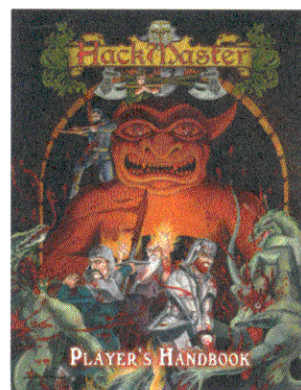




HACKMASTER™ BOOKS

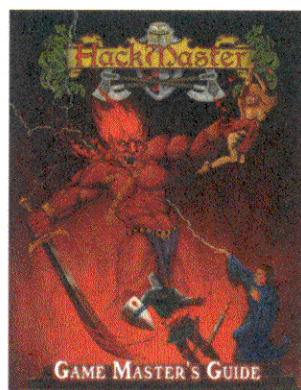
Player's Handbook

No player of HACKMASTER™ can exist without a copy of the HackMaster Players Handbook. Here within the hundreds of pages is a wealth of information on all aspects of the game, written for the use of the players. All important information needed during play is outlined and explained, including the generation of characters, their classes, skills, talents and proficiencies, equipment and weapons costs, and a complete descriptive treatment of over 600 magic spells used in the game.



Game Master's Guide

This huge book presents the Game Master with complete and detailed information on how to run a HackMaster game in dungeon and campaign form. It is a cornucopia of information on all the aspects of hackmaster and includes combat tables, monster lists and encounters, treasure and magic item tables and descriptions, random dungeon generation, instructions on gamemastering, a glossary and index, and much, much more. Like all of our books, this volume features a full color cover and illustrations throughout. The HackMaster Game Master's Guide is truly a landmark work on the art of fantasy gaming.



Quest for the Unknown

Many years ago, rumor has it, two noted personages in the area, a fighter of renown and a magic-user of mystery & power pooled their resources and expertise to construct a home and stronghold for the two of them to use as a base of operations. Word just reaching civilization tells of their demise. If only one had the knowledge and wherewithal to find their hideaway, there would be great things to explore.

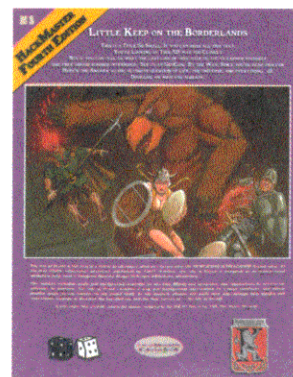
This is the first instructional module designed for use with HackMaster, filled with plenty of hacking for beginning players.



Little Keep on the Borderlands

You are indeed members of that exceptional class, adventurers who have journeyed to the Little Keep on the Borderlands in search of fame and fortune. Somewhere nearby, amidst the forests & tangled fens, are the chaotic caves where fell creatures lie in wait. Fate seems to have decreed that you are to become an adventurous band who must pass through many harrowing experiences together.

An exciting underground and wilderness setting provides plenty of adventure for novice and seasoned players alike!





Hacklopædia of Beasts Volume I

SPECIAL REFERENCE WORK

Dedicated to the memory of
Timothy Garrett "Gary" Jackson, Sr.

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FOR THE GAMEMASTER'S EYES ONLY

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

HackMaster is based on the original Dungeons and Dragons® rules created by E. Gary Gygax and Dave Arneson.

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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.

Foreward

Last Summer as work on the **HackMaster 4th edition™** was well underway, I was paged by the home-office. When I called in I was told, "Mr. Jackson® wants to see you. Immediately! Bring your notes." By 'notes' they meant the working manuscripts for HM4E. At the time I had nearly completed re-working the Player's Handbook (incorporating thousands of changes mandated by Gary™, of course) and was just about to tackle the GameMaster's Guide. As I gathered up my manuscripts and computer files I uttered a silent prayer to the Gawd of Assistant Editors that Gary™'s "Red Pen of Mandate" would be merciful. By the time I arrived at the office and stumbled into the conference room I was surprised to discover that a 'full meeting' of the board had been called. As I began pulling the manuscripts and disks from my brief case Gary™ looked up from his notes and motioned quickly for me to sit down.

"Never mind all that!" he said. "I want to talk to you about the **HACKLOPEDIA OF BEASTS™**."

My look of sudden bewilderment betrayed me. "Sir?"

"HOB™! Dammit! I want to talk to you about a change in plans for the HOB™!"

I had completed work on all five volumes of the HOB™ just 18 months before. In fact, it had already been edited, layed out and blue-lined. My first mistake was reminding Gary™ of this fact.

"I've seen it. I don't approve. Too paltry."

"Sir?"

"And there were omissions. Many, many, omissions. Where the hell is the Arboreal Land Squid? And the Gristle Golem? Where the hell is he?"

"Sir there just wasn't room. We're at 1,000 monsters as is."

"Poppy Cock!! This is the Fourth Frickin' Edition, you moron! The fans have come to expect bigger and better each time out. We short them on the HackFactor™ this time - this whole project will go belly-up so fast. . . and your jobs with it!"

I tried to explain that we had increased the creature count a whopping 18% over HackMaster 3rd edition, but Gary™ was unwaivering.

"I want 8 volumes. I want 1,600 monsters."

"W-W-WHAT?"

"You heard me. Drop what you're doing on the Player's Handbook. Raise the creature count on HOB™. That's an order."

"But where? How?"

"You can start by putting the Gristle Golem back in. And the Land Squid. Oh...and all those demons we pulled from the 2nd Edition HOB™. Put those back in. There was a crapload of those. Oh, and check with Timmy. I think he has a list of dinosaurs you missed last time out."

So there you have it, friends. Welcome to the HackMaster™ 4th Edition Hacklopedia of Beasts™, Volume I. This is the first book in a gargantuan undertaking of publishing 1600 monsters in 8 volumes. Just like Gary™ Jackson® wanted. Oh, and keep in mind, this is HackMaster™. A rose by any other name might still be a rose but when it comes to the Hacklopedia™, one should never, ever dismiss the appearance of the ordinary. A sparrow might still be a sparrow but in Garweeze Wurld™, it's likely to pack a bit more bite than you're used to.

Game on!

Jo Jo Zeke

Jo Jo Zeke

Director of HackMaster™ 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 mind 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).

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How To Use This Book

Introduction

This introduction describes how to interpret the monster listings contained in this book. You'll find that this new edition of the Hacklopedia along with the HackMaster™ GameMaster's Guide (GMG) and the HackMaster™ Player's Handbook (PHB) stands head and shoulders above its predecessors. Together they form the essential core of the long awaited 4th edition. Although this game has been designed with 'ease of use' foremost in mind you should take the time to read the following.

Every single monster in the HACKLOPEDIA OF BEASTS™ has been revised, edited, and updated. All the creatures have had their corresponding HackFactors beefed up to bring them in line with the rest of the game. You won't find that weak ass pansy-fluff so prevalent in so 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 information has been added to many of the entries, and many new monsters have been added to the roster. Also, a few monsters who no longer cut the mustard have been dropped. As always the information printed here supersedes all previously published data in the case of conflicting information.

Other Worlds?

The monsters cataloged in this reference book are presented for use as inhabitants of Garweeze Wurld (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 Monsters

Each and every creature in this detailed reference work has been fully researched by our crack 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 of those entries.

CLIMATE/TERRAIN: Entry in 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 certainly 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 or night when the listed creature is most active. Those monsters who are most active at night can be considered active at any time in subterranean settings. These are general guidelines and exceptions are common.

DIET: Every creature on Garweeze Wurld likes to eat, and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores will eat either one. 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 more detail in the body text of the entry.

INTELLIGENCE: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; these are noted in the

monster descriptions. 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.

NO. APPEARING: This score 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. This number should not be considered a rule for dungeon encounters. Note that some solitary creatures are sometimes 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.

ARMOR CLASS (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 bonuses noted in the description.

MOVEMENT: This measurement shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, 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 = Braciation (moving in treetops)

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

Creatures in Class A 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.

HIT DICE: 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 the results to 20.

Some creatures have specific hit points (or a range) instead of Hit Dice, and some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4+20 hit points (28-56 total).

Hit Dice also define how well a creature can hit others in combat. Combat tables are located in the 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 their hit probability on the combat tables in the GMG.

NUMBER OF 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/ATTACK: Shown here is the amount of damage a given attack causes, 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.

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 saving throw allowed. 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.

SIZE: 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');
G = gargantuan (25+').

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 above.

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

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. 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		

E.P. VALUE: This value is the number of experience points to be 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.

HACKFACTOR™: A monster's HackFactor is an indication of how tough the creature is measured by its ability to give as well as take damage in combat. This HackFactor can range from zero up to 400 or more! The GM would do well to refer to the HackFactor when planning a balanced campaign.

General Description: Here you will find a condensed description of what the creature looks like.

Combat/Tactics: This field entry contains descriptive text that discusses special combat abilities, arms and 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 they live in), 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 byproducts, and other miscellaneous information. Variations of a monster can be found by consulting the main monster listing, or the table of contents. For instance, the Xorn entry also describes the Xaren, a very 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. loot like 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 to skin the dragon and cure the hide he could botch the job and greatly reduce the value. Same thing 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 which have medicinal value will be listed here for easy reference.

Spell Components: Valuable information for any mage or cleric, this field entry refers to any body parts of the creature which 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 in 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: 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.

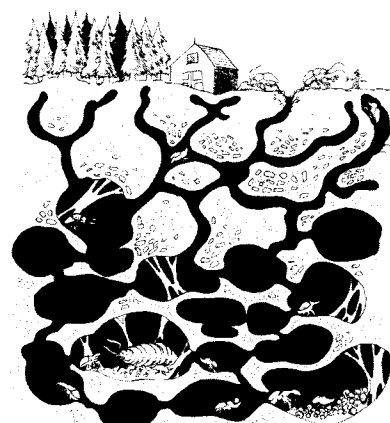
Abbreviations used are as follows: **PB** - Psionic Blast, **M** - Mind Blank, **MT** - Mind Thrust, **TS** - Thought Shield, **EW** - Ego Whip, **MB** - Mental Barrier, **II** - Id Insinuation, **IF** - Intellect Fortress, **PsC** - Psychic Crush, **TW** - Tower of Iron Will.

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.

Aarakians	Worker	Warrior	Brood Watcher	Queen
AKA:	'Rak laborers	'Rak Lords	'Rak Enforcers	Lady 'Rak
HACKFACTOR:	1	2	2	3
EPVALUE:	35	175	650	1400
CLIMATE/TERRAIN:	--- Subterranean ---			
FREQUENCY:	Uncommon	Rare	Very Rare	Very Rare
ORGANIZATION:	--- Hive ---			
ACTIVITY CYCLE:	--- Any ---			
DIET:	--- Carnivore ---			
INTELLIGENCE:	Semi (2-4)	Low (5-7)	Average (8-10)	High (13-14)
ALIGNMENT:	--- Neutral ---			
NO. APPEARING:	2-200	1-100	3-30	1
SIZE:	M	M	L	G
MOVEMENT:	12", 6" burrowing	15"	15"	0"
PSIONIC ABILITY:	--- Nil ---			
Attack/Defense Modes:	--- Nil/Nil ---			
MORALE:	Unsteady (7)	Confident (12)	Courageous (13)	Fanatic (20)
ARMOR CLASS:	5	3	1	10
NO. OF ATTACKS:	1	1	2	1
DAMAGE/ATTACK:	1-8	2-16	2-12	0
SPECIAL ATTACKS:	Burrowing	Webbing	Poison/Webbing	Nil
SPECIAL DEFENSES:	--- Nil ---			
MAGIC RESISTANCE:	--- Standard ---			
HIT DICE:	2	3+3	5	12



Aarakian Tunnel Maze

if the victim makes a save vs. poison. All Aarakians are immune to their own poison. Warriors can shoot webbing equal to a 4th level Web spell once per day.

Aarakians

DESCRIPTION: An Aarakian is a member of an insectoid race with a hive mind of great cohesion and power. These insects have tough exoskeletons in an array of camouflage colors, including yellow, beige and olive drab. Warriors are bigger than workers and brood guards, and are equipped with two razor-sharp pincers. Queens are massive, and for the most part, immobile. For every season a queen lives, her bulk increases, making it necessary for workers to enlarge her chambers on a regular basis.

COMBAT/TACTICS: Aarakians never make morale checks within the territory of the hive.

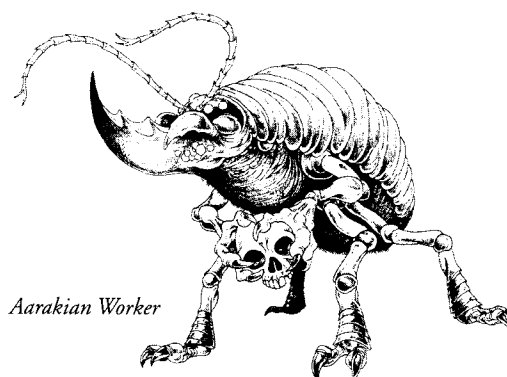
WORKERS: Unless interrupted or attacked, workers will ignore other creatures, concentrating only on the instructions the pheromones of their leaders provide. Workers can bite for 1-8 points of damage.

WARRIORS: Warriors attack any non-aarakian that approaches, unless moving to protect the Queen. Their bite causes painful swelling and 2-16 points of damage, half damage and little swelling

BROOD WATCHERS: Equipped with two razor-sharp pinchers, the brood watchers rarely leave the confines of the hive. Their primary concern is the protection of the queen and her eggs. Brood Watchers can shoot webbing equal to an 8th level Web spell 3 times per day.

QUEENS: Because of their immensely bloated bodies, Queens cannot fight. They will, however, coordinate attacks and defenses. If a Queen is attacked, and brought below 25% of her total hit points; she will send a pheromone alert to the remaining hive. This will signal those members of the hive that are not involved in combat to gather as many eggs as they can and flee to safety. With these eggs, they will start a new hive. If the remaining hive includes two Brood Watchers, the hive will split, each following a watcher, and create two hives. Warriors protecting the Queen will stay and fight to the death.

HABITAT/SOCIETY: Aarakians live beneath the surface of Garweeze World in complex hive constructions.



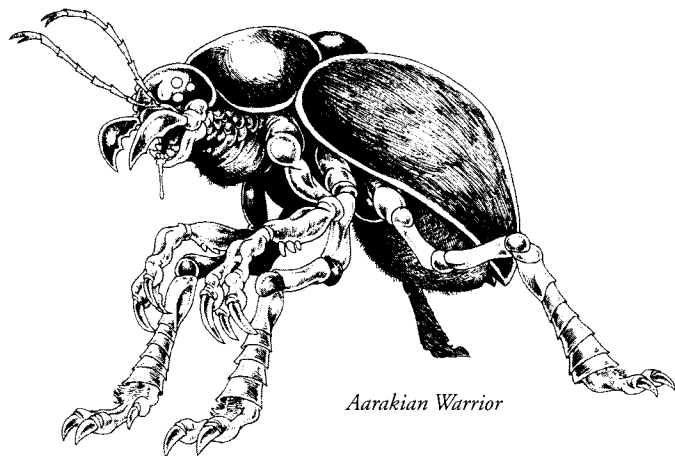
Aarakian Worker

WORKERS: Their job is to burrow the miles of tunnels necessary for a thriving Aarakian hive. Typically, workers burrow toward the most populated areas. If somehow cut off from the pheromones of the hive, a worker will become catatonic and eventually starve. Despite their amazing digging skills only 1 in 5 Workers are able to produce the enzymes necessary to digest blood. Therefore, it is the job of 1 in 5 Workers to feed the others through regurgitation.



Aarakian Queen

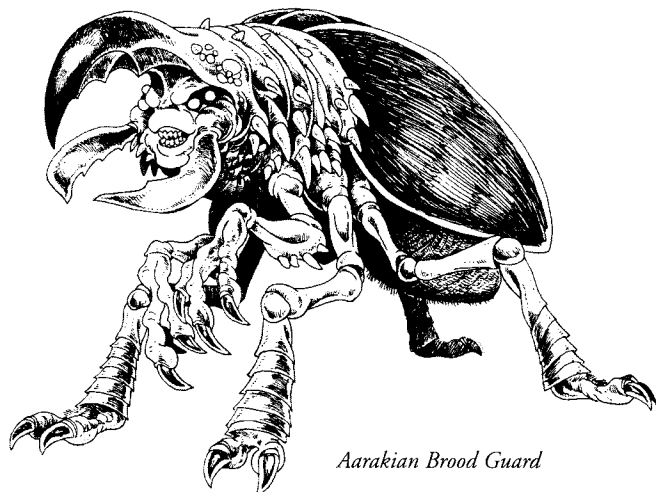
WARRIORS: It is a Warrior's duty to protect the hive and its populace at all costs. Additionally, when workers breach the surface into a city, warriors will go topside to capture the populace for food. To avoid detection, and possible threat to the hive, Aarakians tend to dig their tunnel entrances toward the poor section of cities where missing people go unnoticed.



Aarakian Warrior

BROOD WATCHERS: The Brood Watchers coordinate the Queen's orders. While they cannot actually carry eggs, they direct the workers that do. In particularly well-populated hives, one Brood Watcher may be assigned to guard the mid-way point of one of the important tunnels to the Queen.

Brood Watchers will prepare for possible disaster by cocooning no less than 2-12 Warriors and 3-24 Workers, as well as several sources of food, which usually includes some humanoid victims. If a battle looks to be going against the hive, a Brood Watcher will give the signal to the Workers to collapse the tunnels to cut off the enemy from the Queen. These Workers sacrifice themselves in this way, to protect the hive.



Aarakian Brood Guard

QUEEN: The Queen is the only member of the hive to collect treasure. The treasuries of Aarakian Queens have been known to rival that of Dragons. The main function of the Queen, however, is to lay eggs, which she will do on a continual basis. The reason that this race is not encountered on a more frequent basis, however, is that in spite of the great fertility of Aarakian Queens, 50% of the eggs do not hatch. They are used for food for the Queen, whose high metabolism requires her to eat almost constantly.

ECOLOGY: While these creatures are not common, they do pose a deadly threat to the entire planet because of their voracious appetites. There is some speculation that this race is more prolific than anyone knows because of its ability to remain hidden. Legends say there are thousands of Aarakians living in the Darkunder. Ancient scrolls tell of entire cities of trolls and orcs that have fallen to these monsters after Aarakian tunnels have collapsed beneath them.

YIELD:

Medicinal: A skilled herbalist can make anti-toxin from a Warrior's poison that will give the imbiber immunity to the Aarakian bite for 1-6 days.

Spell Components: The webbing from a Warrior or Watcher is perfect for a double-sized Web.

Hide/Trophy Items: Nil

Treasure: A, B (in Queen's lair only)

Other: Nil

Aardvark, Dire

DESCRIPTION:

Although common aardvarks are timid nocturnal creatures that eat only insects, Dire Aardvarks hunger for larger game. Their features are identical to that of normal aardvarks, but Dire Aardvarks are larger, and have an array of razor-sharp teeth. They are also much more aggressive, attacking any creature that walks over one of its burrows.

COMBAT/TACTICS:

Dire Aardvarks are amazing burrowers, often lying in wait beneath the surface so they can pounce upon prey, gaining the element of surprise. They will chase prey by burrowing through loose soil and

rock, leaving only their ears above ground to use in navigation. They may also burrow through the walls or ceiling of a cavern or dungeon to hunt down victims. Aardvarks claw for 1-4 points of damage with each claw, bite for 1-6 points and slap with their tails for 1-3 points of damage.

HABITAT/SOCIETY: Dire Aardvarks thrive in dungeon settings that are rife with giant insects. They will treat anyone who interrupts their mealtime as a threat, and will attack. Also, because of their larger size, they may hunt and eat other small living creatures, including smaller humanoids or demi-humans, such as halflings or gnomes.

ECOLOGY: Females give birth to two offspring every year. The young can dig their own burrows and hunt at six months of age. Dire Aardvarks do not tolerate the presence of other species that compete with them for food.

Aardvark, Dire

AKA: Attack Vark, Earth Pig

HACKFACTOR: 2

EPVALUE: 175

CLIMATE/TERRAIN: Desert to Temperate

FREQUENCY: Common

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Insectivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L

MOVEMENT: 9", 3" burrowing

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 7

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-4/1-4/1-6/1-3

SPECIAL ATTACKS: Burrowing

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

HIT DICE: 3

**YIELD:**

Medicinal: Nil.

Spell Components: Dire aardvark feet can be used in a Dig spell in lieu of other components.

Hide/Trophy Items: The hide of a dire aardvark can be used to make +1 leather armor, or Gloves of Digging that will enable the wearer to burrow at 3" per round through loose soil, 1" per round through rocky soil and 1/2" per round through solid rock.

Treasure: Nil

Other: Nil

Aardvarkians

DESCRIPTION: Aardvarkians are aardvark bipeds that hunt giant swarms of insects, both above and below the ground. They sometimes wear light armor and will most often be armed with spears and javelins. Aardvarkians are rampant misogynists and will refuse to speak to females as anything but subordinates. Fortunately, they are only 50% likely to identify females of other races, due to their poor eyesight and remote lifestyle.

COMBAT/TACTICS: Aardvarkians are specialists at killing giant insects and they always get +2 to hit insects of any kind. They are not normally aggressive, but if provoked, each warrior will hurl 2 to 3 javelins, then charge forward with a spear. Aardvarkians can ambush prey by loosely burying themselves close to the surface of the ground and leaping up to surprise prey 4 times out of 10.

HABITAT/SOCIETY: Aardvarkian society is isolationist, but there are a few rogue aardvarkians that leave their tribes to pursue personal glory and wealth.

Aardvarkians are surly and moody, but they make excellent scouts, especially if one is hunting giant insects. Aardvarkian tribes will be led by a chief with 4+4 HD and an AC of 2, he will have 3-12 bodyguards of AC 3, HD 3+3.

ECOLOGY: The average Aardvarkian is at home above and below ground, but they never travel too deep or stay above the ground too long. Tribes will often make their homes near or inside of dungeons that have been infested with colonies of giant insects.

Tribal Aardvarkians avoid alcohol, as many rogue Aardvarkians have been known to become addicted to certain kinds, especially bitter corn whiskey. Aardvarkians smell bad when their fur becomes wet, so they dislike water. They will avoid Dire Aardvarks at all costs.

YIELD:

Medicinal: A dose of

Aardvarkian snout can cure the Shingles.

Spell Components: A bit of Aardvarkian fur can be used as a component in a Repel Insects spell.

Hide/Trophy Items: Nil

Treasure: O (x2 for bodyguards, x3 for chief) Z (in lair)

Other: Nil

Aardvarkians

AKA: Earth Pig Men, Snout Brother

HACKFACTOR: 1

EPVALUE: 65

CLIMATE/TERRAIN: Desert to Temperate

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Night

DIET: Insectivore

INTELLIGENCE: Average to High (8-14)

ALIGNMENT: Neutral

NO. APPEARING: 10-40

SIZE: S (3' tall)

MOVEMENT: 12", 3" burrowing

PSIONIC ABILITY: Possible

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/1-3 or weapon/1-3

SPECIAL ATTACKS: Burrowing

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

Aarnz Hound

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 fur coloration is similar to that of apes, ranging from brown to black. Their paws end in vicious, rending claws and their fangs ooze with saliva.

The eyes of an Aarnz Hound exude an aura of

Aarnz Hound

AKA: --

HACKFACTOR: 1

EPVALUE: 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" in trees

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-5/2-5/1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

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 out run 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 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 wild areas, hunting for food. Attempts to domesticate one of these creatures by anyone other than an Ape Shaman or Carnivorous Apes 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 and confined they will refuse to eat and eventually starve to death.



Aarnz Hounds eat meat exclusively. The mother protects 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 for food and mates 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. Other than that, they simply live to hunt and eat.

YIELD:

Medicinal: saliva cures mild poisons, +1 saves vs. others

Spell Components: brain can be used to cause -1 to a saving throw when casting an Animal Friendship spell on an Ape, Dog or Aarnz Hound.

Hide/Trophy Items: pelts are 25gp

Treasure: Nil

Other: Forearm bones can be turned into +1 clubs

Adapter

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 Game Masters to regain control of a group of players who may be getting too powerful.

COMBAT/TACTICS:

These ruthless predators can always sense when a creature comes within 200', regardless of the barriers in between.

When a group of adventurers, or other living beings, come within 100' 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.

Adapter

AKA: --

HACKFACTOR: Variable

EP VALUE: See below

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Violence

INTELLIGENCE: Unknown

ALIGNMENT: Chaotic (with Evil tendencies)

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: Special

PSIONIC ABILITY: Special

Attack/Defense Modes: Special/Special

MORALE: See below

ARMOR CLASS: Special

NO. OF ATTACKS: Special

DAMAGE/ATTACK: Special

SPECIAL ATTACKS: Adapting

SPECIAL DEFENSES: Adapting

MAGIC RESISTANCE: Special

HIT DICE: Special



made into 2-20 Potions of Invulnerability
 Hide/Trophy Items: Nil
 Treasure: Incidental, U
 Other: Nil

Adarupikus

DESCRIPTION: As inconspicuous in appearance as a common garden spider, only the most astute and knowledgeable persons will be able to identify an Adarupikus upon seeing one of these tiny creatures.

The difference between the behavior of an Adarupikus and a common spider is quite distinct, however. That is because an Adarupikus' bite will enable it to take temporary control of a victim's body.

COMBAT/TACTICS:

The Adarupikus will be encountered either as it drops down upon its prey, or if a creature blunders into its web. When either of these two circumstances occur, this spider will attempt to bite its victim on the base of the neck in an attempt to begin sending signals through its spine to the brain.

Unarmored victims have a 50% chance to detect the Adarupikus' presence on their bodies. Armored characters will be unable to detect one of these spiders unless it finds a way to get to their bare skin. By the time a creature notices an Adarupikus on his skin, it is usually too late for him to do anything about it.

Adarupikus

AKA: Spine Spider
HACKFACTOR: --
EP VALUE: 35
CLIMATE/TERRAIN: Any non-artic
FREQUENCY: Rare
ORGANIZATION: Nest
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-4
SIZE: T (3" across)
MOVEMENT: 6", 3" on web
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Direction Control
SPECIAL DEFENSES: Armor
MAGIC RESISTANCE: Standard
HIT DICE: 1hp



Anyone bitten by the spider must make an intelligence check at 50% rounded down. Those who fail are under the control of the insidious Adarupikus.

The controlled creature, which could be any warm-blooded being, will become confused and uncoordinated for 1-6 rounds after first being bitten. They may stumble into hazards or solid objects while in this state.

YIELD:

Medicinal: Nil

Spell Components: The Adapter's remains, or Green Ash can be

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' away from an Adapter in a single round, the creature will get confused and give up the chase.

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 have obtained in previous battles, within 1-1000 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.

The spider uses its controlled victims to transport it from its web line, which could be spread out for hundreds of yards. This could cause its victim to lose anywhere from 10-100 rounds.

HABITAT/SOCIETY: The Adarupikus lives along trails and byways where it has ready access to living transportation. Once it has checked its trap lines, via its victim, it will force the creature to travel a great distance away from the spider's habitat, and causes various levels of memory loss. This is done to protect its lair. The following table will help determine how this memory loss affects PCs.

Memory Loss Table (1d10)

- 1-2 Total memory loss for about 1d6 days.
- 3-4 Partial memory loss for about 1d6 days
- 5-6 Confused, jumbled memories for about 1d6 days
- 7-8 False memories (remembers something that never happened)
- 9-10 Cannot remember his name or fellow adventurers

ECOLOGY: The Adarupikus is biologically similar, if not identical, to most other spiders living, except for a tiny gland that secretes the mind-control substance it injects into its victims.

YIELD:

Medicinal: Powdered Adarupikus cures Feeble-mindedness

Spell Components: Mind control gland can be used for a Feeblemind spell with a -1 saving throw modifier.

Hide/Trophy Items: 500gp to alchemist, wizard or sage

Treasure: Nil

Other: Nil

Aerial Servant

DESCRIPTION: Aerial Servants will be encountered on the Prime Material Plane very rarely. Their presence in this plane of existence is as the result of having been summoned by a cleric to perform a specific task. It is almost impossible to see an Aerial Servant because these beings prefer to remain invisible. When they do choose to reveal themselves, they will appear transparent and spirit like.

COMBAT/TACTICS:

An Aerial Servant in the command of a cleric will not fight for him, but will complete any other assigned duty. Tasks assigned to one of these beings are usually those of finding an item or person. If assigned to

retrieve a person, the aerial servant may change form and appear as a beautiful member of the opposite sex in order to tempt the victim to follow, or it may simply grab the person and carry him. A grab attack can result on a successful hit roll in lieu of dealing damage.

Aerial Servants are not aggressive for the most part. However, these beings are quite strong and fast. They can easily carry tremendous amounts of weight with no encumbrance penalties (23 strength). Most people who are caught in the grasp of an Aerial Servant will be unable to escape. Only those with strengths of greater than 18 will have any chance of escaping. For each strength point score (not percentage score) past 18, the character has a 20% chance of breaking free. A character with a strength of 20, for instance, will have a 40 percent chance of gaining his freedom.

On the prime material plane they surprise on a die roll of 7 or lower on a 1d10.

These beings are generally mild mannered, but will become enraged if they are frustrated in accomplishing their mission. If this happens, they will turn on their summoner and attack him with all successful hits doing double damage.

If encountered and attacked on its native plane, it will become enraged and attack in the same way.

For more information on Aerial Servants, see the entry on them in the Cleric Spell Section of the Player's Handbook.

HABITAT/SOCIETY: Aerial Servants, as stated previously, inhabit the Astral and Ethereal Planes. Few know what they do while they are there, but it is rumored that they spend time soaring on the elemental, astral and ethereal winds, exploring the infinite mysteries of existence.

Aerial Servant

AKA: --

HACKFACTOR: 29

EPVALUE: 10,000

CLIMATE/TERRAIN: Astral & Ethereal
Planes/Plane of Elemental Air

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: See below

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (8' tall)

MOVEMENT: Fly 24" (A)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 8-32

SPECIAL ATTACKS: Surprise, grab, rage

SPECIAL DEFENSES: +1 or better
weapons to hit

MAGIC RESISTANCE: Nil

HIT DICE: 16



Though because of their abilities to move through the planes they can be found virtually anywhere, they are particularly attracted to areas of extreme weather and wild space. They can be found near such phenomena as cyclones, psychic wind and aerial maelstroms. There is little danger to an Aerial Servant from any of these strong forces; however, there is a 5% chance that such storms will blow hard enough to split one of these beings into two creatures. This is the only way that aerial servants can reproduce, but it is a painful process, so they generally avoid it.

Aerial Servants will not willingly enter the Prime Elemental Plane, and will resent being summoned. Therefore, they will attempt to complete their missions as quickly as possible.

ECOLOGY: Aerial Servants do not consume food, but are refreshed and energized by being buffeted in the planar winds. Long periods of calm weather cause aerial servants to grow listless and weak. If an Aerial Servant is not exposed to a planar wind in excess of 30 mph for 30 consecutive days, it risks suffering damage. Beginning on day 31 there is a 10% chance of losing 1d8 hit points per day. They can regain points at the rate of 1d8 per hour upon entering a planar (30 mph) wind.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Alligator, giant

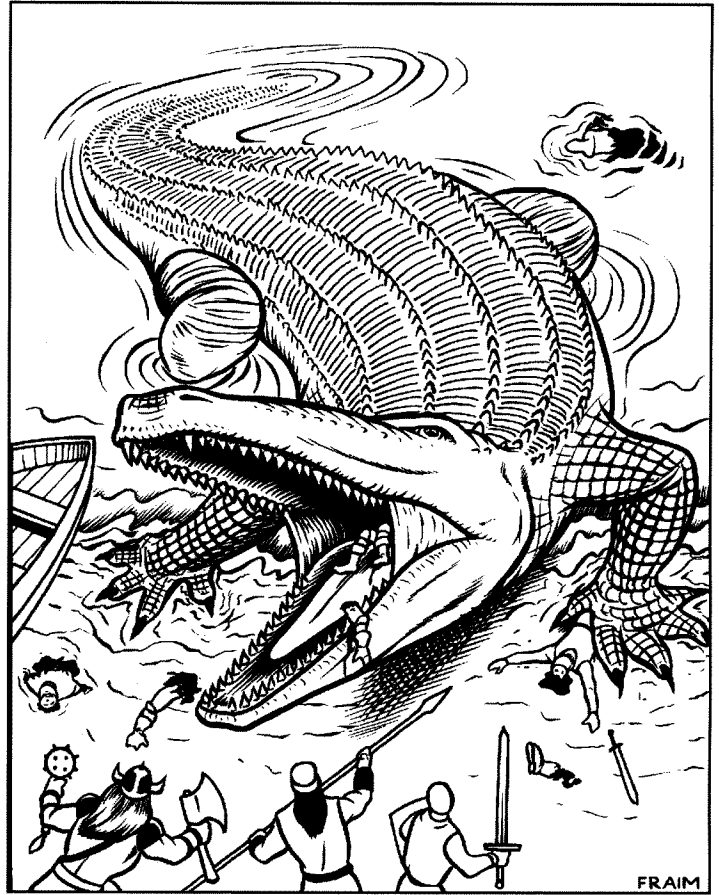
DESCRIPTION: Giant Alligators resemble common alligators, but can grow immensely larger. An average adult Giant Alligator can reach to about 120' long. Like the common alligator, Giant Alligators have thick, scaled hides, reptilian features and long, powerful tails. The tail of a Giant Alligator, however, is poisonous.

COMBAT/TACTICS: A Giant Alligator relies on its tremendous size, sharp teeth and poisonous tail to attack and defeat opponents. They are fearless and aggressive. When swimming through jungle or swamp waters, they will attack any watercraft on sight.

There is a 50% chance that a lone PC may escape attack because the huge alligator may not consider one humanoid an acceptable meal.

If the creature does attack, any score of 20 means the alligator has swallowed its opponent, and/or his boat. There is a 10% chance that a victim who is swallowed will not be immediately injured by the creature's jaws, giving him the chance to hack his way out. The creatures are AC9 on the inside. Once an individual is inside the monster, stomach acid does 4-24 points of damage to him per round.

Those struck by the Giant Alligator's tail must save vs. poison or be stunned for 2-12 rounds. Should the tail strike an object, such as a ship or boat, the object must save vs. crushing blow or break in half.



HABITAT/SOCIETY: Giant alligators only live in, or near, rivers and swamps where there is enough room for them to maneuver. They will eat just about any living creature, and their food consumption needs are quite high because of their massive size.

There have been reported instances when Giant Alligators have wandered into villages and towns near their habitat, wreaking havoc and foraging for fresh meat. On land, this creature moves somewhat slower than in water though once per hour it is capable of a short burst of 15" movement lasting 2 rounds.

ECOLOGY: Only about 1 out of 10,000 alligators grow large enough to earn the name Giant. These gigantic reptiles grow at an accelerated rate, quickly wiping out their food supply. It is then forced to wander constantly, foraging for sustenance.

Giant Alligators cannot be charmed. Their only motivation upon encountering a humanoid is to eat that individual.

YIELD:

Medicinal: Nil.

Spell Components: The hide can be used to create enchanted armor, which has a bonus of +1.

Alligator, giant

AKA: --

HACKFACTOR: 29

EP VALUE: 16,000

CLIMATE/TERRAIN: Swamp/Tropical

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (about 120' from nose to tail)

MOVEMENT: 9" (15" for 2 rounds),

24" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 5-50 (bite) or

8-32 (tail)

SPECIAL ATTACKS: Tail stun

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 20

Hide/Trophy Items: The hide, because of its toughness, is prized for making boots and other articles of clothing. A complete Giant Alligator hide usually sells for 2,000 gold pieces. Also, some merchants will buy teeth for 50 gold pieces per set. They use the teeth to create jewelry.

Treasure: Incidental treasure swallowed 75%, type B or else W

Other: Giant Alligator meat can be eaten, and is considered a delicacy. Therefore, a fresh Giant Alligatorcarcass can sell for 500 gold pieces.

Amoebae, giant

DESCRIPTION: Giant Amoebae resemble common amoebae. They too are made up of a single cell, but it is an extremely large cell. Giant Amoebae are also much more aggressive than their smaller cousins are.

COMBAT/TACTICS: When a Giant Amoebae attempts to consume a victim, it will dissolve any organic matter that happens to surround its meal, including armor or watercraft.

One of these creatures can sense vibration in the water up to two miles away. When they sense such movement, they begin to drift toward the source in order to feed.

One of the most unique aspects of a Giant Amoebae is its ability to gain 1 hit point for every hit point of damage it causes, up to its maximum limit. Once one of these single-celled terrors takes in 10 hit points more than its maximum (116), it will withdraw to a secluded location to reproduce by splitting in half.

If a person, or group, happens to blunder into the area where a Giant Amoeba is feeding, there is a 50% chance the creature will leave its previous activity and attack any intruders.

HABITAT/SOCIETY: These creatures live in warm, fresh water. They can survive only in deep lakes and rivers because of their great size. Salt water will kill Giant Amoebae.

ECOLOGY: Giant Amoebae require two hours of solitude to reproduce through the process of asexual fission. Attacking a Giant Amoebae during this process will kill the newest Amoebae and cause the host Amoebae to be helpless for 10 rounds.

YIELD:

Medicinal: The nucleus of a giant amoeba will cure arthritis

Spell Components: Any portion can be used for a double strength Enlarge spell

Amoebae, giant

AKA: --

HACKFACTOR: 20

EP VALUE: 7,000

CLIMATE/TERRAIN: Tropical to Temperate Fresh Waters

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10'-50' across)

MOVEMENT: 6" Swimming

PSIONIC ABILITY: Immune to psionics

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-24

SPECIAL ATTACKS: Absorb organic material

SPECIAL DEFENSES: Regeneration, immune to mental attacks

MAGIC RESISTANCE: Nil

HIT DICE: 12

Hide/Trophy Items: Nil

Treasure: Incidental, small metal objects only, type V

Other: Nil



Angel

DESCRIPTION: An angel is the direct serving spirit of a greater or lesser deity. Those who have seen these beings say that they have never seen such beauty, and that there are not words to describe the sight. A PC who looks directly at an angel must make a wisdom check or become enthralled for 1-4 rounds by the angel's beauty and aura. (Evil PCs must make a second save or instantly become good.) All PCs will suffer an immediate alignment audit.

COMBAT/TACTICS: Most player characters will not be foolish enough to challenge an angel to combat. However, there will be some that feel they must.

Each angel gets 4 attacks per melee round (at +12 to hit) and can either fight with a composite bow with a 36" range and 24

Angel

AKA: Hand of Gawd

HACKFACTOR: 161

EP VALUE: 100,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Supergenius (24 & 24 wisdom)

ALIGNMENT: Any good

NO. APPEARING: 1

SIZE: L (10' tall)

MOVEMENT: 18", 40" Fl (B), 18" Swimming

PSIONIC ABILITY: 354

Attack/Defense Modes: All/All

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 4

DAMAGE/ATTACK: by weapon type (+12 damage)

SPECIAL ATTACKS: Many

SPECIAL DEFENSES: Many More

MAGIC RESISTANCE: 85%

HIT DICE: 17th level fighter with 200hp

arrows of slaying of the GM's choice, or a +5 two-handed sword equal to a sword of dancing and sharpness. The weapons of an angel are impossible for any other creature to wield because they require the angel's pureness and 24 dexterity to be used.

Angels have spell-like abilities equal to a 12th level cleric/druid/magic-user and illusionist. They have all the non-weapon proficiency skills in the Hackmaster Player's Guide. In addition, they can use one of the following powers one at a time, once per round, at will:

Antipathy/Sympathy (3/day)	Animate Object (3/day)
Astral spell (1/day)	Confusion (3/day)
Control weather (at will)	Creeping Doom (1/day)
Earthquake (3/day)	Finger of Death (1/day)
Fire Storm (1/day)	Imprisonment (1/day)
Invisibility (at will)	Mass Charm (3/day)
Permanency (3/day)	Polymorph Self (1/day)
Polymorph (any object, 1/day)	Power Word (1/day)
Read Magic (at will)	Regenerate (1/day)
Restoration (1/day)	Resurrection (1/day)
Shape Change (3/day)	Symbol (any, 3/day)
Teleport (at will, no error)	Vanish (3/day)
Vision (1/day)	Wind Walk (7/day)
Wish (1/day)	
Zargosa's Instant Summons (double effect)	

Each Angel can cast a Globe of Protection from Evil that can range in size from just large enough to encompass one individual to one large enough to engulf an area 70' in diameter. An Angel can perform this spell at 150% greater accuracy and power than normal. In addition, this Globe of Protection also acts as a Protection from Normal Missiles spell. Angels can Commune as needed, Cure All by touch, Detect anything automatically and Dispel Magic by gaze.

Angels automatically know alignment, can communicate by ESP or tongues and can read and comprehend any language. Their infravision extends 24" and their ultravision is three times more powerful than that. Angel hearing and vision are double that of what is normal for humans. Their Charisma is 24.

Lawful good Angels can summon 1-2 Ki-rin, Neutral Good Angels can summon 1-2 Phoenix and Chaotic Good Angels can summon 1-2 Greater Titans. This can be done once per hour. Once per day the Angel can Gate good creatures from the Outer Planes for assistance.

Angels have the following psionic abilities:

Animal Telepathy (4th level)	Aura Alteration
Body Equilibrium	Body Weaponry (12th level)
Mass Domination (24th level)	Mind Bar (24th level)
Molecular Rearrangement (16th level)	
Object Reading	Precognition
Reduction (24th level)	Telekinesis (24th level)
Telepathic Projection (24th level)	

Angels are not affected by cold or electrical attacks, Magic Missiles, petrification or poisoning. They are also immune to the effects of normal fire-based attacks, gas attacks or acid damage. These beings cannot lose levels, be beguiled, charmed, held, confused or dominated. Angels cannot be made feeble-minded, paralyzed or petrified.

Their souls cannot be imprisoned or trapped. These beings are immune to death spells and death magic.

Angels regenerate 7 hit points per round. They cannot be destroyed unless they are killed on their home plane. If an angel is destroyed on another plane besides its home plane, it will simply return to its home plane, where it will be restored. However, it will be unable to leave its home plane for a full seven decades after being defeated.

Angels are never surprised and always strike first.

HABITAT/SOCIETY: Angels serve their deities and are unswervingly loyal and faithful to whatever Gawd they serve. They inhabit the ethereal planes but can exist anywhere.

ECOLOGY: Created by good deities to serve their ideals, Angels are an extremely powerful force for good and will only intervene in mortal affairs in the rarest of circumstances. These beings are predominately made up of spirit matter, but may often take physical form in order to complete tasks for the Gawds.

YIELD:

Medicinal: The sweat of an Angel Cures Critical Wounds, Angel blood will act as a Cure All spell on live beings and Resurrect dead ones. Anyone resurrected in this manner will be converted to the alignment of the angel.

Spell Components: Angel hair is a component of Healing and Extra-healing potions.

Hide/Trophy Items: An angel's halo is incredibly rare, allowing the user access to the Angel's home plane. It is a priceless relic that, when used, will attract the attention of 2-20 other angels.

Treasure: Nil

Other: The robe of an Angel can be used to Resurrect the dead 1/per day. The person brought back to life this way will be converted to the alignment of the angel.



Angel, Redeemer

DESCRIPTION: Redeemer Angels exist to serve good deities who wish to protect and rescue wayward followers who have become ensnared in the evil schemes of darkness. They will often be sent to battle with evil powers over the soul of someone who has sold his soul in a moment of weakness, but later repents of the action.

COMBAT/TACTICS:

To the uninitiated, Redeemer Angels may seem too nice to engage in combat, but those who oppose the work of these creatures soon find out what the wrath of the Gawds is all about. Opponents of a Redeemer Angel may find themselves facing retribution from a powerful deity.

Of course, to creatures who are harmless, good, or non-threatening, Redeemer Angels are benevolent, although extremely frightening to behold. On first sight, those who see one of these creatures coming from the ethereal planes into the Prime Material Plane must save vs. fear or fall to the ground face first. Redeemers will use Soothing Word to calm these fears, however.

If cornered, or faced with an evil adversary, the Redeemer will call forth a flaming sword from thin air. When this being attacks, the holy sword it wields will strike at +15 to hit and to damage. This holy avenger sword will do double damage to chaotic evil opponents and triple damage to whoever started the fight. These swords can only be summoned and used by Redeemers because no mortal is pure enough to touch one without dying. They instantly disappear at the will of the Redeemer or upon its demise.

At any time, a Redeemer may use Heaven's Call to return to its plane of origin. Nothing short of a Wish can stop or delay this transportation. Redeemers may cast Atone five times per day, Cure Serious Wounds three times per day and Cure Critical Wounds once per week.

HABITAT/SOCIETY: Redeemer Angels work as advocates for the good beings of the Outer Planes at the direction of certain deities. This may involve a ferocious battle between the powers of good and evil, or it may simply require a negotiation.

ECOLOGY: Redeemers exist to thwart the soul brokers of the lower planes. Should a PC sell his soul, there is a 1% cumulative chance per year of having a Redeemer intervene. Good priests who pray over the body of a deceased person for 2-12 days can modify this chance. (Add 5% per day, without exceeding 85%).

Redeemers cannot be summoned, per se, by anyone other than a Gawd. Player characters can petition benevolent deities to send a Redeemer Angel to help them. It is up to the deity to decide whether a player character merits such intervention. Since most benevolent gawds hate to see evil nourish itself on the souls of the foolish, they may answer such a request. Even if the deity is completely uninterested in the fate of the PC, he may send the Redeemer simply to preserve goodness and prevent evil from winning.

Angel, Redeemer**AKA:** --**HACKFACTOR:** 19**EP VALUE:** 11,000**CLIMATE/TERRAIN:** Astral & Ethereal
Planes/Planes of Good**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Manna**INTELLIGENCE:** High to Genius (13-18)**ALIGNMENT:** Lawful good**NO. APPEARING:** 1**SIZE:** M (6' tall)**MOVEMENT:** 12", Fly 24" (B)**PSIONIC ABILITY:** 200**Attack/Defense Modes:** All/All**MORALE:** Defiant (17)**ARMOR CLASS:** 2**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1-10+15
(+15 holy avenger)**SPECIAL ATTACKS:** Soothing Word,
holy sword**SPECIAL DEFENSES:** Heavens' Call**MAGIC RESISTANCE:** 50%**HIT DICE:** 10

Although Redeemer Angels will intervene at the command of a Gawd with no financial compensation, they have been known to charge people who they know can pay. This fee is usually 1,000 gold pieces and is usually to be left at the temple of the deity they serve. Payment for the redemption of souls can also take the form of tasks to be performed. These tasks are often demanded not because the Gawd needs a favor, but to teach the wayward person a lesson. Five good deeds are a common requirement, but certain individuals may also be commanded to go on one major quest instead, at the GM's discretion.

**YIELD:****Medicinal:** Nil**Spell Components:** Hair from a Redeemer Angel can be used to craft a Potion of Healing**Hide/Trophy Items:** The robe of a Redeemer Angel can be used to raise the dead. The person raised will be converted to Lawful Good. Each robe can be used only once in this manner.**Treasure:** Nil**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 will take 10-100 days to find its way home on its own. Lost or wayward souls are in danger of being collected as

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

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Level Drain

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Undead

HIT DICE: 10

prizes by demons or devils. Ankou is responsible for speeding up the process and making sure souls don't get lost. He often shirks his duty though. 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 stinking corpses of beings who have died that night. He will then snap the reigns of his horses and disappear 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 World. 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

Ankou's Skeletal Draught Horses of Doom

DESCRIPTION: Ankou's skeletal draught horses of doom appear as gruesome looking horse skeletons. They are always harnessed to his spectral death cart and serve to pull the contraption for eternity or until destroyed.

COMBAT/TACTICS: Ankou's skeletal horses never attack unless they themselves are attacked in which case they will defend themselves. They do this by attacking with two hooves for 2-8 points of damage each and a bite for 1-4 points of damage. As skeletons, the horses only take 1/2 damage from slashing weapons.

HABITAT/SOCIETY: The sole purpose for the existence of these



horses is to pull Ankou's spectral cart at his command. If Ankou is not there to command them, they will just wait until he returns.

ECOLOGY: Ankou creates these horses as needed using his special animate dead spell that only works on horses. He only creates a new doom horse if a previous member of his team was killed or injured.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Ankou's Skeletal Draught Horses of Doom

AKA: --

HACKFACTOR: --

EP VALUE: 420

CLIMATE/TERRAIN: Any

FREQUENCY: Unique

ORGANIZATION: Team of 1-4

ACTIVITY CYCLE: Night

DIET: none

INTELLIGENCE: non

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: M

MOVEMENT: 48"

PSIONIC ABILITY: Undead immunities,
Immune to control

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-8/2-8/1-4

SPECIAL ATTACKS: none

SPECIAL DEFENSES: none

MAGIC RESISTANCE: Undead

HIT DICE: 4+4

in order to inject them. Damage from pincers does 1-3 points of damage per round due to crushing damage. Those who fail to save vs. poison suffer 1-6 points of damage per round until they die or are cured. There is a 50% chance that a Giant Ant will not inject its victims, but instead will crush them so he and his colony may eat them. They also may simply render their victims unconscious in order to enslave them.



Ant, giant

DESCRIPTION: Giant ants are much larger versions of normal ants. Like normal ants, the most important sense organ of a Giant Ant is his antenna and their bodies are divided into three sections: the head, thorax and abdomen.

COMBAT/TACTICS:

After the nesting phase, the nomadic phase starts for Giant Ants. During the nomadic phase the whole colony moves with the Queen and brood, protected by the huge Soldiers who kill everything that comes into their way. In an area where the army ants pass through, no living animal will be left. Many humans and demi-humans have also been killed after unwittingly straying into the path of nomadic Giant Ants. After successful forays against most opponents, soldiers bring any defeated individuals they don't eat to serve as slaves for the colony. These slaves perform heavy labor such as building nests, hunting food and carrying heavy objects.

Warriors have a deadly poison in their tails, and stingers with which to inject this substance. They will attempt to grasp victims in their pincers

Ant, giant

AKA: --

HACKFACTOR: 1 (workers),
3 (warriors)

EP VALUE: 35 (120 for warriors)

CLIMATE/TERRAIN: Tropical and
Temperate

FREQUENCY: Rare

ORGANIZATION: Colonies

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-100

SIZE: S (2' Long)

MOVEMENT: 18"/queen 22" when flying

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-3

SPECIAL ATTACKS: Warriors have
poison sting, grab with pincers

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

HABITAT/SOCIETY: Giant Ants can be found in tropical and temperate areas all over Garweeze Wurd. They tend to live in areas where there are no other organized civilizations. They build their nests in the earth, using the pincers that form their upper jaw for digging. A labyrinth of chambers and corridors are smoothed out with a type of mortar made from saliva and earth. This strengthens the nest. Many nests are built with an earth dome on top that absorbs three times more of the sun's warmth than the flat ground. In the winter, they move to the lower parts of the nest.

The Giant Ant Queen is the only one in her colony with wings. She does not fight. She is protected because of her ability to lay eggs. Males who mate with the queen die soon after. She has 10 hit dice. If in danger, she will attempt to fly away. If the Queen dies, the ants become confused for 6 melee rounds (same as spell, roll each ant individually every round) and then flee the nest. Any treasure will be found in the Queen's chambers.

ECOLOGY: Giant ants hatch from eggs and develop into white larvae, then pupae, then adults. The egg chamber will be guarded by 5-50 workers and 5 warriors of maximum hit points.

Giant Ants eat plants and animals, preferring to eat trees with sweet sap inside. They also enjoy eating horses.

YIELD:

Medicinal: If unused, one dose of giant ant poison can be extracted from a warrior.

Spell Components: Nil

Hide/Trophy Items: Nil.

Treasure: Q x 3, S (in queen's lair only)

Other: Nil

DESCRIPTION: Ant Hunters are humanoid versions of anteaters. Ant Hunters stand about 4' tall, sport claws and have fur colors similar to anteaters. They have domesticated anteaters in much the same way humans have trained dogs.

COMBAT/TACTICS: Ant Hunters have no interest in anything, or anyone, but ants or insects. Therefore, unless provoked, they will not attack people.

If forced to protect themselves, they will become vicious and use their powerful claws to rend armor and flesh.

HABITAT/SOCIETY: Tribal communities of Ant Hunters live in primitive dwellings near large populations of giant ants. They worship an Anteater gawd and on Holy days, eat ants in elaborate rituals. Their entire society revolves around the ant. They will eat other insects if they are, for some reason, unable to find any ants. Ant Hunters have been hired to hunt giant insects, especially ants. Most often the only payment they ask for is a share of the prey.

Ant Hunter	
AKA: --	
HACKFACTOR: 2	
EP VALUE: 65	
CLIMATE/TERRAIN: Temperate/Plains, Desert	
FREQUENCY: Rare	
ORGANIZATION: Tribal	
ACTIVITY CYCLE: Day	
DIET: Carnivore	
INTELLIGENCE: Average (8-10)	
ALIGNMENT: Neutral Good	
NO.APPEARING: 4-24 (50% chance of 8-48)	
SIZE: M (4' tall)	
MOVEMENT: 9"	
PSIONIC ABILITY: Nil	
Attack/Defense Modes: Nil/Nil	
MORALE: Average (11)	
ARMOR CLASS: 7	
NO. OF ATTACKS: 2	
DAMAGE/ATTACK: 1-4/1-4	
SPECIAL ATTACKS: +4 vs. Ants, +2 vs. all insects & arachnids	
SPECIAL DEFENSES: +4 saves vs. insect & arachnid poisons	
MAGIC RESISTANCE: Nil	
HIT DICE: 1+	



They do speak common tongue, but they never have much to say to outsiders. If an outsider approaches them bearing gifts of ants, they may agree to talk. Some humans have been known to set up trade with Ant Hunters, usually trading ants for valuable information. Ant Hunters generally know the terrain well where they hunt, and sometimes know the whereabouts of dungeons and other points of interest.

There is a 25% chance Ant Hunters will have other items of interest to trade for ants, such as weapons, coins, valuables and magic items. There is also a 25% chance that any Ant Hunters encountered will have in their possession vials of insect and arachnid poison antidotes.

ECOLOGY: They give birth to 1-3 Ant Hunters at a time and immediately begin training them to hunt ants.

YIELD:
Medicinal: Nil
Spell Components: Nil.
Hide/Trophy Items: Ant Hunter hide is used for making warm and attractive clothing and sells for 5-10 gold pieces per pelt.
Treasure: J, K (personal), W (tribe)
Other: Nil.

Ant Lion, giant

DESCRIPTION: Giant Ant Lions are huge insects who prey upon giant ants. These creatures nest on desert fringes, badlands, rocky terrain and other arid wastes, striking fear into the hearts of every insect the Giant Ant Lion calls prey.

COMBAT/TACTICS: Ant Lions dig tapering pits or "death holes" that are about 60 feet in diameter. The pits will look like the entrance to a cave or lair 70% of the time.

Any creature entering these funnel-shaped traps will be 50% likely, each round, to slip and slide down the loose sides.

Once the prey reaches the bottom of the trap, the Ant Lion pounces by bursting out of its camouflage covering of loose sand, gravel and stones. It attacks with its huge mandibles, roaring triumphantly as it closes in on its helpless prey. Any hit indicates the Ant Lion has locked its jaws onto its hapless victim.

Such are the reflexes of one of these creatures that its jaws will even continue to remain locked around its victim for two full rounds after dying, unless an additional 10 points of damage are done to the mandibles. Each round the mandibles are locked the victim continues to suffer 5-20 points of damage automatically.

Ant Lion, giant	
AKA: --	
HACKFACTOR: 10	
EP VALUE: 575 + 10/hp	
CLIMATE/TERRAIN: Desert/Badlands/ Rocky Terrain	
FREQUENCY: Rare	
ORGANIZATION: Solitary	
ACTIVITY CYCLE: Predatory	
DIET: Carnivore	
INTELLIGENCE: Animal	
ALIGNMENT: Neutral	
NO.APPEARING: 1	
SIZE: L	
MOVEMENT: 9", (1" in loose soil)	
PSIONIC ABILITY: Nil	
Attack/Defense Modes: Nil/Nil	
MORALE: Brave (14)	
ARMOR CLASS: 2	
NO. OF ATTACKS: 1	
DAMAGE/ATTACK: 5-20	
SPECIAL ATTACKS: See below	
SPECIAL DEFENSES: Nil	
MAGIC RESISTANCE: Standard	
HIT DICE: 8	

Once an Ant Lion has its victim locked within its jaws, it will concentrated on pulling the person under the sand in order to devour him. The victorious Ant Lion will let out a chilling victory roar whenever it has defeated an opponent.

HABITAT/SOCIETY:
Ant Lions live in the desert and are solitary, vicious predators who don't collect treasure. However, their bone-strewn lairs will contain 1-4 items from previous kills 30% of the time.

Roll on the following table:

1-3	20-80sp		
4-6	10-40gp	15	bone weapon*
7-10	5-20pp	16-17	wooden weapon*
11-12	shield*	18-19	jewelry*
13-14	metal weapon*	20	miscellaneous item*

*20% chance that the item will be magical. If so, roll on the appropriate table in the HackMaster GM's Guide or assign an item of relatively low value.

Ant Men	Worker	Enforcers	Shaman	Queen	Red Fire
AKA: --					
HACKFACTOR:	1	11	6	15	variable
EP VALUE:	35	650	175	1400	+1 hit dice
CLIMATE/TERRAIN:	--- Any but Arctic ---				Desert/Tropical
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	--- Hives ---				
ACTIVITY CYCLE:	--- Day ---				
DIET:	--- Omnivore ---				
INTELLIGENCE:	Low (5-7)	Low (5-7)	High (13-14)	Exceptional (15-16)	Low-Exceptional
ALIGNMENT:	--- Lawful Neutral ---				
NO.APPEARING:	100-400	21-40	5-8	1	variable
SIZE:	S	L	M	L	variable
MOVEMENT:	--- 15" ---				
PSIONIC ABILITY:	--- Nil ---				
Attack/Defense Modes:	--- Nil/Nil ---				
MORALE:	Unreliable (5)	Confident (12)	Confident (12)	Brave (14)	variable
ARMOR CLASS:	3	2	1	1	variable
NO. OF ATTACKS:	1	3	1	1	variable
DAMAGE/ATTACK:	1-4	2-8/1-2/1	by weapon	by weapon	variable
SPECIAL ATTACKS:	Nil	Poison	Poison	Spells	variable
SPECIAL DEFENSES:	--- Nil ---				immune to heat
MAGIC RESISTANCE:	--- Nil --				
HIT DICE:	1+1	6+6	3+3	8+8	variable

ECOLOGY: Ant Lions devour one or more giant insects each day, carrying the remains away and concealing them. Thus it is possible (5% chance) to encounter one outside the death hole.

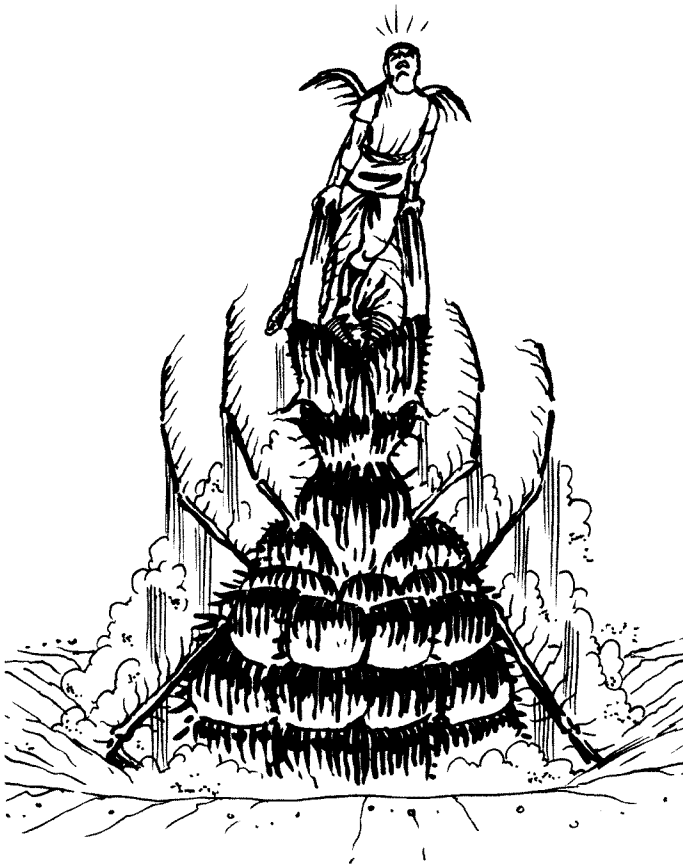
YIELD:
Medicinal: The meat of an Ant Lion can provide sustenance for 2-12 days
Spell Components: The brain of an Ant Lion can be used to Summon Insects for twice the normal duration
Hide/Trophy Items: Nil
Treasure: See above.
Other: Mandibles can be used as spiked clubs or fashioned into a +2 Man-catcher.

Ant Men

DESCRIPTION: The race of intelligent Ant Men dwell in cities, which are constructed both above and below the surface of the ground. At first glance, these habitations appear to be normal walled cities. Inside the smooth-walled enclosures are truncated cones, cylinders and hemispheres with entry at the top, chambers with sloping ramps, vertical shafts and complexes of tunnels. The tunnels that make up the city are always 3 times larger than the entrance tunnels.

Ant men stand about 3' tall for workers, 7' tall for enforcers, 5' tall for shamans and 9-12 feet tall for Queens. They have the physical attributes of both ants and humans. They have ant-like exoskeletons, but also wear jewelry and clothing, and use weapons. Ant Men are either colored black or red, depending on the climate, the two types of Ant Men will never mix and often harbor bitter resentment to rival hives that invade their territory.

COMBAT/TACTICS: Ant Men are capable of wielding weapons, but workers usually aren't equipped and will bite enemies during an attack or use tools. Without the benefit of a mob of superior num-



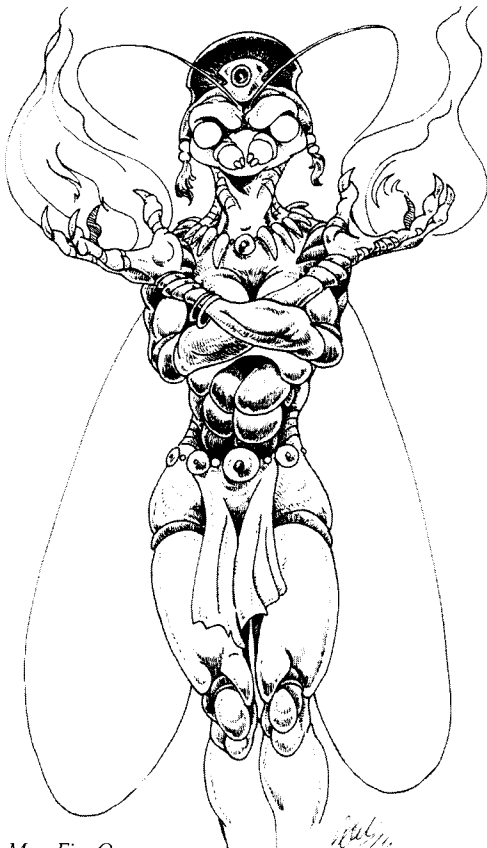
bers, or the presence of an Enforcer, workers will most likely flee any conflict unless defending the nest or eggs. If cornered, workers may sometimes (35%) bargain information for their lives; otherwise they will refuse to speak.

Enforcers are the largest and most well armed members of the hive. They can bite with mandibles for 2-8 points of damage, slash with claws for 1-2 points of damage and sting for 1 point of damage, plus poison, which does 4-16 points of damage. A successful save vs. will poison will mean that an opponent only takes half the normal damage.

If fighting with a weapon, the Enforcer will forgo other types of attack. Half of all Enforcers carry magic weapons. Enforcers will not attack unless defending the Hive, or on orders of a Shaman or Queen. Enforcers are incredibly cunning when it comes to executions. They may use deceit when assigned to assassinate someone.

Shamans have the same abilities as 1st-6th level clerics and wield magic weapons 75% of the time. They are quick to take offense, and once offended, will seek revenge. Anyone who embarrasses an Ant Men Shaman should make amends quickly. Always accompanied by two Enforcers, Shamans prefer to cast spells and flee if the situation turns against them. They will not flee if defending the Queen or the eggs. If captured, a Shaman will refuse to speak, and no amount of torture or persuasion will cause him to do otherwise.

Queens control the Hive and the territory the Hive inhabits. They act as 2nd-8th level magic users with appropriate magic items. The entire Hive will defend the Queen and the nursery to the death. The Queen will always have 6 bodyguard Enforcers that have 7+7 hit dice and one magic weapon each. Queens are tough negotiators and demand respect. They are not afraid of gaining an advantage against careless PCs by interpreting agreements to the letter.



Ant Man Fire Queen



Ant Man Shaman

HABITAT/SOCIETY: The Queen is in command of the Hive and must be shown respect at all times. All Ant Men, from Workers on up, are required to kiss the Queen's ring before addressing her (85% are magic). PCs in her presence will be expected to do the same. The Queen strives to better the Hive through construction and business, illegal or otherwise. Ant Men are, at heart, beings of honor, and once an agreement is made, they will usually stick to it. Should a PC cross a Queen, no less than four Enforcers will be sent to "teach him a lesson." The Shamans answer to the Queen, the Enforcers answer to the Shamans and the Workers answer to everybody. Occasionally, when two Queens are born simultaneously, a "turf war" will erupt and the Ant Men will go to war. Individual groups or "crews" will fight amongst each other until they establish a Queen again. Once the warring factions re-establish a Queen, Ant Men on the losing side will be executed and any (others (including PCs) who sided with the losers will also be considered enemies. Creatures who establish lairs and/or businesses within a Hive territory will be required to pay a tithe to the Queen or else be visited by two Enforcers, who will issue a warning. Failure to heed the warning will result in attacks against lairs, buildings, properties or worse.

Each Hive will always contain a nursery with eggs and a special nursery with eggs for Enforcers, Shamans and Queens. When the Ant Men reach a larva stage, they are fed jelly. Queens and Shamans are fed Royal Jelly. This nursery room will always be the most well guarded room in the hive. Family is the most important thing to the Ant Men. Any PC who attacks a nursery will never again be trusted by the Hive.

Rumors persist of "Queen Council Meetings" where all the Queens gather to discuss business and create alliances. However, the Hives so distrust one another, these meetings almost always end in violence.

ECOLOGY: Ant Men live in communities like ants or giant ants, the only difference is, they collect treasure. Ant Men are incredibly interested in obtaining as much wealth as possible, and will say almost anything to avoid losing their riches. Red Fire Ant Men are similar to Black Ant Men, except they live in very hot regions, sometimes digging into volcanoes with their tunnels. Red Fire Ant Men are

immune to heat-related damage, but otherwise, have identical stats to Black Ant Men. Black Ant Men consider the Red Fire Ant Men "crazy" and won't do business with them.

Very rarely, an Enforcer is driven from his Hive and becomes "freelance". Other tribes will sometimes hire freelance Enforcers as "outside talent" to kill off potential rivals. These Enforcers make excellent assassins and bodyguards.



Ant Man Soldier

YIELD:

Medicinal: 1 pound of Royal Jelly is equal to a Potion of Extra-Healing

Spell Components: Antenna used in Clairaudience spell in lieu of other components, Body part for a Creeping Doom spell of double duration

Hide/Trophy Items: Nil

Treasure: J for workers, P for Enforcers, T, P for Shamans, Z for Queens plus above

Other: Nil.

Anthraxian

DESCRIPTION: Appearing as cute, wide-eyed bunny rabbits, puppies or kittens, these savage fiends are really disease-infested horrors that transmit the deadly Anthrax virus to unwitting victims. Because of the existence of these creatures, many seasoned adventurers take no chances and will massacre any bunny, puppy or kitten they see.

COMBAT/TACTICS: Although they appear to be less sentient than they are, Anthraxians can sense hostility in approaching prey 85% of the time. (Psionics can automatically avoid this.) Assuming the prey is non-hostile, Anthraxians will wait 1-6 rounds before attacking, allowing the victims to pet and play with them in order to lull them into a false feeling of security. Then, without warning, these cute little creatures will show their true nature. They will bare their long, deadly fangs and lunge at their victims, gaining the surprise advantage 50% of the time. Anyone bitten by one of these beasts

must save vs. poison or contract Anthrax.

These fiends do not value treasure, but will often leave the belongings of previous victims in sight in order to lure new ones.

HABITAT/SOCIETY:

Appearing to be content with frolicking in the grass or playing with a ball of yarn, Anthraxians have a limited telepathy with each other, allowing them to coordinate attacks. They will never attack anyone who already has a disease, which they automatically sense.

ECOLOGY:

Anthraxians reproduce just like other mammals, reaching maturity in one month. They never grow bigger than 2' in height, and as they age they continue to get more and more cute. Lone Anthraxians occasionally develop an affinity for children, for whom they will serve as pets while attacking others in solitary moments.

Anthraxian

AKA: Adoramus-Anthraxus

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN:

Temperate/Forest

FREQUENCY: Very Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-12

SIZE: S (2' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

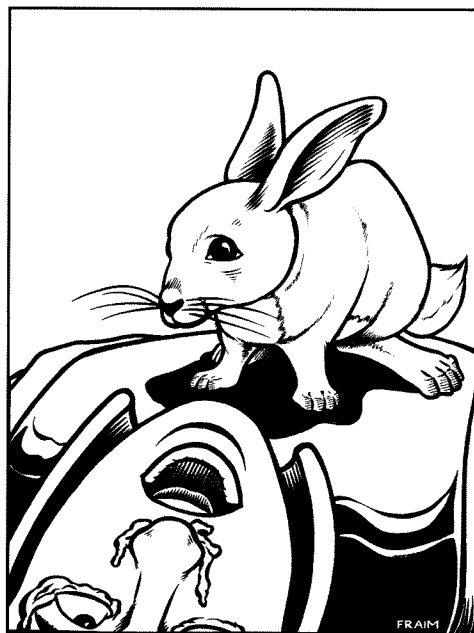
DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Cause Disease

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 10 hp



YIELD:

Medicinal: Anyone who uses any part of an Anthraxian that hasn't been cured and cleansed from disease will contract anthrax.

Spell Components: Their blood can be used for Cause Disease (anthrax).

Hide/Trophy Items: Fur from these creatures can be cured and sewn into cursed magic items.

Treasure: 1

Other: The foot from an Anthraxian is consider Bad Luck (-1 on saves, to hit rolls, opposite of Luck Stone with no wishes.)

Anti-Elementals	Anti-Earth	Anti-Air	Anti-Fire	Anti-Water
AKA: Negamentals				
HACKFACTOR:	5/8/11	6/8/11	6/9/12	5/8/11
EP VALUE:	2000/6,000/10,000	2000/4,000/10,000	2000/6,000/10,000	2000/6,000/10,000
CLIMATE/TERRAIN:	--- Any ---			
FREQUENCY:	--- Very Rare ---			
ORGANIZATION:	--- Solitary ---			
ACTIVITY CYCLE:	--- Any ---			
DIET:	--- Elementivore ---			
INTELLIGENCE:	--- Low (5-7) ---			
ALIGNMENT:	--- Neutral Evil ---			
NO. APPEARING:	--- 1 ---			
SIZE:	--- L to H ---			
MOVEMENT:	36"	6"	6", 18" Swim	12"
PSIONIC ABILITY:	--- Nil ---			
Attack/Defense Modes:	--- Nil/Nil ---			
MORALE:	--- Foolhardy (16) ---			
ARMOR CLASS:	--- 8 ---			
NO. OF ATTACKS:	--- 1 ---			
DAMAGE/ATTACK:	2-20	4-32	5-30	3-24
SPECIAL ATTACKS:	--- See below ---			
SPECIAL DEFENSES:	--- -2 or worse to hit ---			
MAGIC RESISTANCE:	--- Standard ---			
HIT DICE:	--- 8/12/16 ---			

Anti-Elementals

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 will be 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.

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

Anti-Water: Sometimes known as the Arid Elemental, this creature absorbs liquid at a phenomenal rate. A hit 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 subtracts 1 hit die for each 8 points lost. Unless it is in an arid cli-



mate, an anti-water elemental will take 1-4 hp of damage per hour from absorbing (and destroying) moisture in the air.

HABITAT/SOCIETY: Should a mage summon one of these creatures it will complete its task, but stay 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 16/12/8 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 Wurld. The GM must start his campaign over.



COMBAT/TACTICS: Carnivorous Apes are very cunning, with all of the instincts of the most expert hunters. Their eyesight, senses of hearing and smell are all finely honed, so that they can only be surprised 1 in 10 times.

A Carnivorous Ape that successfully strikes an opponent with both hands does an additional 1-8 points of rending damage. Their bite inflicts 1-4 points of damage. Opponents who lose consciousness and are not immediately rescued will be eaten.

HABITAT/SOCIETY: These highly violent Apes have decimated the neighboring gorilla populations in their native jungles, and have come to outnumber their peaceful cousins 2-1. Their societies, however, do not cooperate as well as other gorilla societies do because of their ultra-aggressive tendencies.

ECOLOGY: Carnivorous Apes mate and bear young just as other gorillas do, with the females generally giving birth to one young ape every spring.

Ape, Carnivorous

DESCRIPTION: Carnivorous Apes do resemble normal gorillas, only larger. Unlike other species of gorillas that eat only vegetable and plant matter, Carnivorous Apes, as their name suggests, are hungry for flesh. They will eat any animal which enters their territory, but also use their superior hunting skills to find food for their mates and young.

With their long, sharp fangs, great strength and volatile tempers, these beasts have so terrorized neighboring villages that they are known by the locals as Jungle Demons.

Ape, Carnivorous	
AKA:	Jungle Demon
HACKFACTOR:	4
EPVALUE:	275
CLIMATE/TERRAIN:	Tropical/Forest/ Hills/Plains
FREQUENCY:	Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Day
DIET:	Human Flesh
INTELLIGENCE:	Low (7)
ALIGNMENT:	Neutral
NO.APPEARING:	2-8
SIZE:	L (7+ very broad)
MOVEMENT:	12", 9" in trees
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Average (11)
ARMOR CLASS:	6
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-8
SPECIAL ATTACKS:	Rending
SPECIAL DEFENSES:	+2 bonus on surprise roll
MAGIC RESISTANCE:	Nil
HIT DICE:	5

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: The hides of Carnivorous Apes are worth 10-100gp and their heads are worth 2-20gp.
Treasure: C
Other: Nil

Ape, Gorilla

DESCRIPTION: Gorillas are primates with well-known features for most people. They are larger than most humans are and their bodies are covered with thick, soft black or brown fur. Their faces are flattened and quite expressive. Their shrill cries and primal grunts help them communicate with each other, but can be quite unnerving to humanoids that travel through the jungles where they live.

Few people have ever seen them in the wild, but they are gentle, for the most part. When someone intrudes upon their territory, however, they can become quite fierce.

COMBAT/TACTICS: When gorillas attack, they do so in flurries of strong, flailing arms and sharp, flashing teeth. They will bite, batter or crush anyone who they feel threatened by. A successful bite attack deals 1-4 points of damage. A successful arm attack does 1-6 points of damage. Additionally, gorillas may deliver squeeze damage if they successfully hit with two battering attacks in a row. If they squeeze an opponent they can do an extra 1-8 points of damage that round and crush ribs or other bones (20% chance per round of squeezing).

If a gorilla is injured, it will drop anyone it happens to have in its grasp. Otherwise, it takes a strength of at least 16 to even have a chance of breaking free. Even then, the chance is only 50% + 15% per point of strength over 16. Also, 10% of gorillas that attack will arm themselves with large rocks, which they can throw for 1-6 points of damage upon a successful hit.

HABITAT/SOCIETY: Gorillas live in lush, humid jungles, usually in mountainous areas where they are secluded from civilization. Families of gorillas are perfectly happy to live in isolation from most other forms of life, feeding on plants and insects. Their families are close-knit and include not only one mother, father and their offspring, but also aunts, uncles and cousins. One dominant male will usually assert itself as leader, and it is his responsibility to protect the rest. Female gorillas will often help raise their young together.

They have been known to fight each other, especially during mating season when males must compete for the attention of females. Female gorillas have been known to fight over young gorillas, but this is rare. Young gorillas make sport of wrestling with each other and the older gorillas, but are not aggressive.

ECOLOGY: Gorillas, like all mammals, bear live young. Mating season is in the fall, and young are usually born in the spring. The gestation period is similar to humans, about 9-10 months. They eat mostly plants and certain insects. Ants are a delicacy, as are certain types of worms. They participate in social grooming. Mothers are

Ape, Gorilla

AKA: --
HACKFACTOR: 3
EPVALUE: 175
CLIMATE/TERRAIN: Tropical/Forest
FREQUENCY: Very Rare
ORGANIZATION: Extended Family
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO.APPEARING: 1-4
SIZE: M (6'+ very broad)
MOVEMENT: 12", 9" in trees
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 6
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-6/1-6
SPECIAL ATTACKS: squeeze
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4+1

devoted to their young, while fathers are often aloof, but gentle. The young are protected from predators at all costs.

SPECIAL NOTE ON PACK APES: The largest apes, weighing at least 400 pounds, are often selected for special training for use as beasts of burden. They can be trained to carry equipment and provisions for adventurers. They can negotiate dungeons more easily than mules and they also have the advantage of being able to HAND a person what he needs. Other than these special abilities, Pack Apes have similar appearance and statistics to Gorillas.

One particular concern for adventurers when considering a Pack Ape is their dangerous nature if not treated well. Any Pack Ape who is mistreated or overloaded will shed their training more quickly than any other beast of burden, and when they do, their berserk rage makes them extremely dangerous. They will attack abusive masters with great ferocity, doing double damage due to extreme rage.

YIELD:

Medicinal: Nil

Spell Components: Gorilla blood is a component of a Potion of Climbing.

Hide/Trophy Items: Stuffed gorillas can be sold for 50-200gp

Treasure: Nil

Other: Gorilla brains are considered a delicacy in some cultures and can fetch anywhere from 20-80gp per brain.

Ape, Shadow

DESCRIPTION: Shadow Apes are apes that have been tainted with a touch of the Negative Material Plane of Shadow - a product of dark magic.

They are intelligent and covered in a deep, black fur, which gives them the ability to blend in with shadowy surroundings.

COMBAT/TACTICS: Shadow Apes can naturally hide in shadows (75%) and can surprise 70% of the time. In spite of their abilities, they generally won't attack unless attacked first.

However, there are rumors that Shadow Apes have a penchant for hunting halflings, but these have not been substantiated. It is up to the GM to decide, when introducing Shadow Apes into a campaign, whether PC halflings are in any special danger.

During dawn or dusk, Shadow apes can regenerate 1 hit point per round and will usually stage ambushes at this time. (Shadow Apes that have had their hit points fall to -5 stop regenerating.)

Ape, Shadow

AKA: --
HACKFACTOR: 1
EPVALUE: 65
CLIMATE/TERRAIN: Temperate/
Tropical/Forest/Mountain
FREQUENCY: Rare
ORGANIZATION: Tribes
ACTIVITY CYCLE: Night
DIET: Herbivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Neutral
(evil tendencies)
NO.APPEARING: 6-60
SIZE: M
MOVEMENT: 6", 6" in trees
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Timid (5-7)
ARMOR CLASS: 5
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-10/1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Shadow
Defenses
MAGIC RESISTANCE: Standard
HIT DICE: 1+1

In addition to their combat abilities, Shadow Apes are excellent thieves, and they love shiny or colorful objects. Because of this they may sometimes follow groups of people to snatch valuables. They may also raid isolated farms and dwellings, or even wander into small towns, where they sneak about, taking whatever interests them.

Anyone other than a thief will only have a 10% chance to notice that a Shadow Ape is following him, and/or robbing him. Thieves will have a 30% chance of noticing the activities of a Shadow Ape in their area, but only if they happen to be actively looking in the right direction or if the ape is touching them.

Items that Shadow Apes are likely to steal include colorful clothing, coins, jewels, shiny armor and weapons. They have no interest in magical items or artifacts, unless they are shiny or colorful. There have been rumors that Shadow Apes have even been known to successfully raid Dragon hoards.

HABITAT/SOCIETY: Living in almost any region, except near large bodies of water, Shadow Apes form primitive tribes. They distrust people and make no attempts to communicate with them when encountered.



ECOLOGY: Shadow Apes mate much like common apes, and their young are born in about the same way. Their magical nature makes them especially prized by professional hunters and this has led to retaliatory attacks by Shadow Apes on villages. For the most part, however, these creatures stay within confines of their marked territory, subsisting on plant matter and insects. They have been known to eat fish at times, and there is still the rumor that they eat halflings.

YIELD:

Medicinal: Nil.

Spell Components: Shadow Ape blood can be used to cast any Darkness spell at double strength

Hide/Trophy Items: The hide of a Shadow Ape can be fashioned into a Cloak of Hide in Shadows (adds 25% to thief roll or gives non-thief a 25% greater chance of hiding in shadows.)

Treasure: M (individual), X & Y (tribe)

Other: Nil

Ape, Shaman/Warriors	Shaman	Shaman Warrior
AKA:	Father Monkey, Simian Priest	Sir Monkey, Protector of the Ape Gawd
HACKFACTOR:	2	3
EPVALUE:	175	270
CLIMATE/TERRAIN:	--- Tropical/Forest/Hills/Plains ---	
FREQUENCY:	Very Rare	Rare
ORGANIZATION:	--- Family ---	
ACTIVITY CYCLE:	--- Day ---	
DIET:	--- Omnivore (good), Carnivore (evil) ---	
INTELLIGENCE:	High (13-14)	Average to High (8-14)
ALIGNMENT:	--- Neutral (50% good, 50% evil) ---	
NO. APPEARING:	1-4	2-20
SIZE:	M (6' + very broad) L (8' + very broad)	
MOVEMENT:	--- 12", 9" in trees ---	
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	Average (11)	Courageous (13)
ARMOR CLASS:	6	6 (3 with armor)
NO. OF ATTACKS:	--- 3 ---	
DAMAGE/ATTACK:	1-3/1-3/1-6	1-3/1-3/1-6
	(+2 strength & weapon)	
SPECIAL ATTACKS:	Spells	Nil
SPECIAL DEFENSES:	--- Nil ---	
MAGIC RESISTANCE:	--- Nil ---	
HIT DICE:	4	5+1

Ape, Shaman/Warriors

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 between 2-4 Carnivorous Apes or 2-20 Shadow Apes typically guard an Ape Shaman. Ape Shaman Warriors are special protectors of the Ape Shamans. Each carries an obsidian blade, wears a jade necklace worth 200gp, wooden armor and carries a wooden shield.

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

Ape Shaman Warriors can substitute their obsidian blades for a claw attack (2-8, +2 for strength). On the first strike, the blade acts as a Sword of Sharpness, but only on the first strike. The blades are brittle and break on any to hit roll of a 1 or a 2. The warriors wear wooden padding to protect their vital areas and carry small wooden shields on their forearms to achieve an AC of 3.

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

Ape Shaman Warriors: Usually followers of Ape Shamans, these warriors are bred to protect the holy shrines of the Ape Gawd and all who would worship him. They are adept at making obsidian blades and will sometimes (50%) have 1-4 spare blades in their lair.



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, or Ape Shaman Warrior body parts for medicinal purpose will always fail because of the protection given 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.

Hide/Trophy Items: Ape Shaman bones can be used to fashion knives of Ape Shaman Slaying, which can also be used to slay Ape Shaman Warriors.

Treasure: T, U (shamans) Jade necklace worth 200gp (Warriors)

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.

Apparition

DESCRIPTION: Appearing as a ghastly skeleton clad in rags, the apparition exists mainly on the Ethereal Plane, thus its low armor class. It does not walk, but floats through walls and over floors mere inches from the ground. Apparitions are the undead spirits of those who died of fright and have returned to this world for revenge against the living.

COMBAT/TACTICS: Apparitions have emotive ESP ability which enables them to sense victims up to 100' away. They surprise 80% of the time by moving out through walls near their victims.

Active psionicists get a Wisdom check to sense an Apparition's presence in the area. However, this advance warning only means that the chance of being surprised drops to a 50% chance.

Victims attacked by the Apparition will believe they feel a bony, claw on their throat and must roll 3d6 under their intelligence. A successful roll means the victim still senses the bony claw, but he feels it on a different part of his anatomy. A person who has succeeded in this way becomes immune to the influence of that apparition, who will then turn its attention to someone else. Failure means the victim is stricken with horror and must make a 3d6 roll under his constitution. Success in this roll means he flees in terror for 1-4 rounds and can be attacked again. If the number is equal to, or greater than the victim's constitution, he has a heart attack and dies on the spot.

Apparitions can only be attacked during the round in which they are attacking; otherwise they can only be battled on the Ethereal Plane where they are AC 7.

HABITAT/SOCIETY: Like most ghosts, Apparitions haunt their final resting place or the spot where they died. They avoid mirrors and silver. Very rarely one will encounter a family of Apparitions who died at the same time.

ECOLOGY: Apparitions are turned as spectres. A victim slain by an Apparition can be raised, but if the body is left behind and no one attempts to raise it, the victim will rise as an Apparition in 2-8 hours.



Apparition

AKA: Seizure Spirit

HACKFACTOR: 25

EPVALUE: 2000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary/
Rarely Family

ACTIVITY CYCLE: Night

DIET: Life

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: M (6' tall)

MOVEMENT: 24"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Magic or silver
to hit

MAGIC RESISTANCE: Standard

HIT DICE: 8

It will attempt to seek revenge on its former comrades who were disinclined to spend enough gold to have him raised. A cleric of the appropriate religion performing last rites will keep the spirit at rest, as will burial on hallowed ground.

YIELD:

Medicinal: Nil

Spell Components: Dust from an Apparition is excellent for an ESP spell of double duration or a Gate spell to the Ethereal Plane only (cast as an 8th level spell).

Hide/Trophy Items: Nil

Treasure: E

Other: Its dust can be used for a Potion of Undead Control (apparitions).

Arcane Merchant

DESCRIPTION: Arcane Merchants specialize in selling and trading magic. From the Realms of Chaos, these creatures can appear as any normal merchant. Those with an Intelligence of 17 or more have a 10% chance of realizing that they are dealing with something other than a normal merchant. They will notice a bluish tint to the skin. Those with a Wisdom of 17 or more have a 10% chance per level of knowing something about Arcane Merchants.

COMBAT/TACTICS:

Arcane Merchants do not engage in combat unless they have no other choice. And, because they can become Invisible and use Dimension Door three times a day, there is little need for them to attack anyone. Arcane Merchants can use any magical item with no limitations due to class.

Their specialty is the hustle. They are experts in the skills of Deception, Hagglng and Bargaining. They offer unbelievable deals on magic items such as wands, potions, rings, weapons and pendants. The only problem with the merchandise is that, unbeknownst to PCs, it is all cursed. Whatever the item is expected to do, the opposite effect will occur upon use. The following list is offered to GMs who wish to have examples of items an Arcane Merchant may be selling and what each item actually does. GMs may opt to devise their own magical wares for the Arcane Merchant to foist upon PCs.

Bracers of Mapsense — 50 g.p. — Will give wrong directions

+1 long sword — 70 g.p. — Will actually give -1 to all die rolls to hit and damage.

Potion of Healing — 50 g.p. — Actually causes 1-6 hit points of damage to anyone using it.

Cloak of Invisibility — 100 g.p. — A person who uses this will think they are invisible, but they are not!

Arcane Merchant

AKA: —

HACKFACTOR: 16

EPVALUE: 3000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Entourage

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 (1-6)

SIZE: L (12' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 5 (3)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 (weapon)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Invisibility,
Dimension Door

MAGIC RESISTANCE: 40%

HIT DICE: 10

Wish Ring with three charges — 100 g.p. — This ring will cause the opposite of any wish asked for to come true.

Ring of Feather Falling — 75 g.p. — Will cause the person using it to fall like a rock, sustaining an additional 10 points of damage for every foot fallen.

Bag of Holding — 150 g.p. — This Bag is actually a Bag of Taking. Anything placed inside will immediately disappear. These items are taken through a Dimension Door to the Realms of Chaos.

+2 Battle Axe — 100 g.p. — Does -2 damage, and is -2 to hit in combat.

Charm Person Wand, three charges — 100 g.p. — Is actually an Agitate Person Wand. Anyone who it is used on will immediately attack the person using it.

Magic Warhorse — 200 g.p. — Immediately flees if confronted with any threat.

The person riding this horse when this happens will lose 5 honor points.

Wand of Continual Light — 100 g.p. — It simply won't work.

Pendant of Truth — 150 g.p. — Is supposed to help the wearer determine if those who speak to him are telling the truth. However, this pendant will make the wearer believe people are telling the truth, but they may not be.

Poison — 150 g.p. — Is supposed to automatically kill any creature who drinks it, but it will actually heal between 1-10 hit points.

+3 Dagger — 200 g.p. — Will act as -3 dagger in combat.

+1 chain mail — 250 g.p. — Will act as -1 chain mail.

+2 plate mail — 450 g.p. — Will act as -2 plate mail.

+2 Bastard Sword — 300 g.p. — Is actually a cursed sword, which will force the wielder, when in combat, to attack his closest compatriot at +2 to hit and damage. Only a Remove Curse will enable the possessor to discard the weapon.

Potion of Levitation — 100 g.p. — Will not work.

Gauntlets of Hill Giant Strength — 400 g.p. — When a PC tries to use these, instead of gaining strength, he will lose 1-4 points of strength when trying to perform a special task which requires strength, such as lifting, bending bars, or opening doors.

Glyph of Warding — 75 g.p. — Prevents the door it is placed upon from being locked.

HABITAT/SOCIETY: Arcane Merchants are found throughout the known areas of Garweeze Wurd. They take no responsibility for the use of the items they sell and they deal with almost anyone. They will never willingly repurchase an item they have sold, nor will they offer any type of refund.



ECOLOGY: No one knows the origins of Arcane Merchants, but anyone who knows anything about them guesses that they are servants of one of the Gawds of Chaos, or perhaps Draper the Thief Gawd.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: R
Other: Nil

Argos

DESCRIPTION: Blobs of Death are extremely hideous creatures, related in some way to Beholders. They appear as writhing masses sporting a central eye with a tripartite pupil and many inhuman eyes and sharp-toothed mouths. The stuff of nightmare, Blobs of Death can extrude several pseudopods from their bodies, each ending in a fanged maw which they can use as hands in order to use tools or weapons.

Slithering along, these monstrosities can cling to or move across walls or ceilings as if they were on the ground. They can levitate and fly at the very slow rate of 3".

Argos
AKA: Blob of Death
HACKFACTOR: 130
EP VALUE: 26,422
CLIMATE/TERRAIN: Underground/
Dungeon
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Feed till consume
2xHD, then rest 2 days/HD
DIET: Carnivore
INTELLIGENCE: Low to High (5-14)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L-G (6' per HD)
MOVEMENT: 4", 3" FI (E)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 0
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4 or by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
HIT DICE: 25

Blob colors tend toward shades of translucent, raging blues and violently tempered violets. The huge, misshapen beasts are 10 to 20 feet in diameter and 200 pounds per hit die. They carry equipment, tools and weapons in temporary cavities within their bodies. There is a 10% chance that any treasure stored inside a Blob is destroyed if the monster is struck with a critical hit. The Blob's digestive juices often ruin devices within 2-3 weeks (saving throw vs. acid each week).

COMBAT/TACTICS: Blobs will attack with 1-3 weapons or items at the same time. Some particularly intelligent Blobs can fight with more (+1 attack for every point of the intelligence above 12).

The Blob may attempt to enfold a victim in a pseudopod and attack with 1d3 mouths for 1d4 points of damage each. It may attack as many foes in this way as it can physically reach. On a natural 20, the Blob engulfs its victim, and begins digesting his items and flesh. The victim may attempt to cut his way free from within, using only short cutting weapons. He must inflict 9 points of damage to break free.

The eyes of a Blob, like those of a Beholder, have a variety of special powers that maim and injure. A blob can bring 1d10 of its smaller eyes to bear on any target in sight. The DM may roll a d20 and check the

following table to determine a particular eye's power. Use the creature's hit dice as caster level, if necessary.

1. Flesh to Stone

2. Hold Monster

3. Confusion

4. Suggestion

5. Improved Phantasmal Force

6. Forget

7. Heat Metal

8. Hypnotism

9. Light

10. Cause Light Wounds
11. Magic Missile

12. Chill Touch

13. Cause Blindness

14. Irritation

15. Ray of Enfeeblement

16. Cause Serious Wounds

17. Dispel Magic

18. Slow

19. Tongues

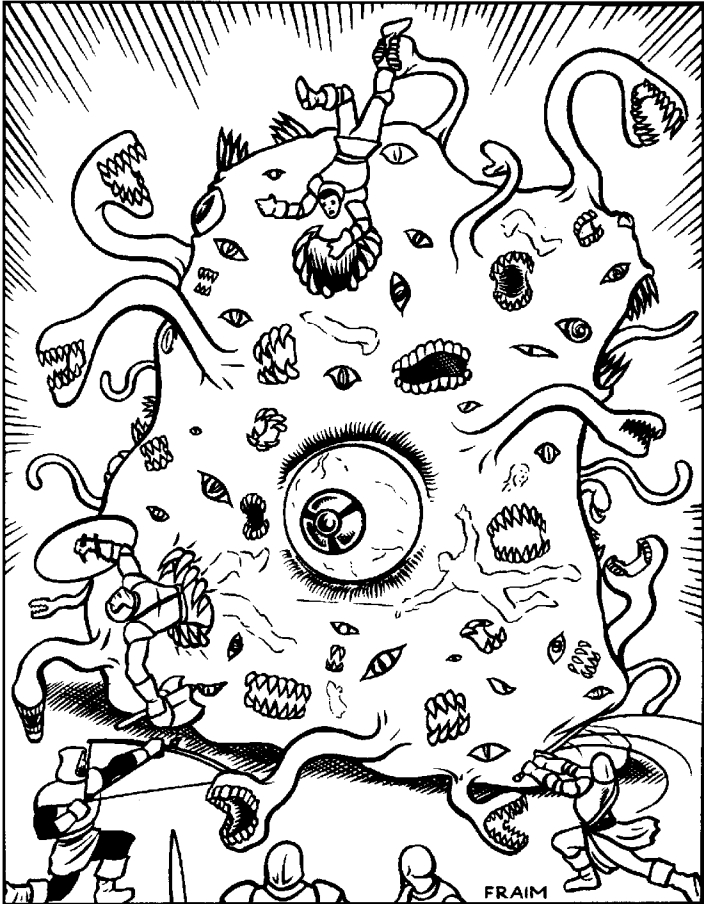
20. Wither (reverse of Regenerate)

The large, angry, central eye can use a Color Spray every third round, but it can focus only on targets that are in front of the creature (within 90 degrees of straight ahead).

Though the creature has nearly 100 eyes, only 20 special powers have been noted, therefore a number of eyes must possess the same power. Each point of damage inflicted on a Blob eliminates one eye; the GM decides which powers are reduced in the process. It is possible to target one particular eye by attacking with a -4 penalty.

HABITAT/SOCIETY: Blobs are solitary creatures, but they may be found acting as guardians on an Eye Tyrant ship. Despite their relative intelligence, Blobs of Death are ravenous creatures ruled by hunger and greed.

ECOLOGY: Blobs of Death are tremendously powerful. Some say these beings are the personification of the greed and lust of the world. Unnatural, almost unformed, these beings are definitely the work of some forgotten primal mysterious magic from eons ago.



YIELD:**Medicinal:** Nil**Spell Components:** Teeth can be used in Polymorph spells for triple duration.**Hide/Trophy Items:** N/A**Treasure:** U**Other:** Claws can be made into +1 Daggers.**Armadillo, Dire**

DESCRIPTION: The Dire Armadillo is similar to a common armadillo, but its behavior is much more aggressive and erratic. Its armored hide is lime green and brown and it has needle-sharp, tiny 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:

Dire Armadillos are carriers of the dreaded disease of leprosy, much like some animals carry rabies, or Anthraxians carry anthrax. Even though these armored animals don't suffer from the same effects humans do who are infected with leprosy; the disease affects their behavior and makes them unpredictable, and vicious.

When they attack, they usually bite, which is how victims become infected. If, for some reason, a person is hurt by nothing other than a Dire Armadillo's claws, he will not become infected with leprosy.

Anyone bitten by a Dire Armadillo must save vs. poison or be infected with the disease of leprosy. This can be cured with the usual spells and is non-magic in nature. If a Dire Armadillo takes more than 75% of its hit points in damage, it will roll up in a ball and attempt 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).

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

Dire Armadillos may run away with a shiny object, and may attack PCs simply to get something they see that attracts their attention. They may also attack them in order to devour them. If they successfully retrieve a shiny object they will attempt to run away with it and bury it in the desert.

Armadillo, Dire**AKA:** -**HACKFACTOR:** 5**EP VALUE:** 175**CLIMATE/TERRAIN:**

Desert/Plains/Temperate

FREQUENCY: Uncommon**ORGANIZATION:** Packs**ACTIVITY CYCLE:** Night**DIET:** Omnivore**INTELLIGENCE:** Low (5)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 1-8**SIZE:** S (2' long)**MOVEMENT:** 5"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Brave (14)**ARMOR CLASS:** 3 (0)**NO. OF ATTACKS:** 3**DAMAGE/ATTACK:** 1-2/1-2/1-4**SPECIAL ATTACKS:** Leprosy**SPECIAL DEFENSES:** Ball of hiding**MAGIC RESISTANCE:** Nil**HIT DICE:** 3

ECOLOGY: Dire Armadillos are exactly the same as common armadillos 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 Dire Armadillo into a common armadillo with one hit die less in hit points. There is a 50% chance that the creature will befriend the person who cures an armadillo of its disease. However, this will give the player no particular advantage.

YIELD:**Medicinal:** Eating a Dire Armadillo will automatically give the eater leprosy**Spell Components:** Any part of a Dire Armadillo can be used in a Cause Disease spell (Leprosy)**Hide/Trophy Items:** Dire Armadillo hide can be made into a leather helmet at +1. However, wearing such a helmet will give you leprosy.**Treasure:** 10% of Q**Other:** Nil**Armored Foliage Creeper**

DESCRIPTION: These sinister vines lurk in the darkest sections of the forest, appearing as nothing more than common vines. However, anyone who touches a creeper will soon find that the plant is covered with a shiny, exoskeleton equal in durability to a suit of Splint mail.

COMBAT/TACTICS: Because of its ability to camouflage itself with other plants, one can only detect an armored foliage creeper by sight 10% of the time. This assumes that the viewer knows what he is looking for, otherwise the chance is zero. When attacking, the Armored Creeper makes a noise similar to clanking armor. This is 25% likely to be mistaken for a battle of knights, if the listener cannot see the real origin of the noise. The creeper attempts to wrap its vines around the victim, strangling it and then feasting on its decay-

ing body for the next 1-4 weeks. If the creeper makes a successful attack, it will wrap its vines securely around the victim's neck by the end of the next combat round. When this occurs, the victim will die within a number of combat rounds determined by dividing his constitution by 3. The victim becomes unconscious one round before he dies. The creeper will ignore undead or magic creatures without normal bodies.

HABITAT/SOCIETY: Creepers are predatory plants that hunt in the wild in order to survive. They will not attack other plants. If two creepers fell an opponent, they will each feast upon the remains for half the normal duration.

ECOLOGY: During the spring, creepers develop long, thin fruits that are as sharp as daggers and as hard as metal. These are the seeds of a creeper and can be used as +1 daggers. However, once blood is spilled on the seed, it will begin to grow, its roots digging into the nearest flesh, and doing 1-2 points of damage per round. If not removed before the 4th round, the

Armored Foliage Creeper

AKA:	Clink Weed
HACKFACTOR:	4-17
EP VALUE:	120, 175, 975, 1400, 2000, 2500, 3000
CLIMATE/TERRAIN:	Temperate/Forest
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
SIZE:	M-L (5'-12')
MOVEMENT:	6"
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Half-hearted (8-10)
ARMOR CLASS:	3
NO. OF ATTACKS:	2-8
DAMAGE/ATTACK:	1-4+ number of hit dice
SPECIAL ATTACKS:	Strangulation
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Standard
HIT DICE:	2-8

seeds become too embedded to be removed at all. Removing the roots does the same amount of damage as they did going in. During the spring, 1-4 "seed daggers" can be found hanging from the vines.

YIELD:	
Medicinal:	Nil
Spell Components:	The roots can be used for a Speak with Plants Spell that is effective on monstrous plants such as the armored foliage creeper.
Hide/Trophy Items:	Nil
Treasure:	Incidental (roll another random encounter and take that treasure)
Other:	Nil

Arvanger	Speckled	Spotted
AKA:	Giant Armored Bugs	Giant Armored Flies
HACKFACTOR:	15	18
EP VALUE:	2000	2500
CLIMATE/TERRAIN:	--- Temperate to Tropical ---	
FREQUENCY:	--- Very Rare ---	
ORGANIZATION:	--- Solitary ---	
ACTIVITY CYCLE:	--- Any ---	
DIET:	--- Carnivore ---	
INTELLIGENCE:	--- Non- (0) ---	
ALIGNMENT:	--- Neutral ---	
NO. APPEARING:	--- 1-2 ---	
SIZE:	--- H (10' long) ---	
MOVEMENT:	--- 6", 24" Fly (D) ---	
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	--- Resolved (17-18) ---	
ARMOR CLASS:	2	1
NO. OF ATTACKS:	--- 3 ---	
DAMAGE/ATTACK:	--- 1-6/1-6/2-16 ---	
SPECIAL ATTACKS:	--- Acid Spew ---	
SPECIAL DEFENSES:	--- Nil ---	
MAGIC RESISTANCE:	--- Standard ---	
HIT DICE:	8	9

Arvanger, Speckled/Spotted

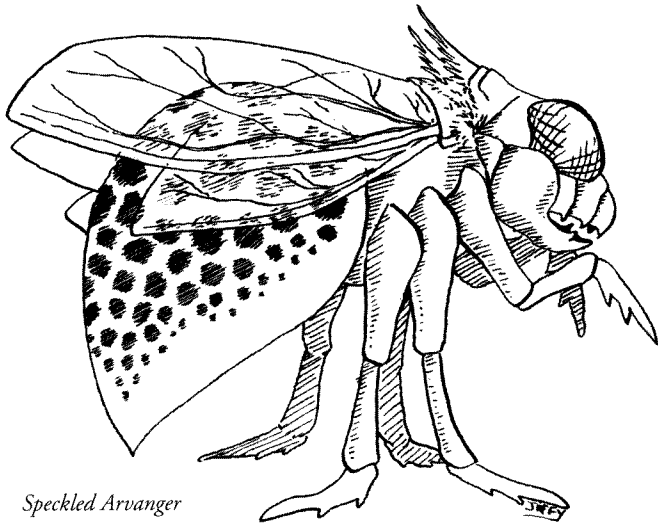
DESCRIPTION: Arvangers are the kings of the insects and the undisputed masters of the dung heap. Sages record these insects as the largest, non-intelligent beings next to the purple worm to inhabit Garweeze World, and theories abound as to how the two might be related. Speckled Arvangers appear as giant, yellow flies with a spotted exoskeleton. The Spotted Arvangers, a close relative of the Speckled Arvanger, is often mistaken for its cousin. Its exoskeleton is also yellow, but its markings tend to be more irregular, so as to present a mottled appearance.

COMBAT/TACTICS: Arvangers thrive in great piles of carrion and dung. When these rotting piles of food are scarce, the Arvanger will attack live targets in order to satisfy its hunger. Arvangers will bite and smash with their two front feelers. Every other round, they can spew acid in a stream 30' long, causing 4-32 points of damage to those in its path. This damage is cut in half if a saving throw vs. breath weapon is successful. Everything the acid touches must make a saving throw, because even a drop can eat through plate mail.

On the second round, the acid does half damage, or a quarter if successfully saved against. On the third round the acid does a quarter of damage, or none upon a successful saving throw.



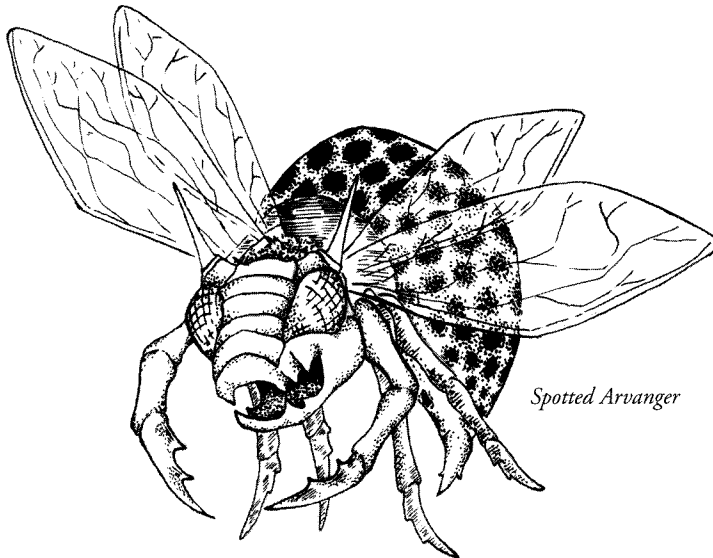
Arvangers are not particularly picky about what they eat, and are very aggressive during mating season. Spotted Arvangers mate during the fall and winter, while Speckled Arvangers mate during the spring and summer.



Speckled Arvanger

HABITAT/SOCIETY: These bugs behave similarly to regular flies and are attracted by the smell of rotting meat and feces. PCs with poor hygiene, or who happen to be traveling in certain unsavory sections of town, should beware.

ECOLOGY: Arvangers live just two years, which is a long time, compared to many other insects. When the female lays eggs, she injects them into a huge pile of carrion or fecal matter, where the young derive nourishment as they develop. Arvangers don't develop their ability to spew acid until after they mature, about three months after hatching.



Spotted Arvanger

YIELD:

Medicinal: Nil

Spell Components: The acid from an Arvanger is perfect for a Munz's Bolt of Acid of double strength.

Hide/Trophy Items: Nil.

Treasure: Nil.

Other: Nil

Ashen Prowler

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.

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 heat of a prowler's bite is likely to ignite flammable gear (roll save vs. fire if bitten).

If combat turns against one of these creatures, it will use its Ashen Breath (a cone that extends for 30 feet from the creature's mouth to an end diameter of 10') 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 save vs. poison or go blind for 1-4 rounds and save vs. poison or 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, or die.

Prowlers who are not exposed to lava within 1 hour after attacking 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. After the Prowler replenishes its supply of magma, either it or its avenging mates will spend the rest of their life, if need be, hunting for "the one that got away."

Ashen Prowler

AKA: --

HACKFACTOR: 8

EP VALUE: 650

CLIMATE/TERRAIN: Volcanoes/
Extreme Hot Environments

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

Attack/Defense Modes: Nil/Nil

MORALE: Confident (11-12)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-6/2-12

SPECIAL ATTACKS: Ash Breath

SPECIAL DEFENSES: Immune to Heat

MAGIC RESISTANCE: Standard

HIT DICE: 4+2

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 taking them.

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. Also, using an Ashen Prowler to attack someone is considered a chaotic or evil action, so any lawful good PC who attempts to charm one should immediately take an alignment hit.



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. 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 hp of burn damage.

Spell Components: The dust from one of these beasts can be used for a Fireball or fire-related spell with +1 to each die of damage

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

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 will 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 will seem real, but will fade in 3-12 rounds. Psionic defenses raise a person's AC accordingly:

Mind Blank	AC 3
Thought Shield	AC 2
Mental Barrier	AC 1
Tower of Iron Will	AC 0
Intellect Fortress	AC 4

(all within 3 yards)

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

HABITAT/SOCIETY: Driven by a past connection with the Material Plane, astral searchers seek material bodies with complete singleness 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 during Astral Travel (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 will 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 mind guided back by the use of an Astral Spell or similar contact. The process takes hours and is quite expensive.

Astral Searcher

AKA: -

HACKFACTOR: 2

EPVALUE: 85

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

Attack/Defense Modes: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6+special

SPECIAL ATTACKS: All victims AC5

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 50%

HIT DICE: 2



A PC returned to his body must make a system shock check or suffer from mild forms of insanity and the changing of their 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. The following is a 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.

Attention Getter

DESCRIPTION: In its true form, this creature appears as a small, demon with yellow skin, cloven feet and a chain mail skirt. It will almost never show its true form unless forced by magic or other means. Otherwise, Attention Getters can appear as just about anything they wish.

COMBAT/TACTICS: These greedy creatures gain wealth by making alliances with large monsters. The monster will let the Attention Getter keep a majority of any treasure found after a kill, and the monster will eat the victim.

Attention Getters help their larger allies defeat opponents by using their various powers of trickery. For instance, this creature, also known as a Distracter, will use its ESP ability to read the minds of opponents, then, on the next round, will shape change into something that would distract them. Anyone who misses a Wisdom Check on the first round, in which an Attention Getter appears, will lose initiative, and give the large monster ally a +4 bonus to hit.

Additionally, Distracters can flawlessly imitate any voice, including voices they hear while reading the minds of opponents using ESP. They can also imitate any shape, however, they cannot change their size, therefore, anything they imitate will appear as something 1’ high.

Another power used by Attention Getters is the ability to make themselves, or anyone else, invisible. A favorite tactic is to make an opponent disappear. Then, while that person is invisible, the Distracter will appear as a shorter version of the missing person. While in this form, the Attention Getter will try to trick comrades of the missing person into loaning them magic or potions. If the Distracter has been injured in any way, it may attempt to trick a party member into healing it by using this method of trickery.

HABITAT/SOCIETY: Attention Getters never work together, as they consider others of their kind competition. The Distracters will stay with the same large monster for protection as long as that monster continues to be the most powerful in the area. Attention Getters will say or do anything to get what they want, so GMs should pull out all the stops when lying for these creatures. Not even the allies of a Distracter will know its

Attention Getter

AKA: Distracter, Imp of Irritation

HACKFACTOR: 1

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: S (1' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (5-7)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Shape Changing/
Invisibility

MAGIC RESISTANCE: 10%

HIT DICE: 1+1



true form. All intelligent (above Semi), evil-aligned predators, except dragons, are perfect pawns for Attention Getters. Very rarely an Attention Getter will turn on its former ally for great personal gain.

ECOLOGY: Attention Getters are the by-product of imps and halflings, but their demonic blood is very weak. A True Seeing spell forces an Attention Getter into its True Form for 1-4 hours.

YIELD:

Medicinal: Nil

Spell Components: Their blood is excellent for a Polymorph Self potion or spell of twice the normal duration.

Hide/Trophy Items: Nil

Treasure: I

Other: The chain mail tunic of an Attention Distracter can be enchanted to become a Ring of Invisibility with three charges.

Augerlisk

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 will use its horn to break apart its prey, then it will devour the stony meat.

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

When under attack from opponents who are too close to petrify, the Augerlisk will gore with its horn for 1-8 points of damage, and bite for 1-10 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 her mate will venture forth to forage more frequently at this time. 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 will come to wreak havoc upon civilization. Young Augerlisks have 1-4 hit dice, but will have full petrification ability. Nests will be in isolated areas, so coming across these young ones will happen quite rarely.

Augerlisk

AKA: Stone Cold Death

HACKFACTOR: 7

EPVALUE: 975

CLIMATE/TERRAIN: Subterranean/
Underground

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-5

SIZE: L (8' Long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

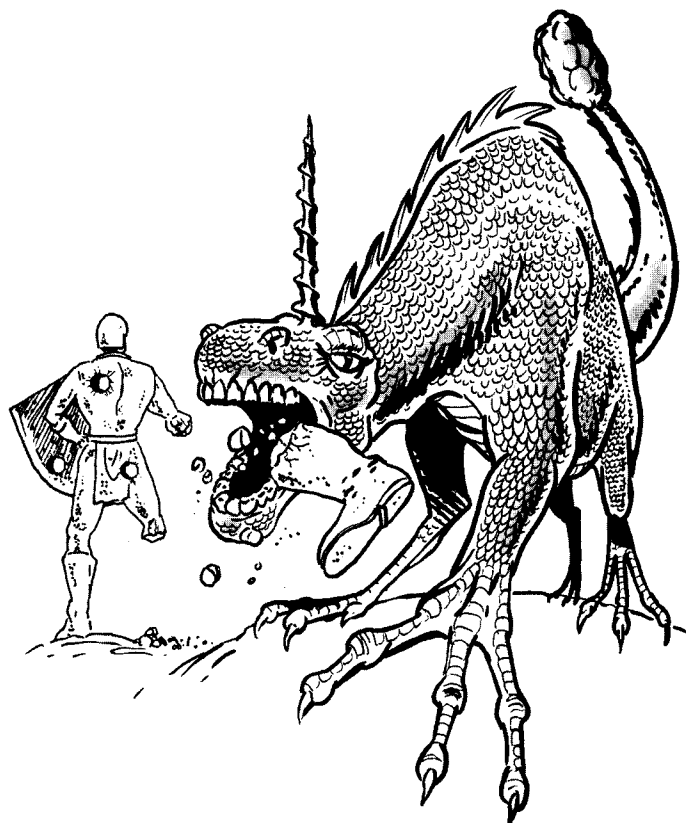
DAMAGE/ATTACK: 1-8/1-10

SPECIAL ATTACKS: Petrification

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6



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

YIELD:

Medicinal: Nil.

Spell Components: The eyes of an Augerlink can be used for a Flesh to Stone spell with a -1 saving throw modifier.

Hide/Trophy Items: Augerlink hide is considered perfect for binding magic tomes, therefore a person can possibly make 1,000 or more gold pieces 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.

Avenging Servant

DESCRIPTION: Avenging Servants are the relentless cousins of Aerial Servants. They are militant and dedicated. Clerics can only summon one of these beings at great personal cost. In order to summon an Avenging Servant, a cleric must sacrifice one level of experience, which cannot be regained through magical means.

One of these beings may also appear spontaneously when an innocent person has been wrongly killed by an Aerial Servant (35% chance) or another extra-planar being (5% chance.).

When called to the Prime Material Plane, the Avenging Servant arrives in a ball of lightning, which quickly dissipates. An Avenging Servant first appears on the Prime Material Plane as an armor-clad woman with flowing hair and a very big sword.

COMBAT/TACTICS: They use a special +5 two-handed sword and get two attacks every round. They can use all magic items without penalty for class, but will not automatically know passwords. When in pursuit of an offending target, Avenging Servants may use their ability to imitate, with complete accuracy, the voice of any living person or creature. They will also be able to perfectly perform any of their target person's abilities when on such a quest.

Should someone or something deal out enough damage to bring the Avenging Servant to 0 hit points or below, it will fall to the ground. Two rounds later, it will get up with half its original hit points and continue the battle. If brought to 0 hit points or lower a second

time; the Avenging Servant is destroyed. A person who delivers such a blow to an Avenging Servant will never again be visited by any more of its kind, be it Avenging Servant, or Aerial Servant. By the same token, he will not be able to ever summon any of these beings.

Avenging Servants will never seek to destroy anyone other than their intended target, but they may attack those who attack them, or attempt to stop them from completing their mission. When attacking someone in this category, they will attempt to incapacitate the person, instead of killing him. If, by some accident, someone other than the intended target is killed, the Avenging Servant will do what it can to heal the person, but just to the point where he is in no danger of death.

HABITAT/SOCIETY: Their home is in the Elemental Plane of Air, but they can exist on the Prime Material Plane. They exist for one purpose — to avenge unjust actions.

ECOLOGY: These beings are not like any natural life form living on Garweeze Wurld's Prime Material Plane. Little is known as to how their existence came about. Some say the reason they appear as a woman in armor, is that they are imitating the likeness of the first victim that was ever avenged on the Prime Material Plane by an Avenging Servant.

Avenging Servant

AKA: Aerial Avenger

HACKFACTOR: 35

EP VALUE: 20,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Revenge

INTELLIGENCE: High (13-14)

ALIGNMENT: Absolute Lawful

NO. APPEARING: 1

SIZE: M (6' long)

MOVEMENT: 12"

PSIONIC ABILITY: Immune to mental attacks

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 1

NO. OF ATTACKS: 2

DAMAGE/ATTACK: (1-10)+5

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 16



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The sword and armor of an Avenging Servant cannot exist on the Prime Material Plane without its native bearer. If a Servant is destroyed, the armor goes back to the Elemental Plane of Air.

Avianderthal

DESCRIPTION: The Avianderthals are a proud race of birdmen who make their homes on the highest peaks of desolate mountains. They stand about 5 feet tall, with beautiful wings that stretch some 15 feet. Plumage colors vary from tribe to tribe, and have often been the cause of great pride, and fierce fighting between tribes. The plumage of males tends to be very bright, varying from red and orange to purple and blue. Females sport plumage of more subdued shades, but are equally as beautiful, ranging from pastel pink and yellow to lilac and white.

There have been some humans who have hunted these creatures for their beautiful feathers. Hats and other adornments made from them go for high prices on the black market. Fortunately for the Avianderthal, not many creatures without wings have access to their territories. At the end of their wings, Avianderthals have a hand with three clawed fingers and a primitive opposable thumb. Though the wing-hands cannot grasp during flight, they are nearly as useful as primitive human hands when the Avianderthal is on the ground. The wing muscles anchor at a bony chest plate that provides the birdman with extra protection.

The powerful legs of these creatures end in four sharp talons that can unlock and fold back to reveal another pair of functional hands, with three primitive human-sized fingers and an opposable thumb. The bones of an Avianderthal are hollow and lightweight, but tough.

An Avianderthal's face is predominately birdlike, but with human qualities. They have primitive gray-black beaks and savage, black eyes set frontally in their heads. As a result, they have keen binocular vision.

Avianderthals speak their own language and the language of giant eagles. 90% can have basic communication with any avian creature, while the other 10% speak common.

COMBAT/TACTICS: Avianderthals are a warlike race, prizing such qualities as courage in battle, personal honor and physical prowess. Their combat, however, is generally confined to wars between tribes. Territorial disputes often erupt, and long-standing hatreds and rivalries cause constant friction.

In aerial combat, an Avianderthal uses a club held in his "tallon hands" or, barring that, his talons themselves. Typically, one of these "Bird Men" carries a half dozen clubs strapped to his chest in sheaths. The clubs can be used for 1-6 points of damage or 2-8 points of damage if thrown from a great height. Owing to the Avianderthal's remarkable skill at throwing clubs in the air, it incurs none of the attack penalties for aerial missile fire.

Avianderthal

AKA: Bird-Man
HACKFACTOR: 1
EPVALUE: 65
CLIMATE/TERRAIN: Tropical & Temperate Mountains
FREQUENCY: Very Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Good
NO. APPEARING: 1-10
SIZE: M (15' wing span)
MOVEMENT: 6", (36" flying, C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 7
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6 (clubs) or 2-8 (thrown club) or 1-3 (beak)
SPECIAL ATTACKS: Talons 1-3 each one, Beak 1-3/Shamans can perform clerical spells dedicated to improving battle performance.
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1+2

Its favorite attack is to dive at an opponent while clutching a club in each hand, then pulling out of the dive just as it reaches its target and striking with a blood-curdling shriek. This attack is at +4 to hit and causes double damage, although the birdman must be able to dive at least 200 feet for it to be effective.

If cornered on the ground, an Avianderthal's beak can be used for an additional attack at 1-3 points of damage.

HABITAT/SOCIETY: Avianderthals live in small tribes numbering 11-30 members and each tribe will have a Shaman of first to third level of ability. Each tribe has a hunting territory of about 10,000 square miles, with skulls and rocks painted in the tribal colors marking the boundaries.

Tribal members dwell in rookeries, where young are hatched in soft nests made of feathers and bits of cloth. Female Avianderthals are skilled in weaving, and they create the colorful banners, pennants and nest linings used by the tribe.

The most skilled male serves as the tribe's leader. Challenges to leadership are often made, and these challenges are encouraged because they not only ensure the most able member leads the tribe, it hones the fighting skills of others. Of course, these challenges are not fought to the death, in order to preserve the tribe's fighting strength.

Avianderthal tribes each have a shaman, whose importance to the tribe is paramount. These clerics, usually the eldest male, spend their time performing ceremonies to boost the fighting abilities of the tribe, as well as to honor their obscure war-like deities. They also heal the sick and wounded. Few outsiders know much about the Avianderthal religion.

Males spend most of their waking hours training for battle and hunting for food. Some older males take on the roles of battle lords, taking time to train younger Avianderthals. Females weave cloth, build



nesses, care for young, cook, and also train in combat. They are the ones who must defend the tribe's homeland when the males are away at war.

Avianderthals are extremely claustrophobic and will not willingly enter an enclosed area.

ECOLOGY: Avianderthals have little to do with other species and they rarely encounter humans. Those who hunt these creatures for feathers have been few, and most of them have been short-lived. There have been a few rumors of farmers in remote locations who have seen strange-looking birdmen grab livestock and fly away. If food becomes scarce in a territory, it is possible that Avianderthals will travel closer to civilization to obtain food. They do not usually eat intelligent creatures, but there is nothing they will not do to preserve the life of their tribe.

YIELD:

Medicinal: Nil

Spell Components: The blood of an Avianderthal can be used for 2-8 Potions of Flying.

Hide/Trophy Items: Tribal pennants are worth 1-6gp, while feathers sell for 10gp each. Some collectors may pay more. In most places, it is illegal to sell these feathers.

Treasure: D

Other: Nil.

Babbler, Cantankerous

DESCRIPTION: All Cantankerous Babblers appear as short, balding men with pale skin and wrinkles. They dress in dirty rags, are unkempt, and smell sour and unwashed.

COMBAT/TACTICS: Cantankerous Babblers frequent dungeons, where they look for small groups of adventurers. Once they spot a group, they will follow them relentlessly and criticize everything they do. One may try to instruct a fighter on the best way to swing a sword in the heat of a battle, for instance.

Their babbling negates nearly anything a party's bard can do to elevate the group morale. Additionally, they will cause spell failure for magic users 10% of the time. A Cantankerous Babbler will also subtract three points of honor from a party for every day it is present.

Killing any type of Babbler is bad luck. Anyone who does so will suffer -4 modifiers to all dice rolls until a Remove Curse spell is performed upon him.

HABITAT/SOCIETY: No one knows where these creatures come from, but they are often found frequenting dungeons. They will travel outside

Babbler, Cantankerous

AKA: Grumpy, Crazy Old Man

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-6

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Babbling

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 15 hit points

of the dungeon; however, in order to stay with a party they have latched onto. Not much else is known about them.

ECOLOGY: Again, these ill-tempered creatures seem to exist for one purpose only, to annoy people and create havoc. Because of their chaotic behavior, many believe they are creations of a chaotic deity, but that has not been proven.



YIELD:

Medicinal: A Cantankerous Babbler's pancreas can cure gout.

Spell Components: The tongue of one of these creatures can be used in a Confusion spell with a -1 saving throw modifier or to make a Potion of Delusion.

Hide/Trophy Items: Nil

Treasure: M

Other: A Babbler's blood can be made into a potion that will age a victim 1-12 years.

Babbler, Incessant

DESCRIPTION: Incessant Babblers can appear in many forms. Most who have encountered them are unaware that they have encountered anything other than a normal person. They generally appear to groups of adventurers as a member of any race that will be accepted by the group. However else they appear, they will always be seen as someone who is non-threatening and friendly.

COMBAT/TACTICS: Incessant Babblers look for groups of adventurers to befriend. They will approach in a non-threatening manner, usually without any weapons. They will offer to help in any way they can, whether it be carrying firewood or helping with navigation. They may even approach a camp of adventurers bearing some type of delicious food and drink. Once they have established a bond with a group, they will begin to talk. Once they begin, they will talk incessantly, as their name suggests. After they have become attached to a group of people, an Incessant Babbler will not go away.

Inside dungeons, one of these Babblers will follow the group at a short distance, talking continuously and clearly. His relentless banter will be enough to attract any monsters or NPCs wandering nearby.

If a party is seen with one of these creatures by anyone, the group's honor factor will fall 2 points per day.

Anyone who kills a babbler will suffer bad luck in the form of a -4 modifier to all die rolls, until he has a Remove Curse spell performed upon him.

HABITAT/SOCIETY: Little is known about Incessant Babblers since those who encounter them usually believe them to be just annoying people.

ECOLOGY: Again, little is known about how they came into being because few have been able to detect what these creatures really are. Some clerics believe these beings have ties with certain chaotic deities, who protect them.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Babblers, Incoherent

DESCRIPTION: Incoherent Babblers can appear as any type of very attractive person, depending on the race of their victims. They use their mesmerizing good looks to lure victims into their world of confusion.

COMBAT/TACTICS: These creatures can be found in heavily populated areas, or sometimes in dungeons.. Their speech is muddled, complicated and yet, hypnotic. Anyone who listens to one of these Babblers for even a second must save vs. magic or become enthralled for 1-4 rounds. Thereafter, the victim can only make another saving

Babblers, Incessant

AKA: Niggling One

HACKFACTOR: 2

EP VALUE: 66

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO.APPEARING: 1-6

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Babbling

SPECIAL DEFENSES: Magical protection

MAGIC RESISTANCE: Standard

HIT DICE: 15 hit points

Babblers, Incoherent

AKA: Drunks

HACKFACTOR: 2

EP VALUE: 67

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO.APPEARING: 1-6

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Babbling

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 15 hit points

throw at -1, cumulative each time the person misses a save. Once the victim can no longer save, he will be forced to listen to the babbler until it gets done talking, 1-4 hours later. Afterward, the victim will fall into a deep sleep for another hour.

It is unlucky to kill one of these creatures. To do so will bring about -4 modifiers to all die rolls until a Remove Curse spell can be performed upon the bearer of the bad luck.

HABITAT/SOCIETY: Incoherent babblers can be found in just about any location where there are people. Although because they appear normal, except for their exquisite beauty, few ever realize they have encountered such a creature. Those who have been put to sleep by such a being frequently suffer from memory lapse about the meeting (75% of the time). Others who retain memories of the events still remain unsure of what happened to them.

ECOLOGY: No one is sure where these creatures come from. Incoherent Babblers are not a topic of many conversations as most who do encounter them would rather forget the hazy experience. In fact, discussing anything about an Incoherent Babblers will be likely to attract one (10% chance).

YIELD:
Medicinal: Nil.
Spell Components: Nil.
Hide/Trophy Items: Nil
Treasure: M
Other: Nil

Babbling Instigator

DESCRIPTION: These tiny creatures hail from the Planes of Chaos and live to spread discord wherever they go. Although normally invisible, when a Babbling Instigator is seen, it appears as a tiny, elf-like creature about ten inches tall.

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. They also gather up the darkest secrets of their victims and then make such secrets public knowledge. Anyone who is attacked in this way by one of these nasty little creatures suffers an immediate 3-point loss of honor.

Once the Babbling Instigator has chosen a victim, who is usually a fighter with a more than healthy ego, he will remain invisible, then

Babbling Instigator

AKA: Agitator Imp

HACKFACTOR: 2

EP VALUE: 420

CLIMATE/TERRAIN: Crowd Areas/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

Attack/Defense Modes: Nil/Nil

MORALE: Confident (11-12)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: ESP

SPECIAL DEFENSES: Invisibility, Anonymous Screen

MAGIC RESISTANCE: 20%

HIT DICE: 10 hit points

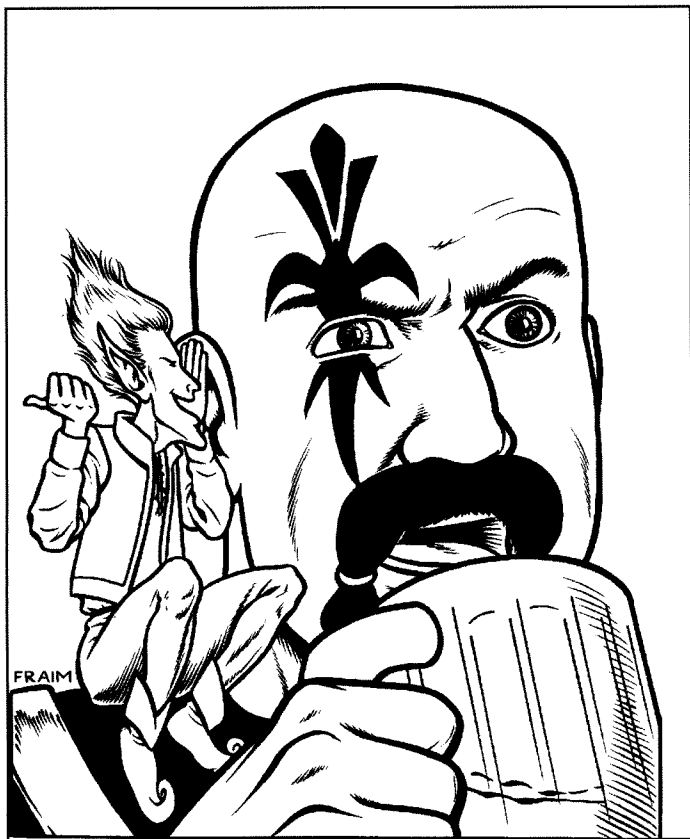
hop up to the victim's ear and begin whispering things about his companions that would likely start a fight. A victim must save vs. magic or start a fight. Chaotic characters save at -2.

The Instigator is usually 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 vs. magic, he will notice that "something" isn't quite right. Anyone who uses a Detect Magic spell on the victim, however, will be able to uncover the Instigator.

HABITAT/SOCIETY: These creatures occasionally travel in pairs, each trying to outdo the other. A Babbling Instigator will stay with a victim until it is discovered, or until its victim is killed or knocked unconscious in one of the fights he starts.

ECOLOGY: Babbling Instigators are created from waves of mistrust that exist on the Planes of Chaos. Should one of these creatures be killed, it will fade away harmlessly 50% of the time. Otherwise, it will explode and do 1-6 points of damage to all those in a 6' radius upon death.

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 and 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 a Wand of Discord

Hide/Trophy Items: Nil

Treasure: V (these will be of proportionate size)

Other: Bones are a key ingredient to create Medallions of Thought Projection

Baboon

DESCRIPTION:

Flashing teeth, piercing calls and shiny red posteriors are the most common attributes ascribed to the Baboon.

Baboons are about the size of a large dog, with grayish-brown fur, a pink face, and an enormous head with crest and beard. They are aggressive, with strong, elongated jaws and powerful arms and legs.

COMBAT/TACTICS:

These animals travel in large herds, known as troops. These are often composed of 30-100 individuals.

Even though Baboons have been known to be

aggressive, they rarely attack anything for any reason other than getting food, unless provoked. When incited to battle, they may use either their strong arms and legs to punch or kick (1-4), and their sharp fangs to bite for 1-8 points of damage. Those bitten have a 10% chance of contracting a disease that will cause 1-4 points of damage per day until cured.

Baboon

AKA: chacma, mandrill, olive baboon

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: rocky, open lands, deserts, savannas

FREQUENCY: Common

ORGANIZATION: troops

ACTIVITY CYCLE: Day

DIET: Omnivores

INTELLIGENCE: Animal

ALIGNMENT: Neutral

NO. APPEARING: 30-100

SIZE: S (3'-4' high)

MOVEMENT: 14"/12" in trees

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (5-7)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-4

SPECIAL ATTACKS: Strong, elongated jaws, diseased saliva

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1



When encountering a troop, PCs have a 10% chance of coming face to face with one of the 2-8 leaders of the troop, who get +1 to hit and damage on all attacks. If one manages to kill one of the leaders, there is 50% chance the rest of the troop will turn and run. There is also a 50% chance the rest of the troop will become even more savage, with all of them getting +1 to hit and damage on attacks.

What distinguishes them from most other monkeys is their size and that they do not normally climb, or travel through trees. However, they can do so if they have to.

HABITAT/SOCIETY: Baboons live in rocky open lands in hot dry places. They can also be found in woodlands in hot dry climates. These monkeys use specific calls to communicate with each other.

ECOLOGY: Females bear young for about six months before they give birth. They usually bear one offspring at a time, although on rare occasions, females will give birth to twins. In some societies, these primates are considered sacred, and are worshiped as gawds.

YIELD:

Medicinal: The brain of a Baboon is considered a delicacy in some cultures.

Spell Components: Nil

Hide/Trophy Items: Baboon pelts are worth 2-5gp, heads 1-10gp

Treasure: Nil

Other: Nil.

Baboon-Man

DESCRIPTION: These creatures resemble large, upright baboons with human faces. They are more intelligent than common Baboons, but less intelligent than most humans. They have a distinct odor, which emanates from their bodies and is highly offensive to most civilized people.

COMBAT/TACTICS: Baboon-men prefer to use spears (1-6) and small axes (1-6) in combat, which they will hurl from the trees at their enemies. Some particularly smart Baboon-men have developed short bows and will be well stocked with arrows (2-12). They can also do 1-4 points of damage with their hands.

The most intelligent of the Baboon-men will be the shaman or shaman/chief, who will have skills equal to a cleric of 1-6th level or a 2-4th level fighter/cleric. Loud noises or huge, violent displays of power frighten and confuse Baboon-men (morale check). Fighting with Baboon-men increases their stink considerably. After 2 combat rounds this strong smell will

repel creatures within 10 feet of them unless those smelling the odor make a saving throw versus poison. Those that do save may approach the baboon men but suffer a -4 penalty to hit.

HABITAT/SOCIETY: Living in simple tree houses or huts, Baboon-men live in loose tribes run by the strongest among them. Baboon-men worship the ApeGawd and will cooperate with Ape Shamans and their ilk on a limited basis. These primates enjoy trading for conveniences, such as cooking pots and well-made weapons, but they may just turn on the traders in order to take what they want. They have little conscience about using deceit to get what they want.

ECOLOGY: These creatures are born just like Baboons and mature after 3 years. Baboon-men know a little about domesticating animals and farming and will sometimes keep one or two pieces of livestock.



YIELD:

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: Nil.

Treasure: U (shaman), W (lair)

Other: Nil.

Baboon-Man

AKA: Sybian, Monkey-man

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Temperate/
Tropical/Forest/Mountain

FREQUENCY: Uncommon

ORGANIZATION: Tribes

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low to High (5-14)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 10-40

SIZE: S (3'-4' high)

MOVEMENT: 12", 6" in trees

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (5-7)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 or by
weapon

SPECIAL ATTACKS: Stench

SPECIAL DEFENSES: Climbing

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

Badger, common/Dread

DESCRIPTION: Badgers are nocturnal creatures with black and white striped faces, gray body fur and black fur on the legs. When surprised or threatened, Badgers are vicious and unforgiving.

Dread badgers are similar in appearance to their milder cousins, but their fur is more disheveled, with patches missing. Their teeth are also longer and their eyes have a sinister red gleam.

COMBAT/TACTICS: Badgers are extremely territorial and will staunchly defend their territory. When Badgers attack, they are a

Badger	common	Dread
AKA:	Woodland burrower	Devil Dawg
HACKFACTOR:	0	1
EP VALUE:	15	65
CLIMATE/TERRAIN:	--- Forest/Temperate ---	
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	--- Family ---	
ACTIVITY CYCLE:	Night	Any
DIET:	--- Carnivore ---	
INTELLIGENCE:	Semi (2-4)	Low (5-7)
ALIGNMENT:	--- Neutral (50% good, 50% evil) ---	
NO. APPEARING:	2-5	1
SIZE:	--- S (1'-2' long) ---	
MOVEMENT:	--- 3", 1" Burrowing ---	
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	Unsteady (8)	Defiant (17)
ARMOR CLASS:	--- 4 ---	
NO. OF ATTACKS:	--- 3 ---	
DAMAGE/ATTACK:	--- 1-2/1-2/1-3 ---	
SPECIAL ATTACKS:	Nil	Rabies, Death Leap
SPECIAL DEFENSES:	--- Nil ---	
MAGIC RESISTANCE:	--- Standard ---	
HIT DICE:	1+2	1+4

whirl of claws and teeth. If a Badger is able to hit with both sets of claws, and with its teeth in one round, this means it is too close for its opponent to hit with a long weapon such as a polearm.

Dread badgers are horrid forest fiends that have become insane because they have been infected by rabies. Anyone bitten by a dread badger has a 5% chance of contracting rabies. Additionally, this vicious creature will sometimes climb up a small tree or hill in order to leap upon a PC's face and attack his eyes. A Cure Disease spell turns a Dread Badger into a regular badger.



HABITAT/SOCIETY: Badgers live in burrows, and are nocturnal, feeding upon earthworms, flower bulbs, small mammals and young rabbits. Badgers also eat carrion and may even eat livestock. They love blackberries and apples, as well as wheat and other grains.

Dread badgers are unpredictable, and it is said they do not sleep. Dread Badgers only live 1-4 months before dying of exhaustion and disease.

ECOLOGY: If more than one Badger is encountered, it will be part of a mated pair with young. Young have 1hp and bite for 1 point of damage. Dread Badgers are created when one that is infected bites a common Badger.

YIELD:

Medicinal: Nil.

Spell Components: Badger fur is good for Animal Summoning I with a 10% greater range, Dread Badger fur is good for Diseased Animal Summoning I

Hide/Trophy Items: Badger pelts are worth 10-30gp. Dread badger pelts are matted and diseased and therefore worthless, although clever players may find uses for them as biological weapons. Of course, no GM of any merit will let a PC know this.

Treasure: Nil

Other: Nil

Badger, giant

DESCRIPTION: This isn't like all the other badgers. This is a giant badger. It is really big. Bigger than you. Giant Badgers look all scary, because they're so big, but they can be nice too if you feed them fish. Giant Badgers need to eat alot of fish because they're so big.

COMBAT/TACTICS: The Giant Badgers don't like people, so they run away. But if you go to Badgerland, then the Giant Badger gets really, really mad and bites you. It's big, so the bite hurts alot. If you take the Badger's fish, he bites whoever took it. If you feed the Badger fish, then he purrs and is happy.

HABITAT/SOCIETY:

Badgers like to dig holes, so Giant Badgers dig giant holes. Some holes are 1000' wide and 1,000,000 feet deep. Badgers never fall into the holes because they dug it and they are so big. People who fall down the badger hole get hurt and then the Badger buries them. Badgers like to play at night and go fishing.

ECOLOGY: Giant badgers have giant babies. The Daddy Badger and the Mommy Badger have the Baby Badgers. Sometimes the Daddy Badger leaves and only sees the Baby Badger on the weekends,

Badger, giant

AKA:	---
HACKFACTOR:	3
EP VALUE:	65
CLIMATE/TERRAIN:	Forests/Plains/ Swamp/Mountains
FREQUENCY:	Uncommon
ORGANIZATION:	Social groups
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
ALIGNMENT:	Neutral
NO. APPEARING:	2-5
SIZE:	H
MOVEMENT:	6", (3" burrowing)
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Unsteady (8)
ARMOR CLASS:	4
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	claws, bite
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	3

but the Daddy Badger isn't mean and the Mommy Badger still loves him very much.

YIELD:

Medicinal: The blood makes you brave.

Spell Components: The heart is good too. It can make a potion of Heroism.

Hide/Trophy Items: The fur is worth at least 10-30gp

Treasure: Fish

Other: Stinky gland (scent can be used to drive away other animals).

Contributor Name: Timmy Jackson

Bandy Tailed Fighting Cock, giant

DESCRIPTION: A Giant Bandy Tailed Fighting Cock is an impressive creature, towering over 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 brilliant steel blue.

When challenging an enemy, a Giant Bandy Tailed Fighting Cock lets loose a distinctive, shrill war whoop that can be heard by everyone within a 100' radius.

COMBAT/TACTICS: The Giant 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 for 1-10 points of damage, at +4 to hit. If the Giant Bandy Tailed Fighting Cock loses a leg, it will attempt to flee at full movement. If two of its four legs are lost, it will flee 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, it will breathe a toxic cloud of smoke, which will envelop a 10' radius and does 2-12 points of damage to all creatures in the area, except itself. Anyone enveloped in this toxic cloud will not only suffer damage, but will have to save vs. poison, or become feeble-minded for three hours.

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

Bandy Tailed Fighting Cock

AKA: Killer Cock, Hell's Chicken
HACKFACTOR: 4
EP VALUE: 2700
CLIMATE/TERRAIN: Underground/ Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Small Gangs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-8
SIZE: L (15' tall)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Unsteady (8)
ARMOR CLASS: 8 (body), -1 (legs)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-8/1-8/1-10
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Toxic Smoke
MAGIC RESISTANCE: 35%
HIT DICE: 5+5



YIELD:

Medicinal: Nil.

Spell Components: Feathers make excellent quills for use in writing scrolls.

Hide/Trophy Items: A mounted Bandy Tailed Fighting Cock fetches 100-1,000gp

Treasure: F

Other: The legs make excellent evil magic staves.

Bane Lord

DESCRIPTION: Bane Lords are fierce warriors who retain the great intelligence they had in life. Appearing as a gaunt, decaying corpse, with burning red eyes, the Bane Lord bears the wounds that it suffered at the point of death. For instance, if he had been decapitated, then his head would be held in place with stitching or a helmet.

COMBAT/TACTICS: Bane Lords can Command Undead as clerics of 12th level although intelligent undead get a saving throw. Unlike evil clerics, Bane Lords can use this ability without relying upon an unholy symbol. This will work upon any undead creatures within 50' of the Bane Lord or 10' of an undead creature controlled by him.

Bane Lords can see through the "eyes" of any undead they control and can, conceivably, control an army of thousands from a remote location.

Bane Lords can Animate Dead three times per day at 12th level ability. Additionally, the Bane Lord will have all the abilities of a 10th level fighter or higher and will, most likely be carrying any magic weapons, armor, shield and whatever else he owned in life. Bane Lords can Summon an Undead Steed (AC 7 HD 4+4 #At3 D1-6/1-6/1-3, movement 24") at any time.

Bane Lords rarely retreat, are often skilled at building siege weapons, and may instruct their minions on their proper use. The gaze of these unholy generals causes fear. Those who face his grim visage must save vs. fear or flee for 2-12 rounds.

Any creature that fails its saving throw three times in a row must, thereafter, save vs. death magic or die from fright.

HABITAT/SOCIETY: Bane Lords perished leaving a goal unfinished. This often occurs when a competent evil general is forced to serve under an incompetent ruler and obey his unwise orders. Bane Lords manifest themselves to battle on the date of an important anniversary, or after a further disgrace, such as when their tomb is disturbed.

Once aroused, one of these generals will first attempt to reacquire any important items they once held in life, including magic items, weapons or armor. Anyone who happens to be in possession of one of these items will find himself facing the wrath of a Bane Lord. Once one of these generals has accumulated the items he feels he needs, he will begin to amass an undead army in order to exact his revenge.

ECOLOGY: Bane Lords are driven by their unfinished goals from life. Regenerating at the rate of 2 hit points per round, they always bear the mark of the wounds they suffered upon their deaths. Each Bane Lord has a spectral bond with a place or item of importance to him in life. For instance, one Bane Lord might be linked with his family crest, while another might have a special attachment to a magic sword or the name of a town or castle. What is important to remember is that even if a Bane Lord is defeated in combat and "killed" it will continue to manifest itself every year until the item or place that is associated with him is destroyed, exorcised or officially renamed.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Roll Randomly: 2 magic weapons, 1 magic suit of armor, 1 magic shield (if usable), 50% 1-2 magic rings, otherwise roll 1-3 random usable magic items that are not potions, rings, armor or weapons.

Other: Nil

Bane Lord

AKA: Lord of Curses, The Unholy Host

HACKFACTOR: 39

EP VALUE: 5000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary/Army

ACTIVITY CYCLE: Any

DIET: Life

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (5'-6')

MOVEMENT: 12" (24" w/undead horse)

PSIONIC ABILITY: (normal chances)

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: -3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: Gaze of Fear/
Undead Army

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Standard

HIT DICE: 10+4 or higher

Banshee

DESCRIPTION: The Banshee or groaning spirits, are, in Garweeze World, the spirits of evil women. Some say they merely portend death by their eerie wailing, but others swear that these spirits actually kill. The only thing that is certain is that death follows in their wake.

Most Banshees will appear as an old hag with long, streaming hair, dressed in a gray cloak over a green dress. Her eyes are fiery red from constant weeping and wailing. In some instances, Banshees have been known to appear as beautiful women. It is said that when more than one Banshee join together in wailing, they foretell the death of someone very great or powerful.

COMBAT/TACTICS: The mere sight of a Banshee causes fear unless a successful save vs. fear roll is made. Failure means the victim will flee in terror for 10 rounds and is 50% likely to drop any items he was carrying. Any creature within 30' of the banshee when it wails must make a successful save vs. death magic roll or die immediately with their face twisted in horror. Banshees can only wail in this manner once per night. They cannot appear in daylight.

The mere touch of a groaning spirit causes 1-8 points of damage.

Banshees are non-corporeal and immune to weapons of less than +1 enchantment. They are 50% resistant to magic, immune to charm,

Banshee

AKA: Groaning Spirit

HACKFACTOR: 22

EP VALUE: 4000

CLIMATE/TERRAIN: Deserted
streams, hills or ruins

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Life

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (5'-6' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Death Wail

SPECIAL DEFENSES: +1 or better
to hit

MAGIC RESISTANCE: 50%

HIT DICE: 7



sleep and hold spells, as well as cold or electrical attacks. Holy water does 2d4 points of damage. Casting the spell Dispel Evil will destroy them. These spirits can sense living beings in a 5-mile radius.

Banshees turn as “special” undead. It is said that if one captures a Banshee who appears to foretell a death, she is forced to reveal the name of the doomed.

HABITAT/SOCIETY: Banshees make their homes in desolate countryside, near streams or in the hills. They also haunt ancient ruins, hiding by day, wandering by night. Their territories are often strewn with the bones of victims. The treasure of groaning spirits is considerable.

These spirits speak numerous languages including Common, Elf and other demi-human languages.

ECOLOGY: Banshees create blight wherever they settle. Their only pleasure is the misfortune and misery of others. Any vegetation near a Banshee’s lair will die and be replaced by numerous twisted thorn bushes. Occasionally, Banshees appear to seek revenge on adversaries they had in life.

YIELD:
Medicinal: Nil.
Spell Components: Nil.
Hide/Trophy Items: Nil.
Treasure: D
Other: Nil.

Banshee Lord

DESCRIPTION: Banshee Lords rule the winds. They are the source of the haunting sound when the winds appear to moan and howl during bad weather. They are spirits of vengeful Elven Gawds of the past, gawds who were destroyed. They are the undead of Elven gawdhood, filled with the greatest rage imaginable.

A Banshee Lord exists to punish all life, but he saves his most devastating punishment for elves. He appears as a terrifying specter, wearing the tattered robes of royalty and a corroded royal chain. Its scepter is covered in blood.

COMBAT/TACTICS: A Banshee Lord’s touch is so cold, it does 1d12 points of damage to any living creature. He radiates fear in a 60’ radius and can Death Wail at the same range. Anyone who hears his cry must save vs. magic or die. Anyone within range of its fear attack must save vs. fear at –4 or become paralyzed for 3 rounds. There is a 75% chance that anyone who fails to save vs. fear will become a mindless slave of the Banshee Lord. The only way to release such an

enslaved person is to slay the Banshee Lord, or rescue the person and have a Remove Curse spell performed on him. If the Banshee Lord strikes with his scepter, he does 1d20 points of damage.

HABITAT/SOCIETY: Banshee Lords can easily control undead types of Ghouls and below, and most humanoids will follow one out of fear. Banshee Lords are only active at night.

ECOLOGY: Because Banshee Lords are undead, they have the usual immunities of the undead, and they can be turned as Spectres. One can be killed with a Banishment or Holy Word spell.

Elven mages have long told the tale of an attempt to put the spirits of these gawds to rest. They say the only way the world will ever be free of these haunting lords is for a group of 100 worshippers to travel to the Ethereal Plane and petition the gawds to have these spirits re-instated into the pantheon. Similar attempts, however, have failed because the other Gawds consider these lords to be inferior.



YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: E, corroded chain, bloody scepter doing 1d20 damage
Other: Nil

Barbarian, warrior

DESCRIPTION: Barbarians are simply uncivilized people who have a private culture and social structure. They can sometimes be seen in cities, where their appearance is quite noticeable. They are often unwashed, unshaven and scantily clad. Sometimes, however, they simply dress in unique ways, using natural material such as fur, hide and woven grasses. They may wear their hair in unique ways, depending on the area they are from. Some shave sacred symbols into their heads, or tattoo them on their bodies. Some even brand or carve special symbols into their flesh.

COMBAT/TACTICS:

Barbarians are fierce, formidable fighters who, for the most part, are feared by civilized people. Many knights and nobles feel a duty to either rid the land of these "savages" or to "civilize" them.

Since barbarian tribes are so widespread, the weapons used by them are equally diverse. Woodland tribes tend to favor bows, axes and clubs. Desert tribes tend to use swords, scimitars and spears. There are aquatic tribes who use tridents, nets and cutlasses.

Barbarians from different sections of Garweeze Wurd possess various resistances and defenses. Those from cold climes can resist cold and those from tropical areas can resist heat. They are all proficient in using natural camouflage, so when encountered in their native habitat, they



Barbarian, warrior

AKA: --
HACKFACTOR: 3
EP VALUE: 175
CLIMATE/TERRAIN: Any uncivilized
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1
SIZE: M (6' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 3
NO. OF ATTACKS: 3/2
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5+2

surprise 70% of the time. When in unfamiliar territory, however, they surprise as a normal fighter.

There are Barbarians who live in mountainous regions who are proficient in mountain climbing. Woodland barbarians are skilled at tracking and other woodland survival skills. They are all proficient at surviving in their native environments. They all get +4 to Endurance due to the fact that they have had to survive in tougher conditions than most other members of society.

HABITAT/SOCIETY: As stated before, Barbarian tribes inhabit all types of climate and terrain in Garweeze Wurd. As a rule, they tend to live in tribes of closely-knit families. Chiefs usually govern these tribes. In some tribes, males are favored as chiefs, while in others, females are the leaders.

ECOLOGY: Biologically, Barbarians are just like other people. They may be more physically fit, but they still need food, water and shelter to survive. They tend to be distrustful of civilization, and of the use of magic. They may, however, revere clerics who perform healing magic and many tribes have shamans who intervene with the gawds to benefit the tribe.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: There are rumors that certain Barbarian tribes know the whereabouts of ancient cities of jade, gold and pearl.

Other: Nil

Barbarian, urban

DESCRIPTION: Unlike the Barbarians of the wastes, Urban Barbarians have adapted to city life, yet cling to savage traditions. These individuals are either Barbarians who have been separated from their wilderness tribe, and have had to adapt to civilization, or they are people who simply don't fit in with general society. They have formed tribes who have developed in sprawling cities where huge portions have fallen away from normal society and have reverted to a more savage, untamed way of life.

They dress in thrown away clothes, pelts of dead pets and other animals, discarded sacks and other items found in the rubbish heap.

Barbarian, urban

AKA: Street Savage, City Savage
HACKFACTOR: 0
EP VALUE: 65
CLIMATE/TERRAIN: Cities
FREQUENCY: Uncommon
ORGANIZATION: Tribes
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low to High (5-14)
ALIGNMENT: Chaotic (Good to Evil)
NO. APPEARING: 1-100
SIZE: M (6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+2

COMBAT/TACTICS: Also called Urbans, these Barbarians use the city to camouflage themselves. They are perfectly at home sleeping in a sewer with the rats, basements with the mice or in the trash with the maggots. In their native habitat (the region of a city they con-

trol) they get +1 to surprise. Urbans employ large melee weapons made from discarded cart axles, metal signs or other weapons. They will also carry a variety of small weapons on their person for escape or as back-up weapons. A City Savage can use even small shards of glass with deadly efficiency.

Most Urbans wear armor made from bits and pieces of other armor that got thrown away. In areas where Urbans are persecuted 10% of the population will be equal to 2-4th level Barbarians and 2% of the population will be 2-12th level Barbarians.



HABITAT/SOCIETY: Urban Barbarians run free in the ruined buildings of the wild part of the city they control. Whatever city dwellers waste, Urban Barbarians are happy to find and use. They sometimes raid trash bins for useful items. Their special skills grant them the ability to Scrounge, which allows them to find useful items in rubbish. Each Urban Barbarian gains +1 to hit and +1 damage against rats because of their great familiarity with the rodents. 20% of all Urban Barbarians use so much guttural slang, they can only be understood by other Urban Barbarians.

ECOLOGY: Although Urban Barbarians are uneducated, most are fairly intelligent. Because of their cunning and knowledge of the streets, Urban Barbarians have become feared in cities where law and order have broken down in large sections

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: K

Other: Nil

Barracuda

DESCRIPTION: The Barracuda is a primitive fish that swims in the oceans and salt seas of Garweeze Wurld. They have long, slender bodies covered with small, silvery scales, with a primitive dorsal fin and a spotted back. Their large mouths are full of fang-like teeth.

COMBAT/TACTICS: Barracudas are so vicious they will attack any-

thing that moves in the water. Their voraciousness sometimes drives them to leap from the water to take a bite of someone's fingers or toes.

They are lightning fast, going from a standstill to full speed in a single round, giving them +5 on all initiative rolls. Obviously, the bigger the Barracuda, the more damage it does. For every hit die one of these fish has over one, they get a +1 to damage.

HABITAT/SOCIETY: Barracuda are found in warm ocean waters and salt water seas, where they swim in schools and can grow up to 8' long. When not biting people, they eat other fish, shrimp and other small sea creatures.

ECOLOGY: Barracuda spawn in the spring, when they move to more temperate waters where the young Barracuda larvae feed on plankton.



YIELD:

Medicinal: Nil

Spell Components: Barracuda scales are used to make potions of Swimming and potions of Fish Control

Hide/Trophy Items: Stuffed Barracuda sell for 1-4 gp each depending on their size

Treasure: Nil

Other: People love the taste of these fish, and will pay a few gold pieces for a good meal. Taverns and inns will buy these fish in bulk, paying about 10 g.p. per pound.

Barracuda

AKA: --

HACKFACTOR: 1

EPVALUE: 15-65

CLIMATE/TERRAIN: Salt Water

FREQUENCY: Uncommon

ORGANIZATION: Schools

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: S to L (1' to 8' long)

MOVEMENT: 30" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8 + number of hit dice

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-3

Basilisk, burrowing

DESCRIPTION: This tiny Basilisk is the only member of the Basilisk family without a gaze attack. Its hide is green or greenish yellow, and it has one horn on the top of its head.

COMBAT/TACTICS: Being the smallest of the Basilisk species, this timid creature prefers to hide (50% of the time) or climb above potential prey. If cornered, it will bite, but its most gruesome attack involves burrowing into the flesh of its prey at amazing speed, doing between 1-6 points of damage.

Once a Burrowing Basilisk has dealt out 12 points of burrowing damage or more, it has sufficiently dug into its victim to secrete special petrification oil, which instantly petrifies the victim with no saving throw. Petrification is slow and extremely painful, taking a full melee round. In battle, PCs who beat the creature's initiative can opt to sever the limb where the creature dwells, thereby saving the rest of the body.

HABITAT/SOCIETY: Burrowing basilisks make their nests in the petrified bodies of their prey. Amongst their own kind, they are friendly and cordial, but they actively avoid Basilisks significantly larger than they are, because the latter usually see the smaller Burrowing Basilisk as an easy meal.

ECOLOGY: A Burrowing Basilisk will remain in the body of its prey, consuming it from the inside out until the body literally crumbles to pieces. The monster then leaves the shredded corpse and moves on in search of other prey.

YIELD:

Medicinal: Nil.

Spell Components: Burrowing

Basilisk eyes are perfect components for a Stone to Flesh spell in lieu of other components. Horns can be used for a Statue Spell. Only a skilled animal handler can remove the full gland of a Burrowing Basilisk, which, if properly treated, makes an excellent Potion of Petrification.

Hide/Trophy Items Nil

Treasure: R

Other: Burrowing Basilisk eggs sell for 10-80gp to the right buyer.

Basilisk, burrowing

AKA: Digging Basilisk

HACKFACTOR: 2

EP VALUE: 270

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: T (6" long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3 or burrowing

SPECIAL ATTACKS: Burrowing, Petrification

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1

Basilisk, Dracolisk

DESCRIPTION: These reptilian monsters can gaze at any creature made of flesh and turn it to stone. Through exhaustive research, it has been learned that these exotic and dangerous beasts are the result of breeding between a rogue black dragon and a very large basilisk.

They have small but sturdy wings, and can fly for short distances. They resemble deep brown dragons in color, and they are very quick, despite the fact that they have only six legs.

COMBAT/TACTICS: All types of Basilisks have a gaze attack. The Dracolisk's gaze attack is unique among his Basilisk cousins in that it is limited to the plane the monster is inhabiting. Other types of Basilisks can see into the Astral and Ethereal Planes. The eyes of a Dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because of its hooded eyes, the Dracolisk is only 10% likely to be affected by its own gaze. Opponents combating a Dracolisk and seeking to avoid its gaze fight with a -4 penalty to hit.

This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a five-foot-wide stream of acid up to 30 feet away causing 4d6 points of damage. This damage is halved if a successful save vs. dragon breath roll is made. The Dracolisk can spit up to three times per day.

HABITAT/SOCIETY: Like all types of Basilisks, Dracolisks prefer wastelands and abandoned areas to make their lairs. The area around its lair will invariably be littered with tiny statues of startled birds, terrified squirrels and other unfortunate creatures. Dracolisks love to sunbathe for hours on end, much like other reptiles.

ECOLOGY: Legend states that the first Basilisks were created by a race of blind Gawds. Dracolisks reproduce like other reptiles but there is only a 10% chance of encountering a family with eggs. The eggs are highly prized by gourmets and it is said that anyone who eats an egg omelet made with any type of Basilisk's eggs is blessed by the Gawds.

YIELD:

Medicinal: Nil

Spell Components: Powdered eyes mixed with ink can be used for spells or potions of Protection from Petrification.

Hide/Trophy Items The hide can be crafted into +1 hide armor

Treasure: F (lesser), H (greater), C, I (draco)

Other: Dracolisk blood is ideal for scroll ink.

Basilisk, Lesser/Greater

DESCRIPTION: Each of these reptilian monsters can gaze at any creature made of flesh and turn it to stone, no matter what plane the creature is on.

Lesser Basilisk: This creature's slow metabolic rate limits its movement, even though it has eight legs. A lesser basilisk usually has dull

Basilisk, Dracolisk

AKA: --

HACKFACTOR: 30

EP VALUE: 2,000

CLIMATE/TERRAIN: Any Land

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to Average (5-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-2

SIZE: H (15-20' long)

MOVEMENT: 9, Flying 15 (E)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-6/3-12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 7+3

Basilisk	Lesser	Greater
AKA:	--	
HACKFACTOR:	12	44
EP VALUE:	975	7,000
CLIMATE/TERRAIN:	--- Any Land ---	
FREQUENCY:	Uncommon	Very Rare
ORGANIZATION:	--- Solitary ---	
ACTIVITY CYCLE:	--- Day ---	
DIET:	--- Carnivore ---	
INTELLIGENCE:	Animal (1)	Low (5-7)
ALIGNMENT:	Nil	Neutral (evil)
NO. APPEARING:	1-4	1-2
SIZE:	M (7' long)	L (12' long)
MOVEMENT:	6	6
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	Confident (12)	Foolhardy (16)
ARMOR CLASS:	4	2
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1-10	1-6/1-6/2-16
SPECIAL ATTACKS:	Stone Gaze	See below
SPECIAL DEFENSES:	Nil	Surprised only on 1
MAGIC RESISTANCE:	--- Nil ---	
HIT DICE:	6+1	10

brown skin with a pale yellow underbelly and disturbingly pale green eyes. Leathery spines grow from the spinal ridge all the way to the end of the tail.

Greater Basilisk: This creature resembles its smaller cousin in coloring and in the fact that it also moves slowly, in spite of having eight legs. The greatest difference between the two creatures is size. The Greater Basilisk reaches 12' in length. Because of its size, it is often used to guard treasure troves.

COMBAT/TACTICS: All types of Basilisks have a gaze attack. Basilisks can even see into the Astral and Ethereal Planes.

Lesser Basilisk: While it has strong, toothy jaws, the Basilisk's major weapon is its gaze. However, if its gaze is reflected so that the Basilisk sees its own eyes, it will itself be petrified into a statue. This requires light, about the brightness of a torch, and a good, smooth reflector like a plate metal shield. In the Astral plane the gaze kills, while in the Ethereal plane it turns its victims into ethereal stone.

Greater Basilisk: This great guardian of treasure can attack by raising its upper body, striking with sharp claws and biting with its toothy maw. The claws bear a weak poison (save at +4 or suffer 1-12 points of damage). Its foul breath is also poisonous, and all creatures within five feet of the creature must save vs. poison at +2 or die (check each round for exposure).

Even if a polished reflector is used under good lighting conditions, the chance for the greater basilisk to see its own gaze and be petrified is only 10%, unless the reflector is within 10 feet of the creature. That's because the creature is very near-sighted.

HABITAT/SOCIETY: Basilisks prefer wastelands and abandoned areas for their lairs. The area around a Basilisk's lair will invariably be littered with tiny statues of startled birds, terrified squirrels and other unfortunate creatures. Basilisks like to sunbathe, much like other reptiles.

ECOLOGY: They say the Basilisks were created by a race of blind gawds. Basilisks reproduce like other reptiles but there is only a 10%

chance of encountering a Basilisk family with eggs. The eggs are highly prized by gourmets and it is said that anyone who eats a Basilisk egg omelet is blessed by the Gawds.



YIELD:
Medicinal: Nil
Spell Components: Powdered eyes mixed with ink can be used for spells or potions of Protection from Petrification
Hide/Trophy Items The hide can be crafted into +1 hide armor
Treasure: F (lesser), H (greater), C, I (draco)
Other: Basilisk blood is ideal for scroll ink.

Bat, arcane

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. If Detect Magic is cast upon an Arcane bat it will glow.

COMBAT/TACTICS: Arcane bats can Detect Invisibility and Detect Magic at will. They 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 magic users or as 4th-6th level magic users 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 have Neutral Good Arcane bats, while Evil dragons have Neutral Evil ones. The Arcane bats will keep their treasure hidden within the treasure trove of the creatures with which they dwell.

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

Bat, arcane

AKA: Bat of the Ancients, Winged Elder

HACKFACTOR: 7

EPVALUE: 975

CLIMATE/TERRAIN: Temperate to Tropical

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

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Blending/
Detection

MAGIC RESISTANCE: 10%

HIT DICE: 4

Bat, fire

DESCRIPTION: Fire Bats are from the Plane of Fire and 1-2 dozen will always show up when a Fire Elemental is summoned, and they will not be under the control of the summoner. Their entire bodies are flaming and radiate a temperature of hundreds of degrees. If let loose in a wizard's lab or library they can wreak heated havoc in no time.

COMBAT/TACTICS: Fire Bats ordinarily only exist on the Plane of Fire (where they are common), but can be found on this plane during a conjuration or near places like volcanoes and hot springs. Fire Bats make swooping attacks in order to bite victims and attach themselves. Once they've attached themselves to a victim, they will drain the blood at the rate of 1 hp per round, while burning the victim for 2-8 hp per round. After 3 rounds, the fire bat will withdraw from combat to its lair. Fire bats can see invisible opponents because of their sonar. Fire bats will sometimes target PCs who are wearing flammable armor first (save vs. fire or armor is destroyed). PCs who carry a great quantity of oil can really light up the night!

HABITAT/SOCIETY: Fire bats are pack hunters and will divide themselves equally amongst opponents and flee if suffering more than 25% casualties. When they die, they burst into balls of flame, returning to the Plane of Fire. They are then reborn and come back very angry. Fire bats always remember the person who "killed" them. Colonies nest in rocky and cave like areas with many exits and twists. Fire bats hoard treasure, usually gems, jewelry and other shiny trinkets. From 1-6 young fire bats at half hit dice will guard this treasure ferociously.

ECOLOGY: Reproduction amongst fire bats is achieved through fission, after the bat has gorged itself on 3 hit points of blood. 10 gallons of water will douse a fire bat (damage 1-4 to the bat) and it will need 10 rounds or a sufficient heat source to dry out.

Bat, fire

AKA: --

HACKFACTOR: 1

EPVALUE: 65

CLIMATE/TERRAIN: Extremely Heated Areas/Plane of Fire

FREQUENCY: Very Rare

ORGANIZATION: Colony

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral evil

NO. APPEARING: 11-20

SIZE: S (4')

MOVEMENT: 6"/20" Flying (8)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Immune to
Fire

MAGIC RESISTANCE: Standard

HIT DICE: 2

YIELD:

Medicinal: Nil

Spell Components: An intact Fire bat is good for a Protection from Fire spell cast at double strength.

Hide/Trophy Items The hide can be used to create a Protection from Fire Scroll with double the normal duration.

Treasure: I

Other: Nil



YIELD:

Medicinal: Nil

Spell Components: Arcane bats are highly magical and make excellent 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, general	Common	Huge	Giant	Azmyth	Night Hunter	Sinister
AKA:	Flying rat	Mobat	Mo' mobat	Stink bat	Dragazhar	Bad bat
HACKFACTOR:	0	3	1	4	2	8
EPVALUE:	15	270	420	650	420	2000
CLIMATE/TERRAIN:	Any land	Warm Caves	Any land	Any land	Any land	Any land
FREQUENCY:	Common	Rare	Uncommon	Rare	Uncommon	Rare
ORGANIZATION:	Swarm	Flock	Flock	Solitary	Pack	Band
ACTIVITY CYCLE:	Night	Night	Night	Any	Night/Any	Night
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Carnivore	Omnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Non- (0)	High (13-14)	Av-Hi (8-14)	Av-Ex (8-16)
ALIGNMENT:	Neutral	Neutral Evil	Neutral	Ch. Neutral	Neutral Evil	Lawful Evil
NO. APPEARING:	1-100	1-8	3-18	1	1-12 (1-30 in lair)	1-6
SIZE:	T (1')	S (3')	H (12'-16')	S (3')	M (7')	L (9')
MOVEMENT:	1, 24 Fl (B)	3, 15 Fl (C)	3, 18 Fl (C)	3, 24 Fl (A)	2, 18 Fl (A)	2, 21 Fl (A)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	66	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	A,B/H	Nil
MORALE:	Weak (3)	Timid (6)	Confident (12)	Brave (14)	Average (11)	Foolhardy (16)
ARMOR CLASS:	8	7	8	2	6	3
NO. OF ATTACKS:	1	1	1	2	4	1
DAMAGE/ATTACK:	1	1-2/1-4	2-8	1/1-2	1-4/1-2x2/1-6 or 3-12	2-5
SPECIAL ATTACKS:	See below	See below	Nil	Magic use	Nil	Magic use
SPECIAL DEFENSES:	Nil	See below	See below	Magic use	Nil	Missile Protection
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	40%
HIT DICE:	1-2 hp	4	6	2	2+2	4+4

Bat, general etc.

DESCRIPTION: Bats are common animals in many parts of the world. On Garweeze Wurld, ordinary bats are quite deadly. With almost 2,000 different species of bats, they range in size between 2" wingspans to 15' 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.

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.

Huge Bats (Mobats): Mobats enjoy warm-blooded prey that they can bite to death with their fangs. They have a dim, evil intelligence that gives them a desire for small shiny objects. Anyone firing a missile weapon at these creatures suffers a -3 penalty to hit. If bitten by the bat, there is a 1% chance per point of damage of contracting rabies.

Rabies requires an incubation period of 1d4+6 days, during which time the victim will eat less, drink less and become increasingly irritable. At the end of this period, the victim has 10 days to live and must make a Wisdom check for anything that might anger him (GM's choice). Should the Wisdom check fail, the victim will foam at the mouth and fly into a homicidal rage until killed or knocked unconscious. Cures include Wish, Limited Wish, Cure Disease or similar spell.

Giant Bats: These non-intelligent creatures will bite just about anything that moves and appears to radiate heat. Giant Bats have large wingspans and get a -3 modifier to surprise potential victims. Giant bats can emit a screech, which causes 1-6 points of damage in a 20 foot radius to anyone who does not save vs. paralyzation. Under

ideal flying conditions, Giant Bats are AC 2, but they are AC7 in crowded conditions and AC 10 on the ground.

Azmyths: Azmyths live on flowers, small plants and insects. Though they are solitary wanderers, they have "favorite haunts" they like to return to. They often form partnerships with humanoids for mutual benefit and have been known to befriend generations of the same family. They are not familiars and cannot ever be gained as familiars. Azmyths have been known to live 100 years or more.

Azmyths have crested heads, bearded chins, white, pupiless eyes, leathery gray wings and mauve or emerald skin. They can communicate using telepathy, which has a range of 60 feet. They also have 90' infravision, can Know Alignment 3 times per day, become invisible for up to 6 rounds before an attack once per day and cast a Silence 15' radius once per day.

In combat, Azmyths bite for 1 hp and can stab with their tails for 1-2 hit points. Twice per day, they can emit a Shocking Grasp for 1d8+6 points of damage, combined with any physical contact or attack.

Night Hunter: These creatures are more commonly referred to as Dragazhar after the adventurer who first tamed one. These are the bats of the underworld and they eat carrion (if desperate), small insects and even livestock, drow or humans.

Night hunters swoop down and bite (1d4), rake with claws (1d2x2) and slash (1d6) or stab (3-12) with their razor-sharp tails. Their infravision extends 120' and they prefer to stalk their prey.

Night hunter lairs usually contain more than 30 of these creatures with many extended families. Their roosts are in caves or dense, tall woods where treasure from their prey often lies scattered and untouched. Night hunters roost head-down when sleeping and are velvet in hue with violet, orange or red eyes.

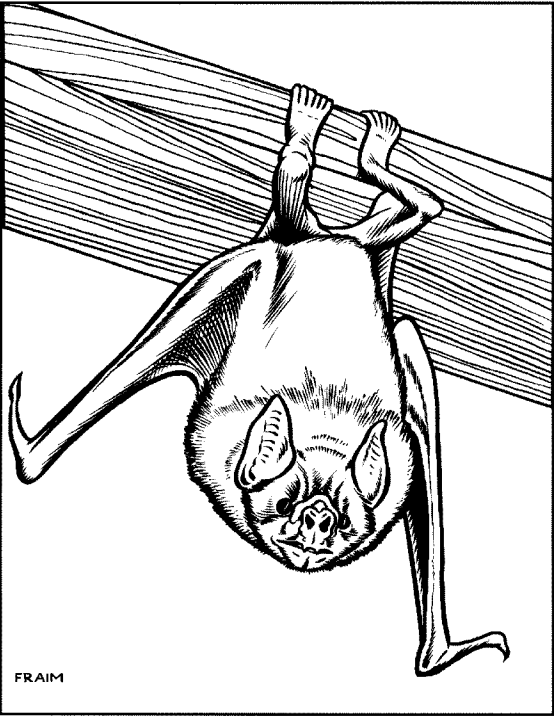
Sinister: These mysterious, jet-black creatures resemble manta rays. Their ability to levitate allows them to hang motionless in mid-air and their 160' infravision makes them excellent hunters. Sinisters are

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. Sinisters can cast Hold Monster once per day.

Sinisters do not communicate verbally, but instead use a 20' ranged telepathy. Sinisters enjoy music and will not molest a bard who plays for them.

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

Other bats prefer warm, humid caves. Some of these species hibernate during the cold season. Usually, when sleeping, they dwell in caves, but they may wander into homes, castles, dungeons or other areas where they feel safe. There they bear their young and rest during the day.



ECOLOGY: Most bats eat fruits or insects, although some include small fish, animals and or iron rations. The rare vampire bat travels at night to drink the warm blood of living mammals. They will not usually bite large prey, but they have been known to occasionally bite a sleeping person in the wilderness. These bites usually do not cause much damage, (1-4 points) but there is a 1% chance per point of damage the bat may pass on rabies to its victim (Save vs. Constitution). 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 fields of guano.

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 Sinisters can be used for Levitation spells in lieu of other components.

Hide/Trophy Items The tail of an Azmyth can be fashioned into a +2 Dagger of Speed.
Treasure: Nil (Common, Giant, Azmyth, Sinister), C (Huge), M, O & Z (Night Hunter),
Other: Sinister hides can be crafted into Cloaks of Sinister, allowing 160' infravision, Levitation (5 times per day) and Hold Monster once per week. These powers will not affect a live Sinister.

Bat,pack

DESCRIPTION: Pack Bats are similar to common bats, but they are slightly larger and have a penchant for snatching valuables.

COMBAT/TACTICS: Pack Bats don't generally attack people, they simply do what they can to enrich their treasures. If cornered, they will bite to defend themselves, but only to escape. On a natural 20 a Pack Bat can remove an item of jewelry without the victim noticing. Should the Pack Bat be successful, it will retreat to its lair (1-4 miles away) and count its booty. Pack Bats can naturally hone in on the most valuable item in an area and they will go after that item. They do not care about magical items, however.

Bat, pack

AKA: Snatch Bat,Winged Snatcher
HACKFACTOR: 0
EPVALUE: 35
CLIMATE/TERRAIN: Any Land
FREQUENCY: Uncommon
ORGANIZATION: Colony
ACTIVITY CYCLE: Night
DIET: Herbivore
INTELLIGENCE: Average (8-11)
ALIGNMENT: Chaotic Neutral
NO.APPEARING: 1-10
SIZE: S (3')
MOVEMENT: 6"/18" Flying (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Daring(15)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1+1



HABITAT/SOCIETY: Pack Bats live in caves, where they hide their treasure.

ECOLOGY: Pack bats are similar in physiology to other bats, and use sonar for foraging for food and for navigation. No one knows why they collect treasure, but it seems to be instinctual. There have been a few wily thieves who have attempted to train these creatures to help them steal, but soon found out that they could not trust the creatures to refrain from stealing from their new masters as well.

YIELD:

Medicinal: Powdered Bat pack will cure a hangover.

Spell Components: Powdered Bat pack is a key ingredient in the ink used to pen a Manual of Stealthy Pilfering.

Hide/Trophy Items The hide, if properly enchanted and worked, is excellent for Gauntlets of Pickpocketing (gives non-thieves a 50% chance of picking pockets unnoticed and gives thieves +25% to their normal pick pocketing abilities.)

Treasure: U (all jewelry)

Other: Nil

ECOLOGY: These unnatural creatures do not seem to mate in any traditional sense. Some scholars believe that these birds are actually undead birds that have been killed by another undead creature such as a werewolf or vampire. Some say Beaked Horrors sprang into existence as the result of inexperienced mages tampering with powerful dark forces well beyond their abilities to control.

Whatever the case, these creatures haunt the nightmares of many a small child snuggled into their beds on Garweeze World. Civilized folk have blamed Beaked Horrors for the disappearance of many a child, and the stories abound of their gruesome, dark deeds.

YIELD:

Medicinal: Nil

Spell Components: The flesh of one of these “Death Birds” may be used for a Cause Disease spell with a –1 saving throw modifier.

Hide/Trophy Items Nil

Treasure: Nil

Other: Nil.

Beaked Horror

DESCRIPTION: Beaked Horrors are truly terrible to behold. These creatures, a product of some dark magic, appear as birdlike monstrosities the size of small dragons with huge, razor-sharp beaks. They are not covered with feathers, but instead are covered with rotting flesh. The legs of these grotesque creatures are actually not encased in flesh at all, consisting of nothing but bare bone.

COMBAT/TACTICS: Beaked Horrors are also called Death Birds. They crave all flesh — fresh, rotten, or living, they don’t care. They will not usually attack creatures traveling in groups, but will peer from a high, rocky perch and wait for a lone victim. When one of these evil denizens of the night spots such a prize, it will swoop down with a blood-curdling cry and attack.

They attack with their bony talons and razor-sharp beaks. When a victim’s hit points fall to 0, the bird will attempt to pick up its prey in its talons and carry it to a high peak where it can strip the flesh from the bones in private. The bird can carry up to 350 pounds without suffering any penalty to movement.

HABITAT/SOCIETY: The rocky crags of desolate mountain ranges seem to be made just for these solitary creatures. Little is known of their daily habits or social activities among their own kind.

Beaked Horror

AKA: Death Birds

HACKFACTOR: 6

EPVALUE: 1400

CLIMATE/TERRAIN: Dark, rocky terrain

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Evil

NO.APPEARING: 1

SIZE: L (7’ tall)

MOVEMENT: 12”

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 8

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6 (talons)/1-10 (beak)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 9

Beaked Terror

DESCRIPTION: Beaked Terrors are ferocious, flesh-eating, primitive birds that once were quite prolific. These flightless birds are about the size of ostriches. They have colorful plumage, powerful legs with razor sharp claws and a long, sharp beak with the ability to hack with the damaging effects a short sword.

COMBAT/TACTICS: Beaked Terrors are quite fierce, and will use their beak and claws to attack anything odd that comes into their territory. They consider all people odd. Unlike ostriches, their reaction to perceived threats is not to run or hide, but to stand and fight. They also hunt people and other creatures for food. They earned their name after several brutal attacks on small towns, where they practically wiped out the entire population. Children dream terrible dreams about these creatures, and are often told that they must be good, or “the Beaked Terror will march past your window in the dark of night and into your room, where you think there is only shadow. Then, it will eat you if you have been naughty.”

HABITAT/SOCIETY: These vicious birds can live in any climate where there are creatures large enough to support their appetites. They tend to live in caves, or in thick brush with their families.

ECOLOGY: Beaked Terrors hatch from eggs that are laid in caves, buried under sand, or covered in brush. Mother Terrors will lay only

Beaked Terror

AKA: Carnivorous Ostrich

HACKFACTOR: 1

EPVALUE: 65

CLIMATE/TERRAIN: Desert/Plains/Savannah/Tropical

FREQUENCY: Uncommon

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO.APPEARING: 1-6

SIZE: L (7’ tall)

MOVEMENT: 18”

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4 (x2)/1-6 (see short sword)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3



one egg every spring, which will hatch after one month. One in four hatchlings will not survive their first year, being consumed by their families before they can sprout their adult talons.

YIELD:

Medicinal: Nil

Spell Components: The feathers of a Beaked Terror can be used for a Feather Fall Spell of twice the normal duration.

Hide/Trophy Items The feathers of one of these birds are worth 1sp each and each bird has at least 4-400 quality feathers.

Treasure: Nil

Other: Nil

Bear

DESCRIPTION: Bears come in many varieties and dispositions on Garweeze Wurd. From the omnivorous Black and Grizzly Bears to the large, carnivorous Polar Bear and the monstrous Poisonous Bears of the swamplands, these creatures are not for the faint of heart. With dense fur protecting them from the elements, powerful claws protecting them from other animals and mighty, fang-filled jaws protecting them from starvation, bears are the true rulers of the animal kingdom.

Black Bears, in spite of their name, can be either black or brown and occasionally even blonde or white. Their muzzles are brown and one can see white chest patches on occasion. Their eyes are brown, although some rare Black Bears have blue eyes. Their skin is light gray. Males range in weight from 125 to 500 pounds. Females tend to be somewhat smaller.

Grizzly Bears have a shoulder hump, consisting of muscles used for digging. The color of these bears range from a light creamy color to black. The claws on the forepaws are very long. They can weigh more than 800 pounds.

Polar Bears are quite large, weighing as much as 1,400 pounds. They are covered in thick, water-repellent fur that is white, or sometimes yellowish-white. Their claws are razor sharp, which they use to grab prey.

Cave Bears are larger than grizzly bears, but smaller than Polar Bears. Their fur tends to take on a reddish-brown tint. They also have long, sharp claws and are some of the most ill tempered bears on Garweeze Wurd.

Poisonous Bears tend to have a greenish tint to their fur. Their jaws are huge and their fangs are gigantic, and dripping with deadly venom. They weigh up to 2,000 pounds with heads as large as horses. Their eyes are glazed and yellow.

Blizzard Bears are similar to Polar Bears in appearance, although they tend to grow quite a bit larger, up to 2,500 pounds, and their fur is much whiter. Their claws are the size of daggers.

COMBAT/TACTICS: Black bears are usually not aggressive. They may, however, attack if threatened or cornered. They attack with their clawed paws and bite. If a black bear scores a claw hit with an 18 or better, it also hugs for 2-8 points of additional damage.

Those who have tangled with a Grizzly Bear have always come out worse for the wear. Grizzly Bears are aggressive hunters and, if sufficiently motivated, will hunt prey for miles. If a Grizzly Bear scores a claw hit with an 18 or better, it can hug for an additional 2-12 points of additional damage. Grizzlies will continue to fight 1-6 melee rounds after being brought down to 0 to -8 hit points, but at -9 they drop dead instantly.

On a score of 18 or better with a claw hit, the Cave Bear hugs for 2-16 additional points of damage. Cave bears will continue to fight 1-6 melee rounds after being brought down to 0 to -8 hit points, but at -9 they drop dead instantly.



Bear	Black	Grizzly	Cave	Polar	Poisonous	Blizzard
AKA: --						
HACKFACTOR:	1	5	2	10	14	14
EPVALUE:	175	420	650	2000	3000	6000
CLIMATE/TERRAIN:	Temperate	Temperate	Any	Any cold	Swamp	Arctic
FREQUENCY:	Common	Uncommon	Uncommon	Rare	Very Rare	Very Rare
ORGANIZATION:	Family	Family	Family	Family	Family	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day	Any
DIET:	Omnivore	Omnivore	Omnivore	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	--- Semi (2-4) ---					
ALIGNMENT:	--- Neutral ---					
NO. APPEARING:	1-3	1-6	1-2	1-6	1-4	1
SIZE:	M (6'+ tall)	L (9'+ tall)	H (12'+tall)	H (14'+ tall)	H (16'+ tall)	H (18'+ tall)
MOVEMENT:	12	12	12	12, Swim 9	12, Swim 9	12, Sw 9
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	84	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/E/G	Nil
MORALE:	Unsteady (8)	Pliant (10)	Half-hearted (9)	Unsteady (8)	Confident (12)	Brave (14)
ARMOR CLASS:	7	6	6	6	5	4
NO. OF ATTACKS:	--- 3 ---					
DAMAGE/ATTACK:	1-3/1-3/1-6	1-6/1-6/1-8	1-8/1-8/1-12	1-10x2/2-12	1-12/1-12/3-18	2-16x2/3-24
SPECIAL ATTACKS:	Hug	Hug	Hug	Hug	Poison Hug	Hug
SPECIAL DEFENSES:	--- Nil ---					
MAGIC RESISTANCE:	--- Nil ---					
HIT DICE:	3+3	5+5	6+6	8+8	9+9	10+10

Polar Bears have two hunting methods: stalking and still-hunting. Stalking is a common practice by many carnivores. The Polar Bear will do this by following its prey and ambushing it when the bear has the element of surprise on its side. When Polar Bears stalk, they get a +1 on their surprise rolls. When a Polar Bear still-hunts, it simply waits near a breathing hole for one of its favorite sea mammals to come up for air and then it grabs it. They are also powerful swimmers. A claw hit of 18 or more indicates a hug for an additional 3-18. Polar bears will continue to fight 2-12 melee rounds after being brought down to 0 to -12 hit points, but at -13 they drop dead instantly.

Cave Bears are quite aggressive and are willing to attack well-armed parties without provocation. If a Cave Bear is encountered, roll on the following chart to see what seemingly non-aggressive act will set off the hot-tempered mammal:

- 1-2

Entering cave lair
- 3-4

Approaching aggressively
- 5-6

Whispering
- 7-8

Talking loudly
- 9-10

Approaching cautiously
- 11-12

Walking
- 13-14

Standing aggressively
- 15-16

Playing dead
- 17

Surrendering
- 18

Cautiously backing away
- 19

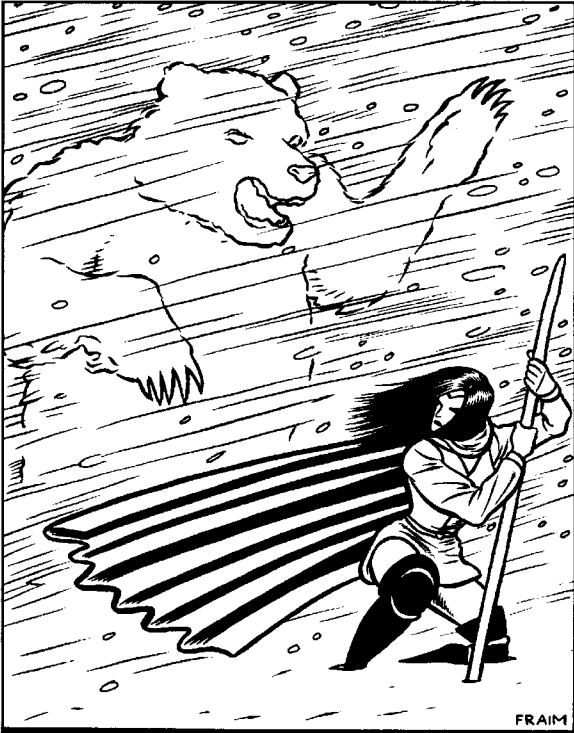
Moving
- 20

Breathing

Poisonous Bears are monstrous swamp dwellers. A paw hit of 17 or more indicates a hug for 4-24 points of damage. Additionally, the bear will attempt a poison bite. If successful, the victim must save vs. poison or die. A save indicates another 2-12 points of damage the next round and 1-6 points of damage the round after that. The poisonous bear is not immune to its own poison and therefore will only attempt to use its poison during a hug. These aggressive animals crave the flesh of bipeds and will attack any living being that is not already bleeding. Any being with open wounds will be attacked last and only if the poison bear is hungry. This monstrous bear can fight for 3-18 rounds at 0 to -20 hit points, but at -21 they drop dead instantly. These monsters occasionally (20% chance) have incidental treasure from previous victims (roll a random encounter and take half the treasure type from that monster).

Blizzard Bears are the ultra-monstrous arctic dwellers who are mutations of Polar Bears. During most of their lives they live as normal Polar Bears, but some (1 in 100) turn into Blizzard Bears — slobbering, roaring killing machines, driven insane by the snow. A paw hit of 16 or more indicates a hug for 5-30 points of damage. Blizzard bears are unaffected by the cold and will hunt their prey as long as they can walk. There is a 20% chance a Blizzard Bear will also be poisonous.

HABITAT/SOCIETY: Black Bears live in large, forested areas with a variety of fruits, nuts and acorns to eat. They love sunlight and can also be found in lowlands and wetlands, where they find tasty vegetation. Streams and inland pools are important for drinking and cooling off.



Grizzlies are found in many different environments: plains, forests, tundra and mountains.

Polar Bears live and hunt in sea ice and waters, islands and coasts.

Cave Bears are found in caves in tropical and temperate zones.

Poisonous Bears live in swamplands. Elves often call them Moss Bears because their long, greenish fur hangs down like moss.

Blizzard Bears can be found in any region that supports populations of Polar Bears.

ECOLOGY: The Black Bear mates in the summer and gives birth in late winter. Cubs can be born weighing anywhere from 15 pounds to more than 160 pounds, depending on what they have available to eat. Adult Black Bears are able to see colors, have a strong sense of smell and are fairly intelligent. Some can run more than 30 mph for short durations.

Grizzly Bears mate in the summer and cubs are born in the late winter or early spring. Cubs are born during the winter hibernation of females. Females breed only once every three years or so, and only live between 20 and 25 years, so their reproduction limitations tend to keep the population small.

Most bears have similar reproductive practices, although it is not known how Poisonous Bears reproduce because studying them is so dangerous.

YIELD:

Medicinal: Nil

Spell Components: Any part of the bear can be used to make a Strength spell

Hide/Trophy Items Bear pelts are worth 10gp per hit dice. The prices paid for pelts are doubled for Poisonous Bear hides.

Treasure: Incidental

Other: The poison from a Poisonous Bear is worth 600gp per vial. 1-6 vials can be gathered per bear, minus bites used.

Beast of Burden

DESCRIPTION: Beasts of burden are large quadrupeds often used for transportation, and/or as pack and draft animals by human and demihuman races. Horses range from white, gray and shades of brown to shades of red and black. They have various distinctive markings, depending on the breed. Donkeys, mules and oxen are usually drab colors; grays, whites and blacks. Beasts of burden are measured in "hands"; one hand equaling about 4 inches. These beasts have a variety of personality traits.

COMBAT/TACTICS: War horses will fight independently of their riders on the second and succeeding rounds of melee after their riders are thrown. Other animals will only fight if cornered. Most attack with their hooves or teeth. Unless specially trained, beasts of burden can be panicked by loud noises, strange smells, fire or sudden movements 90% of the time. Donkeys are panicked 50% of the time, Mules 70% and Oxen 20%. Trained war horses only panic 10% of the time, and only in the most extreme of circumstances, such as being severely wounded.

HABITAT/SOCIETY: A horse's gestation period is about 11 months and mares usually give birth to a single foal with twins occurring 10% of the time and triplets 1%. Donkeys, mules and oxen have slightly shorter gestations, while mules, being the product of a donkey and a mare, have the same. Foals are weaned after about 6 months, maturing in 2-3 years and reaching adulthood at 5. Horses live 30-35 years, donkeys and mules 25-50 and oxen 101-200 years. Sometimes loyal oxen stay in the same family for generations.

Only 10% of ponies and wild horses can be trained as war horses. Mules, donkey and oxen are agile enough for use in mountainous and subterranean environments.

ECOLOGY: Modern horses and other beasts of burden evolved in temperate plains and grasslands. Domestic breeds can be found in any inhabited land, including mountainous areas if the local roads are good.

<i>Beast of Burden I</i>	Draft Horse	Heavy Horse	Medium Horse	Light Horse	Pony	Wild Horse
AKA: --						
HACKFACTOR:	0	1	0	0	0	0
EP VALUE:	65	120	65	35	35	35
CLIMATE/TERRAIN:			--- Any non-mountain ---			
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:			--- Herd ---			
ACTIVITY CYCLE:			--- Day ---			
DIET:			--- Herbivore ---			
INTELLIGENCE:			--- Animal (I) ---			
ALIGNMENT:			--- Neutral ---			
NO. APPEARING:	1	1	1	1	1	5-30
SIZE:	L	L	L	L	M	L
MOVEMENT:	12"	15"	18"	24"	12"	24"
PSIONIC ABILITY:			--- Nil ---			
Attack/Defense Modes:			-- Nil/Nil ---			
MORALE:	Timid (6)	Hesitant (7)	Timid (6)	Unreliable (5)	Timid (6)	Unreliable (5)
ARMOR CLASS:	7	7	7	7	7	7
NO. OF ATTACKS:	1	3	3	2	1	1
DAMAGE/ATTACK:	1-3	1-3/1-8/1-8	1-3/1-6/1-6	1-4/1-4	1-2	1-3
SPECIAL ATTACKS:			--- Nil ---			
SPECIAL DEFENSES:			--- Nil ---			
MAGIC RESISTANCE:			--- Nil ---			
HIT DICE:	3	3+3	2+2	2	1+1	2

Beast of Burden II	Riding Horse	Donkey	Mule	Ox
AKA: --				
HACKFACTOR:	0	0	0	2
EPVALUE:	65	65	65	65
CLIMATE/TERRAIN:	--- Any non-mountain ---			
FREQUENCY:	Common	Uncommon	Common	Common
ORGANIZATION:	--- Herd ---			
ACTIVITY CYCLE:	--- Day ---			
DIET:	--- Herbivore ---			
INTELLIGENCE:	--- Animal (I) ---			
ALIGNMENT:	--- Neutral ---			
NO. APPEARING:	5-50	1	1	1
SIZE:	L	M	M	L
MOVEMENT:	24"	9"	12"	9"
PSIONIC ABILITY:	--- Nil ---			
Attack/Defense Modes:	--- Nil/Nil ---			
MORALE:	Timid (6)	Half-hearted (9)	Hesitant (7)	Confident (12)
ARMOR CLASS:	7	7	7	4
NO. OF ATTACKS:	2	1 or 2	1 or 2	2
DAMAGE/ATTACK:	1-2/1-2	1 or 1-2/1-2	1-2 or 1-6/1-6	1-6/1-6
SPECIAL ATTACKS:	--- Nil ---			
SPECIAL DEFENSES:	--- Nil ---			
MAGIC RESISTANCE:	--- Nil ---			
HIT DICE:	3	3	3	5

Beasts of burden can carry great weights for long periods of time, but not without tiring. Consult the table below:

Beast of Burden Table I		Maximum weight in pounds at Speed			
Type	Full	Half	Third	Zero*	
Draft Horse	260	390	520	650	
Hvy. War Horse	260	390	520	650	
Med. War Horse	220	330	440	550	
Lt. War Horse	170	255	340	490	
Donkey	230	335	460	515	
Pony	160	240	320	380	
Wild	170	255	340	425	
Riding	180	270	360	440	
Mule	250	375	500	625	
Ox	300	450	600	750	

*Approaching this weight load will cause the animal to make a morale check. Missing it means it will attack and/or try and shake off the extra weight. Going even an ounce over this weight collapses the animal, killing it instantly.

Beasts of Burden can also move at speeds higher than those given as their base. The horse's normal movement rate is considered a trot.

Beasts of Burden Table 2		Walk	Trot	Canter	Gallop	Fall*
Type						
Draft	6	12	18	24	30	
Hvy. War Horse	6	15	21	27	33	
Med. War Horse	9	18	27	36	45	
Lt. War Horse	12	24	36	48	60	
Donkey	6	9	12	15	18	
Pony	6	12	18	24	30	
Wild	12	24	36	48	60	
Riding	12	24	36	48	60	
Mule	6	12	18	24	30	
Ox	3	9	10	11	12	

*Beasts can only achieve this speed when falling, although the numbers can soar if the beast happens to fall off a cliff.

As noted in the Hackmaster Player's Guide, in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate. Canters can be maintained for two hours and gallops for one, but this pace must be followed by 1 hour of walking or resting. A beast will not gallop if it is reduced to half of its movement rate or less, nor will it canter if loaded to the point where 1/3 of its movement is reduced.

DRAFT HORSES: These large animals are bred to haul very heavy loads and are usually trained to be part of a team. Muscular, but slow, these ponderous animals haul freight over long distances and obey their drivers or "coaches" without fail. They are frequently used by traders and come alive during the second half of a trip.

WAR HORSE: Trained to the lance, spear and sword, these magnificent animals have higher morale (+1-8) than other horses and frequently spit on grooms to show their disdain. They will

refuse to serve characters who do not have optimal honor statistics (See section on Honor in Player's Handbook.) These horses, when treated right, can become so loyal they would risk their lives for their owners. Owners with Animal Handling skills may be able to train these special mounts to respond to certain "code" words, or whistles, and come to the rescue when their master is in trouble. The bond between a war horse and his master can become so strong that they are able to perform almost impossible feats for each other. War Horses are the choice of knights and Calvary and come in three sizes:

Heavy: Similar to draft animals, these powerful horses can be armored to the teeth and carry plate mail easily. They cost 400 or more gold pieces.

Medium: These can be encumbered with leather or light plate and still have increased speed. Mediums go for 200 or more gold piece.

Light: Fastest of the breed, they are rarely armored, but when they are, they wear leather. They make excellent mounts for raiding parties, light Calvary, thieves and bards. Light war horses cost 150gp or more.

DONKEY: Domesticated for thousands of years, the donkey is the most sure-footed of all the beasts of burden, climbing mountain trails with ease. Wild asses are sometimes hunted for their flesh, which some consider superior in taste to venison. Donkeys do excellent in desert climes and are second only to camels in endurance there. A donkey can go a full day on just one cup of water. Donkeys or burros are the favorite mounts of miners and are therefore very popular with dwarves. Fighters of larger sizes, however, take a hit to their honor for riding one of these, except in extreme emergencies.

PONY: Ponies are simply smaller versions of the horse. Halflings, dwarves and other small creatures often prefer ponies, which are fairly sturdy animals and are sometimes sold for as much as 500gp. They can be trained as war horses for more diminutive races by paying a trainer in the neighborhood of 500-1000 g.p. The training will usually take about one month. Once these smaller horses are trained for

battle, however, they will, just as larger war horses, refuse to serve individuals who do not have optimal honor scores, (See Honor in Player's Handbook.)

STEPPE PONY: A Steppe pony, which is the type most often used as a beast of burden, is not as attractive as other similar animals, but is very tough. They average 13 hands in height and are very hard to scare. There is only a 5% chance of spooking one. Their morale is high (Pliant 10).

These ponies require little maintenance, which makes them a favorite, needing only to graze on surrounding grasses and vegetation in order to maintain energy. It is so tough; it gains a +3 modifier vs. lameness and exhaustion. Most commonly ridden by nomadic tribes, who are not easily embarrassed, these ponies can be acquired for a song by breeders in the know. Fighters lose honor points for riding one of these creatures, but do not lose honor for using them to carry gear.

WILD HORSE: These creatures can be captured and trained to serve as mounts or work ponies for cheap adventurers. Training takes twice as long as a domestic horse. They are hardy, jittery and difficult to catch. They are sometimes hunted for meat, usually by Barbarians.

RIDING HORSE: Bred to run, these beautiful creatures can be bought according to bloodline, training and appearance. This horse is a good choice for transportation and general use. Some mounts are extremely loyal and intelligent.

MULE: Sterile hybrids of horses and donkeys, mules are very sure-footed and exceptionally stubborn. They can be ridden by patient handlers, but are used best as pack animals on difficult and mountainous terrain. The price of mules varies.

OX: Oxen make great companions for greedy adventurers looking to drag out those last 100 coins. Often employed as the extra beast of burden, these pack animals are steady and trudge ahead with little guidance. Stopping them is another matter and thirsty oxen will often trot towards the nearest water source to drink, heedless of whether it is poisonous or contaminated. With their extra weight-

carrying abilities, oxen sound like a good idea, but they can actually be more trouble than they're worth (15gp).

(Note: One exotic beast of burden is the Pack Ape. For more information about these creatures, see the Hacklopedia entry on the Ape. These beasts are also listed in the equipment section of the Player's Handbook.)

YIELD:

Medicinal: Nil.

Spell Components: A bit of hide from one of these creatures can be used for Mount or Strength spells.

Hide/Trophy Items Hides of these animals can be tanned for leather. Special and unique mounts can be used to create magic items or to bind spell books.

Treasure: Nil

Other: The meat of beasts of burden can be eaten in emergency situations, or by those who just like the taste.

Beast Shaman

DESCRIPTION: Beast Shamans are humans, near-humans and humanoids that have returned to the wilds and have become one with the native beasts there. They are dedicated to protecting the animals and land. Good Shamans appear as cordial, friendly natives dressed in home-made clothes of whatever materials are available. Evil Shamans dress in the skins and bones of dead animals. Whatever the alignment, all Beast Shamans have a strong affinity for animals and will do what they can to protect the creatures within their territory.

COMBAT/TACTICS: Beast Shamans are one with the wilderness and use the wilderness to attack and defend. Good Shamans will be guarded by noble creatures like lions, while evil ones will be in league with more aggressive animals, such as Carnivorous Apes. Good Shamans will carry blunt weapons, such as staves and evil ones will carry bone knives or obsidian machetes.

Whether evil or good, their powerful spell abilities usually keep threats at bay. Beast Shamans gain experience, special abilities and advance in levels as druids. While inside their region, Beast Shamans are immune to spells that target Animals and Plants. Spells cast by the Beast Shamans while protecting animals or their lands will always be at maximum effect. In addition, the Beast Shamans' gawds grant them Healing and Necromantic spells that can be used on animals. Thus, Cure All becomes Cure All Animal and Raise Dead becomes Raise Dead Animal.

Beast Shaman

AKA: Wild Druids

HACKFACTOR: Variable

EPVALUE: Variable

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very to Exceptional
(11-16)

ALIGNMENT: Any but Lawful

NO. APPEARING: 1

SIZE: M (4'-6')

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Spells

MAGIC RESISTANCE: Spell immunity

HIT DICE: 1-10th level Druid



Good Shamans will seek to drive intruders away, while Evil Shamans will seek to kill. In their native habitat, Beast Shamans can Hide in Shadows 85% and Move Silently 90%, even in full daylight. They can speak to any animal in their territory and often employ them as scouts.

Animals will never attack Beast Shamans, not even if they are trained. Magically controlled animals are immediately afforded another saving throw at +4 if ordered to attack.

HABITAT/SOCIETY: Good Shamans are helpful servants of the wilds, guiding travelers away from danger, keeping animals safe from poachers and keeping their lands safe from human intrusion. For example, a good miner who has not disturbed nature's balance might be guided to a spot on the river where he can pan for gold and not upset the local animals.

Any tribes in the area are 60% likely to be on friendly terms with a Good Beast Shaman. The other times, he will be unknown to them.

Evil Beast Shamans protect the wild lands at any cost, leading travelers to their doom, slaying poachers and destroying any attempts at human incursion. These shamans believe in never wasting any resource, especially meat and bone. Local tribes fear these Beast Shamans, as the evil ones will pick off lone tribesmen who stray too far into their territory. It has been rumored that these Evil Beast Shamans may perform human sacrifices to dark, animal gawds.

As a rule, Beast Shamans do not personally value treasure, but they know the value of it to others. Evil ones may hoard it to bargain for their lives, while good ones may give it away. Magic items that are usable by priests are usable by Beast Shamans, but they never use spells from scrolls.

All Beast Shamans have expert skill in Survival, Animal Handling, Herbalism, Plant Identification, Animal Training, Swimming, Running and Endurance. Knowledge skills only extend as far as the Beast Shaman's native region.



ECOLOGY: Beast Shamans hear the call of the Nature Gawds sometime in their early adult lives. They then move to the forest, where they live with the animals for the rest of their lives. Only under the most extraordinary circumstances will a Beast Shaman leave his home.

Beast Shamans raise their children to have reverence for their ways, and so perpetuate this way of life. These children also grow up to become Beast Shamans 90% of the time.

Anyone who kills a Beast Shaman will have all animals and other non-intelligent creatures in the Shaman's territory become openly hostile to them. The only thing that will counteract such a reaction would be the blessing of another Beast Shaman from the same region. There is also a 5% chance that the killing of a Beast Shaman will anger the patron gawd (GMs may choose a suitable curse or punishment).

YIELD:
Medicinal: Nil
Spell Components: Nil.
Hide/Trophy Items Nil
Treasure: 1st-3rd level X, 4th-6th level W, 7th-9th level I and 10th level Z
Other: Nil

Beaver, giant

DESCRIPTION: Beavers are large rodents with waterproof coats, wide flat tails and long front teeth. Giant Beavers are identical, only much larger.

COMBAT/TACTICS: Generally docile creatures, these Beavers will quickly slip away into the water to escape harm, rather than fight. However, they will fight fiercely to protect hearth and home. Their sharp claws inflict damage like a handful of daggers; the giant teeth are also quite dangerous. Teeth and claw attacks do between 4-16 points of damage each attack. Their tails do clubbing damage of between 2 and 12 points.

HABITAT/SOCIETY: Giant Beavers live in giant dams, built on rivers and made of mud and logs. These dams may flood local farmlands. Giant Beavers, much like their normally sized brethren, live in monogamous families. They are not highly social, but will work together to build and repair lodges.

ECOLOGY: These creatures sleep during the day and come out at night to forage for food and to build and repair lodges.

Giant Beavers are prized for their large hides, worth between 500 and 2,000 gold pieces per pelt, depending on the size. Giant Beaver kits

Beaver, giant
AKA: --
HACKFACTOR: 6
EP VALUE: 270
CLIMATE/TERRAIN: Temperate
FREQUENCY: Very Rare
ORGANIZATION: Families
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low to Average (5-11)
ALIGNMENT: Neutral Good
NO. APPEARING: 10-40
SIZE: M (6' long)
MOVEMENT: 6"/12" Swimming
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 6
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 4-16/4-16/2-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4

have only 7 hit points each, and can be subdued and sold for between 100-200 gold pieces each. There are usually (80% chance) between 10-20 kits in each Giant Beaver lair.

These Beavers have a scent gland in their posteriors that they use for mating purposes. Many believe this gland is an aphrodisiac, and that it can cure a variety of illnesses. These glands are highly prized, therefore, and sell for 650-1,500 gold pieces a piece.

**YIELD:**

Medicinal: Beaver scent glands are said to cure any type of breathing problem, and several types of bone problems, including arthritis. They are also used as aphrodisiacs.

Spell Components: Tail can be used for a Wood Shape spell.

Hide/Trophy Items See above.

Treasure: C

Other: Giant Beaver pelts make excellent waterproof leather armor, perfect for enchanting.

Beaver, great red marauding

DESCRIPTION: The Great Red Marauding Beaver has a beautiful reddish tint to its fur that makes its pelt highly prized. Anyone who tangles with one of these oversized rodents may end up seeing red from a different source, however, as he may find himself watching his own blood flowing from his body.

COMBAT/TACTICS: Doing much the same damage as a Giant Beaver, the Red Marauders are much more dangerous because they actively seek human and demihuman flesh to eat, and they are extremely aggressive. They can be cunning creatures, but prefer a frontal assault with as much speed as they can muster. Anyone attacked will find his limbs and flesh being viciously ripped from his body. They quickly strip as much flesh from the victim as they can

immediately eat, and when their hunger is sated, they drag the remains back to their home lodge.

HABITAT/SOCIETY:

Great Red Marauding Beavers live in lakes and rivers, where they build lodges, much like any beaver. If one were to actually peer inside of the lodge of a Red Marauder, however, one would notice a chilling difference. Great Marauders like to line their lodges with human and demihuman skulls and bones as decoration.

ECOLOGY: Great Red Marauding Beavers do not procreate as much as regular giant beavers, perhaps because they lack the gland used by other beavers to attract mates. They accumulate treasure only to use in luring victims.

Beaver, great red marauding

AKA: Red Marauders

HACKFACTOR: 3

EP VALUE: 650

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Families

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Average to High
(8-14)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-8

SIZE: L (8' long)

MOVEMENT: 6"/12" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 4-16/4-16/2-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6

**YIELD:**

Medicinal: Nil.

Spell Components: The tail of one of these beavers can be used for a Wood Shape spell.

Hide/Trophy Items Pelts are worth 1,000-4,000gp.

Treasure: E

Other: Giant Beaver pelts make excellent waterproof leather armor, perfect for enchanting.

Bees	Regular	Worker, Giant	Soldier, Giant	Bumblebee, Giant
AKA: --				
HACKFACTOR:	0	2	3	5
EPVALUE:	1	175	270	420
CLIMATE/TERRAIN:	--- Temperate ---			
FREQUENCY:	Common	Rare	Very Rare	Rare
ORGANIZATION:	Swarm	Colony	Colony	Colony
ACTIVITY CYCLE:	--- Day ---			
DIET:	--- Herbivore ---			
INTELLIGENCE:	Non (0)	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	--- Neutral ---			
NO. APPEARING:	1-100	1-10	1	1
SIZE:	T	M	M	L
MOVEMENT:	1"/3" Fl (A)	9"/30" Fl (D)	12"/30" C	6"/24" (E)
PSIONIC ABILITY:	--- Nil ---			
Attack/Defense Modes:	--- Nil/Nil ---			
MORALE:	Fearless (19)	Fanatic (20)	Fanatic (20)	Fearless (19)
ARMOR CLASS:	3	6	5	5
NO. OF ATTACKS:	--- 1 ---			
DAMAGE/ATTACK:	1 per bee	1-3+poison	1-4+poison	1-6+poison
SPECIAL ATTACKS:	Sting once	Sting once	Sting once	Sting
SPECIAL DEFENSES:	--- Nil ---			
MAGIC RESISTANCE:	--- Standard ---			
HIT DICE:	1 hp	3+1	4+2	6+4

Bees

DESCRIPTION: Regular Bees are common throughout Garweeze Wurld's temperate zones. They can be almost as dangerous as their giant counterparts, delivering painful stings that can be deadly to those who are allergic. These flower-feeding insects are easily recognizable, with their yellow and black striped bodies, and trademark buzzing sound made while flying.

Giant Worker Bees are similar in appearance to Regular Bees, only much larger. Their stripes can also be a dark brown instead of black. They too make a buzzing sound when flying.

Giant Soldier Bees are the same size as the Giant Worker Bees. There is less yellow on these Bees than on other Bees. Their stripes are much wider, and tend to be colored dingy brown to dark brown.

Giant Bumblebees are the largest Bees on Garweeze Wurld. While having a rounder profile than other bees, they have similar coloration, tending to be yellow with black stripes. They buzz quite loudly when they fly.

COMBAT/TACTICS: Regular Bees sting once, then die. The same is true for Worker and Soldier Bees. Regular Bee stings rarely will affect PCs much, unless they happen to be allergic to bee stings. They do suffer slightly more damage from the sting of Worker Bees.

Bumblebee nests usually consist of at least five non-combative drones, 6 or more soldiers who fight to protect queen and nest, and a Queen Bee that is quite aggressive. The Queen Bee has 8+6 hit dice and does 1-8 points of damage per sting. Queens can sting 2-8 times before dying. Those stung by soldiers must save vs. poison at -1 and at -2 for queenly poison. Those who successfully save still suffer 2-8 points of damage. Those who fail to save suffer 5-20 points of damage, with +1 point of damage added if stung by soldiers and +2 points of damage added if stung by a Queen Bee.

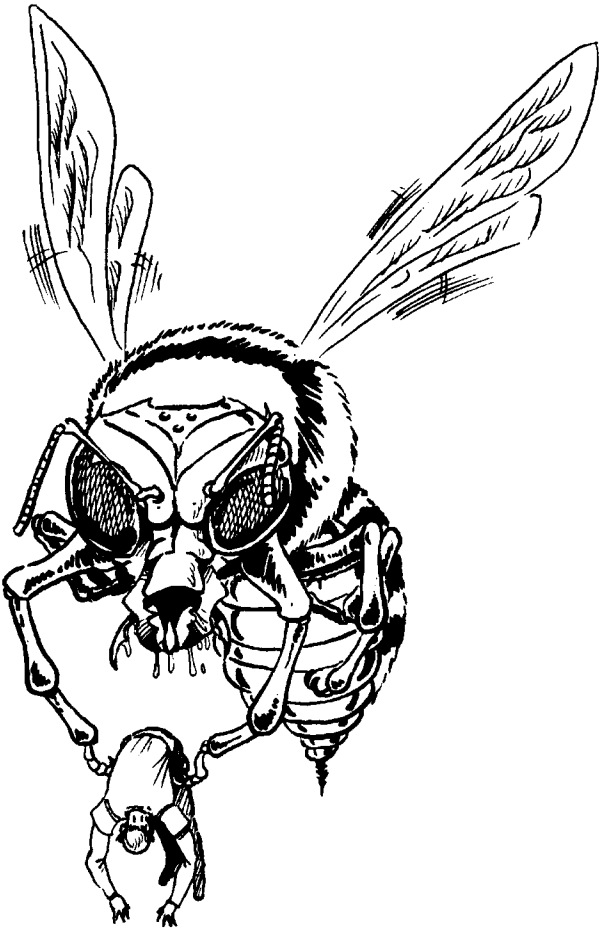
HABITAT/SOCIETY: Bees can be found in temperate zones. They

cannot survive at very high altitudes. Hives and nests are intricate, and societies are complex. Queen Bees are the fertile females who lay the eggs and provide the next generation of Bees. Each generation of Bees are born in the spring and die during the winter, except for the Queen, who will survive the winter, and then die in the spring.

Regular Bees are not particularly aggressive, unless their nests are disturbed. If aroused, however, they will fight to the death to protect the queen.

Bees are important to plant life on Garweeze Wurld because they carry pollen from plant to plant. Some farmers actually use Bees to help pollinate their crops. Others raise them to use and sell the honey produced.

ECOLOGY: Bees are dependent on pollen for protein, and on the nectar of flowers for energy. They have feathery body hairs that help them collect pollen. Bees use flower nectar to produce honey, which they hoard in large quantities. The life of a swarm, or colony, revolves around the Queen because of her importance in furthering the species.



YIELD:

Medicinal: "Royal jelly," found only 20% of the time, is equal to 2-5 Potions of Extra-Healing and Cure Disease. Alternatively, 2-5 doses can be made of an unguent to treat symptoms of aging (it preserves a youthful look for up to 1 year). Comliness will not be affected by aging when this balm is used continually. This is greatly prized by rich noblewomen, who will pay 3,000-8,000gp per dose. PCs who attempt to escape with royal jelly will be the focus of 90% of the hive attacks.

Spell Components: A Bee wing can be used for a Fly spell.

Hide/Trophy Items Nil

Treasure: Nil

Other: One dose of stinger poison can be recovered from slain Giant Bees that have not stung. Also, see above.

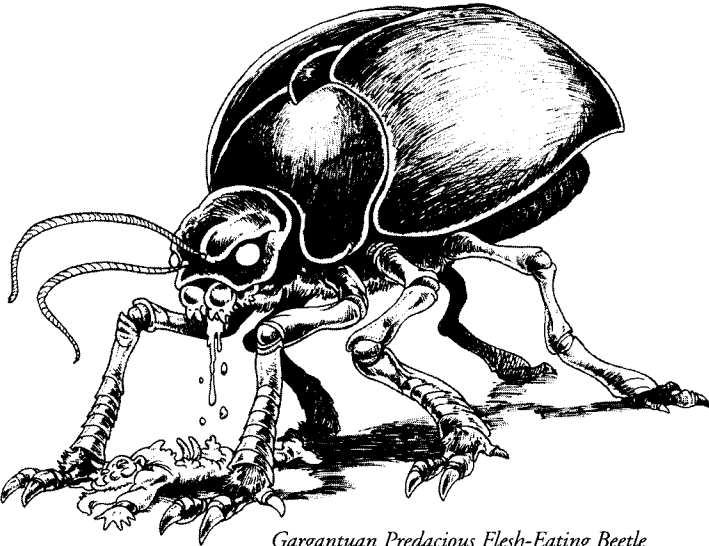
Beetle, giant predacious

DESCRIPTION: Through dark dungeon passages, dense, mysterious forests and the muddy banks of ancient rivers, beetles may indeed be some of Garweeze World's most varied and frequently encountered creatures. From the flying hell of the Artillery Beetle to the chilling touch of the dreaded Death Watch Beetle, 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 Flesh-Eating Gargantuan Beetle is one of the most-easily recognizable, towering over writhing victims at 30 feet tall. Their shiny tough shells are a gleaming black, and their evil eyes glow with a sickly yellow light.

Artillery Beetles are smaller (5') and they fly. Their body armor is a deep green, which allows them to camouflage themselves in their native forests. Giant Bombardier Beetles are slightly smaller still, at 4'. Their bodies are a brown to reddish brown.

The Predacious Dungeon Beetle is quite large, standing some 12' tall.



Gargantuan Predacious Flesh-Eating Beetle

With thick, brown 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.

Predacious Diving Beetles are almost translucent, like jellyfish, making them very difficult to spot. They have sharp, serrated mandibles, which they use to attack ships and other enemies. They have a long, snorkel-like tube on the tops of their heads through which they can breathe when submerged.

COMBAT/TACTICS: **Giant Predacious Bombardier Beetle:** When the Bombardier Beetle attacks, it turns its rear toward an attacker and fires off an 8'x 8' x 8' cloud of reeking, reddish acidic vapor from its abdomen, 50% of the time (half the time this special attack simply fails). The cloud causes 3d4 points of damage to anyone enveloped in it and the sound caused by the release of the vapor has a 20% chance of stunning any creature with the ability to hear and the same chance of deafening any creature within a 15' radius. This stun effect lasts for 2d4 rounds, plus 1d4 rounds of deafness. Deafening lasts for 2d6

rounds. The Beetle can use this attack every third round, but no more than twice in eight hours. Unsuccessful attempts to use it do not count against these limits.

Gargantuan Flesh-Eating Beetle: Tearing and rending the flesh of its victims with its hideous mandibles and vicious claws, Flesh-Eaters attack any living thing that moves. Its stunning saliva forces anyone bitten to save vs. poison or be stunned for 1-4 rounds. These creatures will often use copious amounts of saliva to coat their lairs in order to trap prey. Victims who come into contact with it in this way must save vs. poison or be unable to

Beetle I	Gargantuan Flesh-Eating	Dungeon	Diving	Carnage	Death Watch
AKA:	Flesh bug	Dank bug	Water bug	Slicer bug	Sonic bug
HACKFACTOR:	25+	11	3	4	14
EP VALUE:	10,000	6,000	650	420	2000
CLIMATE/TERRAIN:	Any	Subterranean	Fresh Water	Any Land	Temperate
FREQUENCY:	Rare	Uncommon	Rare	Rare	Very Rare
ORGANIZATION:				--- Solitary ---	
ACTIVITY CYCLE:	Night	Any	Any	Any	Any
DIET:				--- Carnivore ---	
INTELLIGENCE:	Low (5-7)	Average (8-10)	Animal (1)	Non- (0)	Animal (1)
ALIGNMENT:	Neutral Evil	Lawful Evil	Neutral	Neutral	Neutral
NO. APPEARING:	1	1-6	1-6	1-3	1
SIZE:	G (30')	L (12')	S (4')	L (7')	M (5')
MOVEMENT:	12"	12"	6", 12" Sw	6"	12"
PSIONIC ABILITY:	Nil	170	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	A,C,D/H,I	Nil/Nil	Nil	Nil
MORALE:	Foolhardy (16)	Coward (4)	Brave (14)	Daring (15)	Brave (14)
ARMOR CLASS:	1	2	3	3	3
NO. OF ATTACKS:	3	3	1	1	1
DAMAGE/ATTACK:	5-30/1-12x2	4-20/1-6x2	3-12	2-16	3-12
SPECIAL ATTACKS:	Stun saliva	Nil	Saw attack	See below	Death Vibe
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Saves at +2	Nil	Nil	Nil
HIT DICE:	15	8	5	6	9

Beetle II	Giant Bombardier	Giant Artillery
AKA:	Bomb Bug	Cannon bug
HACKFACTOR:	2	6
EP VALUE:	120	270
CLIMATE/TERRAIN:	Any Forest	Any Forest
FREQUENCY:	Common	Common
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	3-12	2-12
SIZE:	S (4')	M (5')
MOVEMENT:	9"	9"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Brave (14)
ARMOR CLASS:	4	4
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-12	4-24
SPECIAL ATTACKS:	Acid Cloud	Molten bombs
SPECIAL DEFENSES:	Firing Cloud	Stink, Heat resistance
MAGIC RESISTANCE:	Nil	Nil
HIT DICE:	2+2	4+4

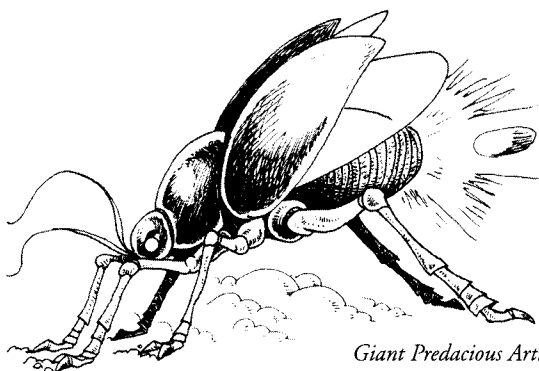
move for one full round. After five hours outside of its body, Flesh-Eater saliva becomes harmless.

Giant Predacious Dungeon Beetle: 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 Door	Teleport
Dimension Walk	Time Shift	Teleport Other
Psycho-portive Devotions	Time/Space Anchor	

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

Giant Predacious Artillery Beetle: Artillery Beetles fire rounds of molten lava from their abdomens which cause 4-40 points of damage on a direct hit and 1-10 points of damage on a splash to any creature within a 20' radius. Beetles can fire up to 6 shells once every other round in 8 hours. Often, groups of these beetles will alternate their sorties so the enemy is constantly under fire. If cornered, the beetles can bite for 4-24 points of damage. They also emit a stink that surrounds their bodies for 4-24 rounds after firing the lava. Anyone in the radius must save vs. poison or attack at -2 to hit until the stink subsides.



Giant Predacious Artillery Beetle

Giant Predacious Diving Beetle: Up from the watery depths, these primitive menaces can wreak havoc with those attempting to use the waterways. Diving Beetles breathe through an armored tube at the top of their heads, the only part of their anatomy visible when the beetle is submerged. Their serrated mandibles do double damage against ship hulls, allowing them to quickly saw through all types of non-magical wood.

Giant Predacious Carnage Beetle: This hornless stag beetle has razor-sharp mandibles, which can snip off an opponent's arm or leg on a natural roll of 19 or 20. In the beetle army, the carnage beetles are known as the "knights" and, if directed, will target the largest fighters. If the battle is going against a Carnage Beetle, it will grab severed limbs and flee to its lair to feast. Otherwise, it will continue to chop up opponents until they are lying on the ground, spurting blood in various directions.

Giant Predacious Death Watch Beetle: This beetle cleverly disguises itself by covering its body with filth and rubbish. Normally encountered outdoors, Death Watch Beetles have been known to wander into dungeons in search of food and battle. Besides biting for 3-12 points of damage, this beetle can make a deadly clicking sound, against which all living things within 30' must save vs. death magic or die. Those who save do not automatically die, but they do suffer 5-20 points of damage. The beetle can use this clicking attack 90% of the time without being discovered. This attack may be used once every 2-5 hours.

HABITAT/SOCIETY: Bombardier Beetles are found above ground in wooded areas and feed on offal and carrion. They can be found underneath rocks, logs or mushrooms. They generally live alone, except during mating season, when males increase the strength of their scent to allow females to locate them. Females lay between 2-6 small eggs, which hatch just a week later. Larvae are generally about 1' long. They mature quickly, and once they do, they set off to fend for themselves.

Flesh-Eating Beetles: Flesh-Eaters do not socialize and consider the presence of any other living being a threat. The area around the lair of these creatures will be devoid of animal life in a half-mile radius. They may create primitive traps, baiting them with shiny objects in order to attract victims.

Dungeon Beetles: True to their name, these beetles live in dungeons and often work together to defeat opponents. The largest beetle usually ends up leading the assault.

Artillery Beetles: Artillery Beetles live in forests, but they may be found in dungeons, attempting to grab any leftovers from the defeated prey of Dungeon Beetles.

Diving Beetles: Inhabiting the fresh waters of lakes, rivers and ponds, Predacious Diving Beetles live solitary lives, except for a few brief moments every fall when males and females meet in order to perpetuate the species.

Carnage Beetles: These beetles live in the same lairs all their lives. Their homes are strewn with arm and leg bones, and there is a 10% chance that there may be a ring, gauntlet or boot left over from a victim.

Death Watch Beetles: These beetles can be found in dungeons and caverns in any temperate land. Rarely will one find more than one of these deadly creatures because they tend to live alone. When not hunting and attacking, these creatures tend to huddle in dark places to leisurely devour the bodies of their victims.

ECOLOGY: If a Bombardier Beetle is killed before setting off its blast, it is possible to open the creature and retrieve the chemicals that cause the explosion. The chemicals are worth 50gp per dose to an alchemist (each beetle will hold 0-2 doses). Bombardier beetles reduced to 1 hit point sense their impending death and will set off the chemicals internally, exploding in a 10' radius for 2-12 points of damage.

Flesh-eaters have infravision up to 60'. They spawn only once every decade. The screams of pain coming from a Flesh-Eater's victim are most enjoyable to it, and there is a 25% chance it will stop an attack for 1 round to listen and enjoy.

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.

Artillery Beetles supplement their diet with rocks, which are, in turn, melted in their internal organs, creating lava bombs. Artillery Beetles take half damage from all heat-related attacks.

Diving Beetles are born and bred in the water and have a natural instinct when it comes to sinking boats. About 1% of all Diving Beetles are actually aquatic versions of Dungeon Beetles known as "Admirals".

Carnage Beetles spend their time sharpening their mandibles so they can be ready to sever limbs at a moment's notice. They spend only five minutes a year mating. Approximately 5-10 young hatch from eggs every autumn.

Death Watch Beetles often click excitedly when their offspring hatch, accidentally killing their young. This means their numbers are few. When alone, the beetles move frequently in search of food. They carry no treasure, but there is a 10% chance of an item from a previous victim getting stuck to the beetle.



Giant Predacious Dungeon Beetle

YIELD:

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

Spell Components: Bombardier shells can be used in a Protection from Acid spell, Artillery shells can be used in a Protection from Fire Spell (+1 to saving throws) and Death Watch shells can be used in lieu of the regular component in a Death Spell (5% chance of spell mishap). Dungeon Beetle brains are an excellent substitute component in spells related to mental abilities, and can alternately be used for a non-verbal Teleport Spell (somatic and material only).

Hide/Trophy Items The shells of these bugs, if shaped correctly, can be fashioned into sets of plate armor at half normal weight. This armor can also be enchanted. Enchanted armor will have these additional abilities according to the beetle:

Bombardier	Protection vs. Acid
Flesh-Eating	Protection vs. Poison
Dungeon	Protection vs. Mental Attacks
Artillery	Protection vs. Fire
Diving	Protection vs. Water
Carnage	Protection vs. Severing
Death Watch	Protection vs. Death Magic

(All protections provide 100% protection vs. non-magical forms of attack and 50% resistance to all others.)

Treasure:	Bombardier:	Nil	Flesh-Eating:	S, V
	Dungeon:	A, Z	Artillery:	Nil
	Diving:	Nil	Carnage:	See above
	Death Watch:	See above		

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

Beetle, common

DESCRIPTION: The common Beetle is an armored scavenger that lives on the waste of other animals. Beetles come in a variety of colors and sizes. They often are encountered with their giant brethren, in which they will number 20-200. Beetles can cause a good scare, as they will often crawl out of the mouths of corpses.

COMBAT/TACTICS: If sufficiently disturbed by wind, loud noise or Giant Beetles, common Beetles will swarm over an opponent, biting for 1-2 points of damage per 20 Beetles. In addition, opponents will fight at -2 to hit, as they will be partially blinded. On a natural roll of 20, one of the swarm is able to climb into a PC's ear, biting and buzzing for an additional 1-3 points of damage.

Beetle, common

AKA:	--
HACKFACTOR:	0
EP VALUE:	1
CLIMATE/TERRAIN:	Tropical/Temperate
FREQUENCY:	Common
ORGANIZATION:	Swarm
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Non (0)
ALIGNMENT:	Neutral
NO. APPEARING:	1-100
SIZE:	T (less than 1')
MOVEMENT:	1"
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Weak (3)
ARMOR CLASS:	8
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	1hp

During an attack, Beetles may climb into the packs of PCs (a 25% chance) and begin to gnaw on anything made of paper, cloth, wood or leather. If undetected, these bugs can destroy any items made from these materials in 3-6 minutes.

If undisturbed, PCs who walk quietly can crush Beetles under their feet with no problem.

HABITAT/SOCIETY: Beetles swarm as they feed. They mate, breed and die in whatever waste or garbage they can find. Common Beetles tend to be more aggressive around their larger counterparts, perhaps due to some limited, telepathy between them. Beetles often make their nests in tombs or cemeteries, dropping on nervous PCs at opportune moments.

ECOLOGY: Beetles grow from eggs laid in the same foodstuffs they eat. In areas where Beetles are numerous, they love to climb into the ears of sleeping warm bodies. PCs can only earn 1 experience point per swarm of Beetles killed and may never earn more than 1 experience point per day killing Common Beetles. Additionally, any group of adventurers that becomes known for killing Beetles takes a serious hit to their honor factor (-10%).

YIELD:

Medicinal: Powdered Common Beetle is used for a variety of remedies including the curing of warts and the healing of open sores or wounds. If this substance is used in healing, the person using it will be able to heal one additional point of damage.

Spell Components: A swarm of Beetles can be used for a Summon Insects. Additionally, if powdered Common Beetles are used in Healing Potions, the potency increases by one point per vial.

Hide/Trophy Items Nil

Treasure: Nil

Other: Most Beetles are edible and can provide valuable nutrients. This being the case, most humanoids only eat them in extreme situations because they do not taste very good.

pile of gold as camouflage, when resting. Only very close examination will distinguish it from a real coin.

ECOLOGY: The goldbug is one of nature's cruelest jokes on Garweeze Wurld. Some say this beetle was created by a neutral deity who used the creatures to create balance in the world by causing the greedy to think twice before grabbing all the gold they can hold.

YIELD:

Medicinal: Nil.

Spell Components: One of these bugs can be used for a Fool's Gold spell that cannot be ruined by striking the material with iron.

Hide/Trophy Items Nil.

Treasure: Nil.

Other: It takes 4 gold bugs to extract enough poison to coat a dagger. Goldbug poison is worth 150gp per vial.

Beetle, giant (Non-Predatory)

DESCRIPTION: Similar to Common Beetles, Giant Beetles have hard, chitinous shells, chewing mouth parts, two pairs of wings and three pairs of legs. Several varieties of Beetles have brightly colored shells that have some value to art collectors and are attractive to small children. While these shells can protect a Beetle as well as plate mail, a skilled Armorer is needed to craft usable armor 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 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. Beetles do not hear or see well, relying primarily on their feelers to help them navigate in the world.

COMBAT/TACTICS: Large Dung Beetles use their mandibles to bite for 1-6 points of damage.

Giant Boring Beetles favor rotting wood and similar organic matter on which to feed. They can be found en masse inside large trees, underground tunnel complexes and in wooden structures that have been abandoned. Sometimes, they will force anyone living in a wooden structure in a remote area to "abandon" their dwelling by attacking and eating them. Their large mandibles can deliver up to 20

Beetle, Goldbug

DESCRIPTION: The goldbug is a beetle with a flattened, circular body and a golden shell, the size and shape of a gold piece. This unique appearance is what makes them so dangerous. Mothers often warn their children about the dreaded "Coin Bugs" because several tykes have been killed when attempting to pick up one of these shiny menaces.

COMBAT/TACTICS: When disturbed the goldbug can bite for 1-4 points of damage and inject a deadly poison into the victim, who must save vs. poison or die on the spot.

HABITAT/SOCIETY: This coin-shaped bug chooses a

Beetle, Goldbug

AKA: Coin Bug

HACKFACTOR: 1

EPVALUE: 65

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-20

SIZE: T (coin sized)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

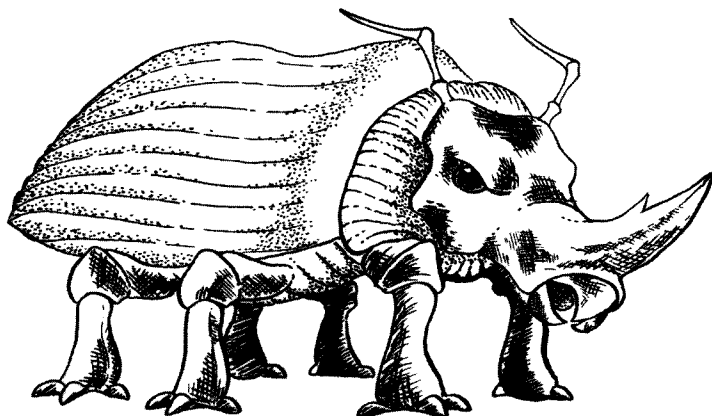
DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 1-6 hit points



Giant Rhinoceros Beetle

Beetle, Giant	Dung	Boring	Stag	Water	Rhinoceros	Fire
AKA:	--	Digging Beetle	--	Wet Walker	Horned Thunder	Glow Bug
HACKFACTOR:	1	3	5	2	10	0
EP VALUE:	35	175	975	120	4000	35
CLIMATE/TERRAIN:	Tropical	Any Land	Any Forest	Fresh Water	Any jungle	Any Land
FREQUENCY:	Common	Common	Common	Common	Uncommon	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Family	Solitary
ACTIVITY CYCLE:	Day	Night	Any	Any	Any	Night
DIET:	Omnivore	Omnivore	Herbivore	Omnivore	Herbivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	4-20	3-18	2-12	1-12	1-6	3-12
SIZE:	S (2')	L (9')	L (10')	M (6')	L (12')	S (2.5')
MOVEMENT:	12"	6"	6"	3", Sw 9"	6"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil
MORALE:	Half-hearted (9)	Brave (14)	Courageous (13)	Brave (14)	Brave (14)	Confident (12)
ARMOR CLASS:	4	3	3	3	2	4
NO. OF ATTACKS:	1	1	3	1	2	1
DAMAGE/ATTACK:	1-6	5-20	4-16/1-10x2	3-18	3-18/2-16	2-8
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
HIT DICE:	2	5	7	4	12	1+2

points of damage. PCs carrying wood of any sort draw particular attention to themselves. Also, Boring Beetles have been known to cause cave-ins in mines and other underground structures that use wooden beams for support. People caught in cave-ins will suffer massive amounts of damage, from 50-100 points each, and suffocate in six rounds if they are unable to get out.

Giant Stag Beetles, like other Beetles, have poor eyesight and hearing, but they will attack if cornered or if they sense food. They can inflict 1-10 points of damage by goring with their 8'-long horns.

Giant Water Beetles are quite aggressive and will attack anything that passes by them.

Giant Rhinoceros Beetles will not attack unless they are in danger. The mandibles of one of these beetles will crush for 3d6 points of damage and its horn will do 2d8 points of impaling damage.

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, described below. They bite with their mandibles for 3-12 points of damage.

HABITAT/SOCIETY: The smallest of the large beetles, Large Dung Beetles live near civilization because they breed and thrive on the excrement of living creatures. Wherever there is waste, these beetles can be found wallowing in it.

Giant Boring Beetles are not greatly intelligent individually, but it is rumored that groups of these bugs develop a communal intelligence.

Because of this, no one has ever come across just one of these Beetles. These creatures always attack in groups. They can live in any type of climate, but are always found living in, or near, a source of wood.

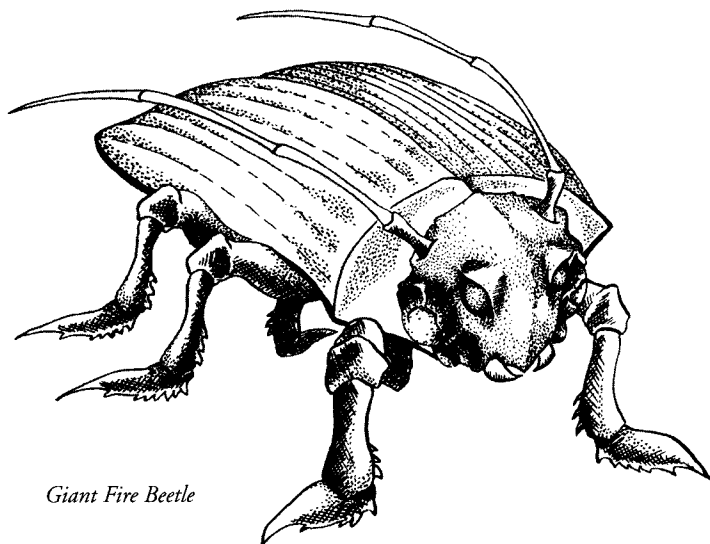
Stag Beetles are fond of grains and crops and are known to raid cultivated lands, even though they dwell primarily in forested areas. Stag Beetles are solitary creatures, mating only once in their lifetimes.

Giant Water Beetles are found only in fresh water of at least 30 feet in depth. They can cause considerable damage to shipping by attacking and sinking crafts.

Giant Rhinoceros Beetles inhabit tropical and subtropical jungles, roaming the regions in search of fruits and vegetation. Since the horn of this giant extends beyond six feet and they have such poor vision, they usually crush or impale everything in their path. In spite of this, Rhinoceros Beetles are peaceful creatures. They live in extremely close-knit family units. They are often hunted for their beautiful shells and are hated by many local villages because children, drawn to the creatures' beautiful shells, have sometimes been trampled.

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

ECOLOGY: There is not much to say about Large Dung Beetles. They do, indeed, dwell in excrement, where they also mate and breed.



Giant Fire Beetle

In tunnel complexes, Boring Beetles grow molds, slimes and fungi substances for food, starting such cultures by using various forms of decaying vegetable matter, animal matter and waste. Boring Beetles like to grow Shriekers, which make excellent natural alarms and a tasty treat.

Because Giant Stag Beetles mate only once in their lifetimes, females tend to lay hundreds of eggs at once. The life spans of these creatures are not long, generally lasting only two seasons. Some of these Beetle eggs hatch in the spring. Those Beetles will live only until the end of autumn. Other eggs will hatch in the autumn, with those Beetles living only until the middle of spring.

Giant Water Beetles are air breathers, but are capable of staying underwater for long periods of time (up to 45 minutes) by catching and holding a bubble of air beneath their giant wings and storing it below the surface of the water.

The shell of a Giant Rhinoceros Beetle is often brightly colored or iridescent and, if recovered intact, is highly prized by certain clerics.

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.

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: Boring Beetle C, R, S, T; all other Beetles: Nil

Other: Beetle hides can be fashioned into +1 non-magical shields.

Behemoth

DESCRIPTION: Behemoths are legendary creatures, made famous across Garweeze Wurd for their tremendous size, long, deadly tusks and ornery dispositions.

They resemble the common hippopotamus in size and shape, and eat some of the same types of food. Their skin is waterproof and they are insulated by layers of fat. Their mouths are huge to accomodate their tusks, and their legs are short, but well-suited to movement in the rivers where they live.

COMBAT/TACTICS: When attacking, Behemoth cows do 4-16 points of damage and bulls do 6-24 points of damage. There is a 50% chance that a Behemoth will attack any swimmer or water craft that passes nearby.

These beasts are often hunted for their tusks; therefore, they are extremely suspicious of any contact with humans and humanoids.

HABITAT/SOCIETY: Found in deep tropical rivers and lakes, Behemoths live in small family groups. They get along well with each other, and raise their young with the help of mother, father and sometimes older siblings.

ECOLOGY: Like most mammals, Behemoths give birth to live young in the spring. Only one calf is born at a time.

Behemoths usually sleep when darkness falls, in hidden and partially submerged caves, or in dense vegetation close to the water's edge, where they spend most of their time.

Their skin is covered with a special oil secreted constantly that, when combined with water, helps protect the beast's skin from sunburn.

YIELD:

Medicinal: Powdered

Behemoth tusks cure

toothaches. Oil from the skin can be used to make

ointments to prevent and soothe sunburn or other burns.

Spell Components: A whole tusk can be used for any of the Zarba's Hand spells with twice the normal duration.

Hide/Trophy Items Nil

Treasure: Nil

Other: Tusks are worth 500-2,000gp. Some wizards will pay double. Tusks are excellent for crafting weapons that can hold enchantments.

Behemoth

AKA: Greater Hippopotamus, Great River Horse

HACKFACTOR: 5

EP VALUE: 3000

CLIMATE/TERRAIN: Tropical Rivers/Lakes

FREQUENCY: Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: H (19'-25' long)

MOVEMENT: 6", 12" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

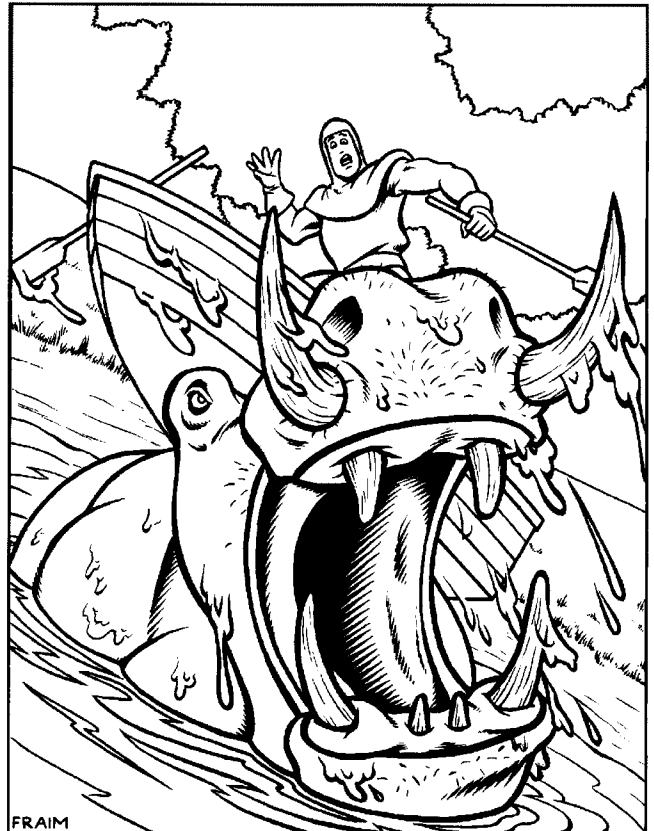
DAMAGE/ATTACK: 4-16 or 6-24

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 10+5

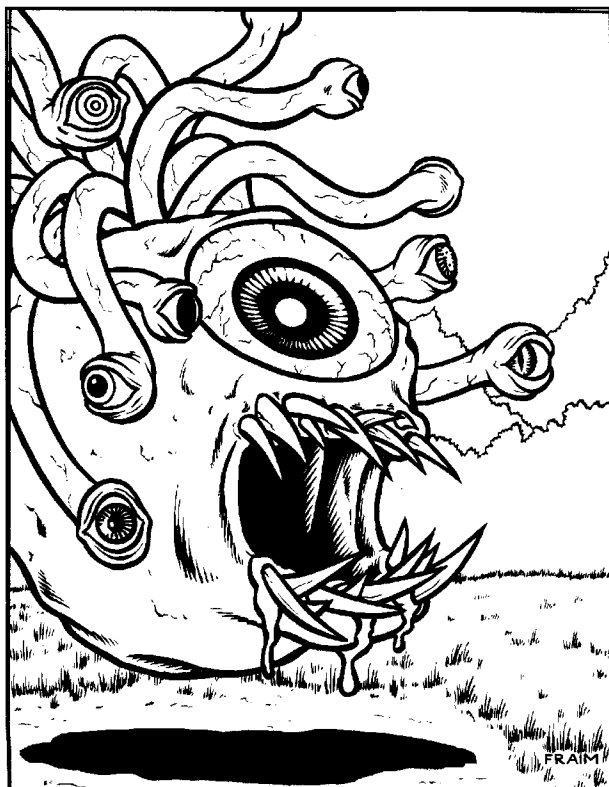


Beholder	Common	Eye of the Deep	Blind
AKA:	Eye Tyrant, Sphere of Many Eyes	Aquatic Beholder	Cave Beholder
HACKFACTOR:	79	16	34
EP VALUE:	14,000	4,000	2000
CLIMATE/TERRAIN:	Subterranean	Any deep ocean	Underground
FREQUENCY:		--- Very Rare ---	
ORGANIZATION:		--- Solitary ---	
ACTIVITY CYCLE:	Any	Day	Night
DIET:		--- Omnivore ---	
INTELLIGENCE:	Exceptional (15-16)	Very (11-12)	High (13-14)
ALIGNMENT:		--- Lawful Evil ---	
NO. APPEARING:		--- 1 ---	
SIZE:	M (4'-6' diameter)	S to M (3'-5' diameter)	M (4'-6' diameter)
MOVEMENT:	3" Flying	6" Swimming	3" Flying
PSIONIC ABILITY:		--- Nil ---	
Attack/Defense Modes:		--- Nil/Nil ---	
MORALE:	Resolved (18)	Daring (15)	Foolhardy (16)
ARMOR CLASS:	0/2/7	5	0/2/7
NO. OF ATTACKS:	1	1/3	6
DAMAGE/ATTACK:	2-8	1-6 or 2-8/2-8/1-6	2-8/1-6 (x5)
SPECIAL ATTACKS:	Magic	See Below	Magic, Flailing
SPECIAL DEFENSES:	Anti-Magic Ray	Nil	Nil
MAGIC RESISTANCE:	Special	Nil	Special
HIT DICE:	45-75 hp	10-12	45-75

Beholder, common etc.

DESCRIPTION: This foul, loathsome, ball-like creature is found underground and in desolate wilderness. The evil globe is supported by levitation, allowing it limited flight capabilities. Atop the wicked sphere are 10 malefic eyestalks, while in the central area is a great, baneful eleventh eye and a large mouth filled with nasty pointed teeth.

The coloring of a beholder can range from sickly gray and blue to nauseating green. Eyes of the Deep have gills and cannot leave the water for more than 5 rounds without suffocating. Cave beholders are missing the large central eye.



Beholder, common

COMBAT/TACTICS: The body of a beholder is protected by a hard, chitinous covering with an AC of 0. The creature's eyestalks and eyes are AC 2 and 7 respectively. Beholders are known to have volatile tempers and will attack anything that intrudes upon their lairs.

Beholders can withstand the loss of their eyestalks. Each one has 8-12 hit points apart from the beholder's regular hit points. Eyestalks will grow back at a rate of one per week. The central eye makes up one third of the creature's total hit points, thus it takes 15 points of damage to destroy the central eye in a 45 hit point beholder. (GMs may want to keep a calculator handy for Beholder combat).

The various eyes of a beholder have different magic powers and typically, only the central eye and 1-4 eyestalks can function at the same time if the attack comes from within a 90 degree arc. If the attack comes from a 180 degree arc, add another 1-4 eyestalks, cumulative for each additional 90 degree attack. (GMs may want to keep

a protractor handy for beholder encounters.)

Attacks from directly above the beholder are considered to be within range of all 10 eyes on the eyestalks, but not the central eye itself. The standard functions of a common beholder's eyestalks are:

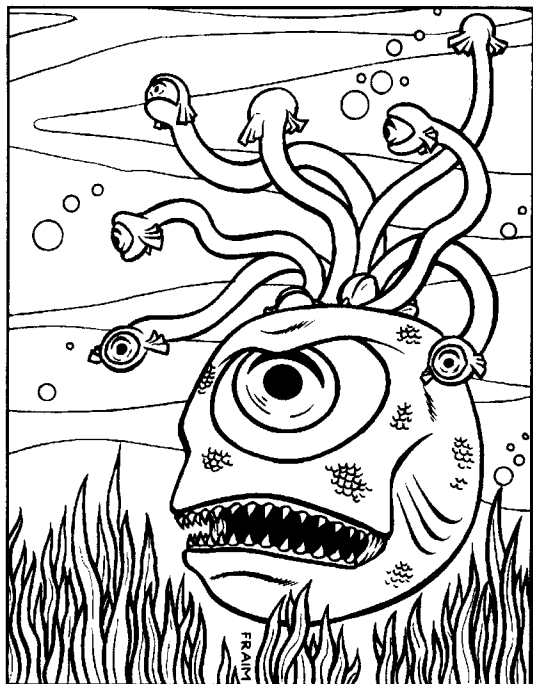
- | | |
|-------------|--------------------------------------|
| 1 | Charm Person |
| 2 | Charm Monster |
| 3 | Sleep |
| 4 | Telekinesis 250 pounds |
| 5 | Flesh to Stone Ray (30 yard range) |
| 6 | Disintegration Ray (20 yard range) |
| 7 | Fear (as a wand) |
| 8 | Slow |
| 9 | Cause Serious Wounds (50 yard range) |
| 10 | Death Ray (40 yard range) |
| Central Eye | Anti-magic Ray (140 yard range) |

The Anti-magic ray covers a 90' arc, keeping all magic from functioning within the area. Spells passing through this area automatically fail.

Eyes of the Deep have softer bodies and an AC of 5. 50% of aquatic beholders are merely common ones with gills; the other 50% (reflecting the 4,000 experience points awarded for killing one) have two crab-like pincers (2-8 points of damage), one central eye and two smaller eyes. The central eye can emit a cone of blinding light 5' wide and 30' long. Those coming into contact with this light must save vs. poison or be stunned for 2-8 rounds. The smaller eyes can Create Illusion, Hold Person and Hold Monster.

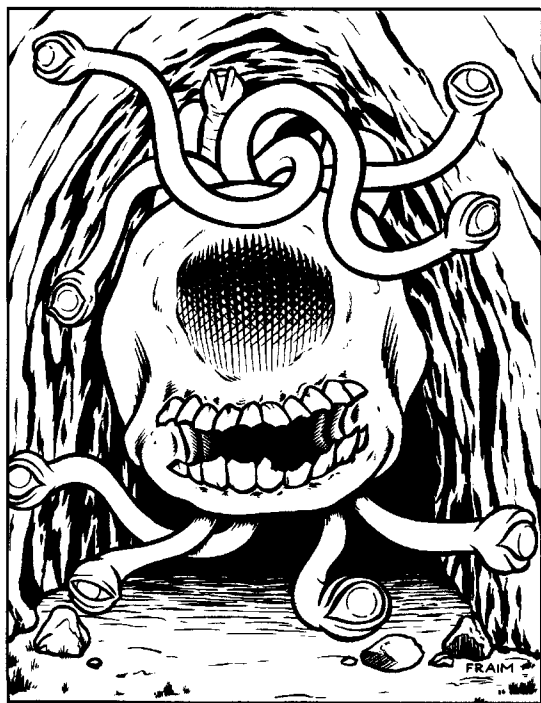
Cave Beholders have no central eyes and their eyestalks have gone blind due to the many years of subterranean existence. Cave Beholders will batter opponents with their eyestalks for 1-6 points of damage (5 attacks in a 90 degree arc) and bite. There is a 25% chance with each hit that one of the blind eyes of a Cave Beholder will let loose with one of the standard beholder powers (roll randomly). All attacks from a Cave Beholder are based on sound and are made at -2 (blind-fighting).

HABITAT/SOCIETY: Common Beholders can be found primarily in dungeons. They can sometimes be encountered in the wilderness, generally in places that are overgrown with thick vegetation. Eyes of the Deep live at the bottom of most seas, suffering no ill effects from changes in water pressure. Cave Beholders live in caverns and other underground places, such as dungeons. These lairs are usually made up of a network of connecting caverns that give the creature enough room to maneuver.



Eye of the Deep

ECOLOGY: No one has been able to unlock the secrets of these beings. All that is known about them is that they are unnatural. They behave as magical beings, rather than animals, and so, most assume that they are the result of evil magic, or perhaps created by the will of a wicked deity.



Beholder, Cave

YIELD:

Medicinal: Nil

Spell Components: The eyestalks are used in Potions of Levitation. The central eye, if whole, can be used in an Anti-Magic Shell spell with double the area of effect.

Hide/Trophy Items Nil

Treasure: I, S, T (beholder), R (Eye of the Deep), I (Blind beholder)

Other: Nil

Beholder and Beholderkin

DESCRIPTION: **Death Kiss:** The core of a death kiss resembles the spherical body of the Beholder, but the eyestalks are actually blood-sucking tentacles and its eyes are hook-toothed orifices. The central body has no mouth. The 10 tentacles can retract or extend 20 feet, attacking an individual or multiple opponents without penalty.

Gauth: A Gauth's body measures about 5 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 infravision of 90'. 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/Tendrill	2	6 hit points

Spectator: The guardian of places and treasure, once given a task the spectator will watch for up to 101 years without allowing anyone to examine the treasure (except the person who summoned it). Spectators have a large central eye and four smaller eyestalks protruding from the tops of their heads.

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

Undead Beholders: These rotting, mold-encrusted zombies used to be beholders. Each has 2-5 functioning eyes (including the central eye), while the rest have fallen off or are hanging on, but just barely.

Elder Orbs: Ancient monstrosities, Elder Orbs are gnarled and wrinkled versions of Beholders. However old they appear to be, Elder Orbs are in no way feeble.

COMBAT/TACTICS: Death Kisses save as 10th level fighters. A tentacle strike does 1-8 points of damage, then a blood drain inflicts 2 points of damage per round. It has a variable AC, that will be targeted according to the PC's wishes or this chart:

Roll	Location	AC	Hit Points
01-75	Body hit	4	77-84
76-85	Central Eye	8	6
86-95	Stalk	2	6
96-00	Mouth	4	See description

A mouth hit does no damage, but stuns the tentacle, causing it to writhe helplessly for 1-4 rounds. If the central eye is destroyed, one of the Bleeders can use vibrations to sense creatures within 10 feet

Beholder/Beholder-kin	Death Kiss	Gauth	Spectator	Voyeur	Undead	Elder Orb
AKA:	Bleeder, Eye of Terror	Magic Eater	Eye Guard	Spy Orb	Death Tyrant	Gawd Tyrant
HACKFACTOR:	77	22	8	13	34	237
EP VALUE:	8000	4000	4000	4000	13,000	47,000
CLIMATE/TERRAIN:	Any Remote	Any Remote	Any Remote	Inhabited	Any Remote	Deep Underground
FREQUENCY:	Very Rare	Rare	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	--- Solitary ---					
ACTIVITY CYCLE:	Any	Day	Day	Night	Any	Any
DIET:	Carnivore	Magic	Omnivore	Omnivore	Nil	Omnivore
INTELLIGENCE:	Av to Hi (8-14)	Ex (15-16)	V to H (11-14)	Very (11-12)	Special	Godlike (25)
ALIGNMENT:	Neutral Evil	Lawful Evil	Neutral Evil	Chaotic Neutral	Lawful Neutral	Lawful Evil
NO. APPEARING:	--- 1 ---					
SIZE:	H (6'-12' diameter)	L (4'-6')	M (4')	M-L (5'-6')	M (4')	G (30'+)
MOVEMENT:	9" Fly (B)	6" Swim	9" Fly (B)	12" Fly (B)	2" Fly (C)	1" (D)
PSIONIC ABILITY:	--- Nil ---					
Attack/Defense Modes:	--- Nil/Nil ---					
MORALE:	Defiant (17)	Daring (15)	Resolved (18)	Pliant (10)	Brave (14)	Fanatic (20)
ARMOR CLASS:	4/6/8	5	4/7/7	4/7/7	0/2/7	-4/-2/3
NO. OF ATTACKS:	10	3	1	1	1	1
DAMAGE/ATTACK:	1-8x10	2-8/2-8/1-6	3-12	1-6	2-8	2-20
SPECIAL ATTACKS:	Blood Drain	Magic	Magic	Magic	Magic	See Below
SPECIAL DEFENSES:	Regeneration	Regeneration	Magic	Invisibility	Anti-Magic Eye	See Below
MAGIC RESISTANCE:	Nil	Nil	5%	Nil	Nil	20%
HIT DICE:	1d8+76hp	6+6/9+9	4+4	9	45-75hp	35

and continue attacking. Tentacles only suffer damage from slashing weapons, though they can be torn free with a successful bend bars/lift gates roll. Forced removal does 1-6 points of damage to the victim. An injured tentacle still attached to a victim will continue to drain enough blood to eventually restore the beast to full hit points, even if the central body is reduced to 0 hit points. They will only detach if the victim is at 0, or if removed as described above.

The Bleeder uses ingested blood to generate electricity. It can regenerate 1 hit point per round in addition to normal attacks. Tentacles can store up to 24 points of energy in this manner, while the body can store 50. A tentacle is 70% likely to discharge its energy when severed, causing 1 point of electrical damage to the person who cut it. A Bleeder may also ram opponents with its mass for 1-8 points of damage. These Beholders usually use this attack only when they are in desperate straits.

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 vs. spell at -2 or become Feeble-minded. A Gauth's tendrils 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:

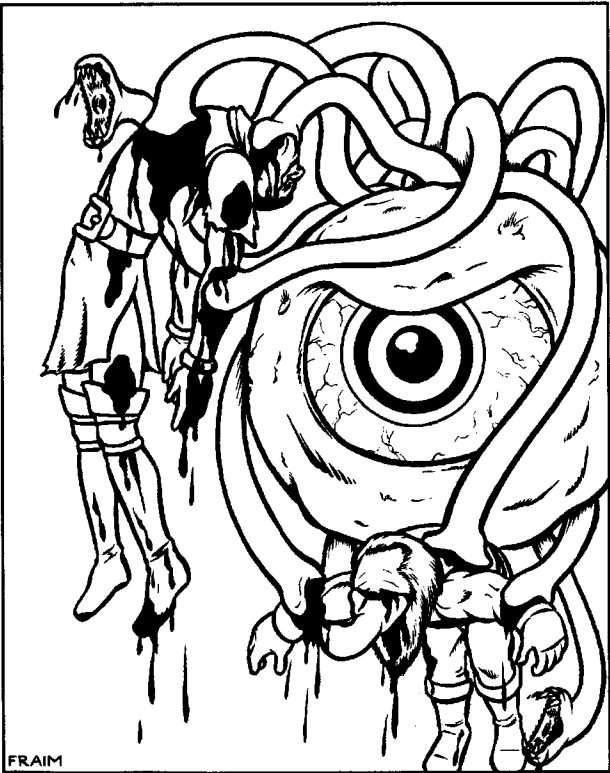
- 1) Cause Serious Wounds Ray (as spell, 30 foot range)
- 2) Repulsion Ray (as spell, 10 foot wide path, 40 foot range)
- 3) Cone of Cold (as spell, inflicts 3d4 points of damage, 5 foot wide cone, 50 feet long and 20 feet wide at its base, can be used 3 times per day)
- 4) Lightning Bolt (as spell, inflicts 4d4 points of damage with an 80' range, four times per day)
- 5) Paralyzation (as wand, 40' 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 will explode, 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.

Spectator: Gaining +2 to surprise and +1 on initiative, this passive creature will attempt to use Suggestion to get intruders to leave. If attacking, roll for strike location:

Roll	Location	AC	Hit Points
01-70	Body	4	4+4 HD
71-90	Eyestalk/Eye	7	1 hit point
91-00	Central Eye	7	1 hit point

If completely blinded, a spectator teleports to the Ethereal Plane, where it will regenerate its eyes in one day. If the treasure it was guarding is gone when it returns, it will stay in the Ethereal Plane forever.



Spectators have a 5% magic resistance and the ability (once per day) to reflect a single spell cast at it, if its central eye is undamaged. The spell must not be one that is performed by touch and the Spectator must make its saving throw.

All the powers of the smaller eyes can be used at the same time on the same target. They are:

- 1) Suggestion. (Target must leave area)
- 2) Cause Serious Wounds (D2d8+3, single target, 60 yard range, save for half damage)
- 3) Paralyzation Ray (90' range, one target immobile for 8d4 rounds)
- 4) Telepathy (120' range, one target, creature will use Suggestion to make intruder peacefully leave)

Voyeurs: Originally developed by the beholders as the ultimate spies, the Voyeur has been employed by mages for centuries. It will usually not attack if spotted. If the Voyeur is in danger, they will attempt 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 will Hold Monster, as long as the Death Tyrant stays focused on its victim, and will last 1-3 rounds after the creature loses its focus. Without instructions from its controller, a Death Tyrant will attack all living things with its remaining eyes. Undead beholders save as 10th to 16th level warriors, depending on their hit points.

Elder Orbs: Elder Orbs have grown so old that some of their original eyestalks have withered or ceased to function. However, 2-8 stalks will be fully functional and able to generate enough bandwidth to encompass large groups of creatures simultaneously. Any creature struck by a ray from an Elder Orb must save vs. spell at -6.

An Elder Orb's most devastating weapon (an eye that will always work) is the life-stealing eye. This power allows the elder (every other round) to directly drain 10-60 hit points from a living creature and add these hit points to its own current total. Elders may get more than their total hit points temporarily, losing them 1-6 hours later. Additionally, Elder Orbs have the powers of 15th-20th level mages (determine spells randomly, ignoring spells that the Orbs cannot possibly use such as Spider Climb). Elder Orbs are extremely proud and will not enter into battle until 20 or more points of damage have been dealt to them by a single attack. They will instead create new beholders to fight in their stead.

An Elder Orb can create one new beholder from its mass every 2 rounds (45 hp), 3 rounds (60 hp) or 4 rounds (75 hp). An Elder Orb will have a virtual warehouse of magic items at its disposal and it will always have at least one usable artifact or relic in its arsenal. Any Beholder will fight to the death to protect its Elder Orb.

HABITAT/SOCIETY: Death Kiss: Roaming their territory, constantly on the lookout for food, Bleeders are solitary hunters and are just as paranoid and selfish as their Beholder cousins. They will attack all other Beholders or kin on sight. They will attack anyone they see relentlessly.

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.

Spectator: If properly met, Spectators are quite friendly and talkative. They move very rapidly when levitating and will drift aimlessly while sleeping, never touching the ground. The treasure they are charged to guard is magical 90% of the time. Other items the Spectator accumulates while on guard duty can be taken without a hassle.

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

Undead Beholders: Death Tyrants mindlessly serve their masters, usually evil human mages, other beholders 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.

Elder Orbs: Elder Orbs dwell in ancient underground lairs with vast open spaces, often caves, but also be dungeons or other underground constructions.

ECOLOGY: Death Kiss: Should a death kiss kill another beholder or kin, it will use the body to breed 1-4 offspring in 24 hours. Each Bleeder will be at half strength and will grow to maturity in one month.

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 after a century or so, two young Gauths emerge from the corpse at half strength. This only happens after the Gauth's natural death.

Spectators: These creatures are summoned from the Ethereal Plane by casting Monster Summoning V while using 3 or more eyes and eyestalks from a beholder. It can only be commanded to guard treasure and will leave if asked to do anything else. If the treasure is taken or destroyed, even by the summoner, the Spectator goes home.

Voyeurs: Voyeurs reproduce by splitting in two after accumulating enough mass. In exchange for valuables, Voyeurs may use their powers to benefit a PC party. They have even 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 specific instructions. However, they are extremely difficult to control. Human mages who attempt to create Undead Beholders may (80% chance) find their Intelligence permanently lowered by 1-4 points and their age increased by 10-40 years.

Elder Orbs: Created cons ago, if the Elder Orbs remember their creator, they will not disclose such information. These gawd-like beings

have survived for eons and will likely survive eons more. Their only rumored weakness is that they are dependent upon magic for almost everything they do. Should the Elder Orb of a beholder nation be slain, the beholders of that nation will all go insane, attacking each other and any target in reach before exploding 1-20 rounds later. Should a PC party succeed in killing an Elder Orb, dozens of guarded treasure hoards all over Garweeze Wurld will become unguarded.

YIELD:

Medicinal: Nil.

Spell Components: An organ in the body of a Bleeder is used for potions and scrolls of Levitation. Gauth internal organs can be used in an Anti-Magic spell or a Dispel Magic spell as if the caster has one additional level. Spectator eyes can be used in a Gate spell to the Ethereal Plane. A Voyeur's central eye can be used in the creation of a Crystal Ball.

Hide/Trophy Items Nil

Treasure:

Death Kiss: I, S, T

Gauth: R

Spectator: I plus treasure guarded

Voyeur: I

Undead: E

Elder Orb: Immeasurable wealth beyond imagination.

Other: An organ in the Death Kiss hardens upon its death into a 70gp gem that glows according to the wearer's emotions. Psionicists can use these gems to read others' emotional states. The X-ray eye of a Voyeur (if intact) can be used for a Ring of X-Ray Vision.

Beholderkin and Abominations

DESCRIPTION: Hive Mothers (Beholderkin): These creatures are twice the size of normal beholders with one central eye but no eye-stalks. Their magical eyes are protected with hooded covers in the flesh of the creature's body, so they cannot be severed. Their mouths are larger than that of any other Beholder race.

Directors (Abomination): These creatures resemble Beholders, but with a smaller central eye. They have six small eyes and retractable eyestalks. Directors have a fanged mouth below the central eye and possess three clawed, sensory tendrils on their ventral surface.

Examiner (Abomination): These 4-foot diameter spheres have four small eyes on the end of antennae. Examiners have one small, lamprey-like mouth on their ventral surface, surrounded by four multi-jointed limbs ending in gripper pads.

Lensman (Abomination): A 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-thumbbed, clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. Its chitin is soft and covered with fly-like hairs. Lensmen wear a webbing that is used to hold tools and double-headed pole arms.

Overseer (Abomination): These strange abominations resemble fleshy trees with 13 limbs that each end in a bud that conceals an eye. One of theses limbs forms the top spine and three yammering mouths surround the spine. There are eight thorny, vine-like limbs that are used for grasping tools and fighting. Overseers sit on root-like bases and can inch along, but can't levitate. They are covered with a fungus that changes color as they desire.

Watcher (Abomination): These are 6-foot diameter spheres with 3 central eyes arranged around the circumference. The eyes are huge, with no lids. On the crown of the sphere are a compound eye and a ring of six eye spots. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue.

Beholderkin/Abominations	Hive Mother	Director	Examiner	Lensman	Overseer	Watcher
AKA:	Ultimate Tyrant	Cecilum-Demilius	Clerk Tyrant	Tool Tyrant	Tree Tyrant	Spy Tyrant
HACKFACTOR:	105	28	19	4	68	4
EP VALUE:	24,000	10,000	6,000	175	15,000	420
CLIMATE/TERRAIN:	--- Any Remote ---					
FREQUENCY:	--- Very Rare ---					
ORGANIZATION:	Solitary	Squad	Squad	Squad	Solitary	Solitary
ACTIVITY CYCLE:	Any	Day	Night	Day	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Insectivore	Omnivore	Scavenger
INTELLIGENCE:	Genius (17-18)	Av. (8-10)	Genius (17-18)	Low (5-7)	SuperGenius (19-20)	Semi (2-4)
ALIGNMENT:	Lawful Evil	Lawful Evil	Lawful Neutral	Neutral Evil	Lawful Evil	Neutral
NO. APPEARING:	1	2-5	1-6	1-10	1	1-4
SIZE:	H (8' diameter)	H (8'-10' diameter)	M (4' diameter)	M (5' tall)	H (15' tall)	L (6' diameter)
MOVEMENT:	6" Fly (A)	15", 3" Fly (A)	6" Fly (C)	9"	1"	7"
PSIONIC ABILITY:	--- Nil ---					
Attack/Defense Modes:	--- Nil/Nil ---					
MORALE:	Resolved (18)	Resolved (18)	Average (11)	Brave (14)	Foolhardy (16)	Pliant (10)
ARMOR CLASS:	0	2 (4)	5	3/7	2/7	7
NO. OF ATTACKS:	1	2	1	1	1	1
DAMAGE/ATTACK:	5-20	2-8/2-8	1-6 or weapon	1-8 or weapon	3-12	3-18
SPECIAL ATTACKS:	Magic	Magic	Magic	Nil	Magic	Magic
SPECIAL DEFENSES:	Anti-magic Ray	Nil	Magic	Magic	Magic	Magic
MAGIC RESISTANCE:	5%	20%	25%	Nil	35%	Nil
HIT DICE:	20	12 (8)	8	2	14	3+3

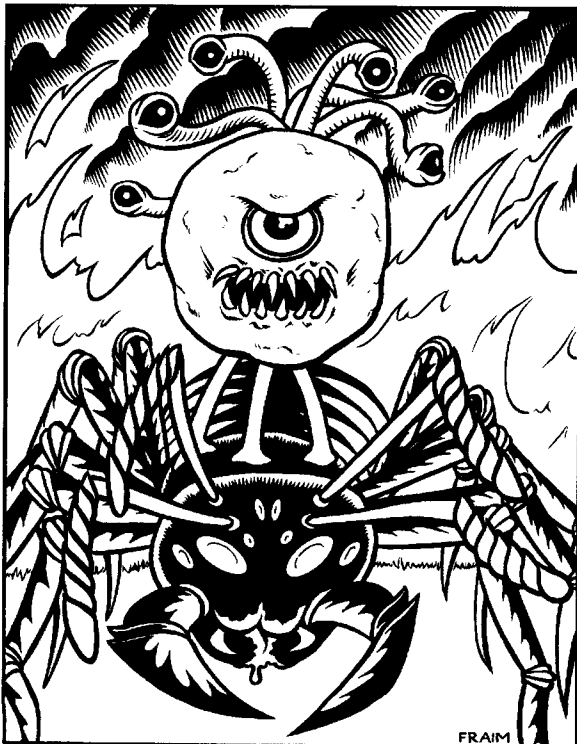
COMBAT/TACTICS: **Hive Mother:** These Beholderkin are endowed with mouths so large they can swallow man-sized creatures on a roll of a 20. Once swallowed, the prey takes 5-20 points of damage each round until it is dead or escapes. (To escape, the victim needs to roll a successful "to hit" roll.) Hits will be on the body 90% of the time (AC 0), while the rest are against the 15 hit point central eye (AC 7). Hive mothers have 5-10 ordinary Beholders or 5-20 Abominations under their control. Hive mothers have the same magical eyes as a standard beholder.

Director: The central eye has the power of Deflection, giving opponents -2 to hit on frontal attacks and giving the Director a +2 bonus to all saving throws against spells cast in its field of vision. A director's other eyes have the following powers (as an 8th level caster unless noted):

- 1) Magic Missile (as spell, as a 4th level caster, 2/round)
- 2) Burning Hands (as spell)
- 3) Wall of Ice (as spell)
- 4) Slow (as spell)
- 5) Enervation (as spell)
- 6) Improved Phantasmal Force (as spell)

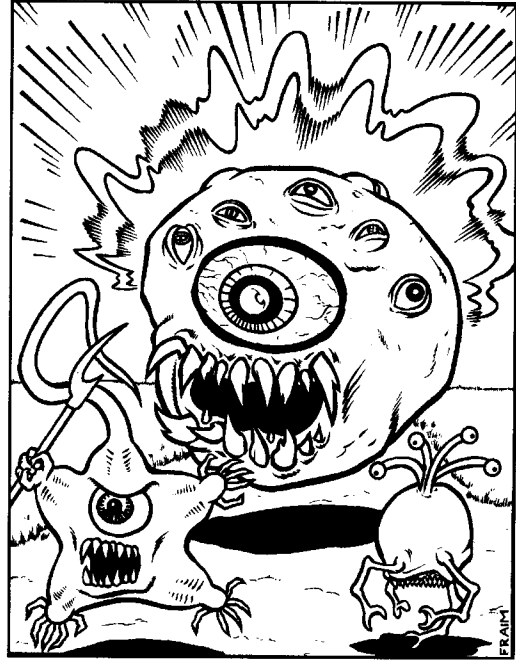
Director's Insect Mount: Directors use specialized mounts, Giant Centipedes called crawlers, which they control with a mindlink. When a Director is atop its mount, the two creatures are treated as a single 8 hit dice creature. Directors are AC 4 by themselves and AC 2 when mounted.

A "crawler" is a specialized Giant Centipede. This beast has 4 hit dice, gets -4 to hit without the Director and can roll into a ball that is AC 0. It has 10 legs, two pairs of antenna and two fighting fangs similar to some spiders' that can stab separately for 2-8 points of damage each. Victims must save vs. poison or be paralyzed for 1d4 rounds. Crawlers are omnivores that prefer to eat smaller creatures.



Beholderkin, Director

Beholderkin Hive Mother



Examiner: Examiners prefer to avoid combat. They can wield up to four items at a time, regenerate 1 hit point per round and have the following eye powers at 8th level casting ability:

- 1) Enlarge or Reduce
- 2) Identify or Legend Lore
- 3) Transmute Form (Like Stone Shape, but works on non-magical, non-living material)
- 4) Spell Reflection as a Ring of Spell Turning

Lensman: The eyes of each Lensman have the following eye powers at 6th level casting ability:

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

Overseers: An overseer is AC 2, but each stalk is AC 7 and is severed after 10 points of damage. Overseers can influence beholders and beholder-kin to work together. Overseers always have 2 Beholder guards and at least a half dozen Directors protecting their welfare. Overseers' arms do 1d10+2 points of damage each. They may use physical weapons or artifacts. Their eye powers function at 14th level casting ability:

- | | |
|-------------------------|-----------------------------|
| 1) Cone of Cold | 8) Domination |
| 2) Dispel Magic | 9) Mass Suggestion |
| 3) Hold Monster | 10) Major Creation |
| 4) Chain Lightning | 11) Spell Turning |
| 5) Telekinesis 250 lbs. | 12) Gandle's Spell Immunity |
| 6) Emotion | 13) Temporal Stasis |
| 7) Mass Charm | |

Watcher: Preferring misdirection and flight to confrontation, a Watcher can attack with its tentacle for 3d6 points of damage. In addition to the damage, it can zap a creature with electricity. If the victim misses its system shock roll, he falls unconscious for (22 - his Constitution score) in rounds. The Watcher's main eyes have two powers and the compound eye can draw on three powers:

- 1) True Seeing and ESP
 - 2) Advanced Illusion and Demi-Shadow Magic
 - 3) Telekinesis 1,000 lbs and Teleport
- Compound Eye: Message, Tongues and Suggestion

HABITAT/SOCIETY: **Hive Mother:** A nesting hive mother can create a community of beholders, which it will use to decimate surrounding regions. If the Hive mother is killed, its beholders and beholderkin turn on each other, then separate to seek their own lairs.

Director: Directors are warrior-beholders that provide security for beholder communities.

Examiner: These creatures are scholars and clerks involved in spell and magical item enchantment, research and creation for beholder nations. They can use any artifact or tool as well as humans.

Lensman: These creatures often hang back to heal larger Beholders more suited for combat.

Overseer: These creatures will often be the last monster standing in a fight, having sent all others under their control to their deaths.

Watcher: The spies of the eye tyrants feed on carrion and stunned prey.

ECOLOGY: Hive mothers are created by Elder Orbs and then, in turn, create abominations and beholders.

YIELD:

Medicinal: Nil

Spell Components: Levitation organs can be used in Levitation potions and scrolls. Director tendrils can be eaten by active psionicists for 1-3 PSP's each (save vs. poison or die). Overseer eyes can be used as substitute components for spells with the same powers inherent in those eyes.

Hide/Trophy Items Nil

Treasure:

Hive Mother: I, S, T

Director: G

Examiner: Vx4 and tools

Lensman: R

Overseer: U

Watcher: Nil

Other: The brain of an Examiner can be used for a Potion of Skill (gives imbiber a skill for 2-7 days).

Bird, Aquatic

DESCRIPTION: **Swan:** Swans are large members of the duck family and stand about 5 feet tall, weighing up to 30 pounds. The swans on Garweeze Wurd are Trumpeters, with a distinctive and rather loud trumpeting call. They are popular pets for many magic users because they are slightly magical, easy to domesticate and quiet. Pure white creatures with reddish bills, 1% of swans on Garweeze Wurd actually house the trapped souls of people who have been doomed by powerful evil mages. If a person recognizes one of these birds, either by a Detect Magic spell or other means, and can have a Remove Curse spell cast on it, the trapped soul transforms into its former self. These individuals are usually very grateful, and may offer any number of rewards to their rescuers.

Bird, Aquatic	Swan	Flightless
AKA:	Penguin, Auk, Dodo, etc.	
HACKFACTOR:	0	0
EPVALUE:	65	5
CLIMATE/TERRAIN:	Wetlands	Arctic to Desert
FREQUENCY:	Common	Common
ORGANIZATION:	Flocks	Flocks
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Variable
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-16	2-20
SIZE:	M (5' tall)	S (1'tall)
MOVEMENT:	3", 18" Fly (D)	3", 15" Swim
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	Timid (6)	Half-hearted (9)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1/1/1-2	1-2
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	50% vs. Silence spells	Nil
HIT DICE:	1d8+2 hp	2-12 hp

Flightless Birds: This listing includes the penguin, auk and other birds like the dodo.

COMBAT/TACTICS: Swan encounters may (10%) include Swan Mays. These birds have acute senses that can (90% chance) detect an intruder. Because of this ability, swans are often encountered near keeps or the lairs of mages as a sort of early warning system. Most of the time they will not attack, but will trumpet a warning. Swans have an innate 50% resistance to Silence spells (in addition to normal saves). If desperate or enraged (20% chance) they attack with their bills, wings and feet, but can do no real damage against armored opponents, unless they strike an unprotected eye, nose or ear.

Flightless: These birds will flee if attacked.

HABITAT/SOCIETY: Swans mate for life. The young are called cygnets. Swans live on fresh water ponds where they can be secluded from prying eyes. They migrate from one location to another. As one pond in a more northerly clime starts to freeze, the swans fly south to another area, still cool and temperate, where there is a pond available.

Flightless: The population of these creatures is low, but there are many different species. Penguins live in arctic climes, in small communities, where they band together to raise young and hunt their favorite food, fish. Other flightless aquatic birds live in temperate and tropical zones, making nests in the reeds and grasses of wetland areas such as swamps, ponds and rivers. Some flightless birds can be encountered near the ocean in coastal rocky caves where they make their nests.

ECOLOGY: Swans lay between 2-5 eggs every year. Both parents help to guard the eggs, but it is the mother who stays near them when the male goes to gather food. They eat what most birds eat: worms, insects, some fruit, grasses, seeds, berries and grains.

Their graceful appearance has made them a favorite of storytellers. Because of this, the magical aura that surrounds them and the fact that mages often domesticate them, swans get a higher level of respect than other birds. It is therefore unlucky to kill a Swan. Anyone who

does so will suffer a -3 to all die rolls until a Remove Curse spell is performed. It is also considered dishonorable to willingly slay a Swan because these birds are such easy targets due to domestication. Therefore, such killers lose two honor points for doing so.

Flightless Birds: For the most part, flightless birds mate in much the same way as other birds. Females lay eggs and males gather food. Young birds hatch in the spring and are nurtured for a few months before setting out on their own.



YIELD:
Medicinal: All the birds can be eaten.
Spell Components: Swan hearts can be used as the principal material component of a love potion. Swans can also be used as alternative hosts for a Magic Jar, Trap the Soul or similar spells.
Hide/Trophy Items Swan feathers are also highly prized by certain clothing merchants catering to noblewomen. These feathers can go for between 50-80 gp per handful if sold in the right location.
Treasure:
Swan: Nil
Flightless: Nil

Bird, Collector

DESCRIPTION: A giant black bird, similar to a crow but as large as some dragons, this creature loves to collect trophies for its nests. The trophies collected happen to be the heads of humans, demi-humans, humanoids and other creatures that catch its eye – preferably ones still wearing helmets. No one knows why the birds behave in such a way although since they are related to the crow (which has been known to collect shiny objects) it may be instinctual.

COMBAT/TACTICS: Collectors attack with their sharp talons or beak. Because of their size, the damage can be fairly hefty, from 2-16

hp. They are known to go into attack frenzy during certain months, and no one knows why. There is a 1 in 10 chance that when a PC or PC group encounters these birds, the Collectors will be in attack frenzy mode. Then, they are relentless, refusing to give up (fanatic morale). Sometimes, even after one of these birds is dead, the body will continue the attack, as the nerves in the body are unaware of death. Dead birds attack at only half their abilities. Damage is 1-8 from these attacks.

The biggest problem facing PCs when it comes to these birds is the fact that they like to collect heads. If a Collector renders a PC unconscious, or kills him, it will attempt to bite his head off to take as a trophy. A bird who has uninterrupted access to an incapacitated PC's body will sever its head the next round. PCs without heads are unable to be raised from the dead until their heads are retrieved.

Certain evil mages have been known to domesticate the birds and train them as familiars.

HABITAT/SOCIETY: Collectors live on high rocky crags, and prefers cold, desolate regions. They live in flocks of about 10, with about three family groups making up each flock. They make loud shrieking sounds as they communicate with each other, and when they attack.

ECOLOGY: Females lay only one egg per year. Collectors live about fifty years. They feed on dead bodies, so PCs who are killed not only might end up as trophies, but also might be dinner for these birds. They also feed on other types of carrion. Their giant wingspan allows them to fly up to 75 miles in search of food.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items Nil
Treasure: 1 in 20 chance there may be from 1-4 necklaces in the nest of a Collector
Other: Collector eggs are worth 50-100gp each.

Bird, general

DESCRIPTION: Standard: These are normal birds that include every type from the Alabaster Woodpecker to the Zebra-striped Sloth bird.

Condor: With wingspans of 13 to 20 feet, condors have black feathers and resemble vultures. They have ash-black body feathers with large white patches on the wings. They are bald and somewhat ugly, with red heads and a large, fleshy comb on their foreheads.

Bird, Collector
AKA: --
HACKFACTOR: 3
EP VALUE: 500
CLIMATE/TERRAIN: Temperate
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Scavenger
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1-10
SIZE: L
MOVEMENT: 5", Fl 29" (E)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (8-10)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2d8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6

Bird, general	Standard	Condor	Falcon	Flightless	Hawk, Large
AKA:	Sparrow, Robin, etc	--	--	--	--
HACKFACTOR:	-1	0	0	0	0
EPVALUE:	1/10	175	65	15 or 35 or 65	65
CLIMATE/TERRAIN:	Any but Arctic	Any but Arctic	Temperate	Desert, Plains	Temperate
FREQUENCY:	Common	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Family	Family	Family	Herds	Flocks
ACTIVITY CYCLE:	--- Day ---				
DIET:	Herbivore	Carnivore	Carnivore	Omnivore	Carnivore
INTELLIGENCE:	Animal (I)	Semi (2-4)	Animal (I)	Semi (2-4)	Semi (2-4)
ALIGNMENT:	--- Neutral ---				
NO. APPEARING:	1-20	1-2	1-2	2-20	1-2
SIZE:	T (less than 1')	M (3'-6' tall)	S (1'-2')	M-L (3'-8' tall)	M (5' wingspan)
MOVEMENT:	1", 12" Fly (A)	3", 24" Fly (D)	1", 36" (B)	18"	1", 33" (B)
PSIONIC ABILITY:	--- Nil ---				
Attack/Defense Modes:	--- Nil/Nil ---				
MORALE:	Wuss (2)	Half-hearted (9)	Timid (6)	Half-hearted (9)	Half-hearted (9)
ARMOR CLASS:	4	7	5	7	6
NO. OF ATTACKS:	1	1	3	1	3
DAMAGE/ATTACK:	1	2-5	1/1/1	1-4 or 1-6 or 1-8	1-2/1-2/1
SPECIAL ATTACKS:	--- Nil ---				
SPECIAL DEFENSES:	--- Nil ---				
MAGIC RESISTANCE:	--- Nil ---				
HIT DICE:	1 hp	3+3	1-1	1 to 3	1

Falcon: These are smaller, swifter and more maneuverable birds as compared to hawks. They are about the size of crows.

Flightless: The ostrich, emu and rhea typify this category of fowl. They cannot fly, but can run very quickly and have long, powerful legs. Some cultures use the birds as mounts.

Large Hawk: Hawks have wingspans of up to 5 feet, and sharp beaks and talons. They are excellent hunters.

COMBAT/TACTICS: Standard: Birds generally fly away when confronted by sudden movements instead of attacking. The only time a bird will fight is when it is cornered, ill or defending its nest. Blue Jays, the mighty warrior class of these birds, get +1 to hit.

Condor: If cornered, condors will fight, but they usually fly away unless defending the nest.

Falcon: These birds are easily trained to assist hunters.

Flightless: Ostriches kick for 1d8 points of damage, emus for 1-6 points and rhea for 1-4 points. If faced with a superior foe, or extremely loud noises, these birds (if they fail a morale check), will stick their heads in the sand to hide. Others will run away to hide.

Large Hawk: Hawks are never surprised, due to their superior eye-sight, and can plummet 100 feet or more, diving at +2 to hit and double damage, though only with their talons (no beak attack that round). Hawks aim at the eyes and have a 25% chance of striking an eye with their beak. Opponents struck are blinded 1d10 rounds and have a 25% chance of losing that eye. If their nests are attacked, Hawks fearlessly attack anything.

HABITAT/SOCIETY: Standard: These birds stay in small family units and/or flocks when migrating and nesting. Most make their nests in trees, but some have been known to make nests in the rafters of barns, where it is warm and there is plenty of straw.

Condor: Condors are solitary hunters, but 45% of the time they stay with their mates. The twosome will protect their eggs and fledglings

to the death. Condors can be trained to act as spotters or retrievers. They may, rarely, even be trained as aerial mounts for small and tiny demi-humans or humanoids. Used this way, they can carry up to 40 pounds.

Falcon: These birds are often preferred for hunting over hawks because of their swiftness and agility, although hawks are able to catch larger prey.

Flightless: Running in herds across the Great Plains, these birds live similarly to other herd animals. They will range as much as 20 miles in one day looking for food.

Large Hawk: If taken young and trained by an expert, hawks can be taught to hunt. They live in forests near fast, rushing rivers and streams where they can catch fish, a particular favorite food of these graceful birds.

ECOLOGY: Most birds build nests using materials according to their size. Standard birds will use tiny twigs and small pieces of twine, while large, flightless birds might use vines, branches and tree bark to keep their eggs warm. All female birds are egg-bearing and egg-laying creatures, though usually both parents take equal roles in caring for eggs and young. Young fowl are hatched from eggs after being sufficiently warmed by the nest and their parents' bodies. They leave the nest after they have grown big enough to face the world. Ostriches keep their eggs warm in the sand, however, because the adult birds are too large to sit on the eggs without crushing them. Unfortunately, the eggs are often crushed because they are on the ground.

YIELD:

Medicinal: All these birds are edible.

Spell Components: The feathers of flying birds can be used as the principal material component for Potions of Flying or a Fly spell. Flightless bird feathers can be used as the principal material component for Potions of Running. Hawk eyes can be used for a Clairvoyance spell.

Hide/Trophy Items Nil

Treasure: Nil

Other: Condor eggs and hatchlings are worth 30-60gp, trained falcons sell for 1000gp and fledgling hawks sell for 500gp. Ostrich eggs are worth 10gp each.

Bison'vyders

DESCRIPTION: The proud Bison'vyders are a nomadic race of intelligent Buffalo Men who roam the forests and plains of Garweeze World. They tower over most men, at about 7' and dress in deer-skin, bear fur and colorful amulets made of roughly hewn, painted stones and animal teeth.

COMBAT/TACTICS:

With most humans and demi-humans encountered, Bison'vyders are peaceful, even friendly. But an ancient enmity exists between these Buffalo Men and the Taureans (creatures similar to Minotaurs.) From ancient times, these two races have clashed over territory, although no one really knows when the first conflict between the two races occurred. Now so much blood has been spilt on both sides that it is doubtful whether peace can ever be made between them. Anyone who takes sides in this conflict can count on gaining powerful allies, and enemies.

When pressed into battle, Bison'vyders rally very quickly. Most fight with a large spear that does 2-8 points of damage, but they can also charge for 2-12 points of damage (they need to move at least 25 feet before the attack). They will carry large shields, if prepared (AC 5) and never use mounts.

HABITAT/SOCIETY: Bison'vyders live in nomadic herds, travelling in the summer to hunt and gather food and goods, and settling into camps in the colder months. Camps are organized in a circular pattern of huts made out of logs, hides or stones, depending on the climate of the area where they live. In the center of each camp is a larger construction that serves as a social meeting place. Next to this is the large hut of the herd's chief and his family.

Family is sacred. Both mother and father nurture children. During the winter months, the young are trained in the more domestic skills such as cooking, building, sewing, even reading and writing. In spite of the primitive way they live, Vyders are quite intelligent and have a great love of knowledge. This knowledge, however, is usually limited to the ancient cultural and religious texts of the Buffalo Men.

Boys and girls are trained to do all the duties required for tribal survival. There is no linking of certain skills with certain sexes. Cooking, for instance, is not viewed as a female skill, but rather a skill of survival and even of sophistication, no matter what the gender of the chef.

In the summer months, as the tribe moves from place to place, hunting and gathering supplies for the winter, the young are trained for battle. Sometimes, during the summer, wars with Taurean warriors break out, so the Vyders stress the importance of combat readiness. Young Vyders fight at 1-4 hit dice and dish out half the damage of their adult counterparts.

Bison'vyders

AKA: Buffalo Men

HACKFACTOR: 4

EP VALUE: 270

CLIMATE/TERRAIN: Plains/Forest

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Average to High
(8-14)

ALIGNMENT: Neutral good

NO. APPEARING: 4-24

SIZE: L (7' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 6

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: by weapon or
2-12

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Head is AC 3

MAGIC RESISTANCE: Standard

HIT DICE: 5

If PCs happen to tangle with Vyders, they may find these Buffalo Men to have an unusually sharp sense of humor. When fighting those other than their ancient enemies, Vyders generally strive not to kill, but to humiliate. If gaining the upper hand, Vyders have been known to strip enemies naked and paint humiliating symbols on them, then tie them onto their horses backwards. Such an attack takes 1-4 points of honor away from their opponents, and transfers that honor to each warrior involved.

If insulted, however, Vyders may lay aside any mercy in favor of an all out hack frenzy. If one of their family members is threatened, hurt or insulted, the rest of the families nearby will fight as Berzerkers, dealing out double damage and adding +2 to hit.

ECOLOGY: Vyders enjoy eating a variety of foods, and cooking is one of their favorite kinds of entertainment. They are also deeply religious, worshipping hunting and nature gawds with beautiful, intricate ceremonies. Each herd will have at least four clerics who act as 5th level clerics and above.



YIELD:

Medicinal: Nil

Spell Components: The Hearts of Vyders are key ingredients in Potions of Vitality.

Hide/Trophy Items: Nil

Treasure: P (individual)

Other: Nil

Black Annis

DESCRIPTION: The Black Annis are a race of fearsome creatures of the Lower Planes. Dressed in flapping, filthy rags, with gaunt, gray faces and long, curved iron claws, these creatures of the night live to satisfy their deepest craving — human flesh.

COMBAT/TACTICS:

Black Annises wait in the crooked, twisted branches of large oak trees for victims to pass by, and then attack with their teeth and long talons, stripping the flesh off their victims in a very painful manner. They have a Strength of 19 and can grapple opponents if all three attacks hit the same person (automatic damage the next round unless opponent is stronger and/or can break free). In addition to normal attacks, the hags have the ability to Fog Cloud and Change Self (as the spells at 8th level casting ability) once per round. Edged weapons do -1 point of damage per hit, due to the Annis' iron skin. Blunt weapons do +1 damage per hit.

Black Annis

AKA: --
HACKFACTOR: 14
EPVALUE: 2000
CLIMATE/TERRAIN: Any with trees
FREQUENCY: Very Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low to Exceptional
(5-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3
SIZE: L (7 1/2' to 8' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Hesitant (7)
ARMOR CLASS: 0
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-9/2-9/3-9, +7 for strength
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: 100% vs. illusion/ phantasm magic only
MAGIC RESISTANCE: Standard
HIT DICE: 7+3-12

HABITAT/SOCIETY: Black Annises dwell singly or in small groups. They will sometimes cooperate with other evil beings for mutual protection and to obtain small children to eat — their favorite delicacies. They generally live in caves, where they display hideous trophies — the skin of their victims.

ECOLOGY: Black Annises have normal infravision and superior hearing and smell. They speak their own language, Ogre, common Giant, some Common and, sometimes, various other languages.

YIELD:

Medicinal: Nil

Spell Components: A bit of Annis clothing can be used for a day-long Change Self spell. A bit of hair can be used for a Fog Cloud spell of double duration.

Hide/Trophy Items: None

Treasure: D

Other: Nil

Black Poppy

DESCRIPTION: Highly toxic, these innocent looking, yet quite beautiful plants have been the ruin of many a wanderer. One of the reasons these plants are so dangerous is because they are almost identical in appearance to the normal poppy. Only the most skilled botanists can see the difference. The only difference between the two plants is that the leaves are about 1/2" wider on Black Poppies than on regular poppies.

COMBAT/TACTICS: If ever a living creature comes within 2 feet of the plant, or any time it is disturbed, the Black Poppy releases its store of deadly black gas. All within a 3' radius must save vs. poison or take 1-100 hit points of damage per plant. Anyone over 4' tall gets a +1 save, unless they happen to be examining the plant. A successful save means that the victim has moved away from the plant in time.

HABITAT/SOCIETY: These deadly beauties are very rare. They have been found in grassy plains and fields and tend to die in extremely cold or hot climates. They have also been found in tropical areas, growing well on sunny hills. Their population is limited due to the plant's extreme susceptibility to common weeds, which choke out the more delicate Poppies.

ECOLOGY: Black Poppies were cultivated by a sect of mages who dabbled in extremely dark and chaotic magic. It is said they were determined to create evil duplicates of some of the most beautiful and benign creations on Garweeze World.

Black Poppy

AKA: Black Death, Death Plant, Poppy of Death
HACKFACTOR: 1
EPVALUE: 15
CLIMATE/TERRAIN: Any non- desert or non-arctic
FREQUENCY: Very Rare
ORGANIZATION: Incidental
ACTIVITY CYCLE: Any
DIET: Minerals
INTELLIGENCE: Non- (0)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-10
SIZE: T (1' high)
MOVEMENT: 0"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Poison
SPECIAL ATTACKS: Poison gas cloud
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1d8 hp



**YIELD:**

Medicinal: Black Poppies can be used to make a drug more addictive than opium.

Spell Components: Nil

Hide/Trophy Items Nil

Treasure: Nil

Other: Certain assassins use the seeds from Black Poppies as a poison. When ingested, these seeds will kill a person within three rounds if the victim fails his saving throw and a Neutralize Poison spell is not administered. Normal healing will have no effect.

Blind Wretched Pursuer

DESCRIPTION: Wandering the night with a blood-curdling wail and skeletal visage, Blind Wretched Pursuers are the stuff of nightmare. With horrific eyeless faces, these evil undead are gruesome to behold, but their disability makes them unable to pose much of a threat.

COMBAT/TACTICS: Pursuers have a life-draining touch that does 1-8 points of damage and drains one level of experience from the victim, if they can find one. Because the Wretch is blind, all attacks are at -4. Blind Wretched Pursuers attack if disturbed and will pursue their victims until they are destroyed, the victim is dead or the Pursuer becomes hopelessly lost. Most victims can avoid them easily, however. Their major threat is their wail, which may attract other, more deadly monsters to the area where they wander. Sometimes, other undead will haunt nearby areas and use the wail of the Pursuers as a cue to descend upon adventurers. If, for some reason, a Blind Wretched Pursuer is able to attack a person and defeat them, they will attempt to take the person's eyes.

HABITAT/SOCIETY: Fully 50% of all pursuers are encountered miles from their hidden lairs, unable to feel their way back. When not wandering aimlessly, these creatures settle in lonely cemeteries, crumbling crypts, and desolate dungeons.

ECOLOGY: Blind Wretched Pursuers are unaffected by invisibility, illusions, phantasms, hypnotism or obscene gestures. Characters that successfully Move Silently may avoid Pursuer attacks altogether, as can others who simply move about quickly. Blind Wretched Pursuers are turned as Ghosts, but the cleric must touch his holy symbol to the forehead of the Pursuer in order to turn it.

It is assumed that these creatures are evil undead humans who were blinded as they were murdered, and are wandering about, hoping to find eyes and vengeance.

Blind Wretched Pursuer

AKA: Sightless Spectres

HACKFACTOR: 15

EP VALUE: 3000

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Life

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-2

SIZE: M (6'tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: Level Drain

SPECIAL DEFENSES: Immunity to
illusions

MAGIC RESISTANCE: Standard

HIT DICE: 7

**YIELD:**

Medicinal: Nil

Spell Components: Protection from Undead scroll

Hide/Trophy Items The skin of a Blind Wretched Pursuer can be cured and turned to leather armor, but only if the PCs can find a chaotic evil tanner, leatherworker and armorer. The armor is equal to AC 7 and can only be worn by chaotic evil characters. It provides 50% resistance to undead energy drains.

Treasure: C (in lair only)

Other: Nil

Blink Dawg

DESCRIPTION: Blink dawgs appear most of the time like a large, well groomed retriever. Some solitary males shunned by the pack will appear rough-coated from fighting for territory and defending themselves against their own kind. Most blink dawgs are a light golden brown in color but occasionally a small percentage (20%) are a deeper chocolate brown.

COMBAT/TACTICS:

More muscular and intelligent than other types of dawgs, blink dawgs live in packs which are well organized. They will use their teleport abilities to get behind opponents 75% of the time. Blink dawgs never teleport into objects or above ground, as their power is innate. Should they not appear behind an opponent, roll randomly to determine on which side the dawg appears. Blink dawgs are only openly aggressive to Death Dawgs and felines.

HABITAT/SOCIETY: Blink dawgs are playful and friendly among their own kind, and communicate effectively through their own language of barks. A lair will contain 3-12 young of 1-2 hit dice. Blink dawgs will most often be found in remote areas, as they avoid human contact.

Blink Dawg

AKA: --
HACKFACTOR: 2
EPVALUE: 270
CLIMATE/TERRAIN: Temperate/Plains
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Good
NO.APPEARING: 4-16
SIZE: M (4' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SPECIAL ATTACKS: From rear 75% of time
SPECIAL DEFENSES: Teleportation
MAGIC RESISTANCE: Standard
HIT DICE: 4

ECOLOGY: Blink dawgs have pups in the springtime, which are then fed and protected by their pack. A dominant male and female pair lead the pack to hunt.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Blink Dawg hides can be enchanted by evil magic users to create minor teleporting magic items, such as a Shawl of Teleporting (2 per day), Vest of teleporting (1 per day). However, teleportation errors become possible when the item is used within 50' of any live Blink Dawg.

Treasure: Blink Dawgs will have C in their lair.

Other: Blink dawg pups fetch 1000-2000gp.

Blood Guzzler

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. Blood Guzzlers have a mop of wild, red hair and black 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 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 ripped in half or rescued (2-12+10 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 will break a major bone in the victim (i.e. legs, arms, etc.) that round.

HABITAT/SOCIETY: These subterranean beasts dwell in the dark-under and will never chase prey into the light of day. Bright lights

Blood Guzzler

AKA: Ripper, Spine Breaker
HACKFACTOR: 23
EPVALUE: 8000
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
Attack/Defense Modes: Nil/See below
MORALE: Confident (12)
ARMOR CLASS: 0
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1-6+10/1-6+10
SPECIAL ATTACKS: Ripping
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard, +4 to save vs. mental attacks, including psionics
HIT DICE: 13



nausiate 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 human-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 mage 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. Blood Guzzlers have infravision of 120' and ultravision of 80'. They can track victims in the darkunder 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 arrow heads suitable for powerful enchantment (up to +5) or Arrows of Slaying Blood Guzzlers.

Blood Hawk

DESCRIPTION: Blood hawks are the same size as regular hawks, but their beaks are razor sharp and their talons are unusually strong. Their wings are like those of an eagle, giving them speed and high maneuverability. Coloration ranges from bright red to muddy brown to white.

COMBAT/TACTICS: Blood hawks swoop in silently, surprising prey 4 in 6 times. (This swoop attack gives them +2 to hit but only with their talons.) They rend flesh with their talons and beaks. Blood hawks are fond of human flesh and will continue to attack any human, even if the melee is going against them.

HABITAT/SOCIETY: Blood hawks live in small flocks in hilly, forested regions. They range for miles, however, looking for food. They can often be found near small farms and villages where they wait for victims.

ECOLOGY: Blood Hawks will often pick at the corpses of their victims even after they have gorged themselves looking for shiny gems to line their nests. The shiny gems in their nests attract females. Females usually lay 1-4 eggs every spring, which hatch in about 4 weeks.

**YIELD:**

Medicinal: Nil

Spell Components: Blood Hawk feathers can be used as an alternative material component for Sepia Snake Sigil.

Hide/Trophy Items: Nil

Treasure: Qx2.

Other: Nil

Blood Hawk

AKA: --

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Forest

FREQUENCY: Uncommon

ORGANIZATION: Flocks

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 4-15

SIZE: S

MOVEMENT: 1", 24" Flying (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-4/1-4/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 12 hp

Blue Throttle

DESCRIPTION: These harmless looking insects have bodies the color of bluebottle flies and four limbs the color of pale human flesh.

COMBAT/TACTICS: The male always attacks first, while the female waits nearby. The male's bite does 1-4 hit points of damage and will paralyze the victim unless a save vs. paralyzation is made at +2. If the victim is paralyzed, the female will try to inject her eggs into the victim's body. If the female is successful, she immediately drops dead.

HABITAT/SOCIETY: Blue Throttles seem to live only to reproduce. They can be found in any environment except arctic, but they tend to thrive in hot, humid places.

ECOLOGY: The eggs hatch 13-24 hours after being implanted, producing 7-12 larvae. During this period, only very powerful spells such as Limited Wish or Heal will remove or kill the eggs. When the larvae hatch, each larva will cause one point of damage per hour, as it devours the host's internal organs. After two weeks, the larvae burrow out of the host the way they came in for 5-8 points of damage. They immediately metamorphose into full-grown Blue Throttles.

Blue Throttle

AKA: Blue Death
HACKFACTOR: 1
EP VALUE: 175
CLIMATE/TERRAIN: Swamp/Tropical/Plain/Temperate
FREQUENCY: Rare
ORGANIZATION: Couples
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 2
SIZE: S (up to 2' long)
MOVEMENT: 6", 18" flying (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Paralyze
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 8 hp

Spells that remove the larvae are:

Cure Serious Wounds (removes one larva per level of caster over 6th)
Cure Critical Wounds, Heal or Limited Wish removes all larvae, but Heal does not replenish the 5-8 damage.
Magic Missile merely annoys the larvae.
Fireball/Lightning Bolt will destroy one larva for each point below -10 to which the host is reduced (1 larva at -11, 2 at -12, etc.).

Other helpful methods which have proven successful in the past:

Applying Green Slime to the host kills all larvae.

Having a Golem beat the victim below -20 hit points smashes all larvae present in the host body.

Pushing the victim off a 300' cliff into a pool of acid will eventually kill all larvae.

Removing the host's limbs, thoroughly hollowing out his/her torso and burning the limbs removes all larvae 45% of the time.

Sending the host into the Negative Material Plane will instantly kill all larvae present in the victim's body.

YIELD:

Medicinal: Blue Throttle eggs are considered delicacies by Trolls, Troglodytes and Bugbears. They will pay 2-12gp for each.

Spell Components: Wings can be used for a Hold Person spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Boar Man

DESCRIPTION: Boar

Men are the natural enemies of Orcs and will never associate with them. Although they look very similar to orcs, albeit shorter, the Boar Men have a sophisticated culture with intricate religious practices, cities with remarkable innovations and talents in building and fighting. They are excellent at figuring and solving mathematical equations.

COMBAT/TACTICS:

Boar Men fight with swords made from obsidian. The blades of these machetes are extremely sharp. There is a 50% chance that the blade carried by a Boar Man will be new and will act as a Sword of Sharpness on the first strike [after which it is treated as a normal weapon]. Unfortunately, the weapons are brittle and on a "to-hit" roll of 1 or 2, the Boar Man will shatter his weapon. These weapons inflict 1d6 +2 points of damage.

HABITAT/SOCIETY: Any group of Boar Men with more than 10 members will have a leader of 6 hit dice, with a personal treasure of

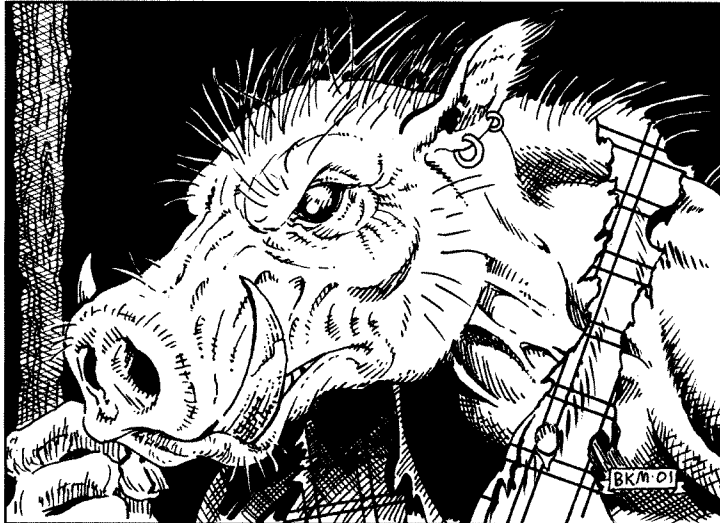
Boar Man

AKA: --
HACKFACTOR: 1
EP VALUE: 175
CLIMATE/TERRAIN: Temperate/Forests
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: High to Genius (15-18)
ALIGNMENT: Chaotic Good
NO. APPEARING: 2-24
SIZE: M (5' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 2
DAMAGE/ATTACK: by weapon/tusks 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 4



type D. Boar Men communities can be found in warmer forested lands, where they use trees for their shade and natural beauty. Their culture and worship revolve around trees, and many Boar Men have become Druids. Their visual similarity to orcs, however, makes them shunned in many close-minded lands. Otherwise, they blend well in any city, except in Orc lands. The hatred between the races is mutual.

ECOLOGY: Boar Men have ancient histories and they teach their children that they were the first race created on Garweeze Wurld. They teach that Orcs are abominations who offended the gawds in ages past with some horrible sacrilege. Other peoples, of course, refute these claims.



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: P (individual), D (lair)

Other: Obsidian machetes are worth 2-40gp each.

Boar

DESCRIPTION: Wild Boars, often called Wild Pigs, are similar to domestic pigs in body form with fat, meaty bodies and short stubby snouts. However, Wild Boars are covered with sooty, black short wooly hair and bristles. A mane runs along their spine. On either side of their sensitive snouts, boars sport large, dangerous tusks. Giant Wild Boars are identical, except they grow much larger. Warthogs have fewer bristles and more wool, which is much thicker and curlier. Their tusks are much shorter and fleshy bumps resembling warts cover their faces, hence the name. Snow Boars are covered in thick white fur and also have tusks.

COMBAT/TACTICS: Typically, these beasts only are aggressive if their territory, their lives or those of their young, or their meals are threatened. Boars are not the most volatile creatures on Garweeze Wurld, but they are unpredictable. If startled or cornered, they will attack with reckless abandon and great ferocity. They use their long tusks to gore victims, or they may trample a person in frenzy.

They gain surprise 4 times in 10 because they are generally adept at camouflaging themselves in the wood line or other thickly foliaged areas. However, if a Boar were to be found on open ground, or other areas where there is little natural cover, their surprise advantage is nullified.

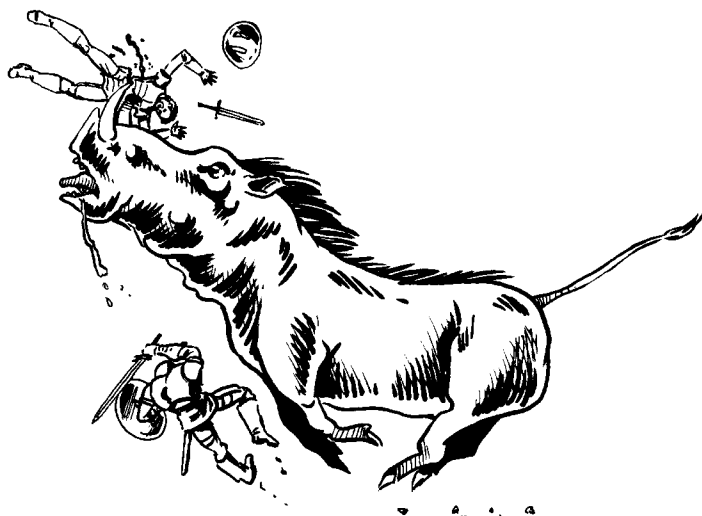
Boars instinctively know that they are tasty and will likely be eaten when defeated. This knowledge makes them especially determined to live, allowing them to fight past 0 hit points:

	2-5 rounds	1-4 rounds at -2 penalty	Final Death
Wild boars	0 to -3	-4 to -6	-7 and beyond
Giant boars	0 to -5	-6 to -10	-10 and beyond
Warthogs	0 to -2	-3 to -5	-6 and beyond
Snow boars	0 to -8	-9 to -16	-17 or removal of head and heart

HABITAT/SOCIETY: Wild and Giant Boars live in temperate, forested regions where they forage for food, such as truffles, mushrooms, tender wild onions and various types of insects and worms. Warthogs live in tropical jungles, where they eat plants and insects. Snow Boars live in arctic timberlands, foraging for game. Snow Boars are the only Boars on Garweeze Wurld that are strictly carnivores. They usually eat whatever small game they can find, eating worms, various types of fish and birds. They will eat almost any type of living prey they can catch, however, because game is so scarce. They have been known to band together to attack people, usually looking for smaller, weaker individuals, such as children or halflings.

ECOLOGY: All boars mate and bear young in characteristic mammalian fashion. Mothers bear litters of young in the spring, with litters usually consisting of 2-8 young. Occasionally, a mother will bear just one suckling. The healthiest, and meatiest, of the Boars are those who have no siblings with which to share their mother's milk.

If more than 1 wild boar is encountered, the others will be sows (3 hit dice, 2-8 damage per attack). To determine the number of sows, add them in a 1 to 4 ratio. Thus, when calculating the number of boars and sows, if 9 are indicated, 1 will be the male boar, 2 will be sows and 12 will be young. For giant sows, if 3 or more are encountered, divide the total by the 3 and add 1. The young will have 2-6 hit dice and attacks with damage ranging from 1-4/2-5/2-7/2-8 and 3-12 respectively. One-seventh of the herd will be colored differently from the rest and 2/5 will have +1 damage to attacks due to extra tusk growth. Male and female warthogs are of equal size and the herd will be comprised of 33% to 66% more warthogs that are young (1 to 2 hit dice, 1-3 or 2-5 damage for attacks). Sages have yet to be able to calculate the number of young in a Snow Boar herd.



Boar	Wild	Giant	Warthog	Snow
AKA:	--	Elothere	--	--
HACKFACTOR:	1	2	1	3
EP VALUE:	120	420	65	175
CLIMATE/TERRAIN:	Temperate/Forests	Temperate/Forest	Tropical	Arctic
FREQUENCY:	Common	Uncommon	Common	Common
ORGANIZATION:	Family	Family	Family	Family
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO.APPEARING:	1-12	2-8	1-6	1-4
SIZE:	M (3' at shoulder)	L (5' at shoulder)	M (2.5' at shoulder)	M (3' at shoulder)
MOVEMENT:	15"	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Foolhardy (16)	Defiant (17)	Fearless (19)
ARMOR CLASS:	7	6	7	5
NO. OF ATTACKS:	1	1	2	2
DAMAGE/ATTACK:	3-12	3-18	2-8/2-8	1-6/1-6
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Camouflage
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
HIT DICE:	3+3	7	3	4

Many barbarian tribes have successfully domesticated boars, as have some farmers. To do so requires great patience and the Animal Handling skill.

YIELD:

- Medicinal: Boar meat is delicious and nutritious.
- Spell Components: The Heart of a boar can be used used as the principle component in brewing a Potion of Heroism, the Heart of a Giant Boar can be used as the principle component in brewing a Potion of Super Heroism.
- Hide/Trophy Items: Boar hide can be tanned into leather armor. Snow Boar hide can be enchanted to +1 and grant 50% resistance to cold.
- Treasure: Nil
- Other: Pickled boar's feet are considered a dwarven delicacy.



Bog Lurker

DESCRIPTION: These man-shaped monsters are nearly undetectable until fed. After feeding, a Lurker is flushed a crimson red.

The swamps and bogs of Garweeze Wurld are notorious sites for assassins and other murderers to dump the bodies of their victims. Bog Lurkers are the spirits of these discarded beings, full of fury at the disgrace and injustice dealt them at being so foully treated. Now, they wait in the swamps, hoping to feed upon the life force of any passing by in order to recapture the life that was taken from them.

COMBAT/TACTICS: Bog Lurkers use the natural fog of the swamplands to conceal themselves as they wait to pounce and feed upon their prey. Before feeding, these pitiful monsters are at AC 0, due to their almost invisible quality. In this state, they can only be hit by +2 weapons, or better. They surprise 8 out of 10 times.

When a Bog Lurker spots a victim, it will descend upon it with a chilling blow, which feels, as reported by those who have survived such an attack, like being run through with a huge icicle. The lurker will continue such attacks until they have battered a victim into unconsciousness. Then, it will feed upon the life force of its victim, draining him of all bodily fluids.

Should someone defeat one of these creatures, it will simply dissipate. In a day or two it will reform and return to its murky home to wait for another victim.

After feeding, the AC of a Bog Lurker rises to 4, because it has now become a vibrant red, making it easier to hit. In this condition, the monster can be struck by +1 weapons or better, and its movement rate is cut in half. This state lasts for six turns and is only accomplished after a Bog Lurker has completely drained a victim of bodily fluids.

HABITAT/SOCIETY: Ironically, after a Bog Lurker kills a victim, it will perform the same act that caused it to become a vengeful spirit in the first place, namely, it will dump the body in the swamp. Because victims of Bog Lurkers suffer the same demise and humiliation as the monsters that killed them, they have an 80% chance of becoming Bog Lurkers themselves.

Bog Lurkers, surprisingly enough, will accumulate treasure. They will use these trinkets to lure victims into the swamps to exact their

Bog Lurker
AKA: Bog Spirit, Moor Creeper
HACKFACTOR: 56
EP VALUE: 8000
CLIMATE/TERRAIN: Swamps
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Life
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Neutral Evil
NO.APPEARING: 1
SIZE: M
MOVEMENT: 12" (6" after feeding)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (11-12)
ARMOR CLASS: 0 (4)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: 100%
HIT DICE: 13

revenge. They will lay such bait along trails near the swamp, or anywhere such items are likely to be seen.

ECOLOGY: Although Bog Lurkers are the spirits of the dead, they are not, in any way, considered undead, and cannot be turned as such. They can be destroyed with a Reincarnation spell. There is a 10% chance that any Bog Lurker that is destroyed by such a spell will actually be able to come back as the person it was before death. In such cases, the person will become forever grateful to whoever released him from the torment of being a Bog Lurker.

**YIELD:**

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Z

Other: Nil

Boggelman

DESCRIPTION: Boggelmen are mysterious denizens of the Plane of Shadow and can change their shape at will. Therefore, it is not clear what they actually look like. Legend has it that their true form is nothing more than a shadow. They can disguise themselves as anything, but most often hide themselves as common items or animals.

COMBAT/TACTICS: These creatures are generally harmless, delighting in nothing more than playing tricks. A Boggelman may disguise himself as a sack of grain and wait for some unsuspecting farmer to pick him up. Then at an opportune moment, he will animate the grain, jump down and run away laughing. Nothing delights one of

these creatures more than seeing a look of surprise on someone's face.

Adventurers tell tales of these creatures appearing in dungeons as kegs of wine or piles of kindling, then swiping a treasured item. This can cause harm to a PC if whatever was taken was something needed for survival.

HABITAT/SOCIETY: As stated before, Boggelmen live in the Plane of Shadow. However, they spend quite a bit of time in Garweeze Wurld where they can stir up plenty of trouble. On Garweeze Wurld they can be found in any climate. They tend to hide in places where people dwell, lurking in shadows and lounging in cubbyholes. It is said that children are able to see these creatures and befriend them.

ECOLOGY: Boggelmen are creatures of the spirit world, therefore, it is assumed that they have no bodies of their own. Sages believe that the tricks these creatures perform are not simply for entertainment, but fulfill some basic need. They say these creatures actually feed on the chaos created by their actions.

**YIELD:**

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J

Other: Nil

Boggelman

AKA: --

HACKFACTOR: 1

EPVALUE: 65

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-100

SIZE: S (3' Tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (5-7)

ARMOR CLASS: 6

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Shape

Changing

MAGIC RESISTANCE: Standard

HIT DICE: 1

Bogles, Trow

DESCRIPTION: Looking something like gremlins or imps without wings, these creatures have long tails, smooth, flesh colored skin and large ears. However, Trows are so quick, they are rarely seen, existing in the shadows and out of the corner of one's eye.

COMBAT/TACTICS: For combat purposes, Trows have a dexterity of 24. They can slash with their claws and have the power to Cause Disease upon a successful hit, once per victim, per day. They prefer, however, to kidnap infants, so it is rare that a person would enter into battle with a Trow unless protecting or rescuing a kidnapped baby.

HABITAT/SOCIETY: By night, Trows zip through the countryside stealing babies and causing mayhem. By day, they must retreat into their extra-dimensional lairs or be trapped in the light, powerless.

While it is possible to follow one of these creatures into their dimension, anyone who does so will have only 10 rounds to exit or be trapped, unable to see, until the next sunrise or sunset. Trapped sightless because of the dimensional darkness, a person in this condition will be captured by the Trow and either tortured or traded for bribes and/or babies.

Bogles, Trow

AKA: Trows

HACKFACTOR: 5

EPVALUE: 650

CLIMATE/TERRAIN: Temperate/
Mountain/Forest

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 2-5

SIZE: S (3' Tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (8-10)

ARMOR CLASS: -2

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-4x4

SPECIAL ATTACKS: Cause Disease

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 25%

HIT DICE: 2

ECOLOGY: Should a Trow successfully kidnap an infant, it will begin a ceremony to transform it into a new Trow Bogle. This ceremony takes 1 week and requires the following items to complete:

A lock of the mother's hair,
One of the child's toys and/or piece of clothing,
Dirt from the grave of one of the child's relatives, and
Blood from the mother and father.

The Bogles must collect each item on a different night. The ceremony culminates on the last night, when the Bogle force-feeds the infant a mixture of its parents' blood. At that point, the infant becomes a Bogle and nothing short of gawd-like intervention can change it back.

YIELD:

Medicinal: Nil

Spell Components: Any part of the Trow Bogle can be used as an additional material component for either Drayton's Hidden Stash or Gandle's Humble Hut spells. In so doing, either spell's duration is doubled.

Trow Bogle blood can be enchanted into a Potion of Speed.

Hide/Trophy Items: Nil

Treasure: F (in lair)

Other: Nil

Bolter

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 will 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 will revert to its true appearance. That is how people have discovered their existence. If it is killed by magical means, it will keep its animal form in death. If a Bolter is killed in its humanoid form, however, it simply disappears. It is believed that they are in service to



Bolter

AKA: Doppelganger Steed

HACKFACTOR: 7

EPVALUE: 420

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-6

SIZE: L (6'-8' tall)

MOVEMENT: 9" or 12" (see below)

PSIONIC ABILITY: See below

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (8-10)

ARMOR CLASS: 7

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: by weapon or
1-6/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Shape

Changing, See below

MAGIC RESISTANCE: 25%

HIT DICE: 6+6

a deity, 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 psionicists cannot detect them, unless they actively contact the creature's mind. Even then, there is a 25% chance of a false reading, leading a psionicist 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 reigns. 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 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 would 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 into existence, 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 hide of a Bolter in animal form can be turned into a Saddle Blanket of Polymorphing, allowing a human or humanoid to polymorph himself into 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

Bone Scavenger

DESCRIPTION: Standing just 1' tall, Bone Scavengers should never be underestimated. These creatures resemble human toddlers in size and wear only loincloths. Their faces are anything but cute, however, with flattened features and a wide, horrible mouth filled with razor sharp teeth.

COMBAT/TACTICS: Like piranhas, Bone Scavengers are particularly driven to frenzy if they catch the scent of blood, fresh or otherwise. Injured adventurers, or those who just happen to be splattered by the blood of a defeated foe, traveling near Bone Scavenger lairs will almost certainly be attacked (90% of the time).

Again, in piranha fashion, these tiny terrors will swarm their prey, ripping flesh and sinew with their deadly teeth. Because of their diminutive size, Bone Scavengers focus their attacks on fingers or toes. Those with gauntlets, gloves or foot protection have better luck in fending off injury, but those without such protection are 20% likely to lose a finger or toe in an attack unless the victim makes a successful saving throw versus crushing blow.

Hands covered in gauntlets or gloves get saving throws at -1. Those covered in magic gauntlets or gloves get saving throws with no penalties vs. crushing blow. Likewise, feet covered in boots or armor get saving throws at -1, and those with magic covering save with no penalties.



Even if a person has no blood on him, there is a 30% chance that in passing the lair of a Bone Scavenger, he will be attacked. If hungry enough, they won't care what they smell. Also, anyone sleeping near the lair of Bone Scavengers will be attacked. It has been rumored that a few evil mages have actually tried to keep them as pets, with disastrous consequences.

HABITAT/SOCIETY: Bone Scavengers live in caverns, dungeons and holes in the ground. Their society is particularly brutal. It is said that one out of four young do not survive to adulthood, which is 4 months old. Feeding frenzies often drive the communes to attack and eat one another, especially if hunting has been scarce.

ECOLOGY: Something of a mutation between a piranha and a gremlin, Bone Scavengers have inhabited Garweeze Wurd for many centuries. Scavengers who live until the age of 3 are considered ancient. Most Bone Scavengers live until the age of 2. They do collect some treasure, which is used during mating season, either as gifts, or as a lure to a romantic dinner into the lair.

Mating rituals are enough to make most humans' and humanoids' stomachs churn, and due to the graphic nature of said rituals, they will not be described in detail here. Suffice it to say that courtship involves presents of tasty treats, such as the knuckle bones of tender children, and that actual mating usually leaves at least one, if not both, partners with a missing body part or two.

Bone Scavenger

AKA: Piranha Boys, Bone Eaters
HACKFACTOR: 1
EPVALUE: 15
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 20-80
SIZE: T (1' high)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (8-10)
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1/2

YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: O
Other: Nil

Boobrie

DESCRIPTION: This enormous migratory bird stands about 12 feet high and resembles a large stork, with white head, neck and body, and wings marked with black feathers at the tips. Their wingspan is an impressive 14 feet. Their long legs trail behind them in flight.

COMBAT/TACTICS: Due to their preferred diet, these birds are immune to all types of poisons. When hunting, they stand among the tall marsh grasses, remaining still for hours at a time, ambushing prey and giving all opponents -3 to surprise.

HABITAT/SOCIETY: These birds are solitary hunters, which occasionally (20%) will be in the vicinity of their well-hidden nests. Boobries will track any creature invading a nest with a 65% success rate. Boobries will eat all types of wetland denizens.

ECOLOGY: Boobries have similar habits and physiology to storks, but unlike their smaller cousins who often build crude nests in ruined buildings, chimney tops and tree tops, Boobries prefer the wetlands, where they can feast on their preferred delicacies. Frogs are a favorite food, especially Giant, Man-eating Bullfrogs. They have even been known to eat the poisonous Giant Bullfrogs after thoroughly washing the carcasses to rinse away the poisons. They are not at all unhappy if they are able to catch a nice, fat man, woman or dwarf for their dinners.

Boobrie

AKA: Giant Stork
HACKFACTOR: 4
EPVALUE: 2000
CLIMATE/TERRAIN: Marsh/Swamp
FREQUENCY: Uncommon
ORGANIZATION: Squads
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: H (12' tall)
MOVEMENT: 15", 15" Fly (D)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6x2/2-16
SPECIAL ATTACKS: Ambush
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 9



YIELD:

Medicinal: Anyone eating the meat of a Boobrie becomes violently ill for 2-12 turns.
Spell Components: Boobrie blood can be used as an alternative material component for Animal Growth resulting in twice the normal duration
Hide/Trophy Items: Boobrie feathers make great decoration and sell for 1-5gp per tail feather (there are 10-20 feathers on each).
Treasure: Nil
Other: Nil

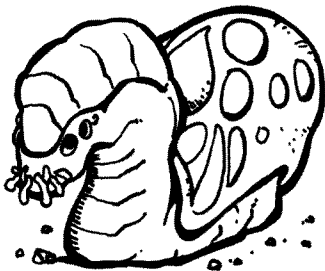
Boot Mauler

DESCRIPTION: This small, biscuit-sized slug is the bane of all jungle travelers. By day, it will blend into the bark of damp trees, becoming dormant and resembling nothing more than clear sap (75% chance of going unnoticed). By night, the creature's body darkens and it goes on the hunt for toes.

COMBAT/TACTICS: The Boot Mauler is attracted to the smell of sweaty feet and will crawl into the boot of an unsuspecting traveler to feast upon warm, moldering shoe leather. However, when someone attempts to put on the boot, it becomes enraged, sinking its fangs into the foot of its victim at +4 to hit vs. an unarmored foot (AC 10). Should the victim attempt to remove his foot, the mauler bites down, doing an additional 2-8 points of damage and ripping off 1-3 toes 35% of the time. The only way to hurt a Mauler already inside a boot (besides destroying the boot) is to use a cool attack. Even a mild cold attack will stun the creature for 2-12 rounds.

HABITAT/SOCIETY: These slugs have no society and congregate where they have been spawned. An unfortunate traveler that sweats up a suit of leather or studded leather armor, then leaves it on the ground overnight, may be the victim of all 1-6 vicious slugs.

ECOLOGY: Boot Maulers are spawned in the rainforest tidal pools of Garweeze Wurld. Normally they feast on insects, but boot leather, combined with the smell of sweaty feet, is somehow irresistible.



YIELD:
Medicinal: These slugs can be ground into a powder to cure certain foot rashes.
Spell Components: These slugs are used as a spell component in Otto's Irresistible Dance.
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Boring Barnacles

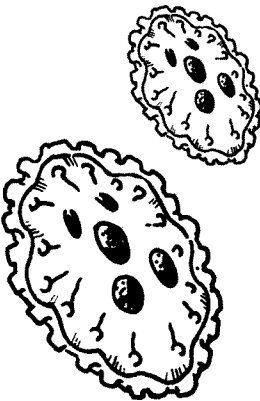
DESCRIPTION: These tiny, brown, ocean-going parasites resemble regular barnacles, only larger. They range in coloring from white to brown to green. They cling to water vessels, consuming their wood and causing disaster. Boring Barnacles enjoy the music of bards, but they enjoy the cries of a drowning crew more.

COMBAT/TACTICS: The modus operandi of Boring Barnacles blindly attach themselves to any wood that is floating near them. Each day, as they grow, they can do 1 point of damage to the wood, 2 points the next day, 4 the next, and by the fourth day 8, as well as 1 whole structural point of damage.

After that point, one will spawn 1-6 new Barnacles that will immediately attach themselves to the same piece of wood and begin eating. The original barnacle then does 2 structural points of damage, then 4 the next day. It gains an AC each day until reaching -2. There is a 10% chance per structural point of damage that the ship's crew will notice the leaks. Small ships gain +15%, while large ships get -15%.

HABITAT/SOCIETY: Boring Barnacles are non-intelligent. Families of Barnacles are primitive, and all members live purely by instinct. Since they will attach themselves to any piece of wood, ship crews will sometimes let Barnacles attach themselves to "decoy wood" then throw them overboard.

ECOLOGY: Boring Barnacles can drift dormant at sea for years before finding sources of wood to eat. They are particularly annoying at ports of call. Those who run these towns usually take precautions by coating their pylons with a special paint made from the pungent juice of certain pepper plants. This is an effective deterrent, since Boring Barnacles find this juice extremely acidic. This juice can effectively do 1 point of damage to Boring Barnacles for every round they are in contact with it.



Boring Barnacles
AKA: Boat Sinkers, Wood Eaters
HACKFACTOR: 2
EPVALUE: 15
CLIMATE/TERRAIN: Ocean shores
FREQUENCY: Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO.APPEARING: 1-20
SIZE: T (3"-8" across)
MOVEMENT: 0", 1" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 2 to -2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Wood dissolve
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 10 hit points

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Like regular barnacles, Boring Barnacles are sometimes boiled to create a unique taste treat.

Bovinians

DESCRIPTION: Related to Taurians and Bison'vyders, Bovinians share these relatives' penchant for battle. Proud and warlike, both 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 that human beings and their hands are humanlike, well able to wield any weapon a human can.

COMBAT/TACTICS: Most Bovinians are not openly aggressive unless they are attacked or mocked.

Unfortunately these Cow Men often have split loyalties, and find themselves at odds in the ongoing feud between Taurians and Bison'vyders. This has caused division between tribes, within tribes and even within families. They often find themselves 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 and will usually do so on the first attack.

Bovinians

AKA: Cow Men

HACKFACTOR: 2

EPVALUE: 175

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Tribes

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 3-12

SIZE: M (6' in height)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (8-10)

ARMOR CLASS: 5

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: by weapon
or 1-6

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3

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 into its ranks, even temporarily, is likely to be mocked and ridiculed, losing 1-6 honor points 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. 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: Individuals (N), Lairs (I)

Other: Nil

Bowler

DESCRIPTION: These creatures have such natural camouflage that only gawd-like intelligence and observation can spot one. Bowlers resemble boulders, and they hide in rocky regions, waiting for unsuspecting travelers to pass by so they can rumble down upon them. Their coloring, as to be expected, is the same as whatever stones they happen to be hiding near. This could be a ruddy, clay color to gray or dark slate. There are no definite facial features or limbs visible on Bowlers.

COMBAT/TACTICS: Bowlers cannot be distinguished from other rocks until they move. They sometimes will hide behind real rocks, push them down on their victims (giving the victims time to break their weapons on them), then follow up with an attack. A Bowler is extremely sensitive to sounds, vibrations and odors, but is blind. Upon sensing its prey, a Bowler rolls toward the victim gaining speed at 1" per round until a speed of 20" is achieved. The Bowler's senses will allow it to avoid obstacles, or it will simply roll over and crush anything in its path.

The Bowler then attempts to crush its hapless victim. The weight of the bowler is 28 pounds per hit point. After crushing its prey, the bowler rolls back on the victim and a mouth-like orifice opens to

Bowler

AKA: --

HACKFACTOR: 1

EPVALUE: 5 +1 /hp

CLIMATE/TERRAIN: Caves/Mountains

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: S-M

MOVEMENT: 6"+ special

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1 per 2-5hp

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 11-20 hit points



consume flesh, bone and shell. Bowlers roll quietly at first, so there is a 50% chance that prey will not notice the creature until it is within 40 feet.

HABITAT/SOCIETY: Bowlers appear to hunt in packs and have a hierarchy and tribal system that is alien to all outsiders. Their language, many scholars believe, consists of an intricate pattern of vibrations, but no one has been able to translate or verify this.

ECOLOGY: Bowlers are distant relatives of Mimics. Each Bowler has a center core containing a single beryl gem worth 10gp. Any weapon used to hack through the creature's stony hide must make a save vs. crushing blow at +2 or break.



YIELD:
Medicinal: Powdered Bowler clears congestion.
Spell Components: Powdered Bowler can also be used for a Clairaudience spell.
Hide/Trophy Items: beryl gem worth 10gp
Treasure: Nil
Other: Nil

Brain Mite, Carnivorous

DESCRIPTION: Tiny and unobtrusive, Brain Mites are much more dangerous than they appear. These parasitic intellect devourers range in color from ash to gray to green. They have tiny, stubby feet and a long needle-like mouth which can, and often does, pierce skulls.

COMBAT/TACTICS: Brain Mites actively target the most mentally active person in any group, especially favoring psionics, wild talents or the person with the highest intelligence.

Because of their miniscule size, Brain Mites are likely to go unnoticed until it is too late. There is a 20% chance that a person with an Intelligence of 16 or higher will notice a Brain Mite. The chance for noticing these creatures is much higher if a person is actively looking for one: anyone actively seeking a Brain Mite will have a 60% chance of discovering the creature's presence.

A successful attack by one of these miniscule monstrosities means that it has pierced the victim's skull with its needle-like appendage. It bores into the brain, draining cranial energy (i.e. memories), starting with the last five minutes. The victim must save vs. death magic at -4 or notice nothing wrong. The victim will then begin to forget things at a rate of 1% per hour (roll when the character tries to remember something). After one day, the victim loses 1 intelligence point per day. A Heal or Wish spell can restore lost points, but outside of these remedies, Intelligence points lost to a Brain Mite are gone forever. Psionics will notice the presence of a mite the next time they use any psionic power. However, discovering a mite will drain the psionist of 10-100 PSPs immediately and knock him unconscious unless a save vs. poison roll is successful. If unchecked, a Brain Mite will drain a victim's intellect until it is down to 3 points. Then it will seek a new victim.

Brain Mites only attack the head, so the AC must be calculated:

- Bald AC 10
- Hair AC 9
- Leather cap AC 7
- Skull cap AC 6
- Metal Skull cap AC 4
- Small Helm AC 3
- Medium Helm AC 2
- Great Helm AC 1

HABITAT/SOCIETY: Brain Mites live in the minds of intelligent beings, just like fleas live on the bodies of warm blooded animals such as dogs or cats. They cannot survive in extremely cold environments and are never found in the arctic. It is possible that if a Brain Mite is discovered; some type of cold-based attack could kill it.

Brain Mite, Carnivorous

AKA: Brain Buster

HACKFACTOR: 1

EPVALUE: 120

CLIMATE/TERRAIN: Any but Arctic

FREQUENCY: Rare

ORGANIZATION: Small Swarm

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO.APPEARING: 1-6

SIZE: T (Less than 1/2")

MOVEMENT: 1"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 1 hp



ECOLOGY: These organisms spawn from the corpses of their victims after they die. (20-200 in an average corpse.)

YIELD:

Medicinal: Nil.

Spell Components: Brain Mites can be used in the 9th level wizard spell, Foresight. 10 pulverized mites can make a potion that will permanently give a psionist 1-6 PSPs. (A psionist may benefit only once from this potion.) If a non-psionic creature drinks the potion, they must make a system shock roll. Failing this roll destroys 1-4 intel-ligence points while succeeding grants one Wild Devotion.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Brain Mole

DESCRIPTION: Small, gray, hairless and nearly blind, at a glance one might mistake a Brain Mole for the common garden mole often found on Garweeze Wurld. Rather than feeding on the tender roots of plants, however, Brain Moles gain their sustenance from psionic activity. They can tunnel through solid rock with their prodigious claws as easily as dirt, and from the safety of their hidden underground nests, they can also “burrow” into the brain of a victim using their psionic abilities.

COMBAT/TACTICS: Brain Moles can detect psionic activity up to 200 yards away. However, they can only feed if the victim, who must be a psionist, is within 30 yards. If the victim is a wild talent, however, the Mole must be as close as 30' before being able to feed. Also, before one of these tiny terrors can feed on a psionist's powers, the victim must be using his powers.

Once a Brain Mole has honed in on an appropriate source of food, it attempts to contact the victim, and then feed on him. Wild talents will often be attacked with a mind wipe. Psionists, or psionic creatures, will be devoured through amplification. The mole does not have to put victims in a trance; it just starts siphoning the powers away. Non-psionic creatures can pass by without fear of attack.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	2/1/4	B/F	12	121

Telepathy/Sciences; Mindlink, Mindwipe;

Devotions: Contact, Mind Thrust

Metapsionics/Devotions: Psychic Drain (no cost), Psionic Sense

Brain Mole

AKA: Mind Mole

HACKFACTOR: 0

EP VALUE: 35

CLIMATE/TERRAIN: Any/Below ground

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Psionic Energy

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: T (3" long)

MOVEMENT: 1", 3" Burrowing

PSIONIC ABILITY: 121

Attack/Defense Modes: B/F

MORALE: Timid (6)

ARMOR CLASS: 9

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Psionic

SPECIAL DEFENSES: Psionic

MAGIC RESISTANCE: Nil

HIT DICE: 1 hp

HABITAT/SOCIETY: Brain Moles live in family units that include one male, one female and 1d6 young (10% of these being able to feed). Large Brain Mole colonies of 3d6 have been reported in places frequently traveled by psionists.

ECOLOGY: Brain Mole's attacks are purely instinctual methods of survival. They must feed once a week or starve. Many nobles, sages and royalty have domesticated Brain Moles, for use as protection against psionic attack.



YIELD:

Medicinal: Nil (Some sages claim that wearing a dead Brain Mole around the neck will protect against psionic attacks. It is up to the GM to decide whether such rumors are true.)

Spell Components: Brain Mole carcasses can be used for Feeblemind spells.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Brain Moles sell for 50gp on the open market, young sell for 5gp.

Brownie

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

Normal Brownies: Brownies stand no more than 2 feet tall and are exceedingly nimble and quick. They are also good at fixing things and usually carry leather pouches and tools. They can repair leather, wood and metal, getting +5 for fixing mechanical devices.

These wee folk tend to dress in bright colors and love fine linen, silk and wool. They also love gold jewelry, and will wear it with great pride. They speak their own language, as well as Elf, Pixie, Sprite, Halfling, Quickling and Common.

Greater Brownies: True to Brownies' love of humor and trickery, the Greater Brownie is actually smaller than its cousins. These happy spirits are detectable only 10% of the time because of their tiny stature. They resemble their cousins, except in size, and the fact that their heads and noses are disproportionately large for their bodies. They also love to wear fine clothing and jewels. Their jolly natures make them quite popular with most creatures with which they come into contact. They are quite fond of wine and carousing.

Brownie	Normal	Greater	Quickling	Barbarian
AKA:	Forest Fairy	Basement Fairy, Killmoulis	Scary Fairy	Savage Fairy
HACKFACTOR:	1	1	3	3
EP VALUE:	175	35	2000	175
CLIMATE/TERRAIN:	Temperate, rural	Human homes	Temperate Forests	Desert/Tundra
FREQUENCY:	Rare	Uncommon	Very Rare	Rare
ORGANIZATION:	Tribal	Solitary	Clan	Clan
ACTIVITY CYCLE:	--- Night ---			
DIET:	Herbivore	Omnivore, Scavenger	Omnivore	Carnivore
INTELLIGENCE:	High (13-14)	Average (8-10)	High to Genius (13-18)	Low (5-7)
ALIGNMENT:	Lawful Good	Chaotic Good	Chaotic Evil (Neutral)	Chaotic Neutral
NO.APPEARING:	4-16	1-3	4-16	4-16
SIZE:	T (2' tall)	T (under 1'tall)	T (2' tall)	T (2' 2")
MOVEMENT:	12"	12"	96"	12"
PSIONIC ABILITY:	--- Nil ---			
Attack/Defense Modes:	--- Nil/Nil ---			
MORALE:	Average (11)	Unsteady (8)	Brave (14)	Fearless (19)
ARMOR CLASS:	3	3	-3	4
NO. OF ATTACKS:	1	Nil	3	1
DAMAGE/ATTACK:	1-2	Nil	1-3	1-5
SPECIAL ATTACKS:	Spells	See Below	Spells, Poison	Berserk Rage
SPECIAL DEFENSES:	Save as 9th level priest	See Below	Save as 19th level priest	Save as 9th level fighter
MAGIC RESISTANCE:	Nil	20%	Nil	Nil
HIT DICE:	11-20 hit points	11-20 hit points	1 (see below)	2+2

Quickling Brownies: Corrupted by dark magic, these small, slender, evil brownies resemble miniature elves with very sharp, feral features. Their unusually large ears rise to points above their heads. Quicklings' cold, cruel eyes glow with a tiny spark of yellow light. These imps have pale blue to blue-white skin and their hair is silvery or snowy white. Quicklings speak a tongue very similar to that of normal brownies, but speak so quickly that no human can follow it (elves and halflings have a percentage change equal to 50% plus their Intelligence score). Quicklings may speak Common, Pixie, Halfling or Elf, but 85% speak only brownie.

Barbarian Brownies: These brownies once lived in forest greens, but, after a deadly feud with a powerful and angry dragon, found their homelands laid 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 Common.

COMBAT/TACTICS: Normal Brownies: Preferring not to engage in combat, brownies rely on their magic and only attack when threatened. Their senses are so keen it is impossible to surprise brownies. They become almost invisible, blending into their surroundings when they choose. This, combined with their agility, gives them an AC of 3.

Brownies use spells to harass and drive away enemies. They 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. If cornered or unable to cast spells, they attack with their short swords.

Greater Brownies: When confronted, Greater Brownies will always refuse to fight. If possible, they will offer an opponent food and drink, even, perhaps, a piece of jewelry, in order to escape harm and to make a new friend. They do enjoy socializing with most creatures of good alignment. They tend to find paladins a bit stuffy, however.

If they can't bargain or befriend their way out of danger, they will simply become invisible, a feat they can perform at will. Then, they will teleport (also at will) out of the area to avoid conflict. Some Greater Brownies who have been captured by evil mages have actually committed suicide rather than fight or become pawns to dark magic.

Quickling Brownies: When immobile, a Quickling is always invisible. When moving, there is only a 10% for others to spot a Quickling. Of course, this only occurs when one of these creatures must move across an open area with no cover. When moving through an area with plenty of opportunities for concealment, it will be completely unnoticeable.

Due to their great speed, Quicklings are most difficult to catch or hit with any degree of accuracy. This gives them an AC of -3 and they make saving throws as 19th level priests. Their quickness allows them to attack three times per round with their sleek daggers. Quickling leaders have three hit dice and there is a 75% chance that they will use poison when attacking. This poison causes unconsciousness for 2-12 rounds if a saving throw vs. poison is unsuccessful.

Quicklings' magic powers include: Ventriloquism, Forget, Levitate, Shatter, Dig and Fire Charm, each of which they can employ at will once per day.



Quickling Brownie

Barbarian Brownies: 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 1d5 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. Using all of these abilities combined, these creatures have been known to defeat superior forces.

HABITAT/SOCIETY: Normal Brownies: Brownies live in rural areas, making their homes in small burrows or abandoned buildings. They often live close to, or on, farms. Brownies living on farms will often take some of the farmer's harvest and livestock for survival, and in return, they will provide services to the farmer. Often, the services offered will be in the form of fixing broken items or scaring away vermin or birds from precious crops. Brownies will watch over good communities, keeping them safe from evil. Although not greedy, they accumulate some treasure and may opt to give it away to the needy.

Brownies know every nook and cranny of the areas where they live and make excellent guides. If asked politely, brownies will act as guides 50% of the time.

Greater Brownies: Living in the basements of human dwellings, the creatures take only what they need. These spirits have tools for mending and fixing things, but need prompting to actually do work. "I'll do it tomorrow," is the Greater Brownie's credo. Greater Brownies always know where the best parties are and will, if befriended, guide other creatures to them.

Quickling Brownies: These brownies, once gentle, found themselves and their communities being constantly decimated by larger, greedy humanoids and are now savage hunters and cruel killers. A leader of 3 hit dice will lead each group of Quicklings and for every 10 Quicklings in a clan, there will be one leader of 4 hit dice.

Quicklings dwell in places of dark and evil. As a rule, Quicklings avoid contact with the outside world, except when promoting their own evil ends. They have been known to deal with evil magical creatures and powerful evil wizards and priests.

Barbarian Brownies: 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 happy lives, Barbarian Brownies have turned to eating meat almost exclusively, although they were 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: Normal Brownies: These sprites live very comfortably off the leftovers that are too small for humans to even notice. There is a 75% chance that 2-16 children born in the area will be part-brownie, with spritish features and a gift for magic. Perhaps it is the brownie's very presence that instills these local newborns with this power.

Greater Brownies: Creatures of leisure and great appetites, Greater Brownies tend to have rather portly figures. There are very few creatures on Garweeze Wurd that love good food and good wine as much

as they do. Some magic users of Chaotic Good alignment have befriended Greater Brownies, hoping to make familiars out of them. However, they soon find that Greater Brownies care little for adventuring. When questioned about adventuring, the Greater Brownie will invariably have "important Fairy stuff" to do at home.

Quickling Brownies: Because of their greatly accelerated metabolism, Quicklings have the shortest life spans of all the sylvan races. They mature in less than one year, reach full adulthood by 2, have a mid-life crisis by 6, become an elder by 10 and usually die before turning 12. Only Quicklings who have access to powerful magic live longer. Quicklings often say, "Fzzt whsk shmmmm" or "It's better to burn out, than to fade away".

Barbarian Brownies: 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, and very difficult. However, 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 loathe to use force to accomplish any goal, no matter how well intentioned.



Barbarian Brownie

YIELD:

Medicinal: Nil

Spell Components: Brownie skin is perfect for binding magical tomes, Quickling blood can be used for Potions of Speed and Diminution. The brain of a Greater Brownie can be used to make a Potion of Sloth. Making any magic item out of a Barbarian Brownie will make it cursed

Hide/Trophy Items: Nil

Treasure: O, P, Q (normal), K (Greater), O, P, Q, X (Quickling), (O, P, Q) x 2 (barbarian)

Other: Nil

Buffalo/Bison

DESCRIPTION: A species of wild cattle, Buffalo are much larger, with handsome manes and large horns on the sides of their heads. Their wooly hides are generally brown, dark brown or black.

COMBAT/TACTICS: Buffalo are generally docile, but bulls can be highly aggressive. The greatest threat posed by a Buffalo herd is their tendency to stampede when spooked. Hunting them is a risky activity because of this defensive reaction.

Any act of aggression near a Buffalo herd will result in a stampede, as will any loud sound or sudden movement. There is an 80% chance that the mere presence of PCs nearby will result in a stampede. Charging Buffalo inflict 3-18 points of damage and an additional 1-4 points of trampling damage. A charge requires at least 40' of movement before the attack.

HABITAT/SOCIETY: Buffalo are wild herd animals that are rarely domesticated. Herds travel to find water and grasses for grazing. The leader of the herd is always a the largest bull, and has the most hit points. The herd has unquestioning loyalty to the bull, following it anywhere, even over a cliff.

ECOLOGY: Like most herd mammals, buffalo mate yearly, have 1 or 2 offspring and spend 90% of their day grazing.

Buffalo/Bison

AKA: --

HACKFACTOR: 3

EP VALUE: 420

CLIMATE/TERRAIN: Plains/Tropical/
Subtropical

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO.APPEARING: 4-24

SIZE: L (5' at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Head is AC 3

MAGIC RESISTANCE: Standard

HIT DICE: 5

YIELD:
Medicinal: Buffalo meat makes a good, hearty meal.
Spell Components: Nil
Hide/Trophy Items: The hide can be tanned for use as clothing, shelter, footwear or any other soft leather item.
Treasure: Buffalo pelts can be sold for 2-12gp each with horns.
Other: Horns can be fashioned into ornaments or drinking mugs.

Bugbear	Common	Greater
AKA:		Giant Hairy Goblin
HACKFACTOR:	2	9
EP VALUE:	175	2000
CLIMATE/TERRAIN:	--- Any Subterranean ---	
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribal	Tribal/Solitary
ACTIVITY CYCLE:	--- Any ---	
DIET:	--- Carnivore ---	
INTELLIGENCE:	Low to Av (5-10)	Av to High (8-14)
ALIGNMENT:	--- Chaotic Evil ---	
NO.APPEARING:	2-8	1 or 2-8
SIZE:	L (7' tall)	L (10' tall)
MOVEMENT:	9"	12"
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	Confident (12)	Daring (15)
ARMOR CLASS:	5 (10)	3 (9)
NO. OF ATTACKS:	1	3/2
DAMAGE/ATTACK:	2-8 or by weapon	2-8+7 or by weapon +7
SPECIAL ATTACKS:	Surprise, +2 damage	Surprise, Strength 19
SPECIAL DEFENSES:	--- Nil ---	
MAGIC RESISTANCE:	--- Nil ---	
HIT DICE:	3+1	8

Bugbear

DESCRIPTION: Bugbears are seven feet of mighty warrior covered in hair and muscle. Greater Bugbears make an even more impressive sight, towering over most two-legged opponents at 10'. Dressed in animal skins and leather, 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 of 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 the charge into melee. Bugbears are not above a tactical retreat.



Greater Bugbears are more devious, concocting pit traps, coordinating flanking maneuvers and cornering prey at dead-ends. If a Greater Bugbear leads a group of common Bugbears, their over-all morale increases to 14. Should the Greater Bugbear be killed, their smaller brethren will usually (80% of the time) retreat. 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, thus setting the intruders at a disadvantage.

In their lairs, Bugbears number 3-30. If 12 or more are encountered, there will be a leader with 4 hit dice, minimum 6 hit points per hit die, AC 4 and doing +3 points of damage. If 24 or more are encountered, there will be a chief with a minimum of 7 hit points per hit die, an AC of 3 and a +4 bonus to damage. (The leader is then the sub-chief.) For every Bugbear over 26 there is a 10% cumulative chance that the group is led by a Greater Bugbear.

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 in strength and combat skill.

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

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: Hides can be used in a Girdle of Giant Strength (19) and sweat can be used in a Potion of Giant Strength (19)

Hide/Trophy Items: Nil

Treasure: J, K, L, M, B in lair, for Greater Bugbears add W and H in lair.

Other: Nil

Bulette	Common	Hammerhead
AKA:	Land Shark, Dirt Fin	Battering Ram Shark
HACKFACTOR:	22	22
EP VALUE:	4000	4000
CLIMATE/TERRAIN:	--- Temperate/Any Terrain ---	
FREQUENCY:	--- Very Rare ---	
ORGANIZATION:	--- Solitary ---	
ACTIVITY CYCLE:	--- Any ---	
DIET:	--- Carnivore ---	
INTELLIGENCE:	--- Animal (I) ---	
ALIGNMENT:	--- Neutral ---	
NO. APPEARING:	--- 1-2 ---	
SIZE:	--- L (9 1/2' tall, 12' long) ---	
MOVEMENT:	14", (3")	12", (3")
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	--- Fanatic (20) ---	
ARMOR CLASS:	-2/4/6	-2/4/6
NO. OF ATTACKS:	--- 3 ---	
DAMAGE/ATTACK:	4-48/3-18/3-18	4-48/3-18/3-18
SPECIAL ATTACKS:	8' Jump	Ramming
SPECIAL DEFENSES:	--- Nil ---	
MAGIC RESISTANCE:	--- Standard ---	
HIT DICE:	9	9

Bulette, common/Hammerhead

DESCRIPTION: The Bulette is more commonly, and accurately, called a landshark. This is because the beast plows through the earth the way a shark cleaves the water honing in on its prey. Protruding from the earth as it travels is the landshark's scaly crest; much like a shark's dorsal fin protrudes above the surface of the water.

When seen in its entirety, the Bulette seems to be something of a cross between an armadillo and a shark. Its head and hind portions are bluish brown and covered with armored plates that range in color from gray blue to blue green. The eyes are yellow with blue-green pupils.

Hammerhead bulettes have hammer-shaped heads. Their bodies are also covered with armored plates, similar in color to the landshark. They have lateral eyes, with one on each side of the head, making it essentially blind in front.

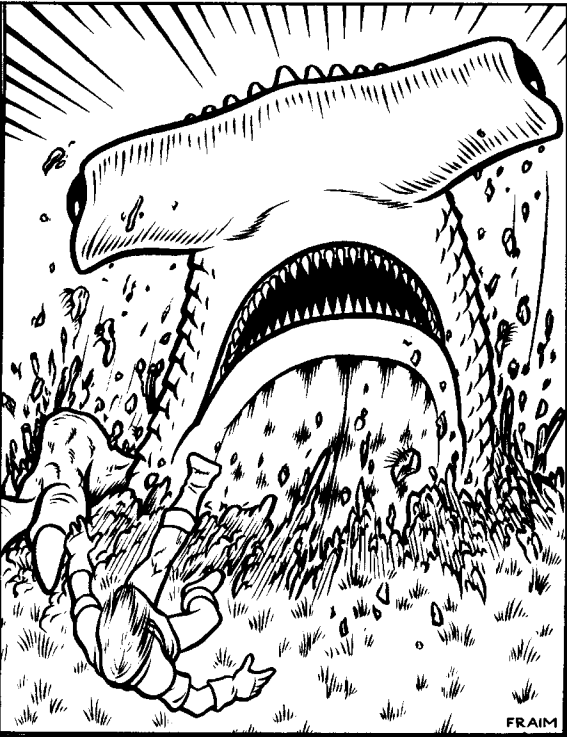
COMBAT/TACTICS: A Bulette will attack anything it regards as food, which is just about anything that breathes. People are a great delicacy and halflings are its favorite food. These creatures, it seems, live only to eat, just as sharks are known for their tremendous appetites.

There is almost nothing a Bulette does besides hunt for food and eat. When on the prowl, these creatures rely on vibrations to track prey. When a Bulette has sufficiently honed in on a victim, it will burst forth through the ground and attack. They are extremely fierce and voracious, remaining undaunted in the face of larger or stronger opponents. The landshark can jump as far as 8' with blinding speed. While in the air, it can strike with all four claws for 3d6 points of damage.

The landshark has two vulnerable spots, the shell under its crest (AC 6) and its eyes (AC 4). Hitting the monster in either of these two spots when it is down to half its hit points or less will cause it to make a morale check at half its normal score. The only other way to drive it away, is to give it a human-sized meal. Even then, it will be back in 1-20 rounds to eat again.

Bulettes consume living beings in their entirety, ingesting whatever their prey happens to be wearing or holding, including clothes, belongings and magic. Their powerful stomach acids can digest anything in 3-12 rounds.

Hammerheads do not jump. Instead, they will batter down anything that gets in between them and their prey. They will emerge from the surface, batter into a building at its weakest spot (as a Battering Ram) and eat everything inside. Hammerheads have excellent peripheral vision and are only surprised on a 2 in 10 chance. The Hammerhead's blind spot is directly in front, and opponents may opt to "hide" by remaining perfectly still (which gives the PC a 70% chance that the Bulette will not notice him) or gain a +2 on attack rolls.



HABITAT/SOCIETY: Fortunately for the rest of the world, the Bulette is a solitary animal, except during mating season, when giving birth and raising young. Mothers care for their young for two weeks before their offspring are ready to terrorize the world all by themselves.

Bulettes have no lairs, preferring to wander a territory of some 30 square miles. They tend to live in areas where the soil is soft enough to plow through easily, but they can tear through rocky terrain if they have to, although they do so at half their movement rate.

ECOLOGY: Bulettes move frequently because their voracious appetites tend to quickly strip any area of its food resources. Bulettes as small as 6 hit dice and as large as 11 feet tall have been seen, but the Bulette's life cycle has never been successfully studied. It has been assumed their life cycles are relatively short because no one has ever come across the carcass of one of these creatures that has died of old age.

Hammerheads sometimes choose large buildings or small, walled cities as their territory, prowling the interior, eating its inhabitants one by one. Usually, by the time these Bulettes are finished, every door and window has been smashed.



YIELD:

Medicinal: Bulette meat is edible and contains enzymes that can dissolve gallstones.

Spell Components: The large plates behind the heads of these creatures can be fashioned into +1 to +3 shields. The enzymes can be used for a Transmute Rock to Mud spell.

Hide/Trophy Items: The underbelly hide can be used for leather items such as armor, gauntlets, boots and book covers.

Treasure: Nil

Other: Nil

Bull Angler

DESCRIPTION: Bull Anglers are bizarre creatures, possibly related to Mimics, that disguise themselves as caverns overflowing with gold in order to lure greedy victims. This beast's mouth resembles the opening to a cavern, and its tongue is always covered with what looks like piles of gold. Actually, however, these shiny objects are simply lumps of metallic stones resembling gold, which the creature produces naturally in its stomach, then retches up into its mouth.

Bull Anglers usually use overgrown bushes and foliage to cover their bodies, which resemble the bodies of large hulking frogs.

COMBAT/TACTICS: A Bull Anglers will use its camouflage abilities (blending in 90% of the time) to hide the rest of its body, while luring

hapless victims with its tempting mouth. Anyone passing by must save vs. spell at -4 or be unable to notice that the cavern they see is disturbingly strange.

Those who pass too closely will be attacked suddenly. If the GM rolls a 20 to-hit for the creature, it successfully swallows enough of the opponent to lift him off his feet, unless he weighs more than 400 pounds.

When a Bull Angler has an opponent off of his feet, it scurries away while chewing until it reaches an isolated spot where it can finish its meal in peace. Victims who have the top halves of their bodies inside a Bull Angler's mouth will be unable to use their strength to escape, and must rely on dagger-sized, or smaller, weapons to cut their way out. If a person damages one of these creatures until it is at half its hit points, it will drop its prey. When fleeing, a Bull Angler can blend in with its surroundings well enough to avoid detection 50% of the time.

HABITAT/SOCIETY: These creatures live in wooded areas where they can hide their bodies and wait for victims. They have no need for shelter, other than the canopy of trees and brush. They will fashion rudimentary nests by flattening grasses and lying down to sleep.

Anglers don't value treasure, but there are usually a few items from previous victims lying about their nests, although some of the treasure may be scattered as far away as 50' from the nest.

Bull Angler

AKA: Fool's Treasure Trove
HACKFACTOR: 15
EPVALUE: 2000
CLIMATE/TERRAIN: Wooded areas
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (5' across)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-20
SPECIAL ATTACKS: Lure
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 10

ECOLOGY: Bull Anglers reproduce like earthworms, splitting into two individual Bull Anglers after accumulating enough mass.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 1 (roll at half percentages)

Other: Nil

Bullboon

DESCRIPTION:

Bullboons are intelligent, baboon-like primates with olive colored skin and reddish-brownish fur. They are very strong for their size and sport sharp claws and long, canine teeth. They have piercing wails that haunt the jungles. The ghostly sound has become the source of many stories and some say the creatures are not of this world.

COMBAT/TACTICS:

Dwelling amongst the palms and other trees, these monkeys prefer to use missile weapons, hurling coconuts up to 30' for 2-5 points of damage. If cornered or angry, Bullboons will attack with their claws and teeth. Though not vicious normally, when they become enraged, their ferocity is legendary.

HABITAT/SOCIETY: Most of the time (95%), Bullboons have no possessions, but, rarely, they may find a valuable item and keep it. Bullboons are particularly fond of shiny objects, however they do not assign value to items the same way humans and other creatures do. Therefore, a sparkling rock might be as important to them as gold. If one would venture into their homes, one might also see collections of bones, some of which are human or humanoid.

Bullboons live in tropical areas, in tribes made up of between three and six families, where they construct primitive shelters in the treetops. Tribes are close knit and protective of territory and individual members.

ECOLOGY: Similar to other primates, female Bullboons give birth to live young, usually one at a time, although the birth of twins is not unheard of. Mothers are doting, but strict. Young Bullboons are playful. The biggest danger to PCs can be encountering young Bullboons, because these creatures are unpredictable, and their mothers are usually nearby. If they sense a threat to their young, mothers will attack at double their normal abilities. They will also let loose a haunting cry, calling the rest of the tribe to the rescue.

Bullboon

AKA: Howling Death
HACKFACTOR: 1
EPVALUE: 65
CLIMATE/TERRAIN: Tropical/Subtropical
FREQUENCY: Very Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low to Average (5-10)
ALIGNMENT: Neutral
NO. APPEARING: 4-24
SIZE: S (2'-3' high)
MOVEMENT: 6", 12" in trees
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 6
NO. OF ATTACKS: 3 or 1
DAMAGE/ATTACK: 1-3/1-3/2-5 or
 by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4





YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Bullboon fur is excellent for making ropes suitable for enchantment. A mounted Bullboon head fetches 25 to 50gp in many marketplaces.
Treasure: 5% chance
Other: Nil

Bullfrog, giant

DESCRIPTION: Giant Bullfrogs resemble typical wetland bullfrogs in every way, except for size, and the fact that they are poisonous. They secrete a strong toxin, which covers their skin and is fatal to the touch. Their long sticky tongues are also coated with a poison, which is lethal to others, but harmless to themselves.

COMBAT/TACTICS: Giant Bullfrogs can hop towards their prey as far as 40 feet in a single round. Additionally, their tongues have a range of 20' and are lightning fast. The creature will successfully strike any unarmored target on a to-hit roll of 10 or higher.

Bullfrog, giant

AKA: Giant Croaker

HACKFACTOR: 2

EPVALUE: 270

CLIMATE/TERRAIN: Swamp, large ponds, wetlands

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO.APPEARING: 2-8

SIZE: L (5' across)

MOVEMENT: 15", 9" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d2/1-10/1-6 per round

SPECIAL ATTACKS: Tongue lash/poisonous tongue

SPECIAL DEFENSES: Secretes poisonous substance on skin

MAGIC RESISTANCE: Standard

HIT DICE: 4

An initial tongue strike will do 1d2 points of damage, as a whip. Touching the Bullfrog's skin directly results in 1-10 points of damage initially. The poison subsequently does 1-6 points of damage per round until the victim is cured of poison or dies.

HABITAT/SOCIETY: Giant Bullfrogs nest in giant, swampy or wetland regions, sometimes near large ponds, where they eat giant-sized insects. They are usually found in groups of 2-8, and generally stay within five or ten miles of the place where they were hatched.

ECOLOGY: Giant Bullfrogs lay their eggs in a nest, sit on them for 2-4 weeks and then let the tadpoles hatch. Giant bullfrogs are the primary food source for many other giant-sized monsters. They also make excellent eating for humanoids, and have been hunted for their meaty legs for centuries, though they must be handled with gloves and the poisoned skin must be peeled off before the meat served.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Giant Bullfrog legs are highly prized in finer inns and eating establishments. They can bring between 50-100gp per dozen pairs.

Bullfrog, Giant Man-Eating

DESCRIPTION: Giant Man-Eating Bullfrogs are slightly larger than Giant Bullfrogs, and a bit darker in color. Their croaking is quite loud, with a disturbing quality almost like a mocking human voice.

COMBAT/TACTICS: In a single round, Giant Man-Eating Bullfrogs can hop as far as 50 feet. Additionally, their tongues have a range of 20' and are lightning fast. On a roll of a 20, the bullfrog swallows its prey whole, suffocating it in 2-5 rounds. It can swallow up to human-sized opponents in one round. The loud croak of a Giant Man-Eating Bullfrog causes fear in any creature of 2 hit dice or less that misses a saving throw vs. death magic.

HABITAT/SOCIETY: These monstrous mutations crave the flesh of humans and demi-humans, and therefore usually dwell in ponds or rivers near to civilization. They will attack any group of humans or demi-humans on sight, no matter what the odds.

While they do not work together in any organized fashion, Giant Man-Eating Bullfrogs are often drawn to attack the same victim, or

Bullfrog, Giant Man-Eating

AKA: Man-Eater

HACKFACTOR: 3

EPVALUE: 420

CLIMATE/TERRAIN: Ponds/Rivers/Dungeons/Basements

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO.APPEARING: 1-6

SIZE: L (6' across)

MOVEMENT: 15", 9" Swimming

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: Swallow, Hop

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

HIT DICE: 5

victims, in a feeding frenzy upon the sight or smell of blood. When this happens, the frogs all have -2 to hit and +4 to damage.

ECOLOGY: Giant Man-eating Bullfrogs are closely related to Giant Bullfrogs, except they have no toxic secretions. It is believed that these creatures once fed mainly on giant insects, like their poisonous cousins, but the competition from these frogs drove the Man-Eating variety to seek other prey.



FRAM

Once the frogs began feasting on human flesh, it became a staple in their diet. These giant menaces eventually began to wander towards human dwellings. Their craving for human and demi-human flesh has been a major factor in keeping the population of these frogs low because people tend to kill them on sight. Giant Man-Eating Bullfrogs can be found in dank, dark dungeons where there is enough moisture to keep them healthy. They have been known to burst through the doors of houses and inns to grab a snack.

YIELD:

Medicinal: Nil

Spell Components: The leg of a Giant Man-Eating Bullfrog can be used for a Jump Spell, which adds +1' per level.

Hide/Trophy Items: Nil

Treasure: Nil (10% chance of small item from previous victim inside.)

Other: As with Giant Bullfrogs, Giant Man-Eating Bullfrog legs are considered a delicacy, and can fetch between 50-100 g.p. per dozen pairs.

Bullywug

DESCRIPTION: Bullywugs are a race of amphibious humanoids with frog-like skin, heads and facial features, as well as long, sticky tongues and webbed feet. However, they walk upright, are intelligent, civilized and have fully independent fingers on their hands, capable of wielding any type of weapon or tool. These "frog men," as outsiders often call them, wear no clothing, but do use armor, usually made of leather. They also collect and wear some ceremonial arm torques and other jewelry.

Bullywug	common	Advanced
AKA:	Frog Men	Big Frog Men
HACKFACTOR:	1	4
EP VALUE:	65	120
CLIMATE/TERRAIN:	--- Tropical/Subtropical/Temperate/Swamp ---	
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	--- Tribal ---	
ACTIVITY CYCLE:	--- Any ---	
DIET:	--- Carnivore ---	
INTELLIGENCE:	Low to Av (5-10)	Av to High (8-14)
ALIGNMENT:	--- Chaotic Evil ---	
NO. APPEARING:	--- 10-80 ---	
SIZE:	S to M (4' to 7')	M to L (6' to 12')
MOVEMENT:	--- 3", 15" Sw (9" in armor) ---	
PSIONIC ABILITY:	--- Nil ---	
Attack/Defense Modes:	--- Nil/Nil ---	
MORALE:	Pliant (10)	Courageous (13)
ARMOR CLASS:	6 or higher	6 or higher
NO. OF ATTACKS:	3 or 1	3 or 1
DAMAGE/ATTACK:	1-2/1-2/2-5 or by weapon	3-4/3-4/4-7 or by weapon +2
SPECIAL ATTACKS:	--- Hop ---	
SPECIAL DEFENSES:	--- Camouflage ---	
MAGIC RESISTANCE:	--- Standard ---	
HIT DICE:	1	3

They have their own language, but some of the Advanced Bullywugs can also speak the Common tongue and Lizard Man. Advanced Bullywugs are somewhat larger and more intelligent than the common Bullywugs. The common Bullywug has a far less developed social structure.

COMBAT/TACTICS: This fierce race of warriors lives for the kill and the conquest. They always attack in groups and are experts at tactical ambush. Their tough skin gives each of them a natural armor class of 6, and their green skin color helps them blend into their surroundings with ease. They often lie in wait in overgrown areas, or even submerged in ponds and slow-moving streams or rivers.



Bullywugs can hop 30 feet forward and 15 feet straight up, in one effortless leap. This gives them +1 to hit and the ability to do double damage. Unfortunately for them, they often are not well organized, and many have met defeat time and again after failing to correctly estimate the strength and abilities of their foes. Advanced Bullywugs have less trouble with combat tactics and have more organized patrols, making them a greater threat.

HABITAT/SOCIETY: The center of Bullywug society is The Hunt. Experts at the use of traps and snares, they use this skill not only against animal game, but also in attacks against humans and demi-humans that they wish to capture, rob or kill. They are unabashed meat eaters, and on the rare occasion when game is scarce, they have been known to devour humanoids.

Bullywugs live in a strict fascist society where males dominate and females have no other role but to lay eggs, care for the young and serve the males in every way. They find females who adventure, fight or do anything other than perform domestic duties to be brazen and worthy of death or enslavement. There have been cases where Bullywugs have captured females in battle and forced them into lives of servitude.

Leaders of Bullywug tribes have 8 hp per hit die. In tribes of 30+ they have five sub-leaders (8hp per die) and one powerful leader (2HD, +1 damage). In tribes of 60 or more there is also a chieftain (3HD, +2 damage) and five sub chiefs equal to the powerful leaders.

Living in dark, dank places to keep their skin moist, Bullywugs sporadically travel their territory in small patrols of 1-4 members, or in times of particular paranoia, large patrols that may include the entire tribe. Regular Bullywugs hate their larger cousins the Advanced Bullywugs and will attack them at every opportunity. Advanced Bullywugs will have a 2nd level priest for every 10 Bullywugs in the tribe, and well-organized defenses.

ECOLOGY: Their obsession with hunting often leads Bullywugs to hunt their territories dry. When that happens, they simply move onto the next area. They see other humanoids (including humans and demi-humans) as enemies because they compete with them for food. Therefore they attack them on sight, showing no mercy.

Not only are they voracious hunters, they also have a lust for treasure that gives them reason to attack, or trap, humans and humanoids. There is one more good reason to avoid travel through the Bullywug home territory: Bullywugs have been known to capture prisoners and sacrifice them to their harsh, bloodthirsty gawd. Advanced Bullywugs will sometimes hold prisoners for ransom in order to fatten their treasuries, but they are far from honorable. They will rarely let hostages go.

YIELD:

Medicinal: Nil

Spell Components: A piece of skin from a Bullywug leg can be used in a Jump spell.

Hide/Trophy Items: Nil

Treasure: J, K, M, Q x5; C in lair (times 2 for Advanced Bullywugs)

Other: Bullywug meat is edible, although it tastes terrible, worse than bird feces.

Butterfly Steed

DESCRIPTION: Migratory groups of untamed Butterfly Steeds roam the wilds of pixieland. These large butterflies come in a variety of bright colors and flit from one leaf to another with ease, and are a favorite mount for pixie fairies.

COMBAT/TACTICS: Butterfly Steeds can bite for 1 point of damage or they can flutter in the face of an enemy, blinding it for 1 round. If successful, any attacks by the blinded opponent automatically fail against the butterfly steed. The butterflies can turn themselves and their rider invisible once a day for 1d4 rounds, and can Dimension Door short distances (up to 20') with a rider aboard.

HABITAT/SOCIETY: Butterfly Steeds are friendly herd animals that gladly lend their services as steeds to pixie fairies and other small, good-aligned creatures.

Pixie fairies will usually dub their mounts with impossibly adorable names like "Butterwillow" and "Pussyfoot". They may playfully avoid the reigns at first. All fairie-kin protect Butterfly Steeds and will become angered if one is injured.

Ten percent of these Steeds are of the giant variety with 3+3 hit dice, a bite that can inflict 1-3 points of damage and the ability to open a Gate into the Realm of Fairie or the Prime Material Plane.

Butterfly Steed

AKA: Fairie Mount

HACKFACTOR: 1

EPVALUE: 120

CLIMATE/TERRAIN: Forests/Plains/
Tropical

FREQUENCY: Uncommon

ORGANIZATION: Migratory groups

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Good Aligned

NO. APPEARING: 4-12

SIZE: S

MOVEMENT: 1", 15" Fly

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

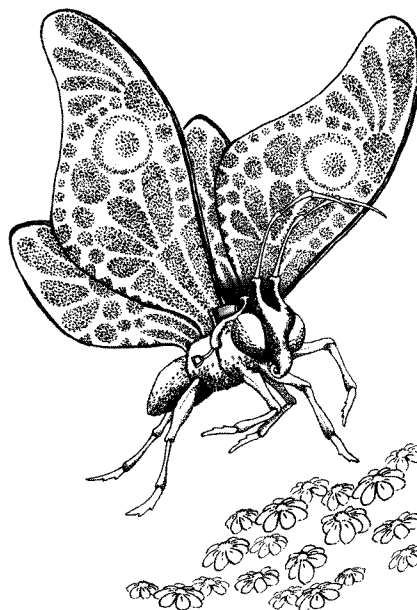
DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Invisibility,
Dimension Door

MAGIC RESISTANCE: Standard

HIT DICE: 1+1



ECOLOGY: Butterfly Steeds begin their lives as caterpillars. After cocooning and transforming in the Realm of Fairie, they seek out large members of their race to follow to the Prime Material Plane.

YIELD:

Medicinal: Nil

Spell Components: The antennae can be used for a Dimension Door. 100 Butterfly Steed hearts can be used to open a Gate into the Realm of Fairie.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Camel	Wild	Carrion
AKA:	Ships of the Desert	Dire Camels
HACKFACTOR:	2	2
EP VALUE:	120	120
CLIMATE/TERRAIN:	Desert/Temperate	Desert
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Night
DIET:	Herbivore	Scavenger
INTELLIGENCE:	Animal to Semi (1-4)	Low (5-7)
ALIGNMENT:	Neutral	Neutral Evil
NO. APPEARING:	1-12	1-12
SIZE:	L	L
MOVEMENT:	21"/18"	21"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (8-10)	Confident (11-12)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	1-6
SPECIAL ATTACKS:	Spitting	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	3



to hit and +2 to damage against them. Disgustingly enough, any undead that are rendered immobile by the beasts will be eaten.

HABITAT/SOCIETY: Camels naturally live in the desert, however Bactrians can be exported to other climates, as stated above. All Camels can carry loads up to 6,000gp in weight, though this reduces their speed to 9". They can carry between 4,000-5,000gp in weight at a base 15" speed. Camels make loyal mounts for those who understand their sour dispositions.

Carrion Camels will seem loyal but left unattended will sabotage water supplies, bury food and hide what they perceive as important items, in hopes of dooming a group of souls to die in the desert. After the group dies, the Carrion Camels will eat them.

ECOLOGY: All Camels can go up to two weeks without food or water. Carrion Camels can go 4 months eating nothing but carrion. Their reproductive systems are similar to that of Horses. Horses tend to dislike the odor of Camels, especially Carrion Camels, which they fear. Carrion Camels have a strange call, which sounds like a high-pitched laugh.

Camel, Wild/Carrion

DESCRIPTION: Often used as mounts in desert regions, camels can survive quite well in other climates as well, even cold ones, as long as they are of the two-humped, or Bactrian, variety. Dromedaries, or one-humped camels, can only survive in desert climes. Carrion Camels are likewise limited in range to hot, arid regions. These beasts are usually tan, beige or light brown, and generally are quite temperamental. Carrion camels have two humps with hides generally blonde to reddish in color.

COMBAT/TACTICS: Camels will bite or spit on anyone who annoys them, including their rider. There is a base 50% chance that when a camel spits, it will hit an eye, and there is a 25% chance that the camel spit will blind a person for 1-3 rounds.

Only in the rarest of circumstances, such as if the beasts are extremely panicked, or perhaps charmed, that they will fight to the death.

Carrion Camels have sharp teeth, and will bite for 1-6 points of damage if threatened. In spite of the fact that these creatures have been known to pull unappreciated practical jokes on their riders, such as allowing them to load their gear, then taking off before the "rider" has a chance to mount, they can be useful in certain situations. For instance, Carrion Camels will attack the undead, especially Zombies, gaining +4



YIELD:**Medicinal:** Nil**Spell Components:** Camel fur can be used in a Remove Thirst spell or a Conjure Mount spell.**Hide/Trophy Items:** Amongst desert dwellers, Camel hide is used for tents and is valued at 1-5gp.**Treasure:** Nil, but there is a 10% chance a Carrion Camel will have his previous owner's equipment and valuables.**Other:** Nil

Camp Moth

DESCRIPTION: Camp Moths are large, yellow moths with a distinctive pattern of orange stripes on their wings. They are attracted to anything that glows, especially the campfires of wayward PC's.

COMBAT/TACTICS:

Camp Moths do not normally attack, so much as annoy. When they encounter a light source, they immediately flutter toward it. The fluttering excites the moth, which then exudes a scent that creatures up to 100 yards away can smell. The scent is exactly the same smell as roasted Basilisk and it is 60% likely to attract wandering carnivores in the area. If someone does attack a Camp Moth, it can defend itself with a bite.

HABITAT/SOCIETY: The tiny brains of Camp Moths can sometimes develop rudimentary ideas about how to create more light. As such, sages have observed Camp Moths that gather tinder to warm embers in an apparent effort to ignite a bright fire. Therefore, these same sages believe that Camp Moths can sometimes cause forest fires.

ECOLOGY: The Camp Moth population has been kept down due to the fact that most will flutter around a campfire until they are too exhausted to fly. Camp Moth grubs are a delicious treat for those smart enough to know where to look for them in the summer.

YIELD:**Medicinal:** Camp Mothgrubs make a surprisingly tasty meal.**Spell Components:** Camp Moths can be used to cast Whitmore's Delicious Deception.**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** Camp Moths can be used to make perfume and are worth 1 sp each to the right buyer.

Camp Moth

AKA: Torch Moth, Odor Moth**HACKFACTOR:** 1**EPVALUE:** 7**CLIMATE/TERRAIN:** Temperate Forest/Plains**FREQUENCY:** Uncommon**ORGANIZATION:** Swarms**ACTIVITY CYCLE:** Night**DIET:** Herbivore**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-100**SIZE:** T 4" wingspan**MOVEMENT:** 3", 6" Fly (C)**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Daring (15)**ARMOR CLASS:** 9**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1-2**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Scent**MAGIC RESISTANCE:** Standard**HIT DICE:** 3d4 hp

Carcass Seether

DESCRIPTION: Insidious vegetation, the Carcass Seether feeds off of the decaying remains of bodies. As tall as a man, these plants appear to resemble an innocuous leafy weed with a bulbous, fuzzy yellow brown flower head at the top and rope-like roots at the base.

COMBAT/TACTICS: The Seether attacks by puffing a cloud of burrowing seeds into the face of any unsuspecting creature that comes within 3'. These spores cannot penetrate skin, but can penetrate the membranes of eyes, open mouths, fresh wounds, nasal passages or the lining of the lungs. Victims must save vs. poison to avoid the seeds. Failure means the seeds have been absorbed and are beginning grow.

Death occurs 1 round later at the foot of the plant, where the rope-like roots begin to slowly move. As the body decays, the rope-like roots multiply and absorb the nutrients, leaving the body a pile of bones in only 2-12 hours.

Carcass Seether

AKA: Corpse Weed**HACKFACTOR:** 2**EPVALUE:** 35**CLIMATE/TERRAIN:** Any but Desert/Tundra**FREQUENCY:** Very Rare**ORGANIZATION:** N/A**ACTIVITY CYCLE:** Day**DIET:** Omnivore**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-20**SIZE:** M (4'-6' tall)**MOVEMENT:** 0"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Weak (3)**ARMOR CLASS:** 9**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** See below**SPECIAL ATTACKS:** Burrowing Seeds**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 2

HABITAT/SOCIETY: Carcass Seethers grow in temperate zones, prairies and woodlands. They can also grow in tropical jungles and swamps. Whatever the climate, these rare plants thrive most when living in well-traveled areas because of their craving for flesh.

ECOLOGY: One new Carcass Seether will grow from the burrowing seeds embedded deep in the bones of one of their victims. The rest of the seeds, unfertilized, will become food for the new plant as it grows.

Seethers are seasonal and are only deadly during the warm spring and summer months. During cooler weather they become dormant, and during the winter they hibernate and their seeds die.

YIELD:

Medicinal: The leaves from a Carcass Seether can be ground up, boiled and served to those suffering a fever. (10% chance this acts as a Cure Disease spell with each dose.)

Spell Components: A piece of the stem can be used in a Plant Control spell.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: If harvested at the appropriate time, the heads of these plants can be dried and saved to burst on impact. The harvest must take place in spring, before the plant opens its leaves, exposing the bulb. The bulb must be dried for 2-4 weeks. To use, simply bite off the tip and hurl at your enemies. Save vs. poison are +2, +4 if the harvester had no prior gardening experience.

Carnagesaur

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

COMBAT/TACTICS:

Known also as Bone Snappers, these creatures initially attack with their claws and tails. Their claws do 1-6 points of damage, while their tails do 1-8 points. On subsequent attacks, these classic dinosaurs will 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 size does not allow the Carnagesaur to use stealth as it hunts for food.

Carnagesaur

AKA: Bone Snapper
HACKFACTOR: 11
EP VALUE: 6000
CLIMATE/TERRAIN: Tropical/Subtropical
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
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 4
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-6/1-6/1-8/5-40
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 15

HABITAT/SOCIETY: These creatures live in primordial jungles where they hunt ravenously and attack nearby villages with great ferocity. Some Barbarian tribes have been wiped out completely by these dinosaurs. Carnagesaurs will mate for life, but 1 out of every 5 females is infertile. These creatures seem to delight in fighting one another for food, mates or territory.

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: The talons can be used in an Animal Summoning III spell.

Hide/Trophy Items: The hide can be fashioned into +1 leather armor.

Treasure: Nil

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

Carnivorous Coral

DESCRIPTION: Carnivorous Coral resembles regular coral, except that it is equipped with a larger mouth with razor sharp teeth. A radial set of tentacles that the coral uses to grab prey surrounds the mouth. Each coral hides securely in a stalk of calcified bony tubing. Carnivorous Corals rarely socialize beyond the boundaries of their tubes.

COMBAT/TACTICS:

When a creature comes into a coral's range, it darts forward with its tentacles attempting to strike a victim (those struck must make a successful save or be paralyzed), while biting (D 1-6). Paralyzed victims will eventually drown, unless they take precautions.

Corals are solitary, but when one attacks, this usually alerts the rest of the corals in the reef.

HABITAT/SOCIETY:

An amazing amount of politics permeates the average reef. This is primarily manifested by struggles over the best territory for hunting prey.

ECOLOGY: Corals live their entire lives in tubes. Eventually, when they die, a younger coral will move into its tube, thereby ensuring the next generation of corals will continue to benefit from the reef. Carnivorous Coral comes in a variety of loud, bright colors. If a coral is damaged, it will retreat into its tube for several hours. In order to slay the coral, PC's must hack through the tube (4 HD).

Carnivorous Coral

AKA:	Flesh Coral, Biting Reef
HACKFACTOR:	2
EP VALUE:	35
CLIMATE/TERRAIN:	Subtropical/ Tropical Oceans
FREQUENCY:	Rare
ORGANIZATION:	Reefs
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
ALIGNMENT:	Neutral
NO. APPEARING:	5-30
SIZE:	S (1' to 4' long each)
MOVEMENT:	1/16"
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Fearless (19)
ARMOR CLASS:	3
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-6/Paralyze
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Calcium Armor
MAGIC RESISTANCE:	Standard
HIT DICE:	1

YIELD:

Medicinal: Nil
Spell Components: Carnivorous Coral can be used in place of normal spell components to cast a Hold Person or Hold Monster Spell with no verbal component (useful underwater).
Hide/Trophy Items: Nil
Treasure: Incidental
Other: Nil

Carrion Crawler	Standard	9-tentacled Carrion Walker
AKA:	Corpse Eater	Warrior Crawler
HACKFACTOR:	3	3
EP VALUE:	270	420
CLIMATE/TERRAIN:	--- Subterranean ---	
FREQUENCY:	--- Uncommon ---	
ORGANIZATION:	--- Solitary ---	
ACTIVITY CYCLE:	--- Any ---	
DIET:	--- Carnivore ---	
INTELLIGENCE:	Non- (0)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral Evil
NO. APPEARING:	1-6	1
SIZE:	L (9' long)	L (9' long)
MOVEMENT:	---	12" ---
PSIONIC ABILITY:	---	Nil ---
Attack/Defense Modes:	---	Nil/Nil ---
MORALE:	Special	Courageous (13)
ARMOR CLASS:	3/7	3/7
NO. OF ATTACKS:	1/8	2/9
DAMAGE/ATTACK:	1-2	1-2/by weapon
SPECIAL ATTACKS:	---	Paralysis ---
SPECIAL DEFENSES:	---	Nil ---
MAGIC RESISTANCE:	---	Standard ---
HIT DICE:	3+1	3+3

Carrion Crawler

DESCRIPTION: Carrion Crawlers are large worms, covered in slime. The head of one of these horrors is covered with a thick shell, (AC 3) and sprouts eight or nine writhing tentacles. The body of a Crawler is soft, however, (AC 7), and smells so fetid that the odor gives warning of its approach. The 9-tentacled Carrion Walker differs from the Crawler in that it has a pair of arms as well as an extra tentacle. These creatures also possess a dim intelligence.

COMBAT/TACTICS: Carrion Crawlers have a distinct maneuvering advantage because of their many clawed feet. They can travel



Carrion Crawler

across any surface, whether wall, ceiling or ground, without movement penalties. Groups of Crawlers will not fight in unison, but will split their attacks as much as possible. When hunting prey, Crawlers rely on their keen sight and smell.

The Crawler lashes out with 8 tentacles, each of which is covered with a sticky, paralyzing secretion. Those struck must save vs. paralysis or be paralyzed for 2-12 turns. Paralyzed victims will be bitten to death slowly (the crawler's bite doing 1-2 points of damage per round to a helpless victim). The Carrion Walker will stand upright in battle so as to employ a weapon in its forearms in addition to its tentacles and biting attack. Paralyzed victims will be hacked to death and saved for a later meal. Either Crawler always attacks with all of its tentacles.

HABITAT/SOCIETY: Carrion Crawlers live in dungeons and underground caverns, where they hunt for flesh. Trolls, Goblins and other types of underground dwelling humanoids may actually use these foul beasts to help them dispose of dead bodies, usually animal carcasses. In such cases, the humanoids will leave their dead some distance from their homes, hoping to avoid becoming Crawler chow by feeding the worms.

Brutal creatures such as Orcs will sometimes chain live prisoners near the lair of a Carrion Crawler. In some harsh societies, such treatment is handed down as a sentence for crimes ranging from murder to disrespect.

ECOLOGY: Crawlers exist on an instinctual level, having no more intelligence than earthworms or insects. Carrion Crawlers mate once a year. After fertilization, the female will seek a large source of food in which to lay her 100 eggs. Two weeks later, both the male and female Crawler drop dead.



Carrion Walker

YIELD:

Medicinal: Powdered Carrion Crawler cures intestinal cramps. Spell Components: The tentacles can be used in a Hold Person spell of double duration.

Hide/Trophy Items: Nil

Treasure: 9-tentacled Crawlers have 3-12 swords (20% chance that one is magical).

Other: The 9-tentacled Crawler's 9th tentacle is a valuable ingredient in the enchantment of magic swords. It is worth 2,000gp.

Carrion Grub

DESCRIPTION: Though small, these white worms are extremely dangerous. They are similar in appearance to maggots or caterpillars. Those caught unaware by a Carrion Grub may not realize they are in danger until far too late.

COMBAT/TACTICS:

Carrion Grubs will attack any living being that comes near. On an attack roll of 20, one will attach itself to the face of its victim, blinding him. It will then attempt to bore into the victim's body, at the rate of 1 hit point per round. Once the Grub has been attached to a victim for two consecutive rounds, it may make a second attack roll. Success indicates that the grub has entered the body of its victim. It then begins boring its way to the heart or brain, whichever is closer (if equidistant, determine the target based on a 50/50 chance of either). If, on the next round, it makes a 3rd successful to-hit roll, it reaches the victim's major organs causing 2-12 points of damage. On a 4th successful to-hit roll, the victim dies. As the victim's body cools, the Grub will lay 2-12 eggs, which hatch in 3 days. The hatchlings devour the victim's flesh, leaving only skeletal remains.

Carrion Grub

AKA: --

HACKFACTOR: 1

EP VALUE: 20

CLIMATE/TERRAIN: Subterranean/
Swamp

FREQUENCY: Uncommon

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-24

SIZE: S (1/2' diameter, 1' length)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

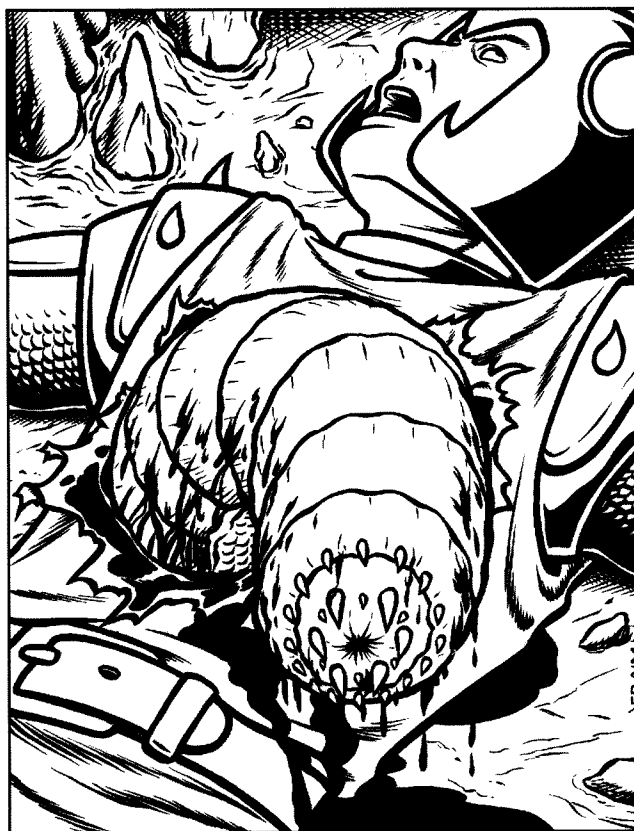
DAMAGE/ATTACK: Nil (1)

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1



HABITAT/SOCIETY: Carrion Grubs inhabit subterranean places, dismal swamps, damp dungeons, fetid water or anywhere that is wet and gets little light (less than 1 hour of sunlight per day). They normally feed upon rotting plant matter, wood or flesh. The plant matter can vary from decaying lily pads to algae.

ECOLOGY: Grubs have only vestigial eyes and sensory organs in clusters of cilia at the head. The mouth is on the lower portion of the head. Rubbing salt on the grub causes 2 points of damage per round for 1-4 rounds. Roll 1d10 for the reaction of the grub to having salt poured on it:

1-3	continues to attack	9	falls off
4-6	stops one round	10	takes double
7-8	attacks randomly		damage from salt

If a character fills his canteen from an untested water source that the GM deems a suitable breeding environment for Carrion Grubs, allow a 5% chance that Carrion Grub larvae enter the canteen. A character drinking from such a contaminated canteen can be in for a deadly surprise.

YIELD:**Medicinal:** Nil**Spell Components:** Cause Disease**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** Nil**Carrion Pecker**

DESCRIPTION: Carrion Peckers are distantly related to both vultures and woodpeckers. These tiny birds feast on the flesh of the dead. Peckers are red and swell the front of their heads during mating season.

COMBAT/TACTICS:

Carrion Peckers are not normally aggressive, but they can peck with their razor-sharp beak for 1-3 points of damage. They prefer to attack undead opponents and are frequently the companions of those who hunt undead.

Carrion Peckers are immune to the touch of ghouls, the touch of a ghost and get a saving throw when struck by a creature that drains levels (the birds are not immune to the damage of the strike). For example, a Carrion Pecker can land on the back of a wight and not suffer any ill effects. Carrion Peckers get +1 to hit undead, +1 damage and they know enough to attack from behind when given an opportunity.

HABITAT/SOCIETY: These birds are found in areas where there is a large amount of unburied dead bodies. Populations of carrion peckers

Carrion Pecker**AKA:** Crypt Robin, Cemetery Canary**HACKFACTOR:** 1**EPVALUE:** 7**CLIMATE/TERRAIN:** Any**FREQUENCY:** Rare**ORGANIZATION:** Flock**ACTIVITY CYCLE:** Night**DIET:** Scavenger**INTELLIGENCE:** Animal I**ALIGNMENT:** Neutral**NO.APPEARING:** 2-12**SIZE:** T (5" long)**MOVEMENT:** 9" Fly (B)**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Courageous (13)**ARMOR CLASS:** 8**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1-3**SPECIAL ATTACKS:** See Below**SPECIAL DEFENSES:** See Below**MAGIC RESISTANCE:** Standard**HIT DICE:** 9-12 hit points

soar during wartime. They are easily domesticated and make great pets. Carrion Peckers can naturally Detect Undead and will squawk loudly when undead creatures, especially hidden ones, approach.

ECOLOGY: Carrion Peckers reproduce just like other avian creatures. They can be attracted to an area by the smell of rotting meat. Carrion Peckers have a seemingly endless appetite and a single pecker has been known to pick the bones of a zombie clean within a day.

YIELD:**Medicinal:** Nil

Spell Components: The feet of a carrion pecker can be used as a material component to cast a Negative Plane Protection spell that will also protect the target from the touch of ghouls or ghosts.

Hide/Trophy Items: A carrion pecker feather in the hat is the universal sign for an undead hunter.

Treasure: Nil

Other: Carrion Pecker eggs are worth 50gp and Carrion Peckers are worth 200gp (500gp if trained).

Cat, Great - Cheetah

DESCRIPTION: The cheetah is a medium-sized, lightly built cat with sand-colored fur, dark spots and non-retractable claws.

COMBAT TACTICS:

The cheetah is endowed with natural camouflage, giving victims -3 on surprise. Cheetahs are able to go from 0 to 75mph (run at triple speed) for bursts of 3 rounds, but must rest 3 turns before sprinting again. They have been known to spring 10 feet upward or 20 feet forward in a single motion. If both front paws hit, the cheetah can rake with its back paws for 1-2 points of damage each. When defending their young, cheetahs get +2 to hit and damage and will fight to the death.

HABITAT/SOCIETY: Cheetahs will rarely attack men, though they are rather territorial. Their favorite prey is antelope.

ECOLOGY: The female raises a litter of 2-4 cubs. The young stay with their mother for as long as 2 years. With persistence, very young cubs can eventually be trained and domesticated. A trained cheetah is worth 5000gp.

YIELD:**Medicinal:** Nil.

Spell Components: The lungs are perfect for Potions of Speed.

Hide/Trophy Items: The hide is perfect for Boots of Speed, all

Cat, great - Cheetah**AKA:** --**HACKFACTOR:** 4**EPVALUE:** 175**CLIMATE/TERRAIN:** Warm Plains/
Grasslands**FREQUENCY:** Uncommon**ORGANIZATION:** Family Group**ACTIVITY CYCLE:** Day**DIET:** Carnivore**INTELLIGENCE:** Animal (I)**ALIGNMENT:** Neutral**NO.APPEARING:** 1-4**SIZE:** M (4' long)**MOVEMENT:** 15", 45" Sprint**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Half-hearted (9)**ARMOR CLASS:** 5**NO. OF ATTACKS:** 3**DAMAGE/ATTACK:** 1-2/1-2/1-8**SPECIAL ATTACKS:** Rear Claws
1-2 (x2)**SPECIAL DEFENSES:** Surprised 1 in 10**MAGIC RESISTANCE:** Nil**HIT DICE:** 3

hides of the great cats are worth 100-1000gp depending on size and condition.

Treasure: Nil.

Other: Nil.

Cat, Great - Jaguar

DESCRIPTION: One of the most feared predators of the jungle, the jaguar has a deep muscular chest and limbs. Its colors range from light yellow to brownish red and it is covered with dark spots.

COMBAT TACTICS: A Jaguar will attack anything that it perceives as a threat or as a possible meal, including humans, all other humanoids, rabbits, birds, any creature that's bleeding, other jaguars (especially rivals, during the mating season) and even larger beasts in its territory.

Jaguars often pounce from above, but can leap 30' to attack. If both forepaws hit, the back paws rake for 2-5 points of damage each.

HABITAT/SOCIETY: Jaguar are superb stalkers in their jungle homes. They hide their lairs deep in rocky crevices away from any traveled paths. Jaguars are solitary creatures with the exception of mating season, and females raise the young for almost a full year.

ECOLOGY: Jaguars can climb, swim and stalk superbly (85% hide in shadows and move silently in their native region). If found in their lair, there is a 75% chance of finding 1-3 cubs (who do not fight).

YIELD:

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: All hides of the great cats are worth 100-1000gp depending on size and condition.

Treasure: Nil.

Other: Nil.

Cat, great - Jaguar

AKA: --

HACKFACTOR: 5

EP VALUE: 420

CLIMATE/TERRAIN: Tropical/Jungle

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: L (5'-6')

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-3/1-3/1-8

SPECIAL ATTACKS: Rear Claws 2-5x2

SPECIAL DEFENSES: Surprised 1in10

MAGIC RESISTANCE: Nil

HIT DICE: 4+1

<i>Cat, great - Leopard</i>	common	Snow
AKA: --		
HACKFACTOR:	4	5
EP VALUE:	420	270
CLIMATE/TERRAIN:	Tropical/Jungle	Arctic to Subarctic
FREQUENCY:	Uncommon	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	1-3
SIZE:	L (5'-6')	M (4'-5')
MOVEMENT:	15"	15"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Half-hearted (9)
ARMOR CLASS:	6	6
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-3/1-3/1-8	1-4/1-4/2-7
SPECIAL ATTACKS:	Rear Claws 1-4x2	Rear Claws 1-4x2
SPECIAL DEFENSES:	Surprised 1in10	Surprised 1in10
MAGIC RESISTANCE:	Nil	Nil
HIT DICE:	4+1	4+2

each. Some Snow Leopards become Blizzard Leopards (see Blizzard Bears), adding +2 to their attack and damage rolls.

HABITAT/SOCIETY: Leopards are solitary, hunt both day and night and prey on animals up to the size of large antelopes or large elves. They swim and climb well and enjoy sunning themselves in treetops, when they have the time. Leopards will drag their prey into treetops to devour them in peace.

Snow leopards will pursue prey over vast distances, even leaping onto ice floes to get to them. The great sage Alidonis wrote the definitive book on the arctic felines, but was subsequently hunted down and eaten 30 years later by one of the determined beasts.

ECOLOGY: Females bear 1-3 young and care for them for up to two years. If found in their lair, leopards have cubs 25% of the time. The young have no effective attack.

A skilled, always on-the-go predator, the leopard is often threatened by human incursions and is nocturnal in areas where it is hunted.

YIELD:

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: All hides of the great cats are worth 100-1000gp depending on size and condition.

Treasure: Nil.

Other: Nil.

Cat, Great - Leopard

DESCRIPTION: This graceful cat has a long body and short legs. Its colors range from buff to tawny and its spots are rosette shaped. The Snow Leopard is the arctic cousin of the common Leopard. They can use their all-white coats to hide in the snow with a 60-80% chance of success.

COMBAT TACTICS: Leopards leap on their prey (-3 on surprise vs. victims) and can spring up to 20 feet or forward 25. If they strike with both forepaws, the back paws rake for 1d4 points of damage

Cat, great - Lion	common	Mountain Lion	Spotted Lion
AKA: --			
HACKFACTOR:	7	4	8
EPVALUE:	650	270	975
CLIMATE/TERRAIN:	Plains/ Grasslands	Any Warm/ Temperate	Warm Plains/ Desert
FREQUENCY:	Uncommon	Uncommon	Rare
ORGANIZATION:	Pride	Solitary	Pride
ACTIVITY CYCLE:	Day	Dusk or Dawn	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-12	1-2	2-8
SIZE:	M (4'-6')	M (4'-5')	L (4'-6')
MOVEMENT:	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Pliant (10)	Half-hearted (9)
ARMOR CLASS:	5/6	6	5/6
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-4/1-10	1-3/1-3/1-6	1-4x2/1-12
SPECIAL ATTACKS:	Rear Claws 2-7 x2	Rear Claws 2-8 x2	Rear Claws 2-8 x2
SPECIAL DEFENSES:	Surprised 1in10	Surprised 1in10	Surprised 1in10
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	5+2	3+1	6+2

Cat, Great - Lion

DESCRIPTION: **common:** Among the largest and most powerful of the great cats, lions have yellow or golden brown fur. The males are distinguished by their flowing manes.

Mountain Lion: Not a true lion, this brownish cat is lankier than its larger cousins. Except for their size, males and females are difficult to tell apart.

Spotted Lion: These prehistoric lions are larger, fiercer, and appear to be more dappled than common Lions. They were once common on the plains, but Spotted Lions are now a rare sight in Garweeze Wurd.

COMBAT TACTICS: **common:** Both male and female lions are fierce fighters. Lions hunt in prides, with females doing most of the actual hunting. Since their senses are so keen, lions can only be surprised on a 1. All lions can leap as far as 30 feet. Males have an AC 5 in the front and an AC 6 in the back. Females are AC 6 all over. If a lion hits with its forepaws, it rakes with its back paws for 2-7 points of damage each.

Mountain Lion: The mountain lion is more cautious and less aggressive than other cats. They can spring 15 feet up or ahead 20 feet to attack or retreat. If they score hits with both forepaws, they rake with their back paws for 1-4 points of damage each.

HABITAT/SOCIETY: **common:** Lions prefer warmer climes and are extremely territorial. Lions frequently kill animals the size of zebras, giraffes or barbarians. They have been known to attack domestic livestock. Lions are poor climbers and dislike swimming. Their size and strength have made them a favorite target of human hunters.

Mountain Lion: Mountain lions will not attack men unless provoked or directly threatened. The mountain lion is flexible and elusive, adept at surviving on the fringes of human civilization.

ECOLOGY: **common:** A pride usually consists of 1-3 males, 1-10 females and, if in a lair, 1-10 cubs 30-60% grown.

Cat, Great - Giant Lynx

DESCRIPTION: The giant lynx is distinguished by its tufted ears and cheeks, short bobbed tail, and distinctly dappled coloring. Its growl is low and rather vicious if heard in a lonely wood at twilight. It has a compact and muscular body, with heavy legs and unusually large paws.

COMBAT TACTICS: The most intelligent and sophisticated of the great cats, a giant lynx uses its wits in combat. It can leap up to 15 feet, imposes a -6 on victims' surprise rolls and has a 75% chance of detecting traps.

If the lynx strikes with both of its clawed forepaws, it then rakes the victim with its formidable back claws for an additional 1-3 hit points of damage each.

HABITAT/SOCIETY: The giant lynx will almost never attack men, preferring the privacy deep within cold coniferous and scrub forests. They can communicate in their own language and prefer to ambush rodents, young deer, grouse and other game. They are adept at the hunt, waiting with great patience for prey to take a fatal misstep.

ECOLOGY: Giant Lynx cubs remain with their mother for the first

Mountain Lion: These felines are solitary and their favorite prey is deer. The female rears 2-4 cubs alone for 1-2 years.

YIELD:
Medicinal: Nil.
Spell Components: Hearts of lions are used for Potions of Heroism.
Hide/Trophy Items: All hides of the great cats are worth 100-1000gp depending on their size and condition. Lion pelts are excellent for Girdles of Giant Strength.
Treasure: Nil.
Other: Nil.

Cat, great - Giant Lynx

AKA: --
HACKFACTOR: 2
EPVALUE: 175
CLIMATE/TERRAIN: Subarctic Forest
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: M (4' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 6
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-2 (x2)/1-4
SPECIAL ATTACKS: Rear Claws 1-3x2
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Nil
HIT DICE: 2+2

6 months of their lives, learning the best hunting techniques. When the cubs reach adolescence, they leave the den of their mother to begin the search for a mate and their own hunting grounds.

**YIELD:**

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: All hides of the great cats are worth 100-1000gp depending on size and condition.

Treasure: Nil.

Other: Nil.

Cat, Great - Smilodon

DESCRIPTION: The Smilodon is built much the same as the Wild Tiger, with a well-developed, dense muscle structure. Their coats are dun-colored, lacking the distinctive camouflage markings of many of the great cats. Also commonly called the Saber-toothed Cat, the Smilodon is immediately recognizable by its and ferocity.

COMBAT TACTICS: The Smilodon's greatest asset in stalking and bringing down large prey animals is the impressive six-inch long sharp fangs. These fangs, located prominently in the strong upper jaw of this Great Cat, are capable of inflicting terrible wounds in animal and adventurer alike. Smilodons get +2 on all their attack rolls due to their large teeth and powerful jaws.

In one on one combat, if both forepaws strike the victim, the rear claws immediately rake for an additional 2-8 points of damage each. The Smilodon's fangs cause wounds that bleed profusely. (Lose 1 hit point per round after a bit until bandaged or healed.)

HABITAT/SOCIETY:

Smilodons are similar in behavior and social structure to the Wild Tiger, living a mostly solitary existence with the exception of mating season. They do not cooperate during a hunt, and will only be seen in groups while raising its young. Once common during the Pleistocene Epoch across the plains of Garweeze Wurld, these Saber-toothed Cats are now a rare sight.

ECOLOGY:

This Great Cat will travel great distances to hunt and feed on exotic large game animals and herd beasts. The Smilodon has a reputation as a man-eater, due to wild tales told by bleeding survivors of the fanged demon-cat. Ironically, the cubs can be trained if captured very young, and nobles will pay handsomely to have such a prized beast in their menagerie.

Cat, great - Smilodon

AKA: Saber-toothed Cat

HACKFACTOR: 9

EP VALUE: 1400

CLIMATE/TERRAIN: Subartic to Tropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: L (8'-12')

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-5/2-5/2-12

SPECIAL ATTACKS: Rear Claws 2-8x2

SPECIAL DEFENSES: Surprised 1in10

MAGIC RESISTANCE: Nil

HIT DICE: 7+2



A young Smilodon, or Sabertoothed Great Cat

The female Smilodon will raise 2-4 cubs each spring, which then stay with their mother for at least a full year. Smilodon territories do overlap, although they will ferociously attack any other Great Cats that intrude upon their spaces.

YIELD:

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: Smilodon cubs are worth 500-1000gp untrained, and even more if their training has been completed by someone with the Animal Handling skill. All hides of the great cats are worth 100-1000gp depending on size and condition.

Treasure: Nil.

Other: The Smilodon's impressive fangs can be made into Daggers of Wounding.

Cat, Great - Tiger

DESCRIPTION: One of the largest and most feared of all the Great Cats, Wild Tigers are recognized easily by their reddish-orange fur and dark vertical stripes. Although this coloration seems far too bright for the cool, green jungles the Wild Tiger often prefers, it actually serves as perfect camouflage in sun-dappled glades.

Tigers found in Subarctic zones have adapted with a paler striped pattern that is just as effective.

COMBAT TACTICS:

Surprised only on a 1, Wild Tigers are the undisputed experts at stalking and approaching their prey. Although they prefer to be solitary, Wild Tigers will sometimes hunt in pairs or small bachelor groups.

With their well-developed muscles, Wild Tigers can easily leap 10 feet upward, or spring forward 30'-50'. If they strike their victim successfully with both forepaws, their back paws also rake for an additional 2-8 points of damage each.

HABITAT/SOCIETY: Wild Tigers are nocturnal creatures, and because they are as curious as any cat, will often be attracted to the glow of campfires. Their large eyes reflect light, and are often the only evidence that reveals just how closely this Great Cat can silently approach its prey.

Beautiful to behold, these graceful climbers and swimmers thrive in all kinds of terrain. On the plains, the Wild Tiger is capable of sustaining high speeds, although nothing approaching the burst of power shown by the Cheetah.

Cat, great - Wild Tiger

AKA: --

HACKFACTOR: 7

EP VALUE: 650

CLIMATE/TERRAIN: Subarctic to Temperate

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: L (6'-9')

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 2-5/2-5/1-10

SPECIAL ATTACKS: Rear Claws
2-8x2

SPECIAL DEFENSES: Surprised 1 in 10

MAGIC RESISTANCE: Nil

HIT DICE: 5+5



Wild Tiger

YIELD:

Medicinal: Tiger's eye is used in treating difficulty with sight.

Spell Components: Nil.

Hide/Trophy Items: All hides of the great cats are worth 100-1000 gp depending on size and condition.

Treasure: Nil

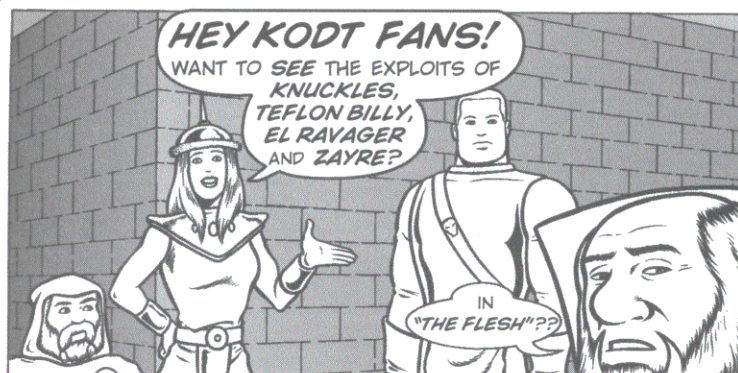
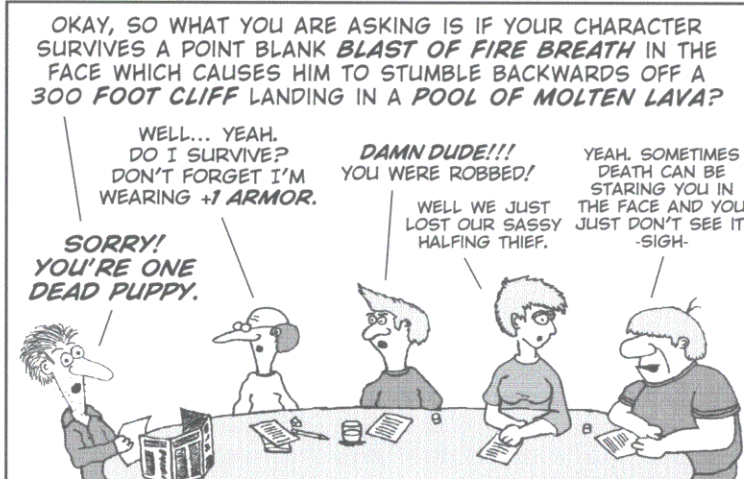
Other: Wild Tiger teeth can be fashioned into Daggers of Wounding.

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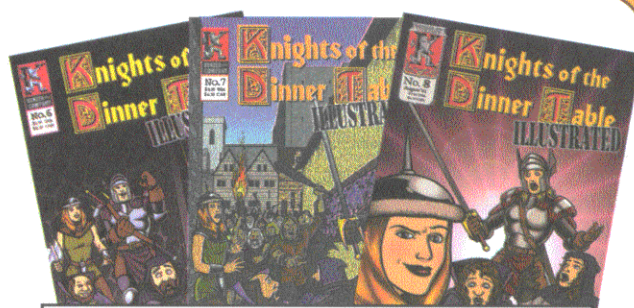
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HACKLOPEDIA OF BEASTS - VOLUME I: AARAKIANS TO CATS, GREAT

The Hacklopedia of Beasts: This comprehensive set of reference manuals is a must for HackMaster GMs. In the first volume, terrifying monsters whose names begin with the letters A-C are described in sometimes-frightening scientific detail. Every monster in the Fourth Edition Hacklopedia has been revised, edited, and updated and they have had their HackFactors beefed up to bring them in line with the rest of the game. Among other features, readers will learn about monster social structures, activity cycles, diets, attack modes (including special attacks), morale and even how to make the most of their kills by salvaging potentially valuable monster remains.

Nowadays the quick march of events and the rapidity of new discoveries, the expansion of human activity and the additions of arcane learning require a work such as the Hacklopedia of Beasts. This book provides a detailed list of creatures both large and small from the flora and fauna of Garweeze World and beyond.

Adapter

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 Game Masters to regain control of a group of players who may be getting too powerful.

COMBAT/TACTICS:

These ruthless predators can always sense when a creature comes within 200', regardless of the barriers in between. When a group of adventurers, or other living beings, come within 100' 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

Adapter

AKA: --
HACKFACTOR: Variable
EP VALUE: See below
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Violence
INTELLIGENCE: Unknown
ALIGNMENT: Chaotic (with Evil tendencies)
NO. APPEARING: 1
SIZE: M (5' tall)
MOVEMENT: Special
PSIONIC ABILITY: Special
Attack/Defense Modes: Special/Special
MORALE: See below
ARMOR CLASS: Special
NO. OF ATTACKS: Special
DAMAGE/ATTACK: Special
SPECIAL ATTACKS: Adapting
SPECIAL DEFENSES: Adapting
MAGIC RESISTANCE: Special
HIT DICE: Special

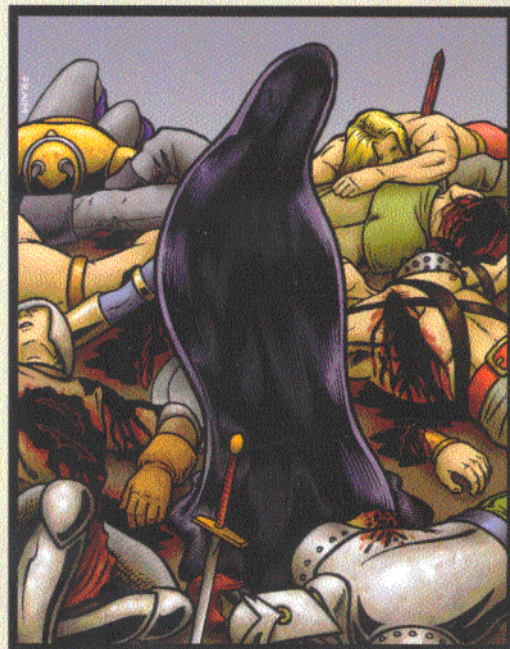
character, escapes after engaging an Adapter, this monster will be able to adapt to the movement capabilities of the escaping prey and will keep pace. Should the party split up, the Adapter will chase a random party member. If the PCs can somehow get more than 200' away from an Adapter in a single round, the creature will get confused and give up the chase.

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 have obtained in previous battles, within 1-1000 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:

Green Ash can be made into 2-20 potions of invulnerability

Hide/Trophy Items: Nil

Treasure: Incidental, U

Other: Nil



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