Winged Variant

When a Syntaur's Honor is at stake, the ensuing conflict is always to the death. The fighting Syntaur, especially the leader, will not retreat; rather he will continue to show the utmost bravado in the face of brutal danger.

Winged Syntaurs generally live on their own or amongst a group of standard Syntaurs, often as leaders or at least respected warriors.

ECOLOGY: Legend has it that the Syntaurs evolved from a tribe of regular Centaurs whose home was overrun by human development. Rather than move to a more remote area, they settled into the human city, but they were unable to adjust to their new surroundings, and quickly degenerated into near-barbarism. Some halflings suggest that the first Winged Syntaur found an odd magic rock in a barn, in the early days of this decline.

Syntaurs do not have clerics, as they have become negligent in their religious teachings, but 20% may become magic-users of up to 5th level skill.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Syntaur hide can be enchanted to +1 and gives the wearer +6" on their movement when at half encumbrance or less.

TREASURE: U (individuals) W (leaders)

OTHER: Nil

Centipede, Giant (Insidious Variant)

VARIANT: Insidious Giant Centipedes actually have some functioning brain cells, which makes them more dangerous than their standard kin. They can also pick pockets 75% of the time, a fact they use to torment travelers to their own dim-witted amusement (because who ever suspects an insect without arms or fingers of playing pranks with stolen trinkets?). Eventually, though, their insect nature prevails and they attempt to kill their victims for food and cheap laughs.

DESCRIPTION: Giant Centipedes are loathsome, crawling arthropods that inspire almost universal disgust from all intelligent creatures, save Trolls.

Its long, worm-like body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" or "worm with many feet." The body is covered with a chitinous shell and it moves with a slight undulat-

ing motion. The colors of the Centipede will match its terrain and function as camouflage.

COMBAT/TACTICS: When hunting, Centipedes use their natural coloration to remain unseen until they can drop on their prey from above, or crawl up their pant leg or into a sleeping bag at night.

They attack by biting their foes and injecting paralyzing poison. This paralysis lasts for 2d6 hours, unless the victim succeeds at a save versus poison at +4. A Giant Centipede makes all saves at -1 due to its small size.

While Centipedes will fight independently of each other, lacking the instinct to coordinate their actions in battle, Insidious Giant Centipedes can work together briefly for a "good scam".

HABITAT/SOCIETY: Like most insects, Centipedes rove from place to place in search of food. They must eat once a day to supply their lengthy bodies with enough nutrition to move, and sometimes resort to cannibalism to survive. Many a horrified adventurer has encountered Centipedes just as they are about to square off and fight to the death for a meal.

ECOLOGY: Although their poison makes them last on a predator's list, coyotes and large birds still hunt Centipedes in lean times. The Centipedes' preferred targets are small mammals that are easily overcome, but they have been known to attack anything that moves.

YIELD:

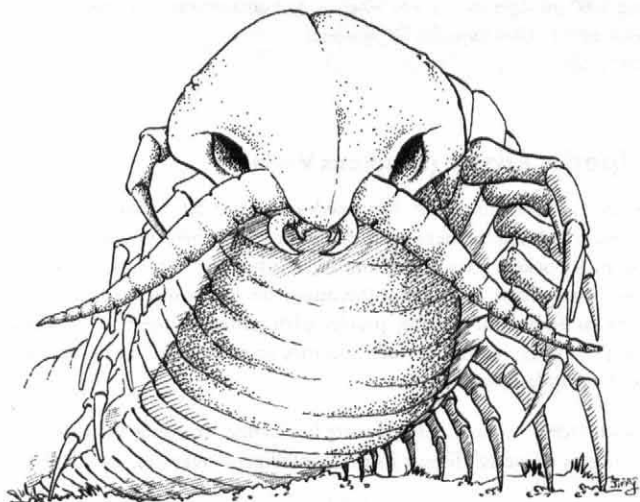
MEDICINAL: Weak poison may be extracted to coat weapons.

SPELL COMPONENTS: A drop of the poison may be used in a Paralyzation spell. This adds a material component and 2 segments to the casting time, but it doubles the number of creatures affected.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil



Centipede, Giant — Insidious Variant

Centisteed

DESCRIPTION: The Centisteed is a 100-legged horse capable of reaching amazing speeds. It is, in all aspects, just like any regular horse, except for its higher intelligence, better morale, nearly 100 hooves, and its distinctive 6-foot long, flowing mane.

COMBAT/TACTICS: A Centisteed can trample for 2-20 points of damage per round and can run over people for up to 4 rounds, if it can get the 1000-foot required starting distance. If stopped, the steed may rear up, attacking with 2 hooves per 3-foot height of the opponent. (4 attacks against a human, 2 against a halfling).

HABITAT/SOCIETY: Created by the gawd Odin on a drunken bet, the Centisteed was sent to the Prime Material Plane while the gawd nursed a hangover. They are all wild and none have ever been fully tamed. Druids or other nature clerics employing spells to speak with the horse find it amiable and willing to lend a hand if well-treated. Unfortunately, shoeing such an immense animal may prove cost prohibitive. Working on a Centisteed's hooves has given more than one blacksmith a nervous breakdown.

ECOLOGY: These amazing creatures are birthed by normal horses that invariably die during the delivery. The appearance of such a creature in place of a normal horse's foal seems purely random, a cruel joke by the gawds.



Centisteed — No Variant

Centipede, Giant Insidious

AKA: --

HACKFACTOR: 0

EP VALUE: 37

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Nil

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-24

SIZE: T (12")

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 9

NO. ATTACKS: 1

DMG./ATTACK: Poison

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2 hp

TOP: n/a

FF: 6

Centisteed

AKA: League-long Horse

HACKFACTOR: 9

EP VALUE: 975

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (200'+ long)

MOVEMENT: 48" (96")

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. ATTACKS: 2 per 3' of
opponent's height

DMG./ATTACK: 1-6 each

SPECIAL ATTACKS: Trample

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 7

TOP: Yes

FF: 9

A Centisteed's primary motivation is running, so it will only be found in wide open plains and other places where they are free to run. A Centisteed can carry up to 50 riders or 10,000 pounds. It eats 100 times more than a regular horse and costs 100 times more in grooming and stabling costs.

YIELD:

MEDICINAL: Horse hair from a Centisteed can cure laryngitis.

SPELL COMPONENTS: A scraping from the hoof of a Centisteed is good for a Gate or Planar Travel spell to Asgard.

HIDE/TROPHY ITEMS: There are rich lords and nobles that will pay upwards of 5,000 gp to have a Centisteed in their stable. (They might pay more if the upkeep costs were within reason.)

TREASURE: Nil

OTHER: Nil

Chimparians (Albino Variant)

VARIANT: The Albino Chimparian has no coloring in its fur or skin, making it appear white with pinkish eyes. It sometimes looks sad and pathetic in an attempt to manipulate sympathy from other creatures.

DESCRIPTION: Standing at about the same height as a halfling or short dwarf, the Chimparians are stocky chimp-men who often use primitive weapons and armor.

Their barbarian tribes are known for their savagery and bad manners, but they have developed the skills to craft crude weapons and trade with other tribes. The Chimparians have primitive rituals to celebrate important events, pass on stories, and teach tribal history.

COMBAT/TACTICS: When ten or more Chimparians are in an ambush, they will distract their prey with a Confusion screech. This screech echoes all over the jungle floor, allowing the Chimparians to gain surprise on the next round 8 times in 10. (However, roll for each PC, not collectively, as one PC may happen to be looking in the right direction.)

Chimparians employ clubs, slings and stone axes. All weapons Chimparians wield do 1d6 points of damage. Larger Chimparians have been known to take swords, axes and even armor from fallen foes.

HABITAT/SOCIETY: Chimparians are most at home among the leaves of the trees, but they have also been known to build huts. They are 50% likely to be found in either. Chimparian tribes are led by the loudest male. This male can do a Confusion screech with as few as 2-4 other monkey men. Amongst the tribe there will be one shaman, but he has no special powers and lives by scamming the rest of the tribe for food, shelter and favors.

ECOLOGY: The gestation period for a Chimparian is longer than a chimp, but shorter than a human. They like to wear shirts, but dislike pants. A tribe often collects items from their victims, and these relics are jealously guarded.

Chimparians, Albino

AKA: Barbarian Chimps, Simian-Barbarus

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Temp. to Tropical

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low to High (5-14)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 4-20

SIZE: S (3' tall)

MOVEMENT: 12", 12" Bc

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Confusion screech

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

TOP: Yes

FF: 8



Chimparians — Albino Variant

PCs that befriend a tribe will be surrounded and anointed through primitive ritual by all the elders of the tribe (1-4 monkey men). Noisy celebration will follow, almost certainly leading to more violence.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The brain can be used to make a Potion that functions as a Potion of Monkey Control, Chimparian Control and Human Control all in one.

Cockatrice, Polylink (One-Eyed Variant)

VARIANT: While the One-Eyed Polylink can only see 75% as far as its standard kin can, their gaze power remains in full effect. It makes all physical attacks at -2 to-hit, but it prefers to Polymorph opponents, so it doesn't worry about this.

DESCRIPTION: The Cockatrice and its ilk are a repulsive hybrid of lizard, rooster and bat. It is infamous for its ability to turn flesh into stone, though other varieties cause other sorts of trouble for their victims.

These birds are about the size of a large goose with the head and body of a rooster, two bat-like wings and the tail of a lizard tipped with feathers. Its feathers are golden brown, its beak yellow, its tail green and its wings gray. The only distinguishing mark between the Polylink and the other types of Cockatrices are that Polylinks have one yellow tail feather.

Females have no wattle or comb, as males do. Other than these small hints, distinguishing one variety or gender from another is very difficult.

COMBAT/TACTICS: The birds are immune to their own powers and to others of their kind. Anyone meeting the gaze of the Polylink must save versus polymorph or be Polymorphed into another Polylink with the same statistics (consult the Polymorph Other spell for the chance of retaining memory). Anyone succeeding at the save suffers 2-13 points of damage as feathers burst from random parts of the victim's body. These fall off if the Polylink dies, but

until then they subtract 1-6 points of Charisma for any non-avian creature viewing the PC.

HABITAT/SOCIETY: These birds subsist on small animals and insects, and have nasty temperaments. Females are rare, thus the society is matriarchal and females have more than one mate. Nests are permanent and will be lined with shiny coins, beautiful gems and the broken heads of various victims. Polylists will be attacked by Cockatrices, Pyrolisks and Cryolisks on sight, while the other three birds may, in times of crisis, band their flocks together for mutual survival.

ECOLOGY: Females lay 1-2 eggs per month and 25% hatch in 11-19 days. The young reach maturity in six months. The eggs are prized as the birds make excellent, if dangerous, guardians and pets.

YIELD:

MEDICINAL: Cockatrices only look like chicken, they taste like Basilisk which is not good.

SPELL COMPONENTS: Tail feathers from these birds are excellent for inscribing magic scrolls of all kinds. The yellow tail feather will make victims of Polymorph Other spells save at -2. This adds another material component and 2 segments to the casting time.

HIDE/TROPHY ITEMS: Nil

TREASURE: D

OTHER: Eggs are extremely prized and fetch 300-1,800 gp each.

Cockatrice, Polylist, One-Eyed

AKA: Doppelfowl

HACKFACTOR: 8

EP VALUE: 618

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Flock

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (3' tall)

MOVEMENT: 6", 18" Fly (C)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: 1-3

SPECIAL ATTACKS: Polymorph Gaze

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: Yes

FF: 6

Crocodile, Giant (Dread Variant)

VARIANT: The Dread Giant Crocodile likes to weaken its prey, biting and releasing (if necessary), knowing that the odds of a victim escaping decrease significantly with every successful attack. While an individual Dread Giant Crocodile may have any of the abilities listed in the Hacklopedia of Beasts: Monster Matrix (page 18), the majority (70%) permanently drain one point of Constitution with each successful hit. Luckily (sort of) for most victims, few survive enough hits to worry about a drastically reduced Constitution.

DESCRIPTION: Crocodiles are large, dangerous predatory reptiles. Giant Crocodiles are even larger, more dangerous and more predatory reptiles. A Crocodile has a tough, horny hide, which blends in well with its surroundings. It has a long mouth full of conical teeth. Its four short legs move rapidly and its long tail can be used to unbalance foes. Crocodiles are 20% likely to be mistaken for logs when not moving.

COMBAT/TACTICS: Crocs lie in wait for prey (-2 to opponent's surprise roll), then lunge and bite, attempting to drag their prey into and under the water. They slap with their tails and, if other Crocs are around, they will help tear apart the prey. The only thing that will slow a Crocodile is cold.

Crocodile, Giant Dread

AKA: Dread King Croc

HACKFACTOR: 13

EP VALUE: 1,526

CLIMATE/TERRAIN: Swamp/Tropical/Subtropical

FREQUENCY: Common to Very Rare

ORGANIZATION: Nil

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1 or 2-12

SIZE: H (21'-30' long)

MOVEMENT: 6", 15" Swim

PSIONIC ABILITY: 85

ATT./DEF. MODES: D/H

MORALE: Average (11)

ARMOR CLASS: 4

NO. ATTACKS: 2

DMG./ATTACK: 3-18 (bite)/2-20(tail)

SPECIAL ATTACKS: Surprise, Con drain

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 7

TOP: Yes

FF: 7



Cockatrice, Polylist — One-Eyed Variant



Crocodile, giant — Dread Variant

If the temperature falls below 40° F or the Croc is hit with a cold attack, his movement slows to one-half and he automatically loses initiative. Crocodiles will flee to the water if hit with cold, but will be back to attack, once they have warmed themselves.

HABITAT/SOCIETY: Crocs congregate in large numbers, but are not sociable and do not hunt together. In areas with large numbers of Crocs, feeding frenzies erupt when attacking prey. Crocs have been known to tip boats to see what falls out. Giant Crocs sometimes attack fishing boats, gorging themselves on the catch and leaving fishermen unscathed. On land, Giant Crocs may tip over small buildings to see what's inside.

ECOLOGY: The reptiles mate once a year. The female buries the eggs in the sand and guards them from predators until they hatch. Once they have hatched, Crocodiles must fend for themselves, so few reach maturity. Some foolish adventurers have taken baby Crocs home, only to lose them in the out-house. This has spawned sewer Crocs that live on waste, carrion and sewer maintenance dwarves.

YIELD:

MEDICINAL: Crocodile meat is edible and nutritious.

SPELL COMPONENTS: Giant Crocodile teeth can be used in lieu of other material components for Animal Growth spells.

HIDE/TROPHY ITEMS: The hide of Crocodiles makes excellent leather mail which can be enchanted to blend with surroundings (as a Cloak of Elvenkind) or give the wearer the ability to swim at 12".

TREASURE: Incidental from previous victims.

OTHER: Giant Crocodile eggs are worth 10-100 gp. In cities where sewer Crocs have become a danger, bringing these eggs within city limits is a punishable offense.

Crocolisk (Red Variant)

VARIANT: The Red Crocolisk is a bright red version of the standard Crocolisk.

DESCRIPTION: An immense crocodile in appearance, these Basilisk/Crocodile hybrids have six legs and a hide that is much redder than a regular Croc's.

COMBAT/TACTICS: A Crocolisk's gaze attack is a focused ray that instantly petrifies the target, should the target fail a save versus petrification. Typically, the Crocolisk aims for its prey's legs. Both eyes focus the ray attack at the same organic object.

Any PC with a leg petrified will lose 20% of his current hit point total and move at 1/8 normal movement rate. A second petrified leg stops all movement and removes another 20% of current hit points. A victim's arms will be targeted only if the Croc is struck by a foe with petrified legs. Each petrified arm subtracts 10% of the victim's hit point total.

These Crocs have been known to petrify wooden boats, causing them to sink. Another tactic is to petrify the leather armor or clothing of humans.

Crocolisk, Red

AKA: Red Rock Croc

HACKFACTOR: 11

EP VALUE: 1600

CLIMATE/TERRAIN: Swamp/
Tropical/Subtropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (20'-25' long)

MOVEMENT: 3", 12" Swimming

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 3

NO. ATTACKS: 1 or 1

DMG./ATTACK: 3-18 (bite)

SPECIAL ATTACKS: Eye ray

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 7

TOP: Yes

FF: 7



Crocolisk — Red Variant

Petrified leather armor takes 10 hit points of damage and petrified cloaks take 8 before breaking up enough to free captives.

HABITAT/SOCIETY: These solitary predators cruise the swamps, petrifying the limbs of warm-blooded mammals to make them easier to devour. Plants are also affected, so areas of petrified weeds and trees should be avoided. (Crocolisks have been known to petrify trees by accident, causing them to collapse on anyone in the line of fire.) Crocolisk eye rays can be reflected by polished surfaces, such as mirrors. Disturbingly, Crocolisks enjoy the taste of alcohol and will even delay their pursuit of prey to drink it.

ECOLOGY: Crocolisks are similar to Crocodiles, but due to their powerful abilities, they grow fat and lazy, thus living shorter lives. Their attempts to spawn are largely unsuccessful, because most of their eggs are turned to stone by the mother's gaze.

YIELD:

MEDICINAL: Crocolisk tastes like very hot Chicken Vindaloo.

SPELL COMPONENTS: Crocolisk eyes are perfect for Wands of Petrification.

HIDE/TROPHY ITEMS: Crocolisk hide can be cured into Hide Armor of +1 to +3 enchantment.

TREASURE: Nil

OTHER: A set of Crocolisk teeth can be made into a necklace that provides +1 to saving throws versus petrification.

Disenchanter (Arcane Variant)

VARIANT: The Arcane Disenchanter has developed an unhealthy fascination with the forces on which it feeds. Unhealthy for its victims and potential victims, that is, because it has no qualms about using any available ability to attack its foes.

The Arcane Disenchanter can Detect Magic at will (as per the 1st level magic-user spell), can only be hit by +1 or better weapons, has 5% magic resistance, and can even absorb magical energy. If it succeeds at a magic resistance check, immediately make a second check. If this also succeeds, the beast can use the number of spell levels (or their equivalent) of the effects hurled at

it for its own abilities. These uses do NOT count against its daily limits on use of spell-like abilities.

60% of known examples of this variant also have three spell-like abilities, though they could have any combination of 1-4 spell-like abilities, each usable twice per day (though one at a time) as 5th level casters.

The most common spells its abilities imitate are: Magic Missile of Skewering (as per the 2nd level magic-user spell), Improved Invisibility (as per the 4th level magic-user spell) and Silver Globes (as per the 4th level magic-user spell in the Spellslinger's Guide).

DESCRIPTION: Like a vision from a magic-user's nightmares, the Disenchanter has a 5-foot long, flexible appendage usable for attacks. Its hard insect body is usually pale to electric blue and it glows faintly in the dark.

COMBAT/TACTICS: Disenchancers eat magic and thus, all their attacks drain magic items. Should a Disenchanter's appendage strike any magic item, it becomes non-magical, but remains otherwise unharmed. Any disenchanted magic items can be re-enchanted.

Disenchancers focus on the largest and most powerful items first. Thus, suits of armor and shields are easy for the Disenchanter to touch, while rings and

Disenchanter, Arcane

AKA: Dweomeorus-Negatus

HACKFACTOR: 9

EP VALUE: 554

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Small groups

ACTIVITY CYCLE: Any

DIET: Magic

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: M (5' high at shoulder)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: Magic drain

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: +1 or better
weapons to hit

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: Yes

FF: 5

weapons are not. Weapons striking the beast do not lose their powers, unless they accidentally hit the magic-draining appendage (5% chance).

HABITAT/SOCIETY: Despite careful study, sages and magic-users can come to no conclusive finding about the habits of these creatures. Popular theory says that the Disenchanter may be one Wizard's attempt to increase his own power by summoning a creature that could find the most powerful magic items. Their creator remains a mystery for the ages, and no Disenchanter's lair has ever been discovered.

ECOLOGY: As near as anyone can figure, the Disenchanter feeds on and is sustained by pure magical energy. Nearly 5% of these creatures also gain the magical abilities that they drain from any item for 2-12 days. And 1% of these creatures gain these magic abilities permanently. All attempts to domesticate this unusual beast have failed, as it seems insatiable and will ravenously search out any item containing even the least amount of magic.

YIELD:

MEDICINAL: Eating the heart of a Disenchanter is similar to drinking two mixed potions, with a +20% on the Potion Miscibility Table B1 in the GMG (page 221). The heart must be eaten within one turn of the creature's death.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: A portion of the magic-draining appendage of the Disenchanter can be turned into a Wand of Negation.

DoppelEwe (Vengeful Variant)

VARIANT: The Vengeful DoppelEwe is tired of being the butt of bad jokes told by people with no taste and now seeks to gain revenge on a world it despises. It fails to realize that it is generally the other creatures in such jokes that are actually being mocked. It enjoys taunting opponents while in sheep form until they are driven mad and attack it, at which point it attacks them in a berserk rage.

The Vengeful DoppelEwe is driven by the repressed anger that inhabits all sheep (it's mad at everything, but not terribly bright). This gives it +2 to hit, +1 to each die of damage and +1 on all saving throws. It is fanatically devoted to hurting those creatures who are part of the world that has oppressed sheep-kind for so long (i.e. all creatures). The Vengeful DoppelEwe is tireless in its struggle, suffering no fatigue and gaining +4 on saving throws against trauma damage.

DESCRIPTION: DoppelEwes, Vengeful or otherwise, are 90% indistinguishable from normal sheep (if the GM rolls more than 90%, the PCs notice something odd). They are ferocious, shape changing predators that lurk amongst sheep herds, eating them one by one. On the home plane of the Doppelgangers, these creatures are the equivalent of ferocious wolves and they have a third shape which resembles the herd animals of that realm.

DoppelEwe, Vengeful

AKA: Mutton Murderer

HACKFACTOR: 8

EP VALUE: 284

CLIMATE/TERRAIN: Any Temperate

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: M (4' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 3

NO. ATTACKS: 2-5

DMG./ATTACK: 2-8 each

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

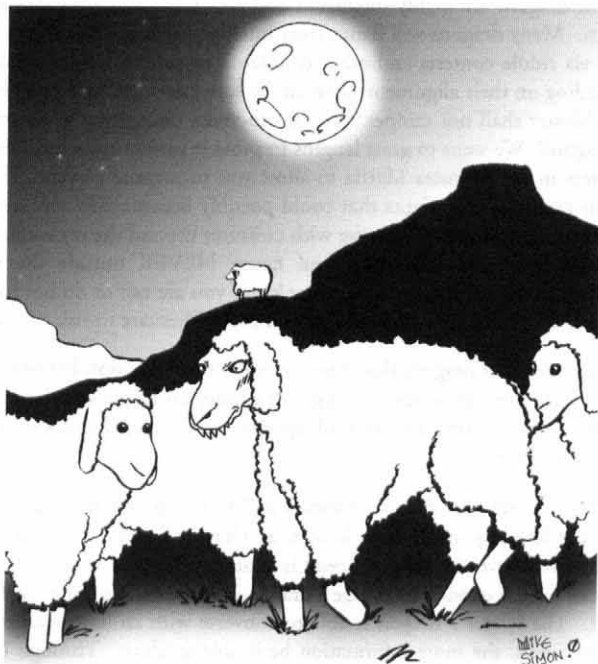
HIT DICE: 3+1

TOP: Yes

FF: n/a



Disenchanter — Arcane Variant



DoppelEwe — Vengeful Variant

COMBAT/TACTICS: DoppelEwes gain surprise 7 in 10 times, unless closely examined. The creature can create up to 5 mouths and tentacles that erupt from its body in all directions and attack. While the standard creature prefers to prey on herd animals, the Vengeful DoppelEwe will eat anyone.

These creatures suffer no AC penalty when attacked from the flank, behind, above or below.

HABITAT/SOCIETY: DoppelEwes are not very intelligent and thus, do not have a great deal of shape changing ability. When feasting on a herd of sheep, the DoppelEwe likes to save the shepherd for last.

Doppelgangers employ these foul creatures as guard pets for their lairs.

ECOLOGY: DoppelEwes are extremely sinister when encountered alone. They never "Baaaa" and they regard potential prey with a leering stare. In inhabited areas, these creatures pose as lost livestock. They have been known to hunt bipeds in inhabited areas and can use their shape changing abilities to slip under doors and through pipes as small as 1-inch in diameter.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The ichor can be used to create a Potion of Polymorph to Sheep.

DoppelMeister (Aquatic Variant)

VARIANT: The Aquatic DoppelMeister imitates lake houses or buildings from civilizations lost underground in years gone by. Thus, it has developed a taste for the creatures likely to be in such areas: angry loners and adventurer types. It can breathe freely in water and swim at a rate of 9". The Aquatic DoppelMeister remembers the Hydrozoic Era wistfully, when most cultures lived or at least had structures underwater, and it did not have to try so hard to establish believable reasons to appear as a building beneath the waves. Only a handful have acquired a taste for aquatic food, taking the form of caves and coral in which fish or eels might shelter. Most retain a strong preference for human and demi-human morsels.

DESCRIPTION: These huge building-sized imitators have only just recently been discovered by adventurers, so little is known about them. Sages theorize that their true form may be a giant, amorphous blob of yellow flesh.

COMBAT/TACTICS: Meisters are patient predators, able to maintain the ruse of a building, once established, for many months. Meisters will take their places near other buildings in abandoned areas or ruins, depending on the availability of prey. They have the ability to turn invisible, providing them an avenue to enter the city. Additionally, they can form a large pseudo-pod to smash enemies for 2-24 points of damage each round. DoppelMeisters imitate buildings with 85% accuracy, their one weakness being the objects inside. Some Meisters get around this problem by making their windows cloudy, but this can, 10% of the time, reveal veins running through the glass. Furniture inside a Meister will be molded into the floor and have a slightly odd look to it. Some Meisters (25% chance) will spread valuables on their floor and furniture to entice creatures deeper inside their maw.

The interior of the Meister's "building" is actually its mouth. Starting on the first round PCs enter a Meister, there is a 10% cumulative chance it will wake up. Once it awakens, PCs must make a Dexterity check to keep from falling, as the Meister begins to collapse its walls, floors and ceiling. Attempts to jump out any of the Meister's "windows" will fail, since they bend like flesh

DoppelMeister, Aquatic

AKA: Builders' Bane

HACKFACTOR: 14

EP VALUE: 3,195

CLIMATE/TERRAIN: Costal

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: H

MOVEMENT: 3", 9" Sw

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: 2-24

SPECIAL ATTACKS: Surprise 5 in 10

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 10

TOP: Yes

FF: 7



DoppelMeister — Aquatic Variant

and don't shatter. PCs can attempt to force open the Meister's "door" on the first round (bend bars/lift gates roll). Thereafter, the door melds into the rest of the beast and only those with edged weapons can cut their way out. While the Meister is awake, all PCs suffer 1-12 points of damage per round from digestive juices.

Aquatic DoppelMeisters might befriend any being that does seascaping and decorating around its lair. It is particularly fond of seaweed.

HABITAT/SOCIETY: These large creatures stay in a dormant, trance-like state until prey blunders into them. Some Meisters have been able to feed quite regularly on thieves and others who dwell in the less fashionable parts of towns. Those who seek shelter in such areas may feel that they are being watched, but in fact they are about to be eaten.

ECOLOGY: Nothing is known about these relatively new creatures and their reproduction cycles. Meisters are similar to Doppelgangers, but are a different species entirely. Smaller DoppelMeisters (5 Hit Dice) posing as toolsheds, outhouses and crumbling old farmhouses near a lake have been encountered.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: All Doppelganger-kin can be used for Polymorph potions and spells.

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: The pheromones of a Meister can be used to create a Potion of Controlling Mimics or a Necklace of Mimic Repelling, which forces mimics within 20 feet of the wearer to avoid him, unless cornered.

Dragons: An Introduction

Dragons are, in the simplest terms, an ancient and powerful winged reptilian race. They are the embodiment of all that is magical and mystical throughout Garweeze World. The smallest of hatchlings can kick ass and the eldest wyrms have nearly gawdlike power. The slaying of a dragon, even a small one, is usually an epic adventure for any PC.

There are many species and sub-species of dragons. The rule of thumb is that all chromatic dragons (black, blue, green, red and white) are evil, while the metallic dragons (brass, bronze, copper, gold and silver) are all noble and good, with the exception being Slag or Swack Metal Dragons, which are formerly good dragons that have been corrupted.

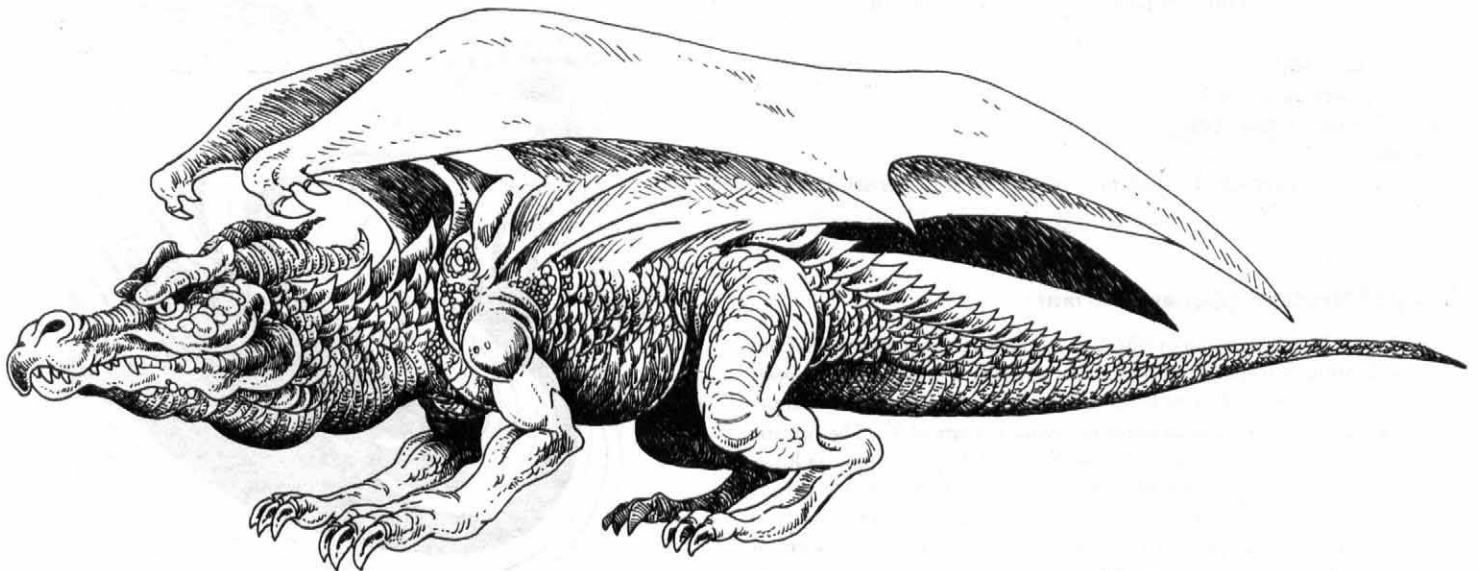
Most dragons are highly intelligent and take pride and arrogance to new heights. Many dragons will flaunt their intelligence in the face of any opponents via riddle contests and other competitions suiting a finer gentleman. Depending on their alignment, they can be sore losers. (GM'S NOTE: The GameMaster shall not tamper, alter or otherwise change the game statistics for dragons! We went to great lengths to provide variant rules for individual monsters in the Monster Matrix to allow you to surprise players. Here we present examples of variants that could possibly become new monsters, but you should not bother tampering with creatures beyond the occasional specimen for a specific adventure, and never, NEVER outside the system described in the Monster Matrix. Frankly, if you are not or do not have the guidance of a Level 3 or higher GM, you should hesitate to risk even that!)

There are other dragons that may resemble "true" dragons, but unless they have at least 2 breath weapons, wings, an affinity for magic and the ability to use Dragon Speak, they are but a sub-species and therefore considered no better than half-breeds.

DRAGON SPEAK: All true dragons and some sub-species of dragon can speak the language of dragons known as Dragon Speak. So complex and melodic are its words, Dragon Speak is actually a form of magic itself. Any character foolish enough to engage a dragon in conversation is putting himself at risk. The longer a dragon is able to converse with an individual through Dragon Speak, the more information he is able to glean. Through Dragon Speak a dragon can learn true intent, motive, place of origin, and even whether the character is lying or being deceitful – all without the character's knowledge.

SKILL DEFINITION (see the PHB for details) – **DRAGON SPEAK:** [Intelligence/Languages/Communication/5 B.P.s] This is a very special ability. To be able to learn this form of communication, a player character must have at least a 19 Intelligence. Dragon Speak is not necessarily another language, the way we commonly think of languages. A character who is able to employ this skill has learned to speak with others in the manner of dragons, not necessarily the tongue. He knows the subtleties that give dragons power when they speak.

When a dragon speaks, it uses subtle nuances, tactical pauses, and a smooth, lilting vocal tone to lure a person into revealing himself. A person who spends time speaking with a dragon soon finds himself in a trance-like state, almost as if the dragon has put a spell on him. He coaxes and entices his conversational partner to reveal far more than he had ever intended. If a dragon has enough time with someone, he soon knows everything, from whether the person is truthful to what he had for breakfast to even the name of his pet cat. A good example of this type of skill is the fictional character



Typical dragon — side view showing proportions

Hannibal Lecter. He is able to learn very intimate details about FBI agent Clarice Starling as he prompts her into telling him all about herself. That is what a person with Dragon Speak can do. For every round a character with this skill has to talk with another person, the chance that he will learn more and more increases.

In the first round of using this skill on a person, the character will be able to tell whether his subject is lying or not. On the second round, he will be able to tell what the general intent of the person is. On the third round, he will be able to find out just what his subject is planning to do next. On the fourth, he will know how much gold and treasure the subject has. On the fifth, he will know where his subject keeps his valuables. On the sixth, he will know the names of all of his companions. On the seventh, he will know who, if anyone, employs the subject. On the eighth, he will know if the character has any other useful information, such as maps, the location to any important sites, or his mother's maiden name. If a character with Dragon Speak spends eight rounds with a subject, he will know everything there is to know about his subject. Of course, all of this is contingent on successful skill checks, which the GM rolls. However, if the first roll is successful, each subsequent roll will have a 5% better chance of success than the last.

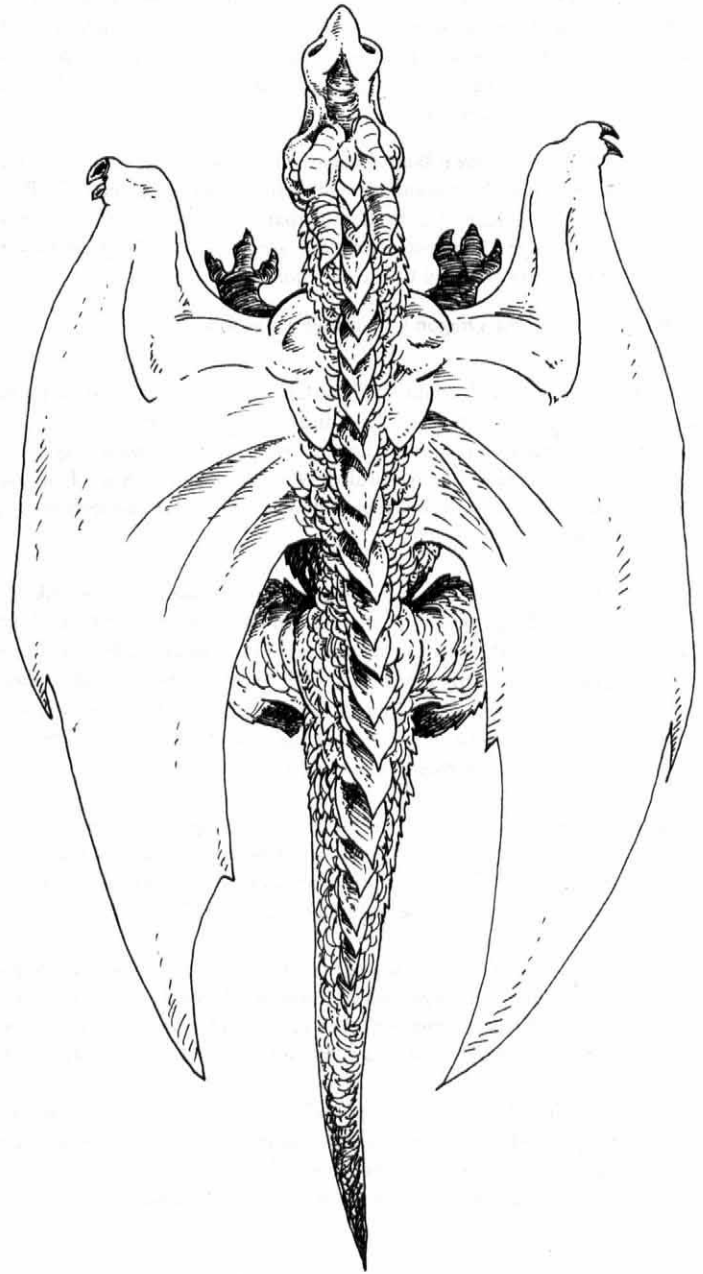
Characters with this skill are immune to the effects of Dragon Speak used against themselves. By the same token, a character with this skill will not be able to successfully use it on another character, or creature, with this skill.

Prerequisite: None.

In addition to the effects of gathering knowledge, beginning at the juvenile stage, Dragon Speak begins to have special effects on those who listen more than five rounds. Before that age, dragons are still learning the subtle nuances of the language and can only use the knowledge-extraction powers of Dragon Speak. But more experienced dragons can use the special power of their current age and any of the earlier ones.

AGE (Years)	SPECIAL EFFECTS
Juvenile (26-50)	Soothing Word as the cleric effect, works on one target for 20 minus target's Intelligence melee rounds.
Young Adult (51-100)	Soothing Word to all targets in listening range, up to 10 feet times dragon's Hit Dice. Lasts for a full 22 rounds minus the target's Intelligence.
Adult (101-200)	Charm Person/Mammal, as spell, but the victim gets a saving throw every round until charmed or dragon stops talking. One target can be charmed at a time.
Mature Adult (201-400)	Charm Monster, as spell, but victim gets a saving throw every round until charmed or dragon stops talking. One target can be charmed at a time.
Old (401-600)	ESP, as spell, but victim gets a save at -2 to know what's happening.
Very Old (601-800)	Forget: as spell cast at level equal to dragon's Hit Dice.
Venerable (801-1000)	Mass Charm, as spell, affects all those within hearing range, up to 60 feet.
Wyrm (1001-1200)	All saves against Dragon Speak at an additional -2 and takes effect in 3 rounds instead of 5, plus charmed victims may be programmed to commit a series of acts, then destroy themselves. (Victims get a final, +2 save vs. spells to avoid suicide.)
Great Wyrms (1201+)	All saves against Dragon Speak are at an additional -2 and take effect in 2 rounds. Victims can be given self-destructive commands and will follow them unless they succeed at a second save at -2.

DRAGON COMMITTEE: The ruling political body of all dragons is called the Dragon Committee. While not all dragons abide by the committee's rul-



Typical dragon — top view

ings, they are loathe to openly defy them. Made up of mostly lawful dragons, whether good, evil and neutral, the original aim of the committee was to keep dragonkind from obliterating itself through open warfare. Over the years, however, the committee has begun to meddle in the affairs of mortals — especially those of men.

The committee meets at Broken Henge, an ancient edifice of unknown origins at the zenith of Garweeze World's highest mountain. Natural lightning constantly strikes the area, so the place is even dangerous by dragon standards. Attendance is by invitation only for some and mandatory for those who hold seats on the committee. Committee members must usually be at least Very Old to hold office, but there have been exceptions.

The decisions of the committee have far reaching consequences on Garweeze World and meetings are only held once a year or under the most dire circumstances. Decisions must be made for the good of dragonkind, so while evil dragons can rule the committee, they cannot force good dragons to be evil or vice versa. Broken Henge and the surrounding ten miles is considered neutral territory for all dragons and any dragon that breaks that truce could be subject to judgment by the committee.

Dragons often use their magnificent hoards to further their goals by backing kingdoms and principalities that serve their purposes. Through a complicated web of diplomacy and pitting one faction against another they have managed to keep the various nations of men at odds with one another thus weakening the race as a whole.

Generations ago the great Black Dragon, Scar Gut and her four sisters split from the Dragon Committee and formed their own splinter group, The Black Hands. A great Dragon War broke out that nearly destroyed all dragons. Ironically, the Dragon Committee only managed to save itself by allying with a group of men, the powerful Circle of Sequestered Magic.

Known titles of the Dragon Committee are as follows:

Rot Gut: As in "Ol' Rot Gut" or "Rot Gut the Wyrn", this title is for the leader of the dragon committee. This dragon sets the pace of meetings and casts the deciding vote if necessary. During times of war, he leads dragonkind to face the threat. He can be over-ruled by a 2/3's majority vote. Evil dragons have often held this post, but they still must be respected by their peers to obtain the position.

Gnarl Gut: Second-in-command, this committee member must take the place of Rot Gut in the event of an absence. In the event of a Rot Gut's death, this dragon conducts the vote for the new Rot Gut. Additionally, Gnarl Guts have the option of extending meetings, calling a new meeting or ending meetings early. This position is usually held by a good or lawful dragon, since it requires following the rules, not a personal agenda. Gnarl Guts can be over-ruled by Rot Guts when trying to end a meeting early.

Tar Gut: This dragon is responsible for identifying the enemies of dragonkind. Usually, this post is held by an evil dragon with numerous spies and well-placed lookouts. This dragon keeps a list of the enemies of dragonkind. Only the most famous and successful dragon slayers make the list.

Swill Gut: This dragon is responsible for the security of the Dragon Committee meetings and organizes a "Dragon Honor Guard" of younger dragons to patrol the skies around Broken Henge. This is a stressful position, as it would mean great dishonor to a Swill Gut to have a meeting disrupted.

Iron Gut: Iron Guts are responsible for negotiating business dealings between dragons. All dragons are expected to make trades honestly, although evil dragons will attempt to twist the words of a contract for their own benefit. Dragons who routinely rob other dragons can be fined, removed from office and even killed.

Fat Gut: Working in conjunction with an Iron Gut, Fat Guts "audit" dragons suspected of thievery. Additionally, they organize group investments and keep track of who gets what.

Stone Gut: These dragons run the committee when a dragon must be judged. Most dragon-on-dragon crime goes unpunished, especially when it's a case of an evil vs. a good dragon. However, particularly gruesome crimes such as patricide or the slaughter of defenseless eggs and hatchlings are of great concern to the committee and are dealt with harshly.

Knot Gut: Knot Guts have the task of putting Dragon Committee rulings into practice; sometimes merely by spreading the word to other dragons, but other times organizing a group of dragons to carry out a specific mission. This is a thankless position and only good dragons desire it.

Black Gut: The executioner of the Dragon Committee is always evil and loves his job. Very rarely does a Black Gut get to carry out an execution, but when he does, he does it with glee. Executions will always be carried out against other dragons, as all other creatures are considered beneath a Black Gut's attention. Despite this fact, 300 years ago the Committee's Black Gut was sent to execute the most notorious dragon slayer of that time.

Wrack Gut: This dragon is the historian for the dragon committee and keeps a detailed account of decisions and who holds what post. He is also the "Keeper of the Book" an iron bound set of tablets containing every dragon committee ruling. Wrack Guts are expected to keep the book safe and should it be lost, the committee would be anxious to find it.

Fire Gut: The position of Fire Gut is mostly an honorary one and held by extremely old and feeble dragons who are past their prime. At the beginning of the Dragon Committee meeting, this dragon lights the fire to signify the beginning of the meeting, then later stamps it out to signify its end.

DRAGON COMBAT TABLE NOTES:

DRAGON HIT DICE MODIFIER: Hit Dice for dragons are based on a d10. The modifier is subtracted from the maximum hit points. In other words, a Young dragon would have 10 minus 2, thus 8 hit points per Hit Die. Upon reaching young adulthood, dragons obtain their maximum base score, 11 hit points per die times Hit Dice. Thereafter, the number is multiplied by the next modifier number. Thus, if a dragon topped out at 165 hit points as a young adult, as an adult, the dragon would have 330 hit points (165 times 2). At the next age, mature adult, the dragon would have 495 hit points (165 times 3) and so on. Great Wyrms often have upwards of 2,000 or even 3,000 hit points. A good rule of thumb is the dragon's length, multiplied by its teeth, equals the amount of hit points.

Dragons save as fighters of a level equal to their Hit Dice, modified by their Hit Dice modifier. After the young adult stage, they gain +1 to all saves for every age category.

DRAGON COMBAT MODIFIER: This is the bonus to damage dragons deal out with attacks that are not breath weapons.

DRAGON FEAR: Dragons inspire panic and fear. The mere sight of a young adult or older dragon causes creatures with 1 Hit Die or less (as well as wimpy, non-carnivorous, non-aggressive creatures with fewer Hit Dice than the dragon) to automatically wet their pants and flee in panic for 4d6 rounds. (Creatures without pants still flee.)

Trained war mounts, certain cows, organized military units and single creatures with 1 Hit Die or more, but fewer than the dragon, must save versus petrification or be struck with Fear. Affected ("a'feared") creatures fight at -2 to attack and damage. The aura affects all who stand within the specified radius of an attacking dragon who is on the ground or who is flying at an altitude of 250 feet or less.

DRAGON FIGHTING ABILITIES: Dragons fight with claw, claw, bite and a breath weapon that can be used once every three rounds (for standard dragons). Other accessories, such as horns, tails and wings are also used, depending on the situation. Dragons are dynamic, as are their battle strategies, but they prefer to use breath weapon, then magic abilities and finally, physical attacks, when cornered.

CLAWS: Dragons get two claw attacks to the front and one to the rear, unless airborne, in which case they can use all four. Attacking with all four claws from the ground leaves the beast vulnerable (+3 penalty to AC for that round) if it splits its attacks amongst many opponents, so it rarely does this.

BITE: Because of the dragon's long neck, it can bite creatures to its sides and back. A warrior attempting to get behind a dragon to avoid this attack would have to sit directly behind its head, at the base of its neck. There, he would be vulnerable to two claw attacks and the pointy protrusions on the dragon's head.

SIDEWAYS BITE: Dragons of Wyrn age and older have developed a special maneuver called the sideways bite. The dragon turns its head, bites the target

DRAGON COMBAT TABLE

AGE	(YEARS)	HIT DIE Modifier	COMBAT Modifier	FEAR Modifier	FEAR SAVE Modifier
0) Egg	(-1)	-7	0	Nil	Nil
1) Hatchling	(0-5)	-6	+1	Nil	Nil
2) Very Young	(6-15)	-4	+2	Nil	Nil
3) Young	(16-25)	-2	+3	Nil	Nil
4) Juvenile	(26-50)	Nil	+4	Nil	Nil
5) Young Adult	(51-100)	+1	+5	45'	+3 (+7)
6) Adult	(101-200)	x2	+6	60'	+2 (+6)
7) Mature Adult	(201-400)	x3	+7	75'	+1 (+5)
8) Old	(401-600)	x4	+8	90'	0 (+4)
9) Very Old	(601-800)	x5	+9	105'	-1 (+3)
10) Venerable	(801-1000)	x10	+10	120'	-2 (+2)
11) Wyrms	(1001-1200)	x15	+11	135'	-3 (+1)
12) Great Wyrms	(1201+)	x20	+12	150'	-4 (0)

DRAGON HOARD TABLE

AGE	(YEARS)	Minimum	Treasure Types
0) Egg	(-1)	Nil	Nil
1) Hatchling	(0-5)	Nil	Nil
2) Very Young	(6-15)	Nil	Nil
3) Young	(16-25)	Nil	Q
4) Juvenile	(26-50)	1 magic item, 1000gp	H, Q
5) Young Adult	(51-100)	2 magic items, 2000gp	H, Qx2, E
6) Adult	(101-200)	3 magic items, 5000gp	H, Qx3, E, S
7) Mature Adult	(201-400)	5 major magic items, 5000gp	Hx2, Qx5, E, S, Tx2
8) Old	(401-600)	8 major magic items, 5000gp	Hx3, Qx6, E, S, T, Zx2
9) Very Old	(601-800)	10 major, 20,000gp, 5 minor	Hx5, Qx8, E, S, T, Zx5
10) Venerable	(801-1000)	15 major, 40,000gp, 8 minor	Hx8, Qx10, E, S, T, U, Zx10
11) Wyrms	(1001-1200)	20 major, 60,000gp, 11 minor	Hx10, Qx15, Ex5, Sx5, Tx5, Ux5, Zx20
12) Great Wyrms	(1201+)	30 major, 100,000gp, 20 minor	Hx20, Qx20, Ex10, Sx10, Tx10, Ux10, Zx30

sideways, with a 20% chance of pinning its arms on a successful hit. Then the dragon holds the victim in its mouth, thrashing for bite damage thereafter and perhaps hurling the victim over a cliff or into a wall.

Victims so grabbed can try to break free by making a successful bend bars/lift gates check if they are merely being held by the dragon (i.e. no extra biting damage). If the dragon continues to deliver bite damage, the victim must make a successful Dexterity check to release himself while the dragon is chewing on him. Those hurled into a wall take damage when hitting the wall as if they fell a distance equivalent to how far they were thrown. This is in addition to any damage they might sustain from falling after hitting the wall.

ROLL OVER: Dragons with small caves and large bodies can attempt this maneuver. They merely roll over, crushing anything in their path, doing damage equal to a bite. Typically, this is a younger dragon's move, as it can hit anyone standing in the radius of its length, but leaves the wyrms vulnerable to attack, should an opponent be able to fly.

SNATCH: Young adults and older dragons can dive and grab a creature in their claws. There is a base chance of 50% the victim has its arms pinned and can be automatically squeezed for damage (see sideways bite) or dropped from a great height. Old and older dragons can carry two victims, Wyrms and older, three. A dragon can snatch creatures up to two size categories smaller than itself.

STOMP: Dragons can jump or descend from 30 feet or more, crushing opponents with their rear claws and their tail, which is equivalent to the bite for damage. Creatures struck must save versus petrification or be pinned, suffering crushing damage every round until the dragon moves. Apply the drag-

on's combat modifier as a penalty to all saving throws. Dragons stomp creatures that really annoy them.

KICK: Backwards kick is the same as a claw, but the victim must make a Dexterity check or be thrown back 1d6+1 foot per age category and save versus petrification or fall over.

WING BUFFET: Young adult and older dragons can buffet with their wings causing claw attack damage to those at their sides. Creatures must make a Dexterity check or fall down. From the air, this attack kicks up dust and blows over objects of 20 pounds or less.

TAIL SLAP: Adult and older dragons can tail slap for damage equivalent to two claw attacks and attack one opponent per age category. Creatures struck must save versus petrification or be stunned 2-5 minutes. Light wooden structures will be damaged and a Cube of Force loses one charge per two points of combat modifier.

HOVER: Dragons can stop their forward momentum and hover off the ground for one round. This is very tiring and the dragon must land the next round. The dragon can attack with its bite and four claws this one round and the draft of its wings will kick up dust, blinding all in the dragon's Fear radius for 2 rounds (half on a successful save vs. petrification), unless they are wearing some form of eye protection.

SPELLS: Dragon spells are all verbal, require no study or prayer and have a casting time of one segment. Dragons can use no other abilities while casting a spell. They learn spells at random, usually derived from captured spellbooks or magic-users. Dragons can glide during spell casting.

DRAGON DEFENSES: As dragons age, their Armor Class improves. Old or older dragons are immune to normal missiles, except large missiles from catapults and giants. Magic Missiles affect them normally, unless they make their magic resistance, which increases with age.

DRAGON FLIGHT: Dragons fly at maneuverability class C. They can climb at half their speed and dive at double. Regardless of size, they can turn 120 to 240 degrees and strike with their claws at a +2 bonus to hit when diving. Dragons can attack with both wings, but must land immediately afterward.

When flying, dragons can claw or bite, but not both. Airborne dragons must glide to cast spells in the air. Gliding dragons lose 1,000 feet of altitude per round and forward speed equal to half of the previous round's flight speed per round.

DRAGON SENSES: Dragons have excellent sight, smell and hearing. They can automatically detect invisible objects and creatures and spot them in darkness or fog up to 10 feet times their age category. They all possess natural Clairaudience ability equal to 20 feet per age category, but they must concentrate to use it. Some clever magic-users and fighters have taken advantage of this ability by letting the dragon concentrate on an area and then deafening it with a loud explosion. This can temporarily jar the dragon's senses.

Some dragons can communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its intelligence and age.

DRAGON HOARD TABLE NOTES: Dragons of all types love magic items and treasure. They line their lairs with it, sleep with it, count it and even invest it. (Old and older dragons always have a portion of their treasure invested.)

From age categories 0 to 2, dragons are too young to hoard any wealth. Starting at category 3, they begin to hide treasure for themselves in their parents' lair, but the parent will always consider it theirs once they discover it. Beginning at Young Adult, they start their own lairs.

DRAGON BODY PARTS: There are 257 organs, bones and body parts that are salvageable from a dead dragon. Most are good for magical potions, items, etc., but some are good for what ails ya. Some effects vary for individual dragons, but the body parts listed below and their effects are true for most and are the most common.

BRAIN: A dragon's brain can be made into a Potion of Dragon Control, allowing control of the same type of dragon from which the brain was removed. Consuming an entire dragon brain requires a system shock check to survive (failure means death). Those who survive roll 1d6:

- 1- Gain 1-4 points of Intelligence.
- 2- Develop insanity, making the imbiber think he is a dragon.
- 3- Magic-users gain one level of experience, non-magic-users gain 10,000 EP.
- 4- Dragon Fear Aura 10-foot radius, plus glowing red eyes.
- 5- Charm Person/Mammal 3 times per day.
- 6- 10% magic resistance

BLOOD: Dragon's blood has a variety of uses. It can temper steel, giving it a saving throw bonus equal to the dragon's combat modifier and making it ready for enchantment. Drinking even a drop of dragon's blood is deadly and those who do so must save versus poison or die. However, bathing in dragon's blood can provide the following healthy benefits: Cure Disease, Neutralize Poison and cure insanity, even those of the magic kind. The bather ceases to age 1 year per age category of the dragon. It can restore hair, clear skin and make scars and tattoos disappear. Additionally, it is a key ingredient in a Potion of Longevity and ink for magic scrolls of all kinds.

DRAGON SKIN: Dragon skin makes excellent armor and only weighs 25 pounds for a human-sized suit (fairly bulky). AC is equal to 4 less than the dragon from which it was taken and costs 10,000-100,000+ gp to make. Dragon skin armor is perfect for enchantment and can be enchanted up to +5. Additionally, enchanted dragon armor can provide protection against attacks of a similar nature to that of the dragon's breath weapon. For exam-

ple, Red Dragon armor can be enchanted to provide the wearer with +2 on saves against fire attacks, taking half damage (on a failed save) or a quarter damage (if successful).

Fine dragon hide shields can also be created and are perfectly suited to enchantment, providing +1 to +5 AC and offering +1 saves against (for example) fire and -1 die of damage. A dragon skin shield can cost 20-200 gp to make, depending on its size and quality.

The hit point absorption and regression is the same as standard armor of the same armor class or full plate if the base AC is less than 1 (i.e. the armor continues to absorb 36 hit points per AC rating until the AC rating becomes 2 or higher, then follow the regression in Table 9W in the HackMaster Player's Handbook.)

EYES: A dragon's eye can be used for a Potion of Clairvoyance. The eye itself can sometimes be enchanted and mounted on the top of a staff, allowing the user to Detect Invisibility 1 to 3 times per day and use True Seeing once or twice a week. Rumor has it that there is a spell that will graft a dragon's eye to another living creature, allowing it the vision of a dragon.

GUTSTONES: All dragons have gutstones. These start out as small stones that the dragon swallows as a hatchling to aid in the digestion of its food. With time, as the dragon grows, the stones become transformed into precious stones charged with magical abilities. The powers vary depending on the type of dragon (see the HackMaster GMG) and its age but they are highly sought after. Dragon gutstones are the basis for many magical weapons and items.

TONGUE: A dragon's tongue, much prized for its magical properties, can be used to create a Philter of Persuasiveness.

HORNS: Depending on the size of the horn, they can be crafted into weapons, usually daggers, short swords and long swords. These blades are perfect for enchantment.

BONES: Dragon bones are excellent for wands, staves or rods. The more powerful the dragon, the more powerful the potential new magic item can be.

TEETH: The largest teeth may be crafted into daggers and throwing daggers. Teeth can also be enchanted into Animate Dead seeds that, when they are buried with a corpse, grow one Skeleton in 1-4 rounds with Hit Dice equal to 1/3 the dragon's age category.

STOMACH ACID: Up to 5 flasks can be recovered from an adult dragon. This acid will eat through anything except dragon, glass, ceramic or glass-like or ceramic-like substances.

HEART: Although the blood may be toxic, the meat in the heart, if properly prepared, is not. This is indeed a rare feast, fit for kings. Serving a dragon heart can provide many additional Honor points for its slayers. Those who ingest the meat will find that they do not have to sleep for 1-4 days.

LIVER: Highly valued by magic-users in-the-know, these livers can filter poisons, but leave magic potions alone. Thus, mixing two potions and straining them through the liver negates all toxic results on the Potion Miscibility Table in the HackMaster GameMaster's Guide. However, straining the most toxic of these concoctions through the liver will destroy it.

SPELL-LIKE ABILITIES: What follows is a complete list of the spell-like abilities of dragons. Brief descriptions of these abilities are included where necessary, and the list is cross-referenced.

- Affect Normal Fires (MU 1)
- Airy Water (MU 5)
- Animal Summoning (DR 1)
- Anti-Metal Shell (as Anti-Plant Shell DR5)
- Augury (CL 2)
- Blade Barrier (CL 6)



Typical dragon — front view showing body proportions

Bless (CL 1)

Call Lightning (DR 3)

Charm Monster (MU 4)

Charm Person (MU 1)

Charm Person or Mammal (DR 2)

Charm Reptiles (as Charm Mammal DR 2)

Cloud Form – This magical ability is similar to the effect of a Potion of Gaseous Form except that the subject is not completely transparent. The subject will appear as a cloud or fog.

Cloud Walk – This ability allows one to walk on any visible clouds or fog as if they were solid ground.

Confusion (MU 4)

Conjure Earth Elemental (DR 7)

Conjure Fire Elemental (DR 6)

Control Temperature (DR 4)

Control Weather (CL 7/DR 7)

Control Winds (DR 5)

Corrupt Water – This ability is similar to the first level druid spell Putrefy Food and Drink (reverse of Purify Food and Drink) except that it only works on water. Furthermore, magic potions must save, rolling a 15 or better on a d20, or lose their magical properties.

Create Food and Water (CL 3)

Create Shadows – This spell-like ability creates a mass of leaping shadows within a volume of up to a 100-yard diameter sphere for one hour. All light and darkness sources are negated and those who can hide in shadows may do so automatically, even under direct observation. Shadow Dragons and other creatures that are able to hide in shadows can move about as if under Improved Invisibility while within the shadow area. The range of this ability is zero and the casting time is one round.

Create/Destroy Water (CL 1/DR 2)

Dancing Lights (MU 1)

Darkness 10' radius (similar to MU 2)

Detect Gems – This ability allows the caster to ascertain the kind and number of precious gemstones within the range of the spell for up to a minute. The range is a 10-foot radius per age category of the dragon using the ability (duration up to a minute). The value of specific stones is not automatically revealed, but prior knowledge of the relative worth of gemstones may allow the caster to estimate.

Detect Lie (CL 4)

Dimension Door (MU 4)

Dust Devil (CL 2)

Entangle (DR 1)

ESP (MU 2)

Feather Fall (MU 1)

Fire Blades – This power allows the caster to shoot a volley of flaming horns from his body. The caster may roll to hit on everyone within a 50-foot radius, damage is 2-12 (blade)+1d4 (fire). Creatures hit by the fire blades may attempt a saving throw versus breath weapon for half damage from the fire. Those who fail will continue to burn for 1d4 points per round or until the flames are extinguished. Furthermore, items carried by those hit must save vs. fire or burst into flame. The casting time is one round.

Fools Gold (MU 2)

Forget (MU 2)

Freezing Fog – This ability obscures vision (halved) in a 100-foot radius and covers everything in that area with a thin sheeting of clear ice. Those walking on the ice must make a Dexterity check each round to avoid falling. Casting time is one round and the effect lasts for one day or until the ice melts.

Gust of Wind (MU 3)

Hallucinatory Terrain (MU 4)

Heat Metal (DR 2)

Hold Monster (MU 5)

Hold Person (MU 3)

Hypnotism (MU 1)

Ice Walking – This power allows the dragon to walk across ice as easily as most creatures walk across flat, dry ground.

Invisibility (MU 2)

Lava Breathe – A creature with this ability can breathe while immersed in lava for an unlimited duration.

Luck Bonus (as Luck Stone) – Provides +1 (+5% where applicable) on all die rolls, whenever a die roll is required (saving throws, slipping, dodging, etc.) to determine whether the dragon suffers an adverse consequence. This luck does not affect attack and damage dice or spell mishap dice.

Mass Charm (MU 8)

Mirror Image (MU 2)

Move Earth (MU 6)

Non-detection (MU 3)

Obscurement (DR 2)

Pass without a Trace (Dr 1)

Plant Growth (DR 3)

Polymorph Self (MU 4 - lasting until the dragon picks a new form)

Predict Weather (DR 1)

Pyrotechnics (MU 2)

Quest (CL 5)

Reverse Gravity (MU 7)

Shadow Walk (MU 7)

Shape Change (MU 9)

Shape Metal (as Stone Shape DR 3)

Shift Color – This ability allows a dragon to appear as any chromatic dragon type. The transformation takes a single round.

Shocking Grasp (MU 1)

Solid Fog (MU 4)

Soothing Word – Enables the user to basically calm people down. Note that sharing the same language with a person is not a requirement for this ability to function, but the target of the Soothing Word must have an Intelligence of at least 3 for the magic to have any effect. Unless otherwise noted, this power is usable three times per day. A single use can either: dispel one application of the Fear spell on one victim; eliminate HackFrenzy or HackLust; favorably influence a reaction from a single person or creature as if the user's Charisma were one point higher, or momentarily calm down a number of characters or monsters (equal to 2 times the user's Hit Dice).

Sound Imitation – This ability allows one to exactly duplicate a sound he has heard before. This ability would allow one to recreate the roar of a lion if he has actually heard a real one before. If he has not heard the attempted sound before, but does have a basic understanding of what the noise should sound like, those listening are allowed a saving throw versus spells in order to recognize the imitation as a fake. The sound originates from the caster.

Speak with Animals (CL 2/DR 1)

Speak with Elemental Creatures – This ability allows the user to comprehend and communicate with creatures that are native to the Elemental Planes. Friendliness and cooperation are by no means assured.

Spider Climb (MU 1)

Stinking Cloud (MU 2)

Stone Shape (DR 3)

Suggestion (MU 3)

Summon Djinni – This ability is similar to the seventh level cleric spell Exaction except that it can only be used to summon a Djinni.

Summon Insects (DR 3)

Teleport (MU 5)

Transmute Stone to Mud (MU 5)

Throw Voice (MU 1)

Wall of Fog (IL 1)

Wall of Stone (MU 5)

Warp Wood (DR 2)

Water Breathe – A creature with this ability can breathe under water for an unlimited duration.

Weather Summoning (DR 6)

Dragon, Mottled Red Crested Amber-Bellied

Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Magic-user/Cleric	Hackfactor	MR	EP Value
1	2-7	2-5	3	2d6+1	Nil	23	Nil	5,040
2	7-16	5-15	2	4d6+2	Nil	32	Nil	7,056
3	16-35	15-31	1	6d6+3	Nil	41	Nil	8,064
4	35-44	31-40	0	8d6+4	1	65	Nil	11,088
5	44-53	40-48	-1	10d6+5	2	80	15%	13,104
6	53-62	48-56	-2	12d6+6	3	90	20%	14,112
7	62-71	56-64	-3	14d6+7	4	101	25%	15,120
8	71-80	64-72	-4	16d6+8	4/1	112	30%	16,128
9	80-89	72-80	-5	18d6+9	4/2	143	40%	18,144
10	89-98	80-86	-6	20d6+10	4/3	158	45%	19,152
11	98-107	86-96	-7	22d6+11	4/4	174	50%	21,168
12	107-116	96-104	-8	24d6+12	5/4	191	55%	22,176

Dragon, Red Crested Amber-Bellied (Mottled Variant)

VARIANT: The Mottled Red Crested Amber-Bellied Dragon has the same red-hued hide and amber underbelly common to its standard kin, but is mottled with various colors and even metallic flecks. Only about 20% of its surface matches the color of its non-variant cousin, in fact.

Though color often defines a dragon's powers (at least in the minds of naive PCs), it has the same abilities as a standard Red Crested Amber-Bellied Dragon. Additionally, it can go unseen 65% of the time to observers at ten feet or more, if it does not move. From less than 10 feet away it only goes unseen 15% of the time.

DESCRIPTION: Often mistaken for a Red Dragon, the Mottled Red Crested Amber-Bellied Dragon is several shades of mottled red, with a large ragged, mottled red crest along its spinal ridge. When not in combat or making deals with opponents, it will sit in the hot noonday sun, smoke curling up from its nostrils, looking slyly from side to side.

COMBAT/TACTICS: The Red Crested Amber-Bellied Dragons prefer not to enter into combat and will only do so if cornered or to protect their treasure.



Dragon, Red Crested Amber-Bellied — Mottled Variant

Dragon, Mottled Red Crested Amber-Bellied

AKA: Dictator Dragon, Caesar Beast

HACKFACTOR: See text

EP VALUE: See text

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1 (2-5)

SIZE: G (36' long)(base)

MOVEMENT: 15", 35" Fly (C)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (15-16)

ARMOR CLASS: 0 (base)

NO. ATTACKS: 3+

DMG./ATTACK: 1-9/1-9/2-23

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 13 (base)

TOP: Yes

FF: Variable

Even then, they are always willing to make a reasonable deal (as long as it clearly benefits them) and have also been known to turn enemies into allies with their spells.

When hunting prey, the Red Crested Dragon likes to hover high in the air silently until it pinpoints a likely target, then dive down swiftly while flaming its next meal. They seem to enjoy the hunt and the chase as much as the very tasty medium-rare results of this activity.

BREATH WEAPON/SPECIAL ABILITIES: Red Crested Amber-Bellied Dragons are capable of producing a cone of red-hot flame 50 feet long, 5 feet wide at the mouth and 30 feet wide at its base (victims can save vs. breath weapon for half damage.) This dragon casts spells as a magic-user of level 7 plus its combat modifier. From birth, these dragons are immune to fire attacks of any kind. As they age, they gain the following abilities:

Juvenile: Suggestion once a day.

Adult: Charm Person/Mammal 3 times per day.

Mature Adult: Polymorph Self 3 times per day.

Old: Detect Lie at will.

Very Old: Charm Monster 3 times per day.

Wyrm: Mass Charm once a day.

HABITAT/SOCIETY: Red Crested Amber-Bellied Dragons love to lair in secret locations, sometimes in the inhabited lands of those they've charmed. Also known as Dictator Dragons, these Reds are active in human affairs, often attempting to take over kingdoms and those lesser beings who rule them. Because of this, they walk a very fine line with regard to the Dragon Committee. As it states in the by-laws, "The dragon's interference shall only be tolerated so long as he does not get exposed as a dragon."

Often, these creatures spend years Polymorphed as humans or demi-humans, to become trusted advisors to powerful officials. Once ensconced, they are ruthless leaders but conservative conquerors, sometimes taking multiple human generations to unfold their complex plans.

ECOLOGY: Like all dragons, Amber-Bellies can eat anything, but through their years cohabitating with humans they have developed a taste for human food. However; approximately once each year they still like to gorge themselves on very inhuman amounts of meat.

The average Red Crested Amber-Bellied Dragon is surprisingly loyal to its immediate family members, and will keep its secrets to itself. Red Crested

Dragons will quite often bring those dragon relatives in on a good scam for their help, and to reap mutual benefits. Red-Crested Dragons love it when a plan comes together.

Dragon, Slag-Scaled Titanium (Muck Variant)

VARIANT: The Muck variant of the Slag-Scaled Titanium Dragon enjoys muck or slag equally. It is a creature of filth as much as it is a majestic example of dragonkind. It is also enjoys irony.

In addition to its other powers, the Muck Slag-Scaled Titanium Dragon is immune to gas attacks and gains +1 to saving throws against fire and heat-related effects. It takes -1 point of damage per die from such effects whether it successfully saves or not. While it is a carrier of a random disease with which it can infect others, it ignores disease 90% of the time. In bright light, it suffers a -4 morale penalty as well as -2 to all attack, damage and saving throw rolls.

Muck Slag-Scaled Titanium Dragons have lost some mental capacity playing in filth all the time, but they don't mind. Most believe that they are closer to the original strain of the species, anyway.

DESCRIPTION: Slag-Scaled Titanium Dragons look vaguely like wingless, tarnished Silver Dragons. Their hides are said to make the hardest suits of dragon armor available in Garweeze Wurd. Even their eggs are said to be breakable only by the beak of the hatchling itself.

COMBAT/TACTICS: These Muck Rake Dragons, as they are known, are nothing but trouble and they work to cause chaos and discord wherever they go. Their strategies are sporadic and improvised, and they are 50% likely to cautiously assess a group of PCs from afar and just as likely to attack them outright. Before they surge forward on their massive legs into melee, they will first tenderize their opponents using one of their breath weapons.

Dragon, Muck Slag-Scaled Titanium

AKA: Mucky Muck Rake Dragon

HACKFACTOR: See text

EP VALUE: See text

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: High to Exc (14-15)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1 (2-5)

SIZE: G (54' long)(base)

MOVEMENT: 12", 40" Fly (C), 3" Jump,
12" (15") Swim

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -8 (base)

NO. ATTACKS: 3+

DMG./ATTACK: 1-10/1-10/6-36

SPECIAL ATTACKS: Special

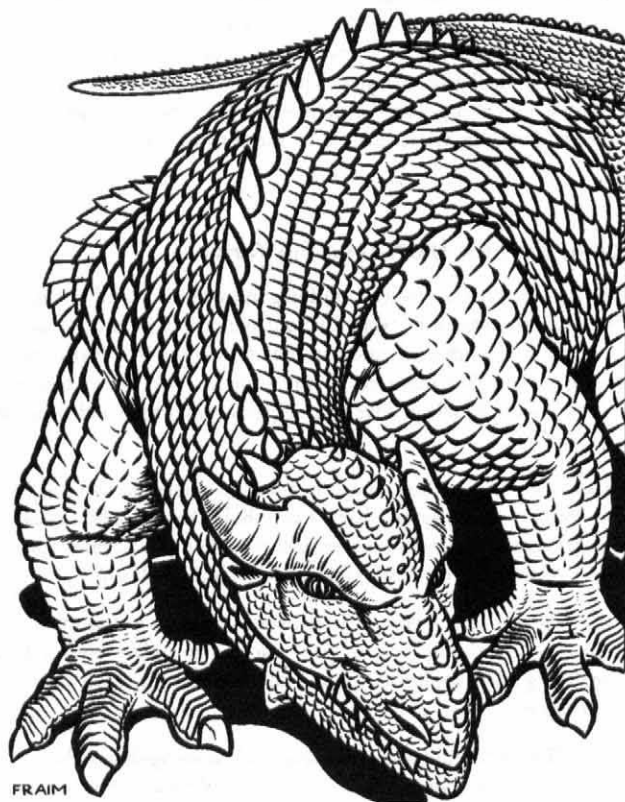
SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 16 (base)

TOP: Yes

FF: variable



Dragon, Slag-scaled Titanium — Muck Variant

BREATH WEAPON/SPECIAL ABILITIES: Slag-Scaled Titanium Dragons can breathe a cone of fire 90 feet long, 5 feet wide at the mouth and 30 feet wide at the base or a loogey of molten chrome (save vs. breath weapon for half damage). The molten chrome will continue to burn one target for 1-4 rounds thereafter. Slag-Scaled Titanium Dragons may only use that breath weapon once per day. These dragons cast spells as magic-users of level 8 plus their combat modifier.

Slag-Scaled Titanium Dragons are born immune to fire. They can Speak with Elemental creatures at will. These Dragons can Polymorph Self three times per day. As they age, they gain the following abilities:

Young: Pyrotechnics three times per day.

Juvenile: Heat Metal 3 times per day.

Adult: Shape Metal (as Stone Shape) once per day.

Mature Adult: Anti-Metal Shell (as Anti-Plant Shell) once per day.

Old: Conjure Earth Elemental once per day.

Ancient: Blade Barrier once per week.

Dragon, Muck Slag-Scaled Titanium (Metallic)

Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Magic-user/Cleric	Hackfactor	MR	EP Value
1	7-19	6-16	-5	2d12+1	Nil	42	Nil	8,560
2	19-31	16-28	-6	4d12+2	Nil	55	Nil	9,630
3	31-43	28-38	-7	6d12+3	Nil	69	Nil	11,770
4	43-55	38-50	-8	8d12+4	1	85	Nil	13,910
5	55-67	50-60	-9	10d12+5	2	115	35%	16,050
6	67-80	60-70	-10	12d12+6	2/2	139	40%	19,260
7	80-93	70-84	-11	14d12+7	2/2/2	155	45%	20,330
8	93-106	84-95	-12	16d12+8	2/2/2/2 1	173	50%	21,400
9	106-120	95-108	-13	18d12+9	2/2/2/2/2 2	192	55%	23,540
10	120-134	108-120	-14	20d12+10	2/2/2/2/2 2/2	224	60%	24,610
11	134-148	120-133	-15	22d12+11	2/2/2/2/2/2 2/2/2	246	65%	25,680
12	148-162	133-146	-16	24d12+12	2/2/2/2/2/2/2 2/2/2/2	270	70%	26,750

HABITAT/SOCIETY: These dragons won't be happy until Garweeze Wurd is in total chaos. They revel in mayhem, caring not for good or evil. The Dragon Committee has officially banned all Slag-Scaled Titanium Dragons from meetings and the honor guard is kept on alert at all times. Recently, a Slag-Scaled Titanium formed an alternate Dragon Committee, but it is unlikely any other Slag would join. Slag Dragons refuse contests because other dragons enjoy them. They dislike royalty and have been known to attack royal families on sight.

ECOLOGY: The Slags' work to bring down anything that Swack Iron Dragons have built, as they are mortal enemies. 10% of all Slag-Scaled

Titaniums change their ways late in life and turn chaotic good, but only 5% of Muck Slag-Scaled Dragons do so. Slag-Scaled Titanium Dragons speak their own tongue and Dragon Speak. Hatchlings have an 18% chance of being able to speak with all intelligent creatures. This chance increases by 5% per age category. The skin of a Slag-Scaled Titanium Dragon is so hard that it can only be worked by powerful magics and expert metal-workers of dwarven ancestry.

Dragon, Swack Iron (Hissing Variant)

VARIANT: The Hissing Swack Iron Dragon can emit a loud hissing sound for a total of 30 minutes in every 24-hour period. This sound has a 70% chance of attracting other monsters in the area and a 30% chance of drawing wandering random monsters to the scene. You'd better believe that most monsters will attack an adventuring party rather than a Hissing Swack Iron Dragon.

DESCRIPTION: Swack Iron Dragons, sometimes referred to in derogatory terms as "Slack Iron Dragons", have a gray hide that resembles crude iron. Many Swacks are covered with swollen, calloused bumps and bony spikes. As the dragon ages, it sometimes appears to acquire rusty highlights.

Upon encountering any type of Swack Iron Dragon, a victim must save vs. spells (Fear) or flee the immediate area. Note that unlike normal Dragon Fear, the fleeing effect applies to any and all creatures whose Hit Dice are less than the dragon's.

COMBAT/TACTICS: All Swack Iron dragons love using their tail maneuvers and thrill at stunning opponents, stripping them of their weapons and toying with them before the kill.

Swack Iron Dragons are about one thing and one thing only: Order and Control. Those whom they cannot control absolutely must be destroyed. They will always take a few rounds to properly assess their foes. As they enter combat with any opponent, Swack Iron Dragons will always use their breath weapons first, then their spells and finally close for melee.

BREATH WEAPON/SPECIAL ABILITIES: All Swack Iron Dragons can breathe a cone of fire 80 feet long, 30 feet wide at its base and 5 feet wide at its mouth (victims can save vs. breath weapon for half damage). These dragons cast spells as magic-users of level 6 plus their combat modifier.

Dragon, Hissing Swack Iron

AKA: Slack Iron Dragon

HACKFACTOR: See text

EP VALUE: See text

CLIMATE/TERRAIN: Trop/Subtrop./
Temperate-Mtns/Clouds

FREQUENCY: Rare

ORGANIZATION: Solitary or Clan

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Lawful Neutral (evil)

NO. APPEARING: 1 (2-5)

SIZE: G (48' long)(base)

MOVEMENT: 9", 30" Fly (C), 3" Jump

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -3 (base)

NO. ATTACKS: 3+

DMG./ATTACK: 1-8/1-8/5-30

SPECIAL ATTACKS: Special

SPECIAL DEFENSES: Variable

MAGIC RESISTANCE: Variable

HIT DICE: 15 (base)

TO P: Yes

FF: variable

All Swack Iron Dragons are born with immunity to fire. As they age, they gain the following abilities:



Dragon, Swack Iron — Hissing Variant

Young: Charm Person twice a day.

Juvenile: Hold Person once a day.

Adult: Control Winds three times per day.

Mature Adult: Control Weather once a day.

Old: Charm Monster twice per day.

Great Wyrn: Augury three times per day.

HABITAT/SOCIETY: Swack Iron Dragons thirst for control and better than 40% of them turn lawful evil before reaching Mature Adult age, because they discover short cuts to maintaining control with that philosophy. Swack Iron Dragons will create a network of spies to garner information and love to manipulate entire continents and monarchies.

The Swack Iron Dragons on the Dragon Committee tend to be the Rot Guts and they tend to remain within the bounds of lawful neutrality, as the lawful evil Swacks eventually overstep their bounds and get booted off.

Dragon, Hissing Swack Iron

Age Category	Body (ft)	Tail (ft)	AC	Breath	Spells Magic-user/Cleric	Hackfactor	MR	EP Value
1	8-18	3-6	0	2d10+1	Nil	26	Nil	7,070
2	18-30	6-12	-1	4d10+2	Nil	35	Nil	8,080
3	30-42	12-16	-2	6d10+3	Nil	45	Nil	10,100
4	42-52	16-21	-3	8d10+4	2	56	Nil	12,120
5	52-63	21-27	-4	10d10+5	2/2	89	30%	14,140
6	63-74	27-32	-5	12d10+6	2/2/1	100	35%	15,150
7	74-85	32-37	-6	14d10+7	2/2/2	122	40%	16,160
8	85-96	37-43	-7	16d10+8	2/2/2/1 2	145	45%	19,190
9	96-108	43-48	-8	18d10+9	2/2/2/2 2/2	161	50%	21,210
10	108-120	48-54	-9	20d10+10	2/2/2/2 2/2/1	177	55%	22,220
11	120-134	54-60	-10	22d10+11	2/2/2/2 2/2/2	207	60%	23,230
12	134-148	60-67	-11	24d10+12	2/2/2/2/1 2/2/2/1	226	65%	24,240

Swack Iron Dragons are suckers for contests and challenges of all kinds. Favorite contests include: food and wine tasting, gem/jewelry appraising and dwarven craps games. They live in caves, but keep less than 10% of their hoard on hand. The rest of it will be invested in local kingdoms and through programs designed by the Dragon Committee to keep dragonkind safe.

ECOLOGY: All Swack Iron Dragons speak their own tongue and Dragon Speak. Hatchlings have an 18% chance of being able to communicate with any intelligent creature. This chance increases by 5% per age category.

All Swack Iron Dragons can eat almost anything from small biscuits with jam to Basilisks, giant Carnivorous Cave Crickets, and any kind of giant Beetle, especially giant Fire Beetles.

Drowtaur (Yellow Variant)

VARIANT: The unfortunate Drowtaur inflicted with the yellow color variant has shining blond hair and golden Palomino coloring on his hindquarters. The jet-black skin retained by 15% of these Drowtaurs only adds to this individual's ridiculous appearance overall. All must suffer severe, unceasing mockery from every respectable-appearing denizen of the NetherDeep.

DESCRIPTION: These creatures have the torso of a drow and the body of a black horse or Nightmare. Occasionally the horse portion of a Drowtaur will have appaloosa markings.

Originally created from a group of evil Syntaurs that worshipped Zyandal, these creatures work closely with the drow, especially at the entrances to their deep subterranean lairs. They relish the chance to prove their skills as marksmen.

COMBAT/TACTICS: Drowtaurs will usually only fight at night and 25% employ weapons crafted by the drow elves. They are always well-equipped with the finest armor, and prize highly decorated weaponry and armor. Drowtaurs employ long bows with no penalty at half gallop and will coat their arrowheads with the same poison the drow use to capture their enemies (save vs. poison at -4 or fall unconscious for 2-8 hours). Each Drowtaur will have a well-stocked saddlebag full of weapons, including extra arrows, a short sword, two daggers and whatever items the drow have traded to them.

Drowtaurs have the same spell abilities as drow, but can only use the spells once a week. Their spells are: Dancing Lights, Faerie Fire and Darkness. At 4th level they can use: Levitate, Know Alignment and Detect Magic. Drowtaur clerics can also use Detect Lie, Clairvoyance, Suggestion and Dispel Magic. Their magic resistance is 20%, plus 2% per level. Drowtaurs can be clerics and magic-users just like drow and will be found in the same numbers as drow.

HABITAT/SOCIETY: These creatures work closely with the drow trading topside slaves for underground magic. Their lairs are often near or in a sub-

Drowtaur, Yellow (Palomino)

AKA: Nightmare Centaur

HACKFACTOR: 7

EP VALUE: Clerics 975/Others 650

CLIMATE/TERRAIN: Temperate
Forests

FREQUENCY: Very Rare

ORGANIZATION: Clans, Bands

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: High to Genius (13-18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 3-30

SIZE: L (6' tall)

MOVEMENT: 24"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. ATTACKS: 2 or 1

DMG./ATTACK: 1-4/1-4 or by wpn

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 4

TOP: Yes

FF: 7



Drowtaur — Yellow Variant (Palomino)

terranean entrance to the NetherDeep. Drow consider the Drowtaurs beneath them, but tolerate their presence, while Drowtaurs are envious of true drow for their closeness to Zyandal.

Occasionally, drow and Drowtaurs will work together to wipe out a village of elves or other faerie-folk. Drowtaur hate Centaurs and Syntaurs and will attack them on sight. They capture other creatures to trade as slaves. Drowtaurs always immediately brand their slaves. Though Yellow Drowtaurs sometimes work with drow, they tend to need to sulk on their own in between raids.

ECOLOGY: Created from a band of Syntaurs that worshipped Zyandal, the Drowtaurs are laboring hard to better serve Zyandal. Their goal is to one day replace the drow as Zyandal's favored worshippers. They adhere strictly to Zyandal's teachings and will often be led by zealous clerics.

Another goal of the Drowtaur is the eventual corruption of the Realm of Faerie, but fortunately, none of the Drowtaur clerics has been able to find an entrance to that Realm. Drowtaurs are relatively new creatures to Garweeze Wurd, and remain virtually unknown to all but drow, Centaurs, Syntaurs and faerie-kin they terrorize. Yellow Drowtaurs are an even more recent discovery. Drowtaur keep their lairs a secret by killing anyone that discovers them or moving their base if someone successfully escapes. Drowtaur like to collect the belongings of their slaves, which they sell to the drow, and will also trade these goods among their own kind.

YIELD:

MEDICINAL: The blood of these creatures is poison to faerie-kin and those who survive imbibing it may become evil and corrupt.

SPELL COMPONENTS: Drowtaur bones can be used in casting a Nightmare spell (reverse of Dream) for double damage.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nx3, Qx2, I; 1x2 (in lair)

OTHER: Nil

Elemental, Greater Periodic (Horned Variant)

VARIANT: The Horned Greater Periodic Elemental has two large horns protruding from what might be called its "forehead". It can use these, in addition to all of its other attacks, to stab one opponent each round for 1-4 points of damage.

DESCRIPTION: Greater Periodic Elementals are made up of all the elements of the periodic table in their natural form. These creatures dwell in a subsection of the Elemental Plane of Earth and may actually be an advanced form of Earth Elemental. Their colors vary according to the elements that bubble to the surface.

COMBAT/TACTICS: The Periodic Elemental can cause damage by mixing various parts of its body together and causing a small explosion, touching victims with a caustic substance or simply bashing them with various parts of their bodies. The mire of elements is constantly shifting. In addition, any creature who spends one turn within 30 feet of the elemental will be affected by radiation poisoning, unless it successfully saves

Elemental, Horned Greater Periodic

AKA: Beast-of-all-Matter

HACKFACTOR: 53

EP VALUE: 14,140

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Any

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (9' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 4

NO. ATTACKS: 7

DMG./ATTACK: 1-4/1-6/1-8/1-10/
1-12/1-20/1-4

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 16

TO P: n/a

FF: n/a

versus poison every round thereafter (until it is more than 30 feet away. Note that the elemental's death does NOT affect this.). Victims within 10 to 20 feet get +4 to their saving throw while victims within 20 to 30 feet inclusive gain +8. Cure Disease can stop the poisoning, but without it, the victim will die in 20 years minus 1 year for every turn exposed to the Elemental after the saving throw is missed due to cancer.

Periodic Elementals can only be hit by +2 or better weapons and any weapon that hits them must make a saving throw versus disintegration or become a part of the Elemental's mass. (Magic items add their pluses to the save.) Absorbed magic items will grant the Elemental the temporary powers of the item.

HABITAT/SOCIETY: Like all elementals, they hate being conjured from their home planes. Most know the effect they have on living organisms, and will not bother informing the conjurer if he is ignorant. They will perform their service as quickly as possible so they can return home.

These elementals can be appeased by offerings of extremely rare minerals. Sometimes they are conjured to use their explosion and caustic abilities to destroy a fortress. They move slowly and generally do not perform well against an army.

ECOLOGY: These elementals are made up of every element in existence, but the longer they stay on the Prime Material Plane, the more they begin to mix their substances together. Periodic Elementals lose 1 Hit Die per day until they are returned to the Elemental Plane of Earth (or 16 days have passed). Periodic Elementals continue to emit radiation for years after they are dead and the handler must shield such bodies in a lead container to avoid radiation poisoning.

YIELD:

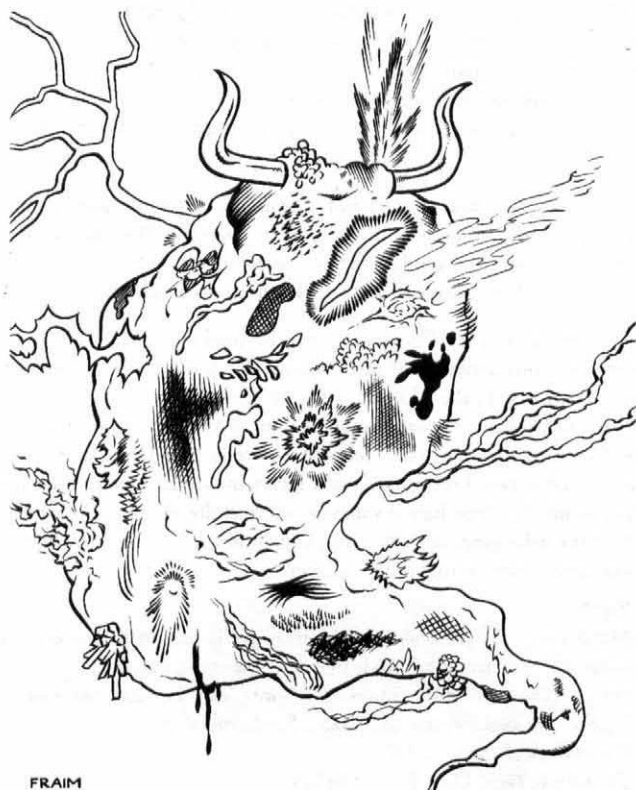
MEDICINAL: Other than the rare elements found in its body, nil.

SPELL COMPONENTS: Some specific elements such as sulfur can be used for spells.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The body of a Periodic Elemental is quite valuable to alchemists. They will pay 100 gp per Hit Die remaining. (The body will decay at 2 HD per day unless its elements are properly separated.)



FRAIM

Elemental, Greater Periodic — Horned Variant

Elephant, Club-Trunked (Mammoth Variant)

VARIANT: The Mammoth Club-Trunked Elephant is a Gargantuan-sized version of the normal (Large) Club-Trunked Elephant. It has 5+1 more Hit Dice and deals an extra 4 points of damage per die, compared to its standard kin.

DESCRIPTION: Elephants are large, gray-skinned mammals that can be found frolicking in savannahs, forests and under circus tents. Each has a prehensile appendage known as a trunk and large floppy ears. All elephants have tusks made from ivory. A Club-Trunked Elephant has a large, heavy, knob-by trunk that resembles a blunt morning star.

COMBAT/TACTICS: Similar to Small-Eared and Standard Elephants, the Mammoth Club-Trunked Elephant is a near-perfect war machine, smashing opponents with its large, morning-star-like trunk for 11-16 points of damage. Armies sometimes mount multiple small catapults and ballistae to the backs of Mammoth Club-Trunks because they can defend the weapons while the siege team fires. It takes incredible training efforts, though, for this technique to be used with any accuracy.

In the wild, Club-Trunked Elephants use their clubs to break off the branches of trees to get at leaves. Even Mammoth Club-Trunked Elephants are afraid of kittens, especially black ones, and must make a morale check upon sighting them or flee.

HABITAT/SOCIETY: If more than one half of the maximum number of elephants is encountered, 1- will be young with 20-70% of the hit points of an adult. If a single animal is encountered is will be a rogue bull, with no fewer than 6 hit points per Hit Die. It will be very aggressive and attack on sight. While it is true that an elephant never forgets, it usually remembers little of importance to non-elephants. Adventurers able to speak with animals can find out where the best-tasting leaves grow and/or where there is safe water to drink.

ECOLOGY: Elephants are born much like cattle. Young elephants can walk from the moment they are born and already have 20% of the Hit Dice and damage capabilities of the adults. Elephants fight to the death to protect their young and have been known to track slayers of their young to the ends of Garweeze Wurd for revenge. Elephants make great guard animals, if the dungeon hallways are big enough.

NO. ATTACKS: 5
DMG./ATTACK: 10-20 (2d6+8) x4/11-16 (1d6+10)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 15+1
TOP: Yes
FF: 6

**Elephant, Gargantuan
Club-Trunked**

AKA: Pachyderm-Thunkus
HACKFACTOR: 22
EP VALUE: 3,750
CLIMATE/TERRAIN: Savannah/Forests
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-12
SIZE: G (21' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 6
NO. ATTACKS: 5
DMG./ATTACK: 10-20 (2d6+8)
x4/11-16 (1d6+10)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 15+1
TOP: Yes
FF: 6



Elephant, Club-Trunked — Mammoth Variant

YIELD:

MEDICINAL: Elephant brain can cure senility.

SPELL COMPONENTS: Elephant ear can be used in lieu of other components for Clairaudience spells. Shavings from the tusks can be used for an Identify spell in lieu of other components, but with a 3% chance of spell mishap. A Mammoth Club-Trunked Elephant's tusks can provide 42 uses of these shavings.

HIDE/TROPHY ITEMS: Elephant tusks are worth 100-600 gp each.

TREASURE: Nil

OTHER: Nil

Ferret, Man-eating (Bandy-tailed Variant)

VARIANT: The Bandy-tailed Man-eating Ferret is actually also a long-tailed variant. All known catalogers of beasts in Garweeze Wurld call it "bandy-tailed" instead of "long-tailed", though many have never communicated with (much less heard of) each other.

The creature's tail is two feet long with stripes (like rings, or "bands"), appearing in bands of brown, black and white. The Bandy-tailed Man-eating Ferret can use this appendage to sweep creatures behind it (well, usually just one creature, against Man-sized foes) for 1d4 points of damage, in addition to all other attacks.

DESCRIPTION: A Man-eating Ferret closely resembles the standard ferret, a cousin to the weasel family with fur and sharp fangs. Man-eating Ferrets have gone completely feral and often have filthy, matted fur and saliva dripping from their little maws.

COMBAT/TACTICS: When a Ferret bites, it locks onto an opponent and does not let go. A bite does 1-4 points of damage, then 1 point every round after. If the ferret is ripped off a victim (on a successful bend bars/lift gates check), the victim suffers 1-6 points of damage. Ferret teeth are strong enough to bite through scale mail. Should the Ferret's vicious bite strike scale mail or lesser armor of any kind, the armor must save versus crushing blow or be torn (and lose 1d4-2 armor hit points).

HABITAT/SOCIETY: Initially, these creatures appear timid and gentle, but they always attack within 3 rounds. Man-eaters love the taste of human flesh and have been known to attack camps at night. Another favorite tactic is to wait in a tree and leap upon a victim as it attempts to gallop by on horseback (surprise 5 in 10).

ECOLOGY: Although not as smart or dangerous as a lemur, this species of Ferret has a taste for human blood. Developed by a twisted evil magic-user to guard his honeybees, the evil Ferrets eventually turned on their master and escaped to the wild.

They travel in family units attacking anything they can sink their sharp little teeth into.

Ferret, Bandy-tailed Man-eating

AKA: Weasel Fiend, Fleshrippers
HACKFACTOR: 1
EP VALUE: 36
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Family
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: S (2' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 7
NO. ATTACKS: 2
DMG./ATTACK: 1-4/1-4
SPECIAL ATTACKS: Jaw Lock, tail sweep
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 1+1
TO P: Yes
FF: 6



Ferret, Man-eating — Bandy-Tailed Variant

YIELD:

MEDICINAL: Man-eating Ferrets are tainted meat.

SPELL COMPONENTS: A bit of the fur can be used in lieu of other material components for Monster Summoning I to III with twice the normal duration.

HIDE/TROPHY ITEMS: Man-eating Ferret pelts fetch 1 gp each.

TREASURE: Nil

OTHER: Man-eating Ferrets are favored as pets by berserkers.

HABITAT/SOCIETY:

Festering Reavers are solitary creatures, wanting only to consume the minerals found near volcanoes. They are often hunted for their eyes. They will collect shiny objects to line their lairs, but never anything metal.

ECOLOGY: The Festering Reaver is a creation of the gawd Luvia. The original Reaver was an evil miser named Baath, who defied Luvia and abandoned the gawd's teachings. In the Book of Luvia, Baath was turned into a Festering Reaver as penance for his miserly ways. Whether Reavers somehow reproduce or are all created by Luvia is still being determined by the sages.

YIELD:

MEDICINAL: Nil, Festering Reavers are diseased and rocky.

SPELL COMPONENTS: Bits of a Festering Reaver can be used in addition to other components for a Cause Disease spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: C (no metal items)

OTHER: The eyes of a Festering Reaver are worth 4,000 gp each and are perfect for enchantment.

Festering Reaver, Blue

AKA: Mineral Mashers

HACKFACTOR: 41

EP VALUE: 6,000

CLIMATE/TERRAIN: Volcanic Mnts

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Mineral

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (6' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 2

NO. ATTACKS: 1

DMG./ATTACK: 3-36

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 12

TO P: n/a

FF: 8

Festering Reaver (Blue Variant)

VARIANT: To the casual observer, the Blue Festering Reaver looks exactly like a rich vein of lapis lazuli, a deep blue semi-precious stone. Woe to the poor miner who attempts to reap a Blue Reaver! Other than a tendency to be mistaken for other things by miners and a slight temper, it behaves in a manner similar to that of a normal Festering Reaver, which is quite bad enough.

DESCRIPTION: Festering Reavers are rocky creatures that are indistinguishable from rocks when they are asleep or not moving. They have two very small, deep-set jewel-shaped eyes.

COMBAT/TACTICS: Metal does not exist for a Reaver. They cannot be harmed by common metal weapons, except those of artifact or relic status. Any other material that is fashioned into a weapon will hurt the Reaver, but may break on its rocky hide (weapons save vs. crushing blow or shatter on to-hit rolls of 19 or 20.) Reavers strike opponents wearing metal armor as if they had none.

Opponents get -2 to successfully hit the Reaver's craggy stone surface. Additionally, all Reavers are suffering from a strangely debilitating disease (thus the "Festering" part) from breathing in sulfurous gas in their cave lairs. If the Reaver draws blood, the victim must save versus poison or acquire an infectious disease that causes a loss of Strength, Dexterity and Constitution (1 point per week until death or cured). Death occurs when the disease reduces any one of the above abilities to zero.

Festering Reavers take double damage from fire-based attacks. The heat of a Fireball, for instance, will cause the Reaver's skin to become molten and sag.



Festering Reaver — Color Variant: blue (lapis lazuli)

Flailing Wailer (Shadow Variant)

VARIANT: The Shadow Flailing Wailer is darker than its standard counterpart. It draws power from the Demi-Plane of Shadow, allowing it to hide in shadows with 90% effectiveness. Whenever it touches a creature (as with a flailing fist) not immune to shadow effects, that victim suffers 2-5 points of damage in addition to any other effects. The vast majority of Shadow Flailing Wailers are too stupid to use spells, but one that has an Intelligence of 9 or higher (but not just a temporary enhancement) can use spells according to the Hacklopedia Monster Matrix (page 28).

Shadow Flailing Wailers harbor a deep hatred of bright light, born of fear of losing their shadowy powers. In such conditions, they suffer a -5 morale penalty and -2 to all attack, damage and saving throw rolls.

DESCRIPTION: Flailing Wailers are strange and unpredictable creatures that are insane practically from birth. They have four arms each, but are essentially bipedal. They have a wild mane of black hair and gray skin. Flailing Wailers are usually covered with bruises. Each muscular arm ends in a club-like hand used for pummeling opponents.

COMBAT/TACTICS: There is a 52% chance that a Flailing Wailer will attack regardless of the circumstances. They are almost as likely to stand around staring at nothing, since they are stark, raving mad. When a Flailing Wailer attacks, it screams loudly and has a 46% chance of attracting wandering mon-

Flailing Wailer, Shadow

AKA: Clubbing Thumper

HACKFACTOR: 7

EP VALUE: 300

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Small Hordes

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 2-12

SIZE: M (6 1/2' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 4

NO. ATTACKS: 4

DMG./ATTACK: 2-7 x4

SPECIAL ATTACKS: Stun, shadow touch

SPECIAL DEFENSES: Missile deflection, hide in shadows

MAGIC RESISTANCE: Standard

HIT DICE: 3

TOP: Yes

FF: 4



Flailing Wailer — Shadow Variant

sters. Any attack against the creature has an 88% chance of causing it to attack. While it is fighting, its tough, flailing arms are 39% likely to deflect any non-magical missile attacks. Victims struck by the Wailer's attacks are 1% likely per point of damage to fall unconscious for 2-12 rounds.

Flailing Wailers have infravision and can fight as if they had the blind-fighting talent. Casting a Silence 15' Radius spell is 67% likely to cause the Flailing Wailer to become Confused, as per the spell.

HABITAT/SOCIETY: Wailers are born completely unhinged. Their crude language has 12 words for "madness", but most Wailers know only one, and they don't pronounce it very well. Anyone communicating directly with these creatures using Comprehend Languages or similar magic has a 13% chance of going insane.

ECOLOGY: Young Wailers are born in the spring and quickly go insane from their parents' upbringing. Wailers are often encountered ramming their heads into a wall, attempting to stop the voices.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A Flailing Wailer brain can be used in lieu of other material components to cast a Feeblemind spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: I

OTHER: The arms of a Flailing Wailer can become excellent (if somewhat bloody) makeshift clubs.

Flesh Thrasher (Iron Variant)

VARIANT: The Iron Flesh Thrasher is a nasty undead thing made of pure iron and thus very disturbing. Its AC is 6 points better than its standard counterpart's, fire and heat-related "damage" actually restores any lost hit points to it (but not above its normal maximum), and it takes only one-half point of damage per successful strike from a hacking weapon. It takes no damage at all from crushing or puncturing weapons, though those may appear to dent and scratch its surface. It is immune to poison, disease and gas attacks of any kind (obviously it has no need to breathe). Each physical strike by the beast does an extra point of damage.

Being made of metal, the Iron Flesh Thrasher is quite heavy (four times that of its non-variant type). It is also vulnerable to Rust Monsters and similar attacks (though not normal rust). Electrical attacks slow the creature by half (movement reduced to 6" and attacks slowed to 3 every two rounds: two claws and then the bite on the next round) for 1d4 rounds.

DESCRIPTION: Flesh Thrashers are undead horrors constructed from the bones of dinosaurs and other monstrous creatures. The skeletal figure is

Flesh Thrasher, Iron

AKA: Jawbone Beast

HACKFACTOR: 45

EP VALUE: 4,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (10' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: -4

NO. ATTACKS: 3

DMG./ATTACK: 3-9/3-9/4-37 (3d12+1)

SPECIAL ATTACKS: See text

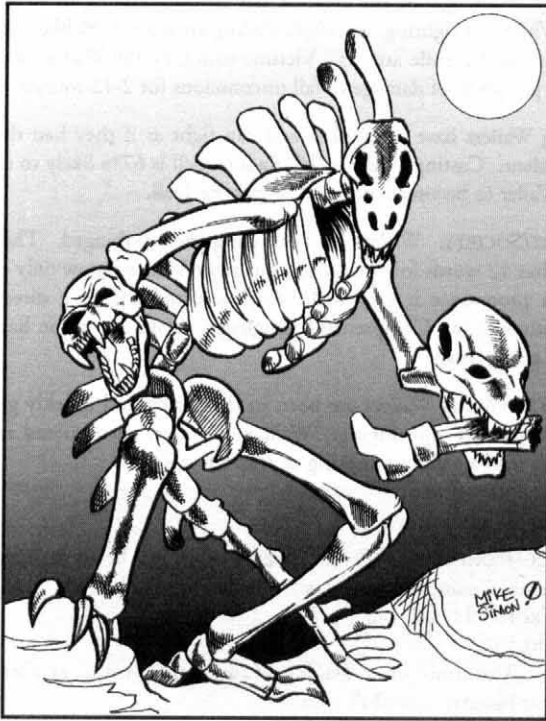
SPECIAL DEFENSES: Undead immunities, see text

MAGIC RESISTANCE: Nil

HIT DICE: 10

TOP: n/a

FF: 5



Flesh Thrasher — Iron Variant

humanoid, but in place of hands it has two skulls from large-jawed creatures such as lions, tigers, bears or dinosaur predators.

COMBAT/TACTICS: Flesh Thrashers are designed to cause as much pain as possible. Victims struck must save versus poison or lose their attack if they haven't attacked yet. If a PC has already attacked, the PC automatically loses initiative next round; so painful are the bites. When first encountered, a Jaw Beast can appear as merely a pile of bones. When someone approaches within 10 feet, its bones assemble and attack. Flesh Thrashers get their name from their habit of grabbing victims and throwing them about. Victims hit with 2 or more attacks will be thrown 30 feet for an additional 2-12 points of damage, unless they have acrobatic skill or some similar skill that allows them to land safely.

Hacking weapons do only one-half point of damage (plus half the magical bonus) to these Jawbone Beasts. Blessed weapons do double damage.

Clerics turn Flesh Thrashers as Ghosts. Thrashers can be destroyed with a Holy Word or Resurrection (although the Resurrection is 70% likely to bring the dinosaur and several other predators back to life).

HABITAT/SOCIETY: Flesh Thrashers usually patrol necropolises or other places of the dead. They are a favorite creation of Liches and are usually ordered to guard a treasure hoard. Iron Flesh Thrashers are created mostly to show off the skill of the creator, and if more powerful intruders are likely.

ECOLOGY: Thrashers are created from the bones of predators and animated with a predator's soul, usually a dinosaur of some sort. Five thousand gp worth of materials are required to create a Thrasher, as well as an Animate Dead spell cast by a 14th-level or higher spell caster. The blood of a highly magical creature such as an evil dragon, arch-devil or major demon is further needed to complete the spell. Only certain Liches seem to know how to transform it into iron.

Thrashers are usually limited to a specific area (80% of the time) and will not leave it under any circumstances, unless their original orders allow them to leave. Very rarely a Thrasher is sent to destroy a good-aligned individual, concentrating its attacks on that person and destroying anything in its way.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The powdered bones of a Flesh Thrasher are perfect additional material components for Animate Dead spells resulting in +1 hp to each animated creature. This increases the casting time of the spell by 1 round.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Necromancers will pay premium coin (up to 2,000 gp) for a Flesh Thrasher skeleton.

Fly, Giant (Stench Variant)

VARIANT: Normally, flies of all kinds are attracted to hideous odors, but the Stench Giant Horsefly emits a noisomeness itself. This odor inflicts itself upon the environment in a 20-radius around the creature. Within 10 feet, any victim with a sense of smell must immediately save versus poison or suffer a vicious attack of nausea, leaving it unable to attack, defend, cast spells or use any special abilities. This continues for 1d4+1 rounds after the creature leaves the radius. Even those who make their save must check again every three rounds.

DESCRIPTION: Giant Horseflies are just that: really, really, really big flies. They develop from equally large maggots, perhaps spawned in the trash of giants.

COMBAT/TACTICS: Giant Horseflies are extremely aggressive and enjoy the taste of blood.

Fly, Giant Stench

AKA: Big Bug, Offal Eater

HACKFACTOR: 7

EP VALUE: 403

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Very Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: L

MOVEMENT: 6", 27" Fly (D)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 2-16

SPECIAL ATTACKS: See text

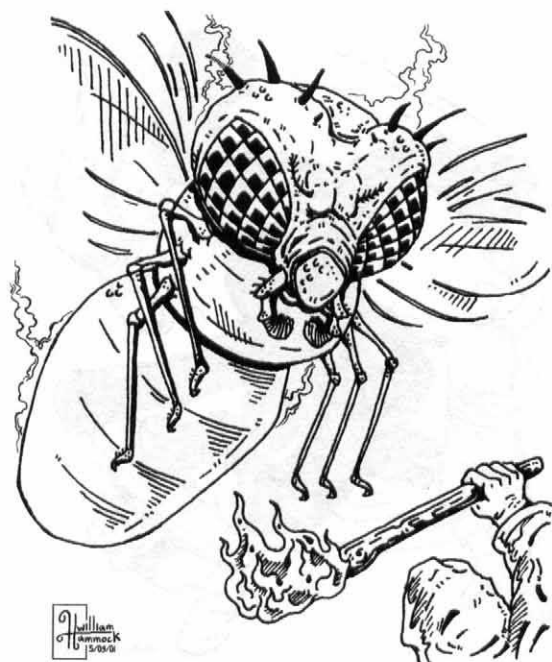
SPECIAL DEFENSES: Jump, see text

MAGIC RESISTANCE: Nil

HIT DICE: 6

TOP: Yes

FF: 6



Fly, Giant — Stench Variant

On a successful hit, they drain the same amount of damage on the next round automatically. If they miss, they will try to fly out of melee weapon range until the next round. Flies get -10 to initiative rolls, but no bonus if the temperature drops below 50 degrees. Giant Flies can be surprised as normal.

HABITAT/SOCIETY: Giant Flies fear fire, because they instinctively know it can burn their wings off. Waving a torch at a fly is 65% likely to drive it away.

ECOLOGY: Giant Horseflies are spawned by giant maggots, possibly at the bottom of giant outhouses or other giant piles of feces. The excretions of magic creatures sometimes cause normal flies to mutate into giant ones.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: A Fly spell cast using the wing of a Giant Horsefly can affect one creature in addition to the caster.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Due to its amazing reflexes, a Giant Horsefly's legs are perfect for Potions of Speed.

Gargoyle Lord (Nefarian Variant)

VARIANT: Nefarious Gargoyle Lords are true-blooded creatures of the lower planes who happily live on the Prime in hopes of surprising easy prey (read: bored, overconfident adventuring parties). Some sages believe that the more familiar variety of Gargoyle Lord is actually a degraded version of the nefarian variety. Debate continues. Meanwhile, Nefarious Gargoyle Lords delight in "saving" their special nefarious abilities for maximum dramatic effect and tactical value. While such a beast may have any combination of powers (as described on page 27 of the Hacklopedia of Beasts Monster Matrix), for reasons unlikely to become clear anytime soon, the majority (60%) have the following abilities, in addition to all those of a standard Gargoyle Lord:

Gargoyle Lord, Nefarian

AKA: Nefarious Gargoyle Lord, Gargoylus-Nobilitus-Nefarius

HACKFACTOR: 26

EP VALUE: 2,567

CLIMATE/TERRAIN: Temperate Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (9' tall)

MOVEMENT: 12", 15" Fly (B)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: -4

NO. ATTACKS: 4

DMG./ATTACK: 1-3/1-3/1-6/1-4
(+7 for 19 STR)

SPECIAL ATTACKS: Spells, see text

SPECIAL DEFENSES: +2 or better to hit

MAGIC RESISTANCE: 35%

HIT DICE: 8+8

TOP: Yes

FF: 13

Improved Armor Class (-4 rather than the standard variety's 0)

Increased magic resistance (35% rather than the standard variety's 20%)

Suggestion (as per 3rd level magic-user spell, once per day as a 9th level caster)

Fear (as per 4th level magic-user spell, once per day as a 9th level caster)

DESCRIPTION: Gargoyles are demonic-looking beings, vaguely humanoid in form, with bat-like wings and gray skin. Gargoyle Lords are larger, fiercer Gargoyles with subtle red highlights.

COMBAT/TACTICS: Whether by land or by sea, Gargoyles attack anything 90% of the time. The other 10% of the time, the Gargoyles may attempt to



Gargoyle Lord — Nefarian Variant

banter with PCs or confuse them with complex riddles. They enjoy walking along beaches on devilishly hot days and torturing helpless prey nearly to death.

Gargoyles have the ability to sit motionless and use their granite gray skin to appear as statues. These vicious creatures usually inhabit ancient ruins or caverns deep underground. However, Gargoyles have often been found in the vicinity of cathedrals and other holy places, where they lurk about the uppermost crenelations. Gargoyles use their immense leathery wings to swoop down and surprise opponents from above.

Gargoyle Lords are from the lower planes and they are said to be the "original" Gargoyles. They will engage in riddle challenges when it amuses them. All Gargoyles will automatically obey a Gargoyle Lord, even fighting to the death. Gargoyle Lords have the following powers: Plane Shift (usable only when summoned), Pyrotechnics 3 times per day and Flesh to Stone by touch once per day. A Gargoyle Lord that is exposed to direct sunlight will turn to stone and crumble to dust.

HABITAT/SOCIETY: Gargoyles live in small groups and spend their time looking for intelligent creatures to terrorize. They will keep the majority of their treasure under a rock in their lair. Common Gargoyles make their lairs in caves or on the highest points of abandoned ruins. Gargoyles of all types will serve evil masters if provided with a steady stream of hapless victims.

Gargoyle Lords are creatures of the lower planes. They serve only the most evil and powerful mages, and will never answer a summons in the light of day. Gargoyle Lords will be encountered in greater numbers on the Ethereal and Astral Planes.

ECOLOGY: Originally built as building edifices, the Gargoyles were brought to life by a powerful and evil mage whose name is now forgotten. Gargoyles do not breathe, eat or sleep, but they dislike sunlight and avoid it. Gargoyle Lords are hollow and use the interior of their bodies to store their treasure. Gargoyles enjoy the pain of others.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Dust from a Gargoyle Lord can replace the normal material components for a Flesh to Stone spell.

HIDE/TROPHY ITEMS: Nil**TREASURE:** M x 10 (individual Gargoyle), C (Gargoyle Lord)**OTHER:** Horn of Gargoyle is a key ingredient in Potions of Invulnerability and Potions of Flying. Gargoyle Lord horns are suitable for enchantment and can be carved into musical instruments.

Giants: An Introduction

Giants are very large humanoids. Most of them are descendants from the true Giants who migrated from Asgard. These true Giants include Storm Giants, Fire Giants, Cloud Giants, Frost Giants, Stone Giants and Hill Giants. All other Giants are, technically, Giant-kin and have developed separately from the Asgardian ones.

Giant-kin include all other humanoid giants: Firbolg, Fog, Fomorian, Gorge, Mist, Mountain, Prairie, Scorn and Verbeeg. In addition to those, Ogres, Ogre Magi, Ettin, Trolls and any large humanoid race are also included in the extended family of Giant-kin. Giants and Giant-kin are the sworn enemies of dwarves, gnomes, rangers, Vikings and most humans and demi-humans of rival alignments, especially those that worship the Norse gawds. There are a few good Giants and even the ones listed as evil may have divergent alignments depending on their backgrounds.

All true Giants speak their own language, while the Giant-kin may or may not speak a dialect of one of the true giant languages. Some Giants, like the Frost and Fire Giants, even have their own gawds.

Most Giants can be very cunning. If approached from a position of strength, even the most evil Giants can be tricked or bargained into a mutually beneficial agreement. It is not unusual for a Giant to agree to share in an adventure (although evil ones will usually find a way to double-cross PCs later).

Many Giants carry a large sack with them. As a rule, Giants like to carry extra boulders, food, mundane items and one to six thousand coins, usually gold, which they prize above all other coinage. Most large Giants are surprisingly nimble, and can catch large missile weapons that are shot at them from catapults or other siege equipment. In addition, Giants are often hired as mercenaries or even as siege weaponry, but only certain Giant races are likely to participate in the minor wars of smaller humanoids.

Giants have Strength scores ranging from 19 to 25. Magic items that give this sort of Strength are closely connected to Giants and creating such powerful magics usually requires a body part or two from a Giant. Giants are rare, but can be found throughout Garweeze Wurd. GMs are encouraged to come up with their own variations for their own campaigns.

Giant, Gorge (Desert Variant)

VARIANT: Desert Gorge Giants have natural coloring that matches the browns and tans of their environment. Their clothing is made of hides that match these colors, so it does not reduce their 65% chance to remain unseen in their natural environment (even at distances as low as a few feet!). They also gain a +2 on all saving throws against fire or heat-related effects and require only one-fourth the amount of water as their standard kin. However, Desert Gorge Giants also suffer a -4 to save against any type of cold effect AND they suffer +1 point of damage per die of cold damage.

Desert Gorge Giants fear water that they cannot wade through, as even deep oases are little more than puddles to them. Thus, when faced with a body of water the size of a small lake or significant river (much less an ocean!), they must save versus paralyzation or be wracked with fear. This fear results in a -2 penalty to all attack, damage and saving throw rolls.

DESCRIPTION: Gorge Giants are incredibly adaptive creatures. They like to mimic other races and cultures, turning their own weapons and spells against them. Gorge Giants resemble very large humans and have been

known to pass themselves off as Storm Giants. They are extremely clever bullies.

Desert Gorge Giants make more use of bone and stone weapons and tools than their standard kin, as useful amounts of wood or metal are rare in their environment.

COMBAT/TACTICS: Gorge Giants will always attempt to take the high ground. If they fight with weapons, they will usually use the large two-handed weapons of the same types often used by human or demi-human races, one-handed. If those are not available, they will use trees as clubs or ballista bolts as spears and darts. Gorge Giants can catch large missiles in their massive hands 65% of the time.

Gorge Giant spell casters can be fighter/clerics or fighter/mages, earning up to 6th level as clerics and 5th level as mages. Clerics have the special ability to "Turn Spell", if they make their saving throw.

HABITAT/SOCIETY: Gorge Giants like to bully other giant races into their service and there is a 20% chance of 1-4 other evil giants and a 5% chance of 1-2 other good giant slaves. They will use their slaves as fodder or decoys for attacks.

Industrious Gorge Giants take an oath never to harm another member of their clan unless the rest of their clan sanctions it. Giants who reach the ven-

Giant, Desert Gorge

AKA: Giganticus-Victorious**HACKFACTOR:** 25, 33 (spell casters)**EP VALUE:** 8,352; 12,528 (spell casters)**CLIMATE/TERRAIN:** Any desert**FREQUENCY:** Very Rare**ORGANIZATION:** Tribal**ACTIVITY CYCLE:** Any**DIET:** Omnivore**INTELLIGENCE:** Avg to Exc. (8-16)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 2-16**SIZE:** H (25' tall)**MOVEMENT:** 15"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Foolhardy (16)**ARMOR CLASS:** 2**NO. ATTACKS:** 1**DMG./ATTACK:** 1-12 or by weapon
(2-24+11)**SPECIAL ATTACKS:** Hurl rocks 2-20**SPECIAL DEFENSES:** See text**MAGIC RESISTANCE:** Nil**HIT DICE:** 16+1**TOP:** Yes**FF:** 6

Giant, Gorge — Desert/Sand Variant

erable age of 300 are stoned to death unless they can continue to prove their mettle in battle.

Gorge Giants always lair in ancient ruins long-abandoned by other cultures, as they have no construction abilities of their own. They have also been known to adopt some elements of the culture and religion of long-dead ancient societies. Gorge Giant lairs are often decorated with the hides or heads of slain enemies. Their favorite leisure activity is to force slaves to run a gauntlet of Gorge Giants, as they throw boulders and other objects at the hapless victims.

ECOLOGY: The Gorge Giant race is said to be an evil branch of Storm Giant that was cast down to the darkest regions of Garweeze Wurld. Gorge Giants and Storm Giants will attack each other on sight.

Gorge Giants are eager mercenaries and are loyal just so long as they are promptly paid and their employer shows no sign of weakness. Weak employers will be robbed, beaten and killed.

YIELD:

MEDICINAL: Gorge Giant pancreas will cure bowel infections.

SPELL COMPONENTS: The cerebral cortex of a Gorge Giant's brain can be used in a Spell Turning spell that turns 1d4 additional spell levels.

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: Gorge Giant sweat can be used for Potions of Giant Strength, while Gorge Giant brain can be used for Potions of Giant Control.



Giant, Prairie — Speckled Variant

Giant, Prairie (Speckled Variant)

VARIANT: Speckled Prairie Giants are much like their standard kin, except their natural coloring is a mottled pattern with spots of color. 55% of known Speckled Prairie Giants even have spots of sparkly, metallic colors in their markings.

A Speckled Prairie Giant goes unnoticed from more than 10 feet away 45% of the time, unless it wears more than a loincloth (more clothing negates its natural camouflage), but is clearly seen as a creature when viewed from less than 10 feet away.

Many Speckled Prairie Giants are ashamed of their differences and keep themselves largely covered out of embarrassment. Those who revel in it have a 30% chance of keeping 2-5 mates.

DESCRIPTION: Prairie Giants are essentially wanderers and their craggy, weathered faces resemble the dry canyon rock in which they dwell. Their skin is speckled and their eyes steely blue, with various specks of other colors. Prairie Giants stand 17 feet tall and weigh 7000 pounds. Despite their size, they are a simple folk that don't abide by fussin' and a-fightin'; they prefer to get down to some lovin'.

COMBAT/TACTICS: Prairie Giants often collect gargantuan insects, hunt rocs for the dinner table, keep herds of giant goats, and ride huge oxen as steeds.

Giant, Speckled Prairie

AKA: Giganticus-Agriculturus

HACKFACTOR: 19

EP VALUE: 5,020

CLIMATE/TERRAIN: Any prairie

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 or 2-20

SIZE: H (17' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 1

NO. ATTACKS: 1

DMG./ATTACK: 1-10 or by weapon
(2-12+7)

SPECIAL ATTACKS: Hurling rocks 2-16

SPECIAL DEFENSES: Camouflage, see text

MAGIC RESISTANCE: Nil

HIT DICE: 13

TO P: Yes

FF: 6

They like to keep their throwing boulders handy and get +2 on initiative rolls. All Prairie Giants practice the fast draw skill with their boulders and the fastest boulder slingers command the most respect amongst the tribe. (Fast draw allows the character to freely draw and sheathe a weapon, automatically drawing faster than someone without fast draw. BP Cost: 2; Relevant Ability: DEX; Mastery Die: 1d6; Prereq: None; Course Cost: 195gp; Course Difficulty: +5%). Prairie Giants can catch large missiles 45% of the time and smaller missiles 15% of the time.

In melee combat situations, Prairie Giants prefer scimitars, swords or spears. They do not attack unless attacked. Prairie Giant leaders (1 in 20 giants) can summon Dust Devils once per day.

HABITAT/SOCIETY: There are two types of Prairie Giants: settlers and drifters. Settlers colonize new farmland, usually in remote areas. They raise giant herd animals and keep to themselves. Drifters are Prairie Giant warriors (40% are Lawful Neutral, while the other 60% are split evenly between Lawful Good and Lawful Evil).

These drifter Prairie Giants are gruff and keep their business to themselves. They will occasionally hire themselves out to cities to keep law and order or to suppress the local populace. When two giants of opposing alignment meet, they will demand a standoff in the middle of the nearest main street; hurling boulders at one another until only one stands.

ECOLOGY: Prairie Giants are closely related to Stone and Mountain Giants. Generally, the settlers keep to themselves, but are willing to trade with humans or demi-humans. Prairie Giant drifters are commonly encountered in many cities across Garweeze Wurld. They keep their own counsel, very rarely talking to others. It is said that if you save the life of a Prairie Giant you have a friend for life.

YIELD:

MEDICINAL: Prairie Giant nose hair cures baldness if mixed into a salve.

SPELL COMPONENTS: Prairie Giant eyes can be used to summon Dust Devils of 4 HD with AC 2.

HIDE/TROPHY ITEMS: Nil

TREASURE: B

OTHER: Prairie Giant sweat can be used for Potions of Giant Strength, while Prairie Giant brain can be used for Potions of Giant Control.

Giant, Scorn (Civilized Variant)

VARIANT: Even rarer than their scornful standard kin, Civilized Scorn Giants struggle for acceptance among the established races. While they do tend to slip back into their screaming ways during heated arguments, they also compose poetry, play music and contemplate abstract philosophy. They don't do it very well, though, and they do attempt to hurl scornful insults at their opponents (philosophically or in melee). Typical Civilized Scorn Giants have the following skills:

Read/Write Giant 90%
 Read/Write Common
 Tongue 75%
 Stringed Instruments 60%
 General Religion 50%
 Oration 45%

While rare, some scholars have suggested that a smaller size variant of these giants infests many a sages' conferences.

DESCRIPTION: Scorn Giants are barbaric beings so fierce, so filled with rage that they can rarely speak without screaming. Scorn Giants resemble large, angry cave men. They always fight with the largest clubs and rocks they can pick up, and always wear the skins of their many enemies.



Giant, Scorn — Civilized Variant

Giant, Civilized Scorn

AKA: Giganticus-Furiouso

HACKFACTOR: 23

EP VALUE: 4,029

CLIMATE/TERRAIN: Any Land

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-16

SIZE: H (21' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. ATTACKS: 1

DMG./ATTACK: 1-10 or by weapon
(2-16+10)

SPECIAL ATTACKS: Hurl rocks 2-16

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Nil

HIT DICE: 13

TOP: Yes

FF: 6

COMBAT/TACTICS: Scorn Giants attack without mercy and they take vicious delight in smashing their enemies into mush (metaphorically or otherwise). Scorn Giants will always furiously attack the dead for 2-12 rounds after a battle. They never attempt to catch any missile weapons.

Scorn Giants can go into a battle frenzy, much like berserkers. This takes the Scorn Giant two rounds of normal combat. Thereafter, the giant can enter a type of HackFrenzy, gaining an additional +4 to hit and +5 damage and suffering -8 to AC (making it 8). During this time, the giant can fight to -8 hit points before dropping. Scorn Giants are immune to charm and Sleep spells.

HABITAT/SOCIETY: Scorn Giants are evil and vindictive. Sages theorize that all Scorn Giants are born with a never ending buzzing sound in their heads that constantly irritates them. Lacking any sort of battle tactics, Scorn Giants fight viciously and will continue to attack down to the last giant. Scorn Giants hate vegetables, but they enjoy fruit pie.

ECOLOGY: Due to their lifestyle, Scorn Giants are few and far between. Most other giants feel sorry for them and eagerly put them out of their misery. Normally, Scorn Giants are not found in arctic climes, but recently a small tribe of the monsters was discovered, so there may be a race of Arctic Scorn Giants.

YIELD:

MEDICINAL: Scorn Giant molars are perfect for filling very large cavities if carefully boiled.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Scorn Giant sweat can be used for Potions of Giant Strength.

Gnarl-ron (Long-tailed Variant)

VARIANT: The Long-tailed Gnarl-ron lives much like its standard cousins except that it has a prehensile tail between four and seven feet long. It can use this tail to make a sweep attack affecting up to three creatures. This sweep attack affects as many creatures as the Gnarl-ron can hit, delivering 1d4 points of damage to each. It can do this in addition to other attacks.

The Long-tailed Gnarl-ron can also hang from (large) tree branches and the like to ambush victims from above, gaining surprise in this manner 4 times in 10.

DESCRIPTION: A Gnarl-ron is a humanoid creature with the mangy head of a hyena or rabid wolf-dawg. Similar in appearance to Gnolls, Gnarl-rons are shorter and stockier. Because they are more cunning and organized, they are held in reverence by Gnolls of all kinds.

Gnarl-rons always have the best equipment and armor available. In an army of Gnolls, they will be the leaders and military strategists. The long-tailed

Gnarl-rons, Long-tailed

AKA: Gnoll Masters

HACKFACTOR: 3

EP VALUE: 123

CLIMATE/TERRAIN: Any non-desert

FREQUENCY: Rare

ORGANIZATION: Tribe

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-4

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 5 (10)

NO. ATTACKS: 1 or 2

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Disarm, tail sweep, surprise

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 2+3

TOP: Yes

FF: 8



Gnarl-ron — Long-tailed Variant

variant is either especially honored or (sometimes) seen as some sort of freak (but still one of their own).

COMBAT/TACTICS: Gnarl-rons attack as organized units and can quickly whip any Gnoll tribe into efficient soldiers. The weapon of choice for most (75%) Gnarl-rons is the common club, but some (25%) will use Gnarl-ron bars. Gnarl-ron bars are a pair of chain-linked iron bars that are spun at great speed and can strike twice per round, doing 1-4 points of damage per strike. Victims hit must save vs. wands or their weapons will be caught in the chain and torn from their grasp. Gnarl-rons get +1 to hit due to their Strength.

HABITAT/SOCIETY: Gnarl-rons speak the language of Gnolls in addition to their own tongue. They may speak the language of Trolls, Orcs or Hobgoblins. About 50% of Gnarl-rons also speak the common tongue. Gnarl-rons rarely become shamans, but may achieve up to 7th level as clerics or reach up to 5th level as magic-users.

With their 13 Intelligence and their 18 Charisma (only to Gnolls and similar creatures, of course), Gnarl-rons are considered great warriors by Gnolls. Gnolls under the command of a Gnarl-ron gain that Gnarl-ron's morale. If the Gnarl-ron is slain, the Gnolls must make a morale check under their own morale and there is a 10% chance that they will be inspired into a jihad to avenge their fallen leader.

ECOLOGY: Gnarl-rons usually travel with Gnoll tribes. Gnarl-rons will eat anything warm-blooded and have a special fondness for human and demi-human flesh (lightly roasted). Like lesser Gnolls, they enjoy the screams of their meals, but those very screams often make the Gnarl-rons hungrier and will be cut short. Gnarl-rons have a lower birth rate than Gnolls, so are less likely to leave their young behind. Long-tailed Gnarl-rons usually descend directly from other Long-tailed Gnarl-rons, but have also been known to appear seemingly at random.

Y I E L D :

MEDICINAL: The sweat glands can be used to mask a scent from any canine, so tracking by dawgs becomes 60% less effective.

SPELL COMPONENTS: Gnarl-ron fur can be used in a Charm Mammal spell, giving Gnolls and canine-related creatures -2 to save. This adds a material component and 1 segment of casting time to the spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: A

OTHER: Nil

Goblin, common (Feral Variant, or "Goblinite")

VARIANT: Feral Goblins are an unusual case. Many scholars suggest that they are evidence that new species actually do derive from variant types of known creatures. Sages continue to debate over whether the Feral Goblin is a valid subspecies in its own right or a "mere" variant creature still.

Advocates of the "new subspecies" call them "Goblinites" and point out that Feral Goblins have been found in larger numbers than any other type of "variant" creature. Also, less than 10% of known Feral Goblins have fangs, as opposed to 90% for other feral variants.

Supporters of the "mere variant theory" insist that the first known Feral Goblin was found only 100 years ago. These supporters tend to be elves. They also claim that Feral Goblins, though feral, behave in a manner quite similar to that of Common Goblins.

In any case, Feral Goblins are tougher than standard Common Goblins (with 2-1 Hit Dice instead of 1-1). They are also considerably smarter on average (averaging 10 Int instead of 7.5). Their savage ferocity energizes their attacks to the point that they deliver an extra 2 points of damage per die. Goblinites, or rather Feral Goblins, are also less likely to back down from a fight than Common Goblins.

Goblin, Feral

AKA: Homogoblinus, Goblinite

HACKFACTOR: 0

EP VALUE: 20 (47 chiefs & subchiefs)

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Uncommon

ORGANIZATION: Tribe

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Avg to Very (8-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 4-24

SIZE: S (4' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 6 (10)

NO. ATTACKS: 1

DMG./ATTACK: 3-8 (by weapon +2)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 2-1

TOP: Yes

FF: 4



Common Goblin (or "Goblinite") — Feral Variant

The biggest difference between Feral and Common Goblins is that Feral Goblins are far less lawful. They are angry, unpredictable and will eat absolutely anything. Feral Goblins look down on Common Goblins as inferior. Common Goblins see Feral Goblins as inferior, as well. They rarely meet without violence erupting.

DESCRIPTION: Goblins have flat faces, broad noses, pointed ears, wide mouths, sharp fangs, sloped foreheads and eyes that are dull and glazed. Their arms hang to their knees and their skin color ranges wildly, from yellow to orange to deep red to purple. They tend to wear dark colors and usually their clothing is soiled.

COMBAT/TACTICS: Goblins hate bright light, especially sunlight. They fight at -1 to-hit when the day is bright. They have 60-foot infravision and tend to use simple weapons such as clubs, maces and spears. Most Goblins carry a short sword as a back up. Most Goblin warriors wear a kind of crude "leather mail" as armor (treat as leather), but smarter Goblins upgrade to studded leather. Goblin leaders and their officers sometimes wear chain or even plate mail.

Goblins prefer to capture prey in elaborate traps of their own design. If hard-pressed, they will ambush prey in key locations near their lair. Goblins do not fight fair if cheating will give the victory that much faster. Goblins may opt to punch their opponent in particularly sensitive areas at any time. Goblins speak their own language, as well as that of Kobolds, Orcs and Hobgoblins.

HABITAT/SOCIETY: Goblin lairs have a pervasive and truly awful stench, since most Goblins have never mastered the art of sanitation. They are resistant to the diseases that derive from filth. Goblins have communal living arrangements; privacy is a concept totally foreign to them. Only the highest-ranking leaders have their own private quarters. All Goblins carry all of their own personal property on their person at all times.

Goblins make their own leather armor and weapons. A tribe has 40-400 adult male warriors, with leaders for every 40 (1 Hit Die) and 4 assistants. For every 200 Goblins there is one sub-chief and 2-8 bodyguards, all of 1+1 Hit Die, AC 5 and armed with a battle axe. Chiefs have 2-8 bodyguards of 2 Hit Dice, AC 4 and two weapons. Chiefs will always fight with a weapon in each hand and get +1 damage on successful hits.

There is a 25% chance that 10% of the force is mounted on Worgs and that they will have 10-40 additional Worgs with them. There is a 60% chance of 5-30 wolf guards and a 20% chance of 2-12 Bugbears.

Goblin shamans are rare, but can achieve no higher than 7th level. Their spells include those related to divination, healing (usually reversed), protection, darkness and dim light spells that appear as torches about to flicker out. Note that Feral Goblins rarely become spell casters of any kind (no more than 10% even have the capacity).

There will be females equal to 60% of the total number of males and children equal to the total number adults. Neither females nor children fight in battles. Goblins have a very specific pecking order and each member of the tribe knows who is above or below him. They fight amongst themselves constantly to move up the social ladder.

Goblins love to keep slaves for the preparation and serving of food and for all manual labor. Goblins will have a number of slaves equal to 10-40% of their total number. Slaves are always shackled to a single common chain when they are allowed to sleep.

Goblins hate most other races, especially the gnomes and dwarves, and will attack them whenever possible. Goblins, especially Feral Goblins, are fascinated by ugly objects and people. Anyone with a Comeliness or Charisma of 6 or less has a 50% chance of being befriended or freed by the Goblins.

Goblin lairs are full of traps and these vile beasts take pride in their cruel work. One in 100 Goblins have the abilities of a 1st-4th level thief. One in

50 Feral Goblins have such abilities. If combat goes against them, Goblins retreat to the furthest point in their lair, hoping their traps will finish off the interlopers.

ECOLOGY: Goblins live for approximately 50 years. They do not eat much, but they do enjoy killing all living things. Their diet consists of various rats, snakes, humans, elves, weasels, squirrels, sewer gophers and in lean times, carrion. Feral Goblins assume anything is food unless they physically cannot eat it.

When properly trained, Goblins are decent miners, but they tend to deplete an area of all the resources they can get their little hands on, whether it be game, fish or booty from raids.

There are races of outdoor Goblins that roam at night and sleep in dark recesses during the day. These Goblins are experts at ambushing travelers and can hide and move in the woods like elves.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C (in lair), K (individuals)

OTHER: Nil

GOLEMS: An Introduction

Golems are magical automatons created by spell casters. They can only be endowed with abilities by their creator, whose instructions they follow to the letter. Typical Golems are extremely expensive to build and maintain. Usually only their original creators are able to repair them. Golems are mindless and are therefore immune to mental attacks of any kind. Only certain spells affect a Golem; these are listed under each Golem's description.

Golem Creation Table

Type	Creator	Time	Cost
Blood	Magic-user 9	2 weeks	10,000 gp
Clay	Cleric 17	1 month	70,000 gp
Flesh	Magic-user 14	2 months	60,000 gp
Gristle	Cleric 13	1 month	45,000 gp
Guardian	Magic-user 16	4 months	90,000 gp
Iron	Magic-user 18	4 months	100,000 gp
Muck	Magic-user 12/ Cleric 11	1 month	50,000 gp
Muck, Disease	Cleric 11	1.5 months	55,000 gp
Puppet	Magic-user 7	1 week	Variable
Stone	Magic-user 16	3 months	80,000 gp

Despite their magical status, Golems are not affected by Dispel Magic spells except for those cast by their creators. However, Golems become dormant if they enter the radius of an Anti-Magic Shell. As soon as they are moved out of that radius or the spell ends, the Golem moves again and acts upon its instructions as if it had not been interrupted at all.

A Golem follows the orders of its original creator no matter how suicidal or damaging those orders are to the Golem. When faced with a conflict in those orders, a Golem seeks to simplify the parameters of its orders until an action can be taken.

For instance, if a Clay Golem were ordered to attack any non-members of a church who open a chest, clerics could simplify the Golem's orders by wearing a flower to identify themselves to the Golem. If a cleric forgets or does not bother to wear that flower, the Golem is likely to attack him, as he is obviously not a cleric of the religion, according to its instructions. Conversely, if a thief approaches the chest but is carrying that type of flower, the Golem will identify him as a cleric of the religion, and will not harm him.

Unless otherwise ordered, Golems always return to their original position once their orders have been completed. If PCs open a chest guarded by a

Golem, then slam it shut and run away, the Golem will not pursue them beyond the radius of the room, unless ordered to do so. Instead, it will return to where it was standing. If the same PCs enter the room again and do not touch the chest, the Golem will do nothing and the PCs may be free to destroy it unless the builder also ordered it to defend itself.

Golems have no personal treasure, although they are nearly always guarding something of value to their creators. A Golem that goes berserk (10% chance) due to poorly worded or conflicting orders, or a Golem that loses 50% or more of its hit points in a single round, will rampage continually until destroyed. Golems do not heal hit points, but can be carefully repaired through the use of certain spells, manually by their creators or with the help of a Golem Master.

Golem, Gristle (Silver Variant)

VARIANT: The Silver Gristle Golem is just like the normal Gristle Golem, except that it has acquired a silvery metallic color. For some unknown reason, they like to impersonate law enforcement officers.

DESCRIPTION: These Golems resemble crude statues of humanoid made from fat, tendons, ligaments and other animal by-products. They leave a slippery trail of congealing grease wherever they walk and can sometimes skate along flat surfaces at incredible speeds. On warm days, Gristle Golems exude a distinct odor of spoiled meat and mouldering fat.

COMBAT/TACTICS: Gristle Golems will attack their opponent in a frenzy; moving rapidly from side to side, around and behind foes. After three rounds of fighting, the floor (unless unusually porous) will be slickly covered as if affected by a Grease spell. Gristle Golems never lose their balance or fall down when fighting or sliding in their own slick trail.

Victims struck eventually become so greasy that after two hits, they must make Dexterity checks to hold onto their weapons. This check is made at -1 per hit. Gristle Golems can regenerate at the rate of 1 hit point per turn, but cannot regenerate after reaching 0 hit points.

Gristle Golems are rather vulnerable to fire and will go up in flames if struck by fire, taking the same amount of fire damage each subsequent round. The Golem inflicts double damage to victims with each attack after being set afire, due to spattering grease. Electrical attacks do normal damage, but have a percentage chance equal to the damage of igniting the Golem. Cold and acid attacks do not affect the Gristle Golem, thanks to the natural insulating properties of the animal fats it is made from, but normal weapons and magic weapons can damage it.

Gristle Golems can squeeze themselves through openings as small as 4 inches in diameter. Thus, a Gristle Golem whose arm is slashed off can reattach the missing piece in 1-4 rounds, or recover from a grievous hammer blow to the head or torso just as quickly.

Golem, Silver Gristle

AKA: Ligament Laborer, Lipid Lackey

HACKFACTOR: 19

EP VALUE: 8000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (13' tall)

MOVEMENT: 9" (15")

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 10

NO. ATTACKS: 2

DMG./ATTACK: 1-12/1-12

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 90 hit points (16 Hit Dice)

TOP: n/a

FF: n/a



Golem, Gristle — Color Variant: silver

CONSTRUCTION: Gristle Golems require a great deal of fat and other material in their construction, usually 20 gallons. Good clerics will use the fat, tendons and cartilage of lambs, while evil clerics prefer to use human fat. Once a mold is carefully constructed and filled, the following spells must be cast: Animate Object, Regeneration, Grease, Bless and Raise Dead. Recently constructed Gristle Golems have been silver variants approximately 11% of the time. No one knows why.

TYPICAL ORDERS: Gristle Golems are messy creations, so they are never sent to patrol temples, as the floors would soon become too slick to walk upon. They will occasionally be built to guard a tomb or other infrequently visited location. Quite often, Gristle Golems are placed inside a "decoy" sarcophagus to deter grave robbers. Thanks to their limited (i.e. lack of) brain power, they can only be given the simplest orders, such as "destroy anyone who opens this coffin".

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Golem, Muck (Dread Variant)

VARIANT: Those who think a standard Muck Golem is disgusting enough will not appreciate the Dread Muck Golem. While an individual Dread Muck Golem may have any of the abilities listed in the Hacklopedia of Beasts Monster Matrix (page 18), the majority (60%) are dreadful indeed. These permanently drain one experience level with each successful hit.

DESCRIPTION: Muck Golems are the most common form of Golem on Garweeze Wurd. They are built by many types of clerics, druids and magic-users. Muck Golems are crudely made of mud and are usually brown or black. They leave a trail of slimy muck wherever they go and will usually be encountered in damp locations. Muck Golems are continuously melting, vaguely humanoid creatures, with no distinct eyes and one open mouth.

COMBAT/TACTICS: Muck Golems attack with both hands, but they are slow, so they only get one attack per round. Victims struck must make a

Dexterity check or become stuck in the Muck Golem. If a second attack is successful, the victim falls into the Muck Golem and begins to suffocate (in 2-8 rounds). Only a successful bend bars/lift gates attempt can free a victim once he is struck. This chance is halved if the victim is struck a second time (minimum 1% chance). Muck Golems can flatten their shape to slip under doors and through pipes as small as one inch in diameter.

CONSTRUCTION: Despite its sloppy appearance, a Muck Golem must be crafted by master clay sculptors in order to function properly. A cleric or magic-user must then cast Animate Object, Entangle and Stone Shape. Some believe that only a Golem Master can complete the process of constructing a Dread Muck Golem.

TYPICAL ORDERS: Muck Golems are used solely as guards. Over the course of several years they break down, and after ten years they completely dissipate. They blend in well with mud and can be ordered to strike victims and then drag them into the water to drown.

There is a 10% chance that a Muck Golem will not recognize its creator and attack him as if he were an intruder. Because of their ability to enter places easily, Muck Golems are sometimes dispatched as assassins. However, due to their slow movement, they make poor combatants in open spaces.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Golem, Dread Muck

AKA: Mud-puppet

HACKFACTOR: 8

EP VALUE: 780

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S to M

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8

NO. ATTACKS: 1 and 1

DMG./ATTACK: 1-6

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 45 hp (5 Hit Dice)

TOP: n/a

FF: n/a

Golem, Puppet (Sabre-toothed Variant)

VARIANT: The Sabre-toothed Puppet Golem is an example of an experiment gone wrong. No one has yet mastered the process of deliberately making one, and the factors that lead to what was meant to be a standard Puppet Golem becoming a sabre-toothed variant remain unknown.

Its long, sharp teeth are capable of inflicting 1d4 points of damage on a successful strike, and it can make this attack in addition to its normal attack routine.

DESCRIPTION: Puppet Golems are tiny Golems made of cloth, wood and stuffing that resemble marionettes. However, instead of having strings to move them or an opening for a hand, they are fully animated and articulated figures. Puppet Golems are built to represent gawds, heroes, kings and/or monsters.

COMBAT/TACTICS: Each Puppet Golem is unique and most do 1-2 points of damage with whatever little weapon or natural attack is given to them by their creators. All Puppet Golems get one special attack or defense according to what they are modeled after. Typical special attacks or defenses include:

ROLL	Attack/Defense Bonus
1-10	Armor (AC 4)
11-20	Sword (Dmg 1-4)
21-30	Spring legs (Leaping 6")
31-40	Shifting colors (Blending 75%)
41-50	Fangs and Claws (4 attacks, Dmg 1/1/1-3/1-4)
51-60	Crossbow (Dmg 1-4, Range 30 feet, +2 to hit)
61-70	Large in size (10 hit points, +2 to damage)
71-80	Magic Ability (1st level magic-user spell, twice per day; usually something like Magic Missile or Dancing Lights.)
81-90	Heightened intelligence (+2 to attack, coordinates other puppets)
91-100	Superior Speed (Movement increased to 12")

Puppet Golems are sensitive to fire attacks. They get -2 to all saves against fire and suffer +1 point of damage per die. GMs are not limited to the special powers above and may create their own Puppet Golems with different powers.

CONSTRUCTION: Mages who build Puppet Golems are usually puppeteers themselves. If not, they will require the assistance of a master puppeteer to properly build the basic puppets. Each Puppet Golem costs 2500 gp to make, plus 500 gp per each additional power (up to two). The spells required are Animate Object and any spell related to their special power (Strength for enhanced strength or Haste for enhanced movement).

By doubling the cost of the Puppet, a magic-user can double the powers of the Puppet Golem, but they can never increase the hit points beyond 40. By spending an additional 1,000 gp per Puppet, creators can reduce the Puppets' weakness to fire by half (-1 to saves and +1 point of damage for every two dice).

Additionally, some magic-users build the Puppets with a drop of their own blood so they can sense when their Puppet Golems are destroyed. This practice does not cause the magic-user any damage, but it can disrupt any spell casting performed at the time of the Puppet Golem's destruction.



Golem, Muck — Dread Variant



Golem, Puppet — Sabre-toothed Variant

TYPICAL ORDERS: Most mages build Puppet Golems to entertain people, especially children. With minimal practice, they can be taught to reenact short tales of heroism or treachery. As guards, Puppet Golems can follow complex instructions and are sometimes used as scouts, messengers and triggers for traps. Puppet Golems make especially good guardians inside treasure chests. They can be carefully built to look like idols and other treasure, and will remain on guard endlessly.

A Dispel Magic spell can slow a Puppet for 1-3 rounds. If any opponent speaks aloud the first line of a play the Puppet Golem has been taught, there is a 25% chance that the Puppet will stop attacking and perform the rest of the play. These short plays take 1-2 turns to perform. Thereafter, the Puppet Golem will bow to its audience and continue to obey its previous orders.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Gorangatan (Wooly Variant)

VARIANT: The Wooly Gorangatan is a beast from the primitive days of Garweeze Wurld. It has an even thicker fur coat than the standard Gorangatan, giving it +4 to all saving throws against cold-related effects. It only suffers half damage from these effects even if it fails its save, and no damage if it succeeds. While its teeth are larger and sharper than its standard cousins', they do no more damage. The Wooly Gorangatan is typically about 10% taller as well. It also has 1d8 more hit points and an Armor Class 3 better than the standard type.

DESCRIPTION: The fearsome Gorangatan is a primate that is even larger than common orangutans. Every Gorangatan has a vicious set of barbed horns on its head that are used against opponents in combat. This vicious primate has russet colored fur and skin similar to that of an orangutan.

COMBAT/TACTICS: Gorangatans are not very smart, but they do learn to imitate rapidly. If struck for more than 5 points of damage during combat,

there is a 25% chance the Gorangatan will attempt to take its opponent's weapon away and fight with it. The Gorangatan must make a successful hit and no other attack can be made that round. If successful, the Gorangatan (who has an effective Strength of 18/50) grabs the weapon and may substitute it for one of the 1-6 points of damage done by its claw attacks.

The Gorangatan may only fight with one weapon and is 75% likely to leave it behind by the next day. Gorangatans cannot make important distinctions between real weapons and summoned weapons like Flame Blade. The primate will still attempt to disarm an opponent, even if it is impossible.

HABITAT/SOCIETY:

Gorangatans do not like each other and only get together once a year (during the spring) to mate. They enjoy meat of all kinds, especially fresh, screaming meat. They must make a morale check to pursue a prey creature if that prey dumps an alternate food source in the Gorangatan's path.

ECOLOGY: Gorangatans can supplement their diets with fresh fruit, but only for a few weeks. They prefer easy game and do not normally hunt humans unless they are weak or injured. Once a Gorangatan gets a taste for human flesh, it becomes a chaotic evil "man-killer" and will attack humans or demi-humans above all other targets. Such evil Gorangatans get +3 on saves vs. charm and control spells.

Gorangatan, Wooly

AKA: --

HACKFACTOR: 5

EP VALUE: 351

CLIMATE/TERRAIN: Tropical/Subtropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (7' tall)

MOVEMENT: 6", 12" Climb

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 2

NO. ATTACKS: 5

DMG./ATTACK: 1-3/1-3/1-6/1-6/1-12

SPECIAL ATTACKS: Weapon emulation

SPECIAL DEFENSES: Cold resistance

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: Yes

FF: 4



Gorangatan — Wooly Variant

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The hide of a Gorangatan is worth 125 gp.
TREASURE: I (no coins, only magic weapons)
OTHER: Gorangatan horns can be used to carve rings that can be enchanted into Rings of Strength.

Gore Monger, Insatiable (Arcane Variant)

VARIANT: The Arcane Insatiable Gore Monger has been touched by the forces of raw magic. It can Detect Magic at will (as per the 1st level magic-user spell), can only be hit by +1 or better weapons, has 12% magic resistance, and can even absorb magical energy. If the Arcane Insatiable Gore Monger succeeds at a magic resistance check, immediately make a second check. If this also succeeds, the beast can use the number of spell levels (or their equivalent) of the effects hurled at it for its own abilities. These uses do NOT count against its daily limits on use of spell-like abilities.

70% of known examples of this variant also have three spell-like abilities, though an individual specimen could have any combination of 1-4 spell-like abilities, each usable twice per day (though one at a time). However, due to its chaotic nature and limited intellect, it has a 50% chance of spell mishap when using any spell-like abilities. Unfortunately for all those around it, it is too stupid to realize that its spell abilities may have unintended consequences.

The most common spells its abilities imitate are: Scatter-Blast Fireball (3rd level magic-user spell), Wall of Acid (4th level magic-user spell) and Power Word: Summersault (1st level magic-user spell described in the SSG).

DESCRIPTION: These reptilian scavengers are essentially bipeds with long, leathery lizard bodies and tails. They walk with hunched-over postures, and often run on all four limbs. They have wide, bony jaws filled with razor sharp fangs. As their name suggests, Insatiable Gore Mongers are always overcome with hunger. Their primary motivation is the constant lust for decaying flesh.

COMBAT/TACTICS: Insatiable Gore Mongers love nothing more than to feast upon carrion. They are not interested in combat unless it involves finishing off nearly helpless prey.

As long as an Insatiable Gore Monger is eating, it is not a danger to any nearby creature. However, as soon as it is finished with its bloody meal, it will immediately seek a new target. Adventurers who abandon their fallen comrades to such a fate will have approximately 2-12 melee rounds to flee, depending on the size of the victim.

HABITAT/SOCIETY: Insatiable Gore Mongers will eat all types of carrion no matter how rank or rotten it is. They have even been known to consume

Gore Monger, Arcane Insatiable

AKA: Flesh Fiend, Carrion Consumer

HACKFACTOR: 25

EP VALUE: 2,870

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore/Scavenger

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: H (15' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 4

NO. ATTACKS: 3

DMG./ATTACK: 2-9/2-9/2-12

SPECIAL ATTACKS: Spells

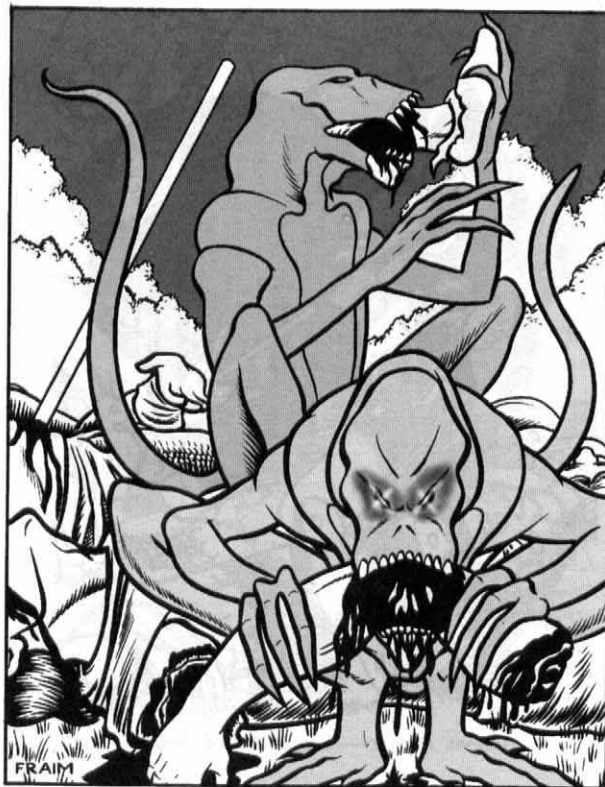
SPECIAL DEFENSES: Spells, magic absorption, +1 or better weapons to hit

MAGIC RESISTANCE: 12%

HIT DICE: 12

TOP: Yes

FF: 4



Gore Monger, Insatiable — Arcane Variant

entire Ghouls "alive" and attack creatures as powerful as Mummies. An average Insatiable Gore Monger can pick clean a crypt or morgue within a week. A pack of them can wreak terrible havoc in small towns when sources of carrion grow scarce.

Insatiable Gore Mongers with fresh kills often attempt to wait for the flesh to decay, but if there is no other food source they will be driven by their hunger to eat the corpse anyway. Insatiable Gore Mongers have been seen shoving Carrion Crawlers aside just to get at a decaying foot or hand.

Very rarely, an Insatiable Gore Monger will become the leader of a roving pack of other Gore Mongers. This requires a tremendous amount of restraint on the part of the dominant Monger. The smaller Gore Mongers bring it food in attempts to curry the leader's favor. This situation is usually only possible during times of great war, when corpses are plentiful.

ECOLOGY: Insatiable Gore Mongers are thought to be part of a family of reptilian scavengers. This particular type will grow to immense size and are completely driven by their hunger. Sages have been unable to determine just how many types of Gore Monger exist in Garweeze Wurd, as they are dangerous animals to study.

Over the course of its short lifetime, these creatures become totally insane, as they can never get enough food to satisfy their hunger. Most Insatiable Gore Mongers that are not destroyed by farmers or adventurers will eventually starve to death.

YIELD:

MEDICINAL: The meat of these creatures is diseased and inedible.

SPELL COMPONENTS: A small piece of Insatiable Gore Monger flesh can be used, in lieu of other material components, for an Invisibility to Undead spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Gorecupine (Wretched Variant)

VARIANT: The Wretched Gorecupine is a truly pathetic creature. It appears starving, desperate and sad. Targets would have a -6 to a save versus apology against such a thing, if it could talk and apologize. As it is, those prone to pity pathetic creatures must save vs. apology at -6 or refuse to attack the "poor thing" until it attacks them.

Being defeated by a Wretched Gorecupine results in three times the standard Honor loss (see the GMG).

DESCRIPTION: Gorecupines are larger and more aggressive than common porcupines. The creature's back is covered with hundreds of needle-sharp quills. Sometimes the rotting remains of previous victims can still be found among the Gorecupine's body quills.

COMBAT/TACTICS:

Gorecupines can shoot 1-8 quills from their tails each round, each inflicting 1-4 points of damage. Their range is 30 feet and individual quills can be up to 3 feet long. Each Gorecupine has 80 quills in its tail and 300 covering its body. Any attacker coming within 6 feet of the beast will be struck by 1-4 quills each round.

HABITAT/SOCIETY: Because of their quill-covered bodies, Gorecupines find it difficult to relax. Whenever a Gorecupine moves, it has a 25% chance of sticking itself, making mating particularly dangerous. This life-long source of pain makes the Gorecupine irritable and quick to attack strangers.

ECOLOGY: Gorecupines were originally created by Hawthorne the Warlock. Unfortunately, he increased the size of a common porcupine with-

Gorecupine, Wretched

AKA: Bolt-blast, Needler

HACKFACTOR: 5

EP VALUE: 655

CLIMATE/TERRAIN: Temperate Forest

FREQUENCY: Uncommon

ORGANIZATION: Families

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: L

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 2-8

SPECIAL ATTACKS: Shooting quills

SPECIAL DEFENSES: Quills, see text

MAGIC RESISTANCE: Standard

HIT DICE: 6

TOP: Yes

FF: 4

out first determining whether or not it would make a good guard animal. Gorecupines are horrible guards and will usually wander off during the first hour to forage for food.

Druids befriend Gorecupines and use their spells to make the animals happier. Any PC who is obviously a druid will never be attacked by a Wretched Gorecupine and is 50% likely to be approached in a friendly, if wretched, manner. However, the Gorecupine will expect the druid to constantly heal, feed and tend to it, taking up at least 20% of the druid's spells, food and time.

YIELD:

MEDICINAL: Gorecupine meat is edible, but tough.

SPELL COMPONENTS: An unbroken Gorecupine quill makes a fine writing instrument for inscribing scrolls and spell books.

HIDE/TROPHY ITEMS: Armor made from the Gorecupine's hide can be enchanted up to +3, but causes the wearer 1-4 points of damage per round of use.

TREASURE: Nil

OTHER: Nil

Grappling Thrasher (Purple Variant)

VARIANT: The Purple Grappling Thrasher has hide of a startling violet color. However, otherwise it acts and fights just like a standard Grappling Thrasher.

DESCRIPTION: Grappling Thrashers are muscular humanoids made of algae. Sometimes they trail algae in such a way as to appear dressed in ragged clothing. They often have leaves, twigs and other rotting vegetation stuck to their bodies.

COMBAT/TACTICS: Grappling Thrashers are immune to psionic attacks, but can deliver a Mind Blast once per day. In most combat situations, they smash anything they can get their soggy fists on. Normal and hacking weapons of +1 enchantment pass harmlessly through the creature and even those of +2 or better enchantment inflict only half damage. Grappling Thrashers can also control up to two large trees within 10 feet, causing them to strike at victims for 1-10 points of damage per round.

Casting Part Water or Lower Water upon a Grappling Thrasher inflicts 1-6 points of damage per level of the caster to the creature.

HABITAT/SOCIETY: Grappling Thrashers have developed a very rudimentary intelligence, but being plants they are unsure how to best apply it. So far, most Grappling Thrashers just smash everything they encounter in hopes that it will rot and the colony can consume it as food. Contrary to the popular human rumor, Grappling Thrashers do not get stronger as they get angrier.

ECOLOGY: Grappling Thrashers are not single beings, but semi-intelligent colonies of algae. They grow wherever there is stagnant water. Abandoned

Grappling Thrasher, Purple

AKA: Pond Scum Pounders

HACKFACTOR: 12

EP VALUE: 980

CLIMATE/TERRAIN: Swamp, Temperate Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Colony

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-6

SIZE: M

MOVEMENT: 6"

PSIONIC ABILITY: 101-200 (see text)

ATT./DEF. MODES: A/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 5

NO. ATTACKS: 2

DMG./ATTACK: 1-10/1-10

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Immune to edged weapons less than +2

MAGIC RESISTANCE: Immune to Fireballs and Lightning

HIT DICE: 5

TOP: n/a

FF: n/a



Gorecupine — Wretched Variant



Grappling Thrasher — Purple Variant

fountains, old ponds and large vats are favorite places. Once the creature's opponent has stopped moving, it drags the victim into its water to rot. Purple Grappling Thrashers probably develop from purple algae.

YIELD:

MEDICINAL: Eating the "flesh" of a Grappling Thrasher is extremely healthy for a psionically active PC. After consuming at least 2 pounds of Thrasher material, the eater recovers PSPs at a rate 25% faster than normal for the following 2-12 days.

SPELL COMPONENTS: A few pieces of Grappling Thrasher (at least one pound per application) can be used to increase the duration of a Mind Blank spell to 2 days.

HIDE/TROPHY ITEMS: Nil

TREASURE: D (1/2)

OTHER: Nil

Grizzly Squirrel (Civilized Variant)

VARIANT: A Civilized Grizzly Squirrel is no more intelligent than its standard counterpart, but it does attempt to act as if it were a member of an intelligent race. It typically has the following skills:

percussion instruments 90%	clever packer 50%
major taunting 75%	minor taunting 60%

Of course, individual examples may have other skills (as described in the Hacklopedia Monster Matrix).

DESCRIPTION: Every once in a century or so, a squirrel is born that is different from all the common squirrels. Although from every normal indication it appears to be a normal squirrel, it is actually filled with a deep hostility and anger towards all living things. This is the Grizzly Squirrel. Civilized Grizzly Squirrels, though, have seen the error of their ways and are attempting to step up in the world. Though they often slip back into their pure grizzly nature. Civilized Grizzly Squirrels commonly trim their tails in an effort to appear less barbaric.

COMBAT/TACTICS: Only druids and rangers can distinguish a Grizzly Squirrel from a normal squirrel. If left alone, the Civilized Grizzly Squirrel will go about its business collecting nuts and hoarding them away for the harsh winter months, attempting to do so in a civilized manner. However, if any being enters its territory (approximately 1,000 square feet), the Grizzly Squirrel twitches its tail, bristles its fur and attacks. If it does not forget itself, it taunts its victims first.

Squirrels are incredibly flexible in combat and an opponent in plate mail or other heavy armors is 25% likely to incite the squirrel to climb down into the armor and bite him (attacking against AC 10). Should the squirrel do this the only recourse for the victim is to rip off his armor as quickly as possible and attempt to fling the squirrel away. And most Grizzly Squirrels do not stay away once they are flung.

HABITAT/SOCIETY: Grizzly Squirrels have driven all the common squirrels and smaller creatures from the areas they inhabit. Grizzly Squirrels are angry at the world and all the supposed "wrongs" that have been done to them as rodents. No druid has lived long enough to find out what these wrongs would be. Civilized Grizzly Squirrels sometimes believe they can right these wrongs without violence, or at least with a more "civilized" form of violence. Grizzly Squirrels are immune to animal charms and they will usually attack anyone that offers them food.

ECOLOGY: Fortunately, only 1 in 100,000 squirrels can naturally become the raging Grizzly Squirrel. Unfortunately, an unscrupulous and chaotic (some say insane) mage named Bartoff Denizen has developed an evil potion that will turn any normal squirrel into a Grizzly Squirrel, so encounters with

Grizzly Squirrel, Civilized

AKA: Fearsome Fanged Nut Fiend

HACKFACTOR: 1

EP VALUE: 38

CLIMATE/TERRAIN: Temperate Forests

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: S (1' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: 1-6

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1

TOP: Yes

FF: 6



Grizzly Squirrel — Civilized Variant

the fiends throughout Garweeze World may become increasingly common. As this happens, the number of Civilized Grizzly Squirrels may also increase, but not the percentage (about 7% currently).

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a true Grizzly Squirrel (not one induced by a potion) is truly rare and suitable for enchantment. Usually, the only thing small enough to make out of a squirrel's coat is a hat or a single glove.

TREASURE: Nil

OTHER: It is rumored that Bartoff Denizen made his Potion from the brain of a true Grizzly Squirrel.

HedgeHawg, Giant (Hissing Variant)

HedgeHawg, Vorpal-Clawed (Mottled Variant)

VARIANTS: **Giant HedgeHawgs:** Giant Hissing HedgeHawgs can make a loud hissing sound for up to 30 total minutes in a 24 hour period. This has no direct effect in combat, though it generally makes players nervous. It does have a 75% chance of attracting other monsters in the area. It also has a 30% chance of attracting random wandering monsters. The Giant Hissing HedgeHawg can fight normally while making this noise, though it sometimes seems muffled when it is gnawing on the thief's leg.

Vorpal-Clawed HedgeHawgs: Mottled Vorpal-Clawed HedgeHawgs fight and act like standard Vorpal-Clawed HedgeHawgs. In addition, their mottled appearance allows them to go unseen 65% of the time in their normal territory. This is reduced to 15% within 10 feet.

DESCRIPTION: HedgeHawgs resemble porcupines; however, their underbellies are not covered in quills and their tails are very short. Vorpal-Clawed HedgeHawgs have extra-sharp, magically enhanced claws and move much faster than the normal Giant variety. Both varieties of HedgeHawg have a whimsical appearance, which has caused many an adventurer to drop his guard.



Hedgehawg, Vorpal-Clawed — Mottled Variant

COMBAT/TACTICS: **Giant HedgeHawgs:** These insect eaters have rather mild temperaments and will only attack if threatened or disturbed. Any strike against the body of a Giant HedgeHawg is 35% likely to stick the opponent with a quill for 1-6 points of damage. The quill hits automatically if the opponent is wielding anything smaller than a short sword.

Vorpal-Clawed HedgeHawgs: These beasts have been bred to be more vicious and aggressive than other HedgeHawgs. They will attack any creature that enters their field of view. Damage for all their attacks is +4 and the claws have the same powers as a Vorpal Blade.

HABITAT/SOCIETY: **Giant HedgeHawgs:** Like the common, much smaller variety, these gentle creatures want nothing more than to find a regular source of insects to eat. Hissing HedgeHawgs make great pets, but if they miss a morale check, they may hiss for 1-4 minutes, then snort loudly, roll their heads and tails inward and become a Giant ball of quills in the dirt.

Vorpal-Clawed HedgeHawgs: This breed of HedgeHawg is extremely aggressive and the area surrounding its lair will show evidence of damage from the creature's amazingly sharp claws. Because their creator, Yandor, was evil, these creatures are tinged with his corruption and have nasty attitudes.

ECOLOGY: **Giant HedgeHawgs:** Giant HedgeHawgs breed just like the common variety. They have an affinity for certain odors and love to rub their bodies with certain scents. They have an amazing sense of smell and can be trained to track.

Vorpal-Clawed HedgeHawgs: The magic-user Yandor specifically developed Vorpal HedgeHawgs for violence. Yandor was a Wizard of considerable power and influence, but very few scruples. He used these beasts to guard one of his many lairs, and for an illegal animal fighting-pit show he ran on the side. When Yandor was killed nearly 15 years ago in a struggle for political power in the city of N'farley, the HedgeHawgs were abandoned and eventually escaped to the wild.

YIELD:

MEDICINAL: HedgeHawgs are good eatin', if a bit tricky to remove from their densely quilled hides.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The claws of the Vorpal-Clawed HedgeHawg retain their abilities even after the creature's death. If preserved, they can be made into Vorpal Gauntlets, the ultimate weapons for any barbarian or berserker.

HedgeHawg	Hissing Giant	Mottled Vorpal-Clawed
AKA:	Dimsdale	Sharpies
HACKFACTOR:	3	7
EP VALUE:	273	424
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Insects	Insects
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral (evil)
NO. APPEARING:	1-3	1
SIZE:	M (4' long)	M (4' long)
MOVEMENT:	3", 1" burrow	6", 3" burrow
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Daring (15)
ARMOR CLASS:	6	5
NO. ATTACKS:	3	3
DMG./ATTACK:	1-4/1-4/1-6	5-8/5-8/5-10
SPECIAL ATTACKS:	Nil	Vorpal claws
SPECIAL DEFENSES:	Quills, hissing	Quills, camouflage
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	4	4+4
TOP:	Yes	Yes
FF:	5	9

Hobgoblin (Burrowing Variant)

VARIANT: Burrowing Hobgoblins can burrow at a speed of 4", an ability they use to set traps and ambush travelers. They can also use this mode of travel to escape if things go badly, something PCs find extremely frustrating.

DESCRIPTION: These burly humanoids have dark red or orange skin and stand 6 feet tall. The larger males have blue or red noses, while the eyes are yellowish or dark brown and the teeth are yellow. Although they often appear barbaric, Hobgoblins use well-maintained clothing, armor and weapons of excellent quality. Burrowing Hobgoblins look just like normal Hobgoblins, until they begin burrowing or can clean up the dirt from a recent bout of burrowing).

COMBAT/TACTICS: Typically, Hobgoblins are armed with polearms (30%), morning stars (20%), swords and bows (20%), spears (10%), swords and spears (10%), swords and morning stars (5%) or swords and whips (5%).

Hobgoblins see equally well in light or virtual darkness. They have 60-foot infravision. They hate elves and always attack them first. Hobgoblins are adept at mining and can detect new construction, sloping passages and shifting walls 40% of the time.

HABITAT/SOCIETY: Hobgoblins are intensely jealous of any other Hobgoblin tribes' social status. Should two tribes meet, it is 85% likely that

Hobgoblin, Burrowing

AKA: --

HACKFACTOR: 0/2/3

EP VALUE: 36, 66 (sub-chief),
122 (chief)

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Uncommon

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 2-20

SIZE: M (6' tall)

MOVEMENT: 9", Br 4"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5 (10)

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 1+1

TOP: Yes

FF: 6

they will begin shouting creative obscenities at one another and 15% likely they will immediately attack each other.

Typical tribes have 20-200 males, with a sergeant leading every 20 Hobgoblins. For every 100 there is a sub-chief, and in the lair, there will always be a chief with 5-20 sub-chief bodyguards. Chiefs always carry two weapons and any usable magic items the tribe possesses.

# Encountered	Rank	HD	Damage	AC	EP (Burrowing)
1 per 20	Sergeant	1 (29 hp)	--	5	35 (36)
1 per 100	Subchief	2 (36 hp)	+2	3	65 (66)
1 per lair (200)	Chief	4 (42 hp)	+3	2	120 (122)

Each Hobgoblin tribe carries a battle standard, which is meant to inspire their troops. If a chief is leading the battle, he will carry it, otherwise one of the sub-chiefs will take this honorary position.

In the lair, there will be half as many female Hobgoblins and three times as many children as adult males. Females can often fight just as well as the males and even the young are trained in the Art of Hack at an early age (1/2 Hit Die).

Nearly 80% of Hobgoblin lairs are subterranean, but 20% are surface fortresses, fortified with ditches, fences, two gates and three to six guard towers. More often than not, they are abandoned human or demi-human fortifications and may possess additional defenses. Burrowing Hobgoblins often set up collapsing building traps for emergencies by constructing tunnels with strategically placed supports (that can be quickly destroyed), if there is an engineer to direct them. Hobgoblin villages will also have siege weapons: two heavy catapults, two light catapults and a ballista for every 50 warriors. Underground complexes will have 2-12 Carnivorous Ape guards.

All Hobgoblins like to use extravagant titles for themselves, even if they are not warriors in the tribe. Therefore, there may be a "Supreme Samurai Blacksmith" or a "Berserker High Spear Tailor" amongst the tribe. It is thought that the Hobgoblins do this to elevate their Honor or to differentiate themselves from lesser races on Garweeze World.

ECOLOGY: Hobgoblins feel superior to Goblins and Orcs and will act as leaders for them. The Orcs and Goblins will often be used as "battle fodder". Some powerful Hobgoblin mercenaries work for powerful or rich evil humanoids.

The Koalinth are an aquatic offshoot of the Hobgoblin race. They have the same statistics in game play as the Hobgoblins listed above. Koalinth can dwell in fresh or salt water, swim at 12" and breathe water through gills on their necks. They tend to have light green skin and are adept at fighting with polearms or spears. The Koalinth are foul-tempered and bear a deep-seated hatred toward their land-born cousins, as well as aquatic elves and nearly every other race that dares to cross their territory. There have been reports of Burrowing Koalinth from reliable sources.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Hobgoblin weapons and armor are always in good shape and easy to sell. Battle standards can make early trophies for low level PCs.

TREASURE: J, M, D (individual); Q x5 (in lair)

OTHER: Nil



Hobgoblin — Burrowing Variant

Horned Rager (Draconic Variant)

VARIANT: The Horned Draco Rager benefits from draconic elements in its blood. It gains a +4 bonus to all saving throws against fear effects, is more intelligent than its standard cousins, is naturally tougher (AC two better than the standard variety and typically has two spell-like abilities (though individuals may have 1-4, as described the Monster Matrix). Most often, these abili-

ties are Mirror Image (as per the 2nd level magic-user spell) and Warp Wood (as per the 2nd level druid spell). Each of their spell-like abilities are usable three times per day.

Note that a Horned Rager with an Intelligence below 8 has a 50% chance of spell mishap any time it uses one of its spell-like abilities. (Those with an Intelligence of 8 or higher have a 0% chance of spell mishap.)

DESCRIPTION: These jungle beasts are large, hulking, white-haired apes with horny protrusions all over their heads, shoulders and arms. Also known as Ogre Apes, the Horned Ragers are ravenous predators that hunger for living flesh.

COMBAT/TACTICS: Horned Ragers like to jump out of trees and are able to surprise opponents 50% of the time. They attack with their claws, bite with their sharp teeth and gore with their many horns. Very rarely, they will lair in mazes much like Minotaurs, using the confusion of a labyrinth to corner prey.

There is no sound sweeter to a Horned Rager than the terrified screaming of its prey. If an injured victim can make a Constitution check against the pain (at a penalty equal to the damage sustained), the Rager may hesitate if it misses a morale check. This reaction gives the victim automatic initiative next round.



Horned Rager — Draconic Variant

Horned Rager, Draconic

AKA: Ogre Apes, Horned Draco Rager

HACKFACTOR: 11

EP VALUE: 735

CLIMATE/TERRAIN: Warm temperate to tropical Forests

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivorous

INTELLIGENCE: Low to Average (7-9)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-6

SIZE: L (7' at shoulder)

MOVEMENT: 9", 12" Climbing

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 0

NO. ATTACKS: 4

DMG./ATTACK: 1-6/1-6/1-6/2-8
(+6 for Strength)

SPECIAL ATTACKS: Spell abilities

SPECIAL DEFENSES: Fear resistance,
spell abilities

MAGIC RESISTANCE: Standard

HIT DICE: 6

TOP: Yes

FF: 5

Horned Ragers must make a saving throw versus death or immediately die if struck with any type of cold attack for more than five points of damage.

HABITAT/SOCIETY: A Horned Rager pack is led by the strongest male individual, which is the draconic variant if one exists in that pack. The pack lives in the trees and will prey on weak and helpless forest creatures. The Horned Rager is just smart enough to avoid attacking organized bands of military units and caravans.

Some larger, more powerful creatures have bullied or coaxed Horned Ragers into becoming guards and/or pets, but this requires almost constant attention. Ragers will turn on their masters at the first perceived sign of weakness.

ECOLOGY: Thankfully, Horned Ragers cannot take major climate changes, so their expansion is limited. Despite their vicious nature, they do take care of their young. Young Horned Ragers are born after an eight month gestation period and grow to adulthood in two years. After that, they must hold up their part in the "hunt" or be expelled from the group.

YIELD:

MEDICINAL: Ground Horned Rager horn can clear most rashes.

SPELL COMPONENTS: Horned Rager horn can be used in Transmute Metal to Wood spells, reducing the magic resistance of magical objects to the spell by 30%. This is an additional material component, but does not affect the casting time.

HIDE/TROPHY ITEMS: Horned Ragers are considered excellent sport animals for hunting and command 100-1,000 gp stuffed.

TREASURE: S, T

OTHER: Horned Rager horns command 5-50 gp per pound and 2-12 pounds can be harvested from an average Rager.

Horned Simian Bush-Grappler

DESCRIPTION: Similar in size and ferocity to the Horned Rager, the Horned Simian Bush-Grappler resembles a well-muscled gorilla with a large horn protruding from the top of its head. These beasts have coarse dark grey-green hair, which helps them blend into their forest home. A third eye is clearly visible at the base of their horn.

COMBAT/TACTICS: Horned Simian Bush Grapplers are not normally aggressive, but when mating season rolls around each summer, the males become extremely anxious to prove their prowess to their potential mates. They do this by wrestling potential rivals. Horned Simian Bush-Grapplers are adept at wrestling any and all opponents. PCs who encounter Grapplers during this time will be attacked. These simians have Strengths ranging from 17 for young to 20 for the strongest adult males (most have 18 Strengths).

Horned Simian Bush-Grappler

AKA: Grapple Gorillas

HACKFACTOR: 2

EP VALUE: 420

CLIMATE/TERRAIN: Warm temperate to tropical Forests

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Carnivorous

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-16

SIZE: L (7' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. ATTACKS: 3

DMG./ATTACK: See text

SPECIAL ATTACKS: Grappling

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+1

TOP: Yes

FF: 6



Horned Simian Bush-Grappler

A Grappler makes two attacks per round (use the Punching and Wrestling Results Table 12E in the HackMaster Player's Handbook). They will bite opponents who do not submit to a loss for 1-6 points of damage. Victims that screech loudly will be let go, as this is the signal for surrender.

The loser of the bout will be expected to give the victor a brightly colored or shiny object. If the victim does not do so, he will be viciously attacked again. The easiest way to bypass these creatures during mating season is to allow oneself to be beaten the first round. Victims who do this will be considered too pathetic to wrestle and may (25% chance) not even have to give a prize to the victor.

Opponents who beat a Grappler at his own game will constantly be challenged and will likely end up wrestling every member of the tribe as word gets out that a champion needs to be taken down a notch. An opponent who can beat all the members of a tribe will become their leader. The tribe will follow him and expect his decisions and strength to protect them all. However, after just two to eight days of spurning offers from females, the tribe will leave this PC and choose their next leader from their own kind.

HABITAT/SOCIETY: Horned Simian Bush-Grapplers always follow the strongest leader, whether human or demi-human. However, unless the PC is prepared to mate, leading the tribe will never last. PCs who are able to communicate with animals may convince the males of the tribe to perform some task in return for a brightly colored object or shiny trophy.

ECOLOGY: Horned Simian Bush-Grapplers gestate for just under six months, but the young require two years to become fully grown. In any tribe encountered, 50% of the group will be female and there will be double that number of young.

These brave beasts only fear loud explosions and must make a morale check or flee. They do not fare well in cold climates and will migrate to warmer areas with each seasonal change.

YIELD:

MEDICINAL: Ground Horned Simian Bush-Grappler horn can cure sunburn.

SPELL COMPONENTS: Horned Simian Bush-Grappler horn can be used in an Ensnarement spell, imposing -1 to all targets' saving throws.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Humanimals (Lesser: Speckled Variant, Greater: Gibbering Variant)

VARIANTS: Lesser Humanimals: Speckled Lesser Humanimals act just like normal Lesser Humanimals, but are covered with spots, streaks and flecks of various colors. For some reason, no specimen with metallic colored speckles has yet been found. These creatures go unnoticed 45% from a distance of more than 10 feet, though at 10 feet or less they are clearly recognizable as creatures of some sort. There is a 30% chance that a Speckled Lesser Humanimal has 2-5 mates in its lair, despite the fact that the creatures cannot actually reproduce by normal means.

Greater Humanimals: The Gibbering Greater Humanimal has been affected mentally by its physical state. Consult Table 7H on page 86 of the GameMaster's Guide to determine its specific type of insanity. It gibbers constantly, forcing all within 20 feet to make a saving throw versus spell or suffer as if affected by a Confusion spell. Due to its bizarre psychology, the Gibbering Humanimal is immune to all mental attacks. Also, its bite also has a 20% chance of infecting a victim with rabies.

DESCRIPTION: Humanimals are the tragic survivors of scientific and magical experiments gone awry. Their bodies are mingled with animals' and other creatures' body parts in mismatched ways. Although more or less human internally, externally they show such non-human traits as fur, claws, scales, whiskers, tails and many other animal traits. GMs are encouraged to custom design their own Humanimals according to the experiments that affected them.

COMBAT/TACTICS: Humanimals prefer not to engage in combat, although they are extremely tough, having at least five hit points per Hit Die and the ability to regenerate one hit point per round. Damage in combat is likely to be affected by the particular deformities of the individual. Some

Humanimals	Lesser Speckled	Greater Gibbering
AKA:	Broken One	Beastlings
HACKFACTOR:	4	8
EP VALUE:	176	702
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	(Any) Night	(Any) Night
DIET:	Varies	Varies
INTELLIGENCE:	Low (5-7)	High (13-14)
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	3-12	1-4
SIZE:	M (4'-7' tall)	M (4'-7' tall)
MOVEMENT:	9"	9"
PSIONIC ABILITY:	Possible	Possible
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Hesitant (7)	Confident (12)
ARMOR CLASS:	7 (10)	5 (8)
NO. ATTACKS:	1	1
DMG./ATTACK:	1-6 or by weapon	1-8 or by weapon
SPECIAL ATTACKS:	See text	Gibbering, see text
SPECIAL DEFENSES:	Regeneration	Regeneration, immune to mental attacks
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	5
TOP:	Yes	Yes
FF:	4	4

Humanimals have extra limbs, stronger limbs, natural weapons or weapons grafted to their bodies.

Lesser Humanimals: Each of these smaller Humanimals has one animal ability determined by the type of animal with which they have been combined. In addition to speaking their previously known humanoid languages, there is a 10% chance that they can speak with the same type of animal from which they acquire their powers.

Greater Humanimals: These larger Humanimals regenerate two hit points per round and always get at least +3 to hit and +5 damage due to their Strength. These monsters get 1-4 animal abilities, which are always beneficial to them. Examples of such helpful abilities are exo-skeletons, poison stingers, heightened senses, acid spit, etc.

HABITAT/SOCIETY: Humanimals band together in groups of 10-60, sticking together since they rarely find acceptance in human (or any other) societies. They tend to dwell in desolate, abandoned areas, ruins, dense woods, rocky wastes and sewers. From time to time, they raid human and demi-human settlements for supplies out of need or for vengeance. If possible, they will destroy their creator or find a group of clueless PCs to fool into doing it for them.

Organization among Humanimals is loosely tribal. For every 10 Lesser Humanimals, there will be one Greater and the most powerful individual will always lead the rest. Gibbering Greater Humanimals are typically pointed in the direction of enemies and let loose. Humanimals like to ring church bells, gongs and other similar sounding instruments.

ECOLOGY: Humanimals are unnatural creations and their diets are dictated by their deformities. They cannot reproduce, so their numbers rarely swell too high. Occasionally, evil magic-users or sages will capture a humanimal for study.

It is rumored that a magic-user named Poadrus was killed when his lab was overrun with angry Humanimals. Due to the powerful transformation, only a Wish or a Polymorph Other cast by a magic-user of 16th level or higher can return a Humanimal to its former state.

Humanimals dislike good-looking individuals and all positive Comeliness modifiers are treated as negative when dealing with these freakish creations.



Humanimals — Greater Gibbering Variant

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Using any part of a Humanimal as a spell component is a disaster and always causes spell failure.

HIDE/TROPHY ITEMS: Nil

TREASURE: I, K, M (Lesser), I, K, M (Z in lair) Greater

OTHER: Evil magic-users and sages will pay 20-50 gp apiece for live specimens. Evil rulers or nobles looking to start zoos and side show attractions might be willing to pay more.

Impaler, Crimson (Striped Variant)

VARIANT: The Striped Crimson Impaler has black and deep blue stripes marking its body. Otherwise, it acts as a Crimson Impaler of the standard variety.

DESCRIPTION: Striped Crimson Impalers are insect-like creatures standing three-feet tall, with thin spear-like appendages and a deep red hue to their exo-skeletons, which are marked with distinct stripes. They have long antennae, multi-faceted eyes and spiky protrusions, one on each side of their mouth-parts.

Crimson Impalers will only be encountered underground, usually hiding in the midst of stalagmites and deep shadows.

COMBAT/TACTICS: When an Impaler attacks, it charges forward, attempting to skewer a victim with its pointy arms. All Impalers can stay conscious despite wounds that sever appendages and can fight to -10 hit points before finally dropping dead.

These monsters hunt in organized packs, usually hiding amidst stalagmites to surprise victims. Precisely where the Impaler strikes depends upon the height of the victim. Humans are 80% likely to be hit in the legs and each point of damage above 5 reduces their movement rate by 1". Impalers will attack shorter victims closer to the heart, so they can drink the blood.

HABITAT/SOCIETY: Impalers are subterranean horrors that, thankfully, never reach the surface of Garweeze Wurld. An Impaler has 120-foot infravision and spends its entire life in the darkness, hunting throughout dungeons, caverns and tunnels for food.

Rumors persist that the Impalers may have once had an actual society and a crude civilization that was destroyed thousands of years ago. Unfortunately for the Impalers, they were never able to rebuild it, as it was eventually discovered by many subterranean creatures that Impalers taste delicious. NetherDeep creatures of all kinds hunt Impalers for food.

Crimson Impalers are organized warriors and will use an area's terrain to their best advantage. They are, however, easily fooled by the most common tricks and illusions.

ECOLOGY: Impalers are incredibly juicy because their bodies contain almost twice the amount of blood needed for them to survive. Any nick or

Impaler, Striped Crimson

AKA: Scarlet Stabber

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Lawful Evil

NO. APPEARING: 4-12

SIZE: S (3' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 1-6

SPECIAL ATTACKS: Impaling

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1

TOP: n/a

FF: n/a



Impaler, Crimson — Striped Variant

cut, however small or minor, causes them to bleed in large spurts. Impaler blood is thick, and a deep crimson in hue, and will stain clothing. Wandering monsters are 25% likely to be attracted to the rich, metallic smell of delicious Impaler blood.

YIELD:

MEDICINAL: Impalers taste like Basilisk. Simply slay and fillet.

SPELL COMPONENTS: Impaler blood can be used in all healing spells, giving an additional +1 hp per die, and adding nothing to casting time.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Inns and taverns will pay 2 sp per pound for Crimson Impaler (corpse weighs 90 lbs.).

Impeder, Great Lucid (Doppel Variant)

VARIANT: The Great Lucid Doppel Impeder can change its shape drastically, though it cannot alter its mass. After one hour of observation, it can imitate another creature or object with 80% accuracy. Each success adds 1% to the chance to successfully imitate that shape later (to a maximum of 95%). Changing to a new shape takes 1d4 rounds, while returning to its normal form takes only one round. Most often the Impeder uses this ability to lurk in wait for wandering morsels. Some Great Lucid Doppel Impeders use only one shape: a giant boulder that no adventurer expects to attack.

DESCRIPTION: This immense creature may be reptilian or mammalian, for it has a scaly hide and many tufts of brown fur. The Great Lucid Impeder is, in its true form, vaguely humanoid, but its head rests atop the neck-less beast's broad torso. Most of its body bulges with fat and its wide, white underbelly is covered with brown speckles. An Impeder will put almost anything in its mouth without a care for where it may have been previously.

COMBAT/TACTICS: The Impeder will eat almost anything, so it is not anxious to fight with something that puts up resistance. If annoyed, the Impeder can spit acid for 2-12 points of damage. If anyone is so foolish as to attack an Impeder from the rear, it can excrete a blinding spray of feces for 1-6 points of damage (save versus poison or be blinded for same number of rounds). Additionally, the nauseating stink from the back end of the beast is

25% likely to make humans and demi-humans retch uncontrollably for 1-8 rounds.

The Impeder is highly resistant to magic and should it make its magic resistance saving throw, the spell is reflected back at the caster.

An Impeder tends to stay in one spot and, unless it is asleep (10% chance when encountered), it is nearly impossible to get past it due to the beast's massive bulk. Thieves that make two successful move silently rolls at -20% can slip past a sleeping Impeder. Should the first one miss, the Impeder awakens and inflates its chest, blocking the passage. Should the second one miss, the thief will get crushed against the wall of the corridor unless he successfully saves versus death magic. (On a failure, the thief suffers 1-12 points of damage per round until freed.)

HABITAT/SOCIETY: Impeders prefer a sedentary lifestyle, thus they will inhabit the same spot for years. Impeders do not like thin PCs, as it reminds them of their constant hunger and fear of wasting away. Impeders are not picky eaters, and will happily eat almost anything offered to them without question. They tend to choose passageways and doors to snooze in, as they know prey and food travel through them regularly. An Impeder can prove to be a deadly pest in a tunnel system.

These creatures may know a great deal about the corridors or rooms near their chosen spot. They speak in halting common tongue and may trade information for treasure and food.



Impeder, Great Lucid — Doppel Variant

Impeder, Great Lucid Doppel

AKA: Dungeon Clot

HACKFACTOR: 79

EP VALUE: 6,300

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (10' high, 10' wide)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 4

NO. ATTACKS: 1 or 1

DMG./ATTACK: 2-12 or 1-6

(See text)

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: 50%

HIT DICE: 10+100

TOP: Yes

FF: 15

ECOLOGY: Originally created by the magic-user Poadrus to guard the lower chambers of one of his many fortresses, the Great Lucid Impeders were never designed to procreate. However, 1 of the 10 bizarre creatures was, unknown to Poadrus, pregnant when he began his spell casting. Eventually, more Impeders were born and escaped to the NetherDeep. Poadrus was forced to close off the catacombs in several of his fortresses because the Impeders had blocked almost every entrance and exit. Doppel Impeders may result from the experiments of a rogue magic-user on the standard type.

YIELD:

MEDICINAL: Eating Impeder meat will cause the imbiber to immediately gain 2-20 pounds.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: G

OTHER: Nil

Invisible Heckler (Malicious Variant)

VARIANT: The Malicious Invisible Heckler enjoys playing pranks on people and then heckling them as if the Heckler had nothing to do with it. This is not good-natured fun, it is ... well, downright malicious. The Heckler will even taunt companions about a weak comrade if one of its original victims dies. The malicious variant is more intelligent than its standard counterpart, can pick pockets at 75% as a thief, and has the skills art of beating (50%) and dirty fighting (50%).

DESCRIPTION: The Invisible Stalker and Invisible Heckler would look virtually identical if they were not already invisible. Invisible Hecklers are made of pure hot air from the Elemental Plane of Air.

COMBAT/TACTICS: Although identical to the Invisible Stalker in most respects, the Invisible Heckler understands most languages and the common tongue. It considers all creatures not from the Elemental Plane of Air as less than specks of dust, and its attitude towards them varies from bemused disdain to homicidal hatred. Invisible Hecklers are incredibly sarcastic and they are often summoned to annoy spell casters. Hecklers cause a spell caster to suffer a 5%-20% chance of spell failure due to their constant badgering. The GM may choose to role-play the Heckler's insults aloud; in which case any player who laughs or makes an annoyed face will automatically fail at any spell casting.

Invisible Hecklers are a disaster in delicate diplomatic situations, as they use their invisibility to fool two parties into getting angry at each other. Only those who are capable of seeing invisible creatures can attack a Heckler and even then, the Heckler will probably leave for a short period, only to return after the Detect Invisibility wears off.

The best way to defeat a Heckler is to verbally best it at its own game: insults, barbs and sarcastic humor. If a PC can make 10 successful Charisma checks without acknowledging any of the Invisible Heckler's insults and with-

Invisible Heckler, Malicious

AKA: --

HACKFACTOR: 17

EP VALUE: 2160

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: L (8' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 3

NO. ATTACKS: 1

DMG./ATTACK: 2-8

SPECIAL ATTACKS: Rapier Wit

SPECIAL DEFENSES: Invisibility

MAGIC RESISTANCE: 50%

HIT DICE: 8

TOP: n/a

FF: n/a



Invisible Heckler — Malicious Variant

out spell failure, he has won the match and the Heckler will become frustrated and return to its conjurer.

HABITAT/SOCIETY: Malicious Hecklers are from the Elemental Plane of Air. They are the equivalent of jesters there, but have been ousted or exiled for bad taste and "going too far". They are full of anger.

ECOLOGY: Sages have no idea how Invisible Hecklers are created or what their origin was, but they do know that these creatures are really annoying and dangerous to spell casters. They speculate that the malicious variant springs from a deep-seated bitterness over an "unfair life".

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Jackalope, Pronghare (Blink Variant)

VARIANT: The Blink Pronghare Jackalope shifts position randomly during combat, much as if it were under the effects of the 3rd level magic-user spell Blink. On its initiative, roll 1d8 to determine to where it blinks: 1-right ahead, 2-right, 3-right behind, 4-behind, 5-left behind, 6-left, 7-left ahead, 8-ahead. The creature's new position is always 10 feet away from its old one (if a blink would place it in a solid object, re-roll the position). Its attack routine begins on the next segment immediately after the blink.

DESCRIPTION: Pronghare Jackalopes are a rare sight indeed, possessing a singular ivory horn on their brows. Blink Pronghares are even more rarely seen. They have the long, muscular legs and large feet typical of hares, which makes them excellent jumpers. Their coats are always a rich, deep brown fading to a paler tan underbelly. Their tails are larger like a hare's, rather than the smaller rabbit's puffball tail.

COMBAT/TACTICS: The Pronghare Jackalope will avoid combat whenever possible, but can gore an opponent when cornered, inflicting 2-8 points of damage with its sharp horn. Alternatively, if the Pronghare is caught, it will thump its captor with both of its powerful hind legs for 1-6 points of dam-

age. The Pronghare can also bite with its large front teeth for 1-4 points of damage, although it will use its other attacks before doing so.

HABITAT/SOCIETY: Jackalopes live like common rabbits, frolicking and playing in pastures, meadows and woodlands. Jackalopes are frequently hunted and raised for their beautiful antlers. These skittish animals are also captured and used to ferret out strips of copper ore in mining. The Pronghare Jackalope's horn is believed to hold great power in the same fashion as a Unicorn's horn, but in fact it does not.

Occasionally a severely drunken sailor will swear he has seen an antlered rabbit dancing for copper coins down at the pier. Standard Jackalopes are actually attracted to the smell of copper and many sailors believe it is good luck to rub a copper piece on a Jackalope's fur.

ECOLOGY: The Standard Jackalope was nearly hunted to extinction on Garweeze Wurld, but a group of dedicated druids brought the animal back from the brink of extinction. If found when they are very young (10% chance) they take well to training and make excellent pets and companions. Blink Jackalopes descend from a small group of Pronghares that escaped while the druids were performing a complex rite. Contrary to popular human rumor, crouching down to face a Jackalope directly will not cause it to surrender.

Jackalope, Blink Pronghare

AKA: Unibunny
HACKFACTOR: 1
EP VALUE: 34
CLIMATE/TERRAIN: Temperate
FREQUENCY: Very Rare
ORGANIZATION: Families
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 2-20
SIZE: S (4' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 6
NO. ATTACKS: 1 or 2
DMG./ATTACK: 2-8 or 1-6/1-4
SPECIAL ATTACKS: Thumping, blinking
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1
TOP: Yes
FF: 3

YIELD:

MEDICINAL: Jackalopes are quite tasty, and their tender meat is well suited to making stew, especially hasenpfeffer.
SPELL COMPONENTS: Standard Jackalope blood was once a common ingredient in Haste spells. It still may be used in lieu of licorice root.
HIDE/TROPHY ITEMS: Pronghare Jackalope pelts are worth 5 gp each, despite their small size. The horn of a Pronghare Jackalope is worth 100 gp to magic-users and clerics who believe that it has mysterious powers.
TREASURE: Nil
OTHER: Pronghare Jackalope horns can be carved into daggers and other small weapons, perfectly suited to enchantment.

Liontaur (Mammoth Variant)

VARIANT: The Mammoth Liontaur is a massive version of its smaller, standard counterpart. It has twice the Hit Dice and acts much like the standard variety, but it eats a whole lot more.

DESCRIPTION: The race known as the Liontaurs are lion/man crosses that roam the savannahs hunting prey. From the waist up they look like men with cat-like features and wild manes of hair. They have the lower bodies of well-muscled lions. Liontaurs are wild warriors and almost fearless in battle.

COMBAT/TACTICS: Liontaurs attack opponents ferociously. Even the Mammoth variant can leap 10 feet up and 30 feet forward. Males carry 2-6 javelins and a stone club or short sword. 80% carry shields made of boiled leather, which better their AC by 1 and have 2 hit points. Females are AC 7 and attack at +2 to-hit and damage when defending young. Young Liontaurs are always non-combatants.

HABITAT/SOCIETY: Prides of Liontaurs consist of 4-16 males, 2-24 females and 1-12 young. Prides will be led by a chief (AC 5, 6+4 HD, Dmg 1-6/1-6 and +1 damage with weapon). 2-8 tribes of Liontaurs may come together to form a nation. A nation will be led by a king (AC 3, 9 HD, Dmg. 1-8/1-8 and +2 damage with a weapon). Kings will have 2-8 bodyguards equal to chiefs. A pride has a 70% chance of having a 7th level cleric Liontaur. Mammoth Liontaurs live among prides of normal Liontaurs, at least so far no pride of only Mammoth Liontaurs has ever been found. Many sages theorize that there may be other planes where Mammoth creatures are the norm (and perhaps even planes for each size variant). They assume that there must be gates and portals to explain how some get to Garweeze Wurld.

ECOLOGY: Liontaurs are raised to be aggressive toward all outsiders. They will fight to the death to save their young. Liontaurs always hunt fresh meat, but rarely eat intelligent animals. They have no respect for seemingly intelligent creatures who cannot hunt. In order to befriend a single Liontaur or a pride, a PC must prove his abilities on the hunt. Women are not required to prove hunting abilities, but may be wooed by persistent single males.

Liontaur, Mammoth

AKA: Lion Man
HACKFACTOR: 5
EP VALUE: 675
CLIMATE/TERRAIN: Savannah
FREQUENCY: Very Rare
ORGANIZATION: Pride
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral
NO. APPEARING: 2-24
SIZE: G (25' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 6 (5)
NO. ATTACKS: 2 claws or 1 weapon
DMG./ATTACK: 1d4+4/1d4+4 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Surprised only on a 2 in 10
MAGIC RESISTANCE: Standard
HIT DICE: 10+9
TOP: Yes
FF: 13



Jackalope, Pronghare — Blink Variant



Liontaur — Mammoth Variant

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Liontaur hides can be made into winter clothing.

TREASURE: B

OTHER: Nil

Lizard, Minotaur (Vicious Variant)

VARIANT: A Vicious Minotaur Lizard is simply meaner than the normal Minotaur Lizard. If it hits successfully with two claws or a claw and a bite, it immediately and viciously rakes its victim with two remaining claws. This rake attack inflicts 4-24 points of damage.

DESCRIPTION: So named because they dwell in the same sort of windy passages as the legendary Minotaurs, Minotaur Lizards are larger than even Giant Lizards, making them really impressive reptiles. They will often be encountered in the lairs of Minotaurs, who use the Lizards as mounts when patrolling their mazes. However, only Vicious Minotaurs ride Vicious Minotaur Lizards.

COMBAT/TACTICS: These creatures are aggressive carnivores that hunt their prey relentlessly. On a roll of a natural 20, the creature picks its victim up off his feet and shakes him vigorously. (This effect

Lizard, Vicious Minotaur**AKA:** Maze Monitors**HACKFACTOR:** 10**EP VALUE:** 663**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Day**DIET:** Carnivore**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-8**SIZE:** G (40' long)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Resolved (18)**ARMOR CLASS:** 5**NO. ATTACKS:** 3**DMG./ATTACK:** 2-12/2-12/3-18**SPECIAL ATTACKS:** Rake, see text**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 8**TO P:** Yes**FF:** 5

Lizard, Minotaur — Vicious Variant

supercedes the effects of the critical hit table in the GMG.) He will be unable to attack the next round and automatically takes bite damage the next round (he can wriggle free on a successful Dexterity check). Minotaur Lizards are quick and gain surprise 7 in 10 times. If a target stops moving, the Minotaur Lizard drags the victim back to its lair to dine in peace.

HABITAT/SOCIETY: Most Giant Lizards are merely survivalists, but other varieties will collect shiny objects, especially treasure. If Lizards are used as guards or kept as pets, this treasure is kept with their masters' treasure. Vicious Minotaur Lizards are mean, whether defending their treasure or not.

ECOLOGY: Lizards are born from eggs and the females do not guard the hatchlings once they are born. They are poor candidates for any type of training, as they rarely follow (or even listen to) instructions. Contrary to the popular gnomish rumor, these Lizards will not follow a pied piper, except to eat him.

YIELD:

MEDICINAL: Lizard meat is edible.

SPELL COMPONENTS: Lizard blood is perfect for attracting lizards with Monster Summoning spells of all types.

HIDE/TROPHY ITEMS: Lizard hide can be used to make armor, gauntlets, boots, book bindings, backpacks and a large variety of other items. All such items are suitable for enchantment.

TREASURE: J to N, Q, C

OTHER: Nil

Llama, Wild (Jelly-banded Variant)

VARIANT: The Jelly-banded Wild Llama has a second layer of skin, under which is a jelly-like substance that appears in horizontal bands of color. This second layer of skin is only AC 15 and thus easily broken. When this happens, the jelly-like substance spurts onto anyone within 5 feet, forcing a saving throw versus poison at +3. Those who fail immediately suffer 1-4 points of damage and develop an irritating skin rash (which lasts 1-4 days or until the victim receives a Cure Disease spell. While suffering from this rash, characters effectively lose 2 points of Dexterity and are at -1 on all attack rolls.

DESCRIPTION: Wild Llamas are timid and shy creatures, but amazingly agile and nimble in their native mountain climes. A Llama's whinny is a familiar sound in most mountain communities. Unlike many other species of mountain-dwelling animals, Wild Llamas do not have horns or antlers of any kind. They depend solely upon their sure-footedness, their sharp hooves, and their rash-inducing jellies for self-defense.

COMBAT/TACTICS: Wild Llamas must immediately make a morale check if attacked. If cornered, they can bite for 1-4 points of damage, or strike out with both front hooves for 1-6 points of damage each. Hunters attempting to follow a Llama must do so over incredibly rocky terrain and must make a Dexterity check every other round. Domesticated Llamas make excellent pack animals, although they spit like camels when annoyed.

Llama, Jelly-banded Wild

AKA: Moveable Feast

HACKFACTOR: 2

EP VALUE: 67

CLIMATE/TERRAIN: Temperate Mountain

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 4-16

SIZE: L (4' at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 8

NO. ATTACKS: 1 or 2

DMG./ATTACK: 1-4 or 1-6/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 3+3

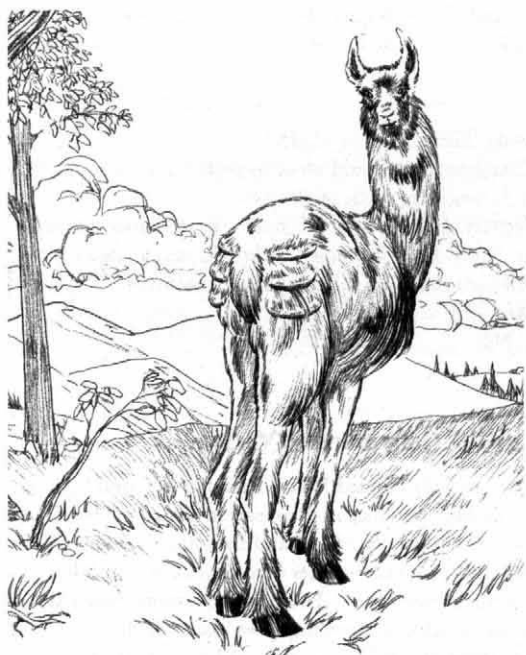
TOP: Yes

FF: 8

Encumbrance Table: Wild Llama

Full Speed	Half Speed	One-third Speed	Zero Speed
230	335	460	515

HABITAT/SOCIETY: Llamas are simple creatures, living only to graze and to reproduce. They perform both activities often and seem very satisfied with the results of both. Wild Llamas are favored prey for a great number of Garweeze Wurd's larger predators, causing field researchers to nickname these beasts the Moveable Feast. Jelly-banded Wild Llamas may have developed to slow the death rate due to Llamas becoming lunch. Predators who



Llama, Wild — Jelly-banded Variant

consider Jelly-banded Llamas to be mobile rations are in for an unpleasant surprise.

ECOLOGY: Llamas are prolific herbivores, and reproduce frequently. The females are often suckling twins while pregnant with yet another generation of Wild Llama.

YIELD:

MEDICINAL: Llama is delicious.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Llama skin can be made into clothing suitable for minor enchantments.

TREASURE: Nil

OTHER: Nil

Lunger (Crevice: Invisible Variant, Saw-backed: Gold Variant)

VARIANT: Crevice Lungner: The Invisible Crevice Lungner is just like the standard type except that it can use Improved Invisibility (as the 4th level magic-user spell) three times per day.

Saw-backed Lungner: The Gold Saw-backed Lungner acts just like the standard Saw-backed Lungner, but is gold in color.

DESCRIPTION: Lungners are fish-like creatures that have evolved into land-born ambush predators. Lungners retain some of their fish features, have long, scaly bodies and a tail ending with a barbed tentacle or bony spikes.

Crevice Lungner: These Lungners have a tough, rock-like hide that blends in well with their mountainous surroundings. They make their lairs on dangerous mountain paths.

Saw-backed Lungner: This freshwater Lungner is much more fish-like than its cousins, resembling an ornery lung fish. The Saw-backed Lungner ambushes prey at the water line and drags it under to drown.

COMBAT/TACTICS: All Lungners strike for 1-10 points of damage and attempt to entangle their victim. A bend bars/lift gates roll made with a +20% chance of success will allow a victim to free himself from the creature's grasp, but this takes a full round of effort.

Lunger	Invisible Crevice	Gold Saw-backed
AKA:	Crack Monster	Creek Bastard
HACKFACTOR:	9	6
EP VALUE:	772	650
CLIMATE/TERRAIN:	Mountains	Fresh Water
FREQUENCY:	Uncommon	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1-4
SIZE:	M (5' long)	M (5' long)
MOVEMENT:	6"	15" Swim
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Confident (12)
ARMOR CLASS:	2	3
NO. ATTACKS:	2	2
DMG./ATTACK:	1-10/Entangle	1-10/Entangle
SPECIAL ATTACKS:	See text	See text
SPECIAL DEFENSES:	Improved Invisibility	Nil
MAGIC RESISTANCE:	See text	Standard
HIT DICE:	5	5+5
TOP:	Yes	Yes
FF:	5	10



Crevice Lunker — Invisible Variant

Crevice Lunker: Crevice Lunkers will attempt to entangle a victim then leap into the nearest gorge or crevice with him. Due to their tough hides, they take only half damage from falling. Typical lairs will be located near a fall of 10 to 60 feet. If they make a save versus paralyzation, Crevice Lunkers can escape such a fall without damage by positioning themselves to land on top of their victim.

Saw-backed Lunker: These Lunkers will drag their victims into the water and attempt to drown them. Victims begin drowning in four rounds unless freed. (See the HackMaster GMG for more information about drowning.)

HABITAT/SOCIETY: Lunkers have the ability to track prey for several hundred yards. Saw-backed Lunkers, being the most common, are a problem for fishing communities, especially ones located near river deltas. For every 20 fishermen working in an area, there will be at least one fisherman that specializes in dealing with the Lunker problem.

At least one enterprising Lunker hunter will stake a lamb near the shoreline, wait for a Lunker to attack then beat the creature to death. Saw-backed Lunkers cannot survive more than five minutes out of water. Saw-backed Lunkers make a distinctive ripple in the water and wary travelers in Garweeze World will encourage a magic-user to throw Lightning Bolts into a rippling creek just to be safe. Certain communities consider a Gold Saw-backed Lunker to be a good omen, and those fishermen will throw it back.

Most other Lunkers tend to lair in remote areas and while travelers are wary of them, but there is no special bounty for them. Lunkers do not hunt cooperatively, but small groups may hunt in the same region.

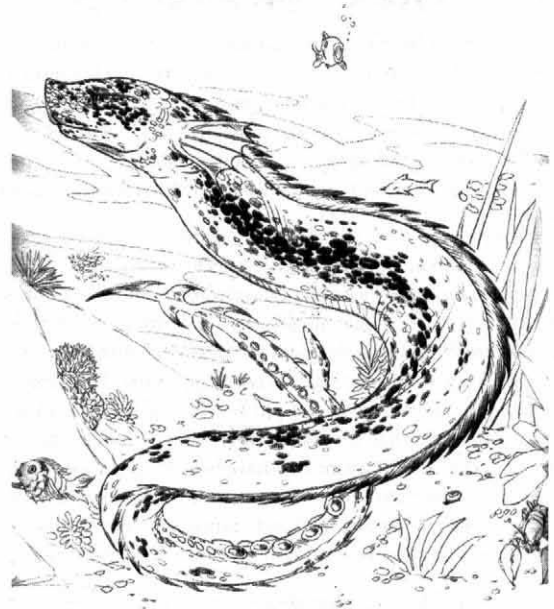
In some cultures, a form of criminal trial has been developed whereby the defendant is tied to stake near a Lunker's lair. Victims are whipped until their blood and howls of pain attract the monster. Those who are not eaten within two hours (5% chance) are deemed to be innocent.

ECOLOGY: Saw-backed Lunkers evolved from common lung fish and eels, and survived by developing lethal hunting skills. The other Lunker species all evolved from a common Saw-backed ancestor to become extremely successful land-bound hunters and increase their chances for survival in competitive environments.

YIELD:

MEDICINAL: Lunkers are edible, and healthy adults taste like the finest brook trout.

SPELL COMPONENTS: Nil



Saw-backed Lunker — Gold Variant

HIDE/TROPHY ITEMS: Even the smallest fishing communities have a standing bounty on Saw-backed Lunkers, ranging from 10 to 100 gp per Lunker killed.

TREASURE: Nil

OTHER: Lunker tails can be used as a makeshift flail to inflict 2-7 points of damage.

Lycanthropy: A History

For centuries man has looked to animals as an example of power and grace. Warriors have aspired to be like the bear or wolf in battle and gain dominance over others. The story of the first lycanthropes on Garweeze World is sprinkled with greed, lust and a battle for glory.

In the days of legend, many warriors of the Rifta clan looked to Odin, Gawd of War, for spiritual virtue and prowess in battle. Their days were spent waging war, sacking towns and kidnapping women. The Rifta clan was small at this time and sought an edge in battle over their foes. Odin told them to look to the animals, and learn from them true power. Many of the clan's greatest warriors sought the bear, wolf and boar for teaching. These warriors watched the hunt, wore the skins and ate the hearts of these animals. Odin rewarded his children's virtue with great victories; the clan became large and triumphed over their enemies. During this time the warriors became greedy and lusted for more power. They struck out to conquer more territory, and engaged in many vicious and bloody conflicts. Odin was well pleased with his greatest followers, but others of the Pantheon of Gawds were not, chief among them Yi'Gor, Gawd of Treachery.

Yi'Gor, furious at Odin for centuries since the sacking of Yi'Gor's greatest temple by Odin's followers, finally had his chance to repay Odin in kind. Sending the Doppelganger Laren, to the Rifta clan, Yi'Gor charged him with the task of boosting the clansmen's egos. Laren did such a wonderful job that the clansmen began to believe that they could best anyone in battle, possibly even the gawds. Odin watched as his children became prideful and lax in their worship of him. So Odin came down to show his children the correct path. A great many men of the Rifta clan were awed, but some remained skeptical. Still believing they were a dominant force on Garweeze World, these clansmen attacked Odin thinking they could claim the gawd's powers. The clansmen could not hurt Odin, a powerful gawd at this time, but he was angered beyond belief. In return for their treachery Odin cursed his warriors to life as lycanthropes.

Lycanthropy: An Ecology

Lycanthropes are humans, demi-humans or humanoids that can transform into animals and half-animal/half-humanoid hybrids. Lycanthropy is a both a curse and a disease that is treatable, but rarely controllable. Some who have a strong will can learn to control the transformations after several years, while most suffer fits of animal urges and instincts. Most Lycanthropes develop an insatiable taste for flesh, and gradually become consumed by hunger and evil.

Lycanthropy is a viral disease that affects the genetic structure of the human, demi-human or humanoid it infects. Some may be born with the disease (approximately 5% of the lycanthrope population), while others are infected or cursed by some magic item or spell to become lycanthropes. Those born with lycanthropy cannot remove it with anything short of a Wish. If someone is infected with lycanthropy, it may be cured by an exhaustive ceremony culminating in the purification of the individual. However, the longer the victim has been a lycanthrope, the longer the ritual and the more difficult the cure. Victims that have been lycanthropes more than a year require gawdly intervention or the power of a Wish spell. Removing or destroying the magic item or spell and casting a Remove Curse on the victim can cure those who have been recently cursed with lycanthropy.

Contracting and Curing Lycanthropy: New lycanthropes are often unaware of their curse, as they will have no memory of their transformation. Transformation will occur spontaneously during a full moon (no saving throw) and possibly during the days of Half Moons and those leading up to Full or Half Moons. Unless noted otherwise, any human or demi-human who is injured by a lycanthrope has a chance of becoming a lycanthrope himself equal to 1% per point of damage caused by the lycanthrope's claws and bite. As a side note, lycanthropes that are slain immediately revert back to their human, demi-human or humanoid form.

If the victim of an attack by a lycanthrope finds and eats the leaf of the belladonna plant within an hour of the attack, there is a 25% chance it will cure the affliction, but this attempt will incapacitate the PC for one to four days and require a saving throw versus poison. (Note: Only one fresh sprig is needed. If the PC eats more, add one to four days per sprig.) If he survives but the belladonna fails to cure the disease or no belladonna is available, then a 12th or higher level cleric must administer a Cure Disease to the victim within three days of infection to cure the new lycanthrope.

If a cleric of a high enough level cannot be found during this crucial three day period, the victim may elect instead to have a spell caster attempt a Remove Curse. This spell must be performed on the PC when he is in wereform. The beast will need to make a saving throw versus spells as the werebeast, and while in wereform the creature will fight violently to put as much distance as it can between it and the spell caster. If the creature fails its saving throw, the curse is removed. If none of this works, there is still hope for a cure by administering herbs and engaging in ceremonial treatment administered by a cleric or druid. Consult the GMG for more information about curing lycanthropy.

Standard Lycanthrope Powers: Lycanthropes heal 10-60% of their damage after transforming. Magic spells will damage them, with the exception of Charm spells and other spells that are aimed specifically at humans, demi-humans or humanoids, which will not work on them. (One would need a Charm Monster spell.) Most Lycanthropes can only be hurt by silver or magical weapons. Until PCs become savvy enough to know this, lycanthropes can be tough customers.

Lycanthrope: Were-Goat (Great Horned Variant)

VARIANT: The Great Horned Were-Goat sports two impressive ram's horns in hybrid and animal form. In addition to its normal attacks, it can bash an opponent with these horns for 1-6 points of damage each round. The Great Horned Were-Goat inflicts 3-18 points of damage with a successful charge.

DESCRIPTION: One of the most common types of lycanthrope, Were-Goats in their human, demi-human or humanoid form will always have a goatee. In their hybrid form, they have cloven feet and horns on their heads. They enjoying goring victims, but will also fight with weapons.

COMBAT/TACTICS: Were-Goats, especially Great Horned Were-Goats, prefer to use their horns in combat, but have been known to use short swords and daggers in tight situations. Some Were-Goats (10%) go rabid, dying within three months, but during that time they gain +2 to-hit and +2 damage. Were-Goats hate sunlight and will avoid it at all costs. They can eat almost anything and have been known to chew through armor.

HABITAT/SOCIETY: Were-

Goats prefer subterranean lairs or dark forests. In either case, their lairs will always be located near a choice site for grazing. (Although they crave flesh, they still need to graze to maintain their health.) Were-Goats despise Trolls and will attack them on sight. They are argumentative and stubborn. Were-Goats live in small herds, dominated by the largest male. There is a 50% chance that a herd of 2-12 normal goats lives within a half mile of the lair and a 10% chance that 1-3 giant goats live in that herd.

Lycanthrope, Great Horned Were-Goat

AKA: Lupinus-Billyum

HACKFACTOR: 4

EP VALUE: 273

CLIMATE/TERRAIN: Any Land

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 3-18

SIZE: M (5' tall)

MOVEMENT: 12"/12"/12"

PSIONIC ABILITY: Possible

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6/6/7

NO. ATTACKS: 2 or 1

DMG./ATTACK: 1-6/1-6 or by weapon

SPECIAL ATTACKS: Ram for 3-18

SPECIAL DEFENSES: Silver or +1 to hit

MAGIC RESISTANCE: Standard

HIT DICE: 3+2

TOP: Yes

FF: 7



Lycanthrope: Were-Goat — Great Horned Variant

YIELD:

MEDICINAL: Drinking the blood of a lycanthrope will automatically infect the imbiber.

SPELL COMPONENTS: The blood of any lycanthrope can be used for a rare spell that causes lycanthropy.

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: Nil

Madger (Doppel Variant)

VARIANT: The Doppel Madger is an even more disturbing development than the standard Madger. The arcane forces that merged the badger and human forms have been unleashed in the Doppel Madger to allow it to change shape to wreak even more havoc.

A Doppel Madger can change its shape drastically, though it cannot alter its mass. After one hour of observation, it can imitate another creature or object with 80% accuracy. Each success adds 1% to the chance of imitating that particular shape (to a maximum of 95%). Changing to a new shape takes 1d4 rounds, while returning to its normal form takes only one round. A Doppel Madger has usually mastered 3-6 forms to allow it to travel unnoticed and ambush those who make it angry (a category that encompasses almost every creature in Garweeze Wurd).

DESCRIPTION: Madgers are a horrible cross between a badger and a human. Although they are the most intelligent badger-related species, Madgers are victims of their badger hostility and are constantly angry. They rarely carry weapons and any armor they wear will be in tatters.

COMBAT/TACTICS: Madgers attack with a bite/bite/claw attack routine. If injured, these creatures can go berserk, adding +2 to-hit, +4 damage and -4 to AC. Any creature or NPC with 4 or fewer Hit Dice or that fights a berserk Madger must make a morale check or flee. If the Madger is wounded by ranged weapons, it may go berserk and charge wildly at its opponents, although this does not give the creature any bonus to its ability to hit or damage. Madgers can fight to -6 hit points before collapsing. Madgers are immune to fear effects.

HABITAT/SOCIETY: Madgers only get together to mate and even then, often come away with emotional and deep tissue scars. They are solitary creatures and hate company, especially peddlers and clerics. Madgers dig lonely burrows that they defend tenaciously. If approached in a friendly manner, Madgers may pause just long enough to hear what this new stranger has to say, become even angrier and then attack furiously. Madger social gatherings are often initially dull affairs that end in showers of blood.

ECOLOGY: Madgers get along famously with normal badgers, but only if the badgers are fed regularly. Their lairs will be guarded by up to three of these temperamental creatures. Doppel Madgers often take control of groups of normal Madgers and seek to maximize their influence on the world (and their own personal collections of shiny things).

Madger, Doppel

AKA: Ire Beast

HACKFACTOR: 9

EP VALUE: 480

CLIMATE/TERRAIN: Temperate
Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-6

SIZE: M (4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. ATTACKS: 3

DMG./ATTACK: 1-6/1-6/1-8

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 4

TOP: Yes

FF: 4



Madger — Doppel Variant

Madgers enjoy collecting all sorts of bright and shiny treasure and are especially fond of magic items that twinkle and glow. When they are alone, they stare at these objects placidly and giggle. Any PCs who witness a Madger's fascination with a magic item will be targeted for death by the angry, embarrassed creature.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Madger pelts can be made into clothing items suitable for enchantment.

TREASURE: A

OTHER: Nil

Manticore, Womanticore (Gnarl-toothed Variant)

VARIANT: The Gnarl-toothed Womanticore has larger, fiercer-looking teeth than her standard counterpart. Her bite attack inflicts 5-12 (1d8+4) points of damage.

DESCRIPTION: These creatures have the tawny torso and legs of a warped lion, dark brown bat-like wings and an angry human head crowned by a wild mane of frizzy hair. The Womanticore's long whip-like tail ends in an orifice that can shoot a deadly ray of searing heat. All Manticores have an appetite for destruction and enjoy causing mayhem whenever possible.

COMBAT/TACTICS: When outside, all Manticores will use their flying ability to stay out of harm's way, but will eventually close in for the kill with their claws and bite. Smarter than Manticores, Womanticore creatures direct their mates in "proper" combat techniques. While a standard Womanticore will always be encountered with a group of Manticores, the Gnarl-toothed variant is sometimes found out on her own. Still, all Womanticores live to direct their male counterparts' attacks, which they always do before choosing to participate themselves. Womanticores attack with a heat ray that does 3-24 points of damage per hit (range 60 yards). They can use the heat ray four times per day. The Womanticore will sometimes start a fire with this scorching ray, covering the retreat if she and her "boys" are defeated.

HABITAT/SOCIETY: These creatures prefer warm lands, but can be found almost anywhere. They love to eat human flesh and their 20 square mile territory will contain at least one human settlement. Some Manticores are raised from cubs to assist evil humans and domesticated adult Manticores are 80% likely to be used as mounts by their evil masters.

Manticores sometimes haul prey back to their lair to dine in peace or to help train their cubs in how to kill a meal efficiently. Domesticated Manticores must be fed regularly or will turn on their keepers.

Usually, Womanticores stay in the nest to take care of young (20% chance of cubs). Womanticores rule their homes with an iron paw and even the wildest Manticores can be tamed by these she-devils. Male Manticores greatly fear Gnarl-toothed Womanticores.

ECOLOGY: Manticores and Womanticores are found nearly everywhere that there has been human settlement. In most instances, the Manticores outnumber the Womanticores by four to one. In areas that are more conducive to the Manticore's and Womanticore's reproductive cycles, these bloodthirsty creatures have all but wiped out local human populations.

Manticore, Womanticore, Gnarl-toothed

AKA: Felinus-Charmicus

HACKFACTOR: 8

EP VALUE: 999

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: H (15')

MOVEMENT: 12", 18" Fly (D)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. ATTACKS: 3

DMG./ATTACK: 1-3/1-3/5-12

SPECIAL ATTACKS: Tail Ray

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5+3

TOP: Yes

FF: 8

YIELD:

MEDICINAL: Womanticore meat is foul and inedible to all but ogres and trolls.

SPELL COMPONENTS: Manticores and Womanticores are highly magical creatures and use of their body parts for magic has yet to be fully explored.

HIDE/TROPHY ITEMS: Womanticores are worth at least 40,000 gp.

TREASURE: E

OTHER: Womanticore brains can be used in potions that will make males (of any species) vulnerable to a Suggestion spell by their wives or significant others (save at -8). Queens have been known to pay a fortune for a Womanticore brain.

Masticator, Articulated (Poisonous Variant)

VARIANT: The Poisonous Articulated Masticator injects Class C poison (see page 206 of the GameMaster's Guide) into its victims when it successfully chomps down on them. Individual examples of this variant may have other classes of poison (see Table 13-4e on page 22 of the Monster Matrix). The Poisonous Articulated Masticator can deliver its poison up to three times in one 24-hour period.

DESCRIPTION: This creature appears as little more than a giant muscular mouth full of razor-sharp teeth. The rest of its body exists in the Ethereal Plane and does little beyond being a withered sack containing the creature's organs.

COMBAT/TACTICS: The creature senses heat and vibration and will chomp at anything in its path. On a to-hit roll that is four or more than the number needed to hit, or on a roll of a natural 20, the victim is caught in the jaws of an Articulated Masticator and may lose a limb (10%, roll randomly), a head (5%) or be bitten in half (1%). (This effect supercedes the critical hit table in the GMG.) Swallowed victims, or bits of victims, are digested on the Ethereal Plane. The creature must be killed in order to recover a victim's missing body parts.

HABITAT/SOCIETY: The Articulated Masticator seems capable of conversation and even singing, although it has no culture (or fashion sense) of its own. If satiated after devouring a victim, Masticators have been known to offer seemingly useful information to those who seek to communicate with them but it is usually misleading. If faced with a superior foe, the Articulated Masticator will bargain for its life with the treasure it keeps within its body on the Ethereal Plane.

ECOLOGY: Originally created by a demented race of magic-users to guard their labyrinths, the Articulated Masticator somehow managed to escape and multiply. They apparently reproduce through a melding of their auras on the Ethereal Plane.

Masticator, Poisonous Articulated

AKA: --

HACKFACTOR: 30

EP VALUE: 6,300

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (6'-10')

MOVEMENT: 6" Flying

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 4-16

SPECIAL ATTACKS: Swallowing, poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 14

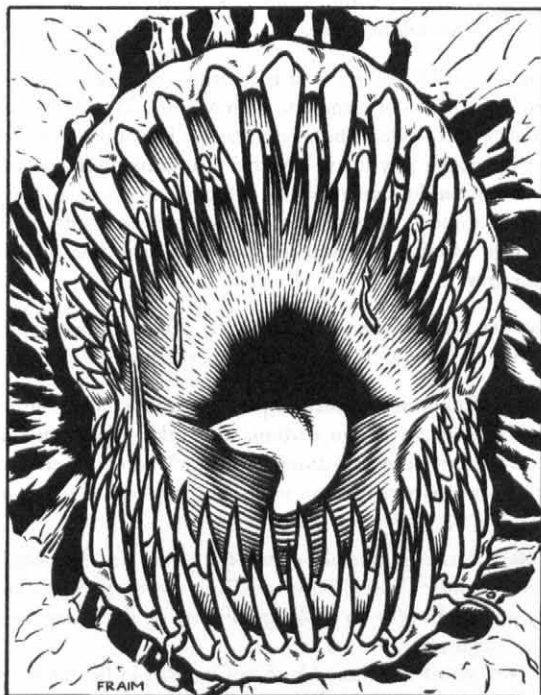
TOP: Yes

FF: 4



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Manticore, Womanticore — Gnarl-toothed Variant



Masticator, Articulated — Poisonous Variant

Forcing the entire body of an Articulated Masticator back onto the Prime Material plane causes it to become immobile and easy to kill (AC 10). Should an Articulated Masticator be killed, the body, along with any treasure contained within, can be pulled onto the Prime Material Plane by turning the monster inside out.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Bags of Holding, Bags of Devouring and other magic bags are made from the bodies of Articulated Masticators. Magic-users will pay upwards of 500 gp for an intact, undamaged body.

HIDE/TROPHY ITEMS: The creature's jawbones are worth between 20-120 gp to trophy collectors.

TREASURE: F

OTHER: Nil

Maulskuito (Dark Variant)

VARIANT: The Dark Maulskuito prefers to fight and eat without light. In dark conditions, it gains +2 on attack rolls and +1 on all saving throws. It also has infravision with a range of 60 feet.

DESCRIPTION: Maulskuitoes are giant, armored mosquitoes that have a unique tactic they use to acquire blood from their victims. Dark Maulskuitoes have dark green bodies, yellow eyes and transparent wings. They can retract their wings into their bodies in less than a melee round.

COMBAT/TACTICS: When a Maulskuito attacks, it retracts its wings and falls on its prey, hoping to knock it down. The damage is 1d6 divided by 3, plus a roll on the Punching and Wrestling Results Table 12E in the HackMaster Player's Handbook for temporary damage. On a roll of a natural 20, the victim is stunned for 1-4 rounds and the Maulskuito is free to feed. (This effect supercedes the critical hit table in the GMG.) Maulskuitoes bite and drain up to 20 hit points worth of blood from their victims before being sated. There is a 5% chance per point of damage above 10 that the Maulskuito will break off a blood drain and leave. Victims bitten must save vs. poison at +4 or contract a random blood disease.

Maulskuitoes have a spell-resistant exo-skeleton and they save at +4 vs. invocation and evocation spells (even Magic Missile). If the save is success-

ful, the spell bounces off the creature in some random direction. Spell casters that specifically target the wings can take down the creatures (by inflicting 20 points of damage), as the wings are not so protected.

HABITAT/SOCIETY:

Maulskuitoes live in swamps and marshlands. They tend to roam low-lying areas or near a source of still water. When they drop, these bloodthirsty insects attempt to push a victim down a hill or into the swamp. Some Maulskuitoes even use quicksand, pushing a victim in, drinking their blood and letting them sink out of sight.

ECOLOGY: Maulskuitoes spawn and grow in large amounts of stagnant water. They are capable of lifting smaller prey into the air, but almost never do so. Maulskuitoes expect no resistance when they attack and will continue to drink blood even when being attacked by other opponents.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The carapace of a Maulskuito can be used to make enchanted Bracers that operate as a Ring of Spell Turning. However, the wearer can take no other action other than lifting the Bracers to block the spell. These provide a basic AC of 8.

TREASURE: Nil

OTHER: Because of the usefulness of the Bracers, intact Maulskuitoes can be sold to magic-users for 500 gp per body.

Maulskuito, Dark

AKA: --

HACKFACTOR: 11

EP VALUE: 126

CLIMATE/TERRAIN: Swamp, Marsh

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: M (5' long)

MOVEMENT: 6", 18" Fly (C)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. ATTACKS: 1 or 1

DMG./ATTACK: Tackle or 1-4

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Magic resistant armor

MAGIC RESISTANCE: Standard

HIT DICE: 4

TOP: n/a

FF: n/a



Maulskuito — Dark Variant

Mimic, Tasty Beverage (Poisonous Variant)

VARIANT: Most Poisonous Tasty Beverage Mimics deliver Class O poison to their victims, though individual specimens may have other classes of poison (see Table 13-4e on page 22 of the Monster Matrix). The Poisonous Tasty Beverage Mimic can deliver its poison up to three times in one 24-hour period.

DESCRIPTION: Similar to Doppelgangers, Mimics usually copy inanimate objects. They can alter their pigmentation to match almost any material. It takes one round for the Mimic to make the alteration. In their natural state, Mimics are amorphous speckled gray blobs. Although Mimics can alter their dimensions, they cannot alter their mass.

Tasty Beverage Mimic: These Mimics copy only flowing liquids. In their natural state, they are quite fluid and will often pretend to be simply a murky puddle. The total volume of a single Tasty Beverage Mimic is approximately two pints.

COMBAT/TACTICS: Victims of Mimics get -4 on their surprise rolls. Mimics are immune to acid, molds, Green Slime and puddings. When a victim touches the Mimic, it lashes out with a pseudopod and begins secreting a glue that holds the victim fast. Alcohol can weaken the glue in three rounds or the victim can make a bend bars/lift gates roll to break free. The glue dissolves five rounds after the Mimic dies and the Mimic can unstick the glue at any time.

Tasty Beverage Mimic: These Mimics bide their time and slip into bottles of wine, potion flasks or mugs. They can instantly copy the taste and smell of any liquid. The victim will think that the beverage is the tastiest drink he has

Mimic, Poisonous Tasty Beverage

AKA: Drink of Doom

HACKFACTOR: 3

EP VALUE: 127

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: S

MOVEMENT: 3", 6" Swim

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 9

NO. ATTACKS: 1

DMG./ATTACK: 1-4

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 1

TOP: n/a

FF: n/a

ever had. Once imbibed, the Mimic attacks the victim's esophagus and attempts to bite through to the heart.

The quickest way to kill the pest is to drink volumes of a boiling liquid, which causes 1-6 points of damage to both Mimic and host per round. This strategy is 50% likely to leave burns that cause a loss of one to three points of Comeliness. Another way to kill a Mimic is to drink deadly poison, but the imbibor must also make a saving throw. Once dead, a normal Tasty Beverage Mimic can be vomited or swallowed with no further ill effects. Poisonous Tasty Beverage Mimics, however, still deliver a final dose of poison from "beyond the grave".

HABITAT/SOCIETY: Mimics have no society and are primarily interested in survival. Mimics have no interest in religion, ethics or politics.

ECOLOGY: Mimics were created to protect treasure. The consumption of one or two humans can sustain a Mimic for weeks. They reproduce by fission and take several years to mature. A Mimic's skin is covered with thousands of tiny optic sensors that can sense light and heat in a 90-foot radius.

YIELD:

MEDICINAL: Certain internal organs of a Mimic are considered tasty delicacies in some cultures. Poisonous Tasty Beverage Mimic must be carefully prepared (-60% to cooking skill) or else those who eat it will suffer the effects of its poison.

SPELL COMPONENTS: Mimic blood can be used in lieu of other spell components for a Polymorph Other spell that inflicts a -1 saving throw modifier on targets.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Mimic ichor can be used for Potions of Polymorph Self and the glue and solvent sacs can be sold to alchemists at 50 gp per Mimic. Some of the Mimic's internal organs can be used to make perfumes.

Minotox (Shadow Variant)

VARIANT: The Shadow Minotox draws power from the Demi-Plane of Shadow. It can hide in shadows with 90% effectiveness. Its shadowy touch deals an additional 2-5 points of damage with every successful attack. However, it intensely dislikes bright light, suffering a -5 penalty to morale, -2 to every attack and damage roll, and -2 to all saving throws when subjected to illumination equivalent to bright daylight.

DESCRIPTION: Minotoxen are humanoids with the heavy-set heads of oxen. Wider and more muscular than Minotaurs, Minotoxen have smooth gray or brown hides, often with patches of white. Their wide, sweeping gray horns taper to polished ebony tips.

Minotox, Shadow

AKA: Oxenaur, Ox Men

HACKFACTOR: 14

EP VALUE: 2,220

CLIMATE/TERRAIN: Temperate/ Subtropical
Maze

FREQUENCY: Very Rare

ORGANIZATION: Clan

ACTIVITY CYCLE: Night

DIET: Scavenger

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-6

SIZE: L (8'+ tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. ATTACKS: 2 or 1

DMG./ATTACK: 3-12+3/3-12+3 or by wpn

SPECIAL ATTACKS: Charge, shadowy touch

SPECIAL DEFENSES: +1 to surprise rolls,
hide in shadows

MAGIC RESISTANCE: Standard

HIT DICE: 9+4

TOP: Yes

FF: 10



Mimic, Tasty Beverage — Poisonous Variant



Minotox — Shadow Variant

They often pierce their broad noses and large ears with massive brass rings to display their resistance to pain. They carry brutal melee weapons and wear chain mail loincloths. When an adult Minotox is angered (which is more often than not) puffs of steam shoot from its nostrils.

COMBAT/TACTICS: Minotoxen have an effective Strength of 20 and get +3 to-hit and +8 to damage with their melee weapon of choice. They prefer large, blunt melee weapons such as maces, hammers and clubs, though they also like to pummel victims with their powerful fists (2-8+2/2-8+2). Minotoxen enjoy charging their opponents at full steam and ramming them for 2-20 points of damage. Victims struck with a natural 20 will be thrown a like number of feet, in addition to any critical hit damage as shown on the tables in the GMG.

HABITAT/SOCIETY: Most Minotoxen live in mazes much as most Minotaurs do, but unlike their cousins they are easily confused by the many twists and turns. Minotoxen are easily duped by sleight of hand. Such tricks infuriate them, inciting an immediate attack. Minotoxen will attack magic-users in favor of other targets, but are only 10% likely to identify a magic-user who has not visibly cast a spell.

ECOLOGY: Minotoxen are actually Minotaurs that have chosen a strict life of celibacy. Having left the Minotaur clans, Minotoxen live an active, rigorous lifestyle in the most dangerous dungeons they can find. They believe (incorrectly) that this celibate, combative lifestyle brings them closer to the demon Taur'Raad and that the demon grants them their great prowess in combat. In fact, their unusual strength comes from their strenuous training and other pent-up energies.

If a Minotox sees the demon Taur'Raad appear before him, that individual loses all bonuses normally gained in melee due to Strength for the remainder of that combat. The Minotox in question must also make a morale check at -4 or flee for 1-12 rounds.

YIELD:

MEDICINAL: Minotox horn is prized as an aphrodisiac, but actually has the reverse effect upon the user.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Minotox horns are highly prized as drinking horns and carriage decorations for the wealthy. The horns can be sold for 1,200 gp per pair.

TREASURE: C

OTHER: Minotox hearts can be used in Potions of Super-Heroism.

Moose, War (Subterranean Variant)

VARIANT: The Subterranean War Moose appears paler than its surface counterpart. It has the underground survival skill at 85%, infravision out to 30 feet, and can move silently in subterranean environments with a 50% chance of success. Those Subterranean War Moose who can fly are frequently frustrated, but can seek large airy caverns in which to exercise the ability.

DESCRIPTION: All War Moose are specially trained war steeds popular with certain cultures. They will, at minimum, be fitted with leather barding and spiked metal reinforcements on their antlers. 7% of all War Moose are capable of limited flight at a rate of 18" (maneuverability class D). These Moose prefer to move at 2" when walking, though they can walk faster.

COMBAT/TACTICS: A War Moose is a slow but effective combat steed. Without any provocation whatsoever, a War Moose will bite anyone standing near it for 1-

Moose, Subterranean War

AKA: Antlers of War

HACKFACTOR: 3

EP VALUE: 179

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: L (5' tall at shoulder)

MOVEMENT: 8"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 8

NO. ATTACKS: 2 or 1

DMG./ATTACK: 1-8/1-8 or 1-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+4

TO P: Yes

FF: 9



Moose, War — Subterranean Variant

12 points of damage. They seem to particularly dislike females. Once enraged, they can gore an opponent twice with their antlers for 1-8 points of damage each. The call of an angry War Moose causes all creatures of less than one Hit Die to make a morale check or become confused for one to two rounds. War Moose get +1 to saving throws versus cold-based attacks.

HABITAT/SOCIETY: A War Moose lives and survives in the same manner as any normal moose, except that it is a highly pampered and battle-hardened creature of war. They are extremely loyal to their caretakers and are smart enough to find their way home across great distances to return to their master's stable.

ECOLOGY: These expensive animals are bred to be tough fighters and have a minimum of four hit points per Hit Die. Most encounters with Subterranean War Moose are with animals that have either escaped their handlers or were born to other escaped Subterranean War Moose.

Maximum encumbrance in pounds at:

Full Speed	Half Speed	One-third Speed	Zero Speed
220	360	480	560

YIELD:

MEDICINAL: War Moose are edible in times of great hardship.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Morgue Prowler (Southpaw Variant)

VARIANT: The Southpaw Morgue Prowler is a very left-handed version of the standard type. It gains +1 on all attack and damage rolls with its left arm, but -1 to-hit and -1 to damage when forced to use its right arm. When using both arms (as with a two-handed weapon), these modifiers cancel out to +0/+0. Southpaw Morgue Prowlers prefer to fight left-handed opponents when possible.

DESCRIPTION: Morgue Prowlers are a feared form of undead whose affliction only affects gnomes. These creatures resemble gnomes, though they are smaller with large mouths and razor sharp teeth. They shun sunlight.

COMBAT/TACTICS: Morgue Prowlers attack with their tiny claws (1d4-2/1d4-2) and their vicious bite (1-12). On a roll of a 19 or 20, the bite removes a limb (1-2 hand, 3-4 foot). Should the Morgue Prowler bite a gnome, the victim will be infected with the Morgue Prowler's condition. Over the next 24 hours, he will feel an urge to consume human or demi-human carrion and over the next 1-6 days, the victim becomes a Morgue Prowler.

Morgue Prowler, Southpaw

AKA: Body Snatcher

HACKFACTOR: 34 (plus 5 per level above 7th)

EP VALUE: 1400 (plus 600 per level above 7th)

CLIMATE/TERRAIN: Any dark

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carrion

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: 5 (2' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 2

NO. ATTACKS: 3

DMG./ATTACK: 1d4-1/1d4-3/1-12

SPECIAL ATTACKS: Razor chomp

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 7+2

TOP: n/a

FF: n/a



Morgue Prowler — Southpaw Variant

If a Morgue Prowler receives a Holy Word spell within 24 hours of consuming human or demi-human carrion, followed by an Atonement or a Dispel Evil spell, he is cured. His alignment then becomes good, regardless of what his alignment was before he became a Morgue Prowler.

Morgue Prowlers can regenerate missing limbs and all their hit points by consuming a corpse that has been dead for up to ten days. They have the ability to Polymorph themselves into a burrowing animal or a normal gnome at will. Normal burrowing animals will have nothing to do with a Morgue Prowler in any form and avoid its territory.

HABITAT/SOCIETY: Morgue Prowlers are whispered about in gnomish society, for they are greatly feared. It is said that if one tells a gnomish pun to a Morgue Prowler, it will drive it away for one to six rounds (this is true). If someone invites a Morgue Prowler into his home, that person is powerless against it.

Morgue Prowlers usually make their lairs in old crypts, abandoned ruins and graveyards. They often venture into cities, as the corpses they consume must be relatively fresh. Morgue Prowlers cannot eat cooked meat and will spit out any such flesh they bite.

ECOLOGY: Like Vampires, Morgue Prowlers take damage from sunlight (1-6 points of damage per round) and holy water (2-12 points of damage per vial). The statistics above are a minimum for a Morgue Prowler. If the gnome is higher than 7th level or can cast spells, he retains his abilities after death. Morgue Prowlers cannot enter homes where the hearth is burning, unless they are invited. Certain Morgue Prowlers become southpaws upon becoming infected, they need not be left-handed beforehand.

Like all undead, they are immune to Charm, Sleep and Hold spells. Morgue Prowlers are turned as Vampires.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: E, Z

OTHER: Nil

Mugglawump (Stench Variant)

VARIANT: The Stench Mugglawump emits a repellent odor noticeable at 20 feet. Within 10 feet, this stench forces creatures to save versus poison or suffer a vicious attack of nausea. These victims are unable to attack, cast spells or use special abilities while within 10 feet of the Stench Mugglawump and for 1d4+1 rounds after leaving it. Even those who succeed at the saving throw must check again every three rounds.

DESCRIPTION: Mugglawumps are rotting heaps of swamp vegetation that have gained sentience and mobility through an unknown evolutionary process. They appear as piles about five feet in diameter with three vines that they use to grab prey. These creatures are just as at home on land as they are in the water.

COMBAT/TACTICS: Stench Mugglawumps use their natural camouflage to blend in with the swamp (85% chance of success). They surprise opponents 6 in 10 times, even those who resist their stench. The Mugglawumps will leap upon opponents that are three feet tall or smaller, preferring to attack those brought down by its putrid odor. On a successful hit, the victim is caught under the root system and cannot breathe. Victims will at first be thankful for

Mugglawump, Stench

AKA: Stinky Swamp Thump

HACKFACTOR: 10

EP VALUE: 458

CLIMATE/TERRAIN: Swamp

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (5' around)

MOVEMENT: 6", 6" Swim

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 7

NO. ATTACKS: 1 or 3

DMG./ATTACK: Suffocation or 1-4/1-4/1-4

SPECIAL ATTACKS: See description

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: n/a

FF: n/a

the slight reduction in stench, but will suffocate in a number of rounds equal to their Constitution divided by three, unless freed. (Victims can make a bend bars/lift gates roll at half normal chances to escape.) The Mugglawump can position itself on higher ground to accommodate taller targets.

If it cannot leap upon an opponent, it will attempt to strangle the victim with its three vines. After the first hit, damage is automatic each round until the Mugglawump (or the victim) is dead, unless the victim makes a bend bars/lift gates roll or the vine takes seven points of damage or more, severing it.

HABITAT/SOCIETY: Mugglawumps live in swamps by suffocating animals and consuming their remains. The creature hunts in the same region for years. Mugglawumps do not understand the value of treasure, but may accumulate some from their victims incidentally.

ECOLOGY: Sages believe that Mugglawumps are actually Shambling Mounds in their prepubescent stage. Spells that affect Shambling Mounds also affect Mugglawumps. Bullywugs call Mugglawumps the "Swamp Gawds" and sometimes offer them sacrifices in order to convince them to stay away from their villages. Mugglawumps fed in this manner will not molest the Bullywugs unless the sacrifices are late.

YIELD:

MEDICINAL: Mugglawumps make great compost for gardens.

SPELL COMPONENTS: The brain of a Mugglawump can be used in lieu of other material components for a Charm Plants spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Nil

Nefarian: An Introduction

Nefarians (alternatively nefarions) are a special class of monster that, in general, are more closely related to the gawds, demi-gawds and their servitors. They are covered in the Hacklopedia (as opposed to the upcoming supplement on gawds and demi-gawds) because unlike the gawds, nefarians have no qualms about meddling in the day-to-day affairs of the world of the living and thus are far more likely to be encountered by player characters. Nefarians include all those creatures that are native to the lower planes of Hell, Gehennah, Hades, Tartarus and the Abyss. This group includes all devils, daemons, demons and any other creature that is born or created there.

DAEMONS, DEMONS, DEVILS

The lower planes (henceforward referred to as the nefarian realms) are places where the evil suffer grievous and eternal punishment while beings of immense power vie for control. There are essentially three major factions attempting to control the Realms; the daemons, who are neutral evil, the demons, who are chaotic evil and the devils, who are lawful evil.

Nefarian: Demon

Chaotic evil means only the strong rule. Thus, on the lower planes the most powerful demons are the ones who throw the most weight around. They are also the most likely to turn on their own minions, destroying them as an example to the rest. Demons are anything but subtle. As far as appearance goes, no two demons ever look alike – even the numbered demons always differ from one each other.

True Demon Princes, Dukes or Lords have a special item, unique only to them – a Demon Amulet. The amulet contains the "soul" of the demon and with it the demon may cast Magic Jar once per day. Should the amulet fall into the hands of a PC, he can control the demon for 24 hours. If the amulet is destroyed, the PC banishes the demon to its home plane for a year, where it will plot the PC's demise. If, however, the PC rewards the demon for services rendered, it may (reaction check at -4) depart peacefully taking its



Mugglawump — Stench Variant

amulet with it. Anyone holding a demon's amulet is immediately attacked by any demon within a one mile radius.

Demons never willingly serve anyone or anything, so are constantly thinking of ways to slay captors and masters. Even if a demon takes a liking to someone it serves, it is likely to kidnap that person and take him back to its home plane as a favored slave.

Demons have the following abilities and immunities: Infravision, Darkness, Teleport Without Error and Gate (specifics on each demon will vary). They take half damage from electricity, fire and gas. A demon takes no damage from silver weapons unless it can be struck by non-magical weapons. Though native to the Abyss, Demons can roam Tartarus, Hades, PanDemonium, the Astral and Ethereal Planes at will, but must be summoned, Gated or Teleported anywhere else.

All demons have a special form of telepathy allowing them to understand any intelligent communication or obscenity. Likewise, any demon with average Intelligence or above can talk. Unless otherwise noted, demons with 6 Hit Dice or more have an 18/66 Strength, those with under 6 Hit Dice have 16/66 Strength.

A thaumaturgic circle keeps out Demon Types I through V, but a special pentacle is required for Types VI and higher. Demons will not tread upon sacred (good-aligned) ground. With the exception of unique demons, these fiends can be Turned (as per rules in the PHB). Demons are repelled by holy (good) relics and artifacts as per Ward Off Evil. Any fighter, magic-user or other non-cleric can present a holy symbol to a demon, which produces a hearty chuckle and very likely fatal consequences.

Demon Hierarchy: Titles sate the egos of demons (at least for a time) and they tend to have many. Of course, due to their poor organizational skills and lack of actual reverence for such titles, the names are used with impunity and can be misleading. Additionally, the demon hierarchy is constantly changing due to coups, personal combat, ambushes and other violence. What follows is a sample of detailed descriptions of known demons, listed alphabetically in two divisions: Demon Royalty followed by Demon Minions.

Nefarian: Demon Royalty: Arch Demon Kaleb

DESCRIPTION: Arch Demon Kaleb is a monstrous biped 12 feet tall. His skin is a deep red, his hair is pitch black and his body ripples with muscle. Kaleb enjoys collecting magic items of immense power and only the finest magic will do. He has an Imp named Penster (see Imp, Penster - HOB p125) chained to his ear. In combat, Kaleb wields a Flaming Sword of Soul Devouring and, to enhance the sword's power, he wears the Scabbard of the Ages (See GMG).

COMBAT/TACTICS: When not using his sword, Kaleb uses his Dirty Fighting skill. He is never without his +5 Boots of Groin Kicking.

In combat, he prefers to wield his Flaming Sword of Soul Devouring. One touch in combat and the victim cannot be Raised in any way. The sword is chaotic evil, speaks six languages, and functions as a Flame Tongue. Because Kaleb also has the Scabbard of the Ages, the sword gets two additional languages. The sword drains two levels (as per a Vampire's Energy Drain) and allows the wielder Regeneration once per day, plus once for any attack roll of a natural 20 (in addition to other critical effects). Because of Kaleb's Strength, the sword inflicts an additional +7 points of damage.

Kaleb has the following powers usable, as a 12th level caster, at will: Detect Magic, Legend Lore, Identify, Pyrotechnics, Fireball (3 times per day), Flame Blade, Fireball Maximus (once per day), Proximity Fused Fireball (3 times per week) and Wall of Fire (twice per day). Kaleb can Gate in 1-4 Predator Demons (60% chance of success).

HABITAT/SOCIETY: Kaleb is well-respected amongst the demons and is known for ritually disemboweling victims. As a trophy, he keeps a necklace of ears from those he has slain in personal combat. Kaleb dislikes daemons intensely and would like to see them wiped out. He is personal friends with the devil De'Yin Vay and may come to his aid during times of war if it does not conflict with any of the demons' agendas. Kaleb admires the hunting skills of Predator Demons and employs them in his armies.

Currently, Kaleb's forces are in a recruitment mode. He is more than willing to make generous deals on the Prime Material Plane to bolster his ranks. Kaleb is attempting to make allies with the Ape Gawd, but the Ape Gawd wants nothing to do with the demon.

ECOLOGY: Kaleb may have been the soul of an ancient and wily barbarian king that walked Garweeze Wurd 50,000 years ago. He especially enjoys the worship of barbarians and other savages. Most of his forays onto the Prime Material Plane are in remote regions where only primitive cultures exist.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Hx50 - Kaleb's treasure hoard is vast and contains many magic items. He often uses them to barter for souls.

OTHER: It is said that Kaleb's bones can be used to create a relic or artifact of great power, especially one that could Detect Magic at great distances and Identify magic items or distinguish between magic that is "normal" or "relic/artifact" level.

Arch Demon Kaleb

AKA: Kaleb the Brutal

TITLES: Arch Demon

HACKFACTOR: 113

EP VALUE: 35,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exceptional (15)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (12' tall)

MOVEMENT: 12", 15" Fly (C)

PSIONIC ABILITY: 270

ATT./DEF. MODES: All/All

MORALE: Fearless (19)

ARMOR CLASS: -3

NO. ATTACKS: 2 or 3

DMG./ATTACK: By weapon/3-10 or 3-10/3-10/3-8

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: 70%

HIT DICE: 153 hit points (16 HD)

TOP: Yes

FF: n/a



The Nefarian, Arch Demon Kaleb — Unique, No Variant

Nefarian: Demon Minion: Loogey Spit Demon (Mottled Variant)

VARIANT: The Mottled Loogey Spit Demon has a mottled skin of many-colors. On the lower planes, this coloration serves as camouflage, allowing the creature to go unseen (if not unheard, due to its tendency to babble) 65% of the time. Within 10 feet, it only goes unseen 15% of the time.

DESCRIPTION: Among the minor inhabitants of the Abyss, few are more annoying than the Loogey Spit Demon. This tiny wretch has talons too big for its body, a mouth full of fangs, no nose and no eyes. The standard variety appears in a number of shades of red, while the mottled variant appears in a base of red with numerous other colors mottling its hide. The Loogey Spit Demon always babbles loudly, so other members of the pack will know its location.

Loogey Spit Demon, Mottled

AKA: Sinus Invaders
TITLE: Minor Demon
HACKFACTOR: 14
EP VALUE: 1,003
CLIMATE/TERRAIN: Abyss
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-5 or 4-16
SIZE: S (3' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 0
NO. ATTACKS: 3
DMG./ATTACK: 1-4/1-4/1-6
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: 25%
HIT DICE: 5+5
TOP: Yes
FF: n/a

COMBAT/TACTICS: Loogey Spit Demons can sense targets and suffer no penalties to-hit due to blindness. They concentrate all their attacks on a victim's face (at only -2 to-hit). On any natural to-hit roll of 18 or 19, it strikes the sinus cavity, causing the victim painful damage. There is a percentage chance equal to the damage that the victim will lose his sense of smell and double that chance that he will develop a sinus infection. On a natural roll of 20, the damage is done to the eyes. In this case, there is a percentage chance of the character going blind equal to the damage inflicted. (This effect supersedes the critical hit table in the GMG.)

Loogey Spit Demons attack a character wearing a great helm at -8 to-hit. The GM must judge other to-hit penalties depending on the degree of head and eye protection. When unable to reach an opponent, Loogey Spit Demons hurl globules of saliva at opponents to annoy them. If two or more demons hit a victim's face, the victim gets -2 to-hit for three rounds unless he forgoes one attack to wipe his face.

HABITAT/SOCIETY: Loogey Spit Demons are the equivalent of vermin in the Abyss. They can be encountered almost anywhere in the Abyss. A Loogey Spit Demon that successfully removes the eyes and nose of a victim will place them on his own face. These items meld with the demon's face and give him the ability to see and smell for 24 hours. During that time, if the demon acquires even one soul, he can be promoted to a Predator Demon, though he will still be mottled.

ECOLOGY: Created from the souls of chaotic evil wretches who could not appreciate any sort of goodness, Loogey Spit Demons run in packs and endlessly babble. They are like lemmings, as the lead Loogey Spit Demon will sometimes lead others over a cliff or into the maw of a giant fiend. Larger daemons and demons sometimes allow adventurers into their lairs just to serve as exterminators (if the adventurers get too far, more significant minions will be sent to deal with them).

Summoned Loogey Spit Demons can be forced to perform services. Should a Loogey Spit Demon successfully kill anyone on the Prime Material

Plane, it is instantly transported back to the Abyss with that person's soul. The victim's soul can be rescued by re-summoning the Loogey Spit Demon or Raising the victim within 24 hours.

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Nefarian: Demon Minion: Mangy Demon (Muck Variant)

VARIANT: Mangy Muck Demons are even sloppier than standard Mangy Demons. Many higher-ranking demons have wondered repeatedly (and loudly) how these creatures find so much filth even in barren, burning plains common to the nether realms.

In any case, the Mangy Muck Demon is immune to all gas attacks, has +1 to all saving throws against fire or heat-related effects, and reduces the damage from any heat or fire source by one point per die, after it is halved for its standard demonic resistance, of course (minimum one per die). Mangy Muck Demons have a 90% chance to avoid any disease, but all such demons carry a disease with which they can infect characters (see the GMG pages 22-27 to determine the specific type of disease).

In light brighter than mere torchlight, the Mangy Muck Demon suffers a -4 penalty to morale and -2 to all attack, damage and saving throw rolls. It is also dumber than the standard Mangy Demon.

DESCRIPTION: Wandering the lower planes in search of soul power and high-ranking demons to serve are the pathetic Mangy Demons. They are disheveled creatures with filthy matted hair, poorly trimmed claws and ragged clothes. 25% of all Mangy Demons carry a crude handmade sign, written in their own blood, that reads: "Will Work For Souls". Mangy Muck Demon's signs are covered in so much muck that they are illegible 50% of the time, however.

COMBAT/TACTICS: Mangy Demons attack with their claws and their bite. Very rarely, they wield some sort of weapon (20% chance), but it is likely to be taken away by the first larger demon that comes across the creature. Mangy Demons frequently attempt to join both sides during any nefarian war, but the more powerful Demon Lords and Princes rarely acknowledge their presence.

Mangy Demons have only the following powers, usable as 4th level casters at will (unless otherwise noted): Darkness 5' Radius, Detect Magic and Fear (each 3 times per day).

Mangy Muck Demon

AKA: Beggar Fiends
TITLE: The Lost Ones
HACKFACTOR: 7
EP VALUE: 535
CLIMATE/TERRAIN: Lower Planes
FREQUENCY: Common
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-20
SIZE: M (4'-6' tall)
MOVEMENT: 15"
PSIONIC ABILITY: 80
ATT./DEF. MODES: A/F
MORALE: Timid (6)
ARMOR CLASS: 2
NO. ATTACKS: 3
DMG./ATTACK: 1-4/1-4/1-6
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: 25%
HIT DICE: 4
TOP: Yes
FF: n/a



Nefarian, Mangy Demon — Muck Variant

HABITAT/SOCIETY: Mangy Demons are not welcome in any of the lower planes but do not have the power to leave. Their horribly weak and pitiful forms offend the sensibilities of all high-ranking demons. Even the most minor demon will go out of its way just to slap down a Mangy Demon and take whatever treasure he happens to be clutching.

ECOLOGY: Created from the souls of evil beggars, these demons are the absolute lowest rung on the ladder ranking all nefarians. If summoned, these demons are anxious to serve but offer little of value to PCs. Some Mangy Demons have been accidentally set loose upon the Prime Material Plane — these sad creatures often simply return to their old haunts to beg for change.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The blood of a Mangy Demon is perfect for making ink to inscribe a Cursed Scroll, but writing made with a Mangy Muck Demon's blood will be sloppy, rendering the scroll useless 10% of the time.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Nefarian: Demon Minion: Type XI Demon

DESCRIPTION: This grotesquely bloated demon has a leering, humanoid face with enormous, jewel-like eyes. Wherever he walks, all water within ten feet evaporates. Some cultures worship this demon as a fire gawd.

COMBAT/TACTICS: The Type XI Demon known as Pagnyr'Parkus claws with each hand for 1-8 points of damage and bites for 1-12. His touch causes withering (as the staff) and his bite causes the same rotting disease that Mummies spread. He is always followed by a procession of 2-12 Mummies who take no damage from fire unless it is magical. All potions brought within ten feet of a Type XI Demon must save vs. spell or be destroyed.

The demon can use the following powers, as an 18th level caster, at will: Darkness 20' Radius, Fear (as wand), Detect Magic, Read Magic, Read Languages, Detect Invisibility, Clairvoyance, Clairaudience, Dispel Magic, ESP, Suggestion, Project Image, Telekinesis (800 pounds), Symbol of Fear, Death, Discord, Sleep or Stunning. He can also Gate in a Type I through X Demon (95% chance of success, roll 1d10 for random type).

HABITAT/SOCIETY:

Pagnyr'Parkus has been building his power base in the lower planes for quite some time. He seeks to create an alliance to topple Asmodeus, as he is jealous of the devil's power and influence. So far his suggestions have been met with mixed reactions.

Pagnyr'Parkus was once allied with Skullsplitter and the two some still have a non-violent, if uneasy, relationship. His current plot involves increasing his followers' power until they are able to summon him to the Prime Material Plane permanently.

ECOLOGY: Legends say that Pagnyr'Parkus may have been a Mummy or a necromancer in his former life, but the truth remains unknown. His temples are a tempting target for thieves and adventure-seekers, as they are always filled with precious relics, gems and tribute paid in all types of coin. These temples bring in a steady flow of sacrifices and he continues to grant his followers powers, especially over Mummies.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A x 5, E x 5, F x 5

OTHER: Nil

Type XI Demon

AKA: Pagnyr'Parkus

TITLE: Gawd of the Wastes

HACKFACTOR: 119

EP VALUE: 35,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Supra-Genius (19)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: H (17' tall)

MOVEMENT: 6"

PSIONIC ABILITY: 275

ATT./DEF. MODES: All/All

MORALE: Fanatic (20)

ARMOR CLASS: -5

NO. ATTACKS: 3

DMG./ATTACK: 1-12/1-8/1-8

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: +2 or better to hit

MAGIC RESISTANCE: 100%

HIT DICE: 120 hit points (18 Hit Dice)

TOP: Yes

FF: n/a



Nefarian, Type XI Demon — Unique, No Variant

Nefarian: Other: Frightmare (Crested Variant)

VARIANT: The Crested Frightmare has a spiny ridge topped with small feathers running from the middle of its forehead most of the length of its spine. The creature has an AC 1 against rear attacks. It also tends to be seen as a superior specimen by boring, standard Frightmares.

DESCRIPTION: Frightmares are nefarious horses with a bunch of tentacles where a natural horse's head should be. When at rest, the tentacles take the vague shape of a horse's head, but can split apart so that the eyestalks point in all directions. Their coats are red, black and brown and often covered with festering wounds.

COMBAT/TACTICS: The favored steed of demons, Frightmares attack with their razor-sharp front hooves for 2-12 points of damage each and bite with their mouth stalks for 1-8. Once per week, Frightmares can breathe a colorful cloud of mystic energy ten feet wide, 20 feet long and ten feet high. All those within the cloud must save versus spell or lose one experience level.

Anyone viewing a Frightmare for the first time must save versus spells or flee in panic for 2-12 rounds. Creatures of two Hit Dice or less automatically fail their saving throw the first time they see a Frightmare. Any strikes against the Horse Horror's head cause the stalks to separate. This halves the damage the steed takes, but the Frightmare attacks at -2 to-hit for the next two rounds. Anyone viewing this for the first time must save versus spells again or flee in panic for 1-6 rounds.

Frightmare, Crested**AKA:** Evil Equine, Satanic Steed**HACKFACTOR:** 42**EP VALUE:** 3636**CLIMATE/TERRAIN:** Any, lower planes**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Night**DIET:** Carnivore**INTELLIGENCE:** Semi (2-4)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 1**SIZE:** L (6' at shoulder)**MOVEMENT:** 24"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Foolhardy (16)**ARMOR CLASS:** 2**NO. ATTACKS:** 3**DMG./ATTACK:** 2-12/2-12/1-8**SPECIAL ATTACKS:** See text**SPECIAL DEFENSES:** See text**MAGIC RESISTANCE:** Nil**HIT DICE:** 7+3**TOP:** Yes**FF:** n/a

Nefarian, Frightmare — Crested Variant

HABITAT/SOCIETY: Frightmares travel in herds throughout the lower planes and can also travel through the Astral and Ethereal Planes. Demons use them as steeds because they enjoy their unabated viciousness. Most are ridden "wild" or untrained — it is difficult to break and train a Frightmare, and most demons lack the patience and discipline for such activities.

ECOLOGY: Like most nefarious creatures, Frightmares do not need to eat, breathe or sleep. They are immune to poisons, take no damage from fire and cannot be controlled or put to sleep by magic. A circle of cold iron or a line of iron shavings at a doorway keeps a Frightmare from crossing. A circle of Protection from Evil also keeps them at bay. Killing a Frightmare sends it back to the lower planes for ten years. It can only truly be killed on the lower planes.

Victims of the Frightmare's breath can regain their level by eating its heart. However, this makes the victim violently ill and he must make a system shock roll or fall into a coma for 2-12 weeks. A Cure All spell can bring the victim out of the coma.

YIELD:**MEDICINAL:** See text above.**SPELL COMPONENTS:** Frightmare tentacles can be used to cast an Energy Drain spell in lieu of other components.**HIDE/TROPHY ITEMS:** Frightmare hide can be tanned into leather that can accept powerful enchantment, from +1 to +8.**TREASURE:** Nil**OTHER:** Frightmare tentacles can be used to create a necklace that provides a 50% resistance to energy draining attacks.**Nefarian: Other: Hellephant (Dire Variant)**

VARIANT: Dire Hellephants are very, very angry. They are smarter than normal Hellephants and fully appreciate the myriad ways in which elephantine creatures have been oppressed over the years. This motivates them to an even stronger resolve (i.e. higher morale) than their elephant brothers and sisters. Each of its attacks deal 2 points of damage per die more than their standard cousins'.

Dire Hellephants actually have fangs in addition to their tusks, but these fangs are merely decorative. They are also just naturally tougher than normal Hellephants, with 3 Hit Dice more than their brethren. Still, Dire Hellephants feel that no one other than them should ever tease, insult or attack any elephantine creature.

DESCRIPTION: These monstrous creatures are as big as most castles. Hellephants are black with red eyes, with six-foot long adamantite tusks protruding lance-like from their heads. Hellephants are extremely nimble for their size. When flying they use their large ears to maneuver.

COMBAT/TACTICS: Hellephants prefer to swoop down and impale larger creatures, diving from the sky and ramming victims with both tusks for 24-54 (6d6+18) points of damage total, while they enjoy trampling smaller ones under their feet for 15-60 (5d10+10). Once per turn, Hellephants can spit

Hellephant, Dire**AKA:** Malevolent Mastodon**HACKFACTOR:** 98**EP VALUE:** 21,300**CLIMATE/TERRAIN:** Lower planes**FREQUENCY:** Very Rare**ORGANIZATION:** Herd**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Exceptional (15-16)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 2-8**SIZE:** G (40'+ at the shoulder)**MOVEMENT:** 20", 30" Fly (C)**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Resolved (18)**ARMOR CLASS:** 2**NO. ATTACKS:** 8**DMG./ATTACK:** See text**SPECIAL ATTACKS:** See text**SPECIAL DEFENSES:** See text**MAGIC RESISTANCE:** See text**HIT DICE:** 18+15**TOP:** Yes**FF:** n/a



Nefarian, Hellephant — Dire Variant

globes of a substance similar to Greek fire. This covers an area of 32 square feet and inflicts 11-18 (1d8+10) points of damage per round for 4-9 rounds.

The Hellephant can also attempt to pin opponents. Victims must save versus breath weapon to escape the plummeting mass or be violently flattened. This attack kills up to five Small or three Man-sized creatures, while dealing 15-48 (3d12+12) points of damage per round to larger creatures (and other Hellephants). They are masters of their domains and fear nothing short of a great wyrm dragon or Arch-Devil. When away from their herds, Hellephants attack anything in sight, including members of their own species (unless oppressors of elephant-kind are in sight).

Hellephants have extremely tough hides and are immune to all forms of normal and nefarious fire. Fire-related spells and effects do half normal damage (save for one quarter damage, if applicable). Hellephants are immune to Charm spells.

HABITAT/SOCIETY: Hellephants lair in the mountains of Hell, Acheron and Gehennah. In these lairs there is a 15% chance of finding 1-4 young Hellephants. Young Hellephants have only 50% statistics (HD, damage, etc.) of adult Hellephants, but 100% of the foul temperament, something more than one adventurer has learned too late.

Hellephants roam the lower planes in herds that rarely grow larger than two males, two females and four young. They travel single file, holding each other's tails with their trunks. Hellephants are only found outside the lower planes as battle mounts for powerful nefarians.

ECOLOGY: Hellephants, especially Dire Hellephants cannot be tamed, but will serve as mounts to sate their lust for killing. Huge wars fought throughout the lower planes keep the Hellephant population in check, but their great value in battle and inherent orneriness prevents their extinction. Contrary to a popular nefarian rumor, Hellephants cannot be killed by feeding them blessed peanuts.

YIELD:

MEDICINAL: Unknown

SPELL COMPONENTS: Using Hellephant feces (as a replacement for bat guano) in Fireball spells increases the damage by 1d4 per level of the caster, but doubles the casting time to 6 segments.

HIDE/TROPHY ITEMS: Using Hellephant hide in leather or hide armor gives it an automatic +2 to AC. The tusks make great lances (or hurdy-gurdy keys), though they will dissolve into nothingness within 48 hours unless kept in shade or darkness.

TREASURE: Nil

OTHER: Nil

Nefarian: Other: HellGoat (Lilliputian Variant)

VARIANT: The Lilliputian HellGoat is an odd beast, looking and acting exactly like a standard HellGoat, except that it is a Tiny creature, a mere 8-10 inches high at the shoulder. It has 13 fewer hit points than its standard kin. These things are still bad-tempered, however, and they can get into just about any space.

No one is certain how they came about, but they are sometimes given as mocking "gifts" (meant to insult the receiver) by higher-ranking demons to their underlings. Rumors of tiny demonic HellGoat herders remain unconfirmed.

DESCRIPTION: HellGoats always have black coats and nasty barbs on their horns. HellGoats are the herd animals of the lower planes and they make normal goats uneasy.

COMBAT/TACTICS: HellGoats can charge opponents for double damage at +3 to-hit (minimum 30 feet to build up momentum). They can also breathe fire for 1-12 points of damage (half if the victim successfully saves versus breath weapon) every three rounds. They browse in herds of 2-12 individuals and are known to be cunning and tricky.

HABITAT/SOCIETY: HellGoats are the bane of good shepherds everywhere. They hide themselves in herds of normal goats during the day, waiting for a

HellGoat, Lilliputian

AKA: Nefaric Herd Beast

HACKFACTOR: 1

EP VALUE: 225

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Evil Herd

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-12

SIZE: T

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 6

NO. ATTACKS: 1 or 1

DMG./ATTACK: 2-8 or 1-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: 50% fire
resistance

MAGIC RESISTANCE: Save as 6 Hit
Dice monster

HIT DICE: 2 (-11 hp)

TOP: Yes

FF: n/a



Nefarian, HellGoat — Size Variant (Lilliputian)

chance to make trouble. Their appearance frightens humanoids with less than 1 Hit Die (as a Fear spell, no save), so they are often sought as guards for evil temples.

ECOLOGY: HellGoats sometimes befriend PCs, then abuse their trust by eating useful items. Would-be shepherds should be careful, lest they wake up with half their armor and all their scrolls and potions eaten. Hags of all types like to raise HellGoats.

YIELD:

MEDICINAL: HellGoat meat is mortally poisonous to all but creatures of the lower planes.

SPELL COMPONENTS: It is believed that powdered HellGoat horn is perfect for Circles of Protection and Circles of Summoning.

HIDE/TROPHY ITEMS: HellGoat hide is excellent for enchantment, providing +1 to +3 protection.

TREASURE: Nil

OTHER: Nil

Nymph (Vengeful Variant)

VARIANT: Vengeful Nymphs have become quite bitter over past relationships, blaming men for all the woe in the world. They maintain a charade of alluring appeal, all the while trying to anger their victims in thousands of tiny ways (refusing a touch at the last second, begging a "strong hero" to take on a monster both know he can't defeat, nagging over every little detail of a trip, etc.).

They enjoy causing mischief and strife, and are so good at appearing surprised when actually attacked, that scholars are still unsure whether they honestly want or expect such reactions to their behavior, as most vengeful variants do. Enraged Vengeful Nymphs gain +2 on all attack rolls, +1 to each die of damage, have a Fanatic morale, are immune to fatigue and gain +4 on saves against trauma damage. Their rage (lasting 4d4 rounds) involves fierce screaming and complaining. Once they have exhausted all their attack spells and other options, they resort to scratching once per round with their long, sharp fingernails for 1 point of damage per successful strike. (If you feel the urge to ask if there's penetration damage, turn in your GM badge immediately.)

DESCRIPTION: A Nymph's beauty is beyond words. Nymphs are so alluring that one glimpse can blind or even kill a man. Most men seem not to care about the danger. Nymphs do not age and always look gorgeous. Many men and a few women have killed each other over Nymphs.

COMBAT/TACTICS: Most Nymphs flee if confronted with violence, but Vengeful Nymphs actually find it intriguing. They like to plot vengeance against the most violent characters in a group. Nymphs can employ spells as 7th level druids and can cast Dimension Door once per day as 7th level magic-users. Those viewing a Nymph without her prior permission must save versus spells or be blinded (as per the 2nd level magic-user spell). If the

Nymph, Vengeful

AKA: Woodland Looker

HACKFACTOR: 12

EP VALUE: 1,470

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Nil

INTELLIGENCE: Exceptional (16)

ALIGNMENT: Neutral (good)

NO. APPEARING: 1-4

SIZE: M (4' to 6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. ATTACKS: 1

DMG./ATTACK: 1

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Extreme beauty, spells, Dimension Door

MAGIC RESISTANCE: 50%

HIT DICE: 3

TOP: Yes

FF: n/a



Nymph — Vengeful Variant

Nymph is nude or disrobes, an onlooker must save versus death or die immediately. The smile on the face of one of these corpses cannot be removed by any means short of a Wish spell.

HABITAT/SOCIETY: Nymphs are the physical embodiment of the beauty of nature and are always encountered near nature's wonders. They are normally solitary, but it is rumored that every few years a group of them gets together to gossip and seek out a handsome bard or two to play the latest tunes for them. Animals never attack Nymphs; instead, they run to a Nymph's side to be petted and caressed.

Even if a good-aligned individual warns of his approach, the Vengeful Nymph is only 2% likely to be friendly to that creature. Vengeful Nymphs are still, at first, favorably inclined toward human males with an 18 or higher Comeliness (90% chance). A Vengeful Nymph's treasure hoard consists mostly of gifts from lovesick men and former victims.

ECOLOGY: Nymphs are friends to nature and enjoy healing sick animals and plants. They live much longer than most humans and demi-humans and are extremely knowledgeable about the regions in which they live. Any man who kisses a Nymph forgets all painful and troubling memories for 24 hours. Any woman who kisses a Nymph has a 90% chance of boosting the morale of male onlookers by four points (20%) for 2-12 turns.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Q (individual); Qx10, X (in lair)

OTHER: A lock of Nymph hair sewn into a garment increases the wearer's Charisma and Comeliness by one point each. The tears of a Nymph can be used in a Philter of Love. If a woman bathes in a Nymph's pool, her Comeliness increases by two until she bathes elsewhere. (10-40% chance the increase is permanent, but she can gain no further benefit from bathing in that Nymph's pool again.)

Ocean Camel (Elder Variant)

VARIANT: The Elder Ocean Camel fears nothing, having all the ancient wisdom and power of a gigantic camel. It has 50% more Hit Dice than a standard Ocean Camel, is considerably more intelligent, averages 13% larger in size, and has twice the life span of a standard Ocean Camel. The Elder variant also has infravision to 30 feet. Any saving throw made against an attack by an Elder Ocean Camel is made with a -4 penalty. It has traditional magic resistance, in addition to ignoring any spell damage that totals less than 10 points of damage (in one attack). Even when it does suffer damage, the Elder Ocean Camel regenerates 1 hit point per round (except for fire or acid damage).

Elder Ocean Camels often complain that today's standard Ocean Camels are too loud and too hasty.

DESCRIPTION: The Ocean Camel is an immense creature that swims the ocean depths feeding on giant kelp and other gargantuan plants. It resembles a normal camel, except for its size and the fact that it is always sopping wet.

COMBAT/TACTICS: Ocean Camels are not aggressive, but their massive bulk and unintentional results of their surfacing may provoke an attack. If this happens, the creature can spit up to 1,000 yards away for 1-20 points of damage.

Ocean Camel, Elder

AKA: Venerable Doomedary

HACKFACTOR: 586

EP VALUE: 163,125

CLIMATE/TERRAIN: Deep salt water

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Average to Very (9-11)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (565' + long)

MOVEMENT: 18" Swim

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 6

NO. ATTACKS: 1 or 1

DMG./ATTACK: 1-20 or see text

SPECIAL ATTACKS: Spit globule, surfacing

SPECIAL DEFENSES: Damage ignorance, regeneration

MAGIC RESISTANCE: 5% + see text

HIT DICE: 150

TOP: Yes

FF: n/a



Ocean Camel — Elder Variant

Anyone within a 50-foot radius of the spit globule will be affected. Victims will be blinded for 2-12 rounds and must make a saving throw versus death or be swept off their feet for 1-100 feet, smacking against other objects for more damage (1 point for every 5 feet) or being swept into the sea.

When an Ocean Camel surfaces, its wake reaches the shore like a tidal wave. Any ship within a one-mile radius is capsized unless the captain succeeds at a navigation skill check by 30 or more and makes a successful Charisma check. When an Ocean Camel surfaces near shore, towns are flooded, houses knocked down and people are swept into the sea for up to ten miles.

Ocean Camels love to eat ships, as they consider large quantities of soggy wood a delicacy. Their enormous bite inflicts 2-12 points of structural damage to a ship per bite.

This creature is so massive that unless a spell or attack does 10 points of damage, it will be ignored (ie. it takes no damage). Bright lights and fire-based attacks force the Ocean Camel to make a morale check at -4. A Speak with Monsters spell will not function on Ocean Camels unless the caster is at least 20 feet tall.

HABITAT/SOCIETY: Once a year, the Ocean Camels surface to fill their humps with air. There is a 30% chance one will surface near the coast and unknowingly wreak havoc. Druids who have spoken with Ocean Camels report that they mean no harm, but most do not recognize the "bugs on land" as significant creatures.

ECOLOGY: Ocean Camels can spend up to a year underwater without refilling their humps. They make poor pets, as they instantly crush even large castles, and they make even worse steeds (unless the rider is prepared to stay underwater for a year). Aquatic elves have been known to make offerings to the creatures in exchange for assistance in battle. However, the Ocean Camel does not understand war, disease, famine, politics or basic arithmetic (though Elder Ocean Camels have a rudimentary concept of addition), so it is an easy pawn for the clever elves. Unfortunately, when the Ocean Camel "thanks" the tribe, the creature's actions tend to result in the total destruction of the aquatic elven community.

YIELD:

MEDICINAL: The meat can cure any water-borne disease or malady.

SPELL COMPONENTS: The fur from an Ocean Camel can be used in lieu of other material components for a Cure Disease spell by clerics of ocean and water-related gawds. The disease suffers a -4 on its saving throw.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Ogre, High, Flat-foot (Howling Variant)

VARIANT: Howling Flat-foot Ogres can howl at extremely loud volume even while making other attacks. All within 50 feet of this sound must save versus spells or suffer the effects of a Fear spell. The Flat-foot Ogres consider such howling almost a form of song.

DESCRIPTION: High Ogres are "true" Ogres. They are so inept that they can take phenomenal amounts of damage without even realizing it. There are three major divisions of high ogres that each have physical characteristics in common. Flat-footed Ogres have flat feet. The other two divisions are Chub-foot and Webbed-toed (HOB 6, p21)

COMBAT/TACTICS: Ogres have 19 Strength, giving them +3 to hit and +7 damage. While low Ogres prefer human flesh, but can eat anything, High Ogres can only eat human flesh. When attacking humans, High Ogres will say things like, "Hmmm! You look delicious!" and "I hope I brought enough butter for you!"

Howling Flat-foot Ogres are reluctant to use their fear howl unless they are in real trouble because they don't want to let their prey get away. Unless, of

course, they are confronted by non-humans, in which case they will howl to their heart's content.

HABITAT/SOCIETY: At first glance High Ogres have a primitive social structure, but in truth their rituals, traditions and songs are extremely complex. Unlike their lesser cousins the Low Ogres, High Ogres live for centuries and have incredible patience. Unfortunately, their ability to hold grudges is also legendary – they never forget when someone has wronged them. Sages tell of High Ogre tribes that, to this day, continue to attack kingdoms belonging to the descendants of those who wronged them centuries ago.

High Ogre tribes are ruled by the strongest Ogres (maximum hit points) and they prefer to consort with their own kind. It is rumored that some tribes have collected enough slaves to start their own “human farms.” It is also rumored that disputes over the ownership of such farms were the starting point of the three-way Ogre War ten years ago.

ECOLOGY: High Ogres can only survive on human flesh, but fortunately, they only need to eat it once per year. Contrary to the popular human rumor, bathing in hot spices will not protect you from getting eaten by an Ogre. Quite the opposite is true, in fact.

YIELD:

MEDICINAL: Nil

Ogre, High – Flat-foot, Howling

AKA: --

HACKFACTOR: 9

EP VALUE: 3,180

CLIMATE/TERRAIN: Any land

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Average (9)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: L (10'+ tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (16)

ARMOR CLASS: 4

NO. ATTACKS: 1

DMG./ATTACK: 1-10 or by weapon
+3/+7

SPECIAL ATTACKS: Howl of fear

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 13+5

TO P: Yes

FF: 10

SPELL COMPONENTS: High Ogre sweat can be used in place of other spell components for a Strength spell with triple normal effect and only a 10% chance of spell mishap.

HIDE/TROPHY ITEMS: Nil

TREASURE: A (individual) B, J, Q, S, T in lair

OTHER: Magic items providing Ogre Strength require the bones of an Ogre as part of the manufacturing process.

Ogre, Low, Trash (Rot Variant)

VARIANT: The Rot Trash Ogre is thoroughly disgusting. Any physical contact with the creature forces the victim to make a saving throw versus poison at -6. Failure indicates that the Ogre has infected the victim with one of its very large collection of diseases (choose a random ailment from Table 1Q on page 23 of the GMG). Apply a +30 to the Virulence Factor of this disease. The Rot Trash Ogre itself is immune to disease and gains a +2 to all saving throws versus poison.

DESCRIPTION: The very lowest of all Ogre-kind, Trash Ogres are Ogres that live on human filth in and near inhabited areas. Typically, these creatures will be found in trash dumps or dark alleys behind large taverns.

Trash Ogres almost never have equipment any better than crude clubs and their clothing is often a tattered mess of poorly tied together, thrown-away articles with many holes.

COMBAT/TACTICS: Ogres have 19 Strength and attack at +3 to-hit and +7 to damage.

Trash Ogres are so repugnant, anyone that views them must make a save versus death magic just to avoid turning away. Trash Ogres rely on their sheer numbers to overwhelm the enemy, as their horrific smell often gives their position away. Nonetheless, Trash Ogres have been known to lay in filth and/or sewage to surprise opponents (5 in 10 chance). There is a 50% chance that any group of Trash Ogres will have 2-20 Giant Rats as pets.

HABITAT/SOCIETY: Ogre shamans generally use spells involving combat, divination, healing (esp. reversed versions), protection and darkness.

Ogres are extremely greedy and constantly steal from each other. The chieftains are the smartest and biggest Ogres in the tribe. Ogres are not opposed to making alliances with other evil humanoids, especially ones they can easily boss around.

Even amongst Ogres, Trash Ogres are considered scum and Rot Trash Ogres give standard Trash Ogres someone to consider inferior. A typical tribe consists of:

1 chief (AC 4, HD 5 and an additional +2 to hit)

2 leaders (AC 5, HD 4+1 and an additional +1 to hit)

Ogre, Low, Rot Trash

AKA: Garbage Ogre

HACKFACTOR: 3 and up

EP VALUE: 297, Leader 297, Chieftain 462

CLIMATE/TERRAIN: Any land

FREQUENCY: Common

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 5-30

SIZE: L (9'+ tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. ATTACKS: 1

DMG./ATTACK: 1-10 or by wpn +3/+7

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: Immune to disease,
poison resistant

MAGIC RESISTANCE: Standard

HIT DICE: 4

TO P: Yes

FF: 4



High Flat-Footed Ogre, Flat-foot — Howling Variant



Trash (Low) Ogre — Rot Variant

13-18 standard Ogres
2-8 females (AC 5, HD 3+1, 2-8, +2/+4)
2-12 young (AC 6 HD 2+2, 1d4-2/1d4-2/1-4, +1/+2)

Trash Ogres are too stupid to have shamans. They often make their lairs in abandoned ruins, sometimes in inhabited cities. Trash Ogres are nomadic and usually move south during the winter months. When Ogres gather, Trash Ogres usually get bullied by all the other tribes. During times of war, Trash Ogres are used as "disposable troops" in Ogre armies. Evil magic-users like to employ them when they are short on cash. Trash Ogres work cheap, and Rot Trash Ogres work for garbage.

ECOLOGY: Ogres are carnivorous – with a taste for human flesh. Ogres contribute nothing in the way of products or culture to society and often adapt half-assed versions of human societies. Ogres are bullies who respect brute force and despise weakness. Very rarely, an Ogre Lord may, through force of will, unite the various Ogre tribes temporarily against the humans. When this happens, there is a great deal of bloodshed.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Ogre sweat can be used in place of other material components for a Strength spell with only a 5% chance of spell mishap.
HIDE/TROPHY ITEMS: Nil
TREASURE: M (S in lair)
OTHER: Nil

Orc, Common

DESCRIPTION: Orcs are Man-sized bipeds with the faces and tusks of boars. They vary in appearance, much like humans. Orcs have green-gray skin and pink snouts, pointed ears and pointed teeth. Their eyes have a reddish tint that appears to glow in torchlight.

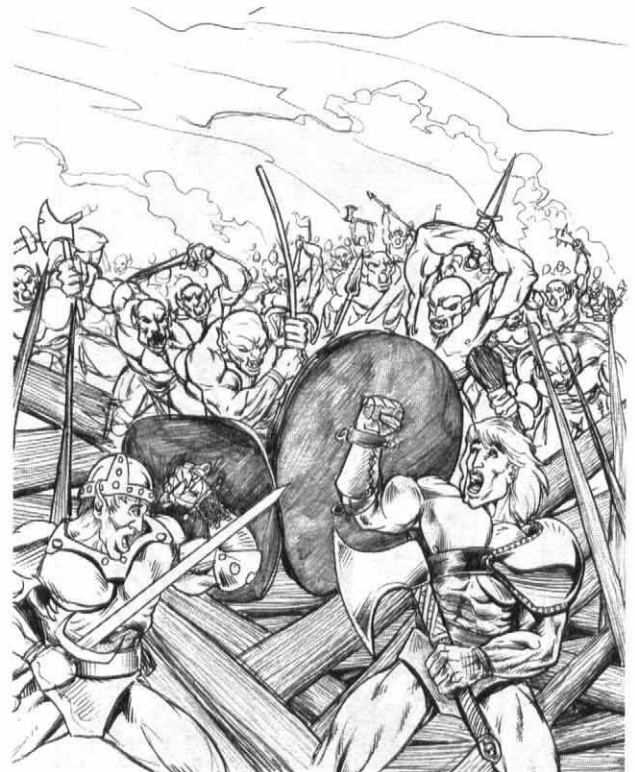
All Orcs live the lives of warriors and value weapons, armor and battle-scars. Orcs have a reputation for toughness and stupidity that varies slightly with each sub-group. Orc tribe names are fearsome, such as: The Bloody Stumps, Wounded Pus-Punchers, The Broken Collarbone Clan, Bloodscreamers, The Clan of the Cave Orcs, The Spiked Eyeball Clan and Glaring Blood Grunts.

Internal rivalries within a tribe of Common Orcs keep it in chaos when they number over 20. Common Orcs do not take very good care of their possessions and their weapons and armor reflect this. Most Common Orcs are encountered underground or in dungeons. Due to their poor feeding habits, Common Orc tribes look malnourished, though a pound of elf flesh will perk the tribe right up!

COMBAT/TACTICS: Orcs have 60-foot infravision and get -1 to hit in sunlight.

Internal rivalry in a Common Orc tribe keeps war parties to 15 members or less (roll 3d4+3 to determine number). Any more than that causes a great deal of chaos. Common Orcs like to retrieve the honored dead from the battlefield for proper burial. This is a perfect opportunity for PCs to launch a counter-offensive.

Common Orcs use very basic tactics to ambush and kill prey. Cutting down a tree and letting it fall across a road is a typical Orc tactic. Very rarely, a group might be led by a slightly more creative Orc who will cut down two trees instead of just one, but this is only 5% likely. Orcs use the following weapons. Roll randomly (1d100) or pick from the list.



Orc, Common — Standard, No Variant

Orc, Common

AKA: Pig Noses
HACKFACTOR: 0
EP VALUE: 15, Subchief 35, Chieftain 65
CLIMATE/TERRAIN: Any Land
FREQUENCY: Common
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-9)
ALIGNMENT: Lawful Evil
NO. APPEARING: 30-300 (war parties 6-15)
SIZE: M (6' tall)
MOVEMENT: 9" (12")
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 6 (10)
NO. ATTACKS: 1
DMG./ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1
TOP: Yes
FF: 4

Common Orc Weapons (1d100)

Roll	Weapon	Roll	Weapon
1-5	long sword and flail	46-55	hand axe and long bow
6-15	long sword and spear	56-60	sword and battle axe
16-25	hand axe and spear	61-70	spear
26-35	hand axe and polearm	71-80	battle axe
36-45	hand axe and crossbow	81-100	polearm

HABITAT/SOCIETY: For every four Orcs, there will be one with 28 hit points. For every 150 Orcs, there is a sub-chief and 3-18 guards, each with AC 4, 2 HD, 31 hit points and +1 to damage due to Strength. For every 100 Orcs, there will be a shaman (maximum 5th level cleric) or witch doctor (maximum 4th level magic-user). These spell casters gain 1d4 hit points for every level above first and fight as 1 HD monsters for every 2 levels of experience. For every 200 Orcs, add a chieftain with AC 3, 3 HD and +2 on damage rolls due to Strength. The chieftain will be guarded by 5-30 bodyguards equal to sub-chiefs. There is a 20% chance the Orcs will have 10-60 slaves and a 40% chance they will have two to eight standard Ogres as allies.

Orcs are extremely aggressive and believe that bullying and enslaving weaker races is part of the natural order (see Orc Slaver). Some more intelligent leaders realize the pragmatic value of peace. Orcs have been known to sign treaties for short periods, despite the fact there is no Orc word for "peace". Orcs call this time "Ka-Mungra Faas-neir" or loosely translated, "The Sheathing of the Sword", usually the short pause in battle so the dead may be gathered from the battlefield.

Orcs thrive on pomp and ceremony. They have a rite for almost every aspect of their lives. Their entire culture is male dominated. There is a great deal of in-fighting in large Orc tribes, as fighters and clerics vie for control. Orcish religion centers around a certain one-eyed Orcish gawd known for his cruelty and strength. Orcish religious practices stress violence and warfare against all non-humanoid races.

ECOLOGY: Orcs have an average life span of 40 years, a gestation period of 10 months and a morning ritual that takes less than five seconds. Orcs do not believe in hygiene of any kind. Infant mortality rate is high, but births consist of two to three offspring. Orcs enjoy eating all game meats, livestock, demi-humans, humans and humanoids.

Orcs speak their own language, but there are many regional dialects. 10% of Orcs speak the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the slope of a passageway.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Rumors persist that Orc parts can be used in Stinking Cloud spells, but magic-users claim that this is untrue.

HIDE/TROPHY ITEMS: Nil

TREASURE: L (individual); C, O, Qx10, S (in lair)

OTHER: Nil

Orc, Gibbering Lord (Spitting Variant)

VARIANT: The Spitting Gibbering Orc Lord intersperses its incessant babbling gibberish by spitting acid at its foes, random passers-by and anyone in its range. It can use this attack so long as it is not also biting something that round. An acid spit globule (Type B) affects a single creature. A creature struck suffers 2d4 points of damage initially and an additional 2d4 points of damage for 1d6 rounds afterwards.

DESCRIPTION: Once a proud race of superior Orc Warrior, these creatures have been reduced to idiocy due to the same disease that affects Gibbering Goblins.

COMBAT/TACTICS: These Orcs have 60-foot infravision and get -1 to-hit in the sunlight.

Gibbering Orc Lords are well armed and well armored, but completely insane. They are often encountered wandering the battlefields of their past glories. Gibbering Orc Lords never wear armor that is less protective than splint mail and 75% wield magic weapons. They are just as likely to attack as they are to start babbling nonsense (50% chance of either). Victims hearing this babbling must save versus spells or become confused for one to two rounds, as per the Confusion spell. Anyone bitten by the Gibbering Orc Lord must save versus poison or contract the same deadly virus. Non-humanoid victims will die in 24 hours unless they receive a Cure Disease spell. Humanoid victims who fail their save go insane in one to four days and exhibit the same symptoms as a Gibbering Orc Lord.

HABITAT/SOCIETY:

Gibbering Orc Lords were once a proud race of Orcs that were magically enhanced through powerful but now-forgotten Orc magic. Unfortunately, although the Orc Lords became more powerful, they were also left vulnerable to the Gibbering Disease. In a battle long ago the Orc Lords attacked a Goblin with the disease. It quickly spread among the Orc Lords. Only 1 in every 1000 Orc Lords survived the illness to become Gibbering Orc Lords. The spitting variety is a relatively recent development.

Orc, Spitting Gibbering Lord

AKA: Babbling Orc

HACKFACTOR: 5

EP VALUE: 290

CLIMATE/TERRAIN: Any Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 9" (12")

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3 (10)

NO. ATTACKS: 1

DMG./ATTACK: By weapon or 1 (bite)

SPECIAL ATTACKS: Gibbering disease, spitting acid, gibbering

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 4+4

TOP: Yes

FF: 9



Gibbering Orc Lord — Spitting Variant

ECOLOGY: Orcs have an average life span of 40 years and a morning ritual of less than five seconds. Gibbering Orc Lords are no more hygienic than other types of Orc. In fact, they are often filthier due to their delusional mental state. Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and 25% chance of spotting a sloping passageway (though Gibbering Orc Lords are unlikely (5% chance) to do so). Spitting Gibbering Orc Lords may notice, but rarely care.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: I, S

OTHER: Nil

Owlbear, Great Horned (Spotted Variant)

VARIANT: There is no denying the fact that the Great Horned Spotted Owlbear is nasty, vicious predator prone to eating anything and anyone (including those who foolishly seek to "protect" it) and messing up carefully tended lawns.

Great Horned Spotted Owlbears have spots of brown and white on their gray fur and feathers, though some are said to have very dark, even black spots, either in addition to or instead of the lighter ones. While the Great Horned Spotted Owlbear itself is frequently the specific target of hunters and more easily noticed than its non-variant cousin (-20% to any camouflage or hiding ability), druids attempting to "protect" these variants have been mistaken for madmen. When defending the Great Horned Spotted Owlbear, druids and some unbalanced rangers can actually become more dangerous than the creature itself.

DESCRIPTION: All Owlbears are foul-tempered magical beasts whose origins have been lost in the depths of time. They roam remote forests in packs constantly hunting for prey, although some have been encountered in dungeons and labyrinths. These captured Owlbears are always hungry and inadvertently serve their masters by attacking and eating all intruders.

Owlbear look like massive bears with the oversized head and deadly-sharp beak of a giant owl. Great Horned Owlbears are a speckled gray in color and have a large set of horns, heavy lower bodies, impressive claws, and a narrow hooked beak.

COMBAT/TACTICS: Owlbears are so ferocious and predictable in combat, it is easy to taunt them into traps, over cliffs and even into fighting other monsters. If it moves, an Owlbear will be likely to attack it.

Great Horned Owlbears have a distinctive set of bull-like horns high on their heads. The horns afford the Great Horned Owlbear two extra attacks per round against opponents, each dealing 1-4 points of damage. They attack

Owlbear, Great Horned Spotted

AKA: Barn Nightmare**HACKFACTOR:** 5**EP VALUE:** 1,089**CLIMATE/TERRAIN:** Temperate Forest**FREQUENCY:** Rare**ORGANIZATION:** Pack**ACTIVITY CYCLE:** Late Day/Early Evening**DIET:** Carnivore**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Neutral**NO. APPEARING:** 1 (2-8)**SIZE:** L (8' tall)**MOVEMENT:** 12"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Courageous (13)**ARMOR CLASS:** 5**NO. ATTACKS:** 5**DMG./ATTACK:** 1-6/1-6/2-12/1-4/1-4**SPECIAL ATTACKS:** Charge**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 5+2**TOP:** Yes**FF:** 7

Great Horned Owlbear — Spotted Variant

in the same manner as Common Owlbears, but instead of a hug, they will charge opponents for 2-16 points of damage. Victims struck will be thrown high into the air to land 2-16 feet away.

HABITAT/SOCIETY: Owlbears of all types are universally ferocious. The males are slightly larger than the females, though the females will fight even more fiercely if their nest or eggs are disturbed. Owlbears are normally encountered in forests, but have been seen inhabiting dungeons, caves and hollow stumps.

Most types of Owlbears live in mated pairs that group together in packs of two to eight creatures. There is either a 25% chance that between one and six eggs are incubating in the Owlbear's nest or a 25% chance that one to six young Owlbear chicks are between 40%-70% grown in and around the nest. Owlbear packs have territories of approximately two square miles that will be clearly marked by the beast's claw marks on trees, rocky outcroppings and soil.

ECOLOGY: Owlbears hibernate in the winter. They will prey on anything that moves. Magic-users sometimes use them as guards in underground lairs, but they are completely untrainable and must be kept separate from other creatures and any important items in the labyrinth.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Although the Owlbear is a very magical creature, no magic-user has yet determined the possible uses of its fur, feathers, bone, horn, blood or eggs.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Great Horned Owlbear eggs are worth 300 gp and the young are worth 700 gp alive. 10% of Spotted Great Horned Owlbear eggs are also spotted and worth 500 gp. 70% of these never hatch, however.

Para-Elemental Magma

DESCRIPTION: Para-Elementals are elementals that inhabit the Para-Elemental Planes of Ice, Magma, Ooze and Smoke. These planes and elementals exist in between the true Elemental Planes of Earth, Air, Fire and Water. Sages theorize that there may be still other, tinier planes between the

elemental and para-elemental planes, including an extremely funky combination Plane of Earth, Wind and Fire.

Magma Para-Elementals are made of hot lava and will only be encountered near sources of the boiling rock. Their upper torsos are vaguely human and their lower torsos are usually extended out of the nearest lava vein.

COMBAT/TACTICS: All Para-Elementals can only be hit by +1 magic weapons or better and are immune to the spells cast by 4th level or lower casters.

Magma Para-Elementals radiate extreme heat that acts as a Heat Metal spell within a 20-foot radius. PCs not using metal will still take 1-4 points of heat damage per round (this effect can be canceled with a Resist Fire spell). Flammable objects brought into contact with the creature burst into flame.

Magma Para-Elementals always stay in contact with whatever lava vein is nearby. Should this link be severed, the creature begins to harden. It loses 1 hit point the first full round it is out of contact, doubling the loss each round until contact is re-established. Once 50% of the creature's hit points have been hardened, there is a 20% chance it will turn into an Earth Elemental, rise up and continue attacking. Otherwise, at 50% it is Slowed and at 100% it hardens into immovable rock.

HABITAT/SOCIETY: The Para-Elemental Plane of Magma is a lonely volcanic plain with millions of volcanoes. The Magma Para-Elementals appear

Para-Elemental Magma

AKA: Red-hot Momma

HACKFACTOR: 18/26/35

EP VALUE: 1,400/3,000/6,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 3

NO. ATTACKS: 1

DMG./ATTACK: 4-24

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 8/12/16

TOP: n/a

FF: n/a

to have no leaders, but rumors persist of "Magma Para-Lords" with special magical powers (perhaps arcane variants). The Para-Elemental Plane of Magma is between the Elemental Planes of Earth and Fire.

ECOLOGY: Para-Elementals are the natural inhabitants of the para-elemental planes. They can be summoned, but there is a base 100% chance of summoning one of the major elementals instead, -5% per level of the summoner. Para-Elementals require a large amount of the para-element in question to be summoned. Just as major elementals, Para-Elementals must be controlled and given very specific instructions or else they will pervert the summoner's wishes.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Pegasus, Obsidian (Doom Variant)

VARIANT: The Obsidian Doom Pegasus is fearsome indeed. They are the darkest and most unhappy of their breed, and they seek to spread pain and suffering to the maximum possible degree. Its wailing whinny echoes the sounds of doom itself. This sonic effect (for 90% of these creatures) forces all within 30 feet of the beast to make a saving throw versus spells at -4 or suffer -3 to all damage rolls for their own attacks (by weapon or spell). The Obsidian Doom Pegasus can use this ability so long as it does not bite in the same round. Certain individual variants have wails with other effects (see page 18 of the Monster Matrix).

DESCRIPTION: The rarely seen Obsidian Pegasus is a vile, winged equine. Much like the Nightmare, its origin lies somewhere in the twisted histories of the lower planes and its glowing red eyes inspire evil in all but those who already have the blackest of hearts.

COMBAT/TACTICS: Dark Pegasi attack with their front hooves and their sharp teeth. They can also kick out behind them, an attack that inflicts 2-12 points of damage but is the only attack they can make that round. If an Obsidian Pegasus can dive 50 feet or more at an opponent, it gets +2 to-hit and does double damage. If the creature can use its weight to pin an opponent to the ground (make a to-hit roll at -2), it will attempt to drink the victim's blood at a rate of 2-5 hit points per round.

Obsidian Doom Pegasi disappear at sunrise and reappear at sunset. It is thought that they return to remote lairs located in the Abyss. They do not attack chaotic evil beings unless attacked by them. Dark Doom Pegasi can be held at bay with a magic circle (such as a Ward Off Evil) and require magical

Pegasus, Obsidian Doom

AKA: Dark Pegasus, Darkflyer

HACKFACTOR: 11

EP VALUE: 281

CLIMATE/TERRAIN: Temperate and Subtropical Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (5' at shoulder)

MOVEMENT: 24", 48" Fly (C)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. ATTACKS: 3 or 1

DMG./ATTACK: 2-9/2-9/2-5 or 2-12

SPECIAL ATTACKS: Dive, rear kick, blood drinking, doom whinny

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: Yes

FF: 6



Para-Elemental Magma



Obsidian Pegasus — Doom Variant

bridles and barding to allow riders to control them. Riders are not necessarily immune to the doom whinny.

HABITAT/SOCIETY: Sent directly from the stables of the Abyss, these creatures make excellent steeds for demons, dark knights and chaotic evil fighters of all kinds. Only a chaotic evil PC who can prove his evil and ruthlessness can dominate an Obsidian Pegasus. The creature expects its rider to be demanding and abusive and if its rider shows anyone any mercy, the Obsidian Pegasus must make a morale check or throw the rider from a height of no less than 20 feet (and the higher the better).

ECOLOGY: Obsidian Pegasi are said to descend from a Pegasus that was caught in the lower planes and was corrupted by the demons that captured it. If an Obsidian Pegasus is killed on the Prime Material Plane, its corpse will disappear with the light of day and reappear in its Abyssal lair.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: 15% chance of a magic bridle and barding that allows a chaotic evil rider to ride the beast. (Meaning that the creature has escaped from its previous master – possibly a demon.)

OTHER: Nil

Pixie Lich (Phantom Variant)

VARIANT: The Phantom Pixie Lich can become astral at will, five times per day. It must remain on the Astral Plane for at least one turn before returning to the Prime Material Plane, but after that minimum duration it can return at will.

DESCRIPTION: These are powerful, undead fairies. They resemble tiny Liches with shriveled wings. They also carry powerful magic items.

COMBAT/TACTICS: These undead pixies are extremely formidable. Formerly Pixie Mages, undeath has made their magic even more powerful. Pixie Liches have (at a minimum) the powers of a 9th level Pixie Mages, but they cast spells as a magic-user four levels higher and can memorize four times as many spells. Typical Pixie Liches have a small army of undead bodyguards and an arsenal of deadly magic items.

The touch of a Pixie Lich causes 1-2 points of damage, and the victim must save versus spells or be paralyzed for 1-10 rounds. Pixie Liches take 1-10 points of damage from holy water. They can only be harmed by magic, blessed and/or holy objects. Pixie Liches have the same immunities as human Liches.

Pixie Liches often create “dummies” of themselves using the skeletal corpses of other slain Pixies. Thus, it is very difficult to know if one has actually slain a Pixie Lich.

HABITAT/SOCIETY: Pixies and Pixie Fairies freely mix their societies, more so than with any other pixie hybrids. In general, they are a noble and gentle folk, willing to offer lost travelers assistance through their woods. They are reluctant to show themselves to strangers, but those that become friends can spend a pleasant night drinking acorn tea, eating bark soup and sleeping on the pixie's soft, peat moss beds.

Pixie Liches are as vile and unfriendly as their living counterparts are happy and nice. Even Pixie Liches admire bravery in battle and will back beat their wings creating a melancholy humming-drone to pay tribute to brave deeds. Then they kill things.

PIXIE MEET: Once every six years, all Pixies and Pixie Fairies gather to redistribute faerie magic, dance, eat, drink and participate in ritualized combat. Extra magic is donated to the Amber Horde, a powerful magic orb that

Pixie Lich, Phantom

AKA: Death Pixie

HACKFACTOR: 72

EP VALUE: 3,180

CLIMATE/TERRAIN: Any Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: S (2' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Possible

ATT./DEF. MODES: Possible

MORALE: Defiant (17)

ARMOR CLASS: 1

NO. ATTACKS: 1

DMG./ATTACK: 1-2

SPECIAL ATTACKS: Paralyzation

SPECIAL DEFENSES: Undead immunities, blessed, holy or +1 or better to hit.

MAGIC RESISTANCE: 90%

HIT DICE: 9

TOP: n/a

FF: n/a



Pixie Lich — Phantom Variant

is filled with the millions of tiny excess magical energies of the Pixies and Pixie Fairies.

THE RUNNING: The day of the Pixie Meet is also known as "The Running" or the time when grunge elves hunt Pixies and Pixie-Fairies for their excess magic. The grunge elves feed on Pixie meat during this time, as it is believed that it grants them power. Hundreds of Pixies and Pixie-Fairies sacrifice themselves so that the tradition of the Amber Horde will carry on.

Pixie Lich: These undead sprites have little affinity for their living kin. Corrupted by evil magic and dark thoughts, these beings are usually bent on destroying all who would oppose their sinister plots. Their overall goal is to invade the Realm of Fairie and steal its magic. Thus, Pixie Liches use The Running to gather components for research and increase the number of their Pixie minions. But Pixie Liches still hate grel.

ECOLOGY: Pixies and Pixie Fairies are magical creatures and do not have souls. As a sub-genus of the wee folk, they are highly resistant to magic, but highly skilled at commanding the magic available to them.

Pixie Lich: These creatures are not natural – they are self-created when a powerful Pixie Mage turns evil and undergoes the rituals for creating a Lich. Pixie Mages can attempt to become Liches at 9th level.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Pixies and all Pixie-related creatures are highly magical and can be used for spells. However, if these spells ever target a pixie-related creature or even a faerie-kin they are 75% likely to fail and 25% likely to result in a spell mishap. Because of this, most sane magic-users do not use Pixie materials in their spells. It is unknown whether Pixie Liches are willing to risk such failure and mishap.

HIDE/TROPHY ITEMS: Nil

TREASURE: E, H, R, S, T, X, Z

OTHER: Nil



Pixie-kin: Leprosychauns — Rightie Variant

Leprechauns encounter PCs during a meal break, they will drop rotting fingers, toes or scabs into their food in an attempt to infect them. Most Leprechauns have given up on being cured, as their magic resistance usually prevents Cure Disease spells from working. Although one would think they would be willing to deliberately lower their magic resistance to receive healing magic, they never do because of their paranoid fear that it is a trick on the part of the would-be caster to steal their gold (something the Leprosychaun might do were their positions reversed...).

Like ordinary Leprechauns, they can become Invisible at will, Polymorph non-living objects, create illusions (as wand) and use Throw Voice spells as often as they like. They cannot be surprised due to their excellent hearing.

HABITAT/SOCIETY: This Leprechaun clan attempted to help a group of sickly humans who arrived on their emerald green isle. The well-meaning pixie-kin were affected by the humans' disease, but due to their magical nature, it cannot kill them. Unfortunately, that means a long and unpleasant existence for these Leprechauns. It is rumored that the clan chieftain is just a rotting head, his body long since disintegrated.

Eventually, all the human lepers died and the clan became bitter about their plight. It is unknown if the disease spread to other clans or if only one clan is infected. In either case, the "Plague Pixies" are angry and bitter, especially at humans. They are eager to spread their disease, willing to risk leg and limb in the process.

If a Leprosychaun is caught, it will attempt to lure victims back to the lair for the other Leprosychauns to ambush. If cured of leprosy, the Leprosychauns are 50% likely to die because the disease is too advanced.

ECOLOGY: These Plague Pixies have not lost their lust for gold and alcohol. They are often found in abandoned ruins, especially abandoned city taverns and breweries. If a Leprosychaun is missing a leg, it will have crutches. If it is missing two legs, it will have a wheeled cart in which it pushes itself around.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The pot o' gold of a Leprechaun is said to bring the possessor good luck.

TREASURE: Type F, but count all types of currency as gold since it will have been polymorphed and stored in a large pot. If subjected to a Dispel Magic it will revert to its normal form.

Pixie-kin: Leprosychaun (Rightie Variant)

VARIANT: The Rightie is extremely right handed, to the point where it gains +1 to-hit and +1 to damage when using its right arm and -1 to-hit and -1 to damage with its left. When using a two-handed weapon, these modifiers cancel each other out. Note that the creature suffers penalties with its left arm even if it has lost its right.

DESCRIPTION: Most Leprosychauns look the same as ordinary Leprechauns, except they are suffering from the latter stages of leprosy. These Leprechauns are missing up to two limbs, their clothes are filthy and they are covered with dark scabs.

COMBAT/TACTICS: These Leprechauns are very grim, having suffered a great deal due to their condition. Their goal is to spread the disease to other beings and they can do so by touch. Victims touched must save versus poison or contract leprosy. Should the

Pixie-kin: Leprosychaun Rightie

AKA: Plague Pixie, Leper-chaun

HACKFACTOR: 1

EP VALUE: 270

CLIMATE/TERRAIN: Temperate

FREQUENCY: Rare

ORGANIZATION: Clan

DIET: Omnivore

ACTIVITY CYCLE: Any

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Neutral (Evil)

NO. APPEARING: 2-8

SIZE: T (2' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 9

NO. ATTACKS: 1

DMG./ATTACK: Disease

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: 80%

HIT DICE: 1/2

TO P: Yes

FF: 3

OTHER: Leprechaun hair is part of the standard process of creating a Luckstone. Even Leprosychaun hair will work, if a Cure Disease is cast upon it first.

Porculisk (Arcane Variant)

VARIANT: The Arcane Porculisk has a natural predilection to implement magical effects, but it does not understand how it does this. Thus, whenever it uses a spell-like ability there is a 50% chance of a spell mishap. It is drawn to magic (it can Detect Magic at will), though, so it can be quite troublesome to adventurers. It has 4% magic resistance and if it makes this check, it may absorb any magical energy hurled at it. It may then immediately make a second magic resistance check; on success, the Arcane Porculisk can use the spell levels directed at it to implement its own spell-like abilities. Using such absorbed spell levels does NOT count against the number of times it can use a spell-like ability in a day. Most (60%) of Arcane Porculisks can use Hold Person (as the 3rd level magic-user spell) and Morton's Minute Meteors (as the 3rd level magic-user spell) twice per day. (It is notoriously silent on the copy-right issue involving Morton's Minute Meteors.) Others can use 1-4 random spell-like abilities twice per day.

The Arcane Porculisk can only be struck by +1 or better weapons.

DESCRIPTION: Not to be confused with a portcullis, this creature resembles a large porcupine with glowing red eyes. It is 90% likely to be mistaken for a normal (though large) porcupine from any angle but the front.

COMBAT/TACTICS: Normally, this creature is not aggressive, but it does consider any creature taller than itself a threat. The Porculisk fires two red beams from its eyes with an effective range of 30 feet. Anyone struck must save versus petrification or turn to stone. Organic matter, such as leather armor or clothing, has a 50% chance of safely absorbing the petrification attack (it turns to stone instead of the wearer). However, this will completely immobilize the wearer until he can break free.

The Porculisk can also fire 1-4 quills per round that do 1d4-1 points of damage per quill (range of 30 feet). The creature will not fire at petrified victims, but it has been known to fire into the face of those trapped within their own armor. Anyone without metal gauntlets attempting to pick up the creature is automatically struck by 1-4 quills.

HABITAT/SOCIETY: Porculisks act remarkably like normal porcupines. Unfortunately, due to their skittish nature and powers, they make dangerous pets. Magic-users sometimes make use of them as guards, but will usually keep them sectioned off in a dungeon where they can't get free and will often send an Arcane Porculisk away once they realize its nature (after suffering a few

Porculisk, Arcane

AKA: Basipine, Quilled Stoner

HACKFACTOR: 13

EP VALUE: 1,333

CLIMATE/TERRAIN: Temperate Forests and Swamps

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (3' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. ATTACKS: 1-4 or 1

DMG./ATTACK: 1d4-1 each or Stone Gaze

SPECIAL ATTACKS: Stone Gaze, spells

SPECIAL DEFENSES: Quills, +1 or better weapon to hit

MAGIC RESISTANCE: 4% (see text)

HIT DICE: 4

TOP: Yes

FF: 4



Porculisk — Arcane Variant

mishaps...). A fence about two feet high will usually keep a Porculisk in the same area if it is regularly fed.

ECOLOGY: This creature was the winning entry in the Circle of Sequestered Magics Conference on Beast Creation several years ago. Unfortunately, Emil van der Haak, the winning magic-user and a notorious cheapskate, would not spend the extra two silver pieces for professional animal handlers. The amateurs he hired were petrified and the first pair of Porculisks escaped. The rare Arcane Porculisk descends from that pair. Although Emil was disappointed he lost his prized creatures, he was happy that he did not have to pay the handlers at all.

YIELD:

MEDICINAL: Porculisk tastes remarkably like Giant Beaver.

SPELL COMPONENTS: Porculisk quills make excellent writing implements for scrolls and spell books.

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: The eyes of a Porculisk can be used in the construction of a Wand of Petrification.

Predacious Growler (Two-headed Variant)

VARIANT: The Two-headed Predacious Growler has two heads, each thinking it is fiercer and more predatory than the other. Both heads can attack in the same round, and they need not attack the same target. Each successful bite inflicts 5-14 (1d10+4) points of damage. This variant is only surprised 1 in 10 times.

About 35% of the time, the heads argue with (well, growl at) each other about which target to attack or which head gets which target, causing a delay of 1d3 initiative segments for that round.

DESCRIPTION: Predacious Creatures are wolf-like bipeds that are more wolf than man. Predacious Growlers are eight-foot tall, violent loners that hunt on their own.

COMBAT/TACTICS: Growlers take double damage from silver weapons of any kind. Note that they are NOT immune to normal weapons.

One in every 20 Predacious Howlers grows to be a Predacious Growler. Its size and power grow to such proportions that the rest of the pack must abandon it or starve. About one in 2,000 Predacious Growlers have two heads. They have no problems with eating anyone.

The Predacious Growler can perform a special leap attack, a called shot (at -10 to hit) to a victim's carotid artery in the neck. Unarmored victims must save versus death or die in 1-6 rounds from massive blood loss. Armored opponents have a chance of avoiding this fate equal to (10 minus AC) x5%.

Predacious Growlers, one or two-headed, can only use their leap attack against opponents that are six feet tall or more. During combat, the creature growls with such ferocity that it causes fear (as per the 4th level magic-user spell) in any creature with 6 Hit Dice or less (save versus petrification at -2 to avoid).

HABITAT/SOCIETY: These monstrous beasts are so bloodthirsty and mean, not even their own kind can stand them. Evil giants with a penchant for dangerous pets sometimes use them as guard animals, but they always attack their handlers and so will only be found as guard animals for evil giants who are also stupid.

ECOLOGY: Predacious Howlers and Predacious Growlers may be an evolutionary offshoot of Werewolves. Some sages theorize that, just as humans can

Predacious Growler, Two-headed

AKA: Snarling Fiend

HACKFACTOR: 8

EP VALUE: 683

CLIMATE/TERRAIN: Forest mtns.

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (8' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. ATTACKS: 4

DMG./ATTACK: 5-8/5-8/5-14/5-14

SPECIAL ATTACKS: Leap attack

SPECIAL DEFENSES: Fear howl

MAGIC RESISTANCE: Standard

HIT DICE: 6

TO P: Yes

FF: 4

mate with Werewolves and procreate, when a Werewolf is in wolf form, it can also mate and have cubs. Fortunately, these Predacious Creatures do not seem to be able to infect others with their condition.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Growler blood can be used to make a Circle of Protection against Werewolves. This is cast exactly as a Ward Off Evil spell with the blood as a material component. No Werewolf can enter – in any form. The Circle is immobile.

HIDE/TROPHY ITEMS: The hides of these creatures are suitable for enchantment, but only of the evil sort (e.g. curses).

TREASURE: I, Z (in lair)

OTHER: Nil

Radiation Elemental (Elder Variant)

VARIANT: The Elder Radiation Elemental fears nothing, not even something called "half-life" (perhaps because of its doubled life span). It has seen and destroyed things lesser creatures simply cannot comprehend. It has 50% more Hit Dice than standard Radiation Elemental, is considerably more intelligent and averages 10% larger in size and luminosity.

The Elder Radiation Elemental also has infravision to 30 feet. Any saving throw made against an attack by this variant elemental is made with a -4 penalty. Like its standard counterpart, it is immune to mortal magic that cannot cross the planes, but the Elder variant also has 5% magic resistance.

The Elder Radiation Elemental regenerates 1 hit point per round.

Elder Radiation Elementals do sometimes complain that their standard counterparts function at a "lower wavelength", but the phrase continues to baffle translators, despite its similarity to certain words in the common tongue.

DESCRIPTION: Sages theorize that somewhere between the Elemental Plane of Earth, the Demi-Plane of Lightning and the Positive Material Plane there lies a Plane of Elemental Radiation. The inhabitants are believed to appear as vaguely bipedal figures made of glowing green energy. Any plant within a three feet of a Radiation Elemental wilts immediately.

COMBAT/TACTICS: Radiation Elementals are mostly made of energy, so only magical weapons of +3 or better quality can harm them. Radiation Elementals cause 50-200 points of damage to any unprotected living thing within one foot of them, 2-8 points of damage per round to any unprotected living creature within 5 feet and 1-2 points of damage (no penetration damage) to anyone within 10 feet. Additionally, any material coming in contact with a Radiation Elemental will become contaminated with radioactivity. Any material so contaminated by the elemental will cause 1d4-2 points of damage per round to unprotected creatures in a five-foot radius for 3-12 weeks.

Radiation Elemental, Elder

AKA: Photonimetal

HACKFACTOR: 65/97/130

EP VALUE: 10,875/18,125/25,375

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Unknown

INTELLIGENCE: Avg to Very (9-11)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 0

NO. ATTACKS: 1

DMG./ATTACK: 50-200

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 12/18/24

TO P: n/a

FF: n/a



Predacious Growler — Two-headed Variant



Radiation Elemental — Elder Variant

Contaminated materials can be cleaned by scrubbing them with water or a similar liquid for 1-6 rounds. Additionally, for every point of damage a Radiation Elemental does to a living thing, that thing has a 1% cumulative chance of developing cancer. Use Table 1Q Disease (Or Disorder) in the GMG to determine the part of the body affected. Roll 1d100 and divide by two. Also add +5 to the Ailment Virulence Factor roll. Persons protected by standard types of metal armor will suffer one fewer point of damage per round from the radiation effects of a Radiation Elemental. Those wearing a full suit of lead armor may reduce damage completely but will probably be unable to move. Radiation Elementals are unaffected by mortal magic except for those spells that move them between planes.

For every two hours the elemental spends on the Prime Material Plane, it loses 1 HD and .5 AC (or 1 AC every four hours). Eventually, the creature will decay into an inanimate pile of radioactive slag.

HABITAT/SOCIETY: Radiation Elementals act just like other elementals. They are anxious to complete their task and return to their home plane. When destroyed, the elemental does not truly die, but cannot return to the Prime Material Plane for 10 years. Magic-users all over Garweeze World are researching spells that would specifically target a Radiation Elemental. As of yet, it is only known that a Plane Shift spell can send it back to its home plane.

ECOLOGY: Radiation Elementals primarily emit high energy gamma rays. They are dangerous to summon and everything they touch becomes contaminated with radioactivity for at least 3-12 weeks. Legends say that the first conjurer to summon one of these fiends died as a result of the summoning. His tower and the village where he used to live have been abandoned — some think haunted — for years, and no garden has thrived there since.

YIELD:

MEDICINAL: Some sages have theorized that the radiation elemental can be used in some way to actually cure certain diseases, but research in this area is in its infancy.

SPELL COMPONENTS: A bit of Radiation Elemental can be used by druids to cast a variation of a Heat Metal spell. This spell effectively heats the victim inside the armor, but not the metal itself. The armor, the magic-user and the recipient will be contaminated with radioactivity at the end of the spell's duration. It is a rarely used spell.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Raging Bucentaurus (Desert Variant)

VARIANT: The Raging Desert Bucentaurus lives in dry desert regions. In such an environment, it can avoid being seen 65% of the time. It has +2 on all saving throws against fire and heat-related effects. Conversely, it suffers -4 to saving throws versus cold effects and suffers +1 damage per die from cold attacks. The Raging Desert Bucentaurus needs only one-fourth the amount of water required by the standard type. This variant also fears any body of water too large for it to leap across or stand in. When confronted with such, it must save versus paralyzation or shake with fear. This fear causes a -2 penalty on every attack, damage and saving throw roll until it can escape the sight of the water (at a distance of no less than 200 feet from the edge!).

DESCRIPTION: Bucentauri resemble Centaurs, except that they are half-bull rather than half-horse. Additionally, they have a pair of large horns set into their foreheads used primarily for charging. Bucentauri are normally armed with large spears and other polearm weapons. The male of the species normally has a large brass ring through his nose.

COMBAT/TACTICS: Bucentaurus males are extremely aggressive and unpredictable. Any PC wearing more than one square foot of red will be attacked 65% of the time, regardless of how powerless or harmless he otherwise seems. Females are less aggressive, attacking only 64% of the time.

Bucentauri prefer polearms and spears in combat. They use these in a charge for double damage. If a weapon is not available or broken, they charge with the horns on their heads for 2-8 points of damage, double that on a natural 20 (in addition to the puncturing critical hit effects in the GMG). Female Bucentauri only do 2-5 points of damage on a charge with their smaller horns. Herd leaders have maximum hit points and do an additional point of damage with each attack.

HABITAT/SOCIETY: These creatures are nomadic, traveling in herds to wherever the grazing is good, usually near oases. Bucentaurus males are highly protective of the females and will fight to the death to protect their mates. Females outnumber males two to one and the young number as many as the entire population of the adults.

Bucentauri are enemies of Red Crested Snow Vultures, Blood Golems, Great Red Marauding Beavers, Insidious Ichors, Red Caps, Red Dragons, Red Crested Amber Bellied Dragons, Ruby Fiends, anyone with red hair and anyone bearing the nickname "Red." Raging Desert Bucentauri are also not fond of Blue Dragons.

Raging Desert Bucentaurus

AKA: Bull Man, Bovintaur

HACKFACTOR: 5

EP VALUE: 284

CLIMATE/TERRAIN: Dry land, desert

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Temperate

DIET: Herbivore

INTELLIGENCE: Low to Avg (5-10)

ALIGNMENT: Neutral (Chaotic)

NO. APPEARING: 4-40

SIZE: L (5' at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Possible

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. ATTACKS: 1 or 2

DMG./ATTACK: 2-8/2-8 or by
weapon +2

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+1

TO P: Yes

FF: 6



Raging Bucentaurus — Desert/Sand Variant

ECOLOGY: Sages theorize that the Bucentauri are another possible result of crossbreeding humans and Minotaurs. How this crossbreeding is achieved is said to be the work of either "magic" or "fabrication". Raging Desert Bucentauri may have wandered into a dry, sandy region one day and enjoyed the lack of redness. Whatever the case, these creatures are best left alone.

YIELD:

MEDICINAL: One dozen men could eat for a week from the steak, ribs, liver and other delicacies found on just one male.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: M, Q (individuals) D, I, T (in lair)

OTHER: Bucentaurus heart can be used in the creation of a Potion of Heroism. The brass ring of a leader Bucentaurus can be used in the making of a Ring of the Ram.

Giant Rats are even larger than Large Rats and inflict more damage. They are slightly more aggressive and their bites have an 8.5% chance of causing disease.

HABITAT/SOCIETY: Giant Rats result from Common Rats coming into contact with great amounts of magic or evil. Some of these creatures are so vicious they have been known to make even fierce tomcats and proven mousers flee in terror. Spiny-backed Giant Rats probably ate something that they shouldn't have.

ECOLOGY: Rats have highly efficient reproductive organs, to say the least, and can double their population in a matter of weeks. Fortunately, larger rats require more food than smaller types and are usually not smart enough to leave the immediate area when it runs out.

Rat, Giant Spiny-backed

AKA: Really Big Rat

HACKFACTOR: 0

EP VALUE: 10

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Scavenger

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 5-50

SIZE: S (3' long)

MOVEMENT: 12", 6" Swim

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Coward (4)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 1d6-2

SPECIAL ATTACKS: Disease, spines

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: d4+8 hp

TOP: Yes

FF: 13

YIELD:

MEDICINAL: Rats are edible, and as long as the meat is cooked to well-done, the chance of disease drops to 1%. Experts suggest removing the spines before cooking (not to mention the fur).

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Rat hide clothing never caught on in Garweeze World and is rarely made.

TREASURE: C in lair

OTHER: Nil

Rat, Giant (Spiny-backed Variant)

VARIANT: The Spiny Backed Giant Rat has a ridge of spines running down its back. These are distracting enough to give it an AC 2 better than its non-variant cousin. It can also use these spines to deliver 1d4-1 points of damage to an individual foe, but it must be able to reach the creature with its spines and it can make no other attacks during the same round it uses this attack form.

DESCRIPTION: Rats of the common sort are the most prolific, common and numerous mammal species on Garweeze World. They all share one thing in common: they're all disgusting little vermin. Rats found near water and in sewers are excellent swimmers, but further inland, they climb rather than swim. Giant Rats are bigger than Large Rats.

COMBAT/TACTICS: All Rats like to line their nest with shiny objects. They are likely to steal these objects in lieu of attacking, as long as they are not hungry. Rats can fit through openings half their size by dislocating bones and squeezing their bodies through.



Rat, Giant — Spiny Backed Variant

Ratweiller (Dark Variant)

VARIANT: The Dark Ratweiller is indeed disturbing. Its affinity for darkness gives it a +2 on attack rolls and +1 on all saving throws when shrouded in darkness. It also has infravision to 60 feet.

DESCRIPTION: These horrible dawg-rats resemble rat-like dawgs, or rats with canine features. They are muscular and vicious, attacking any warm-blooded creature they see. Ratweillers make excellent guard animals if fed regularly and if the handlers keep their distance. They have excellent senses of smell and can track as well as a first level ranger, even in the sewers.

COMBAT/TACTICS: Ratweillers are used by evil creatures as guard dawgs. Wererats have been known to use them to hunt prey in the sewers. Depending on how they are kept or where they are encountered, their bites have a 1-10% chance of causing disease.

HABITAT/SOCIETY: Another product of the Orc "forced mating" program, these creatures are thankfully sterile. Anyone who has inquired as to why normal rotweiler dawgs are not vicious enough for Orcs, has been set upon by a pack of Ratweillers. These individuals refuse to speak of the matter thereafter.

ECOLOGY: It is thought that Ratweillers are related to Draats (HOB 2 p68), but no one has been able to compare them. The moment they see one another, the Draat and Ratweiller immediately seek to viciously tear one another apart.

Ratweiller, Dark**AKA:** Bad Bad Rat, Dirty Dawg**HACKFACTOR:** 3**EP VALUE:** 284**CLIMATE/TERRAIN:** Any**FREQUENCY:** Rare**ORGANIZATION:** Pack**ACTIVITY CYCLE:** Night**DIET:** Carnivorous**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1-6**SIZE:** M (3' high at shoulder)**MOVEMENT:** 15"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Defiant (17)**ARMOR CLASS:** 7**NO. ATTACKS:** 1**DMG./ATTACK:** 2-8**SPECIAL ATTACKS:** See text**SPECIAL DEFENSES:** Dark affinity**MAGIC RESISTANCE:** Standard**HIT DICE:** 4**TOP:** Yes**FF:** 4**YIELD:**

MEDICINAL: Ratweiller meat is edible, though anyone consuming it has a 5% chance of contracting a random disease.

SPELL COMPONENTS: Nil**HIDE/TROPHY ITEMS:** Nil**TREASURE:** Nil**OTHER:** Nil**Repulser (Urban Variant)**

VARIANT: The Urban Repulser has adapted to life in the cities of Garweeze World, though it is unclear if it actually enjoys it. Most have become nocturnal, preferring to skulk about alleyways and avoid direct eye contact, except when implementing their Teleporting Gaze. They have been ostracized by their standard kin because they are always dirty and often smelly. Still, they can hide in shadows 80% of the time and move silently 60% of the time, but only in urban environments. They seem to enjoy filth. All Urban Repulsers gain a +4 bonus on saving throws versus poison and some (20%) are actually immune to all poison.

Despite the efforts of certain forward-thinking city planners, the Urban Repulser's astoundingly thorough understanding of the waste disposal systems and sewer patterns of their home cities remains an untapped resource.

DESCRIPTION: Repulsers are a race of creatures that are rumored to have crash-landed on the surface of Garweeze World eons ago. Most sages agree that they are immortal and have gone completely insane after being trapped on this "primitive" world for so long. They appear as humanoids with cracked gray skin, large blood-shot eyes and wild hair.

COMBAT/TACTICS: When threatened, the Repulser shoots a beam of energy that has a range of 100 feet. Victims must successfully make a saving throw versus spell to avert the gaze attack. Those struck are Teleported in a random direction as shown in the chart:

Roll (1d100)	Direction/Distance
1-10	North 100-10,000 feet
11-20	East 100-10,000 feet
21-30	South 100-10,000 feet
31-40	West 100-10,000 feet
41-50	Down 100-600 feet
51-60	Up 100-600 feet
61-70	One continent away
71-80	North Pole
81-90	South Pole
91-100	GM's choice or roll for ten times the distance.

Additionally, there is a 60% chance the creature is armed with a crude wooden club, otherwise it wields whatever weapon is most common in the region where the Repulser is encountered.

Repulser, Urban**AKA:** He-Who-Maketh-Ye-Disappear**HACKFACTOR:** 11**EP VALUE:** 283 (if defeated)**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Night/Darkness**DIET:** Omnivore**INTELLIGENCE:** Average (8-10)**ALIGNMENT:** Chaotic Neutral**NO. APPEARING:** 1**SIZE:** M (5' tall)**MOVEMENT:** 9"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 10**NO. ATTACKS:** 1 or 1**DMG./ATTACK:** By weapon or gaze**SPECIAL ATTACKS:** Teleporting gaze**SPECIAL DEFENSES:** Teleporting gaze, stealth, poison resistance**MAGIC RESISTANCE:** Standard**HIT DICE:** 4**TOP:** Yes**FF:** 4*Ratweiller — Dark Variant*

*Repulser — Urban Variant*

HABITAT/SOCIETY: Repulser language has been, so far, impossible to understand and all attempts to decipher it or to teach the creatures the common tongue have failed. It is rumored that they once had advanced technology, but the items decayed long ago.

Urban Repulsers now roam streets and slums, sometimes begging for food and water. They babble to themselves and talk to imaginary people. Occasionally (20%) a Repulser will hold an important clue to a dungeon crawl or be used as a pawn by a powerful magic-user. It is rumored that those who show the creature kindness sometimes find them to be helpful, if odiferous, allies.

ECOLOGY: The race of Repulsers cannot die, at least not on Garweeze Wurd. If the creature is about to be struck with a fatal blow, it disappears the instant before the strike would have killed it, Teleporting to a safe place, usually many miles away.

YIELD:

MEDICINAL: Unknown

SPELL COMPONENTS: Unknown

HIDE/TROPHY ITEMS: Unknown

TREASURE: Nil

OTHER: Unknown

Roaring Ghoul (Blink Variant)

VARIANT: The Roaring Blink Ghoul shifts position randomly during combat, much as if it were under the effects of the 3rd level magic-user spell Blink. On its initiative, roll 1d8 to determine to where it blinks: 1-right ahead, 2-right, 3-right behind, 4-behind, 5-left behind, 6-left, 7-left ahead, 8-ahead. The creature's new position is always 10 feet away (if a blink would place it in a solid object, re-roll the position). Its attack routine begins on the next segment immediately after the blink.

DESCRIPTION: Roaring Ghouls are extremely angry undead creatures. They are the spirits of angry, high-level adventurers who rolled a "1" on their saving throw versus paralyzation against a pack of Ghouls. Roaring Ghouls prey on both the living and the dead. Roaring Blink Ghouls had some sort of magical means of escape that failed miserably.

COMBAT/TACTICS: As with normal Ghouls, the touch of a Roaring Ghoul paralyzes humans and demi-humans (except elves) who fail a save versus par-

alyzation. However, throwing holy water on a Roaring Ghoul does no damage, but does cause the creature to stop to rub the water off. Breaking vials of holy water in the path of Roaring Ghouls will cause them to hesitate one round, then jump over or run around the spill. Roaring Ghouls have a roar that starts as a cone two feet wide at the mouth, 30 feet long and 20 feet wide at the base. They may use it three times per day. Anything in the cone of the roar takes 1-6 points of damage outdoors and 2-12 points of damage indoors (or in a dungeon, etc.). Additionally, the roar deafens all creatures in a 50-foot radius for 1-8 rounds. The roar weakens structures, causing them to collapse. For every point of damage the roar does, it collapses one square foot of stone, three square feet of wood or ten square feet of glass. Damage is cumulative and each additional Ghoul in the pack adds a -1 to saving throws versus crushing blow the structures must make to avoid the damage. Roaring Ghouls have the same undead immunities as normal Ghouls. Clerics turn Roaring Ghouls as Wraiths.

HABITAT/SOCIETY: Roaring Ghouls are just like normal Ghouls, except they are extremely angry. Victims killed by the Ghoul's roar rise as normal Ghouls the next night. Victims that are killed by the Ghoul's bites and claws become Roaring Ghouls. These creatures cannot stand the light of day and will do anything to avoid it. The roar of these creatures has no affect on consecrated ground and if a Roaring Ghoul is forced to walk across such ground, it suffers 1-6 points of damage per round.

ECOLOGY: The original Ghouls were created by a Ghoul King, who dwells somewhere in the lower planes. It is rumored that chaotic evil creatures who

Roaring Ghoul, Blink**AKA:** Breath of Death**HACKFACTOR:** 27**EP VALUE:** 1,092**CLIMATE/TERRAIN:** Any land**FREQUENCY:** Rare**ORGANIZATION:** Packs**ACTIVITY CYCLE:** Night**DIET:** Corpisvore**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 1-8**SIZE:** M (5'-6' tall)**MOVEMENT:** 9"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Fearless (20)**ARMOR CLASS:** 2**NO. ATTACKS:** 3**DMG./ATTACK:** 4-7/4-7/4-9**SPECIAL ATTACKS:** Paralyzation,
roar cone**SPECIAL DEFENSES:** Undead, immune
to holy water damage, blinking**MAGIC RESISTANCE:** Standard**HIT DICE:** 6**TO P:** n/a**FF:** n/a*Roaring Ghoul — Blink Variant*

cannibalize the dead may turn into Ghouls. The original Roaring Ghouls sprung from a powerful curse which took effect when they died. The dead on Garweeze Wurd are buried on consecrated ground to prevent Ghouls from defiling their corpses and turning them into Ghouls. It is not unusual to find Roaring Ghouls leading hordes of normal Ghoul packs.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: B (x2), Q, R, S, T

OTHER: The location of a Roaring Ghoul could be very valuable information to an evil cleric who could control it. With a few well-placed Silence 15' Radius spells, the creatures could be used as siege weapons. However, they will do anything to escape and kill their captors.

Robold (Flat-footed Variant)

VARIANT: The Flat-footed Robold is just like the standard Robold, except for its flat feet.

DESCRIPTION: Robolds are the unfortunate offspring of Kobold and Goblin cross-mating. These wild, tribal creatures have blue skin, pointed ears, wild black hair and pointed fangs. They dress in homemade armor and carry homemade weapons.

COMBAT/TACTICS: Robolds use their great numbers to overwhelm an enemy. This is especially true if a Robold sees a human or a group of humans. Like Goblins, they are adept at making cruel traps and like Kobolds, they are nasty little jerks who will stab you in the knee.

Robolds do 1d6-1 points of damage with a short sword and most carry two short swords in combat. The rest carry slings that do 1-4 points of damage per attack.

For every 20 Robolds there is one carrying a net, which he uses to grapple and hinder targets. For every 100 Robolds there is a leader type with 2 Hit Dice and two short swords that each do 1-6 points of damage.

For every 150 Robolds there is a shaman equivalent to a 1st or 2nd level magic-user. The lair will contain a Robold leader type guarded by two lieutenants with 1 Hit Die and 8 hit points each.

Flat-footed Robolds mingle freely with standard Robolds, though once in awhile they are mocked.

HABITAT/SOCIETY: Robold lairs contain females and young equal to 100% to 200% of the males. Lairs will contain 3-30 Giant Rats that serve as guardians. Robolds sometimes work with Wererats for mutual benefit and they prefer to keep their tribes in caverns or dark forests.

Robold can speak goblin, kobold and their own unique language, which is an odd mixture of the two. 10% of all Robolds have a halting command of the

Robold, Flat-footed

AKA: Koblin, Gobold

HACKFACTOR: 0

EP VALUE: 7 (individual), 35 (leaders)

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Tribal

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 40-400

SIZE: S (3' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. ATTACKS: 2 or 2

DMG./ATTACK: 1d4-1/1d4-1 or
by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-1

TOP: Yes

FF: 5



Robolds — Flat-footed Variant

common tongue. Robolds have names such as "Able Azure", "Blue Bob", "Cerulean Cecil", etc. They enjoy taking prisoners to later be ransomed, torturing helpless prey and creating crude forms of needlepoint.

ECOLOGY: Robolds evolved into their own race after numerous Kobold and Goblin tribes merged due to a nearly total massacre at the hands of overzealous adventurers. These creatures are the direct result of PC interference in Garweeze Wurd's ecological system. Very rarely, Robold, Kobold and Goblin tribes unite for mutual benefit.

YIELD:

MEDICINAL: Oil from Robold hair is said to soothe athlete's foot.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: K

OTHER: Nil

Roof Fiend (Economy-sized Variant)

VARIANT: This larger variant of the Roof Fiend is a Large-sized creature. It is naturally tougher (it has 2 +1 more Hit Dice and) and a bit more dangerous (inflicts +2 points of damage per hit) than its standard counterpart.

DESCRIPTION: Roof Fiends are distantly related to Imps, Quicklings and Brownies. They are said to dwell on the roofs of people who flaunt their wealth. Roof Fiends appear as seven to nine-foot tall high elves with filthy clothes and claws on their hands and feet. They have yellow skin, yellow teeth and very bad breath.

COMBAT/TACTICS: Roof Fiends are bitter and aggressive, but are cowards at heart. When cornered, they can claw opponents twice each round for 1d6-3 points of damage per attack. They can Polymorph themselves at will and often use this ability to escape strong opponents.

Roof Fiends prefer to be simply annoying. They delight in throwing debris, rotting fish and other objects up to thirty pounds in weight from roofs down on passersby. Additionally, they haunt the people who live in the house by skittering across the roof at night and watching maidens undress.

Roof Fiends hide during the day by Polymorphing into innocuous inanimate objects such as chimneys, weather vanes or small jewel-encrusted thrones. If the Roof Fiend can be located in the day and brought to the ground, it will stay Polymorphed until it is returned to a roof or until the person or persons who removed it is dead.

HABITAT/SOCIETY: Roof Fiends are evil spirits who live to torment mankind and annoy womankind. Most have unambitious goals involving annoying local people and frolicking on nearby rooftops. However, some Roof Fiends have been used as efficient agents and spies by evil creatures and magic-users.

ECOLOGY: Roof Fiends are a product of the Realm of Faerie. Legend has it they were once peaceful sprites corrupted by an evil witch. Roof Fiends cannot freely enter a person's house unless they are invited or it is the Week of Long Shadows. Economy-sized Roof Fiends may result from Enlarge spells gone awry or accidents involving Potions of Growth.

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: The corpse of a Roof Fiend can be fashioned into a scarecrow that is 50% likely to ward off other Roof Fiends.
TREASURE: Nil
OTHER: Nil

Roof Fiend, Economy-sized

AKA: Attic Attacker
HACKFACTOR: 5
EP VALUE: 184
CLIMATE/TERRAIN: Inhabited
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night/Darkness
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: L (7'-9' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 7
NO. ATTACKS: 2 or 1
DMG./ATTACK: 1d6-1/1d6-1 or boulder damage
SPECIAL ATTACKS: Hurl debris
SPECIAL DEFENSES: Polymorph to inanimate object
MAGIC RESISTANCE: Standard
HIT DICE: 4+2
TOP: Yes
FF: 6

Roper, Doper

DESCRIPTION: Dopers are a variant species of the Roper. They appear as tall columns 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 injured 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 point of damage per die and save at -4 against all fire attacks. Scorched Doper has a distinct, pungent 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, the Doper will attempt seconds. Each strand can pull up to 750 pounds and targets struck must save versus poison. Those who fail become buzzed (see Table 12V: Effects of Alcohol and Drugs on p. 170 of the GameMaster's Guide). Strand strikes are cumulative, in that failing a saving throws advances the character's inebriation one step (to sloshed, wasted and finally passed out). Table 12W in the GMG (p. 170) lists recovery times for each intoxication level.

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

When the victim reaches the Doper, it breathes its special Intoxication Fog. This attack has a range of 5 feet and necessitates a save versus 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 current hit points are reduced below half), they forgo using their Intoxication Fog and initiate biting attacks.

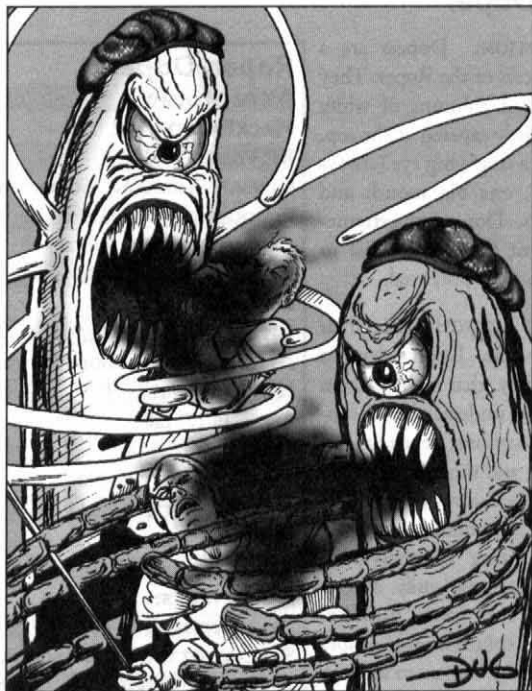
HABITAT/SOCIETY: All Dopers are completely paranoid. They're convinced everyone else is out to get them or, more importantly, to steal their stash. Sadly this vigilance is misplaced. For if there's one thing that Dopers do not excel in, it's financial management. A Doper stash contains only 1d100 each 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.

Roper, 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
ATT./DEF. MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 0
NO. ATTACKS: 1
DMG./ATTACK: 1-10
SPECIAL ATTACKS: Intoxication
SPECIAL DEFENSES: Camouflage, Immune to smoke
MAGIC RESISTANCE: normal
HIT DICE: 6
TOP: Yes
FF: 3



Roof Fiend — Size Variant: large (Economy-sized)



Roper, Doper — Standard, No Variant

Like others of their genus, Dopers propel 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 (or creatures that they call "Narks", the existence of which remains in doubt). Dopers dislike bright light and law enforcement and are encountered outside only at night.

Note that, contrary to current propaganda, none of their treasure goes to support terror. (Studies suggest that most actually goes into cheese-based snack food and pork products.)

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.

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

Rust Monster, Magnetic (Striped Variant)

VARIANT: The Striped Magnetic Rust Monster has stripes of various colors, usually blue and red, running horizontally across its gray hide. They think they are very cool.

DESCRIPTION: Rust Monsters are five feet long and three feet high at the shoulder. They have armor-plated tails ending in odd, bony projections that resemble double-ended paddles. Their hide is rough and covered with lumps. A prehensile antenna is located under each eye. Rust Monsters smell like wet, oxidized metal.

COMBAT/TACTICS: Rust Monsters are normally placid and happy creatures. However, when they get within 90 feet of metal, they become slob-

bering beasts. If the antennae strike metal it instantly rusts (any amount up to one full suit of Man-sized armor per round). Magic items have a 10% chance for each plus and power of resisting the rusting attack. The beasts feed on metal rusted by their touch.

Metal weapons that strike the Rust Monster are affected as though struck by the antennae. Metal magic items, except weapons, have a 20% chance of being unaffected by the rusting power.

Rust Monsters are easily distracted by a handful of iron spikes, a mace, a hammer, a codpiece, etc. They prefer ferrous or rare metals including iron, steel, magic steel alloys, mithril, adamantite, carbonite, ironite and adamantium, but will seek copper, silver, gold, etc. if that is all that is available. Such metals have a 20% chance to resist the rusting power. Rust Monsters must stop moving for at least one round in order to eat a rusted item. They can consume up to ten pounds of rusted metal in a single round.

Magnetic Rust Monsters are slightly larger and heavier than Common Rust Monsters. They have the ability to control magnetic fields and can make metal come to them.

Victims wearing metal within 40 feet of the creature must make a special open doors roll to resist the creature's pull. This chance is reduced by 10

Rust Monster, Striped Magnetic

AKA: Oxidizus-Polelum

HACKFACTOR: 13

EP VALUE: 420

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Metal

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: M (6' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Courageous (12)

ARMOR CLASS: 2

NO. ATTACKS: 2

DMG./ATTACK: Nil

SPECIAL ATTACKS: Rusting, magnetism

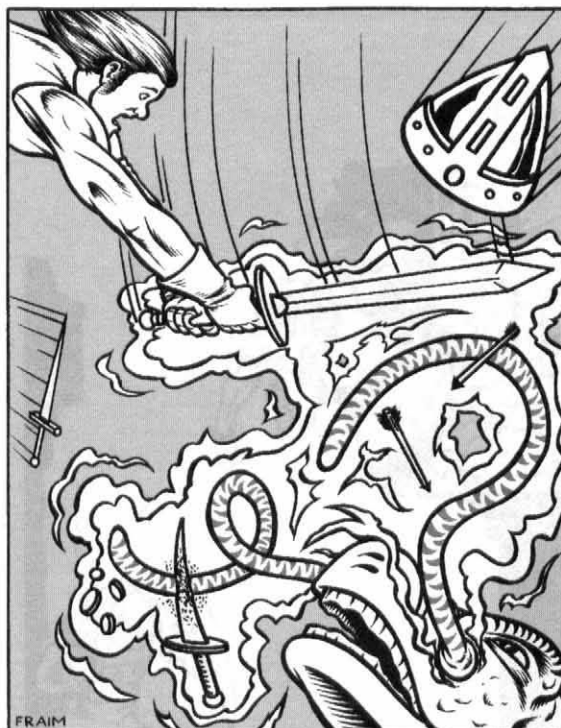
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6

TO P: Yes

FF: 5



Magnetic Rust Monster — Striped Variant

minus the victim's AC. If the PC's open doors chance is 9 in 20 and his plate mail armor gives him an AC of 3, the roll would be 2 in 20. This formula assumes the victim is carrying metal or wearing metal armor. GMs can adjust this formula according to the circumstances.

Victims who fail their open doors rolls are pulled toward the creature at a rate of ten feet per round. Additionally, any metal item that is dagger-sized or smaller has a 25% chance of being pulled off the character's body and onto the Rust Monster each round. Once a victim is stuck to the Rust Monster, the creature can strike with its antennae at +4 to hit.

HABITAT/SOCIETY: There is only a 5% chance of encountering a Rust Monster with offspring. If two Magnetic Rust Monsters come into contact there is a 50% chance they will either lightly repel each other or lightly attract each other.

Rust Monsters prefer refined ore, but will eat raw ore when refined ore is unavailable. Despite their peaceful natures, they are hated by dwarves, gnomes, blacksmiths and most adventurers.

ECOLOGY: It is not unusual to encounter a Rust Monster working with a Carrion Crawler to keep a dungeon clean. This is usually by the design of some fastidious evil magic-user or anal-retentive Lich.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Striped Magnetic Rust Monster is perfect for building weapon-attracting shields and armor. The stripes cannot be removed or covered.

TREASURE: Q (x10)

OTHER: Rust Monster antennae can be enchanted to continue their rusting effects on metal even after death.



Common She-Satyr — Green Variant

60-foot radius instantly become sober (and hungover if previously drunk). Additionally, it automatically breaks any Charm spell.

Only a Satyr or a properly trained bard can play these magical bongos. Male Satyrs despise these instruments and sometimes hire PCs to steal them from their wives.

HABITAT/SOCIETY: She-Satyrs are sullen, not at all fun-loving and extremely suspicious. If one of these creatures suspects that a group of PCs is covering for her mate, she will attack and possibly torture the group for information about her husband's location.

On rare occasions, female and male Satyrs congregate at well-planned official festivals. These tend to be very dry affairs that induce great happiness in the females, but a deep-seated boredom in the males. Male Satyr suicide rates during this time skyrocket by 200%.

ECOLOGY: She-Satyrs of all types are family-oriented creatures and bear sole responsibility for raising their young. Unfortunately, their males are wild, uncontrollable drunkards who never seem to capitulate and are completely irresponsible. PCs who find themselves in a domestic dispute between male and female Satyrs will find themselves in a very dangerous position that inevitably erupts into violence. Satyr divorce rates rank among the highest in Garweeze Wurd.

YIELD:

MEDICINAL: Powdered She-Satyr horn can cure hangovers.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: I, S, X

OTHER: Nil

Satyr, She-, Common (Green Variant)

VARIANT: Green She-Satyrs are just like standard She-Satyrs. They get very angry very quickly when people suggest that they may be "green with envy".

DESCRIPTION: Common Green She-Satyrs look just like Satyrs (HOB 7 p26) except that they are obviously female. And green. They are generally sullen creatures who detest debauchery. She-Satyrs are usually encountered looking for their degenerate mates.

COMBAT/TACTICS: Common She-Satyrs have tiny horns, though they can still butt for 2-8 points of damage with their exceptionally hard heads. On a charge, these creatures do double damage. They are not malicious, but will attack any female they find with their Satyr husbands at +2 to-hit. She-Satyr bands always have a pair of magic bongos known as "Bongos of Sobering". When these special items are played, all victims in a

Satyr, She-, Common Green

AKA: Satirical-Partipooperus

HACKFACTOR: 12

EP VALUE: 975

CLIMATE/TERRAIN: Sylvan Woodland

FREQUENCY: Rare

ORGANIZATION: Band

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very to High (11-14)

ALIGNMENT: Neutral (lawful)

NO. APPEARING: 2-8

SIZE: S (4' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 2-8

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Sobering

MAGIC RESISTANCE: 50%

HIT DICE: 5

TOP: Yes

FF: 4

Sedusa (Wretched Variant)

VARIANT: The Wretched Sedusa is a lonely and desperate creature that some sages have suggested are simply normal Sedusas who have lived "past their prime". Most of those sages disappeared soon afterwards.

The Wretched Sedusa begs and pleads to get someone to stay with her, constantly bemoaning the lack of love and attention in her life. This strategy must work often enough, since it is known that Wretched Sedusas have survived without starving for extended periods of time.

These wretched things are quite adept at manipulating pity and compassion to their own purposes. Targets get a -6 on saving throws versus the Wretched Sedusa's apologies. Also, being defeated or fleeing from a Wretched Sedusa results in three times the standard Honor penalty for fleeing a fight with a weaker opponent (see page 58 of the GMG).

DESCRIPTION: Sedusas are an extremely rare variety of Medusa born without snake-heads or a petrifying gaze. They instead have snake fangs and a snake's tongue. They use their attractive physical appearance to seduce their victims, or as a ploy for pity.

COMBAT/TACTICS: Sedusas have the spell powers of a 2nd-8th level cleric or a 4th-10th level magic-user. They use their spell abilities to mask their true appearance. Sedusas are extremely crafty, sometimes waiting weeks before biting a victim. Like Medusas, Sedusa only eat petrified meat, so all have become skilled alchemists. Using a mixture derived from their own blood, they will petrify victims post-mortem to eat them. They are not immune to the petrification gaze of their sisters, but are immune to poison.

Sedusa, Wretched

AKA: Entice Nymphs

HACKFACTOR: 23

EP VALUE: 1,411

CLIMATE/TERRAIN: Temperate to Tropical Land

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Very to Exceptional (11-16)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 4

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Spells, poison bite

SPECIAL DEFENSES: Immune to poison

MAGIC RESISTANCE: Standard

HIT DICE: 9

TOP: Yes

FF: 5

Anyone bitten by a Sedusa must save versus poison or die. Those who make their save fall into a coma-like state for 1-6 rounds.

HABITAT/SOCIETY: Sedusas have been completely ostracized by their sisters – forbidden to participate in normal Medusa society. They are slightly more social toward humans, often making deals with evil-aligned humans for mutual benefit. Sedusas sometimes pose as Sirines and, very rarely, become companions to evilly aligned Sirines.

ECOLOGY: Due to the convoluted process the Wretched Sedusa must go through to obtain sustenance for herself, it is fortunate that the creatures only need to feed once a month.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: B, U

OTHER: Using the Sedusa's blood and a special formula, it is possible to make a powerful Potion of Petrification (**EP VALUE:** 300, **GP Value:** 400) that will petrify any Man-sized or smaller creature who drinks it.

Seeall (Jurassic Variant)

VARIANT: The Jurassic Seeall hails from times long gone by, when every creature had to simply be tougher than in today's "soft" version of Garweeze Wurld. Or so they would have you believe.

They are faster than their standard kin and inherently tougher, gaining 3 more Hit Dice and +1 on all attack and damage rolls.

These throwback creatures are primarily concerned with satisfying their hunger, which drives them to eat three times as much as a non-variant Seeall. From 3-60% of their treasure will be found in the stomach, assuming it cannot be digested. This hunger drive is so strong that the Jurassic Seeall gains +4 on saving throws against all mind-affecting spells and effects.

The Jurassic Seeall has little use for brains, however, and is considerably stupider than the modern version. Both male and female Jurassic Seealls lay eggs, though these are just empty shells (they actually reproduce as normal mammals). This egg-laying is a dark secret, something they consider highly embarrassing and refuse to discuss. Typically, they seek to get rid of these egg shells as quickly as possible.

DESCRIPTION: Jurassic Seealls resemble primitive humans except that they have a ring of eyes all the way around their heads. They are adept warriors and always carry the best weapons and armor.

COMBAT/TACTICS: Seealls work best when fighting with allies of their own kind. For every Seeall after the second, the group gets one automatic parry (a strike that would otherwise have hit is completely blocked). This is the

Seeall, Jurassic

AKA: Cornea Creep

HACKFACTOR: 12

EP VALUE: 483

CLIMATE/TERRAIN: Any Land

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- to Avg. (4-8)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 2-8

SIZE: M (6' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3 (8 without armor)

NO. ATTACKS: 2

DMG./ATTACK: By weapon +1

SPECIAL ATTACKS: Initiative bonus

SPECIAL DEFENSES: Never surprised, parry

MAGIC RESISTANCE: Standard

HIT DICE: 6

TOP: Yes

FF: 5



Sedusa — Wretched Variant



Seeall — Jurassic Variant

result of their amazing eyesight and lightning fast reflexes. The Seealls must be within six feet of each other for this bonus to take effect. Seealls are never surprised, but they save against blinding effects and gaze attacks at -4. Additionally, although they cannot see invisible objects or creatures, they are very good at spotting movements in dust and opening doors, gaining +20% to their chance to spot hidden or invisible objects. They may attack invisible creatures within a 20-foot radius at -2.

Jurassic Seealls carry clubs (70%), rocks (90%) and crude short bows (40%). Few carry more exotic items, and each member of a Seeall gang generally carries the same type of weapon. Seealls can walk forward or backwards at the same rate and can change direction instantly. All Seealls get a +3 bonus to initiative rolls.

HABITAT/SOCIETY: Seealls were ostracized from most societies eons ago because of their appearance. They despise humans and will only work with them under the most extraordinary circumstances. They work to bring down human civilizations, but never through spying, only through combat and by showing the humans that they are superior. Seealls are extremely arrogant to humans, but tolerate demi-humans and even befriend some.

ECOLOGY: Sages believe that Seealls originally descended from a single, unobservant guard. Due to this guard's inability to spot a sneaking enemy, an ancient city fell. As punishment, the gawds transformed the guard into a Seeall and he spawned the entire race. Jurassic Seealls may have come about in a similar manner, though involving some long-forgotten city of even greater antiquity. Seealls make excellent and loyal mercenaries, especially to those working to cause the downfall of humanity on Garweeze World.

YIELD:

MEDICINAL: Some healers claim they can cure blindness by surgically implanting the eyes of a Seeall in the place of the patient's faulty eyes.

SPELL COMPONENTS: The eyes of a Seeall can be used in lieu of other material components for a True Seeing spell with only a 10% chance of spell mishap.

HIDE/TROPHY ITEMS: Nil

TREASURE: U, Z

OTHER: Nil

Shadow Fiend (Silver Variant)

VARIANT: This variant of the standard Shadow Fiend is silver in color. Certain sages known to have a penchant for mushrooms have described the silvery shadow as looking "cool".

DESCRIPTION: Silver Shadow Fiends in their true forms are four feet high cylinders of silvery flesh. They have one foot that is similar to a snail's suction cup and two flailing tentacles. The creature changes shape during combat.

COMBAT/TACTICS: During combat, a Shadow Fiend will slowly take the shape of its chosen opponent. Each round, its Armor Class and Hit Dice slowly change (up or down) to that of the chosen opponent, at the rate of one AC and one Hit Die per round. Once the creature reaches the opponent's Hit Dice and Armor Class, it becomes an exact match and the creature then fights on the same combat table as that opponent. No matter what shape the Shadow Fiend takes on, it only does 1-4 points of damage with each attack.

If reduced to 8 hit points or below, it begins to revert back to its original form at the same rate. If the original target dies, the creature will pick a new target, slowly morphing from one shape to another by the aforementioned process. Shadow Fiends regenerate 1 hit point per turn and sometimes play dead to escape.

Shadow Fiend, Silver

AKA: Mock Beast

HACKFACTOR: 12

EP VALUE: 650

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare (at best)

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (4' high)

MOVEMENT: 6" (See text)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5 (See text)

NO. ATTACKS: 2

DMG./ATTACK: 1-4/1-4

SPECIAL ATTACKS: Advanced imitation

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Standard

HIT DICE: 5 (see text)

TOP: Yes

FF: 5



Shadow Fiend — Color Variant: silver

HABITAT/SOCIETY: Shadow Fiends are timid creatures who want nothing more than to be left alone. Unfortunately, they have been hunted nearly to extinction because their livers can make 1-3 drafts of a Potion of Polymorph Self. Druids everywhere will do anything in their power to protect this gentle creature.

ECOLOGY: A Shadow Fiend is related to the slug and may be an evolutionary offshoot. They make content, though boring, pets. Shadow Fiends can spot Mimics and Doppelganger-kin up to 30 feet away and can be trained to take a specific form (such as a guard dawg) to sniff out intruders.

YIELD:

MEDICINAL: Shadow Fiend tastes like escargot.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: A Shadow Fiend liver in good condition is worth 500 gp.

TREASURE: Nil

OTHER: A captured Silver Shadow Fiend is worth 2,000 gp (twice the value of a standard Shadow Fiend!).

Sheep, Carnivorous (Doom Variant)

VARIANT: Carnivorous Sheep of Doom have been known to drive heroes mad. In addition to all other actions in a round, this creature can emit a horrendous bleating sound that actually reduces Honor. All who hear the Bleat of Doom within 30 feet must save versus spells or lose 2 points of Honor each round for 3d6 rounds. Rumor has it that some Carnivorous Sheep of Doom have different effects on their victims (see page 18 of the Hacklopedia of Beasts: Monster Matrix).

DESCRIPTION: The Carnivorous Sheep of Doom looks exactly like a normal Sheep until it attacks. It has a maw of razor-sharp teeth used to devour victims.

COMBAT/TACTICS: This Sheep has a sinister intelligence that allows it to stalk its prey. By day, these creatures walk undetected amongst normal Sheep, but by night, they hunt any organic, non-Sheep creature. Their teeth are so sharp that on a natural attack roll of 20, they sever an arm (1-4 on d6) or a leg (5-6 on d6). This supersedes the effects on the critical hit tables in the GMG. Carnivorous Sheep often prey on beggars, drunks and other social outcasts because if their prey escapes them, no one will believe their story.

Once a Carnivorous Sheep gets a taste of blood, it saves at +4 against all poisons and magic for the next hour. Additionally, it can fight to -3 hit points.

HABITAT/SOCIETY: The Carnivorous Sheep is a wily predator, capable of tracking prey for many miles over many days. Older Carnivorous Sheep sometimes develop a taste for a particular type of victim. On Garweeze World, adventurers that want to keep breathing should slay Sheep first and ask questions later.

Sheep of Doom, Carnivorous

AKA: Ram Fiend

HACKFACTOR: 3

EP VALUE: 130

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M (4' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 7

NO. ATTACKS: 1

DMG./ATTACK: 1-12

SPECIAL ATTACKS: Sever limbs

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 2+3

TOP: Yes

FF: 8



Carnivorous Sheep — Doom Variant

ECOLOGY: It is unknown how Carnivorous Sheep reproduce, as apparently there are no males. Carnivorous Sheep are often confused with Rams — a different species entirely. More information on Carnivorous Sheep and other mysterious beasts is said to be available in rare tomes located in the secret library in the inner sanctum of the Circle of Sequestered Magicks.

YIELD:

MEDICINAL: Carnivorous Sheep tastes like tough, stringy Ram meat.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Sheep wool is a precious commodity to weavers. If gathered in late spring and properly combed and carded, it can be sold for up to 10 gp per Sheep shorn.

TREASURE: There is a 10% chance of finding incidental treasure inside a Carnivorous Sheep's gut.

OTHER: Nil

Shirkmare (Fire Variant)

VARIANT: The Fiery Shirkmare often lives in volcanic regions or near gates to the Elemental Plane of Fire. It is as unreliable and as difficult to predict as a leaping flame.

Three times per day, the Fire Shirkmare can ignite a flame aura around itself. This extends 10 feet from the creature and causes 1-10 points of damage to any creature caught in it who fails a save versus breath weapon. (Those who succeed take none.) Each use of this aura lasts for one turn.

This variant also has a breath weapon: a cone of fire 5 feet wide at the mouth, 20 feet wide at the base and 20 feet long. Those caught suffer 3d6 points of damage (save for half). Most Fire Shirkmares are not actually immune to fire and heat, but gain +4 on all saves against such

Shirkmare, Fire

AKA: WilderMare, ThunderHoof

HACKFACTOR: 17

EP VALUE: 845

CLIMATE/TERRAIN: Any but desert

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: L

MOVEMENT: 26"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. ATTACKS: 3

DMG./ATTACK: 1-6/1-8/1-8

SPECIAL ATTACKS: Rear kick 1-12, flame aura, breath weapon

SPECIAL DEFENSES: Never surprised, fire resistance

MAGIC RESISTANCE: Nil

HIT DICE: 6

TOP: Yes

FF: 6



Shirkmare — Fire Variant

effects and take only half damage even on a failed save. They take no damage on a successful save.

About one third of known specimens actually are immune to fire and heat, but none of these are known to have the breath weapon.

DESCRIPTION: The Shirkmare is comparable in size to an average riding horse, but appears frail and poorly muscled. In fact, it appears (to the non-greva or non-grel eye) to be malnourished and even sickly. Such appearances are misleading, to say the least.

COMBAT/TACTICS: Despite their scruffy appearance Shirkmares are powerful creatures. They are faster, have more hit points and deal out more damage than normal equines. Shirkmares have a rock steady morale and rarely bolt or shy away from battle. In combat, Shirkmares attack with a lightning-fast combination of teeth (1-6 points of damage) and both front hooves (1-8 points of damage each). A Shirkmare can strike out at opponents behind it with a vicious rear kick for 1-12 points of damage, in addition to her normal attacks.

HABITAT/SOCIETY: Because they have adapted to survival in dense forest and brushy undergrowth, they are nearly impossible to surprise. Obviously such an animal is highly sought after. Another reason Shirkmares are so desirable is that they are able to use power runes. Power runes are similar to the tattoo magic of pixie fairies/grels and, depending on the rune(s) applied to the horse, they can increase the horse's speed, hit points, Armor Class, etc.

Shirkmares are difficult to distinguish from normal horses. Only the greva and grel elves seem to have a natural ability to peg them for what they are, but even grels must observe an animal for several days before they can ascertain if a suspected Shirkmare is the real deal. Even veteran horse traders have unknowingly let such animals pass through their hands, failing to recognize their finer qualities. Because Shirkmares fetch a high price, there are countless scam artists who make a good living passing off ordinary nags as Shirkmares.

Due to their vicious nature Shirkmares are often riddled with battle scars. To put it mildly, these beasts have an attitude. An old grel saying goes, "A rider doesn't choose a Shirkmare — she chooses a rider." These equines are impossible to control until a bond is established, which can take up to six weeks (10% cumulative chance per week that the horse will bond with the character). If the

bonding process fails the Shirkmare will NEVER serve that character. Under no circumstances will a Shirkmare serve a dishonorable character. If a character bonded to a Shirkmare falls into dishonor, the horse immediately attempts to escape.

ECOLOGY: Each Shirkmare gives birth to just one foal during her entire lifetime. Truth be told — nobody can be sure of their exact numbers. A few Shirkmares (10%) have small tusks that grow upward from the lower jaw, hinting at the creature's fondness for meat. They also have intelligent eyes that some find unsettling.

Sages tell us that during the War Between the Pantheons, the gawd Arnuya defeated many of his brethren, including the elven gawd Shynora. In the thrill of his bloody victory, Arnuya claimed as his trophy Shynora's golden chariot and its three matched pairs of horses. To his great annoyance, however, Arnuya soon learned that the horses refused to obey him or to pull the celestial chariot across the night sky. Even after being subjected to torture the beasts refused to yield. Finally Arnuya ordered his underlings to take the horses down to Aldrazar (Garweeze Wurld) and slay them on the steps of his temple in the ruins of the grel city, Aldonis, as a sacrifice in his honor.

Of the six horses, only five were sacrificed. When the underlings went to retrieve the last horse from its pen they were surprised to find that it had escaped. Fearful of their master's reaction to their failure, the underlings decided to keep the beast's escape a secret.

According to the beastarian Frigus, this solitary creature made its way to the Fargruss River Valley, where it mated with common wild horses, creating the fantastic equines known as Shirkmares. Many scholars scoff at this origin story of these rare horses, but for anyone who has encountered them first-hand there is little doubt that these creatures are touched with magic. At some point in time these mysterious creatures came into the hands of the grel and the greva elven clans, who immediately recognized their potential as fearsome war horses.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: The blood of a Shirkmare can be used in Potions of Healing, Extra-Healing or Longevity.

Shriek, The

DESCRIPTION: Not many who have seen this monstrosity have lived to tell the tale, but there have been reports that the Shriek is nothing more than a shadow. Others say that it is an amorphous writhing mass of flesh. Regardless, it always leaves a slimy trail of blood and gore wherever it goes.

COMBAT/TACTICS: The Shriek is known to be a creature of vengeance, pure and simple. Most have come to believe that it is controlled by the highest ranking magic-user of the Circle of the Sequestered Magick. They say that for a fee he will unleash the Shriek upon a patron's worst enemies.

Only one victim per summoning can be targeted. Once someone is targeted by the Shriek's summoner, there is nothing, short of appeasing the angered party or quickly paying a hefty fee to the Circle, that will stop it. The Shriek relentlessly tracks down its target, letting nothing stand in its way. Its name comes not from the sound it makes, but from the eerie sound its victims make as it rends them limb from limb.

No man-made structure or armor can keep the Shriek at bay. Any sort of magical protection (such as a Ward Off Evil spell) has only a 25% chance of keeping the Shriek out. However, the fiend has endless reserves of patience — it will simply wait until the protection wears off. After all, it has all the time in the world.

Once the Shriek has a victim in its clutches (two successful attacks), it does 1d100 points of rending damage per round until the victim is not only dead, but torn into at least five pieces. No weapons can harm it, and it is immune to almost all magic. The only magic that affects the Shriek is the spell by which it is summoned. If the magic-user who summoned the creature is killed or voluntarily recalls the creature, the Shriek quietly slithers away into the shadows.

HABITAT/SOCIETY: The Shriek, they say, was discovered by one of the founders of the Circle of Sequestered Magicks.

ECOLOGY: There is only one such creature known to exist on Garweeze Wurd. No one is sure where the Shriek came from. Most people are afraid to even speak of this horrible creature and there are chilling tales that it appears to kill anyone who mentions its name. It can only be summoned once a season (four times a year), but once summoned it will not go away until its mission is complete or it is recalled.

Some say that summoning this creature takes a year off the summoner's life – that is why such a hefty fee is charged. The fee is said to range anywhere from 50,000 gp to 1 million gp or more. The fee to call it off is reputed to be twice as much. When the controller of the Shriek dies, the ability to summon the creature is passed on to the magic-user who succeeds him.



The Shriek

Shriek, The

AKA: Call of Doom
HACKFACTOR: 21
EP VALUE: 5,000
CLIMATE/TERRAIN: Any
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: M (6.5' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5
NO. ATTACKS: 2
DMG./ATTACK: 2-8/2-8
SPECIAL ATTACKS: Rending
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Immune to most magic
HIT DICE: 7+2
TOP: n/a
FF: n/a

YIELD:
MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Simian Orc

DESCRIPTION: Simian Orcs are Man-sized bipeds – the result of a bizarre mix of ape and Orc. No one cares to consider how the initial breeding took place, but the fact that they persist in large numbers leads scholars to conclude that they thrive as a viable new race.

They commonly display pointed ears, an upturned pig-like nose and protruding lower tusks. Their skin is a greenish brown color and their eyes have a reddish tint that appears to glow under torchlight. Females are about six inches shorter than males.

COMBAT/TACTICS: The unusually large hands of Simian Orcs and their great Strength (typically 19) allow them to use weapons that most humans would consider unwieldy. They favor large broad swords, battle axes, morning stars and nice thick clubs. However, their weapons are often of very poor quality and weigh 20% more than standard weapons. In terms of damage, these competing factors tend to balance each other out such that the weapons of Simian Orcs can inflict the same amount of damage (and speed factors, etc.) in combat as standard ones.

Although they can use crude melee weapons, Simian Orcs can bite opponents for 1d4-1 points of damage and pummel with their fists for 1d6 points of damage. They are also quite fond of wrestling and often revert to such natural attacks if their shabbily constructed weapons break in the middle of a battle. Simian Orcs do not use missile weapons as they prefer to enjoy their combat up close and personal.

HABITAT/SOCIETY: All Simian Orcs live lives of conflict, valuing battle-scars and inflicting pain on others. Simian Orcs have a reputation for toughness and cruelty.

They roam their territory in gang-like units of about a dozen thugs, looking for something to take from someone who is weaker than they are. Since they think everyone is weaker than they are, they will rob and assault just about anyone they come across. This can be a problem for Orcs, humans or anyone else who crosses their path.

Simian Orcs speak a language rooted in the lowest forms of orcsish but has come to be dominated by shrill cries and primal grunts. Some of the more intelligent members of their race are capable of learning other languages but they usually do not have the attention span to stick to it. The fact that they have been known to torture their teachers has also hindered their progress.

Simian Orc

AKA: Pig-nosed Punks
HACKFACTOR: 1
EP VALUE: 120
CLIMATE/TERRAIN: Any Warm Land
FREQUENCY: Uncommon
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi to Low (2-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 30-300 or 9-16 (war party)
SIZE: M (7' tall)
MOVEMENT: 12", 3" Bc
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 8 or by armor type
NO. ATTACKS: 1 or 2
DMG./ATTACK: By weapon +7 or 1d4-1/1-6+7
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 3
TOP: Yes
FF: 5

Simian Orcs can become berserkers and advance up to 6th level as such. Often, these brutal beasts become the leaders of their tribe through sheer prowess in battle. Lesser members of the tribe seem content to follow such leaders as long as the tribe is prospering. If hard times fall, there will be internal battles to establish a new hierarchy.

Simian Orcs are extremely aggressive and believe that bullying and torturing others is part of the natural order. While their main motive for assaulting others is robbery, they often take prisoners to torture them just for pleasure or stage slave fights for entertainment.

The one skill other than prowess in combat that Simian Orc society values is that of making armor and weapons. Thus, craftsmen skilled in this area enjoy a high place in their tribes. Common armor types among tribe members include scale mail, ring mail and metal helmets. The rare suit of chain mail taken from the corpse of a fallen foe can even be encountered.

Simian Orcs are not a religious lot, but this does not stop both followers of the Ape Gawd and Orc high priests from trying to convert them into worshippers. More often than not, these religious figures have found that Simian Orcs are more trouble than they are worth.

Females are relegated to caring for young and providing meals, while the stronger males of the tribe either fight amongst themselves or go out and rob people. Males will sometimes hunt game animals but this is done more to alleviate boredom than for survival.

ECOLOGY: Simian Orcs have an average life span of 30 years and a gestation period of nine months. Infant mortality rate is very high, but births are frequent. They are considerably cleaner than their Orcish cousins, thanks to regular bloodbaths and brawling in muddy pits with one another. These creatures have been observed in their natural habitat grooming one another, though such grooming sessions often break into fist-fights. Simian Orcs enjoy eating game meats, livestock, fruits, nuts (shell and all) and berries.

Simian Orcs live in primitive encampments, where they use crudely tanned animal hide tents for shelter. They have been known to take up residence in natural caves or abandoned mines and have even been known to build crude tree houses. All Simian Orcs have 30-foot infravision. They do not like bright sunlight but are unaffected by it.



Simian Orc

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Simian Orc muscle tissue can be used for a Strength spell in lieu of other material components with a mere 10% chance of spell mishap.

HIDE/TROPHY ITEMS: Large Simian Orc hands are sometimes made into ashtrays.

TREASURE: P (individual), E (lair)

OTHER: Nil

Sivian Banshee (Electric Variant)

VARIANT: The Electric Sivian Banshee variant most likely sprung from some insane magic-user's lair. Four times per day, it can deliver a powerful jolt of electricity by touch, dealing 2-16 points of damage to the victim (a target in water suffers 4-32 points of damage). It cannot use this ability more than once in a turn, however. It also saves against any electrical or lightning attack at +5, taking no damage on a successful save and half even if it fails. One in ten of these variants are actually immune to all forms of electricity.

DESCRIPTION: Sivian Banshees are the spirits of those who committed suicide out of despair. Somehow, these evil spirits became stuck on the Prime Material Plane. They seek to spread their misery to others. Sivian Banshees closely resemble Ghosts or Banshees.

COMBAT/TACTICS: Electric Sivian Banshees have no physical attacks other than their electric jolt, but they can use their "Wail of Despair" against anyone in a 20-foot radius. Those who hear it must save versus spells or become so despondent that they commit suicide. Lawful good creatures are immune to this wail, although it will make them sad. Victims that miss their saving throws immediately seek ways to destroy themselves, although the Banshee can delay this event and make unlimited Suggestions that can hinder, although not directly hurt, its new, brief-lived friends.

Sivian Banshees can be driven away by boldly presented holy symbols, so long as the presenter is of true faith (GM's option), and they cannot pass over consecrated ground. Holy water does 2-12 points of damage per vial to them. These apparitions are insubstantial and can pass through any solid object that is not blessed or consecrated. Blessed, holy or +2 or better weapons will harm them. Burning the physical remains of a Sivian Banshee will immediately destroy it.

Clerics turn Electric Sivian Banshees as Ghosts.

HABITAT/SOCIETY: Sivian Banshees dwell in the ruins of the places where they died. They cannot directly affect the physical world, but use their former victims to change the surroundings. Most victims of a Sivian Banshee continue to rot wherever they did themselves in.

Sivian Banshee, Electric

AKA: Suicide Ghost, Hangman Spirit

HACKFACTOR: 58

EP VALUE: 3,750

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Despair

INTELLIGENCE: Average to High (8-14)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: 9", 12" Fly (C)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 2

NO. ATTACKS: 1

DMG./ATTACK: Nil

SPECIAL ATTACKS: Wail of despair, jolt

SPECIAL DEFENSES: +2 or better (or blessed) weapons to hit, electricity resistance

MAGIC RESISTANCE: Standard

HIT DICE: 12

TOP: n/a

FF: n/a



Sivian Banshee

ECOLOGY: Sivian Banshees are not part of nature. Using a Speak to the Dead to talk to a Sivian Banshee will depress the caster for 1-6 weeks.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C (Incidental)

OTHER: Nil

Slapping Durnkin (Jelly-banded Variant)

VARIANT: The Jelly-banded Slapping Durnkin is an odd thing indeed. Between its normal skin and its outer layer are horizontal stripes of various colors. The "jelly" that makes up these stripes is actually part of its bizarre digestive system.

The outer skin is AC 15 and easily broken. When this happens, jelly spurts onto passersby within 5 feet. Victims must save versus poison at +3 or suffer 1-4 points of damage and develop a highly irritating and highly embarrassing skin rash that lasts 1-4 days (or until the victim receives a Cure Disease spell). While afflicted with this rash, victims have a -2 penalty to Dexterity and a -1 penalty to all attack rolls.

Slapping Durnkins have developed bands on their hands that deliver a peculiar type of rash to their enemies. The rash spells out an insult or phrase in the common tongue, typically something like

Slapping Durnkin, Jelly-banded

AKA: Honor Pirates

HACKFACTOR: 3

EP VALUE: 36

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 2-12

SIZE: M (4.5' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: -8

NO. ATTACKS: 2

DMG./ATTACK: 1d6-4/1d6-4

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Jelly

MAGIC RESISTANCE: Standard

HIT DICE: 1-1

TOP: Yes

FF: 4



Slapping Durnkin — Jelly-banded Variant

"Bite Me" or "Loser". Victims who cannot cure this rash suffer an additional loss of 4 points of Honor per day.

DESCRIPTION: Slapping Durnkins resemble short humans with six nipples and no noses. They always wear thick leather vests with high, stiff collars, though Jelly-banded Slapping Durnkins like to wear their shirt open to increase the odds of giving opponents the rash. Their hands are twice as large as a human's and secrete a staining black ink.

COMBAT/TACTICS: Slapping Durnkins are extremely arrogant and will slap anyone that they feel is too "high and mighty" for their station. Victims slapped will be stained with a henna-like ink that lasts for 1-20 days. During this time, the victim's Honor drops by 1 point for every slap. This loss of Honor is largely a result of PCs getting defeated by a less than one Hit Die monster. Slapping Durnkins get +6 to hit. They especially like to humiliate knights and anyone with high Honor scores.

HABITAT/SOCIETY: Slapping Durnkins are said to be from the undiscovered Kingdom of Durnkinovia. Durnkin society has a rigid caste system and it is considered a grievous offense to deviate from it. The Slapping Durnkins encountered across Garweeze Wurd are outcasts, but still place their Honor high above all others.

ECOLOGY: Durnkins may be distantly related to humans. According to sages, they are an honorable race that is so rigid in their thinking that their society has not changed in 2,000 years. According to a drunken halfling, Jelly-banded Slapping Durnkins spontaneously grow from very moldy bread.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: J, K, L, Z

OTHER: The ink from a Durnkin can be used to stain others even after its death as long as the ink is stored in an airtight container. The ink is sometimes used for tattoos of shame. A single Durnkin body yields 1-3 vials of ink (an entire vial is needed to cover one Man-sized creature with tattoos of shame).

Slime, Green (Blue Variant)

VARIANT: Variant Blue Green Slime functions just as normal Green Slime, except that it is blue. This usually throws jaded adventurers for a loop.

DESCRIPTION: Blue Green Slime resembles blue-colored slime (it is decidedly NOT blue-green). It is a strange plant that does not move, but instead falls when it senses vibration.

COMBAT/TACTICS: This plant drops on whatever it senses underneath it. It will slowly turn a victim into Blue Green Slime. It can eat through metal quickly, eating through plate mail in 3 melee rounds and lighter armors in less time. It takes one hour to eat through an inch of wood but dissolves flesh upon contact. Blue Green Slime cannot eat through glass. Victims caught without protection by Blue Green Slime will be turned into Slime themselves in 1-4 rounds.

Blue Green Slime can be scraped off quickly (if the scraper is also discarded quickly). A Cure Disease spell will kill it, but most spells do not affect it at all. Only spells and effects involving fire or cold will harm it, although such attacks also damage the victim.

HABITAT/SOCIETY: Much like wrestling fans, Blue Green Slimes are mindless blobs, wishing only to consume. A Blue Green Slime that is not eating

Slime, Blue Green

AKA: Dungeon Algae
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Group
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: S
MOVEMENT: 0"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 9
NO. ATTACKS: 0
DMG./ATTACK: Transformation
SPECIAL ATTACKS: Transformation
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Immune to most spells
HIT DICE: 2
TOP: n/a
FF: n/a

is a very unhappy Slime indeed. Their society is extremely exclusive and this may be the reason that all sages who have studied the Slime's society have never returned to deliver a full report on the phenomenon.

ECOLOGY: Blue Green Slime grows in the same manner as mildew. After dropping from the ceiling, it consumes its victim, eventually growing back on the ceiling with the additional hit points gained. Contrary to the popular gnomish rumor, Blue Green Slimes do not go away if you just close your eyes.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Blue Green Slime can be transported in glass containers and thrown at creatures.

Snake, Constrictor (Spiny-backed Variant)

VARIANT: The primary feature distinguishing the Spiny-backed Constrictor Snake from the standard type is a ridge of 8-inch long spines running down the top of its vertebrae. These spines tilt slightly backwards, though the snake can move them back and forth if it wishes. These spines distract opponents enough to improve the snake's Armor Class by 2 points. If it forgoes other attacks, it can deal 1d4-1 points of damage to a single creature with its sharp spines.

DESCRIPTION: Snakes are long, slender reptiles without legs that are found nearly everywhere. They are carnivores and like to swallow their prey whole. Constrictor Snakes are large creatures that squeeze their prey to death. In general, snakes have lightly colored underbellies and scales that match their environment. They shed their skin several times each year.

COMBAT/TACTICS: All snakes fear fire and will retreat from open flames, lit torches that are swung vigorously and panicky dwarves running about with beards aflame. If a snake sees any of these three things, it suffers -6 on morale checks.

Constrictor snakes hide in the branches of trees and slowly lower themselves onto prey or drop suddenly on victims. Once they strike successfully, the victim suffers damage automatically each round until freed. A successful Dexterity check indicates that both of the victims arms are free. Constricted bipeds can attempt escape by making an open doors roll with a -1 penalty. Anyone attempting to free the captive by hacking at the snake is hampered by a 20% chance of striking the victim instead of the reptile.

Common Spiny-backed Constrictor Snakes appear to be anacondas, boas or pythons. Some are known as bird charmers and can mesmerize their prey by swaying slowly and steadily, while staring down their victims. Creatures

Snake, Spiny-back Constrictor

AKA: Squeeze Serpent
HACKFACTOR: 5,6
EP VALUE: 182, 437 (elder)
CLIMATE/TERRAIN: Any Warm
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: M (10' to 20' long)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Unsteady (8)
ARMOR CLASS: 4
NO. ATTACKS: 2
DMG./ATTACK: 1/1d4-1
SPECIAL ATTACKS: Constrict, spine poke
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3+2
TOP: Yes
FF: 7



Slime, Green — Blue Variant



Snake, Constrictor — Spiny-backed Variant

of animal Intelligence or less must save versus paralysis or become paralyzed for as long as the snake sways and for 2-12 rounds after.

HABITAT/SOCIETY: Snakes are solitary carnivores, but it is not unusual to find a small clutch of the reptiles in the same hunting area. They will feed on each other under dire circumstances and sometimes even share the same lairs. Certain snakes have adapted to life in the trees or have lived an inordinately long time. These snakes are known as Elder Snakes.

Elders are snakes that have gained an Intelligence of 2-7 over their years of experience. They gain one additional Hit Die and the ability to speak the prevailing local language, albeit with a lisp. Elder Snakes sound like sissies, but they are not. They suffer no morale modifiers against flame and are likely to collect treasure for their lair.

Elder Snakes can hypnotize people as well as animals. There are rumors of a Grand Snakemaster, an immortal snake of enormous size with double Hit Dice and a hypnotizing power that forces anyone to save at -4. It is said that one who eats the shed skin of the Grand Snakemaster gains its knowledge. It is also rumored to have healing powers and an AC of 3. Whether or not this Grand Snakemaster exists is truly speculation. If it does exist, it gains +2 on initiative rolls.

ECOLOGY: Snakes are born from eggs and can thrive on their own from birth. Different cultures of all sorts view the snake as a food source, a pet, a source of evil, a source of good or a good source of poison. Much like cats, snakes enjoy the pain of others.

YIELD:

MEDICINAL: Snake meat is edible and delicious.

SPELL COMPONENTS: Snake parts are material components in various snake-related spells.

HIDE/TROPHY ITEMS: Giant Constrictor Snake hide is excellent for making hide armor that can be enchanted up to +8.

TREASURE: Nil (except Elder Snakes, who have Type W)

OTHER: Captured snakes go for 10-60 gp each (unless the market is inflated or depressed) depending on their age, temperament and poisonousness.

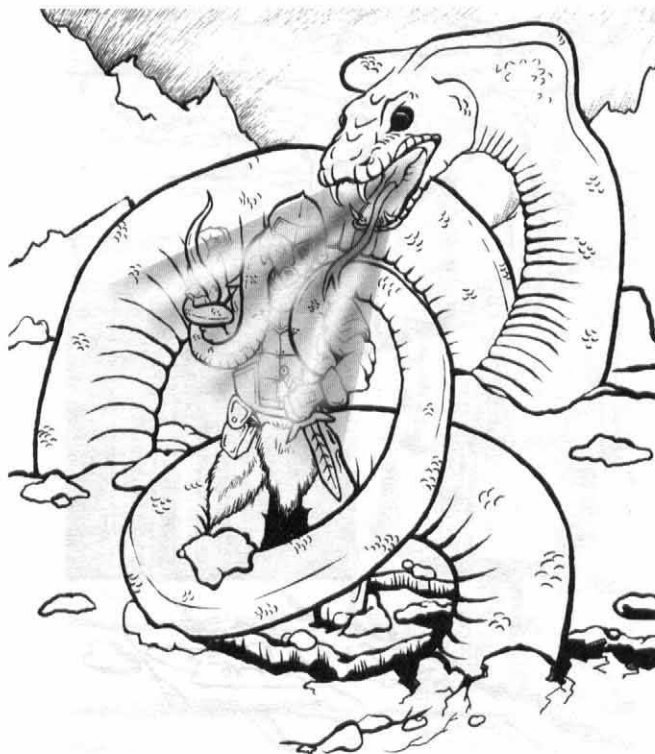
Snake, Giant Venomous (Ice Variant)

VARIANT: The Giant Venomous Ice Snake is very, very cold blooded. It emits a cold aura in a 10-foot radius that forces any creature not accustomed to temperatures of 0 degrees Fahrenheit or less to suffer 2-8 points of damage (save versus spells for half damage).

The Giant Venomous Ice Snake saves against all cold effects at +4, taking no damage on a successful save and half even if it fails. Ten percent of Giant Venomous Ice Snake variants are actually completely immune to cold. However, all suffer a -2 on saving throws against fire and heat-related effects.

DESCRIPTION: Snakes are long, slender reptiles without legs that are found nearly everywhere. They are carnivores and like to swallow their prey whole. The two basic types of snakes are venomous and constrictors. Venomous snakes tend to be smaller, but their poison is deadly. Constrictor snakes are large creatures that squeeze their prey to death. In general, snakes have light colored underbellies and scales that match their environment. They shed their skin several times each year.

COMBAT/TACTICS: All snakes fear fire and will retreat from open flames, lit torches that are swung vigorously and panicky dwarves running about



Snake, Giant Venomous — Ice Variant

Snake, Giant Venomous Ice

AKA: Reptilius-Bigfangus

HACKFACTOR: 13

EP VALUE: 483; 1,121 (elder)

CLIMATE/TERRAIN: Cold Land

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: M (12' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: 1d4-1

SPECIAL ATTACKS: Poison, cold aura

SPECIAL DEFENSES: Cold resistance

MAGIC RESISTANCE: Standard

HIT DICE: 4+2

TOP: Yes

FF: 7

Snake Venom Table

Roll	Modifier To Save	Damage*	Per	Effect Time**
1-4	+3	Debilitating for 2-8 days	—	1-4 turns
5-6	+2	Death	—	2-5 rounds
7-11	+1	1d4-2 points	round	2-12 rounds
12-14	None	1d4-1 points	round	1-6 rounds
15-16	-1	Debilitating for 1-4 days	—	2-8 rounds
17-18	-2	Debilitating for 1-12 days	—	1-4 rounds
19	-3	Death	—	1 round
20	-4	Death plus 1-6 points	—	Instantaneous

* A successful save vs. poison results in no damage. Note that characters only get one saving throw vs. each poisonous bite.

** For most of these poisons, this indicates how long it takes for the effects to work through the character's system. For poisons that do damage per round, this indicates for how many rounds the damage applies.

with beards aflame. If a snake sees any of these three things, it suffers -6 on morale checks.

Venomous snakes have a poisonous bite delivered through their needle-like fangs. To determine the effect of a snake's venom, roll on the Snake Venom Table on this page. Varieties of venomous snakes include the asp, cobra, copperhead, coral snake, krait, mamba, puff adder, rattlesnake, sidewinder, black adder, sock cobra, asp of doom and crotch adder. Some venomous snakes hunt at night and track warm-blooded prey by body heat. They have the equivalent of 30-foot infravision. Black mambas are the fastest known snakes and can move at 30" across open ground.

Giant Venomous Ice Snakes are enormous varieties of Venomous Snakes. Their poison causes death in one round if the victim fails a save vs. poison and some snakes still cause 3-18 points of damage to those who make their saving throw. Giant cobras can mesmerize prey just like bird charmers. They can eat an entire goat or a demi-human up to the size of a halfling or gnome. Some varieties of Giant Weasels hunt these creatures - giants who live in the same regions consider them a delicacy.

HABITAT/SOCIETY: Snakes are solitary carnivores, but it is not unusual to find a small clutch of the reptiles in the same hunting area. In dire circumstances, they will feed on each other and sometimes even share the same lairs. Certain snakes have adapted to life in the trees or have lived an inordinately long time. These snakes are known as Elder Snakes.

Elders are snakes that have gained an Intelligence of 2-7 over their years of experience. They gain one additional Hit Die and the ability to speak the prevailing local language, albeit with a lisp. Elder Snakes sound like sissies, but they are not. All saves against an Elder Snake's venom are made at -4 and death comes to those who fail the save in 1-4 rounds. They suffer no morale modifiers against flame and are likely to collect treasure for their lair.

Elder Snakes can hypnotize people as well as animals. There are rumors of a Grand Snakemaster, an immortal snake of enormous size with double Hit Dice and a hypnotizing power that forces anyone to save at -4. It is said that one who eats the shed skin of the Grand Snakemaster gains its knowledge. It is also rumored to have healing powers and an AC of 3. If it does exist, it gains +2 on initiative rolls.

ECOLOGY: Snakes are born from eggs and can thrive on their own from birth. Different cultures of all sorts view the snake as a food source, a pet, a source of evil, a source of good or a good source of poison. Much like cats, snakes enjoy the pain of others.

YIELD:

MEDICINAL: Snake meat is edible and delicious. Giant Venomous Ice Snake meat is tough and does not cook well, but can still go for 1 gp per pound on the open market.

SPELL COMPONENTS: Snake parts are material components in various snake-related spells.

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil (except Elder Snakes, who have Type W)

OTHER: Snake venom can be sold on the black market (depending upon the alignment of the culture) for 10 to 1,000 gp per vial, according to its potency. Snake venom should be stored in airtight containers. Snake handlers can harvest 1-3 vials per normal snake and 3-12 vials per giant snake. Subtract the number of bites from that total, as each vial contains one dose.

Snatcher, Map (Crested Variant)

VARIANT: The Crested Map Snatcher has a spiny ridge topped with small feathers running from its forehead to about halfway down its back. Other than a certain amount of self-satisfied smugness, it behaves in the same manner as the standard type but gains +1 AC against attacks from the rear.

DESCRIPTION: Created by the gawds of chaos, these creatures resemble two-foot high draw elves. They are always impeccably dressed in tight, form-fitting clothes that allow them to run quickly. Map Snatchers are armed with small short swords that are actually equal to daggers.

COMBAT/TACTICS: Besides their weapons, Map Snatchers can attack in a variety of ways. Their 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.

Additionally, these creatures are highly magic resistant. If a Map Snatcher makes its magic resistance against a spell that targets it, roll against its magic resistance a second time. If this roll succeeds, the spell rebounds against the caster. To make matters worse, the creature can cast a Maze spell and a Misdirection spell once per day. 50% are armed with magic items of an offensive nature.

HABITAT/SOCIETY: Map Snatchers use their abilities to steal maps from PC parties - then sell them to the highest bidder. This explains why there are so many incomplete maps floating around Garweez World. A Map Snatcher often has ties to a local thieves' guild and/or the evil creature responsible for the dungeon crawl in the first place.

Minotaurs hate Map Snatchers and will attack them on sight. Map Snatchers try to avoid dungeons with a large population of these bovine bipeds.

ECOLOGY: These imps 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 Faerie - if there is a pixie fairy in a PC party, the creature is 50% likely to bargain for the return of the map. If the pixie fairy is of the opposite sex, the chance increases to 85%, as most Map Snatchers have spent far too long alone in dungeons.

Snatcher, Crested Map

AKA: Cartographer's Bane

HACKFACTOR: 5

EP VALUE: 273

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any Darkness

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: S (2' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Snatching, spells

SPECIAL DEFENSES: Invisibility, stealth, +1 AC against rear attacks

MAGIC RESISTANCE: 45% (reflective, see text)

HIT DICE: 1-1

TOP: Yes

FF: 5



Map Snatcher — Crested Variant

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The pointy little tail of a Map Snatcher can be used in a Maze spell. This adds a material component and doubles the casting time, but increases the duration by 50%.

HIDE/TROPHY ITEMS: Nil

TREASURE: 50% chance of 1-2 offensive magic items, J thru Q

OTHER: The skull of a Map Snatcher can be used in the creation of a Ring of Spell Turning.

ECOLOGY: Like all arachnids, spiders are born from eggs throughout the year. The mother spins a silken egg sac, which she will protect to the death, if necessary. There is a 50% chance that any spider will be guarding a nearby egg sac. After 10-14 days, all the young spiders burst forth, immediately hungry.

YIELD:

MEDICINAL: Spider poison can be extracted if the poison gland is not pierced. One vial per Hit Die may be extracted, less one for each spider bite within 12 hours before death. Consult the GMG for the market prices of poison. Trapdoor Spider poison is wimpy and sells for a measly 8 gp per vial.

SPELL COMPONENTS: A bit of webbing from this spider can be used for a Web spell, adding 10% to the duration and area of affect per Hit Die. Victims get -1 on saving throws. All this with only a 5% chance of spell mishap.

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: The web glands of these spiders can be used to construct magic items that simulate or are similar to Web spells.

Spider, Medium Giant Trapdoor

AKA: Arachnidis-Surprisus

HACKFACTOR: 7

EP VALUE: 585

CLIMATE/TERRAIN: Non-Arctic

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (5' -6' across)

MOVEMENT: 15", 12" Web

PSIONIC ABILITY: Nil

ATT/DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 4

NO. ATTACKS: 1

DMG./ATTACK: 2d4-1

SPECIAL ATTACKS: Surprise, poison, entangle

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+4

TOP: Yes

FF: n/a

Spider, Giant Trapdoor (Medium Size Variant)

VARIANT: The Medium Giant Trapdoor Spider is simply a Man-sized version of the larger standard type. It enjoys its opponents' confusion over its full name.

DESCRIPTION: Spiders are aggressive arachnids that drink the life juices of victims. Often confused with Vampires by blind, illiterate, and/or stupid adventurers, most of these giant arachnids are venomous, some spin webs and others pounce on the unsuspecting. Giant Trapdoor Spiders are brown or beige with red stripes around their legs.

COMBAT/TACTICS: Giant Trapdoor Spiders build tunnels and trapdoors to surprise prey, which they do 7 in 10 times. Victims hit by these spiders must make a Strength check at -2 or be dragged into the lair to be devoured. A group of people with a combined 25 Strength can pull the victim back out with one round of effort. The poison bite of a Giant Trapdoor Spider does 1-6 points of damage (immediately) or none if the victim saves vs. poison. It can also shoot a web up to 15 feet away that will entangle an opponent for 1-4 rounds (no save).

HABITAT/SOCIETY: Spiders do not prey on one another, but are essentially solitary and perfectly willing to sacrifice their fellows to scamper away with a meal. There is no loyalty amongst spiders. Spiders dislike fire, as it burns their webs. They also dislike being hit by weapons, as it hurts.



Spider, Giant Trapdoor — Medium Size Variant

Spirits, Rogue (Vile Variant) /Vexing (Urban Variant)

VARIANT: Rogue Spirit: The Vile Rogue Spirit is truly ignominious. Its roguish wanderings have taken it to places no man, spirit or creature should ever go. Now twisted and thoroughly disturbing in appearance, the Vile Rogue Spirit seeks to spread the horror of the unspeakable by staring at people with its hideous visage. All those who gaze upon it must save versus death or suffer a -4 to all rolls (attack, damage, saves) due to uncontrollable disgust. Victims who successfully save can avoid that particular Vile Rogue Spirit's horrid gaze effect for ten rounds. Those who fail and have fewer than half as many Hit Dice as the Rogue Spirit flee in terror at their maximum movement rate.

Vexing Spirit: The Urban Vexing Spirit is an odd thing. It has adapted to city life and enjoys living in fashionable lofts, regardless of what other occupants may prefer. Nonetheless, it cannot escape the dirt of the city environment. It can hide in shadows with 80% effectiveness, move silently with 60% effectiveness and cannot be harmed by poison in any way. It has detailed knowledge of its own city's waste disposal system, allowing it to ambush victims and escape pursuit.

DESCRIPTION: Rogue Spirit: It is said that the only things one is truly required to do in life is pay taxes and die. Rogue Spirits are incorporeal beings trying to avoid the latter. Rogue Spirits are restless dead who have evaded extraplanar soul collectors in order to continue their existence on the prime material plane. They have the same alignment they had in life but share a propensity to try to "beat the system".

Vexing Spirit: Vexing Spirits are restless dead who have been trapped on the Prime Material Plane by magical means or some other involuntary confinement. And they're not happy about it. While Rogue Spirits have intentionally ditched their journey to the promised land, Vexing Spirits just want to get on with it (as soon as they absorb just a bit more metropolitan culture).

COMBAT/TACTICS: Rogue Spirit: Like a Ghost, it primarily exists on the Ethereal Plane and is insubstantial enough to pass through solid matter. Vile Rogue Spirits have little direct power over the living. However, their chilling touch does 1-6 points of damage and they can intrude upon the dreams of



Spirit, Vexing — Urban Variant

Spirit, Rogue/Vexing	Rogue Vile	Urban Vexing
AKA:	-	Pesky Poltergeist
HACKFACTOR:	9	9
EP VALUE:	130	126
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Groups
ACTIVITY CYCLE:	Night	Night
DIET:	Spiritual Energy	Spiritual Energy
INTELLIGENCE:	High (13-14)	Low to High (5-12)
ALIGNMENT:	Any	Any Chaotic
NO. APPEARING:	1	1-3
SIZE:	M	M
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)
ARMOR CLASS:	2	2
NO. ATTACKS:	1	1
DMG./ATTACK:	1-6	1-6
SPECIAL ATTACKS:	Dream Intrusion, hideous visage	Magic Jar, Fear, spells
SPECIAL DEFENSES:	Insubstantial, disgust undead immunities	Insubstantial undead immunities
MAGIC RESISTANCE:	25%	25%
HIT DICE:	3	3
TOP:	n/a	n/a
FF:	n/a	n/a

the living. Dream Intrusion allows the Spirit to enter the dreams of a living creature to impart messages that are either misleading, important or merely annoying.

Vexing Spirit: Vexing Spirits are similar to standard Rogue Spirits except any creature of 2 Hit Dice or less must save vs. spell (Fear) if struck by one of these creatures. Additionally, the creature has the following powers: Magic Jar (once per week), Telekinesis 10 pounds weight and Dimension Door (small objects only, up to 50 feet).

HABITAT/SOCIETY: Rogue Spirit: Rogue Spirits want very little to do with spirit matters and typically do not like to associate with other spirits unless they were friends with them in life. Newly formed Rogue Spirits spend a considerable amount of time just having fun with their new powers. They will often return to the places that they had once lived and check up on friends and relatives. They use their incorporeal nature to enter places that they are not supposed to just because they can. Some Rogue Spirits enjoy being supernatural pests, while others, by force of will, will stay on the Prime Material Plane until some deed is accomplished.

Vexing Spirit: Vexing Spirits are trapped on the Prime Material Plane, but rather than turning evil, many merely go insane. Though angry about their predicament, most are not malicious and if shown the proper route to an "after death destination" they immediately leave (perhaps after haunting just one more museum).

ECOLOGY: Rogue and Vexing Spirits are both created from souls that remain on the Prime Material Plane after death.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Vile Rogue or Urban Vexing Spirits can sometimes be good sources of information, if one can get them to open up.

Sprite, Spite (Phantom Variant)

VARIANT: A Phantom Spite Sprite can become astral at will, five times per day. Each time it must spend at least one turn on the Astral Plane, after which it can return to the Prime Material whenever it so desires.

DESCRIPTION: Sprites are mischievous fairy-kin with elfen features. Spite Sprites live in meadows and wooded glens. While Sprites generally dress in bright colors, Spite Sprites dress in black unless they are in disguise.

COMBAT/TACTICS: Spite Sprites fight with long, slim swords that do damage as daggers. They also use special bows with arrows that do 1d6-3 points of damage per hit and are coated with a special ointment. Those struck must save vs. poison or fall into a deep sleep for 1-6 hours. The sprites then take advantage of their sleeping victims. They will rob them of any valuables, steal clothes from any female and tattoo males with runes of shame. Spite Sprites will not kill their victims, as they consider that "too easy". They like to tie them up and torture them.

Sprite, Phantom Spite

AKA: Vengeance Fairy

HACKFACTOR: 1

EP VALUE: 286

CLIMATE/TERRAIN: Meadows/Woods

FREQUENCY: Rare

ORGANIZATION: Clan

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 5-40

SIZE: S (2' tall)

MOVEMENT: 9", 18" Fly (B)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Sleep poison

SPECIAL DEFENSES: Astral travel

MAGIC RESISTANCE: Standard

HIT DICE: 1

TOP: Yes

FF: 5

HABITAT/SOCIETY: Spite Sprites have been corrupted or wronged in some way. They usually hate druids, rangers and nature in general. They cannot stand other fairy-kin and are sick and tired of everyone treating them like they are cute and cuddly. Spite Sprites have chips on their shoulder the size of fortresses and they will take any opportunity to prove they are better and more powerful than their lesser brethren.

ECOLOGY: Sprites make their sleep ointment from mushrooms they grow in hollow stumps. They will not share the formula. Sprites are immortal, but due to their small size, delicate nature and the hunting habits of certain evil races, their populations are kept under control.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Spite Sprite blood can be used by unscrupulous magic-users in lieu of other material components for Faerie Fire and Invisibility spells.

HIDE/TROPHY ITEMS: Nil

TREASURE: C

OTHER: Sprites can be sold on the black market for 125 gp each.

Squid, Giant Land (Venusian Variant)

VARIANT: Somewhere, Giant Venusian Land Squids roam the land in great numbers, terrorizing innocent villagers and laughing off the would-be heroes who try to slay them. Thankfully, this variant remains very rare in Garweeze Wurd. It is tougher (double the standard type's Hit Dice, in fact), denser (+4 to AC compared to its non-variant kin), deals an extra 2 points of damage with every melee attack and is at +1 to hit with any physical attack. It has infravision and ultravision, both out to 60 feet.

This foul variant beast need not breathe, rendering it immune to gas attacks. The mind of the Giant Venusian Land Squid is incomprehensible even to the wackiest of wacky sages; it makes all saving throws against mental attacks, psionics, illusions and on attempts to disbelieve at +4. It needs only 1/100 as much water as its standard cousin.

If it is killed, there is a 75% chance that it explodes. Any creature within 20 feet of this mess must save versus breath weapon or suffer 2-20 points of damage. Those at 20 to 30 feet must save or take 1-10 points of damage. The explosion also renders all of the squid's body parts unsalvageable for any useful purpose (and gooey).

It has been suggested that the Venusian variant of the Giant Land Squid would be dumber than its counterpart, if in fact its standard counterpart had any measurable intelligence at all. Even if they could talk, they wouldn't. It is known that all these variants have the migraine flaw and suffer constant throbbing pain in their heads, which may explain their bad attitudes. On the other hand, squid are well known tormentors of all other living creatures.

Squid, Giant Venusian Land

AKA: Castle Crusher

HACKFACTOR: 71

EP VALUE: 10,500

CLIMATE/TERRAIN: Marsh

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (60'+ long)

MOVEMENT: 3", 3" Sw, 9" Burrow

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 1/-1

NO. ATTACKS: 9

DMG./ATTACK: 3-8 (x8)/7-22 (5d4+2)

SPECIAL ATTACKS: Constriction

SPECIAL DEFENSES: Stinking Cloud

MAGIC RESISTANCE: Standard

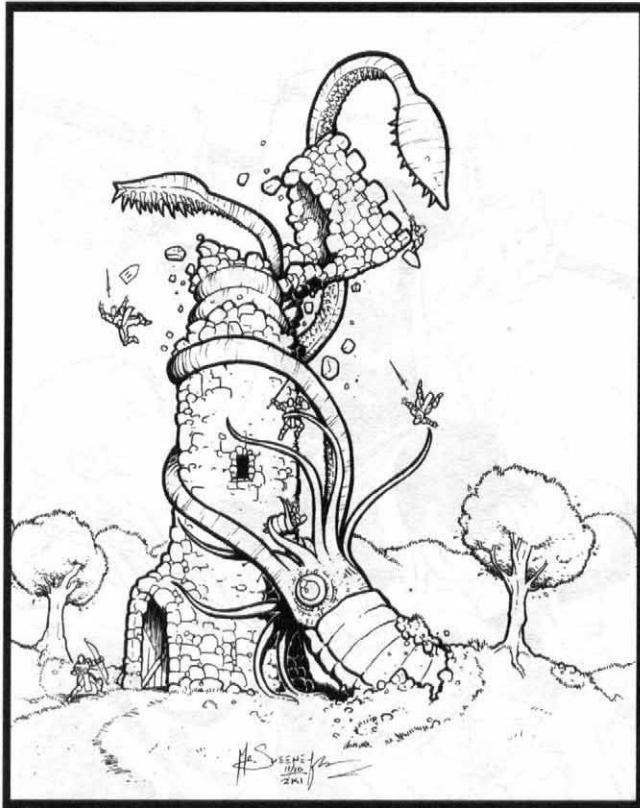
HIT DICE: 24

TOP: Yes

FF: 5



Spite Sprites — Phantom Variant



Giant Land Squid — Venusian Variant

DESCRIPTION: Giant Squids are immensely huge mollusks that defy belief. Once thought of only as bothersome pests of deep oceans, these creatures have evolved separate races, each more deadly than the last. Giant Land Squids are among the more deadly. Their coloring is off-white.

COMBAT/TACTICS: Giant Land Squids attack small castles much like their water-borne cousins attack ships. If a Giant Land Squid holds on with at least five tentacles for three consecutive rounds, it can crush small keeps and guard towers. Its tentacles can reach up to 60 feet (or even more) and can be forced under walls to grab victims on the other side. Victims will be dragged down and popped into the creature's mouth. Instead of ink, a Giant Land Squid can shoot a Stinking Cloud (60 feet high, 60 feet wide and 80 feet long) to cover its escape.

HABITAT/SOCIETY: Giant Squids are massive predators that need a constant influx of protein to survive. Giant Land Squids will occasionally lair in the open, but prefer to lair near massive trees when possible. They enjoy letting the morning dew coalesce on their bodies. They ignore prey that is smaller than one foot long (or tall) and are sometimes driven out of their homes by angry fairie-kin.

ECOLOGY: Giant Squids of all types are a natural part of the ecosystem of Garweeze World. For more information on giant squids, consult tomes hidden deep in the heart of the secret libraries located in the inner sanctum of the Circle of Sequestered Magicks (which is believed to have a venusian variant of its own).

YIELD:

MEDICINAL: A Giant Squid can make enough calamari for a city of 2,000 inhabitants. Venusian Giant Land Squid is very, very tough.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A (inside the beast)

OTHER: Nil

Stirge, Humming (Carrion Variant)

VARIANT: The Carrion Humming Stirge lives off rotting corpses and, for the most part, enjoys it. While it prefers the blood of the freshly dead, so long as there are some juices left, it's as happy as a Humming Stirge can really be.

It attacks living creatures in the hopes of turning them into rotting corpses. There is a 25% chance that a Carrion Humming Stirge carries a random disease (see page 23 of the GMG). Thirty percent of known Carrion Humming Stirges can paralyze living creatures by touch for 1-6 turns. These are perfectly happy to begin draining blood while a creature is in this "corpse-like" state. Potential victims must succeed at a save versus paralyzation to avoid being paralyzed.

DESCRIPTION: Common and Humming Stirges are blood drinkers. Both varieties have pincher-like legs used to land on victims and a needle-like beak that they use to jab an artery and drink blood. Humming Stirges have humming bird wings and are much faster, but very small.

COMBAT/TACTICS: Humming Stirges are smaller than Common Stirges and very difficult to hit. They will fly inside helmet visors if able. They drain

Stirge, Carrion Humming

AKA: Avianus-Leechus

HACKFACTOR: 0

EP VALUE: 15

CLIMATE/TERRAIN: Forest/Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Swarm

ACTIVITY CYCLE: Night

DIET: Blood

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 20-120

SIZE: T (6" wingspan)

MOVEMENT: 1", 24" Fly (A)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 2

NO. ATTACKS: 1

DMG./ATTACK: 1

SPECIAL ATTACKS: Blood drain

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 hit point

TOP: n/a

FF: n/a



Humming Stirge — Carrion Variant

only 1 hit point per round and once they drain 4 hit points' worth of blood, they are bloated and fly away to digest. An attack by a flock of Humming Stirges will be preceded by their loud humming.

HABITAT/SOCIETY: Humming Stirges make nests much as birds do, but they hang upside down to sleep as bats do. They can be bred in captivity, but need a constant source of blood. Stirges will abandon their hunting territory to larger predators, as they prefer to prey on the weak. Contrary to the popular gnomish rumor, Stirges do not accept surrender.

ECOLOGY: A Humming Stirge has an acute sense of smell and infravision out to 100 feet. Creatures with a natural AC of 3 or better are immune to Stirge attacks. Stirges, therefore, often nest near dragons and other creatures that are immune to their attacks and thus tolerate their presence. Stirge flocks hunt an area in a one mile radius around their nests, but they will usually move their nests before they are discovered.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: D

OTHER: Nil

Stygian Face Slapper (Feral Variant)

VARIANT: The Feral Stygian Face Slapper variant suffered brutally savage treatment, even by Hellish standards. Most have lost more than one duel and now can only survive by becoming even fiercer than the fires of Hell. These struggles have left indelible stamps on the beast. He sports cosmetic but dangerous-looking fangs. He is angry and highly unpredictable. He is chaotic (or 30% of the time merely neutral) rather than lawful. He delivers 2 extra points of damage per die with any attack. He is less likely to back down from a fight (higher morale) and is naturally tougher than the standard type (+1 HD and fights as a 10th level fighter instead of 9th). He cheats. Simply put, even for a nefarian, he's a bad seed.

DESCRIPTION: Stygian Face Slappers are the duelers of Hell. They appear as strikingly handsome musketeers with small horns, red skins, thin beards, thin mustaches, foils and armored dueling costumes.

COMBAT/TACTICS: Stygian Face Slappers are professional duelers and fight as 10th level fighters. Their weapons include a special saber (Dmg 1-8, two attacks per round, speed factor -2) and a smaller blade-catcher such as a dagger. They can strike with this smaller weapon three times per round, but generally use it for parrying. 75% have one magic weapon. The other 25% have two.

Stygian Face Slapper, Feral

AKA: Dev'lish Dueler

TITLE: Lesser Devil

HACKFACTOR: 31

EP VALUE: 1,862 + 798 per level after 9th

CLIMATE/TERRAIN: Hell

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6.5' tall)

MOVEMENT: 12", 15" Fly (D)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 2

NO. ATTACKS: 2 or 5 or 3

DMG./ATTACK: By weapon +2 or
3-6/3-6/3-8

SPECIAL ATTACKS: Rage

SPECIAL DEFENSES: Immune to
mundane weapons

MAGIC RESISTANCE: Standard

HIT DICE: 10 and up (fight as 10th level
fighter and up)

TO P: Yes

FF: 4



Stygian Face Slapper — Feral Variant

It is a rare circumstance when a Slapper kills his opponent quickly. He prefers to prolong battle, taunting and humiliating opponents as long as possible, making a big show of finally dispatching their victims.

Stygian Face Slappers have the same immunities as devils and can only be hit by magic weapons or weapons wielded by true warriors (GM's discretion). If, in battle, a Stygian Face Slapper is disarmed or out-taunted, there is a 5% chance per round that it will become angered, increasing its damage to +4, but lowering its accuracy to -2 to hit. If disarmed, they automatically become enraged and attack with their claws and bite. A Feral Stygian Face Slapper sometimes deliberately allows itself to become disarmed so it can enter this rage.

HABITAT/SOCIETY: Not all disputes in Hell are fought with legions. In more civilized areas, Stygian Face Slappers are used to resolve disputes. The most expert of these non-variant creatures fight for the Nefarian Asmodeus. Non-variant Stygian Face Slappers are arrogant and suffer terrible mental anguish if they lose a fight, and losing several causes some to go seriously feral. Although these creatures still do not openly cheat in combat (if anyone important is watching), they bend any rules they can. For instance, they may coat their weapons with poison, unless the rules of engagement specifically forbid it.

ECOLOGY: Stygian Face Slappers are created from the souls of lawful evil fighters. Their abilities are based on skill. Very rarely, Stygian Face Slappers travel to the Prime Material Plane, dueling for Honor and/or uncooked meat in exchange for magic weapons of great power.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: C (in lair) plus as noted

OTHER: Nil

Tainter (Transparent Variant)

VARIANT: As horrifying as a standard Tainter appears, the Transparent Tainter takes it to a new level. Its clear skin allows onlookers to see its rotting organs and insides, a sight no adventurer can get out of his head without the aid of vast quantities of alcohol.

DESCRIPTION: Tainters resemble walking corpses with dried leathery (but transparent) skin, extremely tattered clothes to show off their hideousness to maximum effect, and long fingernails. They are undead creatures cursed because of some great transgression committed against their gawds.

COMBAT/TACTICS: Tainters curse and "taint" anything that they touch. Any object touched, including magic items and especially armor, must make a saving throw vs. spell or become "tainted". Tainted objects either become cursed magic items (if magical) or rot and rust away, depending on their composition. Valuable objects such as gold, jewelry and gems, become worthless.

Tainter, Transparent

AKA: Hex Giver

HACKFACTOR: 10

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Unknown

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-6

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. ATTACKS: 2

DMG./ATTACK: 1d4-1/1d4-1

SPECIAL ATTACKS: Taint

SPECIAL DEFENSES: Undead immunities, Fight at negative hit points

MAGIC RESISTANCE: Standard

HIT DICE: 4

TOP: n/a

FF: n/a

Any holy item they touch instantly becomes corrupted and no longer holy. These creatures can even corrupt consecrated ground. A Remove Curse spell cast on the magical or holy object instantly restores it, but normal items must simply be replaced. A Remove Curse spell cast on the Tainter will have no effect unless cast by a cleric of 16th or higher level or gawdlike being. In that case, the creature instantly crumbles to dust.

Tainters only have 4 Hit Dice, but they can continue to fight and move even at negative hit points. Unless they are utterly destroyed, either by burning or immersion in acid, the body parts will continue to move and spread their corruption. A Protection from Evil or similar spell keeps a Tainter at bay; it cannot touch any creature under such influence or his belongings. Paladins are thus immune. These creatures can be turned by clerics as Ghosts.

HABITAT/SOCIETY: Tainters are cursed to walk Garweeze World spreading their corruption. They are usually the dead spirits of evil clerics or clerics who turned away their own flock when they needed help. Tainters will usually be encountered in ruins.

ECOLOGY: Any creature slain by a Tainter immediately withers, and becomes a Tainter himself in 1-3 rounds.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The dust of a Tainter can be used for a Bestow Curse spell. This adds a material component. If the recipient of such a spell dies while under its influence, he rises immediately as a Tainter.

HIDE/TROPHY ITEMS: Nil

TREASURE: A (all tainted)

OTHER: Tainter dust can be used in the construction of cursed magic items.

Taunter (Burrowing Variant)

VARIANT: In addition to its standard Taunter abilities, the Burrowing Taunter can dig through dirt and similar substances at a rate of 4".

DESCRIPTION: Taunter are humans and demi-humans, usually spell casters, that have sold their souls to the creatures of Limbo in exchange for immortality. These agents appear as non-descript, average individuals of 6th level and higher.

COMBAT/TACTICS: Taunters will have the abilities of a 6th or higher level characters with appropriate magic items. In addition, their chaotic lords have given them the following powers:

- Immunity to Taunt, Confusion, Chaos and any Limbo-related affects.
- Ability to cast Confusion by touch, three times/day.
- Ability to cast the Taunt and Shift Blame spells simultaneously at will.
- Chaotic beings save at -2 versus all mental spells cast by a Taunter.

Taunter, Burrowing

AKA: Anarchy Affirmed

HACKFACTOR: 14 plus 2 per level over 6th

EP VALUE: 663 plus 255 per level over 6th

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 12", 4" Br

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 5

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 6 and up

TOP: n/a

FF: n/a



Tainter — Transparent Color Variant



Taunter — Burrowing Variant

HABITAT/SOCIETY: Taunters are secret agents of chaos and disorder. They systematically work to bring down organizations, topple governments and promote anarchy. Taunters believe in “hiding in plain sight”, so they are often not difficult to find, just difficult to identify. They enjoy using laws to protect themselves, while simultaneously undermining the spirit and letter of those laws. They particularly enjoy loopholes and mutually contradictory statutes. Once a sufficient amount of anarchy has been established in one region, the Taunter closes up shop and move on to the next.

ECOLOGY: The chaotic lords that give the Taunters their power are often slaadi of great power. Sometimes, the Taunter will be on a specific mission to retrieve a great artifact or relic that can spread chaos faster. These Taunters will be at least 12th level and have several specialized magic items to protect them. Very rarely, these agents work together and can identify each other by the use of the number “86”. 8 is the infinity symbol turned sideways and 6 is the minimum level needed to become an agent. Most are highly intelligent and those that are not quickly get smart or get eliminated.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: G

OTHER: Nil

Teether (Malicious Variant)

VARIANT: The Malicious Teether is even more malicious than the standard Teether, having grown ever more crotchety with age. It is more clever, more able to play pranks (75% chance to pick pockets, despite its lack of hands, fingers, tentacles and pseudopods) and very likely to use skills granted to it by its truly malicious nature: art of beating (50%) and dirty fighting (50%).

DESCRIPTION: Teethers are ancient Articulated Masticators or Subterranean Masticators. Their great age has caused all of their teeth to fall out and they basically resemble toothless mouths with tiny feet.

COMBAT/TACTICS:

Teethers are just as vicious as Masticators, but fortunately, are not nearly as powerful. However, their jaws are still strong and can cause 1-12 points of crushing damage. Some magic-users have been known to fit these fiends with false teeth that can do 4-16 points of damage. However, there is a 5% cumulative chance per bite during combat that such false teeth fall out.

There is a 40% chance that the beast's body still exists on the Ethereal Plane (see Masticator, Articulated). Victims bitten by this creature will be covered in saliva. This makes holding weapons difficult; after two rounds of fighting, an opponent must make a successful Dexterity check or fall down and/or drop his weapon (40% chance of either, 20% chance of both).

Teether, Malicious**AKA:** Elder Masticator**HACKFACTOR:** 8**EP VALUE:** 702**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Very (11-12)**ALIGNMENT:** Chaotic Neutral (Evil)**NO. APPEARING:** 1**SIZE:** M (4' to 7' long)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**ATT./DEF. MODES:** Nil/Nil**MORALE:** Brave (14)**ARMOR CLASS:** 6**NO. ATTACKS:** 1**DMG./ATTACK:** 1-12**SPECIAL ATTACKS:** Saliva**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 6**TOP:** Yes**FF:** 4

HABITAT/SOCIETY: Most Teethers are encountered in dungeons that are far past their prime. Nonetheless, unlike their non-variant kin, Malicious Teethers are no more likely to parley than the younger Articulated Masticators. Even so, Malicious Teethers like to talk about the old days and to relive combat scenarios with famous adventurers they bit in bygone days. They enjoy bragging to “young whipper-snappers” about their fabulous treasure and the various horrible monsters that await explorers just around the next corner, though they are difficult to understand as they are usually chomping on adventurers at the same time. Also, their stories tend to go nowhere.



Teether — Malicious Variant

ECOLOGY: Teethers can Plane Shift into the Ethereal Plane once per week, but rarely do this as they consider the Ethereal Plane "for the young". Rarely, a wily old fiend actually takes over a whole labyrinth, sometimes perpetuating the mythical lifespan of its previous master.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: The lips of a Malicious Teether can be used to create a permanent Magic Mouth (Common or Rogue - See HOB 4 p 111), although the caster must be a magic-user of 7th level or higher and the spell takes a full round to cast.

HIDE/TROPHY ITEMS: The jaw bones of a Teether are worth 20-120 gp to collectors.

TREASURE: F, Z

OTHER: Nil

Thought Ghoul (Were-Variant)

VARIANT: The Were-Thought Ghoul can take human form when it wishes, an ability its non-variant kindred would really enjoy. This form allows the Were-Thought Ghoul to walk among humans and choose its victims carefully, or to simply walk into a crowd and start draining whoever it can find.

It heals 10-60% of all damage with any transformation and is immune to disease. It is unaffected by spells designed to affect undead, as it also has a "living" human form. For similar reasons, it cannot be affected by Charm Person spells (though it is vulnerable to Charm Monster spells). It is tougher than its kin (+2 Hit Dice) and can only be harmed by silver or magical weapons. It is even more chaotic than a standard Thought Ghoul, prompting unpopular loud-mouth types to suggest a

"chaotic chaotic evil" alignment. Those willing to examine the thing in ghoul form would probably note that it does not appear quite as rotted as a normal Ghoul (or normal Thought Ghoul) in that form, but is still clearly undead.

DESCRIPTION: Thought Ghouls look like normal Ghouls except that their claws are longer and their teeth are shorter. They are often dressed in the tattered remnants of the clothes they wore when alive.

COMBAT/TACTICS: Thought Ghouls attack with two claws and a bite. For every strike with the claws, a victim must save vs. spell or lose 1 point of Intelligence. The victim also loses his memories of the past 24 hours (this may include experience points). If the victim's Intelligence drops below zero, he immediately becomes a Thought Ghoul.

Victims damaged by the Thought Ghoul's attack can recover lost Intelligence at the rate of 1 point per turn. A Bless spell instantly restores a victim's memories and up to 4 Intelligence points.

Thought Ghoul, Were-

AKA: Synap Sucker

HACKFACTOR: 8

EP VALUE: 540

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-12

SIZE: M (5' to 6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. ATTACKS: 3

DMG./ATTACK: 1-6/1-6/1d4-1

SPECIAL ATTACKS: Mental drain

SPECIAL DEFENSES: Undead immunities, silver or magic weapons to hit, immune to spells that specifically affect undead, immune to disease.

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: n/a

FF: n/a



Thought Ghoul — Were-Variant

Thought Ghouls cannot attack paladins and lawful good creatures receive a +4 bonus on their saving throws. Sometimes, a lawful good character will allow the Thought Ghoul's attack to succeed and fill the creature's head with "pure thoughts". Should this happen, the Thought Ghoul must save vs. spells or its head will explode, destroying the creature. Holy water inflicts 1-6 points of damage per vial.

HABITAT/SOCIETY: Thought Ghouls are a variation of Ghoul. They are flesh-eating maniacs that prefer brain matter above all else. They have forgotten their former lives and now use their power to experience the lives of others.

ECOLOGY: A Thought Ghoul that has not tasted human flesh can be cured with a Restoration or a Raise Dead spell. Psionics may attack Thought Ghouls as if they were psionics and as if they had already established contact. Clerics turn Thought Ghouls as Ghouls (with a -1 to the roll).

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: W (per pack)

OTHER: Nil

Thrasher (Jumbo Variant)

VARIANT: The Jumbo Thrasher is simply a Huge version of the normal Thrasher.

DESCRIPTION: Thrashers are demonic-looking pitbulls that have grown to quite extraordinary size. Their jaws are proportionately almost twice as big as a pitbull's and their terrible teeth can chew through steel. Thrashers have beige, brown or black fur. Very few wear collars (perhaps because they would be so expensive).

COMBAT/TACTICS: The creature's massive jaws lock onto anything that it successfully bites. On the second round, it thrashes its prey for 4-18 points of damage, causing the victim to make a save vs. death magic or become stunned for 1-3 rounds. If the victim fails his first save, he must make a sys-

tem shock check or the canine bites all the way through, killing the victim and removing a large chunk of flesh.

Fortunately, these creatures have one great weakness: magic. Any spell cast at these beasts automatically succeeds, as if the beast had failed its saving throw. Thus, the creatures make poor guards against anyone with the appropriate spells.

HABITAT/SOCIETY: Thrashers are most often used as guard animals by extremely stupid or extremely intelligent creatures. Wise creatures will take steps to ensure that magic will make little difference when the dawgs attack—dumb masters are often not aware of the dawg's weakness. As long as the Thrashers get fresh meat, they do not care.

ECOLOGY: Thrashers were created as guard dawgs for the Temple of Yiders, the gawd of Strength, two centuries ago. Their magic resistance was purposely lowered so that all the clerics at the temple could control them. Eventually this was their undoing, as a powerful, good-aligned magic-user took control of the beasts and single-handedly raided the temple. Devout clerics of Yiders who attempt to charm the creatures can do so in half the casting time.

YIELD:

MEDICINAL: Thrasher meat tastes like spicy pitbull.



Thrasher — Jumbo Size Variant

Thrasher, Jumbo

AKA: Witch Dawg

HACKFACTOR: 12

EP VALUE: 630

CLIMATE/TERRAIN: Any non-desert

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-8

SIZE: H (8' high at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: 4-18 (2d8+2)

SPECIAL ATTACKS: Thrash

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Vulnerable (see text)

HIT DICE: 8+1

TOP: Yes

FF: 5

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Thrasher can be made into clothing suitable for enchantment, but the items will always fail their saving throws against magic.

TREASURE: Nil

OTHER: The teeth of a Thrasher are large enough to make throwing daggers that are suitable for enchantment, and the canine teeth can be made into short swords. However, these daggers will always automatically fail their saving throws against magic.

Thunderherder (Economy-sized Red Variant)

VARIANT: The Economy-sized Red variant of the Thunderherder is a smaller but much, much redder version of the standard Thunderherder. It has one fewer Hit Die and deals out one fewer point of damage per die than its Huge cousin (the standard type) with any successful physical attack.

DESCRIPTION: Distantly related to Purple Worms, Thunderherders resemble other gigantic worms. They burrow through the loose sand of desert areas in significant numbers.

COMBAT/TACTICS: Though not aggressive against individuals, Thunderherders do a tremendous amount of damage to non-permanent structures. These creatures will bite at anything that is stuck into the ground, i.e. tent stakes, hitching posts, fences, etc. While they nibble at them, they continue to burrow, dragging tents, steeds and anything else that happens to be attached. Victims dragged along with these items suffer 1d6+1 points of damage each round that they are dragged.

Loud explosions will cause the creature to burrow downward, dragging any unfortunates and burying them 10-60 feet below the sand. Buried victims suffocate in a number of rounds equal to their Constitution divided by three.

Desert natives know to avoid these creatures by camping on solid ground, rock, near water supplies or permanent structures. Any herd numbering more than 20 will cause an Earthquake in the area for 2-12 rounds, as if the spell were cast by a 14th level cleric.

HABITAT/SOCIETY: Herds consist of a dozen or so, and sometimes scores, of Thunderherders. They will consume any roots, tubers or organic materials they can get their teeth on. In one known instance, an entire herd of Thunderherders stumbled into an ancient tomb and consumed all the corpses and mummies inside.

ECOLOGY: Thunderherders are dumber than most cows, but smarter than most Purple Worms. If attacked, they moan pitifully for one round, then attempt to burrow in a different direction.

YIELD:

MEDICINAL: Thunderherders are edible, but taste terrible. Desert natives only eat them in dire emergencies.

Thunderherder, Economy-sized Red

AKA: —

HACKFACTOR: 8

EP VALUE: 281

CLIMATE/TERRAIN: Desert

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 10-100+

SIZE: L (13' long)

MOVEMENT: 20", 9" Burrow

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 3

NO. ATTACKS: 1

DMG./ATTACK: 1d6-1

SPECIAL ATTACKS: See text

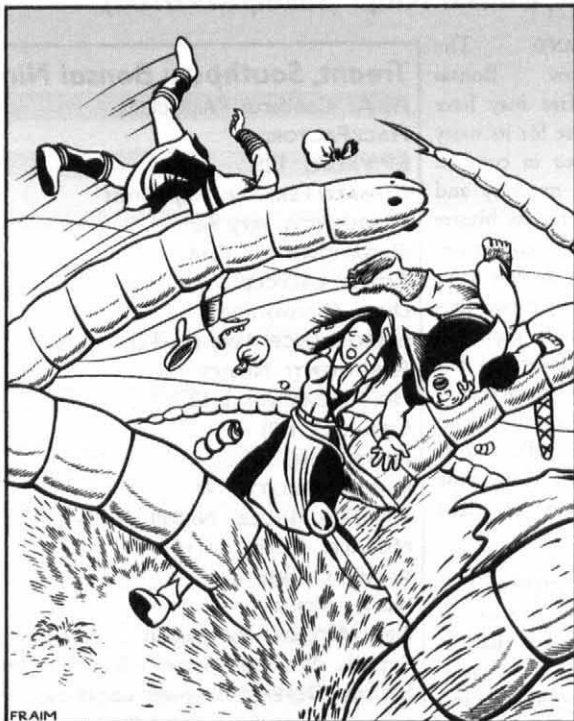
SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

TOP: Yes

FF: 5



Thunderherder — Red Color Variant and Large Size Variant

SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Tick, Giant Groin (Fire Variant)

VARIANT: The Giant Fire Groin Tick is indeed a disturbing creature. All known examples are immune to fire. And, though none have a breath weapon, all can engulf themselves in an aura of fire. This ability can be used three times per day, in addition to other attacks in the same round. Each use lasts one turn. Those within 5 feet of the Giant Fire Groin Tick when it “flames on” suffer 1-10 points of damage each round (half on a successful save versus breath weapon).

DESCRIPTION: Giant Ticks of all varieties are larger versions of the tiny parasites. These creatures are blind, but use sensory pads on their feelers to sense heat from living bodies.

COMBAT/TACTICS: Blinding attacks do not work on Giant Ticks, and flashes of heat from Pyrotechnics or similar spells also fail to affect or concern them.

Tick, Giant Fire Groin

AKA: Crotch Burnin' Crab
HACKFACTOR: 5/7/9
EP VALUE: 162/236/365
CLIMATE/TERRAIN: Forests
FREQUENCY: Very Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: S (2' long)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 3
NO. ATTACKS: 1
DMG./ATTACK: 1-4
SPECIAL ATTACKS: Blood drain, painful bite, aura of fire
SPECIAL DEFENSES: Immune to fire
MAGIC RESISTANCE: Standard
HIT DICE: 2 to 4
TOP: n/a
FF: n/a



Giant Groin Tick — Fire Variant

Giant Groin Ticks always target the crotch area of their victims and get -4 to hit. Victims thus struck by the Giant Groin Tick must make a Constitution check every round or pass out from the pain.

HABITAT/SOCIETY: All Giant Ticks are mindless bloodsuckers. These creatures gorge themselves nearly to the point of immobility. PCs that wait until the ticks have finished feeding can acquire an easy kill.

ECOLOGY: 5% of adventurers who have been attacked by Giant Fire Groin Ticks enjoy the experience immensely. 89% refuse to discuss it. 6% could not be reached for comment.

YIELD:

MEDICINAL: Nil
SPELL COMPONENTS: Nil
HIDE/TROPHY ITEMS: Nil
TREASURE: Nil
OTHER: Nil

Toad, Doom (Flat-footed Variant)

VARIANT: The Flat-footed Doom Toad has flat feet. Otherwise, it is every bit as unsettling and dangerous as the standard Doom Toad.

DESCRIPTION: Doom Toads are black in color.

COMBAT/TACTICS: All toads can jump their movement rate and the Doom Toad can jump twice that. They can leap straight upward to a maximum of one-third of that distance and may attack in midair or at the end of the leap. When toads leap into an ambush, victims get -3 on surprise.

Doom Toads are immensely huge and, with a successful attack, can swallow whole any creature of Man-size or smaller. Victims swallowed must make a saving throw vs. poison each round or pass out from the smell of the Doom Toad's foul innards. From distances of up to 15 feet, a Doom Toad can strike with its tongue, pinning the victim's arms on a roll of an 18, 19 or 20. Regardless of the save, the victim suffocates in a number of rounds equal to his Constitution divided by three unless freed. While inside the Doom Toad, victims can make attacks with dagger-sized piercing weapons at -2 to-hit.

The inside of the Doom Toad is AC 9. They are immune to all stench-based attacks, such as Stinking Cloud.

HABITAT/SOCIETY: Giant Toads of all types make their homes underground as long as the air is damp and there is a steady food supply. They tend to prey on livestock and other easily captured targets.

Doom Toads prefer desolate, lonely swamps and dungeons. They cannot digest metals and undigested treasure can often be found scattered where the toad excreted it.

ECOLOGY: Giant Toads lay their eggs in water. They are amphibians but often prefer the company of dim-witted human females hoping to marry into a better lot in life (thinking the toad might be a cursed prince). Nevertheless, Giant Toads manage to reproduce among their own kind and thrive all over Garweeze World.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Giant Toad legs of all types can be used, in lieu of normal material components, for a Jump spell of double distance and duration. The spell takes 3 segments to cast.

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Nil

Toad, Flat-footed Doom

AKA: Black Toad

HACKFACTOR: 13

EP VALUE: 650

CLIMATE/TERRAIN: Non-arctic or Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Any Evil

NO. APPEARING: 1

SIZE: L (10' long)

MOVEMENT: 6", 12" Hop

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 2

NO. ATTACKS: 1

DMG./ATTACK: 4-24

SPECIAL ATTACKS: Swallow whole

SPECIAL DEFENSES: Immune to stench

MAGIC RESISTANCE: Standard

HIT DICE: 7

TOP: Yes

FF: 5

Treant, Bonsai Ninja (Southpaw Variant)

VARIANT: The Southpaw Bonsai Ninja Tree may have an excuse for its nasty demeanor in combat. It faces mockery and disdain for its bizarre physical condition: favoring the left hand ("branch", if you prefer) over the right. In fact, it favors its left hand so much that it gains +1 on to-hit and damage rolls, while suffering a -1 on those rolls with its right arm/branch.

DESCRIPTION: This Oriental Treant is much smaller than its Western cousin. Adopting the style and combat techniques of ninja clans, these tiny plants protect their forests with deadly efficiency. No Bonsai Ninja Treant would hesitate to die for its forest.

COMBAT/TACTICS: Treants can never be surprised. Bonsai Ninja Treants are little trees that are well-versed in the secret, deadly martial arts of the ninja clans. The Bonsai Ninja Treants pose as normal bonsai trees during the day,

Treant, Southpaw Bonsai Ninja

AKA: Coniferus-Wujitsulum

HACKFACTOR: 8

EP VALUE: 125

CLIMATE/TERRAIN: Any Forest

FREQUENCY: Very Rare

ORGANIZATION: Clan

ACTIVITY CYCLE: Any

DIET: Photosynthesis

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 3-12

SIZE: S (2' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 2

NO. ATTACKS: 2

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Surprise 8 in 10, stealth

SPECIAL DEFENSES: Never surprised, camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 2

TOP: n/a

FF: n/a



Toad, Doom — Flat-footed Variant



Bonsai Ninja Treant — Southpaw Variant

but at night they use their stealthy abilities to protect and/or avenge the forest. Bonsai Ninja Treants know Wujitsu, which gives them a better AC. Bonsai Ninja Treants fight with special wakizashis (20 gp, 3 lbs., size S, H, SF -3, damage 1d6-1/1d6/1d8-1) that they may wield one-handed and have the skills, tumbling, jumping, tightrope walking, herbalism, seamstress and weapon maintenance at least at apprentice level. They also have a 60% chance to successfully pick pockets. Bonsai Ninja Treants will be armed with 2-12 small throwing stars (1 gp, 1/10 lbs, size T, P, ROF 3, damage 1) and 1-3 other exotic weapons, including sleep poison, gas pellets and a small grappling chain that can be used as a weapon or to assist in climbing. Bonsai Ninja Treants can hide in shadows and move silently 75% of the time. They surprise opponents 8 in 10 times. Some victims claim to have heard them cry "Hi!" and "Ya!" while attacking.

HABITAT/SOCIETY: Bonsai Ninja Treants will never reveal themselves to anyone that they do not wish dead. The existence of the Bonsai Ninja Treant clans is a closely guarded secret and those that stumble upon it are 95% likely to be marked for death. In rare circumstances, victims will be spared, usually at the behest of a ranger or druid. Rangers or druids will never be targeted. Some Bonsai Ninja Treants become potted plants with caretakers that travel all over the world. These creatures are careful not to reveal themselves, even to their caretakers.

ECOLOGY: Treants can live for several thousand years. They often know many different languages and have a great deal of wisdom to impart to those able to coax them into talking (and not killing). Treants take an extremely long view of life and act accordingly.

YIELD:

MEDICINAL: Treant meat will break the teeth of the consumer and fill his lips with splinters.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: X

OTHER: Bonsai Ninja Treants can be carved into items suitable for enchantment.

HABITAT/SOCIETY:

Triclops are bullies and they rarely pass up an opportunity to prove their bulliness. A favorite sport of Triclopses is throwing squealing livestock off of high precipices, especially onto passing carts. Very rarely, a Triclops will become a mercenary soldier. They actually make excellent infantry, unless they go more than a week without a battle. Eventually, the creature will become restless and squish the nearest helpless animal.

ECOLOGY: Triclopses are mutant offshoots of Cyclopses. It is said that a Cyclops created the race when he acquired a Ring of Wishes with one Wish remaining and promptly declared, "Gimme two eyes for me and family!" The Wish was granted (sort of) and the Triclopses were born. The origin of the Lowland Triclops remain uncertain.

Triclops, Lowland

AKA: Tri-eye

HACKFACTOR: 9

EP VALUE: 666

CLIMATE/TERRAIN: Mtns/Subterranean

FREQUENCY: Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- to Avg (3-8)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-8

SIZE: L (10' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: 6-15

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Never surprised,
50% disease immunity

MAGIC RESISTANCE: Standard, +2 to
save versus lightning and electricity

HIT DICE: 6+6

TOP: Yes

FF: 11

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

Triclops (Lowland Variant)

VARIANT: As primitive as standard Triclops are, the Lowland Triclops are so primitive that they are rarely recognized as intelligent beings, though they do gather in groups and sometimes do not fight each other. The lowland variant is dumber than the standard type but much braver, two facts which may be related. They are naturally angry and downright mean, gaining +3 to -hit and +1d4 points of damage on their first attack (of the day) against any creature. Due to an extremely poor diet that includes the slow intake of a number of toxins, they gain +2 on all saving throws versus poison. Given their extremely filthy living conditions, Lowland Triclops have developed a 50% immunity to any type of disease ("any" includes magical diseases, for those GMs who needed several extra tries to pass the Level 1 test, much less the 8th grade...).

DESCRIPTION: Triclops greatly resemble Cyclopes, except that they have three eyes. These creatures live in primitive, very early Stone Age dwellings (i.e. caves and buildings abandoned by others) and wear filthy animal skins. They like to squash other creatures, smaller or larger or any size they can easily club. They enjoy the crunchy sounds of shattering bone and splattering flesh.

COMBAT/TACTICS: Due to its unique eyesight, a Triclops cannot be surprised. However, it is more vulnerable to blinding attacks and suffers -2 to save against spells meant to blind it. Triclopses fight with large clubs made from small trees. They often smash opponents into mush long after they are dead. Frequently, they giggle every time they remember the squishing. Because they are related to Cyclopes, they receive +2 to save against lightning and electricity attacks. Triclops have 17 Strengths and get +2 to-hit and +5 to damage with melee weapons.



Triclops — Lowland Variant

TREASURE: A, B in lair

OTHER: The third eye of a Triclops can be used to construct a Gem of Seeing.

Troll, Ancient Gnarled-Tooth (Invisible Variant)

VARIANT: The Ancient Invisible Gnarled-Tooth Troll acts and thinks just like the standard type, but it can use the 2nd level magic-user spell Invisibility five times per day, at will.

DESCRIPTION: Trolls are a common and feared humanoid on Garweeze World. They come in different sizes and shapes, but most share common traits. Trolls are "butt-ugly", with green, warty skin that is usually covered with sores of one kind or another. They have large, black eyes, short, bristly black hair, big claws and big teeth.

Ancient Gnarled-Tooth Trolls are true-blooded Trolls and many are over five centuries old. Gnarled-Tooth Trolls are often well equipped with armor, weapons and a variety of traps in their lair. They are not emaciated and some are even overweight.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round and can reattach any severed limb. They cannot regenerate burn damage, such as that from acid, fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Ancient Gnarled-Tooth Trolls have 120-foot infravision.

Ancient Gnarled-Tooth Trolls can be very clever. However, they are often overanxious to prove their mettle in battle. Ancient Gnarled-Tooth Trolls will always attack if taunted and go berserk if anyone suggests they are not "in their prime". They are open to parleying with anyone that speaks Troll-kin, however, and have been known to offer good information about the regions in which they live.

These Trolls will always wear armor and carry weapons when encountered. They will have, at a minimum, 2-4 magic items that will be usable in combat. Ancient Gnarled-Tooth Trolls have 17 Strengths. Like all true-blooded Trolls they will turn to stone if exposed to sunlight, but they get a saving throw versus petrification. They cannot regenerate damage if they are beheaded.

HABITAT/SOCIETY: Trolls speak trollkin gibberish – all Troll languages are derived from this common one, so it is possible for a PC who speaks basic trollkin gibberish to communicate with almost any Troll. True-blooded Trolls are part of an ancient race of Trolls from which all other Trolls are descended. They are more powerful, smarter and more likely to parley. True Bloods remember the ancient times when Trolls wielded great magic. Few of the True Bloods left hold any real power, but they often hold high positions in Troll tribes.

Troll, Ancient Invisible Gnarled-Tooth

AKA: Trollinid-Maliciusdentalum
HACKFACTOR: 33
EP VALUE: 4,396
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average to Very (8-12)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 1
SIZE: H (13' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATT./DEF. MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 2
NO. ATTACKS: 3
DMG./ATTACK: By weapon +5/6-10/2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Regeneration, invisibility
MAGIC RESISTANCE: Standard
HIT DICE: 10+10
TOP: Yes
FF: 16

Ancient Gnarled-Tooth Trolls have big, ugly teeth. If their teeth are knocked out, tradition dictates that they put the teeth under their pillow-rocks in hopes that they will be magically replaced with gold. Though Trolls claim to have evidence that this really works, human sages have suspicions of their own about how the gold gets there. Ancient Gnarled-Tooth Trolls are really old and have a peculiar, if not entirely unpleasant, odor. They always talk about how the younger Trolls don't know how to behave and won't visit them.

ECOLOGY: Even when their limbs are severed, they continue to move. The claws can still rend flesh and the feet can still kick characters in the face. It is rumored that a Troll farm exists somewhere on Garweeze World in which an enterprising merchant grows Trolls who are then slaughtered in captivity by PCs seeking easy EPs. Trolls do not like to be chopped up, grown and harvested for EPs. It makes them very angry. Then again, little in the world does not make them very, very angry.

YIELD:

MEDICINAL: Troll meat is edible, but there is an 85% chance that the eater will get 1-2 parasites. The meat is rubbery and tough.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: (see text) plus R x 100, D

OTHER: The blood of a Troll is worth 75 gp per Hit Die and can be used to make healing potions.

Troll Glamour (Orange Variant) & Gutter (One-eyed Variant)

VARIANT: Glamour Troll: The Orange Glamour Troll is simply a brightly colored orange variant of the standard type. It is generally unsure whether to revel in this difference or be embarrassed by it. Many envy red or black variant creatures.

Gutter Troll: A One-eyed Gutter Trolls insists that it is actually a variant monster, not one that simply lost an eye in a fight. It suffers -2 on all to-hit

Troll	Orange Glamour	One-Eyed Gutter
AKA:	Civilized Troll	Filth Troll
HACKFACTOR:	12	12
EP VALUE:	1,400	1,330
CLIMATE/TERRAIN:	Any Land	Subterranean
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Group	Tribe
ACTIVITY CYCLE:	Any	Night
DIET:	Omnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)
ALIGNMENT:	Neutral Evil	Chaotic Evil
NO. APPEARING:	2-12	3-24
SIZE:	L (9' tall)	L (10' tall)
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Daring (15)
ARMOR CLASS:	4	4
NO. ATTACKS:	2	3
DMG./ATTACK:	By weapon +4/5-8	5-8/5-8/2-12
SPECIAL ATTACKS:	See text	Disease
SPECIAL DEFENSES:	Regeneration	Regeneration, Stench
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	6+1	6+8
TOP:	Yes	Yes
FF:	6	13



Glamour Troll — Orange Color Variant

rolls and its infravision only extends to 67 1/2 feet. These variants absolutely insist that the "1/2 foot" be included in that statistic.

DESCRIPTION: Glamour Troll: Glamour Trolls are convinced they are the superior race of Troll. They keep their armor and equipment in pristine condition and they never bite during combat (although they could).

Gutter Troll: There is no other way to say it: Gutter Trolls stink. They live in dark places and in gutters full of filth. That is why they are called Gutter Trolls.

COMBAT/TACTICS: Trolls regenerate 3 hit points per round. They cannot regenerate burn damage, such as that from acid, fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Orange Glamour Trolls have 90-foot infravision, while One-eyed Gutter Trolls have 67.5-foot infravision.

Glamour Troll: Glamour Trolls have the exact same abilities as Common Trolls, except that they believe they are the superior Troll clan. They often fight with bladed weapons and some have even purchased custom-made field plate. They never bite during combat as they consider it "uncivilized".

Gutter Troll: Gutter Trolls fight hard and pride themselves on toughness (and stench). Any victim scratched by a Gutter Troll must save versus poison or contract a random disease. Those exposed to the stench of a Gutter Troll for two rounds must make a Constitution check or be affected as if under a Minor Sphere of Perturbation spell from the nausea they experience. They do their best to not allow any sign of how damaged they are, no matter how devastating an attack against them is.

HABITAT/SOCIETY: Glamour Troll: These "superior" Trolls have made strides to gain acceptance in human societies. Unfortunately, most demi-humans and humans will not accept them. Glamour Trolls are extremely greedy and each desires the prestige of representing the entire Troll race, so there is a great deal of infighting within the clan. Glamour Trolls take excellent care of their equipment and make their lairs in abandoned human ruins that they

attempt to redecorate. These Trolls are extremely ambitious and extremely evil. They often take slaves and attempt to learn new skills from them, but they have no problem sacrificing slaves to save themselves.

Gutter Troll: Gutter Trolls live in the gutter. They never get sick and they prefer to sleep in mud. Sometimes they fall asleep and the rain washes them down into the sewer, but they do not get mad because they like the sewer, too. Gutter Trolls like mud pie.

ECOLOGY: The clans of the Glamour and Gutter Trolls are offshoots of the Common Troll. They speak their own dialect of trollkin.

YIELD:

MEDICINAL: Raw Troll meat is infected with 1-2 parasites. Eating Gutter Troll meat will also cause a random disease.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

Glamour: J thru N, Q (individual); D, F (in lair)

Gutter: Q (50%) (individual); D (50% in lair)

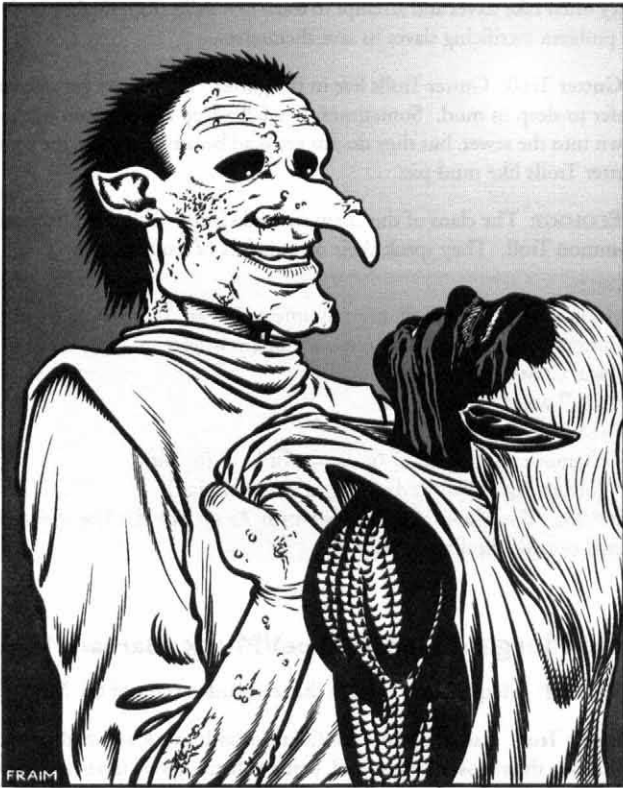
OTHER: The blood of a Troll is worth 75 gp per Hit Die and can be used to make healing potions.

Troll, Merga (Standard Type)/Muck (Barbaric Variant)

VARIANT: Merga Troll: This is the standard version of the Merga Troll.

Muck Troll: Barbaric Muck Trolls enjoy both muck and barbarism. They are harder than most of their kind, being able to survive in virtually any environment; so long as some food and water exist, they will find it (it is said that they could find mud in a desert!). They are also quite sneaky when they wish, surprising victims 4 times in 10. Exhaustion does not enter into the mind of a Barbaric Muck Troll (in fact, little enters into its mind at all); its Threshold of Pain (its full hit points instead of half) and Fatigue Factor (18 instead of 9) are double the standard version.

Troll	Merga	Barbaric Muck
AKA:	Civilized Troll	Mud Troll
HACKFACTOR:	22	10
EP VALUE:	4,000	1,014
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Very Rare	Rare
ORGANIZATION:	Group	Horde
ACTIVITY CYCLE:	Night/Darkness	Any
DIET:	Omnivore	Carnivore
INTELLIGENCE:	High to Very (11-14)	Semi- (2-4)
ALIGNMENT:	Neutral Good	Chaotic Evil
NO. APPEARING:	1 or (2-4)	3-24
SIZE:	L (9' tall)	M (6' tall)
MOVEMENT:	12"	3", 9" Swim
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Average (11)
ARMOR CLASS:	3	8
NO. ATTACKS:	2	3
DMG./ATTACK:	By weapon/5-8	2-5/2-5/2-7
SPECIAL ATTACKS:	Nil	Suffocation in muck
SPECIAL DEFENSES:	Regeneration	Regeneration, fire resistance
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	10	4+4
TOP:	Yes	Yes
FF:	5	18



Merga Troll — Standard, No Variant

DESCRIPTION: **Merga Troll:** Merga Trolls are a clan of ancient trollkin that have changed their ways. Although they resemble common Trolls, their clothes are nicer and they sometimes carry weapons. Merga-Trolls will always be smiling when encountered.

Muck Troll: Muck Trolls live in mud and filth. They have brown hides that drip with mud and they regenerate at an incredible rate.

COMBAT/TACTICS: Trolls cannot regenerate burn damage, such as that from acid, fire or lightning. With their claws, they are able to climb sheer cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. These Trolls have 90-foot infravision.

Merga Troll: Civilized Trolls are the last bloodline of true-bloods and they are slightly weaker than regular true-blooded Trolls. They are extremely friendly and nice. Although their pleasant demeanor is extremely disturbing to those who have encountered other Trolls in the past, they are non-violent and only fight to defend themselves. Under extraordinary circumstances they will exact revenge on those who have wronged them. They do not bite in combat, but they will use their claw and a large weapon such as a battle axe.

Merga Trolls regenerate 3 hit points per round.

Muck Troll: Muck Trolls can only regenerate when immersed in muck, but they regenerate at the rate of 6 hit points per round. If an arm, leg or head is severed, the two parts regenerate separately and form two new Trolls. (One will form in one round from the main body, while the other takes six rounds to completely form.) Mud Trolls are not harmed by sunlight, but they greatly fear it. They must make a morale check at -4 if confronted by a Continual Light or similar spell. Additionally, victims that are struck by all three of a Mud Troll's attacks must make a Dexterity check at -4 or be pulled into the muck. Victims must make an open doors roll with a -5 penalty to escape or suffocate in a number of rounds equal to their Constitution divided by three.

The easiest way to defeat a pack of Muck Trolls is to cast a Transmute Mud to Rock spell into the middle of the group. The Trolls get no saving throw

and it instantly kills them. Muck Trolls only take 1 point of damage per die from fire-based attacks.

HABITAT/SOCIETY: **Merga Troll:** Merga Trolls were once an evil clan of Troll, but they were converted to good by a cleric named Merga Ikor. Merga showed the Trolls the way of his gawd, Ikka Paatang and the Troll clan became part of his beast cult. According to their religious beliefs, the faithful must remain celibate, so this clan is slowly dying out.

Merga Trolls like to set up shop on a bridge, but they do not exact tolls, they ask for donations. They are extremely friendly to travelers. These Trolls will feed travelers and give them as much assistance as they are able. Only the most malicious PCs will attack a friendly Merga Troll. Merga Trolls do not have a lot of treasure, as they spend almost all of it on the maintenance of the surrounding road and bridge.

Muck Troll: Muck Trolls are nearly mindless and they cannot stray far from the muck and filth in which they spawn. They have no spell casters or religious views. Victims will be dragged into their lair and consumed. Their treasure eventually sinks to the bottom, and the Muck Trolls seem to have no use for it.

ECOLOGY: Merga Trolls will turn to stone if exposed to sunlight for more than one turn, but they get a saving throw each turn to avoid this fate. Merga-Trolls tend to be ancient and they sometimes accumulate magic items to protect them from sunlight. Sages theorize that Muck Trolls are the result of a massive amount of Troll blood being mixed with mud. Fortunately, these creatures cannot exist for more than an hour in dry conditions or they begin to lose 1 hit point per round.

YIELD:

MEDICINAL: Raw Troll meat is infected with 1-2 parasites. Muck Troll meat tastes like mud.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE:

MERGA: Q (50%); D (25%) (in lair)

MUCK: D (in lair)

OTHER: The blood of a Troll is worth 75 gp per Hit Die and can be used to make Healing Potions. Muck Trolls cannot be used for this and their blood is worthless; even mud bricks made from it will fall apart.

Trollkin Auxiliaries (Iron Variant)

VARIANT: Iron Trollkin Auxiliaries are bizarre variant Trolls made of solid metal and significantly more dangerous than their fleshy standard-type counterparts. They actually heal any damage other creatures would suffer when hit with fire or heat effects. They take no damage at all from crushing or puncturing weapons and only half from hacking weapons. Iron Trollkin Auxiliaries are immune to poison, disease and gas attacks. They do not need to breathe. Each successful strike against an opponent deals an extra point of damage.

Still, they do suffer some disadvantages. Electrical attacks slow the Trollkin Auxiliaries to half movement and one attack every other round. While not subject to normal rust, they can be affected by Rust Monsters and magical rusting effects. They also weigh four times as much as normal Trollkin Auxiliaries, a fact which bothers those who must carry them more than the Iron Trollkin Auxiliaries themselves.

DESCRIPTION: These were originally Troll/human, Troll/demi-human and Troll/humanoid hybrids. The Trollkin Auxiliary forces are in great demand as mercenaries due to their special abilities. They are not great soldiers and will only be as well-equipped as their masters can afford. Masters served by Iron Trollkin Auxiliaries rarely bother arming them at all.

COMBAT/TACTICS: Trolls cannot regenerate burn damage, such as that from acid, fire or lightning. With their claws, they are able to climb sheer

cliffs with an 80% chance of success. Trolls have a poor sense of hearing, but a superior sense of smell. Trollkin Auxiliaries have 60-foot infravision.

These Troll hybrids fight as normal fighters, except that they start with 3 Hit Dice at first level. They can regenerate 1 hit point per turn and can reattach limbs with the aid of healing magics. Beheading a Trollkin Auxiliary or reducing its hit points below -10 kills it. Most of these soldiers are undisciplined and rely on their amazing recuperating abilities to surprise and kill an enemy. They are almost suicidal in combat against anything other than fire — running amok and ignoring orders, especially in regards to looting.

HABITAT/SOCIETY: Many kingdoms on Garweeze World, especially evilly aligned ones, have standard Trollkin Auxiliaries. Most have a few Iron Trollkin Auxiliaries sprinkled among the troops, but some lucky few have an entire regiment or two of these metal variants. They are often sent against vicious foes to take the brunt of the damage due to their inherent toughness,

Trollkin Auxiliaries, Iron

AKA: Troll Brigade

HACKFACTOR: 11 (+2 per lvl over 3)

EP VALUE: 250 (+150 per lvl over 3)

CLIMATE/TERRAIN: Any Land

FREQUENCY: Uncommon

ORGANIZATION: Brigades

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Exc. (5-16)

ALIGNMENT: Var. (50% Chaotic Evil)

NO. APPEARING: 4-40

SIZE: L (7 1/2' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Possible

ATT./DEF. MODES: Possible

MORALE: Daring (15)

ARMOR CLASS: -1 and up

NO. ATTACKS: 1

DMG./ATTACK: By weapon +1

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Regeneration, healed by fire, see text

MAGIC RESISTANCE: Standard

HIT DICE: 3+2 and up

TOP: Yes

FF: 7

but they are not particularly obedient or organized. Even the most basic military strategist can outflank them, unless they are led by an unusually intelligent or talented leader. Typical Trollkin Auxiliaries will guard an evil magic-user's fortress during times of peace. Most Trollkin Auxiliaries are angry and bitter. A very few Trollkin Auxiliaries take power positions amongst humanoid tribes and there was at least one instance of an Iron Trollkin Auxiliary that lived as a statue in a town square for months before running amok and dismembering most of the populace.

ECOLOGY: No one is certain how Iron Trollkin Auxiliaries became a significant monster in Garweeze World. They have incredible Constitutions (minimum 15).

YIELD:

MEDICINAL: Iron Trollkin Auxiliary "meat" is pure, raw iron.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: J, K, L (individual); C per 20 Trollkin (in lair)

OTHER: Some sages speculate that a weapon made from an Iron Trollkin Auxiliary would easily absorb certain magicks, but this theory remains unproven.

Unicorn, Cortazon (Feral Variant)

VARIANT: The Feral Cortazon Unicorn is angry, unpredictable but more clever than its "soft" standard kin. It is also more dangerous (dealing two extra points of damage per die; its hooves deal 2d4+4 points of damage each) and harder to frighten (higher morale), not to mention the extra Hit Die. All known examples of the Feral Cortazon Unicorn also have (or had) rabies (see the GMG Table 1Q and rules for disease: general, brain/nervous system, acute).

DESCRIPTION: These Unicorns are ox-like beasts with a huge, single, black spiral horn, a tawny mane, elephantine feet and a goat's tail. About 75% of the time, Feral Cortazon Unicorns will be encountered with a herd of other herbivores.

COMBAT/TACTICS: A Feral Cortazon Unicorn can Teleport

up to 360 yards away once per day. The Unicorn can also Teleport a rider (whether the Unicorn goes with him or not). It can charge an opponent for triple damage as long as it has 30 feet of open space to gather speed. When charging, it can only attack with its horns. The Unicorn can never be Charmed or Held by magic. The Feral Cortazon Unicorn is immune to poison and death magic and makes saving throws as an 11th level magic-user.

Cortazon Unicorns are the largest of the Unicorns. These creatures protect herbivores of all kinds, attacking hunters, poachers and predators with feral ferocity. So dedicated is the Cortazon to its cause that it will save its charges from the "vile two-legs" by killing them itself, if it must.

Cortazons can make another creature Invisible at will, but they generally only use this power on herbivores that they wish to protect. Additionally, the

Unicorn, Feral Cortazon

AKA: Oxicorn

HACKFACTOR: 24

EP VALUE: 1,297

CLIMATE/TERRAIN: Hills

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-6

SIZE: L (6' at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 1

NO. ATTACKS: 3

DMG./ATTACK: 6-12/6-12/3-12

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

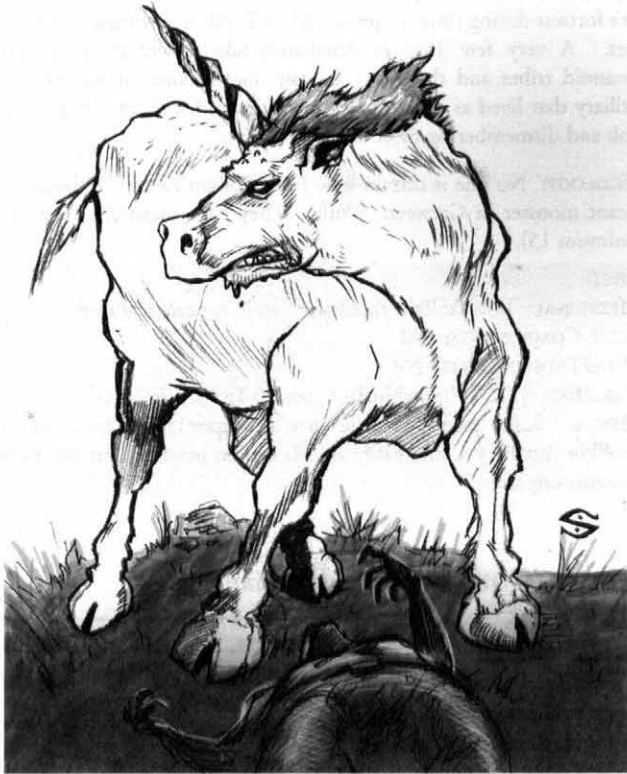
HIT DICE: 7+6

TOP: Yes

FF: 11



Trollkin Auxiliaries — Iron Variant



Unicorn, Cortazon — Feral Variant

Invisibility is especially effective against predators, masking scents and covering tracks. If a Cortazon kills a group of PCs, it will liberate their steeds into the wild. Any biped, no matter how friendly, will be considered an enemy if it has a pack animal or mounted steed with bridle and/or barding, and usually even if he doesn't.

HABITAT/SOCIETY: Unicorns speak their own language, elven and the languages of sylvan creatures.

Cortazon Unicorns are self-proclaimed protectors of herbivores, especially herd animals. When not protecting a specific herd, these creatures will be hunting down dangerous predators in the area. They insist that other protectors of the forest are "soft". During mating season in the spring, these creatures fight each other and are 65% likely to attack any being they see.

ECOLOGY: Unicorns are a race of magical equines — the descendants of a prehistoric species of magic-wielding horse-like creature with one horn. Sages are still researching the subject and Speak with Dead Animal spells have so far provided conflicting information. A fossil of the missing Unicorn link could be of great value to scholars. Living subjects rarely allow sages to dissect them.

YIELD:

MEDICINAL: Unicorn meat tastes like tough beef. Powdered Unicorn horn can be used to neutralize poisons of all types. Typically one horn can provide enough powder to neutralize 2-16 doses of poison.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: M, X

OTHER: Each Unicorn horn is worth 1,500 gp or more. The horn can be used to make 2-12 Potions of Healing that also Neutralize Poison (as the spell). The horn can also be used to make powerful wands and blades.

Urchin, Cannibal Street (Electric Variant)

VARIANT: Electric
Cannibal Street Urchins came into being from unknown sources and for equally unknown reasons continue to grow in number. Four times per day, Electric Cannibal Street Urchins can deliver a powerful jolt of electricity by touch, dealing 2-16 points of damage to the victim (a target in water suffers 4-32 points of damage). They cannot use this ability more than once in a turn, however. They also save against any electrical or lightning attack at +5, taking no damage on a successful save and half even if it fails. One in ten of these variants are actually immune to all forms of electricity.

DESCRIPTION: Cannibal Street Urchins resemble the normal street urchins and beggar children PCs often encounter in the populated cities of Garweeze World. During the day, they appear sickly and weak, but at night

they become ferocious flesh eaters with glowing red eyes.

COMBAT/TACTICS: During the day, Cannibal Street Urchins are weakened by the sunlight. They sleep in huddled masses in dark alleys and appear sickly and helpless. At night, they come to life and appear flush. Their eyes glow red and their horrible, sharp teeth are prominent. At night, the creatures regenerate one hit point per hit point of damage done by their teeth. Each bite inflicts 1-4 points of damage, while each hand inflicts one point of damage on a successful strike.

The Urchins are adept at hiding their true form in the dark of night. One of them will appear frail, weak and helpless, while the others hide in shadows and move silently (85% base chance of success for either). Once a victim comes over to help the poor wretch, the rest of the pack pounces. If a Cannibal Street Urchin kills a victim in one round, the victim will rise the next day as one of the Urchins.

HABITAT/SOCIETY: Cannibal Street Urchins were originally the sick joke of the Vampire Count Vlad'Neer. The young children were once his thralls, tainted by Vampire blood and forced to do his bidding. In an effort to spread his evil, Vlad'Neer allowed some of the children to go free and to his delight learned that they continued their evil ways. But once past the mists of his domain, they were no longer under his control. They spread their own brand of evil across the land. Now Cannibal Street Urchins hate Vampires and actively hunt them. They are not actually undead, but cannot bear the smell of garlic.

ECOLOGY: Electrical Cannibal Street Urchins are especially difficult to cure. They are physically powerful for their size and cannot be knocked unconscious or easily neutralized. During the day, they are slow and cannot attack. To cure a victim, the following spells are needed: Dispel Evil, Atonement, Bless and Forget. Some sort of grounding is also suggested. Finally, the victim must drink a vial of holy water. PCs should be awarded double experience for saving an Urchin rather than slaying it. The victims will not remember their former evil deeds.

Urchin, Electric Cannibal Street

AKA: Orphan Fiend

HACKFACTOR: 4

EP VALUE: 150

CLIMATE/TERRAIN: Any Land

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-20

SIZE: S (3' to 4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 5

NO. ATTACKS: 3

DMG./ATTACK: 1/1/1-4

SPECIAL ATTACKS: Electric jolt

SPECIAL DEFENSES: Regeneration, frail appearance, stealth, electricity resistance, cannot be knocked unconscious

MAGIC RESISTANCE: Standard

HIT DICE: 2

TOP: Yes

FF: 5



Cannibal Street Urchin — Electric Variant

YIELD:
 MEDICINAL: Nil
 SPELL COMPONENTS: Nil
 HIDE/TROPHY ITEMS: Nil
 TREASURE: J through M
 OTHER: Nil

Vagabond, Astral (Insidious Variant)

VARIANT: Insidious Astral Vagabonds thrive on pain and suffering. They seek to use their 75% chance to pick pockets (in whatever form they inhabit) and their increased intelligence to that end. The best prank is one that could happen on its own and is therefore untraceable to the Insidious Vagabond itself. However, after a series of successful jokes, it cannot resist the urge to outdo itself, and eventually it will give itself away (even if it must proclaim its greatness to its victims...or their next of kin).

Sometimes, an Insidious Astral Vagabond actually kills its victims outright in the end and then seeks a peaceful, happy moment to contrast the experiences.

DESCRIPTION: Insidious Astral Vagabonds have no physical form of their own. They exist only as invisible psychic energy.

COMBAT/TACTICS: An Astral Vagabond has the attack and combat abilities of the form that it possesses. When Astral Vagabonds come to Garweeze World, they choose interesting looking, intelligent, corporeal creatures to possess. The creature gets no saving throw unless it possesses psionic defenses. Once in possession of a body, the creature seeks to experience life to the fullest. To the Insidious Astral Vagabond, "the fullest" means the creative construction of pain, suffering and dangerous pranks. Vagabonds cannot move from one host to another — they must depart the Prime Material Plane when leaving a host and thereafter cannot return for at least one week.

HABITAT/SOCIETY: These psychic creatures are interested in adventure. Once they have accompanied a party on one adventure (and hopefully killed some of them, or at least witnessed some fascinating deaths), they will depart. In exchange for the "fun", they will hurl a gem (worth 100-500 gp) at each survivor. If the host body is slain before the adventure ends, the Astral Vagabond departs this world never to return.

Vagabonds are unfamiliar with even the most basic customs and, depending on their alignment, they may or may not be willing to learn them. When encountered, there is a 1% chance that two Astral Vagabonds exist in the same area: a neutral evil one that is being pursued by a neutral good one. The neutral good one will stay on Garweeze World until it can drive the neutral evil one out of a victim's body and out of this world. This type of chase is the only thing that supersedes the Insidious Astral Vagabond's lust for deadly mischief.

Vagabond, Insidious Astral

AKA: —

HACKFACTOR: Variable

EP VALUE: Variable +5% for insidious

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: As form

INTELLIGENCE: Genius to Gawdlike (17-22)

ALIGNMENT: Neutral (any)

NO. APPEARING: 1

SIZE: As form

MOVEMENT: As form

PSIONIC ABILITY: 201-300 PSPs

ATT./DEF. MODES: All/All

MORALE: Resolved (18)

ARMOR CLASS: As form

NO. ATTACKS: As form

DMG./ATTACK: As form

SPECIAL ATTACKS: As form

SPECIAL DEFENSES: As form

MAGIC RESISTANCE: As form

HIT DICE: As form

TOP: n/a

FF: n/a



Vagabond, Astral — Insidious Variant

ECOLOGY: Astral Vagabonds are said to be a race of psionics that evolved beyond the need for corporeal bodies. However, they still feel the need to visit the land of the solids to experience life. Sometimes Insidious Astral Vagabonds will have to be taught how to eat, sleep, have sexual relations, dress, urinate and clean themselves.

Once the Astral Vagabond finishes its task (or simply tires of a particular group) it exits the host and returns to the Astral Plane. The host is aware of his actions while the Vagabond controls him, but can only observe. He regains control once the Astral Vagabond departs. Should the host body be killed while inhabited, the Astral Vagabond returns to its home plane and the host character dies.

YIELD:

MEDICINAL: As form

SPELL COMPONENTS: As form

HIDE/TROPHY ITEMS: As form

TREASURE: As form (and see above)

OTHER: As form

Vengeful Troubadour (Diminutive Variant)

VARIANT: The Diminutive Vengeful Troubadour is a small version of its standard cousin, and thus somewhat weaker in melee. (It has an 11 hit point "kicker" instead of 20.) It is, however, just as vengeful, especially when people call it "halfling".

DESCRIPTION: Vengeful Troubadours are bards that have become embittered, cynical and jaded beyond reason. (Or perhaps with good reason, considering their reduced size....) 75% are halflings, while the rest can be of any race. They will appear as normal bards of 4th level or higher.

COMBAT/TACTICS: Vengeful Troubadours will generally have abilities equal to those of a 4th level bard or higher, depending on when the individual decided to frolic down the path of evil.

These sinister skalds all have the special ability to play a Demoralizing Tune. Victims who hear the tune in a radius of five feet per experience level around the bard feel their will to fight slowly drain away. NPCs must make morale checks every round or lose a point (5%) of morale. NPCs that miss two morale checks in a row will flee or surrender, depending on the circumstances.

PCs that hear the tune must save vs. spells (Fear) at +2. Victims who miss their saving throw get a cumulative -1 to the save each round thereafter, so long as they can hear the tune. PCs that miss two saves in a row either flee or surrender, depending on the circumstances.

Vengeful Troubadour, Diminutive

AKA: Cynical Skald

HACKFACTOR: 6 (plus 2 per level over 4)

EP VALUE: 131 (plus 90 per level over 4)

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Group

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very to Genius (11-18)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1 or 1-4

SIZE: S (2' to 4')

MOVEMENT: 12"

PSIONIC ABILITY: Possible

ATT./DEF. MODES: Possible

MORALE: Brave (14)

ARMOR CLASS: Variable (usually 5)

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Demoralizing tune

SPECIAL DEFENSES: Immune to fear, high threshold of pain

MAGIC RESISTANCE: Standard

HIT DICE: 4 and up

TOP: Yes

FF: 5



Vengeful Troubadour — Small Size Variant

Should any victim miss a saving throw or morale check three times in a row, the victim is reduced to uncontrollable blubbling and will assume a fetal position until 1-6 rounds after the Vengeful Troubadour stops singing.

HABITAT/SOCIETY: Vengeful Troubadours have been soured by their years of life on the road. They seek to demoralize everyone with hopelessness and despair. In their eyes, life is a tragedy and true sadness the only real truth. All Vengeful Troubadours suffer from manic depression, making them moody and prone to peaks of hyperactivity and apparent clarity and lows of deep depression and melancholy. Any psionics that contacts the mind of one of these Cynical Skalds will be filled with sadness and gloom and will be unable to benefit from any type of morale boosting effects for 1-4 days.

ECOLOGY: Vengeful Troubadours are physically just like their normal bardic brethren, except as noted above. They have a high threshold for pain (twice normal ToP). Since these individuals have resigned themselves to their doom, they are immune to all types of fear.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Z (plus Z for every two levels over 4th)

OTHER: Nil

Vent Squawler (Venusian Variant)

VARIANT: Scholars frequently cite the example of the Venusian Vent Squawler as proof of the TeraVerse being stranger than they can imagine. These little buggers can get into just about anything and wreak havoc. Adventurers often underestimate the degree of threat posed by a Venusian Vent Squawler.

It is tougher (double the standard type's Hit Dice, in fact), denser (+4 to AC compared to its non-variant kin), deals an extra 2 points of damage with every melee attack and is at +1 to hit with any physical strike. It has infravision and ultravision, both out to 60 feet.

This variant creature does not need to breathe, rendering it immune to gas attacks. The mind of a Venusian Vent Squawler is so different from that of a normal creature that it gains +4 to all saving throws against mental attacks, psionics, illusions and on attempts to disbelieve. It also needs only 1/100 as much water as its standard cousin.

If killed, there is a 75% chance that this variant explodes. Any creature within 20 feet of this mess must save versus breath weapon or suffer 2-20 points of damage. Those at 20 to 30 feet must save or take 1-10 points of damage.

Venusian Vent Squawlers do not think as well as their standard kin and they aren't happy about it. They hate the idea of anyone knowing that they aren't too bright and so do not speak at all, except in the most extreme circumstances. All Venusian Vent Squawlers suffer from the migraine flaw. The constant throbbing pain in their heads may account for the lower intelligence.

DESCRIPTION: Vent Squawlers are Imp-like creatures with long flowing hair. They have neither tails nor horns, but they do have a demonic appearance. Each Squawler has a pair of vicious claws that it uses for climbing and attack.

COMBAT/TACTICS: Vent Squawlers use their claws to attack and their bite inflicts damage equal to a claw attack. Additionally, during combat, the

Vent Squawler, Venusian

AKA: Duct Monster

HACKFACTOR: 11

EP VALUE: 567

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night/Darkness

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-4

SIZE: S (2' tall)

MOVEMENT: 9", 12" Climb

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 0

NO. ATTACKS: 3

DMG./ATTACK: 3-6/3-6/3-6

SPECIAL ATTACKS: Squeal, see text

SPECIAL DEFENSES: Dodge missiles, see text

MAGIC RESISTANCE: Standard

HIT DICE: 6+4

TOP: Yes

FF: 6

creatures squeal, causing all creatures of animal Intelligence or lower to make morale checks or flee the immediate area. Spells that require verbal components have a 10% chance of failure for each Squawler present.

Vent Squawlers know how to use small, confined spaces to their maximum advantage. When the Squawlers are on their home turf, missile weapons strike as if the Squawlers were AC -2. Squawlers gain a special saving throw versus spell against spells that are fired like missile weapons, such as Magic Missile or Fireball. If the creature makes the save, it takes no damage, having ducked around a corner at the last second.

HABITAT/SOCIETY: These creatures get their name from their penchant for making their nests in the ventilation systems of dungeons. Some Vent Squawlers have access to virtually every room in a dungeon via these ducts and will use it to their best tactical advantage.

Because of their great access, Squawlers often have magic items and treasure of considerable value.

ECOLOGY: Vent Squawlers are part of the natural ecosystem of any dungeon. They are responsible for making the air in most well ventilated dungeons stale and dank. Their nests cut off the flow of air and their stench permeates a dungeon, making it virtually impossible to track them using a bloodhound or tracking dawg.

It is rumored that these creatures are distantly related to Kobolds and Imps, but no Imp has ever admitted to such a mating. If Vent Squawlers are eliminated from a dungeon crawl, the air quality will increase by 25%.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: A, H, J

OTHER: Nil

Vile Thunder Beast (Wooly Variant)

VARIANT: The Wooly Vile Thunder Beast still lurks in parts of the Abyss and in certain remote areas of Garweeze Wurd that are popular with adventurers. A remnant from the truly ferocious days of the past, it has a thicker fur coat than the standard Vile Thunder Beast, giving it +4 to all saving throws against cold-related effects. It only suffers half damage from these effects even if it fails its save, and no damage if it succeeds. While its teeth are larger and sharper than its standard cousin's, they do no more damage. The Wooly Vile Thunder Beast is typically about 8% larger than its standard kin, as well. It also has +1d8 hit points and an Armor Class 3 better than the standard type.

DESCRIPTION: Vile Thunder Beasts look like a combination of hippo and hawg. Bloated and gassy, the

Vile Thunder Beast, Wooly

AKA: Hell Pig

HACKFACTOR: 15 (average)

EP VALUE: 845

CLIMATE/TERRAIN: The Abyss

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 5-20 (adults)

SIZE: H (elephant-sized)

MOVEMENT: 9", 18" Charge

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 1

NO. ATTACKS: 1

DMG./ATTACK: 2-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Fog Cloud, stench, cold resistance

MAGIC RESISTANCE: Standard

HIT DICE: 4 to 9 +1 per die

TOP: Yes

FF: 6



Vent Squawler — Venusian Variant



Vile Thunder Beast — Wooly Variant

rumblings of their herds are a common occurrence in the Abyss and the creature's stink is well known there. Their hides range from sickly yellow to puke green, with dark, warty growths. They have small eyes, fan-like ears and a large mouth.

COMBAT/TACTICS: These disgusting creatures are so named because they "thunder" across the Abyss, trampling anything in their path. They can charge from 20 feet, inflicting 1-4 points of damage per Hit Die. Frightened Beasts will bellow breath equal to a Fog Cloud after three rounds of continuous bellowing. Once belched, the Cloud lasts for six rounds. Creatures with a functioning sense of smell fight at -2 against these beasts.

HABITAT/SOCIETY: Vile Thunder Beasts feed on the stunted, evil grasses of Hell. They are herd animals for all nefarians and are sometimes raised on nefarian ranches. For every two adults there will be one immature, non-combatant Beast.

ECOLOGY: These Hellish creatures are created from the evil souls of evil pigs, boars, hippos and their ilk. They suffer in Hell perpetually ending up a meal for any demon, devil, daemon or wandering evil Arch-Mage that happens by.

YIELD:

MEDICINAL: The meat is foul and disgusting to all but nefarians (and perhaps truly sick and evil humans).

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Vile Thunder Beast is sometimes cured to bind evil scrolls, spell books and evil clerical tomes.

TREASURE: Nil

OTHER: Nil

Walrus, Rabid (Nefarian Variant)

VARIANT: Nefarious Rabid Walruses are usually creatures that somehow absorbed too much nefarious blood, though some rogue sages claim that there are some parts of the lower planes where large groups of nefarious walruses congregate on ice floes to plot their revenge against the inhabitants of the Prime Material Plane, normal walruses, non-rabid creatures, other nefarians, or anyone who happens to be handy. These types of sages are typically laughed out of conferences as early as possible.

While such a beast may have any combination of powers (as described on page 27 of the Hacklopedia of Beasts Monster Matrix), for reasons beyond the intellectual capacity of most scholars (or at least of those few who have pondered the matter) the majority (80%) have the following abilities, in addition to all those of a standard Rabid Walrus:

Infravision (30-foot range)
Flight (6", maneuverability class C)
Only hit by +1 or better weapons
Immune to fire

DESCRIPTION: These creatures have massive bodies with thick, wrinkled, hairy skin that becomes nearly hairless with age. Walruses are known for their broad, bristled muzzles and enormous tusks. Rabid Walruses foam at the mouth and will always be encountered alone. On land, Walruses can use all four of their flippers to move across the shore.

COMBAT/TACTICS: If a group of PCs avoids a Walrus after an attack, the creature will sometimes follow them under the ice, surfacing at a convenient spot to get them into the water. (Walruses surprise opponents 4 in 10 times this way.)

Rabid Nefarian Walruses are just like the common variety, except that they have rabies (a general acute disease affecting the creature's nervous system, see the GMG Table 1Q on page 23) and are nefarians. They are extremely aggressive. Sometimes their tusks are broken, but the jagged edges actually inflict more damage than those of a Common Walrus. These creatures will attack others on sight. They sometimes infiltrate a group of Common Walruses, but the rest of the herd will not come to their aid should they be attacked. Why they don't simply attack or drive off the Rabid Nefarian Walrus no one yet knows.

HABITAT/SOCIETY: Rabid Walruses are outcasts and driven from the herd; this makes them angry (as well as rabid). Rabid Nefarian Walruses can come from the ranks of nefarians or the ranks of Walruses.

ECOLOGY: Walruses are hunted for their flesh, blubber, great ivory tusks, and the satisfying sound they make when they are slain. The beasts eat a

Walrus, Rabid Nefarian

AKA: Foaming Tusk Fiend, Hellrus

HACKFACTOR: 15

EP VALUE: 1,456

CLIMATE/TERRAIN: Arctic Ocean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (8' to 12' long)

MOVEMENT: 3", 18" Swim, 6" Fly (C)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. ATTACKS: 2

DMG./ATTACK: 2-9/2-9

SPECIAL ATTACKS: Rabies, surprise
4 in 10

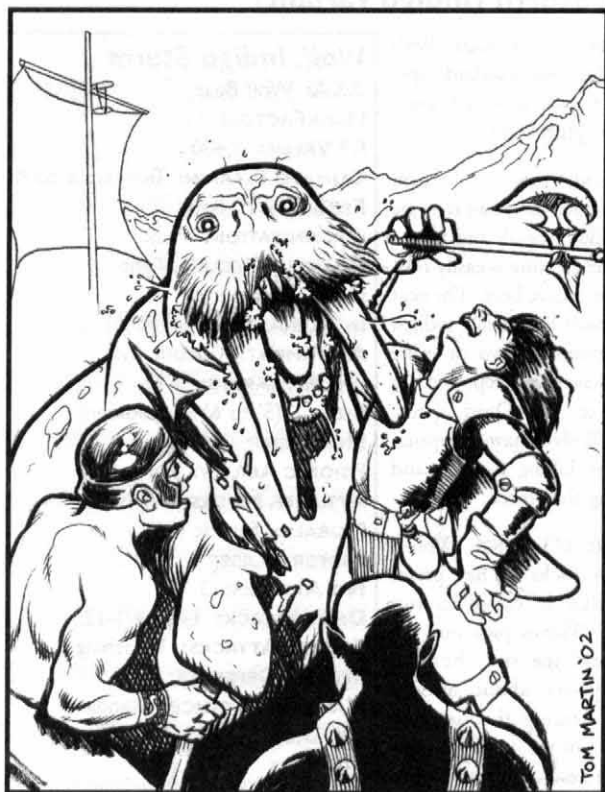
SPECIAL DEFENSES: Thick skin, cold
resistance, fire immunity, see text

MAGIC RESISTANCE: Standard

HIT DICE: 6+4

TOP: Yes

FF: 9



Walrus, Rabid — Nefarian Variant

tremendous amount of food, all of it fresh. Common Walruses do not make good pets. Rabid Nefarian Walrus make much, much worse pets.

YIELD:

MEDICINAL: Eating Rabid Nefarian Walrus will give the eater rabies.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Walrus tusks are worth 100 gp per pair of tusks. Rabid Walrus tusks are broken 50% of the time rendering them worthless.

War-Hawg (Diminutive Variant)

VARIANT: The Diminutive War-Hawg functions much like the normal Large-size War-Hawg, except for smaller creatures (or sometimes orcish children). It has only an 11 hit point "kicker" and two fewer Hit Dice than the standard type. While weaker than its standard counterpart (dealing 1 fewer point of damage per successful hit), it is every bit as ornery.

DESCRIPTION: War-Hawgs are boars bred for battle by Orcish tribes. They readily obey Orcs and other pig-related species, but are known to be aggressive to all others. Typically, they will be saddled and sometimes equipped with light barding.

COMBAT/TACTICS: War-Hawgs can do 1-7 (2d4-1) points of damage with their tusks. On a charge, the tusks do double damage. War-Hawgs take half damage from puncturing and missile weapons smaller than small ballistae shot, so they are the preferred mount for Orcish children and Goblins when attacking human settlements. Left on their own, the War-Hawgs will attack small houses, huts, horses, house pets, potted plants and especially halflings, attempting to knock over any of these things and rooting for food.

HABITAT/SOCIETY: War-Hawgs believe that they are tougher than most opponents and will charge into battle fearlessly. Unless an opponent does more than 10 points of damage in a single round, the creature need not make

a morale check. In the past, surviving studs have ransacked villages even after their Orc riders were wiped out. War-Hawgs can sometimes be distracted by large amounts of food, depending on how hungry and malnourished their often neglectful masters have left them. Diminutive War-Hawgs eat just as much as their larger standard kin.

ECOLOGY: War-Hawgs live and die just like boars. They are easily domesticated by Orcs, Orc-related species, Boar Men, Pig Men, Pigotaurs and other pig-related species. A Speak with Animals spell will reveal that War-Hawgs have an extremely pro-pig agenda.

YIELD:

MEDICINAL: War-Hawg meat is delicious, but causes a random disease unless cooked thoroughly.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: War-Hawg hide can be crafted into edible leather armor.

TREASURE: Nil

OTHER: Nil

War-Hawg, Diminutive

AKA: Orkin Battle Boar

HACKFACTOR: 5

EP VALUE: 95

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: S (2' high at shoulder)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. ATTACKS: 1

DMG./ATTACK: 1-7 (2d4-1)

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Half damage from puncturing weapons

MAGIC RESISTANCE: Standard

HIT DICE: 3

TOP: Yes

FF: 5



War-Hawg — Diminutive Variant

Wolf, Common (Aquatic Variant)

VARIANT: The Aquatic Common Wolf may be the first of a new species, or a remnant from a theoretical Hydrozoic Era, when water covered most of Garweeze World and certain religions were forming their myths. Regardless, this watery variant of the Common Wolf can breathe freely in water (or air) and swim at a rate of 9", unlike standard Common Wolves. The Aquatic Common Wolf also gains +1 on all saving throws against cold-related effects.

DESCRIPTION: Wolves are reddish to brown in color, though Aquatic Wolves sometimes have just a hint of blue or green. These canines all have powerful jaws, strong teeth, bushy tails, strong ears, round pupils and distinctive howls. Their eyes have an empathic quality that is almost human.

COMBAT/TACTICS: Wolves hunt in packs during the winter and late fall because only larger herbivores are available for the hunt. Wolves pick out the weak and the sick, hunting large quarry about once a week.

When they hunt alone, they prefer smaller game because it is easier to run down. During the summer, Wolves can eat up to 30 mice a day. These creatures do not normally attack humans and will flee if attacked by them.

If backed into a corner, Wolves fight until they can make their escape.

HABITAT/SOCIETY: Wolves are social animals and can be domesticated by those skilled at animal handling. Each wolf pack has a very strict social structure to a pack. Each pack is led by an alpha male and his mate, the alpha female.

This is the only couple in the pack allowed to breed, although a second female may help nurse the young. Wolves prefer regions devoid of other predators. Their domains will be full of places to run, hide and play.

Aquatic Wolves can thrive in fresh or salt water. Once humans move into an area inhabited by wolves, the wolves will leave. For one thing, they do not like humans much. For another, humans hunt them mercilessly.

ECOLOGY: Aquatic Wolves are vital top-level predators in the natural food chain of Garweeze World's lakes and seas. Druids warn that without their presence, populations of deer, mice, gnomes and even aquatic elves could skyrocket out of control.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Aquatic Wolf pelts are worth 11-20 gp each, but are worthless if not properly dried and tanned.

TREASURE: Nil

OTHER: Nil

Wolf, Aquatic

AKA: Neptunus-Caninus-Howlus

HACKFACTOR: 1

EP VALUE: 69

CLIMATE/TERRAIN: Non-Tropical/Costal

FREQUENCY: Uncommon

ORGANIZATION: Family

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: 5 (3' to 4' long)

MOVEMENT: 18", 9" Sw

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 7

NO. ATTACKS: 1

DMG./ATTACK: 2-5

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Cold resistance

MAGIC RESISTANCE: Standard

HIT DICE: 3

TOP: Yes

FF: 4

Wolf, Sturm (Indigo Variant)

VARIANT: This Sturm Wolf is just like the standard type, except that it is a very cool, deep purplish color.

DESCRIPTION: Sturm Wolves have forepaws that are much like a bear's and in the dark, the creature is easily mistaken for a cave bear. The coat of the beast is basically indigo, but patterns of two or more colors have been reported via Speak to the Dead spells. Sturm Wolves have a reputation for killing anyone and anything they meet.

COMBAT/TACTICS: Wolves hunt in packs. They prefer game that is easier to run down. Wolves pick out the weak and the sick, hunting large quarry about once a week. During the summer, Wolves can eat up to 30 mice a day. These creatures do not normally attack humans and will flee if attacked by them.

If backed into a corner, Sturm Wolves fight until they can make their escape.

Sturm Wolves will attack anything, even gawds. A pack targets an individual, then hunts down his friends and acquaintances. When wounded beyond 75% of its maximum hit points, Sturm Wolves become enraged and will attack until dead. Each front paw can inflict 1-4 points of damage, while the feared jaws of the Sturm Wolf inflict 1-12 points of damage per hit. On a to-hit roll of 18 or better (with the bite attack), the beast thrashes its victim

Wolf, Indigo Sturm

AKA: Wolf Bear

HACKFACTOR: 12

EP VALUE: 1,400

CLIMATE/TERRAIN: Temperate to Arctic

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 3-12

SIZE: L (5' to 6' at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 5

NO. ATTACKS: 3

DMG./ATTACK: 1-4/1-4/1-12

SPECIAL ATTACKS: Thrashing

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6+6

TOP: Yes

FF: 11



Sturm Wolves — Indigo Variant

for an additional 2-8 points of damage. Anyone of medium size or less must make a system shock check or have his neck broken. Sturm Wolves can pick up the scent of prey up to three miles away.

HABITAT/SOCIETY: Wolves are social animals and can be domesticated by those skilled at animal handling. There is a very strict social structure to a pack. Each pack is led by an alpha male and his mate, the alpha female. This is the only couple in the pack allowed to breed, although a second female may help nurse the young.

Wolves prefer regions devoid of other predators. Their domains will be full of places to run, hide and play. Once humans move into an area, the wolves tend to leave. For one thing, they do not seem to like humans much. For another, humans hunt them mercilessly.

Due to the size of the average Sturm Wolf, their territories extend from 25 to 50 square miles. The largest male leads the pack. The pack travels all over the territory and only stays in the same spot for any length of time during mating season. During this time, males vie for leadership and mates. Older and weaker males may be driven out of the pack and merge with other, less powerful wolf packs.

If there is a good time to attack a Sturm Wolf pack, mating season is the time, as the males will lose 10 to 30% of their hit points due to infighting.

Sturm Wolves can be domesticated. However, no amount of training or bonding will allow a master to stop a Sturm Wolf from attacking once it has been provoked. It will attack friend and foe alike until dead or until it is healed. Masters with appropriate spells or an extremely big club can calm the beast.

ECOLOGY: Wolves are important predators in the natural food chain. Without their presence, the populations of rabbits, mice and dwarves can skyrocket out of control.

Sturm Wolves feed on deer, bison, elephant, Titanotheres, Gorgons, Giant Fox, Giant Rabbit, Enormously Huge Shrew Mice, Gargantuan Turkeys and other juicy forest creatures. Squirrels have been known to die of fright upon seeing a Sturm Wolf. A dead squirrel falling from a tree usually precedes a Sturm Wolf attack. These monstrous beasts deplete the game in their territory fairly rapidly. They must constantly change their territory to find new game.

YIELD:

MEDICINAL: Some barbarian tribes believe that consuming the heart of a Sturm Wolf will cure the eater of cowardice and remove fear of battle. Although the truth of this has yet to be proven, the eater will suffer from frequent, uncontrollable urination for one to four days.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide is suitable for enchantment of up to +7 Hide Armor. Teeth and claws can be sold for 200 gp, Sturm Wolf hide alone is worth 500 gp.

TREASURE: Nil

OTHER: Nil

Worm, Yack (Mountain Variant)

VARIANT: The Mountain Yack Worm is a curmudgeonly invertebrate, prone to attacking for even less reason than its standard type kin. It is not at all sociable, but it is tougher (with 2 extra hit points per Hit Die, compared to the standard type). It is immune to fatigue and gains a +7 when saving against trauma damage. The Mountain Yack Worm also gains +2 on saving throws against any cold-related effect. Mountain Yack Worms make all to-hit rolls at +2 and deliver +2 points of damage with any successful attack. They are even duller mentally (and as company) than their standard kin; researchers suggest that the Mountain Yack Worm's Intelligence is properly rated in the "low zeroes".

The sight of a Mountain Yack Worm mouthing a rock and hurling it at an opponent is so comical that many victims forget to duck before the missile strikes, dealing 4-18 points of damage. The Worm can get some heat on those rocks!

DESCRIPTION: Yack Worms look like six-foot long caterpillars. They come in puke green and vomit yellow.

COMBAT/TACTICS: Yack Worms attack sleeping creatures, burrowing up through the ground and spitting acid on them for 4-18 points of damage. The Worms burrow extremely quietly and surprise even fully awake victims 5 in 10 times. Any organic matter that comes into contact with the acid must make a saving throw vs. acid or begin to dissolve. Should the Worm's attack kill a victim, it will slurp up the remains and burrow away.

HABITAT/SOCIETY: These Worms seek only to eat and reproduce. Yack Worms are attracted by heat and sometimes burrow underneath campfires by

Worm, Mountain Yack

AKA: Regurgitation Worm

HACKFACTOR: 7

EP VALUE: 308

CLIMATE/TERRAIN: Mountain

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 4-12

SIZE: M (6' long)

MOVEMENT: 3", 6" Burrow

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 9

NO. ATTACKS: 1

DMG./ATTACK: 4-18

SPECIAL ATTACKS: Acid spit, surprise
5 in 10, hurl rocks 4-18

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+6

TO P: Yes

FF: n/a



Worm, Yack — Mountain Variant

mistake (20% chance). They prefer to spread attacks evenly amongst the PCs rather than concentrate on a single victim.

ECOLOGY: Yack Worms are a natural part of the food chain on Garweeze World.

YIELD:

MEDICINAL: Eating any part of a Yack Worm will induce vomiting.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Nil

OTHER: Nil

Yak, Shadow (Albino Variant)

VARIANT: The term "shadow" in "Shadow Yak" refers to the fact they like to work behind the scenes. It does not mean that they lurk in shadows physically, waiting to attack random travelers (though they may do this). The Albino Shadow Yak is mostly white, though it takes on a light pinkish hue due to the blood beneath its color-deficient hide. Its red eyes give it a truly hypnotic and eerie appearance.

DESCRIPTION: Shadow Yaks resemble Minotaurs, except that instead of being half-bull/half-man they are half-yak/half-man. These evil wildebeests dress in long, black cloaks that hide their features. However, some Albino Shadow Yaks have taken to white cloaks to match their features more closely.

COMBAT/TACTICS: Shadow Yaks prefer to use their powerful psionics in combat. Each Shadow Yak has 1-3 Psychokinetic Sciences and 1-6 Devotions. Yaks always choose Telekinesis as their first science and they use their abilities as if they were 5th to 10th level psionists.

If a Shadow Yak is engaged in melee, it uses a quarterstaff. In desperate circumstances, it can lower its head and charge like a Minotaur, doing 2-8 points of damage. Shadow Yaks get +2 to saving throws against mental attacks. They also take -1 point of damage per damage die from cold attacks due to their thick hides.

HABITAT/SOCIETY: Shadow Yaks, Albino or otherwise, are called Shadow Yaks because they work "in the shadows" or behind the scenes. They use their powers to further the interests their own kind and those whom they trust. A psionist searching for a mentor can find one in a Shadow Yak. They enjoy having human and demi-human protégés because they believe that those ties strengthen their influence.

Although the ultimate goals of the Grand Cabal of the Shadow Yak (the secret organization that leads the entire race) are unknown, the smaller cabals help maintain the status quo. When one human kingdom exerts too much influence, they may seek to subvert its power. When an undead army causes chaos, they will seek to return the balance by driving it back into the darkness.

Yak, Albino Shadow

AKA: Yakotaur

HACKFACTOR: 15

EP VALUE: 975

CLIMATE/TERRAIN: Savannah/Plains

FREQUENCY: Very Rare

ORGANIZATION: Cabal

ACTIVITY CYCLE: Night

DIET: Herbivore

INTELLIGENCE: Very to Genius (11-18)

ALIGNMENT: Neutral

NO. APPEARING: 4-16

SIZE: L (8' tall)

MOVEMENT: 12", 3" Swim

PSIONIC ABILITY: 101-200

ATT./DEF. MODES: All/All

MORALE: Confident (12)

ARMOR CLASS: 7

NO. ATTACKS: 1

DMG./ATTACK: By weapon

SPECIAL ATTACKS: Charge

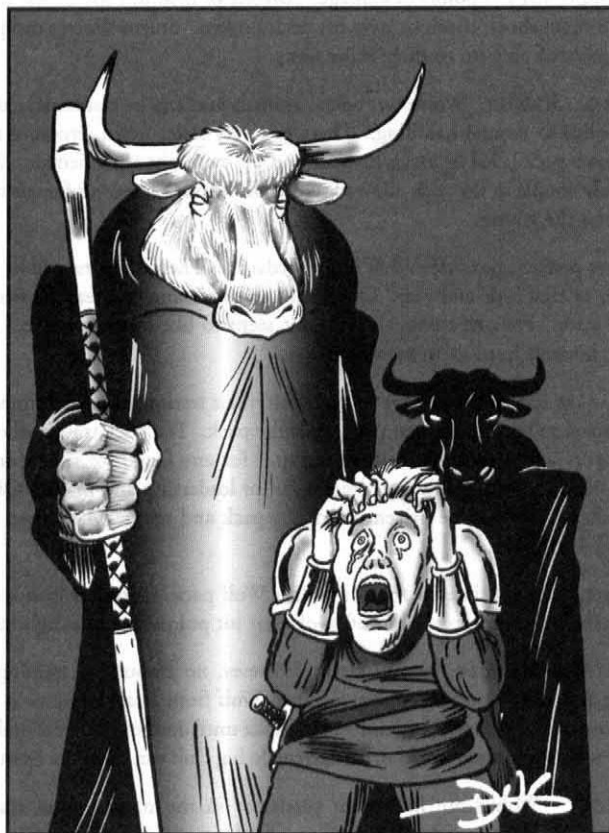
SPECIAL DEFENSES: +2 to save against mental attacks, cold resistance

MAGIC RESISTANCE: Standard

HIT DICE: 4+2

TOP: Yes

FF: 7



Shadow Yak — Albino Variant

ECOLOGY: Shadow Yaks are not from the Demi-Plane of Shadow nor are they shadow puppets. Biologically, they are much like normal yaks that talk, stand erect and have psionic powers.

YIELD:

MEDICINAL: Shadow Yak taste like normal yak, only smarter.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Shadow Yak can be used to construct leather or hide armor that can be enchanted or enhanced by a psionist to protect the wearer from telekinetic attacks. An individual wearing such armor gets +4 to all saves against telekinetic attacks, and gains a saving throw versus spells even if one is not normally allowed.

TREASURE: J through Q, Z

OTHER: Nil

Yeth Hound (Howling Variant)

VARIANT: At first classified simply as a standard Yeth Hound, the Howling Yeth Hound has honed its barking and yelping into powerful weapons. It can actually howl in two terrifying tones at once, even while making other attacks. All within 50 feet of this horrifying sound must save versus spells or suffer as if affected by a Fear spell. Even at a greater distance, it has been known to frighten small children and pint-size torchbearers. Note that this howl of fear overlaps the howl of fear power it shares with its standard counterpart, and those within 50 feet are subject to both effects. They must save against each howl of fear separately. Howling Yeth Hounds are especially good at clearing areas of hirelings, henchmen, porters and beggar mobs.

DESCRIPTION: Yeth Hounds are powerful canine beasts that prowl remote wastelands. Their ears are pointed and sometimes look like horns, and their soulless, glowing red eyes have no pupils. Their coats are a dull black color.

COMBAT/TACTICS: Each round, these dawgs can bite for 2-8 points of damage or howl. Anyone within 90 feet of a Yeth Hound's howl must suc-

cessfully save versus spells or run in panic for 2-12 rounds (or until the howling stops).

The creatures can only be harmed by magic weapons and even then, they only take damage for the magical "plus" bonus. Thus, a Two-handed Sword +1 does only 1 point of damage to a Yeth Hound. Silver weapons do 1 point of damage per successful strike.

HABITAT/SOCIETY: Yeth Hounds are often in the service of evil humans, Night Hags, Huntsmen and extremely unscrupulous dawg racers. The Yeth Hound's ability to fly makes it extremely deadly. Yeth Hounds are also favored pets of Vampires and their ilk. Still, should a PC tease a Yeth Hound with a stick and then throw it, there is a 30% chance that it will forget itself and go fetch in a playful manner. However, as soon as it recovers the stick it will become enraged and seek to destroy the stick thrower.

Yeth Hound, Howling

AKA: Night Dawg

HACKFACTOR: 9

EP VALUE: 795

CLIMATE/TERRAIN: Any Remote and Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night/Darkness

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 4-16

SIZE: M (4 1/2' to 5' at shoulder)

MOVEMENT: 15", 27" Fly (B)

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 0

NO. ATTACKS: 1

DMG./ATTACK: 2-8

SPECIAL ATTACKS: Howls of fear

SPECIAL DEFENSES: Only hit by silver or magical weapons

MAGIC RESISTANCE: 10%

HIT DICE: 3+3

TOP: Yes

FF: 8

ECOLOGY: Yeth Hounds were the creation of Erlon Condiben, an evil magic-user who accomplished this task by mating a Rottweiler with a particularly desperate and near-sighted demon. Some believe the Howling Yeth Hound results from a second instance of such trickery — involving the same demon.

YIELD:

MEDICINAL: Nil

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: The hide of a Howling Yeth Hound is suitable for enchantment (it can be made into up to +3 Hide Armor) and is especially good for creating dawg-related magic items.

TREASURE: Incidental

OTHER: Nil

Zebra, Zebricorn (Rock Variant)

VARIANT: The Rock Zebricorn is often mistaken for a statue or sometimes a type of golem. It is, in fact, simply a Zebricorn made of stone rather than flesh. This grants the variant +4 to AC, +4 on all saves against fire or heat-related effects, +2 to saves against cold effects, and allows it to take only half damage from non-magical crushing or puncturing weapons. It is immune to poison, disease, and gas attacks (as it need not breathe), but is subject to attacks and spells that affect stone. Each successful physical attack deals an extra point of damage as compared to the standard type. The Rock Zebricorn weighs thrice what a standard Zebricorn does.

DESCRIPTION: Common Zebras are white horses with black stripes that roam the plains and savannahs of Garweeze World. They are highly skittish animals and are rarely domesticated. Zebricorns resemble a cross between a Zebra and Unicorn. Their horns are as striped as their bodies. A Rock Zebricorn's horn appears to be made of a striated rock or even crystal.

COMBAT/TACTICS: Zebricorns protect the plains and savannahs. They normally attack with a standard hoof/hoof/horn stab routine. They can also charge with their horns for 2-16 points of damage (given at least 20 feet to build up speed), although no other attack is possible that round. Zebricorns have the ability to Teleport Without Error once per day (up to 180 yards) and use this ability to escape losing battles.

HABITAT/SOCIETY: Zebras and their ilk will never willingly become steeds for anyone. Only by forcing the creature via a Charm spell or a magic item can a PC hope to obtain one of these beasts as a steed. The Rock Zebricorn can carry as much as a light warhorse.

Much like Unicorns, Zebricorns stake out territories to protect. They are particularly fond of routing poachers and other evil exploiters of the land.

Zebra, Rock Zebricorn

AKA: Equinus-Barberpolus

HACKFACTOR: 20

EP VALUE: 473

CLIMATE/TERRAIN: Plains, Savannah

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Good

NO. APPEARING: 2-8

SIZE: M (4' tall at shoulder)

MOVEMENT: 24"

PSIONIC ABILITY: Nil

ATT./DEF. MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 1

NO. ATTACKS: 3

DMG./ATTACK: 3-6/3-6/2-9

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Teleport w/o Error, see text

MAGIC RESISTANCE: 20%

HIT DICE: 4

TOP: Yes

FF: 5



Yeth Hound — Howling Variant



Zebicorn — Rock Variant

ECOLOGY: Zebras are born just like horses. Zeblicorns are the result of a Unicorn and Zebra mating. Rock Zeblicorns are the results of bizarre magicks or very painful births. Contrary to the popular human myth, Zebra stripes are not painted on, even for Rock Zeblicorns.

YIELD:

MEDICINAL: Rock Zebicorn meat is edible only to creatures who can eat and digest solid stone.

SPELL COMPONENTS: Bits of Rock Zebicorn can be substituted for rock, mineral and even crystal spell components (so long as there is no minimum gp value attached). It also is considered "enchanted stone" solely for the purpose of spell component uses. It does not enhance spells, however.

HIDE/TROPHY ITEMS: The stony hide of a Zebicorn is incredibly rare and suitable for powerful enchantment, but cannot be made into much other than statues or magic marbles.

TREASURE: X

OTHER: Zebicorn horns can be carved into wands, rings and other items that can be enchanted with Teleportation abilities.

Zebra, Zegasus (Vicious Variant) /Zightmare (Subterranean Variant)

VARIANT: Zegasus: A Vicious Zegasus is more striped and more violent than the average Zebra, a fearsome thing indeed. It enjoys hurting creatures so much that many other protectors of the forest prefer not to deal with it. The Vicious Zegasus, though, takes no prisoners. If any two of its attacks hit in a single round, it immediately pounds its victim with its rear hooves, dealing 2d6 points of damage in addition to its normal attacks.

Zebra	Vicious Zegasus	Subterranean Zightmare
AKA:	Savannah Savior	Hellibra
HACKFACTOR:	13	26
EP VALUE:	428	998
CLIMATE/TERRAIN:	Plains, Savannah	Hell
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Herd	Solitary
ACTIVITY CYCLE:	Day	Night
DIET:	Herbivore	Carnivore
INTELLIGENCE:	Average (8-10)	Very (11-12)
ALIGNMENT:	Neutral Good	Neutral Evil
NO. APPEARING:	1-8	1
SIZE:	L (16' wingspan)	M (4' tall at shoulder)
MOVEMENT:	24", 36" Fly (B)	24", 24" Fly (C)
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Defiant (17)
ARMOR CLASS:	4	3
NO. ATTACKS:	3	3
DMG./ATTACK:	1-6/1-6/1-4	3-6/3-6/2-5
SPECIAL ATTACKS:	Swoop, rake	Entrancing stripes
SPECIAL DEFENSES:	Nil	Immune to poison, stealth
MAGIC RESISTANCE:	30%	45% (+ immunities)
HIT DICE:	5	6+6
TO P:	Yes	Yes
FF:	5	11

Zightmare: Subterranean Zightmares have abandoned the surface for the comfort of cold, damp caves and stale air. Their black stripes seem to have faded, generally looking gray and almost blending in with drab cave walls. Subterranean Zightmares have the underground survival skill at 85%, 30-foot infravision, and can move silently underground with a 50% chance of success. Subterranean Zightmares would rather fly in large, open caverns or across a vast underground abyss than in wide open skies with no comforting boundaries in sight.

Tales have been told of a "Sight Geist Mare" haunting adventurers. This beast could be a phantom or possibly even arcane variant of the Subterranean Zightmare, but rumors remain unconfirmed at this time. Says the half-orc sage Tilev of Grondari, "It's duh sorta ting wot shud be, ev'n if t'aint!"

DESCRIPTION: Zebras are white horses with black stripes that roam the plains and savannahs of Garweeze Wurd. They are highly skittish animals and are rarely domesticated.

Zegasus: A Vicious Zegasus is a winged Zebra with viciously striped wings.

Zightmare: The original Zightmares are native to the savannahs of Hades. The subterranean variant is an offshoot of the standard type, composed of Zightmares lost on the Prime Material Plane and their descendants.

COMBAT/TACTICS: Zegasus: The flying Zegasus can swoop down onto opponents and stomp for double damage with its hooves (2-12 points of damage with each front hoof). It can bite for 1-4 points of damage. They protect plains and savannahs from harm with ruthless and vicious efficiency.

Zightmare: Zightmares have a bizarre power. Victims that look at the creature's stripes will notice them swirling in hypnotic patterns. Victims must save versus spells or become entranced for 1-6 rounds. Affected victims stand motionless while the creature beats and eats them. Opponents that make their saving throws still suffer -2 to hit, as they perceive the creature as being further away than it actually is. Zightmares can use a Change Self at will to appear as normal Zebras. Zightmares are immune to poison, Hold, Sleep and Charm spells.



Zebra, Zegasus — Vicious Variant

HABITAT/SOCIETY: Zebras and their ilk will never willingly become steeds for anyone. Only by forcing the creature via a Charm spell or a magic item can a PC hope to obtain one of these beasts as a steed. The Zegasus can carry as much as a light warhorse. The Zightmare can carry as much as a medium warhorse.

Zegasus: Zegasuses (also "Zegasi") are willing to help good-aligned beings, although they never willingly become steeds. They may carry items (nothing over 50 pounds) for an ally and they are happy to scout for a group of PCs on a mission for good. Very rarely, a Zegasus will carry beings during a fire or another dire emergency.

Zightmare: Subterranean Zightmares sometimes pose as Subterranean Zebras, refusing to understand why this disguise is of limited value. They will let slow-minded PCs try to domesticate them and wait until a crucial moment when the PC dismounts, then trample the unfortunate dimwit. Zightmares are sometimes the allies of Hags and other evil creatures. They will turn on their former "allies" for even a few copper pieces.

ECOLOGY: Zebras are born just like horses. Oddly enough, Zegasi are a completely separate species that developed on its own. They are not related to Pegasi. Zightmares descend from an unfortunate herd that was accidentally Teleported to Hell, where they were corrupted and befouled by the energies there. Contrary to the popular gnomish myth, Zebra stripes are not decal stickers.

YIELD:

MEDICINAL: Zebra meat is edible but stringy. Fresh Zightmare blood is poisonous (24 points of damage or half on a successful save versus poison). But if the person drinking it survives, he gains immunity to all standard classes of poison for 2-24 hours. The effects of the blood (both poison and immunity to poison) fade within an hour of being withdrawn from the beast.

SPELL COMPONENTS: Because a Zightmare is descended from Zebras who spent much of their time outrunning cheetahs, a bit of its fur can be used in lieu of other material components for a Cheetah Speed spell. A bit of Zegasus feather can be used to cast a Cheetah Speed spell that

will enhance the flying speed of a natural flier or someone under a Fly spell (but does not affect the duration). All this for only a 1% chance of spell mishap.

HIDE/TROPHY ITEMS: The hides of the Zegasus and Zightmare are incredibly rare and suitable for powerful enchantment, but cannot be made into armor.

TREASURE:

ZEGASUS: Nil

ZIGHTMARE: Nil

OTHER: Nil

Zombie, Brain-Eating (Hill Variant) /Flesh-Eating (Chameloid Variant)

VARIANT: Brain-Eating Zombie: The Brain-Eating Hill Zombie prefers to live in rolling hills. It rarely leaves such areas unless there is a severe shortage of brains. Given that its nature is inherently meaner than that of the standard Brain-Eating Zombie, it gains +1 on all to-hit and damage rolls and gains +1 hit point per Hit Die compared to the standard Brain-Eating Zombie. While extremely suspicious of others and not even as bright as a normal Brain-Eating Zombie, the Brain-Eating Hill Zombie will steadfastly stick by "its own kin".

Flesh-Eating Zombie: The Chameloid Flesh-Eating Zombie can blend in with its surroundings. The zombie can do nothing to consciously affect this ability as it depends on the colors of light striking its body, but if it stands still it is 95% unnoticeable from 5 feet or more and 75% unnoticeable even on close inspection (until it begins to eat your flesh). The exact time needed to match a specific pattern depends on the complexity of the pattern: matching a simple brown tent would take 1-2 rounds, while a more involved tartan design would require 3-6 rounds.

DESCRIPTION: Zombies are the rotting corpses of the dead. Brain-Eating and have a noticeably green tint to their skin tones. Flesh-Eating Zombies do as well, when they aren't colored to match their surroundings.

Zombie	Brain-Eating Hill	Chameloid Flesh-Eating
AKA:	Cranium Cracker	Eating Dead
HACKFACTOR:	11	11
EP VALUE:	294	324
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Horde	Horde
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi- to Low (3-5)	Semi- (2-4)
ALIGNMENT:	Neutral (evil)	Neutral (evil)
NO. APPEARING:	5-30	5-50
SIZE:	M (6' tall)	M (6' tall)
MOVEMENT:	6"	6"
PSIONIC ABILITY:	Nil	Nil
ATT./DEF. MODES:	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	8	8
NO. ATTACKS:	1	1
DMG./ATTACK:	1d8+1	1-8
SPECIAL ATTACKS:	Brain eating	See text
SPECIAL DEFENSES:	Slow regeneration, immune to cold and poison, cannot be turned	Immune to cold and poison, cannot be turned camouflage
MAGIC RESISTANCE:	--- Undead immunities (otherwise standard) ---	
HIT DICE:	2+2	2
TOP:	n/a	n/a
FF:	n/a	n/a

COMBAT/TACTICS: Unless otherwise noted, Zombies attack by swarming over opponents and clawing them. They move slowly and anyone that is unencumbered can easily outrun them (unless they are trapped or have a really slow movement rate anyway). Zombies always attack last in any melee round. Zombies are immune to Sleep, Charm, Hold, death magic, poison and cold-based spells and effects. They always move in a straight line towards their opponents regardless of what's in that path.

Brain-Eating Zombie: Brain-Eating Zombies exist for the sole purpose of eating live brain matter from a screaming victim. These Zombies can take an incredible amount of damage before being immobilized. Unless a PC scores a critical hit against the fiend or makes a called shot to remove an arm, leg or head, the Zombie continues to attack regardless of its remaining hit points or lack thereof. Only complete disembodiment keeps a Brain-Eating Zombie from attacking.

When attacking a victim, Brain-Eating Zombies attempt to swarm in and use their weight to overwhelm an opponent. The first attack will always be to grab a victim (no damage). Should the PC be unable to pull away, the second attack will be a called shot to the victim's head (at -6 to hit). Brain-Eating Zombies will bite helmets of those victims who wear them; otherwise the bite goes into the victim's scalp.

Any bite damage done to a victim by a Brain-Eating Zombie forces the victim to make a saving throw versus poison. Failure means the victim has died and becomes a Brain-Eating Zombie (of the hill variant, and thus one of its progenitor's "kin"). However, this may not be readily apparent to the PC or his friends (except for the way the Brain-Eating Hill Zombies suddenly accept the character as if he were one of their own). Anyone killed by this Zombie's bite attacks also immediately becomes infected. Over a period of the next 24 hours, the victim becomes increasingly agitated and desires to eat the brains of live victims. A Cure Disease or Remove Curse spell immediately cures the victim. However, if the victim's hit points dropped below 0 before this, he immediately drops dead.

A Brain-Eating Zombie can only be permanently destroyed by completely burning the body. (If not permanently destroyed, it regains movement and the ability to attack in 2-12 days, regenerating its body to the minimum amount necessary and single-mindedly seeking its destroyer. It regains full hit points.) The fumes are extremely toxic and those in the area (within 50 feet) must save versus poison or immediately die and become infected. Brain-Eating Zombies cannot be turned.

Flesh-Eating Zombie: Flesh-Eating Zombies are very similar to Brain-Eating Zombies, except that they do not concentrate on a victim's brain matter. These creatures desire any fresh flesh, especially that of humans. These Zombies can only be permanently dispatched by destroying their brains. No matter how much damage the Zombie takes, it continues to move so long as its brains are intact, even if it has no physical means of movement left (even if reduced to just a head, it continues to attack).

Any damage a Flesh-Eating Zombie does to a victim infects the victim, no saving throw. Full transformation into a Zombie takes up to 48 hours. Amputation of the infected part can save the victim's life. A Cure Disease or Remove Curse spell will also cure a victim. Flesh-Eating Zombies cannot be turned.

HABITAT/SOCIETY: Brain-Eating Zombie: These Zombies have a cunning intelligence. They can speak, but they have little reason to do so unless it is to lure potential victims to their doom. ("The hills are beautiful in autumn.") Once an opponent has developed a defense against them, the Brain-Eating Zombies change their strategy. Their primary concern is eating brains and anything else is unimportant to them.

Flesh-Eating Zombie: These Zombies are not as smart as their Brain-Eating counterparts. They cannot speak, but they can moan pitifully. Fire keeps them at bay for as long as a potential victim can continue to swing a



Brain-Eating Zombie — Hill Variant

torch. Sometimes these creatures continue to stumble around in the areas where they died (or a similar area that looks familiar to them).

ECOLOGY: Brain-Eating/Flesh-Eating Zombie: These Zombies were created by strange emanations from a meteor that struck years ago. They are a near-unstoppable menace. Even most evil NPCs will work to help destroy these fiends, as they cannot be controlled by any magical means.

YIELD:

MEDICINAL: Eating the flesh of a Brain-Eating Zombie or Flesh-Eating Zombie will immediately infect the eater.

SPELL COMPONENTS: Nil

HIDE/TROPHY ITEMS: Nil

TREASURE: Incidental

OTHER: Nil



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ISBN 1-889182-31-1



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