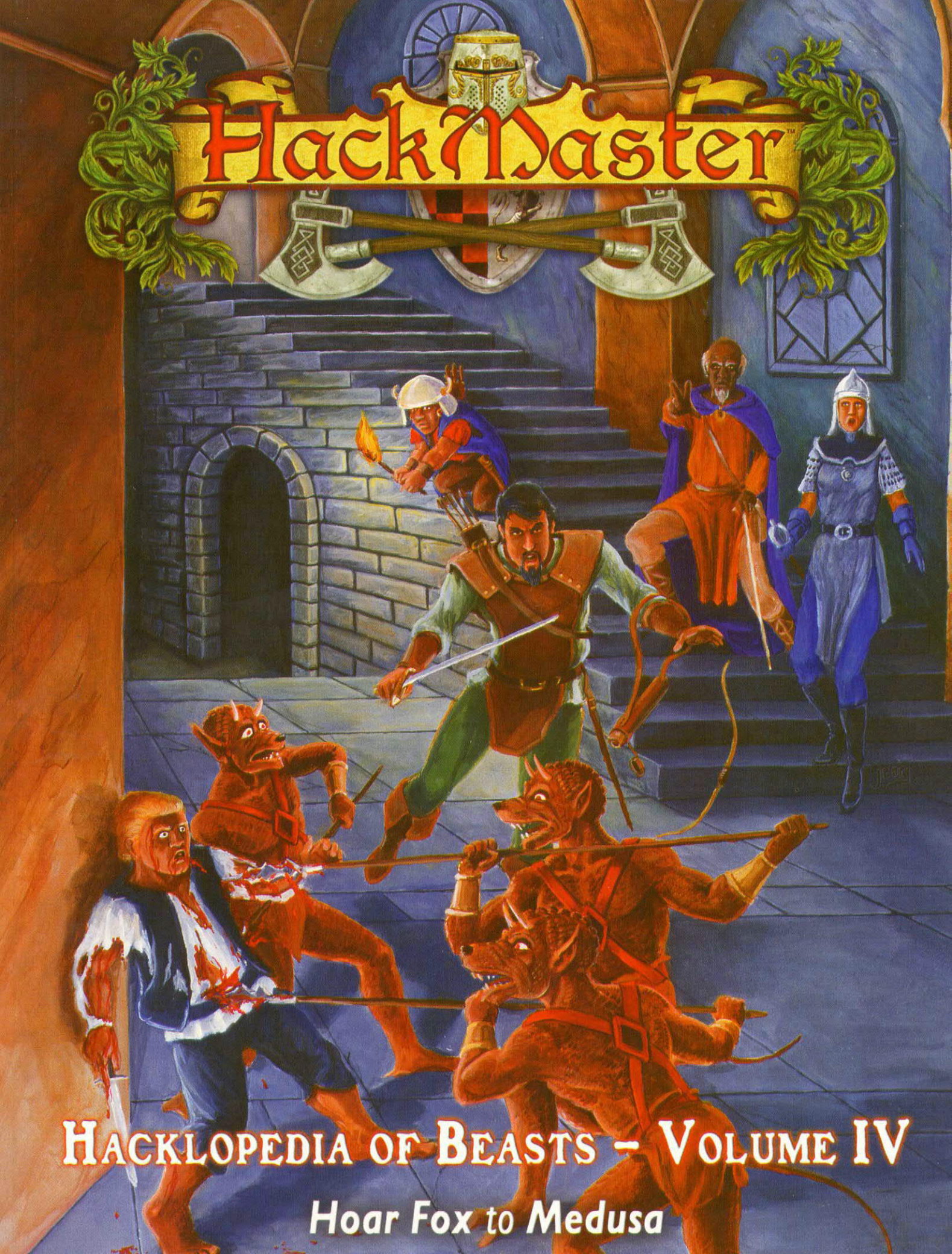


The illustration depicts a dramatic battle scene within a castle. At the top, a banner with the title 'Hack Master' is flanked by green foliage. Below the banner, two crossed battle-axes are mounted on a shield. The scene is set on a stone staircase and in a courtyard. A central figure, a man in green and brown armor, is lunging forward with a sword. To his right, a man in a red tunic and purple cape stands on the stairs, while a woman in blue armor and a white helmet walks down. In the foreground, a man in a white and blue tunic is being attacked by three red, devil-like creatures. One creature is holding a spear through his chest, while the others are attacking with daggers. The background features a stone archway and a window with a cross design.

Hack Master™

HACKLOPEDIA OF BEASTS – VOLUME IV

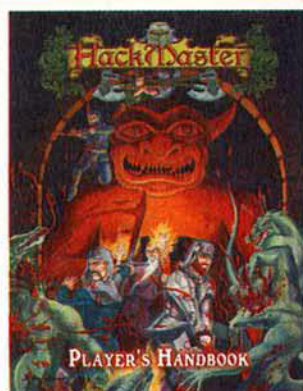
Hoar Fox to Medusa



HACKMASTER™ BOOKS

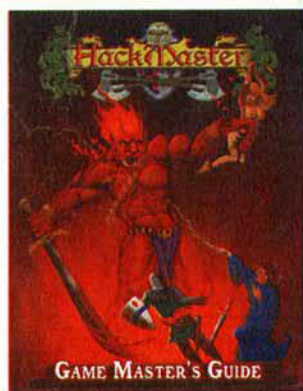
Player's Handbook

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 IV

SPECIAL REFERENCE WORK

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

Knights of the Dinner Table/HackMaster Development Team is
Jolly R. Blackburn, Brian Jelke, Steve Johansson, David S. Kenzer

Head Researcher and Archivist (written by): Tony 'that wild, crazy, madcap Hawthorne' DiGerolamo

Expedition Coordinator: Brian 'this'll never fly with the Board of Directors' Jelke

Beast Wrangler/Tamer (field notes edited by): Brian 'yer not the boss of me' Jelke,
Don 'Leeches, we don't need no stinkin' Leeches' Morgan, Scott 'a real, honest-to-gawd Lammasu' Luskien,

Steve 'Back off! This clown is ALL mine.' Johansson

Safari Navigator : Jolly 'Leadbottom' Blackburn

Art Director: Bob 'the Triloblight tamer' Burke

Artist Tamer: Mark 'you want me to squash yer dreams? That'll be \$5.00.' Plemmons

Graphic Design: Jiffy 'Dead-eye Daisy' Burke

Cover Artist: George Vrbanic

Back Cover Artist: Eric Johns, colors by Tom Martin

Wild Life Illustrators: Brendon Frain, Brian Frain, Robert Chastain, V. Shane Colclough, Doug Curtis, William Hammock,
Eric Johns, Nick Laing, Tom Martin, Brad McDevitt, Ed Northcott, Mark Pennington, Mike Simon

Hard Eight Enterprises Token Representative: Jo Jo Zeke

On Site Field Studies and Additional Research:

Todd Weaver, Don Morgan, Mark Plemmons, Glenn Harris, Kevin Kasper, Tracy Casper

* FOR GAMEMASTER'S EYES ONLY! *

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

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Questions, Comments, Product Orders?

Kenzer and Company
25667 Hillview Court
Mundelein IL 60060

Phone: (847) 540-0029

Fax: (847) 540-8065

E-mail: questions@kenzerco.com

Visit our website: www.kenzerco.com

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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 the 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?"

"The 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 it is."

"Poppycock!! 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 the 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 IV. This is the fourth 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 leech might still be a leech, 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 minds of the players and the GameMaster.

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

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

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

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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 panzy-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.

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.

EP 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.

CLIMATE/TERRAIN: The 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 when the creature is most active. Those who are active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

DIET: Every creature on Garweeze Wurld has to eat, and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores will eat either.

Scavengers primarily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in 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 number indicates the average numbers one might meet in a typical wilderness encounter within the creature's territory. The GM should alter this to fit the circumstances of any encounter as the need arises. 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.

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.

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

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

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

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.

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		

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.

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 World 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.

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.

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. coins, gems etc.) or body parts with medicinal or magical properties. As a rule the GM should NEVER freely volunteer any of the yield information associated with a particular creature. Let the players figure it out for themselves.

The GM should also note that some skills may be required to obtain certain yields. For example a Swack Iron Dragon's hide may be worth 5d1000 gold pieces on the open market, but unless the player has the proper skills to skin the dragon and cure the hide he could botch the job 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.

Hoar Fox

DESCRIPTION: The Hoar Fox is a very rare species of fox that roams the remote arctic regions of Garweeze Wurd. It is hunted for its beautiful gray fur. If encountered, there is a 15% chance the Hoar Fox is being chased by a hunter.

COMBAT/TACTICS:

Hoar Foxes do not attack any prey animals larger than themselves. They go out of their way to avoid all humans and demi-humans. If cornered the Hoar Fox can bite for 1-6 points of damage or breathe a Cone of Cold that inflicts 2-12 points of damage (30-foot range, 1 foot wide at mouth, 10 feet wide at the end, save vs. breath weapon for half damage). Hoar Foxes are low to the ground and will often aim their breath at their enemy's feet, freezing them in place. Victims must make a Strength check at -1 per point of damage above 2 or be frozen in place.

Hoar Foxes are immune to cold and take double damage from fire.

Hoar Fox

AKA: Freeze Fox

HACKFACTOR: 2

EP VALUE: 35

CLIMATE/TERRAIN: Sub arctic and Arctic regions

FREQUENCY: Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (4' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Breath Weapon

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2

HABITAT/SOCIETY: Hoar Foxes live in small packs made up of a dominant male and up to 5 other males and females. Hoar Fox females often have litters fathered by several different males. Hoar Foxes will huddle with any type of fox for warmth. Druids across Garweeze Wurd are working to save the near-extinct mammal. Hoar Foxes will not knowingly attack a druid.

ECOLOGY: Hoar Foxes have been hunted to the brink of extinction. They are now found only in the most remote, arctic regions that can still support a number of small game animals.

YIELD:

Medicinal: Hoar Fox whiskers can cure rickets.

Spell Components: Hoar Fox tongue can be used for a Cone of Cold spell in lieu of other components.

Hide/Trophy Items: The pelt of an undamaged Hoar Fox is worth 100 gp on the open market. Additionally, three Hoar Foxes have enough fur to make a human-sized cloak, which is ideal for enchantment, protecting the wearer from all cold attacks and providing +1 to +5 protection.

Treasure: Nil

Other: Nil

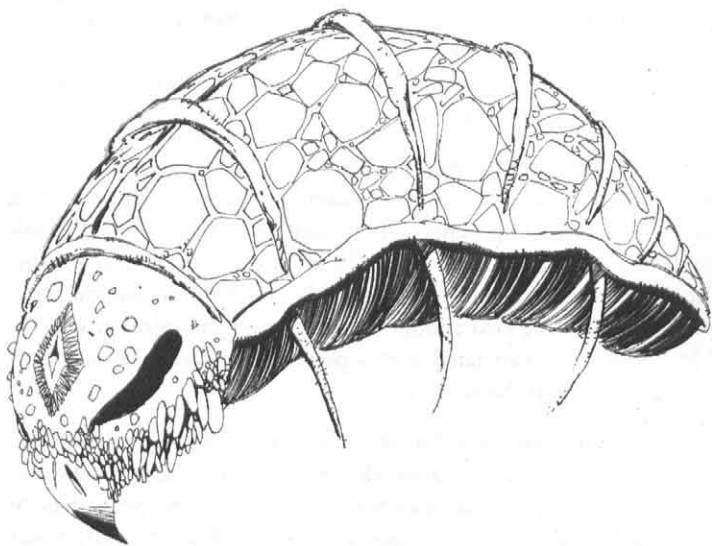
Hoar-Daa

DESCRIPTION: The Hoar-Daa are a race of giant insects also commonly called weevils. They need to consume huge amounts of food.

Hoar-Daa Bull: These male Hoar-Daa are fully developed insects with six legs. They stand upright on broad feet that help them balance and run during battle. Two of the upper legs serve as arms, and will wield weapons while the other two hold shields at the ready.

Hoar-Daa Cow: The cow's only function in the structure of Hoar-Daa society seems to be continuous egg-laying, feeding and maintaining the nest for the larval stage of young Hoar-Daa.

Hoar-Daa Larvae: These grubs have not developed into Bulls or Cows yet and will only be encountered inside the hive. They vaguely resemble two-foot long grub worms, with vestigial legs used for movement.



Hoar-Daa Larva

Hoar-Daa	Bull	Cow	Larvae
AKA:	Weevil Warrior	She-Weevils	Slug Weevils
HACKFACTOR:	13	12	2
EP VALUE:	600	1400	85
CLIMATE/TERRAIN:	--- Temperate to Tropical ---		
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Colony	Colony	Colony
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Low (5-7)	Non (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-20	1	3-30
SIZE:	M	L	S
MOVEMENT:	15"	3"	1" (6")
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Confident (12)	Brave (14)
ARMOR CLASS:	3(2)	7	6
NO. OF ATTACKS:	2	1	1
DAMAGE/ATTACK:	1-4/1-4 or by weapon	3-18	2-7
SPECIAL ATTACKS:	See Below	Nil	Nil
SPECIAL DEFENSES:	See Below	See Below	Immune to Acid
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	6	10	2-5

COMBAT/TACTICS: Hoar-Daa Bull: Despite their Intelligence rating, Hoar-Daa Bulls have no individual sense of identity and are controlled by a hive mind of equal Intelligence. Every Bull knows immediately what the others know. For each round fought alongside another Bull, this knowledge increases their ability to hit by +1 every other round for all Bulls engaged in the fight. After ten rounds of continuous combat, the bonus is +5. Should the Hoar-Daa Bull hit with a natural 20, every swing thereafter will be an automatic hit as the Hoar-Daa has learned the enemy's "weak spot".

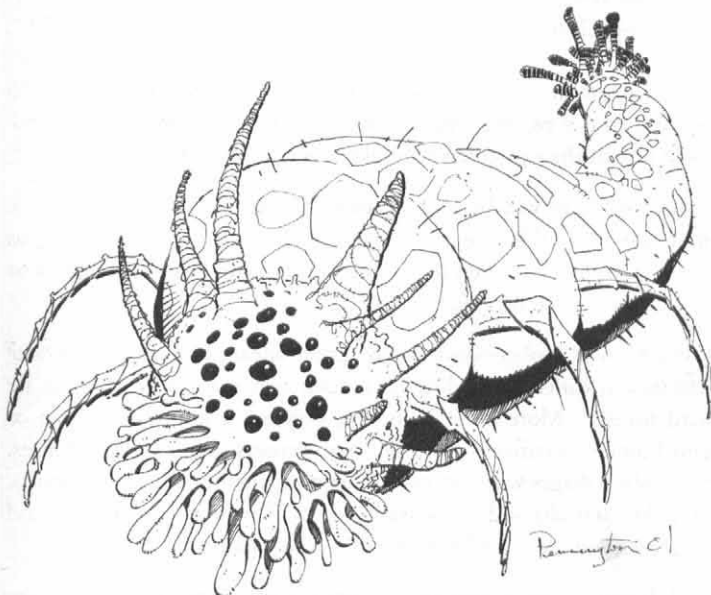
When the Hoar-Daa Bull gets a critical hit, all of that Bull's hits are the same critical hits thereafter (see the critical hit chart in the GMG). Should all the Hoar-Daa stop fighting, even for one melee round, the

bonuses vanish, as the insects must reassess the threat. However, if even one Hoar-Daa Bull continues to fight, all the Bulls continue to get the bonus. This bonus only applies to the Bulls.

Bulls are immune to electrical and cold attacks and take only half damage from fire. Due to their hive mind, mental attacks only affect the Bulls if they are spells that affect insects. Even so, they save at +1 per Bull present. The Bulls will defend a Cow to the death if necessary.

Hoar-Daa Cow: The Hoar-Daa Cow is a huge, bloated female that is covered with a milky-white substance that is capable of eating through wood and metal in one round. (Items touching it must save vs. acid.) This slime does 1-8 points of damage to exposed flesh. The Cow will always be guarded by four Bulls with maximum hit points and +2 to hit and damage on all of their attacks.

Hoar-Daa Larvae: Larvae will only be encountered in the hive and will attempt to eat anything that moves. Larvae are essentially helpless without the Bulls and only attack foes in self defense. Larvae can move at 1", but they can bore at 6". If a PC party blunders into a room full of these Slug Weevils, the Larvae will sense the vibrations and chase the PCs throughout the lair. Each round they chase, the Larvae bore sideways through the lair's tunnels. There is a 5% chance per round that they will collapse 10-100% of the tunnels. If this happens, the Larvae will dig their way out. If the PCs are trapped in a room with no living insects, they will be left to die, as the Hoar-Daa will have no reason to dig them out.



Hoar-Daa Cow



Hoar-Daa Bull (Weevil Warrior)

HABITAT/SOCIETY: The hive mind of the Hoar-Daa is directed by the Cows. Hoar-Daa lairs are a series of tunnels four feet in diameter, which contain 1-6 hatcheries, 1-3 egg chambers, 2-4 granaries and one central chamber. There is a 10% chance that the Hoar-Daa share their lair with 10-100 giant ants.

Hoar-Daa Bulls raid farms for their grain supply. Each boost to the hive food supply increases the hive population by 10% in 1-4 days. Fortunately, Hoar-Daa exist on the outskirts of civilization and rarely enter major cities with large granaries. If a hive ever did, there is no telling how the population explosion of Hoar-Daa could affect the area. In any event, there would be a huge confrontation with the Hoar-Daa, followed by months of famine.

ECOLOGY: Hoar-Daa are insects and reproduce by laying eggs. If the Cow is killed or near death, one of the Bulls will flee the lair with an armful of eggs and a Larva. If the Larva is fed a special mixture of food, it will mature into a Cow and the hive can begin anew.

YIELD:

Medicinal: Hoar-Daa Larvae are edible. Eating a Hoar-Daa egg will cure a victim of the shingles.

Spell Components: Hoar-Daa ichor can be used for a Giant Insect spell that affects 1 additional Hit Die of insects.

Hide/Trophy Items: Hoar-Daa Bull bodies can be made into small or medium shields, but they are not good for enchantment.

Treasure: F (Bull) Nil (Larvae and Cows)

Other: Nil

Hobgoblin

DESCRIPTION: These burly humanoids have dark red or orange skin and stand 6 feet tall. The larger males have blue or red noses, while the eyes are yellowish or dark brown and the teeth are yellow. Although they often appear barbaric, the Hobgoblin's clothing, armor and weapons are always well-kept and of excellent quality.

COMBAT/TACTICS: Typically, Hobgoblins are armed with polearms (30%), morning stars (20%), swords and bows (20%), spears (10%), swords and spears (10%), swords and morning stars (5%) or swords and whips (5%).

Hobgoblins see equally well in light or virtual darkness. They have 60-foot infravision. They hate elves and will always attack them first. Hobgoblins are adept at mining and can detect new construction, sloping passages and shifting walls 40% of the time.

Hobgoblin

AKA: --

HACKFACTOR: 0/2/3

EP VALUE: 35, 65 (sub-chief), 120 (chief)

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Uncommon

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Evil

NO. APPEARING: 2-20

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5 (10)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 1+1



HABITAT/SOCIETY: Hobgoblins are intensely jealous of any other Hobgoblin tribes' social status. Should two tribes meet, it is 85% likely that they will begin shouting creative obscenities at one another and 15% likely they will immediately attack each other.

Typical tribes have 20-200 males, with a sergeant leading every 20 Hobgoblins. For every 100 there is a sub-chief, and in the lair, there will always be a chief with 5-20 sub-chief bodyguards. Chiefs always carry two weapons and any usable magic items the tribe possesses.

# Encountered	Rank	HD	Damage	AC	EP
1 per 20	Sergeant	1 (29 hp)	--	5	35
1 per 100	Subchief	2 (36 hp)	+2	3	65
1 per lair (200)	Chief	4 (42 hp)	+3	2	120

Each Hobgoblin tribe carries a battle standard, which is meant to inspire their troops. If a chief is leading the battle, he will carry it, otherwise one of the sub-chiefs will take this honorary position.

In the lair, there will be half as many female Hobgoblins and three times as many children as adult males. Females can often fight just as well as the males and even the young are trained in the Art of Hack at an early age (1/2 Hit Die).

Nearly 80% of Hobgoblin lairs are subterranean, but 20% are surface fortresses, fortified with ditches, fences, two gates and three to six guard towers. More often than not, they are abandoned human or demi-human fortifications and may possess additional defenses. Hobgoblin villages will also have siege weapons: two heavy catapults, two light catapults and a ballista for every 50 warriors. Underground complexes will have 2-12 Carnivorous Ape guards.

All Hobgoblins like to use extravagant titles for themselves, even if they are not warriors in the tribe. Therefore, there may be a "Supreme

Samurai Blacksmith" or a "Berzerker High Spear Tailor" amongst the tribe. It is thought that the Hobgoblins do this to elevate their Honor or to differentiate themselves from lesser races on Garweeze World.

ECOLOGY: Hobgoblins feel superior to Goblins and Orcs and will act as leaders for them. The Orcs and Goblins will often be used as "battle fodder". Some powerful Hobgoblin mercenaries will work for powerful or rich evil humanoids.

The Koalinth are an aquatic offshoot of the Hobgoblin race. They have the same statistics in game play as the Hobgoblins listed above. Koalinth can dwell in fresh or salt water, swim at 12" and breathe water through gills on their necks. They tend to have light green skin and are adept at fighting with polearms or spears. The Koalinth are foul-tempered and bear a deep-seated hatred toward their land-born cousins, as well as aquatic elves and nearly every other race that dares to cross their territory.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Hobgoblin weapons and armor are always in good shape and easy to sell. Battle standards are usually an early trophy for low level PCs.

Treasure: J, M, D (individual) Q x5 (in lair)

Other: Nil

Hollyphant

DESCRIPTION: The Hollyphant resembles a tiny elephant with golden fur and wings. These creatures are often found on the upper outer planes.

COMBAT/TACTICS: The Hollyphant engenders fondness in those of good alignment, dislike in neutral-aligned beings and loathing tinged with fear in evil folk (no save). The Hollyphant can attack with its front feet, but prefers to use its various powers, listed as follows:

Three times per day, the Hollyphant can use its trunk to trumpet as a Horn of Blasting or make noise like Drums of Deafening (cone shape 70-feet long and 30-feet wide at the base). It can also shoot a blast of positive energy (50-feet long and 20-feet wide at the base) that inflicts 6d8+8 points of damage to undead and creatures of the lower planes.

Once per round they can use Banishment (once per day), Bless, Cure Serious Wounds (twice per day), Flame Strike (once per day), Cure All (once per day), Light, Protection from Evil 10-foot Radius (twice per day), Raise Dead (once per day) and Teleport Without Error.

Hollyphant

AKA: Pegaphants

HACKFACTOR: 51

EP VALUE: 5000

CLIMATE/TERRAIN: Outer Planes

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Good (lawful)

NO. APPEARING: 1-3

SIZE: T (2')

MOVEMENT: 9", 42" Fly (B)

PSIONIC ABILITY: 201-300

Attack/Defense Modes: All/All

MORALE: Resolved (18)

ARMOR CLASS: -4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-3/1-3

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 60%

HIT DICE: 8+8



Banishment forces an extra-planar creature to return to its home plane. This affects up to 32 Hit Dice of creatures and they cannot return unless conjured. If the target creature makes its saving throw, the Hollyphant will get a backlash that does 2-12 points of damage and causes it to be stunned for the same number of rounds.

The fur of a Hollyphant is equal to a Globe of Invulnerability and gives it immunity to all poisons. A Hollyphant can only be hit by +1 or better weapons and can Detect Evil in a 20-foot radius. Hollyphants can Gate another of their kind (50%) or an Angel (30%). They can travel on the Astral or Ethereal Planes.

HABITAT/SOCIETY: Hollyphants roam the outer planes assisting various good-aligned gawds and minor deities. They are often used as messengers and are sometimes sent to the Prime Material Plane.

ECOLOGY: Hollyphants are creatures of positive energy, possibly created from good beings that proved their worthiness to the gawds.

Hollyphants that are slain on the Prime Material Plane disappear and reform on their home plane. They cannot return to the Prime Material Plane for a year and a day. The only way to truly kill a Hollyphant is to slay it on its home plane, but this would greatly offend the gawd who is served by that Hollyphant.

YIELD:

Medicinal: Nil

Spell Components: The smallest bit of Hollyphant fur can be used for a Raise Dead spell with a -10% modifier to that person's resurrection survival check.

Hide/Trophy Items: The hide of a Hollyphant is quite magical and can be used to fashion a small clothing item of immense

power, up to +12 enchantment.

Treasure: Nil

Other: The bones of these creatures are also highly magical and can be used to fashion magical artifacts or small weapons of immense power, up to +12 enchantment.

Homonculous

DESCRIPTION: Nearly all Homonculi are vaguely humanoid, 18" tall with greenish, reptilian skin covered in warts and spots. They have bat-like wings (24" span) and many long, pointed teeth. Homonculi will exhibit the same body language and voice inflections of their creator.

COMBAT/TACTICS:

This quick little monster is agile and anything short of a net or Web spell will not be able to catch it. Victims bitten must save vs. poison or fall asleep for 5-30 rounds. It has the same saving throws as its creator. If the Homonculous is slain, the creator immediately takes 2-20 hit points of damage. If the creator is slain, the Homonculous melts into an acrid, steaming pool of deep green ichor.

HABITAT/SOCIETY: Homonculi are always direct reflections of their creator, having the same alignment, basic Intelligence, quirks and mannerisms. They cannot cast spells, but they make great lab assistants, scroll caddies and drinking buddies. Homonculi are usually given a small bed, nest or living chamber, depending on the creator's alignment.

Homonculi are most often used as servants, messengers, spies, scouts, emissaries, maids, full body masseuses, door jamba, curtain closers, chimney sweeps, gardeners, decoys and scapegoats.

ECOLOGY: Homonculi are created by magic-users with the aid of alchemists. Ingredients for the Homonculous include a pint of the magic-user's blood, plus 500-2000 gp for other ingredients and for the alchemist's time. The spells needed for the creation of Homonculi are Mend, Mirror Image and Wizard Eye.

The Homonculous is telepathically linked to its creator. It knows everything its master knows and can transmit everything it sees and hears up to 480 yards. The Homonculous will never willingly travel beyond this area, because as soon as it does it panics and immediately tries to re-establish contact. If the magic-user or Homonculous cross into another dimension or plane, the link is severed and the Homonculous will attempt to stay near the point of departure or entry, waiting nervously until its creator returns.

Homonculous

AKA: Igor, Rex

HACKFACTOR: 1

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: See below

ALIGNMENT: See below

NO. APPEARING: 1

SIZE: T (18" tall)

MOVEMENT: 6", 18" (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Bite causes sleep

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 2



When eating, Homonculi share the tastes of their master and eat about as much as the average domestic cat. They possess the same biological functions as a living creature, although they are magical creations. Rumors that non-magic-users can acquire Homonculi abound.

YIELD:

Medicinal: Nil

Spell Components: Homonculous blood can be used to cast Magic Mirror in lieu of other components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Hood Winker

DESCRIPTION: This creature closely resembles an executioner's dark hood and has a skin about 1" thick. The Hood Winker has 6-8 tentacles with which to grip its prey. It has two prominent eyesprouts used to see all activity both inside its skin and out.

COMBAT/TACTICS: Hood Winkers hide in dark cavities and shadowed nooks, waiting for prey to appear. The hood will then strike with all its tentacles, seeking to envelope part of its victim with its tooth-lined interior. Those struck will suffer 1-4 points of suffocation and crushing damage (see the HackMaster GMG for Suffocation rules) per round until dead. Any damage done to the Hood from spells or weapons will also be done to the victim.

Sometimes a Hood will flatten itself on a ceiling and drop down upon its hapless victim like a Lurker Above. Pouring brandy, or another potent liquor, over a Hood will loosen its grip for 1 hit point less per

pint. Pouring one quart of brandy will intoxicate the Hood, causing it to fall off a victim. Hood Winkers are immune to Sleep spells.

HABITAT/SOCIETY:

Hood Winkers are attracted to dark places and are fairly common in the NetherDeep and the more active torture chambers around Garweeze World. It is thought that they seek out blood and the smell of fear. Their lairs will be littered with many rotting corpses that have crushed skulls and other crushed and broken bones.

ECOLOGY: Sages theorize that these Executioner's Hoods are possibly a young stage in a Lurker Above's life. The Executioners' Guild has a standing bounty of 250 gp per carcass for these foul fiends.

YIELD:

Medicinal: The meat of a Hood Winker is edible, but tough and fibrous.

Spell Components: Nil

Hide/Trophy Items: Nil

Hood Winker

AKA: Executioner's Hood

HACKFACTOR: 4

EP VALUE: 175

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivorous

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: S-M (1' to 3' diameter)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to Sleep spells

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

Treasure: Nil

Other: These creatures can be used to create a necklace that makes the wearer immune to Sleep spells. Alternatively, the creature's blood can be used to make a potion that grants the imbiber immunity to Sleep spells for two to four turns. Kobold Shamans and other similar humanoids sometimes make this mixture and pour it into the tribe's drinking water. If done on a regular basis, this allows the tribe to gain a saving throw vs. Sleep spells and a +4 on the save if the spell is cast right after drinking the infusion.

Hook Horror

DESCRIPTION: Hook Horrors are tall, vaguely avian bipeds with bony hooks for hands. Their large, vulture heads sit atop a muscular neck. Hook Horrors have a tough, mottled gray exoskeleton. They are almost always encountered underground.

COMBAT/TACTICS:

Hook Horrors have an extremely good sense of hearing and can only be surprised 1 in 10 times. They always attack by swinging their hooks at an opponent's body, inflicting 1-8 points of damage per strike. The Hook Horror can strike twice per round in combat. When first encountered, these beasts will attempt to blend into the background near a wall of a cavern to gain surprise. After realizing they lack this power of disguise, the Hook Horrors will rush forward to attack.

HABITAT/SOCIETY: Hook Horrors have rather bad vision, caused by trying to rub the sleep out of their eyes when waking up each evening. Hook Horrors do not wear gloves or other armor, play any musical instruments or juggle.

Horrors communicate with one another through a series of bitter clacking noises, but they rarely raise their voices. Physical contact between individuals is kept to a minimum, as these beasts can easily inflict fatal wounds with their sharp hooks.

ECOLOGY: Hook Horrors were created by Hawthorne the Warlock very early in his career. The absent-minded magic-user forgot to finish the creature's hands before bringing these fiends to life. For this reason, Hook Horrors love to eat the hands of their prey.

Hook Horrors are often employed as guards by evil creatures, who pay them in coins, then charge the dimwitted fiends huge amounts of money for "payment sacks". Most Hook Horrors are therefore broke and owe their evil masters a great deal of money.

Hood Horror

AKA: Vulture Men

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivorous

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: L (9' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5



**YIELD:**

Medicinal: Hook Horror eyes can cure heartburn.

Spell Components: Hook Horror beak is perfect for Monster Summoning I-V with a casting time of only one segment.

Hide/Trophy Items: Hook Horror armor is equal to splint mail, however it is cumbersome for anyone under 9 feet tall.

Treasure: P

Other: A Hook Horror's hands can be used as climbing pitons.

Horned Rager

DESCRIPTION: These jungle beasts are large, hulking, white-haired apes with horny protrusions all over their heads, shoulders and arms. Also known as Ogre Apes, the Horned Ragers are ravenous predators that hunger for living flesh.

COMBAT/TACTICS: Horned Ragers like to jump out of trees and are able to surprise opponents 50% of the time. They attack with their claws, bite with their sharp teeth and gore with their many horns. Very rarely, they will lair in mazes much like Minotaurs, using the confusion of a labyrinth to corner prey.

There is no sound sweeter to a Horned Rager than the terrified screaming of its prey. If an injured victim can make a Constitution check vs. the pain (at a minus equal to the damage sustained), the Rager may hesitate if it misses a morale check. This reaction gives the victim automatic initiative next round.

Horned Ragers must make a saving throw vs. death or immediately die if it is struck with any type of cold attack for more than five points of damage.

HABITAT/SOCIETY: A Horned Rager pack is led by the strongest male individual. The pack lives in the trees and will prey on weak and helpless forest creatures. The Horned Rager is just smart enough to avoid attacking organized bands of military units and caravans.

Some larger, more powerful creatures have bullied or coaxed Horned Ragers into becoming guards and/or pets, but this requires almost constant attention. Ragers will turn on their masters at the first perceived sign of weakness.

ECOLOGY: Thankfully, Horned Ragers cannot take major climate changes, so their expansion is limited. Despite their vicious nature, they do take care of their young. Young Horned Ragers are born after an eight month gestation and grow to adulthood in two years. After that, they must hold up their part of the "hunt" or be expelled from the group.

Horned Rager

AKA: Ogres-in-the-Mist, Ogre Apes

HACKFACTOR: 6

EP VALUE: 650

CLIMATE/TERRAIN: Warm
temperate to tropical Forests

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Carnivorous

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-6

SIZE: L (7' at shoulder)

MOVEMENT: 9", 12" Climbing

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 2

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 1-6/1-6/1-6/2-8
(+6 for strength)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6



YIELD:

Medicinal: Ground Horned Rager horn can clear most rashes.

Spell Components: Horned Rager horn can be used in Transmute Metal to Wood spells, reducing the magic resistance of magical objects to the spell by 30%.

Hide/Trophy Items: Horned Ragers are considered excellent sport animals for hunting and command 100-1000 gp stuffed.

Treasure: S, T

Other: Horned Rager horns command 5-50 gp per pound and 2-12 pounds can be harvested from an average Rager.

Horned Simian Bush-Grappler

DESCRIPTION:

Similar in size and ferocity to the Horned Rager, the Horned Simian Bush-Grappler resembles a well-muscled gorilla with a large horn protruding from the top of its head. These beasts have coarse dark grey-green hair, which helps them blend into their forest home. A third eye is clearly visible at the base of their horn.

COMBAT/TACTICS:

Horned Simian Bush Grapplers are not normally aggressive, but when mating season rolls around each summer, the males become extremely anxious to prove their prowess to their potential mates. They do this by wrestling potential rivals. Horned Simian Bush-Grapplers are adept at wrestling any and all opponents. PCs who encounter Grapplers during this time will be attacked. These simians have Strengths ranging from 17 for young to 20 for adult males.

A Grappler makes two attacks per round (use the Punching and Wrestling Results Table 12E in the HackMaster Player's Handbook). They will bite opponents who do not submit to a loss for 1-6 points of damage. Victims that screech loudly will be let go, as this is the signal for surrender.

The loser of the bout will be expected to give the victor a brightly colored or shiny object. If the victim does not do so, he will be viciously attacked again. The easiest way to bypass these creatures during mating season is to allow oneself to be beaten the first round. Victims who do this will be considered too pathetic to wrestle and may (25% chance) not even have to give a prize to the victor.

Opponents who beat a Grappler at his own game will constantly be challenged and will likely end up wrestling every member of the tribe as word gets out that a champion needs to be taken down a notch. An opponent who can beat all the members of a tribe will become their leader. The tribe will follow him and expect his decisions and strength

Horned Simian Bush-Grappler

AKA: Grapple Gorillas

HACKFACTOR: 2

EP VALUE: 420

CLIMATE/TERRAIN: Warm temperate to tropical Forests

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Carnivorous

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-16

SIZE: L (7' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Grappling

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+1



to protect them all. However, after just two to eight days of spurning offers from females, the tribe will leave this PC and choose their next leader from their own kind.

HABITAT/SOCIETY: Horned Simian Bush-Grapplers always follow the strongest leader, whether human or demi-human. However, unless the PC is prepared to mate, leading the tribe will never last. PCs who are able to communicate with animals may convince the males of the tribe to perform some task in return for a brightly colored object or shiny trophy.

ECOLOGY: Horned Simian Bush-Grapplers gestate for just under six months, but the young require two years to become fully grown. In any tribe encountered, 50% of the group will be female and there will be double that number of young.

These brave beasts only fear loud explosions and must make a morale check or flee. They do not fare well in cold climates and will migrate to warmer areas with each seasonal change.

YIELD:

Medicinal: Ground Horned Simian Bush-Grappler horn can cure sunburn.

Spell Components: Horned Simian Bush-Grappler horn can be used in an Ensnarement spell, imposing -1 to all targets' saving throws.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Hornets	Giant	Carnivorous
AKA:	Insectivus-Mondolum	Insectivus-Consumus
HACKFACTOR:	2	0
EP VALUE:	270	1 per hornet
CLIMATE/TERRAIN:	Any non-arctic Forests	Any non-arctic Forests
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Swarm
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Non- (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	10-100
SIZE:	M	T
MOVEMENT:	24" Fly (B)	12" Fly (A)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	See below
ARMOR CLASS:	2 (flying) 4 (on ground)	See below
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4	(see below)
SPECIAL ATTACKS:	Poison (see below)	Poison
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	5	1 hit point per 10

Hornets, Giant/Carnivorous

DESCRIPTION: Typical Hornets are tiny winged insects with an aggressive attitude, distinct black and yellow markings and large stingers.

Giant Hornets: These territorial and aggressive Hornets are very large versions of normal, angry Hornets. They have 5-foot long bodies and impressive 10-foot wingspans.

Carnivorous Hornets: These Hornets appear exactly like normal Hornets, except they lust for the taste of human flesh. If carefully examined, their tiny maws are always salivating.

COMBAT/TACTICS: Giant Hornets: These Hornets always attack and will only retreat if they are reduced to 1 hit point or less. The Giant Hornet attacks with a vicious sting that causes 1-4 points of damage, plus poison for 5-30 points of damage and 2-12 hours of incapacity (save vs. poison negates).

Flame and smoke upsets the Giant Hornet's ability to navigate and fight, giving them -2 to -4 to hit depending upon the size of the fire. They will not attack PCs who light themselves on fire. The buzz of these creatures can be heard 150 feet away and they have even been known to enter dungeons in search of prey.

Carnivorous Hornets: These Hornets are too small to be hit by conventional weapons. Wide flat weapons and blunt weapons can squash 1-6 Hornets per hit, but it is easier to dive into a pool of water to avoid the insects' infuriating stings.

Although they are not intelligent or cunning, Carnivorous Hornets instinctively know where to sting their prey for maximum effect. They will fly into the visor openings of armor and sting their foes in and around the eyes (save vs. poison or become blinded for 2-20 rounds). Each sting requires a saving throw (1 point of damage if the save is missed). Victims get -1 to saving throws for each additional sting. The Hornets attack victims at AC 10 under their armor.

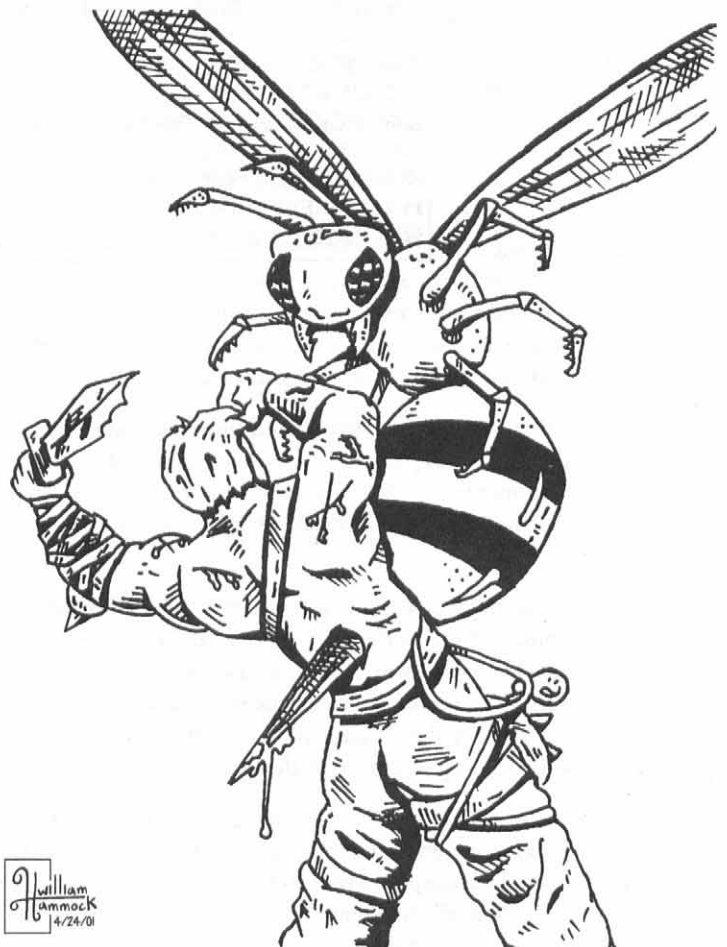
PCs who have died, and are not removed from the area by their surviving allies, will be devoured by the Carnivorous Hornets in just 2-12 days.

HABITAT/SOCIETY: Giant Hornets: These Hornets are aggressive predators with their own fiercely defended territories. They love to swoop down and pick up halflings or gnomes and sting them as they fly away. Giant Hornets will always attack torchbearers last if they are carrying a lighted torch or lamp.

Carnivorous Hornets: These Hornets cannot be kept at bay with a simple lamp or torch flame, but they do get -2 to-hit in the presence of such a fire source. Carnivorous Hornets will not attack characters engulfed in the breath of a Red Dragon or those who dive into hot lava.

ECOLOGY: Giant Hornets: These foul Hornets were created by the magic-user Hawthorne in his younger days. Unfortunately, the inexperienced magic-user did not cast the spells necessary to control these beasts. While Hawthorne hid in the smoke of the fireplace, the Giant Hornets made short work of his assistant and escaped into the wild. These Hornets continue to expand their territory, although their aggressive in-fighting serves to keep their numbers in check.

Carnivorous Hornets: These Hornets are native to Garweeze Wurld and originally spawned in the tropical jungles near the equator. Over the years, they have continued to make their way into colder and colder climes, adapting with each new generation.



**YIELD:**

Medicinal: The venom from any type of Hornet can cure aching joints in the elderly in very diluted doses.

Spell Components: Hornets' wings can be used for a Fly spell. The Carnivorous Hornets can be used for an Insect Plague spell that inflicts double damage.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Giant Hornet venom can be harvested from the dead Hornet (5 vials from each body, minus the stings used during combat). Each vial is worth 150 gp on the black market.

Hound of Ill Omen

DESCRIPTION: The Hound of Ill Omen appears to his target as a dark, shadowy wolf-hound of unusually large size. Only the person that is haunted by the Hound will be able to see it and he will never be sure of what he has seen.

COMBAT/TACTICS: The Hound of Ill Omen does not usually attack directly, harming his target instead by causing a streak of bad luck. The Hound will howl and only the victim can hear it. If a Remove Curse is cast on the victim within one turn, the effects of the howl are halved. The howl of a Hound of Ill Omen makes the next 1-10 wounds suffered by the victim much worse than normal (quadruple damage). Until the number of wounds rolled is taken, no healing spell will function on the victim.

HABITAT/SOCIETY: A Hound of Ill Omen is sent against PCs who have greatly offended their gawd or committed a flagrant act of align-

ment violation. A PC may only be visited by a Hound of Ill Omen once during his entire life and is thereafter immune to the Hound's howling effects.

ECOLOGY: The Hound of Ill Omen conceals itself from the minds of all but their victim. It does not even believe in itself. Only a gawd or gawd-like being, artifact or relic can remove a Hound of Ill Omen from the trail of a victim.

YIELD:

Medicinal: Nil

Spell Components: The hair or blood of a victim can be used for a Curse spell with a -1 to the saving throw.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Hound of Ill Omen

AKA: Doom Dawg, Haunt Hound

HACKFACTOR: 0

EP VALUE: n/a

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: n/a

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: n/a

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: n/a



Hubrisite

DESCRIPTION: This creature resembles a compact, gray humanoid, with a maw of short teeth and a large pair of antennae which constantly move. It has an intimidating array of double-clawed fingers on each of its huge hands.

COMBAT/TACTICS: The Hubrisite is attracted to those who attempt to live beyond their station, especially PCs who are of low level, but have high Honor. A Hubrisite will first attempt to humble a foe by ordering a victim to grovel. Should a PC obey, there is a 10% chance per point of lost Honor (1-10) that the Hubrisite will disappear and leave the victim alone for one year. Should the PC refuse, the Hubrisite attacks, damaging the opponent with a claw attack and draining its Honor with a second attack (1-2 points per round). Honor drain attacks come in the form of obscene gestures, insults to the opponent's family bloodline, attacks against any family crests or medals a victim might be wearing and humiliation tactics.

Hubrisite

AKA: Shame Flea
HACKFACTOR: 18
EP VALUE: 2000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Honor
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: T (2' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 3
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 10



Hubrisites have the following powers, usable at will: Create Illusion with auditory, visual and olfactory components, Wall of Stone, Material, Fabricate, Monster Summoning I-VII, Limited Wish and Plane Shift. Hubrisites can only use their Limited Wish ability to summon objects that already exist on Garweeze Wurd.

HABITAT/SOCIETY: Hubrisites are petty tyrants themselves and the only way they can gain Honor is by taking it from others. They are sent directly from the gawds and will always be armed with information regarding their foe and how they lived beyond their station. They especially hate good PCs, even humble ones, and will accuse them of being "phonies" and "poseurs".

In spite of their out-and-out meanness, Hubrisites are creatures of Honor and cannot resist a challenge, especially a riddle contest.

ECOLOGY: Hubrisites were created by the gawds to humble mortals. They do not reproduce, nor do they court the opposite sex. When a Hubrisite is killed or defeated it instantly returns to its home plane, and any damage or mayhem it caused will be completely erased as if it never happened. Should a PC defeat a Hubrisite, he regains all lost Honor, except those points he voluntarily gave up. If an entire group of PCs defeat the Hubrisite, the Honor points are divided equally between all participating PCs. Hubrisites are worth 1-5 Honor points if defeated non-violently and there is a 65% chance the Hubrisite will return in 30 days to match wits with its foe.

YIELD:

Medicinal: Nil

Spell Components: Hubrisites can be used in a Limited Wish or a Wish spell to reduce aging of the caster by 1 year.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Huecuva

DESCRIPTION: In its true form, a Huecuva is a skeletal humanoid in twisted, filthy rags and a tattered hood.

COMBAT/TACTICS: Its claws are capable of cutting into wood and a victim must save vs. poison with every hit or become diseased. (Lose one point of Strength and Constitution each day until he receives a Cure Disease spell or dies.) The Huecuva are equal to Wights on the undead turning table. They are resistant to all mind-influencing spells and their bodies crumble to a fine dust when they are slain.

All Huecuva hate clerics and will attack them once they are identified by their spell

Huecuva

AKA: Diseased Dead, Ill Corpse
HACKFACTOR: 4
EP VALUE: 270
CLIMATE/TERRAIN: Any but arctic
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-10
SIZE: M (5' to 7' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Hit only by silver or +1 weapons
MAGIC RESISTANCE: See below
HIT DICE: 2



casting or turning attempts. The Huecuva will ignore all other victims until the cleric and those protecting him are dead.

A Huecuva can Polymorph Self three times per day and can assume the forms of those they have met in the recent past. A Huecuva's disguises are obvious to those who have infravision, as they do not radiate any body heat. The Huecuva cannot speak, but they can moan and wail.

HABITAT/SOCIETY: The Huecuva can be found everywhere except cold places. Legends say they are the restless spirits of monks or clerics who broke their vows. They sometimes retain dim memories of their former lives and may decorate their lairs in a grim mockery of whatever old abbeys and parishes they once inhabited.

ECOLOGY: Some sages believe that Huecuva are evil spirits sent to test good-aligned clerics. Other sages believe that they are just another form of graveyard pest. Stranger still, more than a few drunken gnomes believe that the Huecuva are actually the result of their mother-in-law's terrible cooking. Whatever the true origin of the Huecuva, it is obvious that they are evil, malignant beings that dislike life, those living it and cold drafts.

YIELD:

Medicinal: Nil

Spell Components: Powdered Huecuva can be used for Cause Disease or Charm Undead spell in lieu of other components.

Hide/Trophy Items: Nil

Treasure: C

Other: Powdered Huecuva can be used in making evil magic items to corrupt the spirits of the living and/or to control undead.

Hulking Mound

DESCRIPTION: Hulking Mounds resemble both the Grappling Thrasher and the Shambling Mound, except that they walk on four legs instead of two. In the rarest of circumstances, Shambling Mounds will ride these beasts as mounts. Like the Shambling Mound, most Hulking Mounds resemble piles of rotting vegetation when they are inactive.

COMBAT/TACTICS: The Hulking Mound attacks with two pseudo-pods. It is faster than a Shambling Mound, but can only suffocate a creature by making a leap atop it. Victims must be struck by 4 greater than the number needed to hit for the Mound to be successful in this attack.

Hulking Mound

AKA: Swamp Dawg, Mound Mount

HACKFACTOR: 23

EP VALUE: 5000

CLIMATE/TERRAIN: Swamps/Wet Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-6

SIZE: M (4' long)

MOVEMENT: 12", 6" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: -1

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-12/2-12

SPECIAL ATTACKS: Suffocation

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: Standard

HIT DICE: 7+5

Hulking Mounds have been known to climb trees and jump down as prey floats by. If the Mound misses with this attack, opponents may strike it at +4 that round. Victims caught by the Mound's bulk suffocate in 2-6 rounds. They can free themselves with a successful bend bars/lift gates roll.

HABITAT/SOCIETY: Hulking Mounds wander throughout the swamps that make up their territory in search of prey. Not being as clever as Shambling Mounds, they often wander into inhabited areas. The Hulking Mounds are about as intelligent as dawgs and, if befriended through the use of a Speak with Plants spell, they can be trained as guard plants. Unfortunately, masters must take care to discipline their new pet, lest they suffocate under the Mound's unbridled affection.

ECOLOGY: Like a Shambling Mound, a Hulking Mound's brain is located in the center of its body. They feed on the rotting corpses of their victims, but do not value treasure. Any incidental valuables will be found within the Mound.

The Hulking Mound, contrary to the popular tavern tale, will show little to no interest in chasing or fetching a thrown stick.

YIELD:

Medicinal: Nil

Spell Components: A Hulking Mound brain can be used, in lieu of other spell components, for a Speak to Plants spell to increase the duration by 10%.

Hide/Trophy Items: Nil

Treasure: B

Other: A Hulking Mound brain can be used for a Potion of Plant Control.

Humanimals	Lesser	Greater
AKA:	Broken One	Beastlings
HACKFACTOR:	3	7
EP VALUE:	175	650
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	(Any) Night	(Any) Night
DIET:	Varies	Varies
INTELLIGENCE:	Low (5-7)	High (13-14)
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	3-12	1-4
SIZE:	M (4'-7' tall)	M (4'-7' tall)
MOVEMENT:	9"	9"
PSIONIC ABILITY:	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Hesitant (7)	Confident (12)
ARMOR CLASS:	7 (10)	5 (8)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-6 or by weapon	1-8 or by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Regeneration	Regeneration
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	5

Humanimals

DESCRIPTION: Humanimals are the tragic survivors of scientific and magical experiments gone awry. Their bodies are mingled with animals' and other creatures' body parts in mismatched ways. Although more or less human internally, externally they show such non-human traits as fur, claws, scales, whiskers, tails and many other animal traits. GMs are encouraged to custom design their own Humanimals according to the experiments that affected them.

COMBAT/TACTICS: Humanimals prefer not to engage in combat, although they are extremely tough, having at least five hit points per Hit Die and the ability to regenerate one hit point per round. Damage in combat is likely to be affected by the particular deformities of the individual. Some Humanimals have extra limbs, stronger limbs, natural weapons or weapons grafted to their bodies.

Lesser Humanimals: These smaller Humanimals will have one animal ability determined by the type of animal with which they have been combined. In addition to speaking their previously known humanoid languages, there is a 10% chance that they can speak with the same type of animal from which they acquire their powers.

Greater Humanimals: These larger Humanimals regenerate two hit points per round and always get at least +3 to hit and +5 damage due to their Strength. These monsters get 1-4 animal abilities, which are always beneficial to them. Examples of such helpful abilities are exoskeletons, poison stingers, heightened senses, acid spit, etc.

HABITAT/SOCIETY: Humanimals band together in groups of 10-60, sticking together since they rarely find acceptance in human societies. They tend to dwell in desolate, abandoned areas, ruins, dense woods, rocky wastes and sewers. From time to time, they will raid human and demi-human settlements for supplies out of need or for vengeance. If possible, they will destroy their creator or find a group of clueless PCs to fool into doing it for them.

Organization among Humanimals is loosely tribal. For every 10 Lesser Humanimals, there will be one Greater and the most powerful individ-



ual will always lead the rest. Humanimals like to ring church bells, gongs and other similar sounding instruments.

ECOLOGY: Humanimals are unnatural creations and their diets are dictated by their deformities. They cannot reproduce, so their numbers rarely swell to any great size. Occasionally, evil wizards or sages will capture a humanimal for study.

It is rumored that a magic-user named Poadrus was killed when his lab was overrun with angry Humanimals. Due to the powerful transformation, only a Wish or a Polymorph Other cast by a 16th level magic-user or higher can return a Humanimal to its former state.

Humanimals dislike good-looking individuals and all positive Comeliness modifiers are treated as negative when dealing with these freakish creations.

YIELD:

Medicinal: Nil

Spell Components: Using any part of a Humanimal as a spell component is a disaster and always causes spell failure.

Hide/Trophy Items: Nil

Treasure: I, K, M (Lesser), I, K, M (Z in lair) Greater

Other: Evil magic-users and sages will pay 20-50 gp apiece for live specimens. Evil rulers or nobles looking to start zoos and side show attractions might be willing to pay more.

Hunched Shocker

DESCRIPTION: Hunched Shockers are 8-foot tall bipeds covered in wild, straggly hair of varying shades of brown. Shockers weigh nearly 400 pounds and are constantly radiating static electricity. Their eyes glow bluish white. When a Shocker walks, it shuffles its feet rapidly along the ground.

COMBAT/TACTICS:

Shockers can strike for a minimum of 1-4 points of damage. Additionally, their bodies generate 50 points worth of static electricity per day. They can discharge this as damage, by touch, in any amount they choose. Usually when they discharge, the damage is 9-16 (1d8+8).

Opponents in metal armor are struck as if they have an AC of 10. Once a Shocker discharges its 50th point of electrical damage, it collapses and goes to sleep for at least an hour. It can regain 25% of its total damage potential after just one hour of sleep, 75% after four hours and 100% after 8 hours of rest.

Hunched Shocker

AKA: Shuffle Shocker
HACKFACTOR: 9
EP VALUE: 650
CLIMATE/TERRAIN: Any Mountain
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: -L (8' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See Below
MAGIC RESISTANCE: Standard
HIT DICE: 6

Shockers weave strong nets from their own hair. They can throw them up to 30 feet. The nets are far stronger than normal nets and 50% tougher than magical Web spells. Despite their obviously sharp teeth and claws, Shockers are not normally violent and will only attack to defend themselves or as a reprisal for previous attacks.

Shockers are immune to all types of electrical attacks and can recharge their own damage potential by the corresponding amount of damage such an attack deals.

HABITAT/SOCIETY: Hunched Shockers are basically fools. Very lonely fools. They love treasure and have the natural ability to detect precious metals and gems up to 100 feet from their location (minimum of 1000 coins and/or 50 gems). Its lair will always be carefully hidden and full of such precious items, but a Hunched Shocker will never willingly reveal its location, even to a friend.

Hunched Shockers are able to speak halting Common and they always desperately want to appear friendly. They will attempt to befriend any PC that regularly feeds them (they eat twice as much as a human).

Shockers are extremely loyal to those they perceive as friends and will use their powers to help such PCs find treasure, although never their own personal stash of treasure. A Shocker's loyalty will only be broken if the PC does not share the booty acquired as a result of its advice.

Hunched Shockers are simple creatures of nearly infantile intelligence, and constantly get in the way. They will repeatedly ask questions of the PCs until they receive an answer, and then will ask why that was indeed the answer. Shockers never seem to tire of this verbal game.

A piece of valuable advice for PCs who like to accumulate followers and hirelings; keep in mind, Hunched Shockers need constant attention, especially in city settings. They have about as much emotional maturity as the average eight year-old boy.

ECOLOGY: Hunched Shockers are born to small families in the most remote mountainous regions. They locate their lairs far above the tree-line, where lightning is known to strike the ground regularly. Hunched Shockers usually maintain their lonely existence, because their electrical attack harms any who approach too closely. Eventually, a Shocker will return to its ancestral home to mate and regale its kin with tales of its many adventures.

YIELD:

Medicinal: Hunched Shockers are often encouraged by magic-users and clerics to use their shocking powers to treat violent criminals and those with sicknesses of the mind.

Spell Components: A pinch of Hunched Shocker fur can be used for a Shocking Grasp spell that inflicts +1 point of damage.

Hide/Trophy Items: Shocker skin can be crafted into Gauntlets of Shocking Grasp or made into garments that can be enchanted to protect the wearer from electrical attacks.

Treasure: Q x10, J thru R (all in lair)

Other: Nil



Hydra	Common	Lernaean	Pyro	Cryo	Medusa
AKA:	Multi-drake	Mega-Multi-drake	Fire Drake	Ice Drake	Stone Drake
HACKFACTOR:	4 to 16	9 to 22	7 to 16	7 to 16	14 to 35
EP VALUE:	2000	3000	3000	3000	5000
CLIMATE/TERRAIN:	Swamp, Subterranean	Marsh, Swamp, Subterranean	Swamp, Subterranean	Arctic	Subterranean
FREQUENCY:	Uncommon	Very Rare	Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral Evil
NO. APPEARING:	1	1	1	1	1
SIZE:	G (30' long)	G (30' long)	G (30' long)	G (30' long)	G (30' long)
MOVEMENT:	9"	9"	9"	9"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)	Average (11)	Average (11)	Average (11)
ARMOR CLASS:	5	5	5	5	5
NO. OF ATTACKS:	5 to 12	5 to 12	7 to 8	5 to 8	10 to 16, or 1
DAMAGE/ATTACK:	See below	See below	See below	See below	See below
SPECIAL ATTACKS:	Nil	Extra heads	Fire	Cold	Gaze, Poison
SPECIAL DEFENSES:	Never Surprised	Extra heads	Never Surprised	Never Surprised	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil
HIT DICE:	5 to 12	5 to 12	7 to 8	5 to 8	10 to 16

Hydra

DESCRIPTION: Hydra are immense, dragon-like reptilian creatures with multiple heads. For each Hit Die, the Hydra will have one head. Hydra are usually gray-brown to dark brown in color with light yellow or tan underbellies. Their eyes are amber and their teeth are yellow-white. Hydra are not known for dental hygiene.

Common Hydra: These Hydra have 5-12 heads. Their bite damage depends upon the number of heads as follows:

Heads	Damage	Heads	Damage
5	1-6	9	1-8
6	1-6	10	1-8
7	1-8	11	1-10
8	1-8	12	1-10

Lernaean Hydra: These Hydra are colored black with red or green highlights on their hides. If they have been in a fight, they may have more heads than the standard Hydra: roll 2-16. (Beyond 16 heads, the Hydra becomes encumbered, suffering -1 to hit per head over 16.)

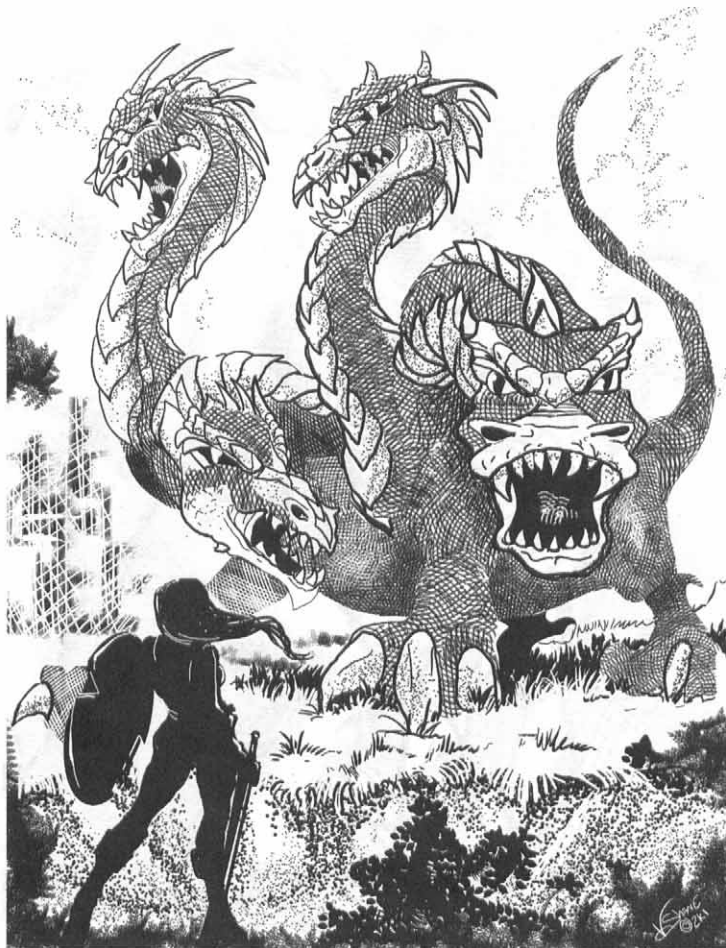
Heads	Damage	Heads	Damage
13	1-10	15	1-12
14	1-10	16	1-12

Pyro-Hydra: These Hydra always have bright red to orange scales with a deep yellow underbelly. When they exhale, tiny flames erupt from their flaring nostrils. Smoke constantly surrounds these beasts.

Cryo-Hydra: These Hydra are always blue and white in color. They often have icicles hanging from their heads.

Medusa Hydra: The most bizarre of all the types of Hydra, this creature has the face of a Medusa on its chest. The entire creature resembles a gigantic Medusa head with Hydra heads for hair. The face has fangs and a forked tongue. The Hydra heads are slender and more snake-like than a normal Hydra's. Medusa Hydras are always a bilious shade of green.

COMBAT/TACTICS: All Hydra, with the exception of the Medusa Hydra, have eight hit points per Hit Die. Each head is one Hit Die. When a Hydra takes eight points of damage, it loses a head. It is possible to kill a Hydra's body, but it requires damage equal to all of the heads combined. Because of their many heads and suspicious natures, Hydra are never surprised.



Common Hydra: These Hydra have no special attack other than their multiple attacks per round. When they lose a head, it is gone forever and the body seals that neck to prevent blood loss. If a common Hydra loses all of its heads, it dies.

Lernaean Hydra: Whenever a head is severed from the Lernaean Hydra, two grow to replace it within three rounds unless the wounds are sealed with fire. The Hydra gains a Hit Die whenever this happens. The Hydra's body regenerates three hit points per round. In addition to destroying all the hit points of the body, a slayer would need to pierce the Lernaean Hydra's heart to kill the creature in this fashion.

Pyro-Hydra: These Hydra can breathe small jets of fire five feet long and two feet wide. The fire inflicts eight points of damage, half if a save vs. breath weapon is made. Each head can breathe flame twice per day.

Cryo-Hydra: These Hydra can breathe a blast of frost 10 feet wide and 20 feet long that causes eight points of damage (half if a save vs. breath weapon is made). Victims who drop below -10 hit points by this attack are frozen solid and perfectly preserved. Each head can breathe this icy blast twice per day.

Medusa Hydra: The giant face on the chest of the Medusa Hydra has the power to turn all who view it to stone. (Save vs. petrification at -2 due to the size of the face.) The Hydra's heads have only four hit points, while the body has the rest. Each head strikes for 1-4 points of damage, plus a deadly poison. Victims struck must save vs. poison at -2 or die in 1-4 rounds. If all the Hydra's heads are severed, it can still attack, biting with the Medusa head for 1-12 points of damage.

HABITAT/SOCIETY: Hydra are solitary creatures that prefer dismal surroundings like dungeons, wastelands and halfling singles mixers. They only gather to mate. Hydra can never be trained to serve a master, even by the most talented animal handler.

ECOLOGY: All Hydra are descended from a single original Hydra that has since been killed by meddling adventurers. However, the blood of that creature was so potent that a single drop of blood could regenerate into an entire Lernaean Hydra.

Common Hydra mate, nest and lay eggs like most normal reptiles. Sages believe that the Common Hydra spawned both the Pyro-Hydra and Cryo-Hydra species due to magical or environmental influence. The Lernaean Hydra spawn by "over-regenerating". Once they exceed 16 total heads, Lernaean Hydra will split into two Hydra. The second Hydra is 50% likely to be a Common Hydra.

The Medusa Hydra deserves special mention. Created by the Arch-Lich Dom'aton, it was originally thought that only four of these creatures existed. Recent evidence put forth by sages suggests the original Medusa Hydra has since spawned new and even more terrifying members of this foul sub-species.

All Hydra like to lair in subterranean passages and dungeons. They do not covet treasure, but they are likely to stay in the immediate area if a regular food source continues to walk near them. Therefore, more powerful creatures use the Hydra by trapping it in a labyrinth and dumping well-protected treasure somewhere in the maze. All Hydra will attack anyone or anything at anytime.

Hydra are often preyed upon by dragons, who do not like them.

YIELD:

Medicinal: Hydra blood is poisonous and all those who imbibe it must save vs. poison or die in 2-12 turns. Those who make their saving throw will be violently ill for 2-12 days, getting -2 to-hit, -2 damage on attacks and a 50% chance of spell failure.

Spell Components: A drop of Hydra blood can be used for a Stick to Snakes spell with +1 hit point per snake. Medusa Hydra scales can be used for a Flesh to Stone spell (reverse of Stone to Flesh) with a -1 saving throw modifier. The Pyro-Hydra and Cryo-Hydra scales can be used for Resist Heat and Resist Cold spells respectively in lieu of other components.

Hide/Trophy Items: Hydra hide can be made into scale mail AC 5, which is suitable for enchantment. Lernaean Hydra armor can be enchanted to regenerate both the armor's hit points and those of the wearer. Pyro-Hydra and Cryo-Hydra armor can be enchanted to Resist Heat or Cold, respectively. Medusa Hydra armor can be enchanted to protect the wearer from poisons and petrification.

Treasure: Nil

Other: Nil

Hyena	Common	Giant
AKA:	Caninus-Laughatus	Hyaenadon
HACKFACTOR:	2	3
EP VALUE:	65	175
CLIMATE/TERRAIN:	--- Warm Savannahs/Plains ---	
FREQUENCY:	Common	Very Rare
ORGANIZATION:	Packs	Packs
ACTIVITY CYCLE:	Night	Night
DIET:	Scavengers	Scavengers
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-12	2-8
SIZE:	M (4' long)	L (8' long)
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Confident (12)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8	3-12
SPECIAL ATTACKS:	Laugh	Laugh
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	5

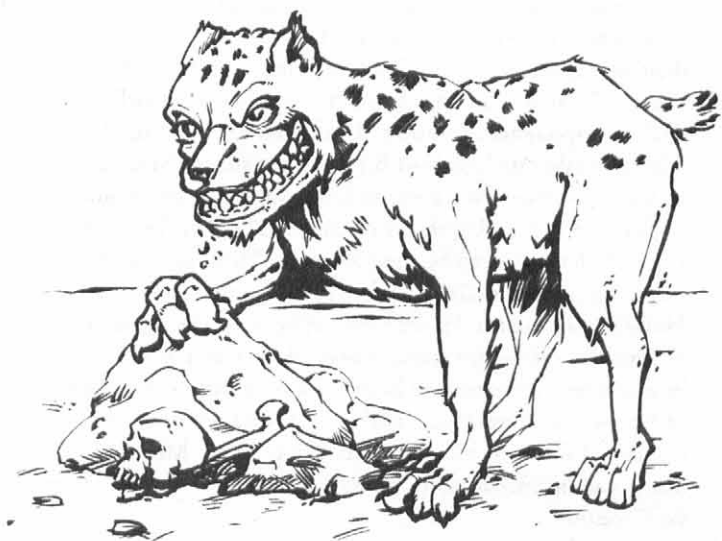
Hyena

DESCRIPTION: **Common Hyena:** These large, feral dog-like beasts have speckled and spotted coats of matted fur. They rove in packs, feasting on the rotting remains of other predators' kills.

Giant Hyena: These beasts are a larger, meaner, more primitive cousin to the Common Hyena. Giant Hyenas are often covered in the blood of their victims. They are efficient hunters and seldom go hungry.

COMBAT/TACTICS: Both types of Hyenas are only aggressive when they are hungry. They scavenge the kills of other predators, although when hungry they have been known to kill their own meals.

Hyenas have excellent night vision (80-foot infravision) and they are only surprised 1 in 10 times. Common Hyenas have an unnerving



laugh that causes creatures of 2 Hit Dice or less to make a morale check or become nervous, fighting at -1 to-hit for the next hour. Giant Hyenas cause victims who fail morale checks to fight at -2 to-hit for the next 4 hours.

Both types of Hyenas, when encountered alone, are cowards and if anyone taller than 3 feet can make a show of force, the Hyenas must make a morale check or flee.

HABITAT/SOCIETY: Hyenas run in packs, roaming the plains at night searching for prey. If they find a particularly violent predator or group of PCs, they may shadow them, waiting for the next kill. This behavior can lead to competition between the Hyenas and Insatiable Gore Mongers, although the more intelligent Mongers may domesticate some Hyenas. Hyenas are 35% likely to shadow a bleeding or injured creature or PC. Much like vultures, they will wait for the PC to die or fall unconscious and then pounce upon them.

ECOLOGY: Hyena packs are very similar to wild dog packs. The packs are led by the largest male. Pups run with the pack as soon as they are old enough to walk, although Hyenas will have a den where they sleep during the heat of the day.

Evil humanoids will occasionally domesticate Hyenas for use as guard animals. This is rare as Hyenas tend to eat more than worgs and wolves.

YIELD:

Medicinal: Nil

Spell Components: Hyena vocal chords are used in Proadus' Uncontrollable Fit of Laughter spells with a -1 saving throw modifier.

Hide/Trophy Items: Hyena pelts are worth 5 sp each.

Treasure: Incidental in lair

Other: Nil

Ice Fiend

DESCRIPTION: The Ice Fiend is a creature that is completely made of ice, originating on the Para-Elemental Plane of Ice. Ice Fiends vaguely resemble humans, with black eyes and sharp beards made of icicles. Ice Fiends always have angry expressions on their faces, but actually, they are very happy creatures.

COMBAT/TACTICS: Ice Fiends attack with their two large claws. Half of the damage inflicted is cold damage and the other half is from the rending claws. Ice Fiends hide in ice and snow, ambushing creatures that are not frozen. Ice Fiends will attack any creature that is not frozen, believing that they are actually helping them.

Warmth causes the Ice Fiend to melt, inflicting 2-8 hit points of damage per round that the Ice Fiend is within range of any form of fire attack or source of heat. They suffer -4 to all saves vs. heat.

HABITAT/SOCIETY: Ice Fiends are created on the Para-Elemental Plane of Ice. They are happy to stay frozen there, but occasionally they

Ice Fiend

AKA: Ice Man

HACKFACTOR: 2

EP VALUE: 175

CLIMATE/TERRAIN: Arctic Land

FREQUENCY: Very Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-24

SIZE: M (5' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+2



fall through portals and end up in arctic regions on the Prime Material Plane. Ice Fiends believe that it is their duty to freeze all non-frozen creatures and that non-frozen creatures will be happier in a solidly frozen state of total immobility.

ECOLOGY: Water that touches an Ice Fiend instantly freezes, thus it can be used to contain them. It will take an Ice Fiend one round per cubic foot of water to free itself from a frozen block. Water Elementals are reluctant to approach Ice Fiends and must make a morale check at -6 to attack them. Ice Fiends have no concept of value, civilization, decorum or tact.

YIELD:

Medicinal: Nil

Spell Components: Water from a melted Ice Fiend can be used to summon a Water Weird.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Ichthyocentaur

DESCRIPTION: The legendary Ichthyocentaur resembles a Hippocampus from the waist down and a Triton or Merman from the waist up. The scales that cover its body are colored a brilliant green or blue-green. The skin color of most Ichthyocentaur ranges from tanned flesh to the palest green, with darker fins and gills. Their hair has a sheen and color that rivals the finest pearls found in all the oceans.

COMBAT/TACTICS:

Ichthyocentaurs fight with barbed spears, which are tied to cords 30-feet long. When a victim is struck for 5 or more points of damage, the Ichthyocentaur can pull the victim back or off balance.

(Victim loses initiative next round.) On occasion, these creatures will use this attack to pull sailors to their doom.

HABITAT/SOCIETY: Ichthyocentaurs are a legend of the deep and prefer it that way. Males and females are equal in combat and there is a 35% chance that the herd leader is female. Herd leaders are AC 4, HD6 and get +2 damage in combat. Leaders are guarded by 1-4 sub-leaders (AC 5, HD5 and +1 damage in combat). Each herd has 2-8 non-combatant young.

Ichthyocentaur gardens are carefully hidden and not even an aquatic elf will know their precise locations. The creatures will have at least one shaman (4th to 6th level cleric) that is also an herbalist. The shaman

Ichthyocentaur

AKA: Aquatic Centaur

HACKFACTOR: 2

EPVALUE: 275

CLIMATE/TERRAIN: Any Ocean

FREQUENCY: Very Rare

ORGANIZATION: Tribes

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average to Very (8-12)

ALIGNMENT: Neutral (good)

NO. APPEARING: 4-16

SIZE: L

MOVEMENT: 18" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



can mix a special brew that causes the imbibor to forget the previous 1-6 days. This is fed to those who stumble upon their lairs.

ECOLOGY: Ichthyocentaurs have tough hides and blood coagulants similar to those of the Hippocampi. They are able to communicate with all manner of ocean creatures except the undead. Ichthyocentaurs do not tolerate undead within two miles of their lair and will use any means at their disposal to destroy them.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: M, Q (individuals) Dx2, I, T (in lair)

Other: A live Ichthyocentaur would be an incredible find. Magic-users and sages would pay premium coin for such a specimen.

Igneous Walker

DESCRIPTION: Igneous Walkers are short, squat, wide, rocky humanoids that resemble a vaguely dwarven version of a Galeb Duhr. Members of the race have a relatively uniform appearance. Their eyes are burning coals and their facial expressions appear sour and angry. They are often encountered with dwarves who do a great deal of mining and/or blacksmithing.

COMBAT/TACTICS: When angered, an Igneous Walker can spit a small stream of hot lava up to 12 feet away. The lava inflicts 1-8 points of heat damage and will ignite flammables and melt metals (saving throw vs. breath weapon to avoid). On the next round, the same lava

loogie, as it is called, does 1-6 points of damage and then 1-4 on the third round. This damage can be avoided by dousing the lava in water or somehow removing it. Igneous Walkers can Heat Metal by touch, but they do not have to stay in contact with the metal for it to continue to work. The spell acts as if cast by a 12th level druid, though the Walker can cease the heat instantly at any time.

All Igneous Walkers can walk through stone at will and will allow themselves to fall through a floor if fighting a losing battle.

HABITAT/SOCIETY:

When dwarven miners and smiths speak about "talking to the stone" or "speaking with the earth" this is a reference to communicating with Igneous Walkers. Dwarves hold these creatures in reverence and awe, for they are one with the stone. These creatures worship the gawds of nature and earth, so mining and metalworking is a spiritual experience to them. Garweeze Wurd's greatest dwarven miners and smiths consider it a great honor to receive the blessing of one of these creatures.

Igneous Walker

AKA: Stone Swimmer

HACKFACTOR: 7

EPVALUE: 420

CLIMATE/TERRAIN: Mountain, Subterranean

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Mineralivore

INTELLIGENCE: Average to Exceptional (8-16)

ALIGNMENT: Neutral

NO. APPEARING: 4-40

SIZE: M (3' tall and 3' wide)

MOVEMENT: 3", 6" through rock

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Lava spit

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+4

Should an Igneous Walker actually bless a masonry, mining or smithing project, such as the making of a sword, such a blessing will make the item very suitable for enchantment, adding +1 to any enchantment bonuses and giving the item +2 resistance against breakage when struck against anything made of stone or earth.

For every 10 Igneous Walkers, there is a leader with the power to Stone Shape (as a 12th level druid) three times per day. Each tribe is lead by a 4th to 10th level cleric, who is devoted to that tribe's nature gawd.

Igneous Walkers welcome those who treat nature with respect. Miners who indiscriminately dig, wasteful smiths and those who would disrupt the natural processes of the planet may find themselves attacked by these highly protective creatures. Earth Elementals ordered to attack Igneous Walkers will instantly turn on their conjurer.

ECOLOGY: Dwarven sages believe these creatures may be the spirits of blessed dwarves who worshipped the nature gawds during their life. However, most dwarves do not speak of Igneous Walkers, as they consider them sacred. A quick way to get into a brawl in any dwarven tavern is to speak ill of Igneous Walkers.

YIELD:

Medicinal: Nil

Spell Components: Dust from an Igneous Walker can be used to conjure an Earth Elemental or cast a Wall Passage spell with double the normal area of effect.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil



Impaler

DESCRIPTION: **Crimson Impaler:** Crimson Impalers are insect-like creatures standing three-feet tall, with thin spear-like appendages and a deep red hue to their exoskeletons. They have long antennae, multi-faceted eyes and spiky protrusions, one on each side of their mouth-parts.

Crimson Impalers will only be encountered underground, usually hiding in the midst of stalagmites and deep shadows.

Purple Impaler: Purple Impalers are a larger version of the Crimson Impaler. They are much taller, but have thin, spindly arms and legs. Purple Impalers range in color from violet to nearly black. They have two sets of eyes and nostrils, one on each side of their elongated head, and they lack the antennae of the Crimson Impaler.

Rainbow Impaler: Rainbow Impalers are an immense cousin to the Purple Impalers, with thicker arms and legs. Their hard-shelled bodies are covered with a variety of hues, ranging from muddy purple to sickly green, or even brilliant yellow.

COMBAT/TACTICS: When an Impaler attacks, it charges forward, attempting to skewer a victim with its pointy arms. All Impalers can stay conscious despite wounds that sever appendages and can fight to -10 hit points before finally dropping dead.

Crimson Impaler: These red monsters hunt in organized packs, usually hiding amidst stalagmites to surprise victims. Precisely where the Impaler strikes depends upon the height of the victim. Humans are 80% likely to be hit in the legs and each point of damage above 5 will

Impaler	Crimson	Purple	Rainbow
AKA:	Scarlet Stabber	Violet Pig-Sticker	Many-hued Menace
HACKFACTOR:	1	4	7
EP VALUE:	15	85	205
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Uncommon	Uncommon	Rare
ORGANIZATION:	Packs	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Semi (2-4)	High (13-14)
ALIGNMENT:	Lawful Evil	Neutral Evil	Chaotic Evil
NO. APPEARING:	4-12	1	1
SIZE:	S (3' tall)	L (7' to 9' tall)	H (20' tall)
MOVEMENT:	9"	12"	9"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Confident (12)	Brave (14)
ARMOR CLASS:	5	4	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6	1-12	3-24
SPECIAL ATTACKS:	Impaling	Impaling	Impaling
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1	4	8

reduce their movement rate by 1". Shorter victims will be attacked closer to the heart, so the Impaler can drink the blood.

Purple Impaler: Purple Impalers are brazen warriors. They rarely bother to hide and are arrogant regarding their own combat abilities.



Purple Impaler

Most Purple Impalers encountered have never been defeated in combat, although this is probably because their previous victims have been weaklings in the face of their attacks.

Purple Impalers that hit with a natural 20 will skewer a victim and will attempt to run off with him if he weighs less than 200 pounds. (This effect supercedes the critical hit table in the GMG.)

Rainbow Impaler: These Impalers cannot skewer anything that is size S or smaller and victims of size M will be injured, but not impaled. Rainbow Impalers are clever creatures and will sometimes use treasure as a trap to lure bigger prey. They have been known to use protective magic items to their own benefit.

HABITAT/SOCIETY: Impalers are subterranean horrors that, thankfully, never reach the surface of Garweeze World. An Impaler has 120-foot infravision and spends its entire life in the darkness, hunting throughout dungeons, caverns and tunnels for food.

Rumors persist that the Impalers may have once had an actual society and a crude civilization that was destroyed thousands of years ago. Unfortunately for the Impalers, they were never able to rebuild it, as it was eventually discovered by many subterranean creatures that Impalers taste delicious. NetherDeep creatures of all kinds hunt Impalers for food.



Crimson Impaler

Crimson Impaler: Crimson Impalers are organized warriors and will use the area's terrain to their best advantage. They are, however, easily fooled by the most common tricks and illusions.

Purple Impaler: These lone monsters are incredibly self-centered and greedy. They do not value treasure, but they have a dim awareness that others do, so they will hide any treasure they find or throw it down the nearest hole.

Rainbow Impaler: Rainbow Impalers are constantly searching for meals large enough for them to impale. In most cases, a party of adventuring PCs is nothing more than an annoying distraction for them.

ECOLOGY: Impalers are incredibly juicy because their bodies contain almost twice the amount of blood needed for them to survive. Any nick or cut, however small or minor, causes them to bleed in large spurts. Impaler blood is thick, the same color as the beast only deeper in hue, and will stain clothing. Wandering monsters are 25% likely to be attracted to the rich, metallic smell of delicious Impaler blood.

YIELD:

Medicinal: Impalers taste like Basilisk. Simply slay and fillet.

Spell Components: Impaler blood can be used in all healing spells, giving an additional +1 hp per die.

Hide/Trophy Items: Nil

Treasure:

Crimson Impaler: Nil

Purple Impaler: J, K

Rainbow Impaler: Z

Other: Inns and taverns will pay 2 sp per pound for Crimson Impaler (corpse weighs 90 lbs.), 5 sp per pound for Purple (corpse weighs 150 lbs.) and 2 gp per pound for Rainbow (corpse weighs 500 lbs.).

miss, the Impeder will awaken and inflate its chest, blocking the passage. Should the second one miss, the thief will get crushed against the wall of the corridor unless a save vs. death magic is made. (If missed, the thief suffers 1-12 points of damage per round until freed.)

HABITAT/SOCIETY:

Impeders prefer a sedentary lifestyle, thus they will inhabit the same spot for years. Impeders do not like thin PCs, as it reminds them of their constant hunger and fear of wasting away. Impeders are not picky eaters, and will happily eat almost anything offered to them without question. They tend to choose passageways and doors to snooze in, as they know prey and food travel through them regularly. An Impeder can prove to be a deadly pest in a tunnel system.

These creatures may know a great deal about the corridors or rooms near their chosen spot. They speak in halting Common and may trade information for treasure and food.

Impeder, Great Lucid

AKA: Dungeon Clot

HACKFACTOR: 33

EP VALUE: 4200

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (10' high, 10' wide)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 4

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 2-12 or 1-6

(see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50%

HIT DICE: 10+100

Impeder, Great Lucid

DESCRIPTION: This immense creature may be reptilian or mammal, for it has a scaly hide and many tufts of brown fur. The Great Lucid Impeder is vaguely humanoid, but its head is merely the top of the beast's broad torso. Most of its body bulges with fat and its wide, white underbelly is covered with brown speckles. An Impeder will put almost anything in its mouth with not a care for where it may have been previously.

COMBAT/TACTICS: The Impeder will eat almost anything, so it is not anxious to fight with something that puts up resistance. If annoyed, the Impeder can spit acid for 2-12 points of damage. If anyone is so foolish as to attack an Impeder from the rear, it can excrete a blinding spray of feces for 1-6 points of damage (save vs. poison or be blinded for same number of rounds). Additionally, the nauseating stink from the back end of the beast is 25% likely to make humans and demi-humans retch uncontrollably for 1-8 rounds.

The Impeder is highly resistant to magic and should it make its magic resistance saving throw, the spell is reflected back at the caster.

An Impeder tends to stay in one spot and unless it is asleep (10% chance when encountered), it is nearly impossible to get past due to the beast's massive bulk. Thieves that make two successful move silently rolls at -20% can slip past a sleeping Impeder. Should the first one



ECOLOGY: Originally created by the magic-user Poadrus to guard the lower chambers of one of his many fortresses, the Great Lucid Impeders were never designed to procreate. However, 1 of the 10 bizarre creatures was, unknown to Poadrus, pregnant when he began his spell casting. Eventually, more Impeders were born and escaped to the NetherDeep. Poadrus was eventually forced to close off the catacombs in several of his fortresses because the Impeders had blocked almost every entrance and exit.

YIELD:

Medicinal: Eating Impeder meat will cause the imbiber to immediately gain 2-20 pounds.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: G

Other: Nil

Incinerator

DESCRIPTION:

Incinerators are large, stony bipeds with enormous heads and wide mouths. The internal organs of these creatures are made entirely of burning, hot magma. Smoke runs out of their nostrils and a fire is usually visible at the back of their throats.

Incinerators wear loincloths made of heavy chain mail. They have cracked, steaming gray skin, orange glowing eyes and large, knobby teeth. Incinerators can open their mouths as much as 3 feet wide and up to 4 feet high. At the slightest movement or gesture, the Incinerator's body makes a range of sounds from grinding boulders to that of a massive rockslide.

COMBAT/TACTICS: Incinerators are incredibly greedy and they need a huge amount of food to maintain their inner heat. If engaged in consuming food and left undisturbed, they generally do not attack. However, Incinerators will attack anyone that gets between them and their combustibles.

The Incinerator can grab victims with its huge three-fingered hands. This grab causes no damage, but victims will automatically be put in the Incinerator's mouth on the second round, suffering 4-16 points of damage. The damage comes both from being chewed by the Incinerator's rocky teeth and from the intense heat.

Victims must make a successful saving throw versus breath weapon or suffer the following effects (roll d6):

Incinerator

AKA: Ash Master

HACKFACTOR: 8

EP VALUE: 420

CLIMATE/TERRAIN: Subterranean,
Volcanic

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Average
(5-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-6

SIZE: L (8' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 4-16 (see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5



- 1-3 Hand and forearm: gauntlets and armor must save vs. fire. If both fail, victim must save vs. spell or lose 1-4 fingers, with a 10% chance of losing a whole hand.
- 4-5 Foot and foreleg: boots and armor must save vs. fire. If both fail, victim must save vs. spell or lose 1-4 toes, with a 10% chance of losing an entire foot.
- 6 Head: Helmets or hats must save vs. fire. Victim is blinded for 2-12 rounds and must save vs. spell or suffer permanent blindness and lose 2-12 points of Comeliness due to burns.

Victims can make a bend bars/lift gates roll to break the Incinerator's grasp, at half normal chances if both hands are on the victim. Once per day, Incinerators can spew a cloud of blinding ash 30-feet long, 10-feet high and 20-feet wide. Anyone in the cloud, including the Incinerator, will be blinded for 1-8 rounds.

HABITAT/SOCIETY: Incinerators are part fire spirits and part earth spirits. They eat flammable materials and prefer rare woods and papers. However, they can consume anything, although metals tend to give them heartburn. Incinerators have extremely grumpy personalities and will attack anyone that denies them their food. Some of the more intelligent Incinerators live in caves containing deposits of rare ores. They will travel to inhabited regions to trade this common ore for more desirable rare woods and paper.

ECOLOGY: Incinerators are born fully grown between the Elemental Planes of Fire and Earth. They arrive on the Prime Material Plane fam-

ished. Very rarely they will put aside the simple search for more food in order to work for powerful evil creatures. Victims and objects that are eaten by the Incinerator are completely destroyed.

YIELD:

Medicinal: Nil

Spell Components: Incinerator ash can be used for a Pyrotechnics spell that imposes a -4 on any targets' saves.

Hide/Trophy Items: Nil

Treasure: 50% chance of living next to a valuable ore deposit worth Qx1-4

Other: Nil

Indigo Ambusher

DESCRIPTION: Indigo Ambushers are blue, bat-winged worms with two large bulbous eyes and round heads. They have maws much too large for their heads. When they open their mouths they nearly fold their flexible heads in half.

The tails of these creatures occasionally erupt with deadly sparks. Ambushers are ill-tempered beasts and will attack any creature that approaches them.

COMBAT/TACTICS: If it is not surprised, the Ambusher will fly into the face of its prey. Indigo Ambushers always go for a victim's neck and strike with a -2 to-hit. If it hits, the worm then locks on to the victim's neck, inflicting 1-4 points of damage each round. The Indigo Ambusher will not let go until it or its victim is dead. On the second round after a hit, the Ambusher strikes the victim with its tail, automatically hitting for 2-12 points of electrical damage.

HABITAT/SOCIETY: Indigo Ambushers make their nests in small, dark places, such as abandoned wells and empty closets. They will attack any creature (of size L or smaller) that disturbs them. Huge and larger-sized creatures frighten an Ambusher and they are 90% likely to abandon their lairs if they see one coming.

ECOLOGY: Ambushers lay 2-12 eggs each winter in warm, dark, moist areas. The eggs hatch and the tiny Ambushers eat insects until they grow to full size, which is approximately three months. Fortunately, these creatures are not very prolific.

YIELD:

Medicinal: Indigo Ambusher scales and spinal cartilage can be used to cure aching joints.

Spell Components: Indigo Ambusher skin can be used for

Indigo Ambusher

AKA: Blue Lightning Worm

HACKFACTOR: 2

EP VALUE: 65

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 2-24

SIZE: S (6" diameter, 3' long)

MOVEMENT: 6" Fly (D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 1 and 1

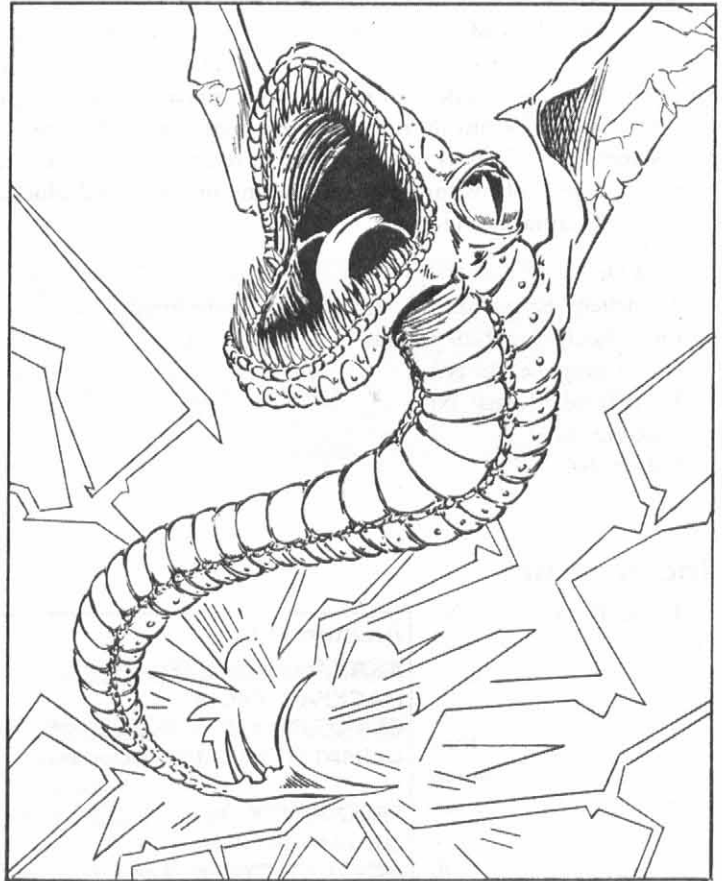
DAMAGE/ATTACK: 1-4 and 2-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Immune to Electricity

MAGIC RESISTANCE: Standard

HIT DICE: 2+1



Lightning Bolt or Chain Lightning spells. The bolts will always be colored blue and will be 50% wider than the norm (but the same length).

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Infernal Slayer

DESCRIPTION: Infernal Slayers are the soldiers and grunts of the good-aligned gawds throughout the upper outer planes. Good fighters and paladins will sometimes be transformed into Infernal Slayers upon their deaths. They appear as shining humans in full plate mail armor with halos, large shields and feathery white wings. The wings are fully capable of carrying the bulky suits of armor.

COMBAT/TACTICS: All Infernal slayers are armed with +4 weapons of the type they used in life. 75% are long swords, 10% are other types of swords and the other 15% may be any other type of weapon, at the GM's discretion.

Infernal Slayers can travel to the Ethereal and Astral Planes at will and regenerate 3 hit points per round. They are expert warriors and strike as 9th level fighters. Additionally, they may parry or use any variety of special attacks, including a shield punch. When they outnumber opponents, they gain +1 to-hit for every additional Infernal Slayer.

All Infernal Slayers have a permanent Protection from Evil. They are immune to Sleep, charm and hold spells, as well as paralyzation, cold and heat.

HABITAT/SOCIETY:

Infernal Slayers are used as guards and soldiers. They are always sent in groups of four. Along the outer planes there are thousands of these creatures keeping watch against the ever-widening threat of the armies of the Nefarions. Infernal Slayers will attack any creature from the lower planes on sight, without mercy. Evil-aligned mortals will also be attacked if they give the Infernal Slayers even the slightest excuse.

Very rarely, a unit or two will be sent to the Prime Material Plane to "balance out" an army of Nefarions. Lawful good clerics that are attacked in their own church or temples by Nefarions may summon up to 12 of these creatures to defend the faithful.

ECOLOGY: Generally, the souls that get turned into Infernal Slayers were good in life, but never got the chance to prove themselves worthy of being anything above average. Infernal Slayers can also be created from the souls of career soldiers who enjoy the life of a soldier and can now live it eternally.

Infernal Slayer**AKA:** Demon Slayers**HACKFACTOR:** 24**EP VALUE:** 2000**CLIMATE/TERRAIN:** Outer Planes**FREQUENCY:** Common (on Outer Planes) otherwise Very Rare**ORGANIZATION:** Units**ACTIVITY CYCLE:** Any**DIET:** None**INTELLIGENCE:** Average to Exceptional (8-16)**ALIGNMENT:** Lawful Good**NO. APPEARING:** 4, 8, 12 or 16**SIZE:** L (8' tall)**MOVEMENT:** 12", 24" Fly (C)**PSIONIC ABILITY:** Possible**Attack/Defense Modes:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 2**NO. OF ATTACKS:** 2**DAMAGE/ATTACK:** 5-12/5-12**SPECIAL ATTACKS:** See below**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** 65%**HIT DICE:** 6+6

Like all creatures from the outer planes, Infernal Slayers cannot truly be slain except on their home plane. Infernal Slayers that are slain anywhere else disappear, along with their armor, weapons and halo. Anything else the Infernal Slayer might be carrying will remain behind.

YIELD:**Medicinal:** Nil**Spell Components:** A feather from the wing of an Infernal Slayer can be used to scribe a Scroll of Protection from Nefarions.**Hide/Trophy Items:** Nil**Treasure:** Nil**Other:** Nil**Insidious Ichor****DESCRIPTION:**

Insidious Ichor is a living mass of black-red plasma that constantly seeks bodies to possess. In its "natural" state, it is plasma that can move on its own, flowing along in the shadows. It is often found in the labs of extremely evil magic-users, kept in protected bottles to prevent the Ichor from possessing them.

COMBAT/TACTICS:

The Insidious Ichor will attack anyone with a wound, hoping to gain entrance to the body. Victims struck must save vs. poison or the Ichor will begin to seep into the wounds at the rate of 1 Hit Die per round. For every Hit Die that get inside a victim's body, the victim must save vs. magic or the Ichor takes control of the body. Saves are made at +2 if only 1 Hit Die of the Ichor gets inside, +1 for 2 Hit Dice, 0 for 3 Hit Dice and -1 for each Hit Die thereafter.

The Insidious Ichor cannot wield weapons or cause damage in its natural state, but it can push over items. Within the body of a victim, the Ichor can do whatever it wants.

HABITAT/SOCIETY: Some sages originally theorized that Insidious Ichor was the blood of a dead gawd, but it is actually the plasma left over from the creation of a Lich. Ichors that possess a victim also eat away at the victim's insides, causing them to lose Constitution points at the rate of one per week.

Insidious Ichor can use any ability of the victim it inhabits, with the exception of cleric spells. A Cure Disease spell will drive an Insidious Ichor out of a body, while a Heal or Holy Word will kill it instantly.

Ichors recognize the value of treasure and collect it. They have a hatred of all life and seek to subvert it whenever possible. Ichors speak the Common tongue, although some have been so long cooped up in bot-

Insidious Ichor**AKA:** Blood Blob**HACKFACTOR:** 3**EP VALUE:** 420**CLIMATE/TERRAIN:** Any non-arctic**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Average to Exceptional (8-16)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1**SIZE:** M (amorphous blob)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Brave (14)**ARMOR CLASS:** 9**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** See below**SPECIAL ATTACKS:** See below**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** Nil**HIT DICE:** 3 to 6



bles for preservation that they may speak some ancient, dead language. Insidious Ichors will always avoid the Liches from which they were originally derived.

ECOLOGY: Insidious Ichor take 2-12 points of damage from holy water and blessed victims cannot be possessed by the Ichor. If a victim reaches 0 Constitution, he dies and becomes a Mo Jo Zombie (see the Hacklopedia of Beasts, Volume 8). The Ichor then leaves the body and seeks another victim for possession.

It is possible for an Ichor to control more than one victim at a time. It will do this by leaving 1 Hit Die worth of blood in its current victim and using the rest to attack a new victim. If two victims are controlled they will act similarly, with the same body language. They will also be able to communicate telepathically if within five miles of each other.

YIELD:

Medicinal: Nil

Spell Components: Insidious Ichor can be used to make Potions of Undead Control or ink for scribing spell scrolls that affect undead. Such scrolls impose a -2 on any saving throws the undead might make against the spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Insidious Stalker

DESCRIPTION: These creatures are rarely seen, as they are amazingly fast and stick to the shadows. Insidious Stalkers resemble four-legged spiders with an angry set of eyes and a cruelly sharp beak nes-

tled in a knot of hair on the top of their bodies.

COMBAT/TACTICS:

Insidious Stalkers can hide in shadows 85% of the time and move silently 65% of the time. They are usually heard before they are seen and the sound of their scuttling can be extremely unsettling. Stalkers bite with their beaks for 1-4 points of damage. They are immune to acid.

Stalkers prefer to attack sleeping prey. The Stalker pounces upon the victim's face, creating an airtight covering over the mouth and nose. Victims must save vs. death magic every round or pass out. The victim automatically passes out on

the fourth round. The Stalker then does one of two things: It either injects the victim with a needle-like appendage that draws the victim's spinal fluid out (this leaves the victim a complete vegetable) or it injects eggs into the victim's stomach (50% chance of either).

In the event the victim is injected with eggs, the Stalker will be gone when the victim awakes. GMs should describe the event as a horrible nightmare unless the PC searches for evidence, such as marks on his face. For the next 24 hours, the eggs hatch and the victim becomes ravenous with hunger. During this time the Insidious Stalker's larva are hatching and actually feeding. Eventually, the Stalkers grow too large and begin to eat their host from the inside out, killing him.

HABITAT/SOCIETY: Insidious Stalkers are the nightmarish invention of the Lich-King G'dal Nof. Unfortunately, they have multiplied and spread across Garweeze Wurd. The creatures continue to serve their master's purpose; spreading as much pain, fear and suffering as they possibly can. Gaining a meal along the way is just a bonus for them.

ECOLOGY: The Stalkers will grow inside any mammal's stomach, although the smaller the mammal, the smaller the Stalker. GMs should feel free to vary the Hit Dice of these creatures by 1 or 2, up or down, to suit their campaign plans. Stalkers have been known to track victims several miles over several days.

YIELD:

Medicinal: Nil

Spell Components: Insidious Stalker ichor can be used to pen a Scroll of Protection from Acid (four such scrolls per Stalker).

Hide/Trophy Items: Nil

Treasure: Nil

Other: In certain regions of Garweeze Wurd, there is a standing bounty of 300 gp per Stalker. These are areas that were attacked by G'dal Nof's armies during his Reign of Terror.

Insidious Stalker

AKA: Traveler's Bane

HACKFACTOR: 7

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: S (2' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 3

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 1-6 or 1-4

SPECIAL ATTACKS: Strangulation,
See below

SPECIAL DEFENSES: Immune to Acid

MAGIC RESISTANCE: Standard

HIT DICE: 2+1

Intellect Devourer	Adult	Larva
AKA:	Brain Panther	Brain Worm
HACKFACTOR:	31	10
EP VALUE:	6000	650
CLIMATE/TERRAIN:	Subterranean or Dark	Dark, Moist Areas
FREQUENCY:	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Mental Energy	Emotions
INTELLIGENCE:	Very (11-12)	Non (0) (eff. 10 for psionics)
ALIGNMENT:	Chaotic Evil	Neutral (evil)
NO. APPEARING:	1-2	1-3
SIZE:	M (6' long)	T (6" long)
MOVEMENT:	15"	9"
PSIONIC ABILITY:	200	150
Attack/Defense Modes:	C, E/F, G	E/F
Dis/Sci/Dev	3/3/11	2/1/5
MORALE:	Resolved (18)	Timid (6)
ARMOR CLASS:	4	5
NO. OF ATTACKS:	4	1
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4	2-5
SPECIAL ATTACKS:	Psionics, Stalking	Psionics, Poison
SPECIAL DEFENSES:	+3 or better to hit	Psionics
MAGIC RESISTANCE:	Nil (see below)	Nil
HIT DICE:	6+6	3+3

Intellect Devourer

DESCRIPTION: Intellect Devourers resemble giant brains on four animal legs. In the larva stage, the creature is smaller, soft and covered with a grey fungus. Its legs are spindly and coral-like. Each Intellect Devourer has a 3" tendril protruding from its front. These fiends will have a variety of psionic powers at their command. These creatures have no eyes, ears, mouth or nose. Without their psionics they are completely blind.

COMBAT/TACTICS: **Intellect Devourer Larva:** The tiny larva's small tendril is covered with an alkaline substance that inflicts 2-5 points of damage to exposed flesh (but not to other substances). Victims take an additional 2-5 points of damage on the second round unless they make a save vs. poison. Larvae are amazingly fast, jumping and running in random directions.

Larvae use their psionics in one of three ways: Aversion, to make a victim have an aversion to fungus; Id Insinuation, to paralyze the victim; or Telempathic Projection to make an opponent dislike or distrust a companion.

Intellect Devourer Larvae cannot be attacked mentally except by a Psionic Blast. The fungus surrounding it prevents the creature from drying out, disrupts mental attacks and keeps away cerebral parasites. The creature is also immune to fungal attacks and any power that affects an aura.

Adult Intellect Devourer: These bigger brains like to leap onto an opponent, rending it with their talons and attacking with their psionics. In addition to psionic powers, Devourers have additional powers that are always in affect at no PSP cost (although this makes the Devourer easily detectable by other psionic creatures.): Energy Containment, which gives the Devourer immunity to normal and magical fires and reduces electrical damage to 1 hit point per die; and Psionic Sense, which senses other psionic use within a 60-foot radius.



Intellect Devourers can only be harmed by +3 or better weapons and they only take 1 point of damage per hit from weapons that do harm them. A Death Spell has only a 25% chance of succeeding against them, but Power Word: Kill will slay them. Protection from Evil also keeps the fiends at bay.

Intellect Devourers hunt and stalk psionic creatures and PCs. After killing a victim, they will use Reduction to enter the body and consume its brain. The Intellect Devourer then grows to fill the brain cavity and animates the corpse. It knows everything its victim knew and will use this knowledge to find other victims.

While occupying the brain cavity, the Intellect Devourer can operate the corpse and even make it speak. However, Devourers are horrible actors, so GMs should role-play a victim as such, saying things like, "You've got quite a skull there, I bet you're pretty smart," or "It's hot in here. Why don't you take off your great helm and relax?"

Adults have the following powers, while the larvae have the powers marked with an asterisk:

Psychometabolism: Sciences: Ectoplasmic Form*,
Devotions: Body Equilibrium*, Chameleon Power,
Expansion, Reduction

Psychopotation: Devotions: Astral Projection
Telepathy: Sciences: Domination, Mindlink

Devotions: Aversion*, Contact*, Ego Whip, ESP,
Id Insinuation*, Telempathic Projection*

HABITAT/SOCIETY: Devourers live in subterranean lairs and dismal wilderness regions where sunlight is seldom seen. They do not protect their young and let them fend for themselves from birth. Mind Flayers often raise Intellect Devourers, using the adults as watch dawgs and the larvae as culinary delights.

ECOLOGY: A larva will develop into an adult after consuming the brain of a psionic creature. Nothing is known of the Intellect Devourer's reproduction process, as most sages who study them end up as feeble-minded idiots.

YIELD:

Medicinal: Eating Intellect Devourer larvae can restore the brain of a Feeble-minded individual if he makes a system shock roll. Those who fail die.

Spell Components: Intellect Devourer brain-matter can be used for ESP or spells that control creatures' mental facilities (e.g. Charm Person). Using Devourer brain for the spell reduces a victim's save by 2.

Hide/Trophy Items: Nil

Treasure: Qx1d20 (larva) D (adults)

Other: Intellect Devourers are key ingredients for items that grant mental abilities, such as Medallions of ESP and Potions of Mind Control.

Invisible Heckler

DESCRIPTION: Both the Invisible Stalker and Invisible Heckler would look virtually identical if they were not already invisible. Invisible Hecklers are made of pure hot air from the Elemental Plane of Air.

COMBAT/TACTICS:

Although identical to the Invisible Stalker in most respects, the Invisible Heckler understands most languages and the Common tongue. It considers all creatures not from the Elemental Plane of Air as less than specks of dust, and will treat them with bemused disdain. Invisible Hecklers are incredibly sarcastic and they are often summoned to annoy spell casters. Hecklers cause a spell caster to suffer a 5%-20% spell failure rate due to their constant badgering. The GM may choose to role-play the Heckler's insults aloud; in which case any player who laughs or makes an annoyed face will automatically fail at any spellcasting.

Invisible Hecklers are a disaster in delicate diplomatic situations, as they use their invisibility to fool two parties into getting angry at each other. Only those who are capable of seeing invisible creatures can attack a Heckler and even then, the Heckler will probably leave for a short period, only to return after the Detect Invisibility wears off.

The best way to defeat a Heckler is to verbally best it at its own game: insults, barbs and sarcastic humor. If a PC can make 10 successful Charisma checks without acknowledging any of the Invisible Heckler's insults and without spell failure, he has won the match and the Heckler

Invisible Heckler

AKA: --

HACKFACTOR: 17

EP VALUE: 2000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: High (13-14)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: L (8' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Rapier Wit

SPECIAL DEFENSES: Invisibility

MAGIC RESISTANCE: 50%

HIT DICE: 8



will become frustrated and return to its conjurer.

HABITAT/SOCIETY: Hecklers are from the Elemental Plane of Air. They are the equivalent of jesters there.

ECOLOGY: Sages have no idea how Invisible Hecklers are created or what their origin was, but they do know that these creatures are really annoying and dangerous to spell casters.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Invisible Horror

DESCRIPTION: In their natural state, Invisible Horrors cannot be seen. However, they sometimes make themselves visible when confronted or when it is obvious to them that they are fighting a losing battle. During this time, they appear as flickering lights against any nearby surface, although no source of light will be evident.

COMBAT/TACTICS: Invisible Horrors attack a victim's Id and play on his own fears. This Id Insinuation can be used against both psionics and non-psionics. Those with untrained minds (excluding monks who are mentally disciplined) get -4 to their saves. Any successful attack against a target causes the victim to attack friend or foe (nearest targets) for 1-4 rounds.

Victims will relive tragedies and violent traumas. Invisible Horrors cannot be attacked mentally, but their attacks can be defended against.

The Invisible Horror can attack up to six minds simultaneously and cannot be harmed physically in any way. PCs that are not enraged can use their knowledge of their comrade's past to soothe enraged friends. This gives the victim a +4 bonus to regain control with his next save.

The only way to drive an Invisible Horror away is to fill the area with "good thoughts". Happiness, camaraderie and fun make the Invisible Horror wither. If two enemies can manage to become friends in the presence of an Invisible Horror there is a 10-60% chance it will appear to verbally entice the victims to fight. If the victims make permanent, lasting peace, there is a 10-80% chance the creature will fade into nothingness.

HABITAT/SOCIETY: Invisible Horrors can exist anywhere, but they tend to dwell in intensely evil ruins or ancient battlefields. They do not interact with one another. Casting a Limited Wish or Wish can make an Invisible Horror disappear forever.

ECOLOGY: Invisible Horrors are evil spirits created by great traumas. Sometimes an Invisible Horror can be destroyed by undoing or making amends toward the original horror.

YIELD:

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

Invisible Stalker

DESCRIPTION: It is theorized by many sages that Invisible Stalkers and Invisible Hecklers would look virtually identical if they were not already invisible. Invisible Stalkers are made entirely of the violent winds blowing throughout the Elemental Plane of Air.

COMBAT/TACTICS: Stalkers can be conjured from the Elemental Plane of Air. They will obey the orders of their conjurer until the service is rendered or until the conjurer dies. Invisible Stalkers are faultless trackers and are often sent to retrieve items and/or people. For a one-time service, Stalkers will usually obey, provided the service does not involve a period of time longer than one week. If conjured for services likely to take extended periods of time, there is a 1% chance per day a Stalker will attempt to pervert its orders by following them to the

letter, in an attempt to finish the task quickly and leave.

Stalkers that are slain on the Prime Material Plane will immediately reform on the Elemental Plane of Air. Invisible Stalkers that are released from service return to their home plane instantly. Invisible Stalkers will attack anyone that they are ordered to attack or anyone who interferes with their mission.

HABITAT/SOCIETY: It is well known that all Invisible Stalkers originate on the Elemental Plane of Air.

ECOLOGY: Sages have no idea how Invisible Stalkers are created on their home plane, but conjuring them is a relatively simple trick for a trained magic-user. Controlling an Invisible Stalker is trickier.

YIELD:

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

Invisible Stalker

AKA: Unseen Doom
HACKFACTOR: 21
EP VALUE: 3000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: High (13-14)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (8' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: Surprise 8 in 10
SPECIAL DEFENSES: Invisibility
MAGIC RESISTANCE: 30%
HIT DICE: 8



Iron Cobra

DESCRIPTION: Iron Cobras are magical constructs that normally resemble large venomous snakes. They are not actually made of iron, but are molded with a flexible metal that has the same cold grey color as iron.

COMBAT/TACTICS: Iron Cobras are mindless and unaffected by all mental attacks. They save as 12th level magic-users and they can hide in shadows and move silently as 8th level thieves. They cannot normally be detected with infravision, as they do not radiate heat.

Iron Cobras have needle-sharp fangs built into their jaws capable of delivering a poisonous bite. Victims must save vs. poison at -2 due to the excellent delivery system built into the fangs. The type of poison varies, but it is usually lethal. Occasionally the poison will be of the paralyzation or sleep-inducing variety. Very rarely, the drug will be recreational.

Iron Cobra

AKA: Rust Snake, Heavy Metal Serpent
HACKFACTOR: 2
EP VALUE: 120
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: S (3' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 1

However, an Iron Cobra can only hold three bites' worth of poison, so if left for extended periods, there is a chance (determined by the GM) that the venom will be weakened or completely evaporated.

CONSTRUCTION: It is believed that only one matching set of twelve of these magical creatures was ever built, either by powerful magic-users or a minor gawd. The exact blueprint for their construction has been lost. It is rumored that some Golem Masters have worked to uncover the secrets of the Iron Cobra. Certainly a book on the subject would be quite valuable if its contents were accurate.

TYPICAL ORDERS: Iron Cobras are activated by key command words. Anyone who knows these words can command the Cobra, with simple commands such as "Attack", "Drop it now" and "Stop making that face at me".

Some Iron Cobras are designed as assassins and can hone in on a victim if the victim's true name is known and if he is within 1 mile of the Iron Cobra. A Mind Blank spell or similar non-detection effect used by the victim can keep the Cobra from precisely locating its target.

YIELD:

Medicinal: Iron Cobra "meat" will break 1-12 teeth if eaten, and is indigestible.

Spell Components: Nil

Hide/Trophy Items: The metal alone is worth 2000 gp.

Treasure: Iron Cobras are usually guarding something.

Other: A working Iron Cobra, with the command words, is nearly priceless. Certainly a party with such power will become the target of evil magic-users who would rather steal than pay.



Ixixachitl

DESCRIPTION: These evil sting rays have maws full of vicious fangs and large eyes located at the front edge of their wide, flat bodies. Their hides range in color from black to grey to blue. They have long, barbed tails and gills on their pale underbellies.

COMBAT/TACTICS: Ixixachitl attack with their bites. They will attack in swarms, biting opponents from every direction. The Ixixachitl worship an evil manta ray gawd with an even more unpronounceable name. They can cast spells relating to the elements, necromancy, combat and healing, as well as Bless. Ixixachitl Clerics will stay in the background casting spells while the rest of the tribe fights. The 8th level clerics will be the leaders of the entire Ixixachitl tribe.

When encountering a number of Ixixachitl, add the following:

# Encountered	Cleric (Level)	HD
10	1 -- 2nd level cleric	2
20	1 -- 3rd level cleric	3
50+	1 -- 8th level cleric and 2 -- 6th level cleric	4+4 and 3+3

Ixixachitl Vampire: Vampire Ixixachitl regenerate 3 hit points per round and drain one experience level with each bite. These creatures will be part of the tribe, but they will have their own separate quarters, usually inside Ixixachitl temples and sacred places.

HABITAT/SOCIETY: The Ixixachitl lair inside coral reefs, which help to hide the secret entrance. The interior of a lair will only be big

<i>Ixixachitl</i>	Standard	Cleric	Vampire
AKA:	Malicious Manta	Darkcleric Ray	Count Manta
HACKFACTOR:	0	4	5
EP VALUE:	65	120	120
CLIMATE/TERRAIN:	Warm Seas	Warm Seas	Warm Seas
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Avg. to High (8-14)	(8-14)	(8-14)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	10-100	1-10	1-4
SIZE:	M	M	M
MOVEMENT:	12" Swim	12" Swim	12" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Half-hearted (9)	Brave (14)
ARMOR CLASS:	6	6	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	3-12	3-12	3-12
SPECIAL ATTACKS:	Nil	See below	See below
SPECIAL DEFENSES:	Nil	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	1+1	Variable	2+2

enough for the *Ixixachitl* to enter single file. Human-sized and larger creatures can only fight in such tight quarters at -2 to-hit.

Ixixachitl hide all of their most treasured belongings in their dens, never on their person. Whether or not this is because *Ixixachitl* have no arms is unknown.

ECOLOGY: *Ixixachitl* are extremely angry most of the time and will attack almost anything in sight. They are the sworn enemies of all good-aligned sea creatures.



YIELD:

Medicinal: The meat of most *Ixixachitl* (except the Vampire) is edible, but rubbery and tough to chew.

Spell Components: Vampire *Ixixachitl* skin can be used in lieu of other components for an Energy Drain spell.

Hide/Trophy Items: *Ixixachitl* skin can be used to make soft leather items suitable for enchantment.

Treasure: P, R, S (U if 50 or more)

Other: Nil

Jabberock, Vile

DESCRIPTION: The Vile Jabberock is truly a horror to behold. It appears as a humanoid creature with prehensile clawed "hands" and feet, a long scrawny neck topped by an ugly head, a lashing tail and smallish bat wings between their shoulder blades. The eyes are bulging and leering, and the mouth is full of sharp teeth. Although the Vile Jabberock can be any color, its wings and feet are usually a deep blue, the hands a fleshy pink and the rest of its body several shades of woody green.

COMBAT/TACTICS: The Vile Jabberock is always on the hunt, even when not hungry. It attacks with its two clawed hands while lashing with its tail and gnashing with its teeth. The bite is venomous and will kill any victim in two rounds unless a successful saving throw vs. poison is made.

The Vile Jabberock cannot fly. Instead it flaps its wings furiously while charging to attack. These small wings allow the Vile Jabberock to leap up to 30 feet horizontally or up to 20 feet vertically. If it successfully charges or surprises a victim, it will pounce on him with all four of its clawed limbs, getting an additional two attacks for 2-12 points of damage each.

The Jabberock also radiates an aura of terror. The aura extends around the creature in a 50-foot radius. Any creature within this area must make a save vs. paralyzation or be frozen with fear. Paralyzed victims may attempt a new save every round until they recover their senses or are eaten. Once the save is made the creature is immune to that particular Jabberock's aura for the remainder of the encounter. Anyone who is immune to fear is immune to the aura, and bonuses on

Jabberock, Vile

AKA: The Dread Jabberocky

HACKFACTOR: 21

EP VALUE: 6200

CLIMATE/TERRAIN: Underground, woodlands

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-2

SIZE: L (12' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 2

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2-12/2-12/1-8/
3-18+venom

SPECIAL ATTACKS: Venom, Fear

SPECIAL DEFENSES: Only surprised
on 1 in 10

MAGIC RESISTANCE: 20%

HIT DICE: 10+1



saves vs. fear effects apply. In the rare instance that more than one Jabberwock is encountered the effects are cumulative.

The Vile Jabberwock does have one weakness - its long, poorly defended neck. Anyone in melee combat with the beast who rolls a natural 20 to-hit with a slashing weapon severs the Jabberwock's head, killing it instantly. (This effect supercedes rolling on the critical hits table in the GMG.) The weapon must be big enough to be able to cut through the Jabberwock's neck. A magic weapon with vorpal qualities decapitates a Jabberwock on a natural roll of 18-20.

HABITAT/SOCIETY: Unless mating, the Vile Jabberwock is a solitary beast. It will usually pick a patch of woodlands or a cavern system as its home until all prey and food sources are depleted. A Jabberwock will eat almost anything that moves, from mice to humans to other monsters. A Jabberwock's sense of smell and hearing is keen, and it possesses night vision, allowing it to be active after dark. These sharp senses also give the Vile Jabberwock a 50% chance to detect any invisible or hidden prey within 20 feet.

Once a year the Jabberwock will mate, after which the female will lay one egg. The egg is usually buried under a loose layer of dirt and leaves. The Jabberwock's spawn will dig its way out after one week. This beast's spawn is incredibly cute and loveable (Comeliness 19-23) for about a month, until its metabolism kicks in and it becomes an absolute terror to anything edible nearby. A young Vile Jabberwock reaches full maturity in one year.

ECOLOGY: The Vile Jabberwock is a terror to any local ecosystem, eating all the prey it comes across. Unless slain, a single Jabberwock can hunt a very wide area to utter desolation before it moves on.

YIELD:

Medicinal: A Jabberwock's kidney can be combined with certain rare herbs to create a stew that will remove one random Quirk from its imbiber. One Jabberwock will yield enough kidney to make one dose's worth of stew. Those who eat this disgusting stew, however, must save vs. poison or regurgitate it, rendering the dose ineffective.

Spell Components: A Jabberwock's eyes can be used as material components for fear-inducing spells. Any fear-inducing spell that is enhanced by eye of Jabberwock forces its victims to make their saves with a -2 penalty.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: The largest wingbone in a Jabberwock's body can be enchanted into a weak Wand of Paralyzation. The enchantment requires one week's worth of work, uses 500 gold pieces worth of materials, and creates a wand with 2d6 charges that cannot be recharged.

Jackal

DESCRIPTION: Jackals are small canine scavengers that roam the warm grasslands throughout all of Garweeze Wurld. They appear as narrow-headed wolves or dawgs with tawny buff coats and fuzzy tails that drag low on the ground behind them.

COMBAT/TACTICS:

Jackals are clumsy and weak in direct combat. They will often abandon prey to other, bigger predators rather than put up a fight. Alone or in small packs, Jackals are quitters. Only in very large numbers (15-30 animals) will Jackals even consider attacking an aggressive predator to defend their current meal.

HABITAT/SOCIETY: By day, the Jackals hide in small holes they have dug in the ground. By night, they hunt for prey in pairs. Carrion left behind after another predator's kill is a regular part of their diet. Only in times of famine will Jackals be seen in large numbers. Those who hunt undead creatures often employ Jackals as hunting dawgs.

A Jackal's high-pitched cry is 10% likely to spook herd animals or herbivores, causing a stampede. In various cultures, the Jackal is both worshipped and feared. It has an evil reputation for feeding on the weak and the aged.

ECOLOGY: Jackal pups mature quickly (in just under a year) and can live 12 to 15 years. Jackals often interbreed with domesticated dawgs.

Jackal

AKA: Carrion Canine

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Warm plains and deserts

FREQUENCY: Common

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (3' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Weak (3)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

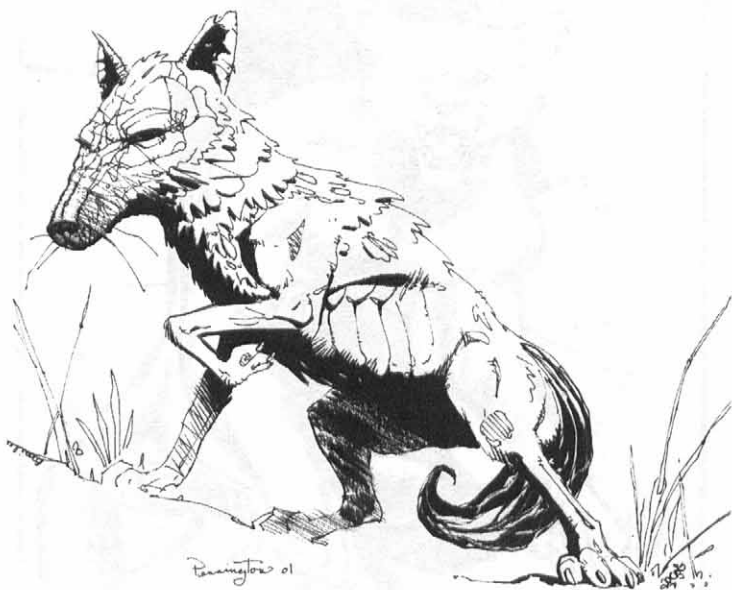
DAMAGE/ATTACK: 1d4-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 1/2



They make lousy guard animals, but good pets if they are trained properly. Jackals are sacred to those who worship the gawd Anubis.

YIELD:

Medicinal: Nil

Spell Components: Jackal whiskers can be used for Detect Undead spell with an area of effect of 60 feet + 15 feet/level.

Hide/Trophy Items: Jackal pelts are worth just 1 cp each.

Treasure: Nil

Other: Nil

Jackalope

DESCRIPTION: Standard Jackalopes are similar to common rabbits in nearly every respect, except for the unusual rack of antlers they have between their long ears. They are as nervous and jittery as other rabbits and become startled by even the slightest unexpected noise. Their coats are a tawny brown to pale grey, sometimes with spots or pinto markings, and their small fluffy tails are a bright white.

Pronghare Jackalopes are a rare sight indeed, possessing a singular ivory horn on their brows. They have the long, muscular legs and large feet typical of hares, which makes them excellent jumpers. Their coats are always a rich, deep brown fading to a paler tan underbelly. Their tails are larger like hare's, rather than the smaller rabbit's puffball tail.

COMBAT/TACTICS: Standard Jackalopes have an excellent sense of smell and sharp eyesight. When startled or threatened, these rabbits will attack with their horns, stabbing for 1-4 points of damage. If encountered in a group, a Standard Jackalope will accidentally strike a nearby Jackalope on a natural roll of 1.

The Pronghare Jackalope will avoid combat whenever possible, but can gore an opponent when cornered, inflicting 2-8 points of damage with its sharp horn. Alternatively, if the Pronghare is caught, it will thump its captor with both of its powerful hind legs for 1-6 points of damage. The Pronghare can also bite with its large front teeth for 1-4 points of damage, although it will use its other attacks before doing so.

Jackalope	Standard	Pronghare
AKA:	Antler Bunny	Unibunny
HACKFACTOR:	0	1
EP VALUE:	15	30
CLIMATE/TERRAIN:	Temperate Land	Temperate Land
FREQUENCY:	Uncommon	Very Rare
ORGANIZATION:	Herd	Families
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Herbivore
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-20	2-20
SIZE:	S (3' long)	S (4' long)
MOVEMENT:	18"	12"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Weak (3)	Weak (3)
ARMOR CLASS:	6	6
NO. OF ATTACKS:	1	1 or 2
DAMAGE/ATTACK:	1-4	2-8 or 1-6/1-4
SPECIAL ATTACKS:	Nil	Thumping
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1	1

HABITAT/SOCIETY: All Jackalopes live like common rabbits, frolicking and playing in pastures, meadows and woodlands. Jackalopes are frequently hunted and raised for their beautiful antlers. These skittish animals are also captured and used to ferret out strips of copper ore in mining. The Pronghare Jackalope's horn is believed to hold great power in the same fashion as a Unicorn's horn, but in fact it does not.



Several enraged Standard Jackalopes overcome an invader.

Occasionally a severely drunken sailor will swear he has seen an antlered rabbit dancing for copper coins down at the pier. Standard Jackalopes are actually attracted to the smell of copper and many sailors believe it is good luck to rub a copper piece on a Jackalope's fur.

ECOLOGY: The Standard Jackalope was nearly hunted to extinction on Garweeze Wurld, but a group of dedicated druids brought the animal back from the brink of extinction. If found when they are very young (10% chance) they take well to training and make excellent pets and companions. Contrary to popular human rumor, crouching down to face a Jackalope directly will not cause it to surrender.

YIELD:

Medicinal: Jackalopes are quite tasty, and their tender meat is well suited to making stew, especially hasenpfeffer.

Spell Components: Standard Jackalope blood was once a common ingredient in Haste spells. It still may be used in lieu of licorice root.

Hide/Trophy Items: Both Standard and Pronghare Jackalope pelts are worth 5 gp each, despite their small size. The horn of a Pronghare Jackalope is worth 100 gp to magic-users and clerics who believe that it has mysterious powers.

Treasure: Nil

Other: Standard Jackalope antlers and Pronghare Jackalope horns can be carved into daggers and other small weapons, which are perfect for enchantment.



Jackalwere

DESCRIPTION: All Jackalweres are a rare type of shapechanger that can appear as common jackals, humanoids or muscular jackal/human hybrids. Jackalweres are not lycanthropes in the classic sense, but creatures that can change from canine into human form.

COMBAT/TACTICS: In their jackal form, Jackalweres are more aggressive than common jackals. In hybrid form, Jackalweres bite whenever possible, as they thirst for the taste of human and demi-human flesh. When using a weapon, they prefer sharp, cleaving weapons and have been known to employ magic items. Jackalweres in any form have a sleep gaze that causes opponents to save vs. magic or fall asleep as per the Sleep spell. When slain, Jackalweres revert to their jackal forms.

HABITAT/SOCIETY: Jackalweres use their shapechanging ability to get close to a target. They are masters of deception who will, if they

do not slay their target, attempt to sell it swamp land. 20% of the time Jackalweres will travel with 1-6 jackals, but if they are not in their jackal form when they do this, they appear very odd.

ECOLOGY: Jackalweres mate in their jackal form and have litters of 1-4 pups. They only serve the most evil of humanoids, and only when those humanoids are more powerful and stronger than they are.

The Jackalwere's goals always center around killing as many humans and demi-humans as possible. Jackalweres have been known to poison water supplies and spread plagues for their employers. They do not value treasure as such, so their payment for such work is usually meat and the joy of slaying.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C

Other: Nil

Jackalwere

AKA: Jackal Man, Sons of Anubis

HACKFACTOR: 6

EP VALUE: 420

CLIMATE/TERRAIN: Any Temperate

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: S (3' long) as a jackal,
M (6' tall) as a human or hybrid

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8 or by weapon

SPECIAL ATTACKS: Gaze causes sleep

SPECIAL DEFENSES: Iron or +1 or
better weapons to hit

MAGIC RESISTANCE: Nil

HIT DICE: 4

Jaculi

DESCRIPTION: Jaculi (pronounced Zach-ool-eye) are large snakes with broad, flat heads. They normally live in the forest, but a large number of them have adapted to life in dungeon settings. The Jaculi range in color from a pale green to a dark grey or brown. Their scales form a mottled pattern which helps to disguise them from their prey.

COMBAT/TACTICS: Jaculi normally eat insects and moss, but they are highly territorial. Their camouflage makes them 75% invisible. They consider any approach a threat and most PCs do not even realize

they are about to be attacked. Jaculi coil around pillars and strike from above with great accuracy (+4 to-hit), but they must climb back up a nearby pillar before they can effectively strike again. The Jaculi strikes every other round. Victims struck are 75% likely to be hit in the head and, unless they have a helmet, they must make a Constitution check or be stunned for 1-4 rounds.

HABITAT/SOCIETY:

Jaculi stake out a territory that they will defend to the death, until they become bored and seek out the proverbial greener pasture. They enjoy coiling themselves around columns, pillars, trees or similar vertical objects to gain a better vantage point.

ECOLOGY: Jaculi reproduce just like other snakes and their nests will be located inside a tree or at the base of the pillar they are coiled around. Females guard the eggs until they hatch. Jaculi make great pets until they reach adulthood and are able to coil around a pole, pillar or column. At that point, Jaculi can climb higher than their owner

Jaculi

AKA: Pillar Snake
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Subterranean, Forests
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 11-20
SIZE: L (8' to 12')
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 1

and begin to develop a sense of dominance. A Jaculi that sits higher than its owner will not obey commands.

YIELD:

Medicinal: Jaculi and their eggs are edible.

Spell Components: Nil

Hide/Trophy Items: Jaculi hide is useful for making small leather items and boots.

Treasure: Nil

Other: Because of their temperament, Jaculi are popular gifts for druids that people do not like. Jaculi eggs are worth 1 cp and an entire hide is worth 1 gp.

Jaded Manacle

DESCRIPTION: Crafted by ancient mystics known to those outside their organization only as the "wu-jen", Jaded Manacles are shackles made from the finest jade which are then animated to capture victims.

COMBAT/TACTICS: These magical constructs are usually set into walls at temples, tombs and other important places. A successful strike means that the Manacle has attached itself to a victim's limb. The magic is such that the Manacle can hold fast anyone as small as a pixie or as large as a Hill Giant. Jaded Manacles will always ignore animals and creatures on more than two legs.

Victims caught will be held fast. Depending on the position of the first Manacle that hits, other Manacles may also grab the victim. Jaded Manacles will never strike at a limb that is already caught. Victims get -1 to-hit per Manacle attached to their person.

Jaded Manacles cannot be damaged by non-magical weapons or through a bend bars/lift gates attempt. They will not release a victim until the victim is dead and rots to a skeleton or a command word is spoken to release the Manacles.

A note for GMs: Just because the Manacles are nearly unbreakable does not mean the area to which they are anchored is so well-protected. Some Jaded Manacles have been in the same tomb for thousands of years, but will still be triggered when a victim approaches. The walls to which they are anchored may crumble with enough effort.

Jaded Manacles have no measurable intelligence; however, the creator of the Manacles or one who knows their command word can gain information from victims trapped by the constructs. The interrogator gains a 20% (cumulative) chance per limb trapped by the Manacles of obtaining truthful information from a victim.

Jaded Manacle

AKA: Chain Golem, Cuff Fiend
HACKFACTOR: 8
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Groups
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-12
SIZE: S (4' long)
MOVEMENT: n/a
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 4



CONSTRUCTION: Jaded Manacles must be crafted by a master sculptor with no less than 1000 gp worth of the finest quality jade. Animate Object, Entangle and Stone Shape spells are used to make the Manacles come to life and to position them. Only the wu-jen know the secrets of their creation, though wild tales are told of the wu-jen trapping lesser Nefarions within each of the Manacles. No evidence has been found to support these stories. It is rare indeed to find these constructs in areas where the wu-jen were not prevalent.

TYPICAL ORDERS: Jaded Manacles can be ordered to attack everyone except those the item's creator wishes to exempt from attack. However, these commands must be relatively simple and based on easily identifiable criteria (as perceived by the wu-jen). For example, the Jaded Manacles cannot distinguish between specialist magic-users, but could recognize direct male-line descendants of Chung Hu Chek.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The jade in a single Jaded Manacle is worth 300 gp, even if the Manacle is broken.

Treasure: Nil

Other: Nil

Jann

DESCRIPTION: Janni are the weakest of the elemental humanoids known as genies. They are made from all four elements and will almost always be encountered on the Prime Material Plane. They dress in fancy silken robes, tunics and turbans with elaborate embroidery, and generally live the life of wealthy desert nomads.

COMBAT/TACTICS: 60% of all Janni wear chain mail, making them AC 2. They fight with great scimitars that do 2-16 points of damage (to man-sized or smaller creatures) or 4-16 points of damage (to larger creatures). They prefer composite long bows when they use missile weapons. Male Jann have 18/50 to 18/99 Strength, while female Jann have 17/50 to 18/50 Strength.

Janni can use the following powers once per round: Enlarge, Reduce (twice per day), Invisibility (three times per day), Create Food & Water (once per day as a 7th level cleric) and Etherealness (as the armor) once per day for up to an hour. Except where noted above, Janni cast spells as 12th level casters.

Jann

AKA: Lesser Djinn

HACKFACTOR: 14

EP VALUE: 2000 (+ 1000 per Hit Die over 6)

CLIMATE/TERRAIN: Any Land

FREQUENCY: Very Rare

ORGANIZATION: Emirate

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Very to Exceptional (11-16)

ALIGNMENT: Neutral Good

NO. APPEARING: 1-2

SIZE: M (6' to 7' tall)

MOVEMENT: 12", 30" Fly (A)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 2 (5)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 + Strength bonus or by weapon + Strength bonus

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%

HIT DICE: 6+2

Janni take -1 die of damage from attacks based on any element. They can exist on any of the elemental planes for up to 48 hours. After 48 hours, the Jann suffers 1 point of damage per hour. A ring of Janni all firmly holding hands can take up to six individuals with them.

Jann leaders have genius-level Intelligence (17-18), 10% have 19 Strength. Sheiks have 8 Hit Dice and emir have 9 HD. Viziers have 17-20 Intelligence and the powers of Augury, Detect Magic and Divination. All powers are at 12th level and usable three times per day.

HABITAT/SOCIETY: Janni enjoy living in lonely deserts and hidden oases, the more private the better. Janni live as desert nomads and will travel with large herds of domesticated camels, goats and sheep. Jann society is less sexist than that of most genies and females are often treated as equals. Tribes are 11-20 Janni ruled by a sheik and one or two viziers. Exceptionally powerful sheiks are called emirs and can summon several tribes of Janni and human allies in times of crisis.

While traveling, male Jann live in large, colorful tents with their wives and married male children and their families. Married daughters move away to live with their husbands. When families grow too large, one of the sons will build his own tent and move his family. Sometimes Janni live in permanent structures made from the four elements.

ECOLOGY: Janni are suspicious of humans, dislike demi-humans and detest humanoids. They will accept the company of Djinn, but always shun the Dao, Efreet and Marids. Janni will sometimes befriend humans or work with them to acquire powerful magic items or legendary treasure. Most Janni can easily pass for human. They are especially vindictive to those who insult or injure them.

Janni have an ethic in their nomadic culture that any guest entrusted to their care must be treated with honor and respect. Likewise, should the Jann ever visit a human, the genie would expect the same lavish and honorable treatment.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: R, Y

Other: Jann hair can be used to make potions that provide temporary (2d12 hours) protection from the elemental planes.

Jarvin-taur

DESCRIPTION: Jarvin-taurs appear to be a type of antelope centaur with a touch of fairy-kin. They carry bows and wear small swords at their waists that are equal to daggers. Jarvin-taurs are very quick and almost never wear armor. They have amazingly short attention spans.

COMBAT/TACTICS: When encountering a tribe of Jarvin-taurs, add the following leaders:

# Encountered	Leader HD	HackFactor	EP
10	1 leader 1+2	1	65
20	1 leader 2+2	2	120
40	1 leader 3+3	5	215

Jarvin-taurs fight with their small swords in close combat, but prefer to use their bows from a distance. Their weapons are coated with a poi-

son that causes any who touch them to sleep (as the spell) for 1-4 hours if they miss a save vs. poison at -4. Bugbears, Gnolls and Ogres are the mortal enemies of the Jarvin-taurs, and they will attack these creatures on sight.

HABITAT/SOCIETY: Jarvin-taur tribes are led by a druid (60%) or a magic-user (40%) of 2nd to 7th level (he will have up to three assistants of half his level). Tribes are close-knit, nomadic and easily forget why they were in a particular region within 1-4 days. Jarvin-taurs will always attempt to avenge the death of a friend, but they are 40% likely to get distracted while mounting a war party. In their native habitat, they track as 4th level rangers, but in unfamiliar locations they only have basic tracking skills.

ECOLOGY: Jarvin-taurs speak their own language, elven and Common. They can also speak to most four-legged mammals, including horses, deer, zebras, antelopes, etc. Jarvin-taurs never trust PCs that mistreat their mounts. Of course, if the Jarvin-taurs are distracted, a PC can try to change his reaction roll. Due to the Jarvin-taurs' short attention spans, PCs will be hard-pressed to keep them focused on a mission, should they employ them during an adventure.

YIELD:

Medicinal: Jarvin-taur horn is an excellent energy booster.

Spell Components: Nil

Hide/Trophy Items: Jarvin-taur leather is perfectly suited for enchantment.

Treasure: I

Other: Jarvin-taur horn can be used to make a Potion of Vitality.

Jarvin-taur

AKA: Reindeer Men

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Temperate to Subtropical lands

FREQUENCY: Rare

ORGANIZATION: Tribe

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Avg. to Very (8-12)

ALIGNMENT: Lawful Good

NO. APPEARING: 10-60

SIZE: S (3' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Steady (11-12)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 or by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: +4 on saves

MAGIC RESISTANCE: Standard

HIT DICE: 1-1

HABITAT/SOCIETY: Jaundiced Grapplers love treasure, but especially finely made gauntlets. Grapplers are 25% likely to be wearing 1-3 pairs of magical gauntlets, even cursed ones. Grapplers tend to lord over petty "fiefdoms" of their own design. They often bully humanoids into service, forcing them to worship the Grappler as a gawd. The more intelligent the Grappler, the bigger its ego and the more likely it is to parley with adventurers.

Intelligent Jaundiced Grapplers will never keep any promises they make. The less intelligent Grapplers will simply lie and run away, while the more clever ones seek to harm the PCs through their trickery, abandoning them without remorse at an inopportune time.

ECOLOGY: Jaundiced Grapplers are not natural creatures and may have been created by a crazed magic-user or through bizarre Beholder magics. Jaundiced Grapplers are considered "unclean" by all Beholders, who will attack them on sight.

Jaundiced Grappler

AKA: Gauntlet Grabber, Palm Tyrant

HACKFACTOR: 10

EP VALUE: 1400

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to High (5-14)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: H (15' in diameter)

MOVEMENT: 6" Fly (D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 4

NO. OF ATTACKS: 11

DAMAGE/ATTACK: 1-2x10/2-16

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

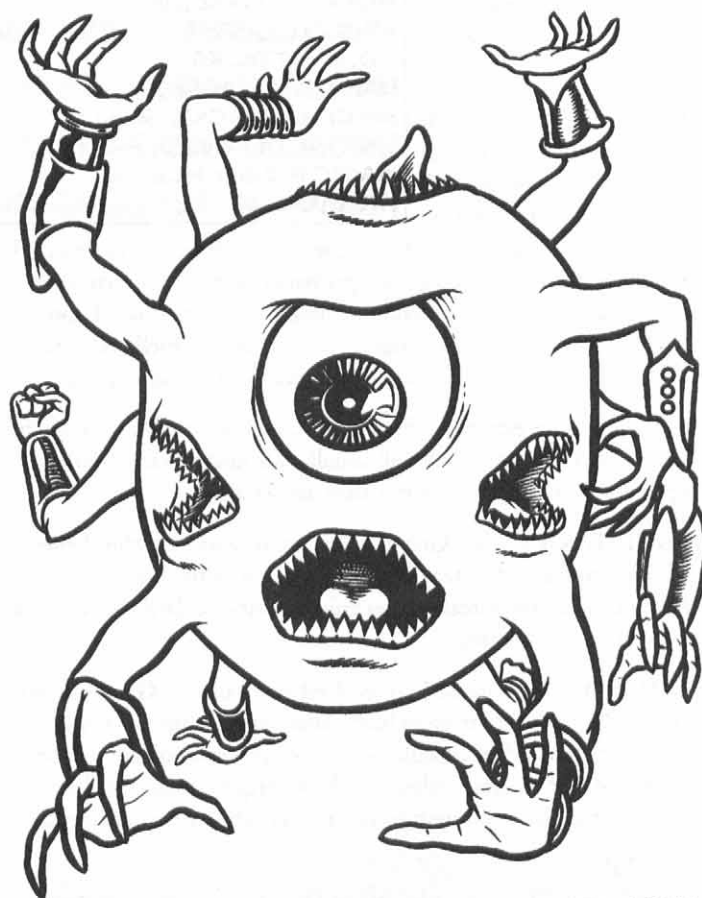
HIT DICE: 10

Jaundiced Grappler

DESCRIPTION: Jaundiced Grapplers appear to be large, bright yellow Beholders with hands and arms instead of eyes and eye stalks. They see by means of a large central eye and have several large mouths full of pointy teeth. Grapplers love to wear gauntlets of all kinds.

COMBAT/TACTICS: Grapplers of lower Intelligence use their hands to grapple an opponent or beat them senseless (see the HackMaster Player's Handbook for punching and wrestling charts). Grapplers of higher Intelligence will use 1-10 melee weapons as big as polearms to chop up foes. Only the most intelligent Grapplers are savvy enough to use wands and other sophisticated magical weaponry.

Jaundiced Grapplers use their teeth to bite prey and suck vital nutrients from their victim's blood. The victim is left weakened, losing 1 point of Strength per round that the Grappler's mouth remains attached.



YIELD:

Medicinal: A Jaundiced Grappler arm or hand can be grafted to any freshly wounded stump, replacing the victim's arm or hand. Thereafter, the victim will permanently suffer a loss of 2 points of Strength, but will otherwise be normal. The attachment must occur with one turn of the death of the Grappler.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: E

Other: Nil

Jelly, Grease

DESCRIPTION:

Grease Jellies are large, greyish-white amoebas that smell like burning pork. They leave a slippery trail wherever they go.

COMBAT/TACTICS:

The Grease Jelly's enzymes can only dissolve meat. Any leather or organic armor struck must save vs. acid or be destroyed. Grease Jellies flow down a slope, cover it with slippery slime (equal to a Grease spell) and wait for prey to slide in it. Grease Jelly residue stays slippery for weeks.

On a modified roll of a 20 or more, some of the Grease Jelly gets into the victim's mouth and starts eating from the inside out. (This effect supercedes rolling on the critical hits table in the GMG.) The damage permanently ruins Comeliness scores unless healed with Regeneration magic (victims lose 1 point of Comeliness per point of damage). If a victim's Comeliness is reduced to zero, the Grease Jelly consumes the victim's head, killing him.

Grease Jellies are extremely flammable, and take double damage from all fire-based attacks. They will usually lair near a water source in the hopes that this will save them if they are set afire.

HABITAT/SOCIETY: Grease Jellies are related to Ochre Jellies, but they have consumed a great deal of fatty meat in their lifetime. Always voraciously hungry, Grease Jellies enjoy waiting in dark rooms for their meals to come to them.

ECOLOGY: The Grease Jelly evolved naturally on Garweeze World and reproduces by splitting in half. After eating a human-sized or larger meal, there is a 5% cumulative chance per meal of the Grease Jelly splitting in half. Grease Jellies only harm organic matter and will leave their victims' other belongings intact where they were consumed.

YIELD:

Medicinal: The residue left behind by a Grease Jelly is perfect for

Jelly, Grease

AKA: Lard Beast

HACKFACTOR: 7

EP VALUE: 650

CLIMATE/TERRAIN: Any subterranean but arctic

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: S (2' diameter)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

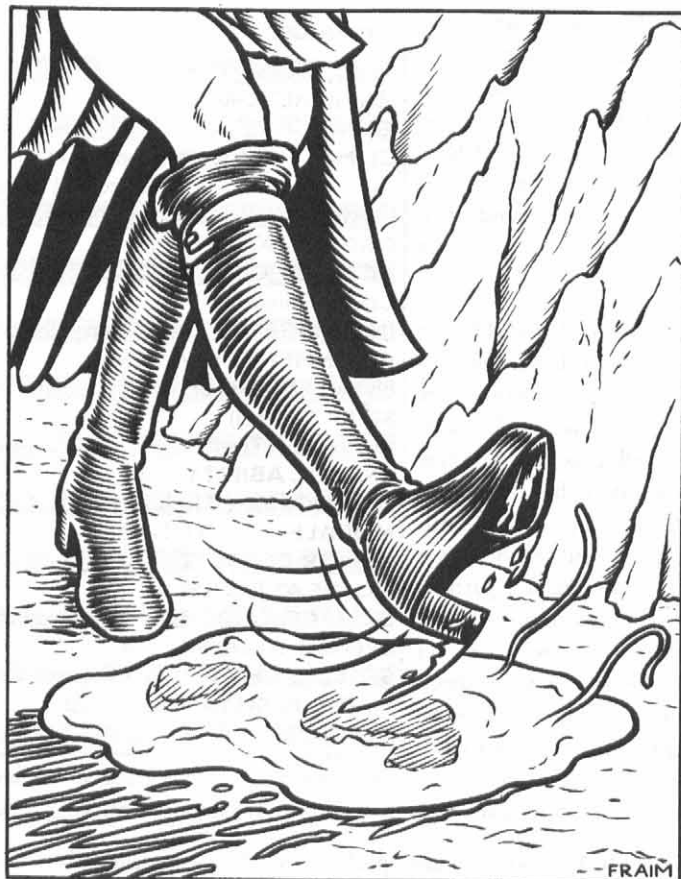
DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 6



lining a pan when frying food. Cooking something in Grease Jelly enzymes increases the fat content by 20%.

Spell Components: A bit of Grease Jelly can be used for a Grease spell with a 50% greater duration. The nucleus of a Grease Jelly can be used for an Infravision spell with a 10% greater duration.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Some gnomes will gladly trade (up to 120 gp worth of goods or services) for the carcass of a Grease Jelly.

Jelly, Mustard

DESCRIPTION: Mustard Jellies are large, yellowish blobs with a hidden central nucleus. They smell strongly sour, like overripe mustard plants. They range in color from a light greyish-yellow to a rich darker yellow with tiny flecks of tan or brown.

COMBAT/TACTICS: Mustard Jellies attack by forming a pseudopod and striking an opponent for 5-20 points of damage. Those in a 10-foot radius around the monster must save vs. poison each round or become lethargic due to its toxic odor (slowed for 2 rounds per missed save, effects are cumulative). Sometimes the creature will divide itself into two halves, each capable of attacking for 2-8 points of damage.

Mustard Jellies are not affected by normal weapons. Electrical attacks and magic missile attacks actually give a Mustard Jelly more hit points (equal to the amount of damage). Cold attacks inflict half damage. Mustard Jellies cannot squeeze into spaces smaller than 5" around. They cannot climb walls or ceilings, but they can (very slowly) climb steps.

HABITAT/SOCIETY: Mustard Jellies do not value treasure. They will stay in an area as long as there is a regular food supply. Mustard

HABITAT/SOCIETY: Ochre Jellies are completely asexual creatures and have no noticeable social structure. They live only to eat and attain enough mass to reproduce by splitting into two or three smaller Jellies.

ECOLOGY: Ochre Jellies are sometimes used as "living janitors" in dungeon complexes. They will eat anything, even the filth and slime commonly found on the floors of dank, unkempt dungeon lairs. Ochre Jellies cannot digest stone, gems, ceramics or glass.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: A live specimen of Ochre Jelly is worth 20 gp per hit point to right buyer. A sample of such a creature can be carried safely in a container made of glass or ceramic.

Jelly, Symbiotic

DESCRIPTION: Symbiotic Jellies are lumpy, two- to three-foot diameter blobs of yellowish goo. They are mostly comprised of brain matter that can communicate via telepathy.

COMBAT/TACTICS: A Symbiotic Jelly will hide on the ceiling where no one can see it. It then attempts to charm the first carnivore that enters the cave (the charm power is equal to a Charm Monster spell). If the charm is successful, the creature then uses its illusion ability to make the carnivore appear weaker than it is (those viewing it save vs. illusion magic at -7) and to create an illusion of a huge treasure hoard, in hopes of luring in combatants.

HABITAT/SOCIETY: A Symbiotic Jelly will set up shop in a cave, holding its charmed captive there for as long as possible. Should the monster it has charmed be slain, it will attempt to charm its slayer and force him to replace the monster.

Psionics may attempt to locate a Symbiotic Jelly that is active within a 100-foot radius of where he is standing, burning 1 PSP and making an Intelligence check for success.

ECOLOGY: The Symbiotic Jelly can somehow feed on a carnivore's bloodlust. It will not use its charm power on a creature it perceives as a non-carnivore (although if it slays its previous host, it will make an exception). If a charmed PC is forced to replace a monster, he will take on the traits of a carnivore, becoming more and more feral the longer he stays under the Jelly's influence. Charmed PCs will not be ordered

to attack their friends (that would break the spell), but they may be ordered to be as annoying as possible to drive their friends away.

YIELD:

Medicinal: Consuming a Symbiotic Jelly forces the imbiber to save vs. poison or lose 1 point of Intelligence. If the save is successful, then he will have the ability to Charm Monster three times per day for a number of days equal to his Intelligence.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Jellyfish

DESCRIPTION: Common Jellyfish: The Common Jellyfish of Garweeze Wurd are translucent blobs that trail a shower of feathery tentacles beneath their bodies. Splotches of red, yellow and white make the Jellyfish somewhat visible in the water. They drift along with the tides and look extremely peaceful.

Giant Jellyfish: Giant Jellyfish resemble much larger versions of their smaller cousins. They drift peacefully along with the ocean tides seeking out enormous amounts of food.

Man O'War Jellyfish: These Jellyfish are almost completely transparent and are difficult to see in the water. It is 90% likely they will go undetected unless touched or illuminated by magical means.

Dire Man O'War Jellyfish: Dire Man O' War Jellyfish are a monstrously huge type of Man O' War Jellyfish. They can grow up to 50 feet long and are sometimes colored a majestic purple, although they remain mostly translucent in deep water.

Flying Swamp Jellyfish: These Jellyfish drift through desolate swamps. They are about ten feet long and float nine feet above the ground, except when they are asleep. Although they are translucent like the Man O' War, due to the stagnant water in which they often dwell, their bodies are often filled with filthy debris. They glow with an eerie light that resembles a Will-O-the-Wisp from a distance.

COMBAT/TACTICS: Jellyfish are essentially brainless and are immune to all mental attacks.

Common Jellyfish: Jellyfish normally attack very small fish or whatever edible debris float within their reach. When a creature blunders into a Jellyfish, it stings for one point of damage. Victims wearing full plate are immune to its attack (although likely to be drowning). Anyone stung by a Jellyfish must save vs. poison or have an allergic reaction.

Victims who miss their saving throw suffer the following affects depending on where the sting hit (roll 1d8):

1-3	Leg	(Limping: lose 1-2" movement for the following 1-3 days.)
4-5	Arm	(Terrible itching: if weapon arm, -1 to-hit for 1-2 days)
6-7	Torso	(Rash and Swelling: -1 to AC for 1 day.)
8	Head	(-1 to 4 points of Comeliness for 2-4 days, 25% vision impairment, -2 to-hit)

Jellyfish	Common	Giant	Man O'War	Dire Man O'War	Flying Swamp
AKA:	Squish Fiend	Sting King	Aquatic Gelatinous Cube	Gelatinous Bastard	Marsh Drifter
HACKFACTOR:	0	3	1/2/3/4	8	3
EP VALUE:	7	270	35/65/120/270	975	420
CLIMATE/TERRAIN:	Oceans	Oceans	Oceans	Any Ocean	Any Swamp
FREQUENCY:	Common	Rare	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-20	1-4	1-10	1	1-4
SIZE:	T to S (1' to 4' long)	H (15' diameter)	S to L (2' to 10' long)	G (30' long)	L (10' long)
MOVEMENT:	1" Swim	3" Swim	1" Swim	6" Swim	6" Fly (D)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Fanatic (20)	Resolved (18)	Fanatic (20)	Fearless (19)
ARMOR CLASS:	9	10	9	9	8
NO. OF ATTACKS:	1	1-4	1	1-8	1-4
DAMAGE/ATTACK:	1	1-6	1-10	See below	See below
SPECIAL ATTACKS:	See below	See below	Paralyzation	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Camouflage	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	1/2	6	1 to 4	8+2	5

Victims stung in the torso more than four times will swell so badly that they will be unable to fit in their armor. For every sting, there is a 1% cumulative chance the victim will have a violent allergic reaction, which will put him into shock for 1-6 hours. The symptoms will occur within 2-12 melee rounds of the sting.

Giant Jellyfish: Giant Jellyfish are more aggressive than the Common variety. While they still cannot attack anything on a ship or on land, their stings do have three times the effect of regular Jellyfish stings. Victims reduced to 0" movement will be unable to run away and may eventually be stung so badly that they will be killed, and the Jellyfish can then consume them.

Man O'War Jellyfish: The Portuguese Man O' War has 10 to 40 feathery appendages. Anyone struck must save vs. paralyzation or become paralyzed for 3-12 turns. It only takes 1 point of damage to sever an appendage, but only body damage will kill the creature.

Dire Man O'War Jellyfish: A Dire Man O' War will attack creatures even as large as Dragon Turtles. Victims struck by its tentacles must save vs. poison at -4 or become paralyzed for 1-6 hours. Victims stung a second time must save vs. poison again or die, as must those held by the Jellyfish. Fortunately, the creature's tentacles are weak: they get -4 to hit any creature that is not in the water and opponents that parry an attack get +2 on their full parry AC bonus.

Should a victim be paralyzed, he will be pulled into the gelatinous mass to be digested at the rate of 1-8 points of damage per round. Dire Man O' Wars are 90% invisible at any distance over 30 feet.

Flying Swamp Jellyfish: Flying Swamp Jellyfish are foul and poisonous invertebrates. Victims struck by a tentacle must save vs. poison or lose 1-3 points of Strength. Victims that drop below 2 Strength will be unable to move if encumbered by more than 25%. Victims that drop to zero Strength are completely paralyzed and may drown if they are face down in a puddle. Creatures that stop moving will be set upon by the Jellyfish and digested at the rate of 1-2 hit points per round.

The Flying Swamp Jellyfish is not strong enough to lift prey larger than a halfling off the ground.

HABITAT/SOCIETY: Jellyfish are non-intelligent, have no family structure and will attack anyone that looks tasty. (99% of people look tasty to a Jellyfish, the other 1% will be attacked out of spite.) Jellyfish



A Giant Jellyfish successfully reels in a meal.

of all types are non-intelligent. Jellyfish float in the warm waters of the ocean waiting for food to blunder into them. They are a common sea creature and are eaten by many of Garweeze World's ocean denizens.

Dire Man O'War Jellyfish: Like their smaller cousins, these monsters drift in the open sea in search of prey. They are non-intelligent and will attack anything that blunders into them.

Flying Swamp Jellyfish: These creatures normally rest in stagnant pools of swamp water during the day and hunt during the dark hours of night. However, if a victim passes through their pool, they will instantly awaken and attack.

ECOLOGY: Jellyfish are asexual. Their only goals in life are eating and reproduction. Jellyfish are mostly water and need to remain near or in a water source to breathe. If a Jellyfish is taken out of the water, it is completely helpless. Cold attacks that inflict more than 10 points of damage are 50% likely to instantly kill them. Jellyfish make poor castle guards, unless placed in a moat.

YIELD:

Medicinal: Nil

Spell Components: Jellyfish can be used in Remove Paralysis spells for an additional +2 saving throw modifier.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Jellyfish, if prepared by a master chef, is quite tasty.

If prepared by an amateur, it is a deadly poison.



Jellyling

DESCRIPTION: Jellylings are gigantic jellyfish that have adapted to life on land. They are semi-transparent with translucent red internal organs. These creatures are often encrusted with filth, as their exteriors are slightly sticky. Jellylings sometimes disguise their true nature by rolling in dirt and leaves.

COMBAT/TACTICS:

Jellylings will eat any organic material, but they prefer warm-blooded animals. The creature can either sit still and shoot forth paralyzing tentacles (1-6 in any direction up to 15 feet, victims must save vs. paralyzation or be immobile for 3-9 rounds) or it can attempt to pounce and immediately begin digesting a target. Jellylings can regenerate at the rate of two hit points per round. They cannot regenerate after reaching -10 hit points or less. The Jellyling will start combat with its tentacles and if it does not paralyze a target after three rounds, it will pounce. Victims struck by the pounce take 2-12 points of damage and must save vs. paralyzation.

Jellyling

AKA: Pseudo-Jellyfish

HACKFACTOR: 15

EP VALUE: 975

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (6' around)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 9

NO. OF ATTACKS: 1 or 1-6

DAMAGE/ATTACK: 2-12 or

Paralyzation

SPECIAL ATTACKS: Paralyzation

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: Standard

HIT DICE: 9

HABITAT/SOCIETY: Jellylings are solitary hunters. Due to their immense size, they are poor at hiding themselves, but that usually doesn't stop them from trying. Jellylings are asexual.

ECOLOGY: Sages have theorized that the Jellyling is just the first in a long line of sea creatures that have begun adapting to life on land. Magical influence by evil spell casters is thought to be at least partially responsible. Many druids are angered by the existence of such creatures, believing them to be unnatural abominations.

YIELD:

Medicinal: The meat of a Jellyling (everything but the tentacles) tastes like a sweet, gelatin desert. It is sometimes served with Basilisk fillets in a cream of Myconid sauce.

Spell Components: The tentacles of a Jellyling can be used to cast a Paralyzation spell with a -1 saving throw modifier.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Jungle Terror

DESCRIPTION: The race known as the Jungle Terror was created by the Ape Gawd to punish those who would destroy the jungle. It embodies the gawd's wrath and will most often be encountered near a ruined Ape Gawd temple. Jungle Terrors are an amalgamation of vicious and terrifying beasts, including lions, apes, snakes, giant ants, tigers, raptor lizards, parrots, monkeys, octopi and dingos.

COMBAT/TACTICS: Jungle Terrors are only active at night or underground. Sunlight causes them to wither, inflicting 1-6 points of

damage to them per round. When attacking, they use 1 to 6 of their claws, teeth, pinners, tentacles or similar natural defenses to attack. Victims that are knocked unconscious or killed will be pulled close to the beast's body and eaten. Those victims are forever dead and their faces may emerge as a faint image on the hide of the beast 1-2 days later.

HABITAT/SOCIETY:

Jungle Terrors are always connected to a particular region or temple and they will never leave it. Their lairs are always underground or in dark areas away from sunlight. Any treasure they accumulate will be dragged to the nearest Ape Gawd temple and stacked upon the altar as retribution. As long as the PCs do not disrupt or defile the Ape Gawd's temple in any other manner, they are free to take this type of treasure.

ECOLOGY: Jungle Terrors are all created by the Ape Gawd and do not reproduce. Should anyone kill a Jungle Terror and continue the desecration of a temple or jungle, there is a 10% chance the Jungle

Jungle Terror

AKA: The Ape-Gawd's Revenge
HACKFACTOR: 14
EP VALUE: 1400
CLIMATE/TERRAIN: Tropical
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi to Low (2-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: H (12' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 5
NO. OF ATTACKS: 1-6
DAMAGE/ATTACK: 1-10 each
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
HIT DICE: 9

Terror will be reborn the next night. It will hound the PCs until they or it are permanently destroyed.

The creature will not attack any faithful follower of the Ape Gawd, including any and all apes. When a Jungle Terror is slain, it melts into a mist and fades away.

YIELD:

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

JungleDrac

DESCRIPTION: The rarely seen JungleDrac is a jungle lizard, thought to be the distant kin of true dragons. JungleDracs can fold back their arms and legs and appear very snake-like. They have a warm scaly hide that is a variegated green color, which allows them to blend into their sun-dappled tropical surroundings.

COMBAT/TACTICS: A JungleDrac will camouflage itself on a branch, effectively becoming 85% invisible. When prey wanders by, it strikes, attempting to constrict for 1-8 points of damage. If it misses, the JungleDrac will use its fire breath to defend itself (cone 10 feet long and 5 feet wide at end, 2d6 points of damage, half if a save vs. breath weapon is made).

JungleDracs concentrate on smaller, isolated prey, especially lost gnomes, halflings or dwarves. A JungleDrac will not attack anyone in splint mail or above, as it cannot comfortably digest that much metal.

HABITAT/SOCIETY: From birth, these creatures are on their own. However, if there is more than one in the area, the JungleDrac will share a lair. Like other dragon-kin, they love shiny trinkets, but the Jungle-drac is not clever enough to separate valuables from junk. Items such as suits of armor will not be dragged back to the lair, as they are often too large. JungleDracs will not attack one another except during mating season, sometime around early fall.

ECOLOGY: JungleDracs are born from eggs, usually in the summer. They feast on insects, birds and small mammals, until they are large enough to handle sizeable prey. JungleDracs are sensitive to cold temperatures and cannot survive in climates where the temperature drops below 40° Fahrenheit.

JungleDrac

AKA: Rainforest Wyrms
HACKFACTOR: 9
EP VALUE: 125 per hit dice over 3
CLIMATE/TERRAIN: Subtropical to Tropical
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: M to L (6' to 12' long)
MOVEMENT: 6", 3" climb
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 2-12 or 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 4 to 8





Sages theorize that the JungleDrac is the missing link between dragon-kin and common reptiles. Dragons do not accept the JungleDrac as kin and will ignore them.

YIELD:

Medicinal: JungleDrac meat is edible if soaked in brine for a minimum of 24 hours.

Spell Components: Nil

Hide/Trophy Items: JungleDrac hide is supple and can be tanned to make leather goods. The goods will be suitable for enchantment up to +8.

Treasure: W (4 Hit Dice), Wx2 (5-6 Hit Dice), Wx8 (7-8 Hit Dice) all in the JungleDrac's lair

Other: Nil

Jurassic Creatures: An Introduction

Jurassic Creatures are, to put it simply, idiots, but they are powerful idiots. Primarily motivated by hunger and survival, most of these terrible reptiles know that PCs are delicious and that it all comes down to either them or the PCs.

Not all the Jurassic Creatures listed here can truly be considered dinosaurs, but they all fit rather well within a prehistoric campaign. The list presented here is hardly complete, but the Jurassic Creatures can be separated into the following divisions: Herbivores, Carnivores and Scavengers. These categories are then divided into Land, Aquatic and Flying.

Herbivores are generally skittish, attacking only to defend themselves and stampeding when spooked. Carnivores are savage predators that

will endlessly hunt PCs and anything else they perceive as prey, once their scent is picked up. Scavengers are more opportunistic, attacking only when the odds are obviously in their favor. Scavengers and Carnivores are slightly smarter than the average Herbivores and some possess remarkable hunting strategies that should surprise PCs.

With the exception of Jurassic Creatures that drag incidental treasure with their victims back to their lairs, the yield from these monsters will be remarkably uniform.

YIELD:

Medicinal: Most Jurassic Creatures' eggs and meat are edible, nutritious and delicious.

Spell Components: Spells that can affect normal reptiles can be made from Jurassic Creature remains.

Hide/Trophy Items: Collectors will pay top dollar for these beasts, dead or alive. Rates vary, but are usually Hit Dice times 1000 gp for live specimens and Hit Dice times 10 gp for the bones of dead ones. The hides of Jurassic Creatures can be crafted into hide armor suitable for +1 to +3 enchantment, plus other nature-related powers.

Treasure: Jurassic Creatures do not value treasure, so it will all be incidental.

Other: Eggs from Jurassic Creatures are extremely prized and fetch 100 gp each for an Herbivore's, 200 gp each for a Scavenger's and 500 gp each for a Carnivore's eggs.

Jurassic Creature: Ankylosaurus

DESCRIPTION: This armadillo-like prehistoric lizard weighs between four and five tons. Most of this weight is the heavy armor plating and spines which cover the creature's hide, and water weight.

COMBAT/TACTICS: Like its distant cousin the Stegosaurus, the Ankylosaurus uses its bony, clubbed tail to fight. This tail lacks the spikes of some other Jurassic Creatures, but is quite capable of dealing a fatal blow (3-18 points of damage per hit).

There is no soft underbelly to the Ankylosaurus, even if the PCs could turn the massive beast over. The hard, bony plates covering its entire body afford the Ankylosaurus an AC of 6.

The Ankylosaurus is known to be far meaner than the Stegosaurus and these lumbering wrecking machines will sometimes pursue a PC to the very edge of their territory. They will not give up a fight easily.

HABITAT/SOCIETY: Ankylosaurs keep to themselves most of the time and concentrate on finding and eating as much lush foliage as

Ankylosaurus

AKA: Clubtail Lizard

HACKFACTOR: 3

EP VALUE: 1400

CLIMATE/TERRAIN: Any Land

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 2-5

SIZE: H (15' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-18

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 9



they can. If they are interrupted while feeding, they become annoyed and after clubbing the offender to death, begin their day again with their morning feeding.

ECOLOGY: This creature will travel great distances to find food. The Ankylosaurus lives deep within the uncharted jungles of Garweeze World. Ankylosaurs mate just once each year, lay 3-12 eggs in a hidden location on the ground, and will guard their nests fiercely. Although solitary most of the time, two or three Ankylosaurs may be found sharing the same territory. This arrangement only lasts as long as there is enough choice greenery for each beast to eat.

Jurassic Creature: Archaeopteryx

DESCRIPTION: The Archaeopteryx looks like a small, feathered reptile with a tough beak-like jaw instead of a true bird's beak. It has feathers on its wings and tail, but scales cover the rest of its body. Once commonly found across Garweeze World, Archaeopteryx will only be found in remote regions. It is a small but vicious predator.

COMBAT/TACTICS: When a flock of these creatures have chosen a target, they swarm around it, biting and ripping it with their talons until it is dead. Most Archaeopteryx have never seen a biped and have no fear of them or their weapons.

HABITAT/SOCIETY: These creatures are the ancient ancestors of modern day birds, but are more akin to flying piranhas. They have been known to eat carrion, but prefer fresh meat. They must feed no less than six times per day.

ECOLOGY: This creature was thought to be extinct long ago, but it is rumored that a rogue magic-user who was kicked out of the Circle

of Sequestered Magicks actually brought some of these animals into the modern age. Fortunately, the reptilian Archaeopteryx needs a warm climate to survive. The Archaeopteryx is such a rare sight, most PCs will not recognize it during an encounter.

YIELD:

Medicinal: The Archaeopteryx is edible and tastes like common farmyard chicken.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Feathers from the Archaeopteryx are good for magic Feather Tokens.

Archaeopteryx

AKA: Pollysaurus Rex

HACKFACTOR: 0

EP VALUE: 35

CLIMATE/TERRAIN: Tropical/
Subtropical

FREQUENCY: Very Rare

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 5-20

SIZE: S (1' long)

MOVEMENT: 6", 15" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1

Jurassic Creature: Brontosaurus

DESCRIPTION: The largest of the dinosaurs is a massive reptilian quadruped with green skin. Its long neck is good for reaching leaves high up in trees and is extremely flexible. These creatures will always be found in swampy areas and standing in shallow water.

COMBAT/TACTICS: If disturbed, this creature may step on anyone near its feet for 4-40 damage (5% chance). If attacked, the Brontosaurus moves to deeper water to avoid carnivores. It takes the creature one round to find an opponent to attack, but it can also bite with its massive jaws, inflicting 3-18 points of damage.

HABITAT/SOCIETY: The herd mentality of these beasts makes them aggressive when attacked. Brontosauri always follow the herd, eat leaves and avoid predators.

ECOLOGY: These animals have nests hidden in their territory and will defend the eggs until death.

Brontosaurus

AKA: Thunder Lizard

HACKFACTOR: 42

EP VALUE: 18,000

CLIMATE/TERRAIN: Tropical/
Subtropical

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: G (70'+ long)

MOVEMENT: 6", 1" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Weak (3)

ARMOR CLASS: 5

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 3-18 or 4-40

SPECIAL ATTACKS: Stepping

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 30



Jurassic Creature: Brontosaurus resents any disturbance of its nesting site.

Jurassic Creature: Camptosaurus

DESCRIPTION: Standing upright, these creatures have flat, reptilian mouths and bone-plated heads. They use their two front claws to steady themselves and climb trees, but cannot attack with them.

COMBAT/TACTICS: One of the flightiest of all the Jurassic Creatures, the Camptosaurus simply cannot fight. They are so unsure what action to take when they are attacked that they will not run until one of their number is killed. When that happens, the herd stampedes immediately. Those who are caught in the stampede must save vs. death or be crushed under the Camptosauri as they mindlessly rush to safety.

HABITAT/SOCIETY: The herd mentality of these beasts makes them act as one when they are startled. Camptosauri follow their herd, eat leaves and grasses and avoid predators.

Camptosaurus

AKA: Lemming Lizard
HACKFACTOR: 2
EP VALUE: 7
CLIMATE/TERRAIN: Tropical/ Subtropical
FREQUENCY: Common
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 2-16
SIZE: S, M, L
MOVEMENT: 9", 18" Stampede
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 7
NO. OF ATTACKS: 0
DAMAGE/ATTACK: 0
SPECIAL ATTACKS: Stampede
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1-3

ECOLOGY: These animals hide their nests by burying them in sand and promptly forget where they are located. Camptosauri do not live within a territory, instead moving in a herd as they browse for food.

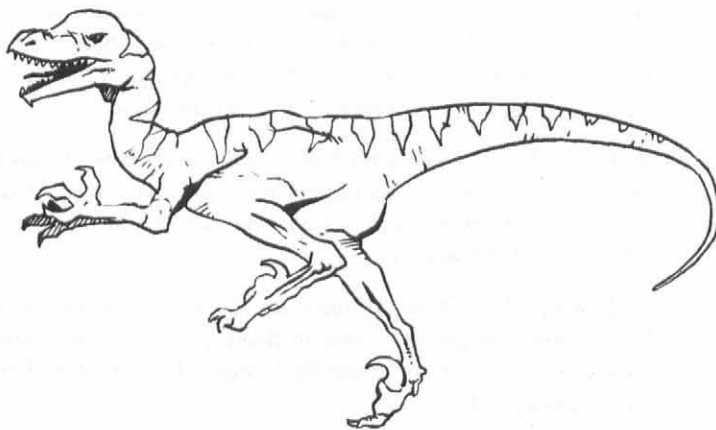
Jurassic Creature: Deinonychus

DESCRIPTION: The swift and agile Jurassic Creature Deinonychus runs on its long, muscular hind legs and resembles a small Tyrannosaur. This beast has an extra toe claw on each of its back feet that rests above the other toes. These claws are known as their gutting talons.

COMBAT/TACTICS: The Deinonychus is another basic carnivore that attacks anything that moves. It will avoid creatures larger than itself by 200 pounds or more, unless they are severely wounded. These reptiles can leap and use their special gutting talons to attack at +2 to-hit on the first round for 2-12 points of damage.

HABITAT/SOCIETY: These carnivores will only eat fresh, screaming meat. The Deinonychus hunt in packs, but will fight among themselves if there are too many of their own kind in the area. Deinonychus will pursue prey until they or it are dead.

ECOLOGY: The nest of the Deinonychus will be guarded by the female until the young hatch, then the young will be taught by the rest of the pack how to hunt. There is only a 15% chance of finding the nest of such a watchful carnivore unguarded. The owner will return within 4-16 rounds if a nest is found in such a manner.



Jurassic Creature: Deinonychus is a swift and deadly hunter.

Deinonychus

AKA: Rake Lizard
HACKFACTOR: 4
EP VALUE: 170
CLIMATE/TERRAIN: Tropical/ Subtropical
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: L (12' long)
MOVEMENT: 21", 1" Jump
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1d4-2/1d4-2/2-8
SPECIAL ATTACKS: Gutting talons
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4+1

Jurassic Creature: Dimetrodon

DESCRIPTION: The Dimetrodon resembles a large iguana or alligator with a huge, sail-shaped fin of brightly colored skin along its spine. Its tooth-lined jaws can crush almost anything from bone to metal.

COMBAT/TACTICS: Dimetrodons use similar hunting strategies as their descendants, alligators and crocs. They grab their prey in their jaws and thrash them about to stun them, before devouring their meal.

A successful to-hit roll of seven greater than the number needed to hit indicates that the creature has grabbed its prey. If the victim makes a successful Dexterity check it indicates that his arms are free. A grabbed character can attempt to break the grip each round (instead of attacking) by making a bend bars/lift gates check. Sometimes Dimetrodons will drag hapless victims back to their lair to feast in peace. The lair will be located near or in the water, with a 20% chance of having a submerged entrance.

Dimetrodon

AKA: Sail-Backed Lizard
HACKFACTOR: 3-5
EP VALUE: 120
CLIMATE/TERRAIN: Tropical/Subtropical
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: L (9' long)
MOVEMENT: 12", 6" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 6-15
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3 to 5

HABITAT/SOCIETY: These carnivores will only eat fresh, screaming meat. Dimetrodon are solitary hunters, and will defend their territory against all invaders. Dimetrodons will not pursue prey beyond 200 yards on land.

ECOLOGY: Their nests will be located in their lairs and will be well-guarded until the young hatch. The young Dimetrodon will be taught how to hunt until they mature (at one year of age) and are forced out of their parent's territory.

There is only a 15% chance of finding the nest unguarded, in which case the Dimetrodon will return to its lair in 4-16 rounds.

Jurassic Creature:	Diplodocus	Elasmosaurus
AKA:	Bonehead Lizard	Water Snake
HACKFACTOR:	31	19
EP VALUE:	16,000	6,000
CLIMATE/TERRAIN:	Any Swamp	Any Ocean
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Family	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-6	1-2
SIZE:	G (80' long)	G (50' long)
MOVEMENT:	6"	3", 15" Swim
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Confident (12)
ARMOR CLASS:	6	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-16 or 3-30	4-24
SPECIAL ATTACKS:	See Below	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	24	15

Jurassic Creature: Diplodocus/Elasmosaurus

DESCRIPTION: **Diplodocus:** This huge and primitive reptile is noted for the large bony plate on top of its head. A member of the sauropod family, the Diplodocus is found near lakes and marshes, eating coastal and water plants.

Elasmosaurus: Propelled through the water by its huge flippers, the Elasmosaurus resembles an enormously long snake with a much thicker body. Its hide is a deep blue-green along its spine, fading to a paler, speckled grey on its underbelly.

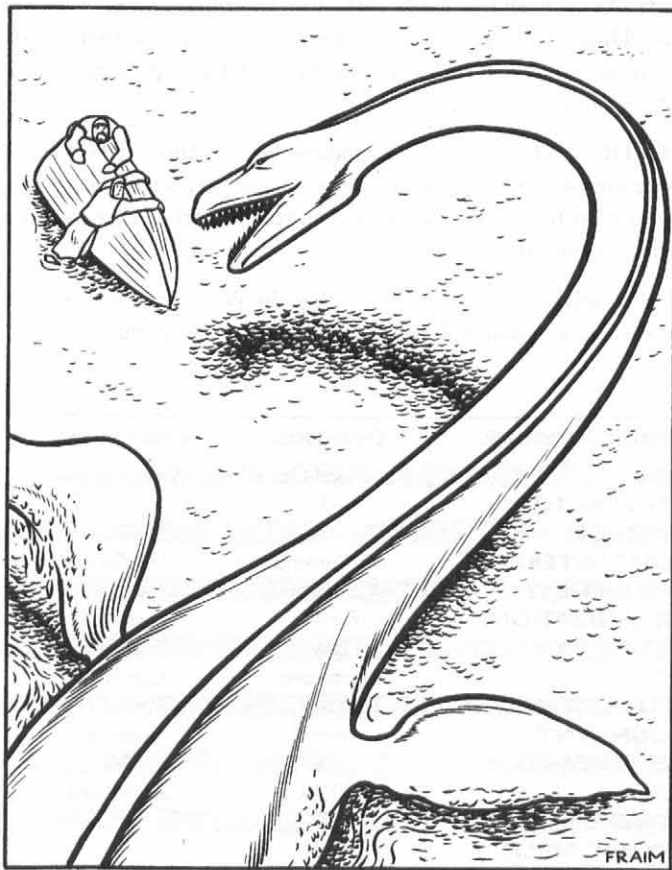
COMBAT/TACTICS: **Diplodocus:** Though this beast seldom takes notice of smaller creatures, it weighs nearly 10 tons and can step on small things for 3-30 points of damage. It can also whip its tail for 2-16 points of damage.

The Diplodocus will usually ignore the first 20 points of damage done to it, simply hoping the damage will stop so it can continue to eat.

Elasmosaurus: These Jurassic monsters are very aggressive and will attack anything within their reach, whether they are provoked or not. They are fast and quick to lunge upon prey. When hunting, the



Jurassic Creature: Dimetrodon shells its dinner with ease.



Jurassic Creature: Elasmosaurus finds a tasty noonday meal.

Elasmosaurus holds its head out of the water as it swims. It dives down upon its prey, taking it underwater with a to-hit roll that exceeds the number required by five. PCs may attempt a Dexterity check each round to attempt to wriggle free of the beast's jaws.

HABITAT/SOCIETY: Diplodocus: These primitive beasts have limited intelligence, affording them little to no society, culture, art or sport. The Diplodocus spend their days eating and avoiding predators.

Elasmosaurus: These swift and aggressive hunters wander the most remote oceans of Garweeze Wurld and bite things. They will even snap at things they particularly like. Aggression is a form of affection between Elasmosaurs.

ECOLOGY: Like all Jurassic Creatures, these beasts lay their eggs in a hidden location and guard them, unless they get hungry. PCs often refer to these monsters as a good way to test the edge of new weapons.

Jurassic Creature: Ichthyosaurus

DESCRIPTION: The Ichthyosaurus is an ancient and primitive fish. It resembles the giant gar found in many rivers in Garweeze Wurld, but is not as evolved. These fish swim in schools of 2-12 individuals and are attracted to the smell of rotting flesh in the waters where they live.

COMBAT/TACTICS: These fish do not attack unless they are provoked or are extremely hungry. They will bite in self-defense, inflicting 3-18 points of damage, but prefer to use their high rate of movement to swim away.

HABITAT/SOCIETY:

The Ichthyosauri are scavenger fish and prefer to strip the meat from the bones of prey that is already dead and rotting. The meat of these beasts is inedible to humans and the strong smell of their bodies lying on a hot riverbank is enough to drive away the hungriest land-born scavenger.

ECOLOGY: Unique among Jurassic Creatures, the Ichthyosaurus lays its eggs as fish do, making a rocky underwater nest-site and leaving its jelly-like eggs to be fertilized by the strongest male. These fish guard their nests fiercely and wait for the young

Ichthyosaurs to hatch. Ichthyosauri will often spawn in the same area for generations. The nests are clustered together with those of other Ichthyosaurs, and the fish keep a watchful eye on all the nests nearby for likely predators.

Ichthyosaurus

AKA: Primitive Perch
HACKFACTOR: 6
EP VALUE: 975
CLIMATE/TERRAIN: Coastal/Water
FREQUENCY: Uncommon
ORGANIZATION: School
ACTIVITY CYCLE: Day
DIET: Scavenger
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 2-12
SIZE: H (20' long)
MOVEMENT: 21" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-18
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 8

Jurassic Creature: Lambeosaurus

DESCRIPTION: This reptile herbivore can be identified by its bone-plated duckbill and crescent-shaped growth on its head. The Lambeosaurus runs on two legs, and can use its scaly forearms to grip branches as it feeds. Its long tail counterbalances its body, and can be used to strike out in self-defense. It is an alert beast with excellent senses.

COMBAT/TACTICS: This creature runs from any perceived threat, but if cornered, it will lash out with its tail. Any PC that can speak with animals will hear the Lambeosaur make elaborate threats that it cannot possibly deliver.

HABITAT/SOCIETY: Many carnivores hunt the Lambeosaur for its tender meat. Like all herd animals, it feels a sense of safety in numbers. Unfortunately, Lambeosaurs have peanut-sized brains and will

Lambeosaurus

AKA: Duck Lizard
HACKFACTOR: 9
EP VALUE: 2000
CLIMATE/TERRAIN: Any Land
FREQUENCY: Common
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 2-16
SIZE: H (20' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 12



Jurassic Creature: Lambeosaurus grips with its clawed forearms.

occasionally gather in groups of only two or even one.

ECOLOGY: These creatures go where the food is and that means the denser jungles where there is plenty of foliage. Lambeosaurs hide their nests in bushes and smaller trees and check on them periodically.

Jurassic Creature: Mamenchisaurus

DESCRIPTION: This creature resembles the Brontosaurus, with a more slender neck. It prefers to dwell deep within swamps.

COMBAT/TACTICS: These non-aggressive herbivores keep their bodies submerged as self-defense. If frightened, the herd of Mamenchisauri may stampede out of the water and those in their way take 3-24 points of damage unless a save vs. petrification is made at +4. Otherwise, the Mamenchisauri bite for 2-16 points of damage.

HABITAT/SOCIETY: The Mamenchisauri have a herd mentality and like to eat leaves.

Mamenchisaurus

AKA: Swampasaurus
HACKFACTOR: 22
EP VALUE: 5000
CLIMATE/TERRAIN: Swamp
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: G (80' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Weak (3)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: Stampede
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 18

ECOLOGY: They lay their eggs, guard the hidden nest while eating leaves and wait for the eggs to hatch.

Jurassic Creature: Nothosaurus

DESCRIPTION: This aggressive marine beast has four flippers, a long, crocodile-shaped head and many sharp teeth. It may be encountered on land only while eating its prey.

COMBAT/TACTICS: This aggressive meat eater may ambush prey by floating in on a big wave. In addition to its massive bite, the Nothosaurus can crush with its flippers twice for 3-12 points of damage each and will attack boats, rafts and even ships.

HABITAT/SOCIETY: The Nothosaurus will attack almost anything that moves, above or below the surface of the water, in its territory.

ECOLOGY: The Nothosaurus lay 4-12 eggs each year and bury them on a sandy beach. They do not guard the nest.

Nothosaurus

AKA: Gatorsaurus
HACKFACTOR: 21
EP VALUE: 4000
CLIMATE/TERRAIN: Tropical Sea
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (60' long)
MOVEMENT: 3", 18" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 5-30/3-12x2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 14

Jurassic Creature: Plesiosaurus

DESCRIPTION: The Plesiosaurus appears as a gigantic snake with a turtle's body, although it lacks the turtle's shell. This creature is encountered in the deepest lochs and inland seas.

COMBAT/TACTICS: Rather than using its nasty bite, this beast can use both of its front flippers to attack for 2-12 points of damage each. It will attack anything that moves in the water.

HABITAT/SOCIETY: Plesiosaurus will attack anything that moves, in the hopes that it will be food.

ECOLOGY: These prehistoric creatures lay 3-36 eggs

Plesiosaurus

AKA: Nessie-saurus
HACKFACTOR: 28
EP VALUE: 9000
CLIMATE/TERRAIN: Tropical Sea
FREQUENCY: Common
ORGANIZATION: School
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-3
SIZE: G (50' long)
MOVEMENT: 15" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 5-20 or 2-12x2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 20

each year on a beach. They bury the eggs in sand and abandon them to hatch and find their way to the water.

Jurassic Creature: Pteranodon

DESCRIPTION: This flying reptile has a long, narrow head and beak about four feet long. Its bat-like wings are enormous and strong, but very thin-skinned. An adult Pteranodon weighs about 350 pounds.

COMBAT/TACTICS: Pteranodons spear larger prey with their pointed beaks, often diving into the ocean for Ichthyosaurs. (On a natural 20, large-sized prey is skewered, taking damage each round unless they are somehow freed.) When facing smaller prey, the Pteranodon will snatch at it with its teeth, inflicting 2-8 points of damage each round.

Pteranodon

AKA: Flying Lizard, Sky Beak

HACKFACTOR: 3

EP VALUE: 175

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 3-18

SIZE: L (30' wingspan)

MOVEMENT: 3", 15" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Skewer

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+3

Pteranodons are attracted to quick movements, and will attack anything that appears weak and vulnerable. They attack twice per round if they are not flying, but only once per round while they are airborne.

HABITAT/SOCIETY: Pteranodons, being prehistoric birds, act much like birds of the modern age. There is a 10% chance that a Pteranodon has something shiny in its nest.

ECOLOGY: These reptiles can carry up to four times their own weight in flight. Pteranodons nest in high, rocky crags, which are covered with their own waste.

Jurassic Creature:	Stegosaurus	Triceratops
AKA:	Morningstar Monster	Rhino Dino
HACKFACTOR:	19	22
EP VALUE:	7000	7000
CLIMATE/TERRAIN:	--- Subtropical/Tropical ---	
FREQUENCY:	Common	Common
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-8	2-8
SIZE:	H (25' long)	H (24' long)
MOVEMENT:	6"	9"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Half-hearted (9)
ARMOR CLASS:	2/5	2/6
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	5-20	1-8/1-12/1-12
SPECIAL ATTACKS:	Nil	Charge/Stampede
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	18	16

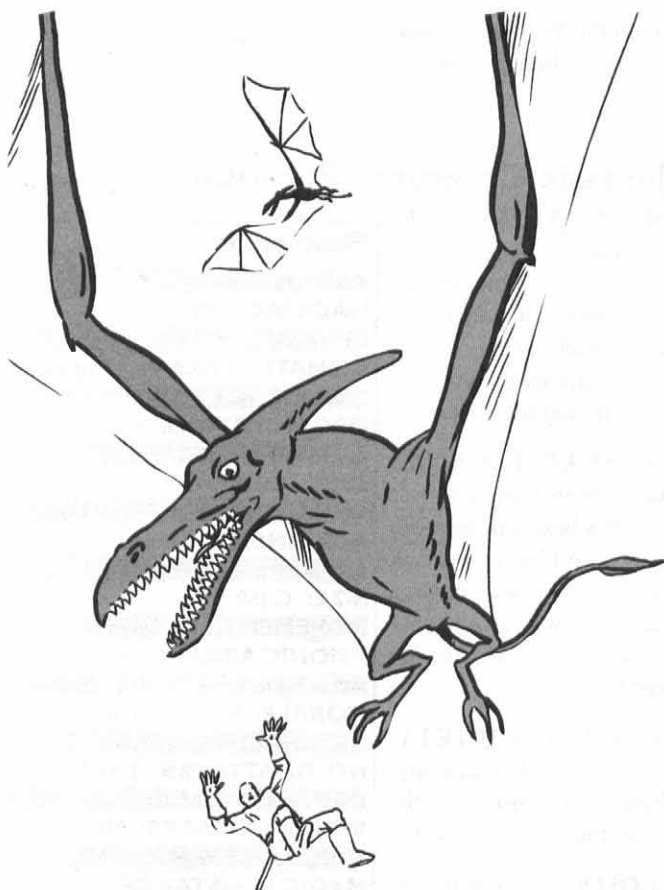
Jurassic Creature: Stegosaurus/Triceratops

DESCRIPTION: Stegosaurus: A Stegosaurus is a huge reptile with a small head, easily recognizable by the double row of large plates and bony protrusions along its spine. Stegosauri have a long, flexible tail with a bony spiked tip that resembles a morning star made of horn. Much like the Ankylosaurus, its entire body is heavily protected by a thick hide that serves as armor plating.

Triceratops: This herbivorous reptile can be identified by the large bony plate that frames its large head and the three pointed horns that protrude from its face and brow. The Triceratops closely resembles the common rhinoceros through the body, but has a much wider head.

COMBAT/TACTICS: Stegosaurus: On 90% of all hits, the Stegosaurus is AC 2. This creature's instinctual response to all threats is to tuck its head in, present its double row of bony protrusions and swing at its opponent with its spiked tail (5-20 points of damage).

Triceratops: By far the most aggressive herbivore among all Jurassic Creatures, the Triceratops can charge opponents for double the normal amount of damage with its horns, impaling victims. Anyone fighting from the front strikes the armored creature at AC 2. However, from the sides and back the Triceratops is AC 6.



Jurassic Creature: Pteranodon softens up its meal on the rocks below.

*Jurassic Creature: Stegosaurus**Jurassic Creature: Triceratops*

Triceratops herds are always led by the largest and most aggressive males. A herd that misses a morale check will stampede, doing 5-50 points of damage to any creatures in their direct path (Dexterity check to get out of their way).

HABITAT/SOCIETY: The herd mentality of these beasts makes them aggressive when they are disturbed. A Triceratops, however, will attack anything that enters the herd's territory. This is doubly true for the dominant male of the herd in question. These creatures follow their herds, eat grasses and leaves and avoid large predators.

ECOLOGY: These animals have nests hidden within their territory and will defend the eggs until death if necessary.

Jurassic Creature: Triloblight

DESCRIPTION: These foul creatures have segmented, spike-covered bodies and a tough armored shell. The Triloblights were once commonly encountered during the Jurassic age on Garweeze World. Now they will only be found on extremely remote beaches.

COMBAT/TACTICS: Hiding in shallow water, the Triloblight prefers to stun its victim and drag it into the ocean to feed. These voracious beasts will sting anything that gets within range of the tentacles surrounding their maws.

The Triloblight attacks with two tentacles each round for 1-3 points of damage each. If a tentacle hits, the Triloblight immediately bites the victim, inflicting 2-12 points of damage. Victims who are stung by the beast's tentacles must save vs. paralysis with a bonus of +2 or suffer paralysis in all voluntary muscle groups. (See the HackMaster GMG for drowning rules.)

Triloblight

AKA: --

HACKFACTOR: 19

EP VALUE: 375

CLIMATE/TERRAIN: Tropical/
Subtropical Oceans

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-10

SIZE: L (12' long)

MOVEMENT: 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 3

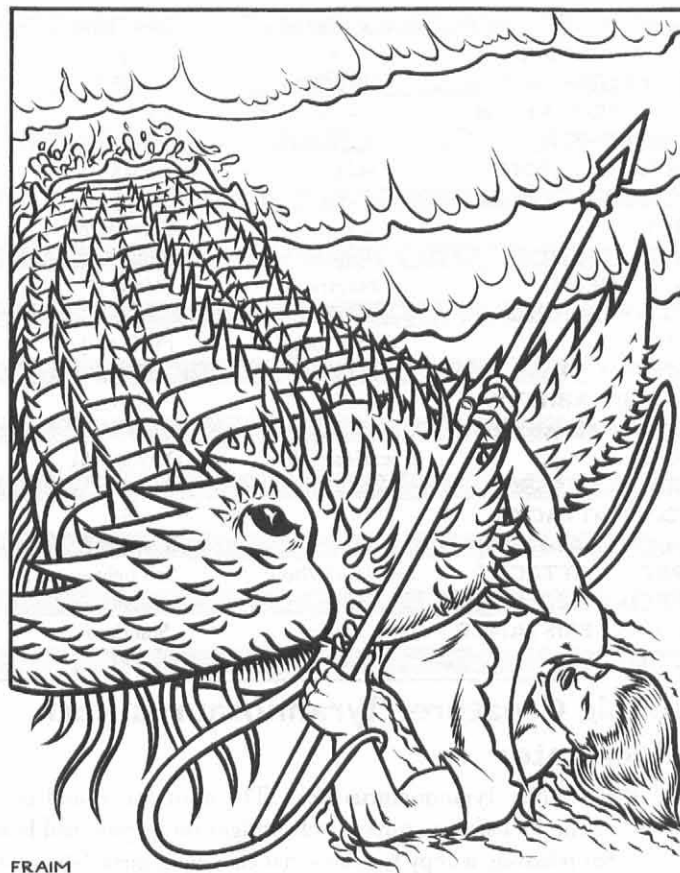
DAMAGE/ATTACK: 1-3/1-3/2-12

SPECIAL ATTACKS: Paralysis

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 7



FRAIM

Jurassic Creature: Triloblight stuns its prey before consuming it.

HABITAT/SOCIETY: These arthropods will feed on any moving ocean creature. If prey is scarce, the Triloblights will lurk near beaches, waiting for prey to approach the water's edge. Triloblights also use their paralyzing tentacles to numb the skin of whales, dolphins and other large sea creatures before they bite into their prey. Four to six Triloblights latched onto a whale can clean the resulting carcass in just one day. A Trilobligh uses its razor-like maw to devour the calcium-rich bones of sea creatures to strengthen its own chitinous shell.

ECOLOGY: Ruining many a good walk on the beach, these creatures were thought to be extinct long ago. It is rumored that experiments by a rogue magic-user who was removed from the Circle of Sequestered Magicks brought these animals into the modern age. Fortunately, this species needs a warm climate and cannot survive in temperatures below 60° Fahrenheit.

YIELD:

Medicinal: Triloblights are inedible. Each one-foot segment of their paralytic tentacles is worth 150 gp to assassin and thief guilds for use in the process of interrogation.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Due to the rarity of these creatures, they make excellent material for magic items. If its shell is cleaned and turned over, it makes an excellent armored canoe; however, these canoes have a distinct odor after 2-4 days in the sun. Each intact, spiked shell is worth 800 gp.

Jurassic Creature:	Tyrannosaurus Rex	Velociraptor
AKA:	Tooth Tyrant	Claw Fiend
HACKFACTOR:	24	8
EP VALUE:	10,000	975
CLIMATE/TERRAIN:	--- Subtropical/Tropical ---	
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Packs
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	2-8
SIZE:	G (50' long)	M (6' tall)
MOVEMENT:	15"	21", 30" Sprints
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Daring (15)
ARMOR CLASS:	5	4
NO. OF ATTACKS:	3	5
DAMAGE/ATTACK:	1-6/1-6/5-40	1-4x4/1-6
SPECIAL ATTACKS:	Swallow Whole	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	18	6+1

Jurassic Creature: Tyrannosaurus Rex/
Velociraptor

DESCRIPTION: **Tyrannosaurus Rex:** The most feared and infamous of all the Jurassic Creatures stands upright on its powerful hind legs, but has relatively wimpy forearms that claw for a mere 1-6 points of damage each. The Tyrannosaurus Rex's massive head sports enor-

mous jaws full of teeth that can bite into prey with lethal efficiency.

Velociraptors: Named for their incredible speed, these human-sized predators can run almost upright on their hind legs or down on all fours. Velociraptors have razor sharp claws and long, cruel heads full of sharp teeth and hungry thoughts.

COMBAT/TACTICS: **Tyrannosaurus Rex:** So hungry and so terrible is this beast that the Tyrannosaur will attack anything that moves and eat it, even if eating it could be deadly. No matter what the odds or its current condition, a Rex will attack without mercy.

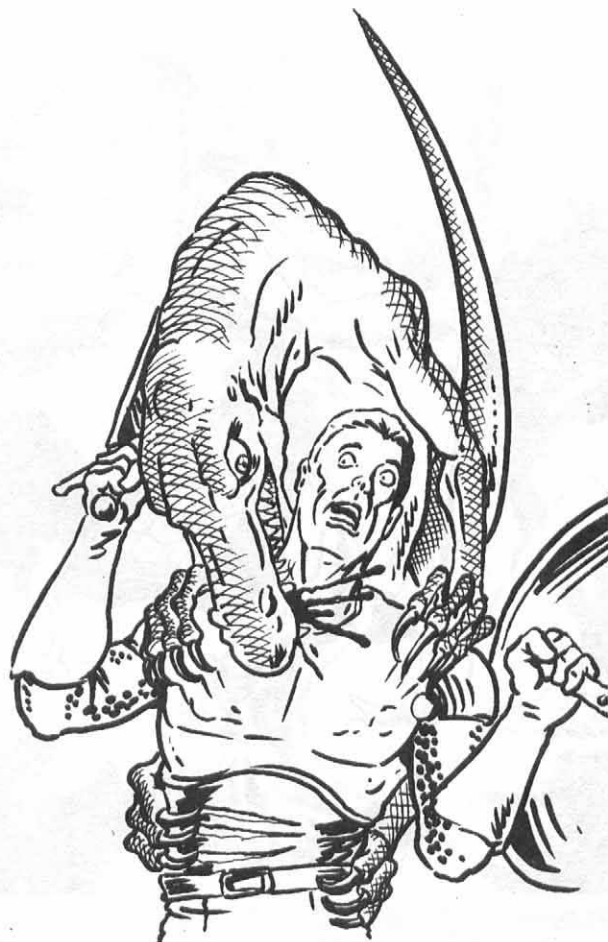
On a to-hit roll of 18 or above, the Tyrannosaur swallows its opponent whole (if the victim is large-size or smaller). Once inside the belly of the beast, a victim takes 1d8 points of damage per round from acid and can suffocate (see the HackMaster GMG for suffocation rules).

Velociraptors: The most cunning hunter of all the Jurassic Creatures, the Velociraptors hunt in efficient packs. They develop strategies, such as letting one member of the pack distract prey, while the others sneak around for a side attack. Velociraptors leap upon their prey, attacking with all four claws and biting. They are capable of learning and refine their hunting techniques when tracking a group of PCs.

HABITAT/SOCIETY: These carnivores will only eat fresh, screaming meat. Most are solitary, while the Velociraptors prefer the company of its fellows. Tyrannosaurs will pursue prey until they or it are dead. Velociraptors may be rebuffed for a time, until the sly creatures regroup and figure out a new and more successful plan.



Jurassic Creature: Tyrannosaurus Rex is a remarkably successful hunter.



Jurassic Creature: Velociraptor is named for its sprinting speed.

ECOLOGY: The nests of both Tyrannosaurs and Velociraptors will be closely guarded until the young hatch, then the young will be taught how to hunt. There is only a 15% chance of finding the nest of one of these ruthless carnivores unguarded, in which case the animal will return in 4-16 rounds.

Jurynday	Saltwater	Freshwater
AKA:	Sea Bulettes	Boat Busters
HACKFACTOR:	26	16
EP VALUE:	7000	4000
CLIMATE/TERRAIN:	Oceans	Deep Rivers, Lakes
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	1-2
SIZE:	L (9 1/2' tall, 12' long)	L (9 1/2' tall, 12' long)
MOVEMENT:	2", 18" Swim	3", 15" Swims
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)
ARMOR CLASS:	2	2
NO. OF ATTACKS:	1 or 1 or 2	1 or 1 or 2
DAMAGE/ATTACK:	4-32 or 2-16 or 2-12/2-12	3-24 or 2-12 or 2-8/2-8
SPECIAL ATTACKS:	Ramming	Ramming
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	14	9

Jurynday

DESCRIPTION: The Jurynday is a creature so fierce, so hungry and so bloodthirsty that it is the only creature in the animal kingdom feared by sharks. The hides of these Bulettes range from steel blue to grey to some shades of green in the spotted varieties. Primitive water creatures are known to have attempted risky evolutionary steps rather than face another day in the water with these monstrosities.

COMBAT/TACTICS: Any movement in their watery homes enrages these beasts and they like nothing more than to ram a ship and feast upon its crew as it sinks. Ships can be rammed for 4-32 (Saltwater) or 3-24 (Freshwater) points of damage (1-3 or 1-2 structural). The creatures' bite does 2-16 or 2-12 points of damage (1 point structural) every round. All Jurynday have huge bony heads that can puncture holes in small ships for 2-12 or 2-8 points of damage (1 point structural). Jurynday have been known to ram into ships, hoping to sink them so they can retrieve victims at their leisure.

HABITAT/SOCIETY: Born to feed, these creatures only enjoy eating and hearing the screams of their prey. Should circling shark fins suddenly disappear from the surface of the water, chances are a Jurynday is near. The Freshwater Jurynday has been known to attack dams, bridges and piers. If desperate for food, a Jurynday will come on land, but never goes more than 1/3 of a mile inland.

ECOLOGY: Whatever fiendish gawd dreamed up the Jurynday is not revealing his secrets. Sages theorize that the Saltwater Jurynday spawn in the deepest regions of the sea, while Freshwater Jurynday spawn in the deepest lakes and rivers.



YIELD:

Medicinal: Jurynday meat is edible.

Spell Components: The tusks can be used to fashion magic weapons and items, such as Rings of Swimming, Rings of Water Breathing and enchanted harpoons.

Hide/Trophy Items: The underbelly hide can be used for magic leather items such as armor, gauntlets, boots and book covers. Their tusks are worth 200 gp each.

Treasure: Nil

Other: 1-4 teeth can be fashioned into daggers suitable for enchantment. The liver can be used to create Sweet Water.

Kangarai Warrior

DESCRIPTION: The Kangarai Warriors are kangaroo-like humanoids with slightly more developed upper torsos. Their colors range from the white on their underbellies to the beige fur covering the majority of their bodies. The Kangarai use their pouches to carry their weapons and other personal belongings.

COMBAT/TACTICS:

The Kangarai are unpredictable, but they are not nearly as malicious as most other types of animal-men. The Kangarai fight with spears in melee and 40% will have slings and sling stones in their pouches as well. Females are smaller than the males and have only 2+1 Hit Dice.

Within their tribal village, there will be three times as many females as males and three times as many non-combatant young as the total number in a Kangarai tribe. Every tribe will have at least one shaman equal to a cleric of 2nd to 6th level. Kangarai clerics can cast spells relating to animals, plants, healing, weather and combat, as well as Bless.

All Kangarai Warriors can attempt a special hop attack, which allows them to leap over an opponent and strike from above at +2 to-hit and +4 damage with one weapon.

HABITAT/SOCIETY: The Kangarai are nomadic and travel the dusty plains of Garweeze Wurd, sometimes in the presence of a herd of normal or Marauding Kangaroos (60% and 40% chance, respectively). They are excellent scouts and are willing to trade information to friendly PCs for shiny trinkets and baubles.

ECOLOGY: Like their kangaroo cousins, the Kangarai are marsupials, meaning they have a furry pouch where their young are safely held until they are capable of survival away from their parents.

Kangarai Warrior

AKA: RooMen

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Savannah

FREQUENCY: Rare

ORGANIZATION: Mobs

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low to High (5-12)

ALIGNMENT: Chaotic Neutral (Good)

NO. APPEARING: 4-24

SIZE: M (5' tall)

MOVEMENT: 18", 24" Sprints

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 4 or 3

DAMAGE/ATTACK: 1-3x4 or
by weapon/1-3/1-3

SPECIAL ATTACKS: Hop Attack

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+1

**YIELD:**

Medicinal: Kangarai meat is edible and is often a mainstay of other local humanoid natives.

Spell Components: Kangarai fur can be used in place of grasshopper legs for Jump spells of 50% greater distance.

Hide/Trophy Items: Kangarai pelts can be made into clothing and are worth 2 gp each. It is suitable for enchantment if made from a specimen with maximum hit points.

Treasure: Q (R in lair)

Other: Kangarai Warriors can be sold as slaves for 200-500 gp.

Kangaroo

DESCRIPTION: Kangaroos look like erect, highly-evolved rabbits with pouches on their bellies. Their fur color ranges from white on their underbellies to beige on the rest of their bodies.

COMBAT/TACTICS: **Common Kangaroo:** Common Kangaroos can sprint at 36" for up to three rounds, then must slow to normal speed (18") for at least six rounds. All Kangaroos can jump 16 feet forward, five feet up or ten feet backwards.

Kangaroos can attack with both their paws and their hind feet by leaning back on their tails for balance. In addition to the damage, Kangaroo paw attacks are equal to a bare-fisted punch (See the Hackmaster Player's Handbook for punching and wrestling charts). The Common Kangaroo is not very aggressive unless attacked.

Marauding Kangaroo: These Kangaroos are exactly like the Common variety, except that they have a strong chaotic streak. They are extremely unpredictable. Marauding Kangaroos tend to be more

Kangaroo	Common	Marauding
AKA:	Pouched Hopper	Hopping Poacher
HACKFACTOR:	1	2
EP VALUE:	65	65
CLIMATE/TERRAIN:	Savannah	Savannah
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Mobs	Mobs
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Semi (2-4)
ALIGNMENT:	Neutral	Chaotic Neutral
NO. APPEARING:	1-12	1-6
SIZE:	M (4' tall)	M (4' tall)
MOVEMENT:	18", 36" Sprints	18", 36" Sprints
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Confident (12)
ARMOR CLASS:	6	6
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	1d4-2 (x2)/1d6-3 (x2)	1-2 (x2)/1-3 (x2)
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1	2+4

aggressive and especially enjoy breaking inanimate objects. Mobs of Marauding Kangaroos will enter villages, attacking houses and people at random until the scene is absolute chaos. Eventually they lose interest and continue on their way.

HABITAT/SOCIETY: **Common Kangaroo:** Kangaroos live in herds called mobs and are led by a dominant male called a boomer. Females are smaller and have one less Hit Die than males. There will always be three times as many females as males and three times as many non-

combatant young as females. Kangaroos live in areas where grazing opportunities are plentiful.

Marauding Kangaroo: These Kangaroos are bothersome. Existing in slightly fewer numbers than Common Kangaroos, they roam the plains looking for trouble. When they encounter a group of PCs, they are likely to begin shoving them and hopping around to annoy them as much as possible. PCs that become stunned or incapacitated may be robbed (35% chance). However, since Kangaroos do not know the value of man-made things, they are likely to just grab the first thing they can get their paws on (80% chance that this is a weapon) and sprint away at top speed.

ECOLOGY: Kangaroos are marsupials. Their young are called joeys.

YIELD:

Medicinal: Kangaroo meat is edible and is usually a mainstay of humanoid natives.

Spell Components: Kangaroo fur can be used for Jump spells of 50% greater distance.

Hide/Trophy Items: Both types of Kangaroo's pelts can be made into clothing and are worth 2 gp each. The clothing is perfectly suitable for enchantment if made from a specimen with maximum hit points.

Treasure:

Common Kangaroo: Nil

Marauding Kangaroo: 10% chance of one random item, usually a weapon.

Other: Live Kangaroos can be sold on the open market for 500 gp each, but they make unpredictable pets.

Kangaroo Flea, Giant

DESCRIPTION: Giant Kangaroo Fleas look just like their very tiny insect cousins. They can hop huge distances, but are rarely found on or near living kangaroos.

COMBAT/TACTICS: Kangaroo Fleas like to ambush prey from tall grasses. They are completely blind, but they can sense warm-blooded mammals within a 30-foot radius. If the Flea hits, it begins draining blood at the rate of 1-4 hit points per round. Once it has drained double its own hit points, the Kangaroo Flea drops off to digest.

HABITAT/SOCIETY:

Giant Kangaroo Fleas are non-intelligent. They are easily fooled by heat-sources or thermal illusions. Swarms of these insects have drained entire armies dry and then leave their corpses rotting in the grass.



Kangaroo Flea, Giant

AKA:	Bouncing Blood-sucker
HACKFACTOR:	1
EP VALUE:	35
CLIMATE/TERRAIN:	Temperate Land
FREQUENCY:	Uncommon
ORGANIZATION:	Swarms
ACTIVITY CYCLE:	Any
DIET:	Blood
INTELLIGENCE:	Non- (0)
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
SIZE:	M (5 to 6' long)
MOVEMENT:	6", 12" Hop
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Average (11)
ARMOR CLASS:	4
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Blood Drain
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
HIT DICE:	1



ECOLOGY: Kangaroo Fleas have a regular routine: drink fresh blood, hop and drink more fresh blood. Other than those three activities, they do little else. Contrary to the popular dwarven rumor, Kangaroo Fleas will indeed drink blood from drunk dwarves.

YIELD:

Medicinal: The Giant Kangaroo Flea is not edible.

Spell Components: A single leg from a giant Kangaroo Flea can be used for a double-length (or double-height) Jump spell and any part can be used in a Giant Insect spell as if the caster were two levels higher.

Hide/Trophy Items: If the interior of a giant Kangaroo Flea is hollowed out, its chitinous shell can serve as a makeshift boat or emergency shelter.

Treasure: Nil

Other: Nil

Karkadann

DESCRIPTION: The fierce Karkadann is a distant hairless cousin to the Unicorn, with a similar horn protruding from the center of its forehead. It has an aggressive disposition.

COMBAT/TACTICS: Karkadanns can sense enemies up to 240 yards away. They cannot be charmed or held in any way. If cornered or angered, Karkadanns use their Teleport ability to appear behind an opponent and gore him. On a roll of a 20 (or 4 above what it needs to hit), the victim is lifted into the air and thrown 5-30 feet (and must make a Constitution check or be stunned for one round). If severely threatened, the Karkadann will Teleport itself and an impaled victim to the top of a cliff, then drop the wounded creature off the edge.

HABITAT/SOCIETY: Karkadanns and Unicorns mix freely, but do not travel together. While Unicorns are likely to disappear before a foe even sees them, Karkadanns will at least attempt to damage a foe before disappearing. Good-aligned PCs may approach a willing Karkadann, but using one as a steed is exceedingly rare.

ECOLOGY: Sages agree that Karkadanns are an evolutionary offshoot of Unicorns. The rumor that a Karkadann can only be ridden

by a naked female with an above-average Comeliness score is untrue, but extremely popular. "Hey, I've got a Karkadann in my stable," is a popular pick-up line in taverns and red-light districts across Garweeze World. "Sorry, I prefer a real horse, not a pony," is the usual response.

YIELD:

Medicinal: Karkadann horn shavings can be used to cure the measles.

Spell Components: A piece of Karkadann horn is perfect for a Teleport Without Error spell with a 10% greater weight allowance.

Hide/Trophy Items:

Karkadann horns are a valuable trophy to evil magic-users.

Treasure: X

Other: Nil

Karkadann

AKA: Hairless Unicorn

HACKFACTOR: 11

EP VALUE: 975

CLIMATE/TERRAIN: Temperate

Woodlands, Sylvan Woodlands

FREQUENCY: Very Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Good

NO. APPEARING: 1-20

SIZE: L (5' at shoulder)

MOVEMENT: 24"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

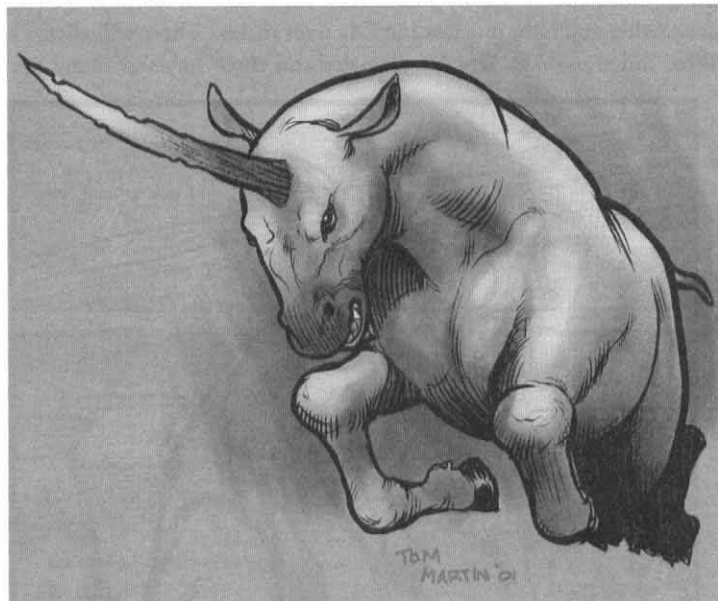
DAMAGE/ATTACK: 1-6/1-6/1-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Teleport at will

MAGIC RESISTANCE: Standard

HIT DICE: 5+5



Kenku

DESCRIPTION: Kenku are humanoid parrot-men who use their powers to annoy others. They have well-muscled arms and a set of wings on their backs. From a distance, their folded wings resemble a backpack. They like to wear human clothing.

Their feathers are arranged in brilliant bands of color across their wings. Brown, white, green, blue, yellow, red and black colors are common. The Kenku's eyes and clawed feet are a brilliant yellow.

COMBAT/TACTICS: All Kenku have the abilities of a 4th level thief and are experts at fighting with scimitars or quarterstaves. If unarmed, they will attack with their talons and beaks, though they prefer to fight with weapons when on the ground. Kenku do not kill unless their opponent has killed one of their kind or if their lives are threatened.

Kenku are expertly skilled at disguises and can pass for a large-nosed human 50% of the time. They can also mimic any voice they hear, but do so in a mocking way. If they observe a magic-user casting a verbal-only spell, there is a 40% chance the Kenku can duplicate it the following round. Kenku have spells and powers according to their Hit Dice:

HD	Spell level	Usual Type	Other Power
3	1st	Magic Missile	Shape Change (same shape for up to a week)
4	1st	Shocking Grasp	Invisibility (at will)
5	2nd	Mirror Image or Web	Call Lightning (at will)

Kenku groups of five or less will have two individuals with 2 Hit Dice and three with 3 Hit Dice. A group of six or seven Kenku will have a leader with 4 Hit Dice, three individuals with 3 Hit Dice and the rest will have 2 Hit Dice. A group of eight Kenku will be led by a "Patrician" with 5 Hit Dice. Kenku tribes of 4-40 individuals may exist, with leaders of 6 Hit Dice and great magical powers. These lead-

Kenku

AKA: Parrot Privateers
HACKFACTOR: 3/6/10/12
EPVALUE: 175/420/650/975
CLIMATE/TERRAIN: Any land
FREQUENCY: Uncommon
ORGANIZATION: Clan
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: M (5' to 7')
MOVEMENT: 6", 18" Fly (D)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 5
NO. OF ATTACKS: 3 or 1
DAMAGE/ATTACK: 1-4/1-4/1-6 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 30%
HIT DICE: 2 to 5

ers can memorize and cast spells as 7th level magic-users with a strong preference for illusion and enchantment/charm spells.

HABITAT/SOCIETY: The Kenku are a secretive race that lives among human and demi-humans, though few are aware of their presence. Kenku have been known to let individuals see them in their true form. When that person runs to tell his friends, the Kenku will Shape Change into human form and pretend the poor sap is hallucinating.

The Kenku language is one of squawks, symbols, sign language, pantomime, haiku, kabuki, interpretive dance and vague metaphors. Kenku prefer to speak in the Common tongue, since simple phrases in their own language can take hours to communicate.

Kenku appear to be friendly, helpful and generous to humans and demi-humans, offering them free treasure and advice. Any treasure they give will crumble to dust 5-10 minutes later and the advice they offer is usually misleading. Kenku have only a 5% chance of actually helping people. They find it hilarious when humans or demi-humans become frustrated or annoyed.

The social structure of Kenku society is unknown, as they weave elaborate lies about it. Their lairs are small underground chambers, cave complexes or crowded village dwellings. Kenku always spread paper or grass on the floor of their lairs. They replace it every three days.

Younger Kenku of 3 Hit Dice or less tend to be reckless, attempting to pass themselves off as gawds or powerful individuals to extort money from PCs. Older Kenku are more subtle, preferring to kidnap rich humans or demi-humans to ransom them for a reward.

Kenku respect high level thieves and sometimes work with them. This is a mixed blessing as the Kenku make powerful partners, but consider it a challenge to scam a high level thief. Thieves that scam or reverse scam a Kenku will not be sought for revenge, so long as the reversal or scam is not lethal to the Kenku.

ECOLOGY: Kenku reproduction is similar to that of large birds. Females lay clutches of two to four eggs that hatch in 60 days. Hatchlings are featherless and gain 1 hit point per week, eventually reaching 1 Hit Die. They then begin their training and learn to care for their newly-grown feathers.

Domestic Kenku can be raised as prized servants. However, free Kenku will always seek to free these slaves and punish the owner.

YIELD:

Medicinal: Nil

Spell Components: The feather from a Kenku can be used for a Shape Change spell that lasts 1 turn +1 turn/level or to write a Scroll of Shape Change.

Hide/Trophy Items: Nil

Treasure: F

Other: Kenku eggs are worth 250 gp and hatchlings 300-500 gp on the slave markets.



Ki-rin

DESCRIPTION: Ki-rins are powerful horse-like creatures with shining golden scales. Their hooves and scales are shell-pink, while their eyes are a deep violet. The Ki-rin have long white tails, shaggy white manes and beards along their entire lower jaw.

COMBAT/TACTICS: If a Ki-rin is attacked, it will stamp its cloven hooves to warn the attacker away. If this is not effective, Ki-rin have the power to cast any magic-user spell in the Hackmaster Player's Handbook as an 18th level caster. The Ki-rin's hooves strike at +3 to-hit. They have the following powers, usable at will (also as an 18th level caster):

Create Nutritious Food for 2-24 persons, Create Drinkable Beverages for 2-24 persons, Create Soft Goods and Wooden Items (up to 32 cubic feet of the former and 18 cubic feet of the latter), Create Illusion (as wand), assume Gaseous Form, Wind Walk, Call Lightning and Summon Weather. If a Ki-rin summons something from the Elemental Plane of Air or uses its weather-related spells, they are always at double strength.

HABITAT/SOCIETY: Ki-rins are good spirits, but they are a bit spoiled. They can become difficult, especially when evil characters do

Ki-rin

AKA: Equus-Maximus
HACKFACTOR: 80
EP VALUE: 12,000
CLIMATE/TERRAIN: Any Air or High Altitudes
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: See below
INTELLIGENCE: Supra-Genius (19-20)
ALIGNMENT: Lawful Good
NO. APPEARING: 1
SIZE: L (6' high at shoulder)
MOVEMENT: 24", 48" Fly (C)
PSIONIC ABILITY: 130 to 200 PSPs
Attack/Defense Modes: All/All (4 major, 6 minor disciplines)
MORALE: Resolved (18)
ARMOR CLASS: -5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-8/2-8/3-18
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 90%
HIT DICE: 12

not listen to them. If befriended, Ki-rin will aid good aligned PCs. When annoyed, they tend to snort loudly and stamp their feet.

ECOLOGY: Sages cannot come to a consensus as to whether or not these creatures are from the Elemental Plane of Air or some region of the outer planes. It is widely accepted that they are on par with the Unicorn's magical qualities. Ki-rin have never been seen eating, and no female Ki-rins have ever been encountered.

YIELD:

Medicinal: Nil

Spell Components: Ki-rin hoof shavings used for any weather-related spell imbue it with double strength and duration.

Hide/Trophy Items: Ki-rin hides are highly magical and suitable for up to +12 enchantment.

Treasure: I, S, T

Other: Nil

Killwi

DESCRIPTION: Not to be confused with the kiwi fruit, the color kiwi or the gender-bending dwarven warrior known as "Kiwi", normal kiwis are small flightless birds with needle-like beaks.

Killwis are large, angry birds not to be confused with any normal kiwi.

COMBAT/TACTICS: Killwis are aggressive, as they believe avian-kind has gotten a raw deal in Garweeze Wurld. These "flightless birds with attitude" think nothing of attacking mammals and reptiles much larger than they are. The Killwis stab with their beaks for 1-10 points of damage.

On a modified 20 or higher to hit, the victim is impaled, takes double damage and is at the mercy of the Killwi as it thrashes about or runs. (This effect supercedes the critical hit table in the GMG.) Victims will be stuck until they can pull themselves off or until the Killwi lets the victim go. Victims must make a bend bars/lift gates roll and a system shock roll or pass out from the pain.

HABITAT/SOCIETY: Killwis are bad birds and proud of it. They will attack almost anything and will brazenly deface any statue, except those featuring birds. The Killwis stick together and will defend their nests and normal kiwi to the death.

ECOLOGY: When considered in proportion to their bodies, Killwis have the largest eggs of any creature in the Hacklopedia. A fresh Killwi egg is considered a rare delicacy, for good reason.

Killwi

AKA: Chaotic Kiwi
HACKFACTOR: 3
EP VALUE: 270
CLIMATE/TERRAIN: Subtropical to Temperate
FREQUENCY: Rare
ORGANIZATION: Small Flock
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: M (5' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10 + impaling
SPECIAL ATTACKS: Impaling
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4



**YIELD:**

Medicinal: An average Killwi egg weights 125 pounds and can be used to make approximately 300 omelettes.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Killwi eggs are worth 200-400 gp each to the right buyer.

Koalinth - see Hobgoblin**Kobold**

DESCRIPTION: Kobolds resemble little demons with hides of yellow to dusty black. Their eyes are red and their horns are ivory. Kobolds like to dress in red or orange garb and can live up to 135 years. Greater Kobolds will be better equipped and possibly armored. Woodland Kobolds may dress in green or brown to blend in better with their surroundings.

COMBAT/TACTICS:

Greater Kobolds: These larger Kobolds can advance as fighters or thieves, although they rarely rise above 5th level in either class. If encountered in a group of 2-5, they may be leading a tribe of Lesser Kobolds. In larger groups, they are led by a 6th level Kobold fighter with an AC of 3 or better. He will have 2-4 bodyguards of 2nd to 4th level and for every 10 Greater Kobolds there will be a sub-leader with maximum hit points. Greater Kobolds have 80-foot infravision, but get -1 to hit in the daylight.

Greater Kobolds fight with short swords and javelins (25%), axes (25%), spears (35%) or spiked clubs (15%). 25% of their number will

have short bows. For every tribe, there will be a shaman of 3rd to 6th level, with access to spells relating to animals, combat and healing, as well as Bless and Silence 15-foot Radius.

Greater Kobolds fight in organized units. They are adept at ambushes and will make use of dungeon traps. Greater Kobolds will attack fairy-kin and gnomes on sight. They dislike Gnolls, who often bully them into service. If Greater Kobolds can gain the upper hand against a group of Gnolls, they will attack the Gnolls or help PCs attack them.

Lesser Kobolds: Lesser Kobolds are often lackeys for larger evil humanoids. Their only strength is their great number. If encountered in groups of five or less, Kobolds always flee. For every 40 Kobolds, there is a sub-leader with an AC of 6, maximum hit points and the ability to inflict 1-6 points of damage with his claws. Lesser Kobolds get -1 to-hit in the daylight. They have 60-foot infravision.

For every 200 Kobolds, add the following:

- 5-20 guards (AC 6, Dmg. 1-6, 24 hp)
- One chief (AC 4, Dmg. 1-8, HD 2, 16 hp)
- 2-8 bodyguards (AC 5, Dmg. 1-8, HD 1+1, 9 hp)
- females equal to 50% of the total number of Kobolds
- non-combatant young equal to 10% of the total number of Kobolds
- 30-300 Kobold eggs
- 65% chance of 2-5 wild boards
- 70% chance of 1-4 giant weasels

Kobolds will be armed with a short sword and javelin (5%), short sword and spear (10%), short sword (10%), short sword scabbard (5%), axe (15%), axe handle (5%), spiked club (25%), 2-3 javelins (15%) or a spear (10%). All Kobold males carry a shield made from tightly-woven wicker, which has 1 hit point and improves their AC by 1.



Kobold	Greater	Lesser	Woodland
AKA:	Kobold Captain	Common Kobold	Forest Fiendlings
HACKFACTOR:	0 and up	0 and up	0 and up
EP VALUE:	15 and up	7 and up	7 and up
CLIMATE/TERRAIN:	Subterranean	Subterranean	Forests
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Night
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Avg. to Very (8-12)	Low to Avg. (5-10)	Average (8-10)
ALIGNMENT:	Lawful Evil	Lawful Evil	Lawful Evil
NO. APPEARING:	2-5 or 20-50	40-400	40-400
SIZE:	S (4' tall)	S (3 1/2' tall)	S (3 1/2' tall)
MOVEMENT:	9"	6"	9"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Timid (6)	Half-hearted (9)
ARMOR CLASS:	5	7	8
NO. OF ATTACKS:	1 or 1	1 or 1	1 or 1
DAMAGE/ATTACK:	2-8 or by weapon	1-4 or by weapon	1-4 or by weapon
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	1 or higher	1/2	1/2

Woodland Kobolds: Woodland Kobolds are exactly like Lesser Kobolds, except that they have adapted to forest life. They do not get a penalty when fighting in the daylight. 85% will be armed with spiked clubs and the other 15% will be armed with 2-4 javelins. All Woodland Kobolds have the ability to set snares and traps and their territories will be rife with them.

In their own territory, Woodland Kobolds use hit-and-run tactics. They will often run over covered pits that are covered with wicker and can support their own weight, but not that of a typical human.

HABITAT/SOCIETY: Kobolds speak their own language, plus goblin and orcish. They delight in killing and torture.

Greater Kobolds: These Kobolds have only recently evolved and are standing up to challenge goblins and other humanoids. They are excellent warriors, but are unreliable in humanoid armies of mixed races. They seek every chance they get to undermine Gnolls and they make war with gnomes wherever they can. Some sages believe Greater Kobolds dislike any name with a silent "g", but this remains unproven.

Lesser Kobolds: Most races laugh at Lesser Kobolds because they are puny and weak. In large numbers though, they are a force to be reckoned with, and can overwhelm opponents. Still, most Kobolds only hold positions of power in places that have been abandoned by others. If word leaks out that there is good treasure in a Kobold stronghold, it is overrun and the Kobolds are killed or driven out. Some tribes of Lesser Kobolds have become slaves to Gnolls and other races.

Woodland Kobolds: These Kobolds are dangerous because they have adapted to life outside of caves. Their numbers would threaten all of Garweeze Wurd if it were not for the intervention of fairy-kin. Kobolds are racial enemies to fairy-kin and gnomes. While gnomes openly war with these Kobolds, fairy-kin poison their eggs and secretly sterilize the males at night.

ECOLOGY: Kobolds are a reptilian race that hatches from eggs laid by the females once each year. Not even a Troll can stomach eating a

raw Kobold egg. Kobolds are sometimes raised to be slaves in kingdoms that condone slavery.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

Greater: Jx2 (Qx5 in lair)

Lesser: J, O (Qx5 in lair)

Woodland: J

Other: Powdered Kobold horns are a key ingredient in Potions of Diminution.

Kraken

DESCRIPTION: The legendary Kraken is actually one of a race of creatures that occasionally surface, causing great havoc to ships and coastal communities. They resemble huge squids and can breathe both air and water. The sight of a Kraken has been known to make even Storm Giants scream like little girls.

COMBAT/TACTICS: Krakens will attack anything they feel like attacking. Only the most pathetic souls (those beneath its notice) will escape a Kraken unscathed. The tentacles are AC 6, while the body is AC 0. Kraken can propel themselves backwards in the water at a rate of 21".

Typically, a Kraken will attack a ship, grabbing it with its tentacles, while using 4-6 tentacles to pop the crew into its mouth like popcorn. Tentacles take 16 points of damage before being severed. Victims struck take 3-12 points of damage per round until freed or eaten. Usually, on the third round, the Kraken will throw a victim into its mouth and chew with its beak for 5-20 points of damage.

If three or more tentacles are severed, the creature shoots a stream of poisonous ink into the water, which lasts 2-5 rounds and causes anyone in the water to be unable to see. Victims also take 1-4 points of damage from the poison. The cloud is 80 feet x 80 feet x 120 feet and does double damage against anyone breathing water. There is no saving throw. If four or more tentacles are severed, the creature will retreat to its lair with whatever victims it still holds.

When attacking a ship, the Kraken drags it into the water. It can take down ships as large as 60-feet at a

Kraken

AKA: Molluscae-Maximus

HACKFACTOR: 66

EP VALUE: 18,000

CLIMATE/TERRAIN: Any Ocean or Coastal

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Genius to Gawdlike (17-24)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: G (100'+ long)

MOVEMENT: 3" (21")

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 6/0

NO. OF ATTACKS: 2 or 4-6 or 1

DAMAGE/ATTACK: 2-12x2 or 2-8x (4-6) or 5-20

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 20



rate of 10% of the ship per round. Larger ships must be damaged first (to 50% of their structural points) and if the Kraken can maintain a grip with six or more tentacles for three consecutive rounds, the hull cracks and the ship sinks in just 2-8 rounds.

The Kraken can use the following powers: Airy Water (128-foot diameter sphere or a hemisphere 240-feet across) for up to a day, Faerie Fire for 8 hours, Control Temperature in a 40-foot radius for up to a day, Control Winds once per day, Weather Summoning once a day and Summon Monster III (must be aquatic) 3 times per day. The Kraken cannot control summoned monsters.

HABITAT/SOCIETY: It is difficult to paint a picture of Kraken society, as they are so rarely seen. Sages believe that Krakens keep merfolk slaves in their lairs 1000 feet below the surface. These Krakens will have Treasure Type A in addition to that listed below. Ancient legends say that Krakens were once worshipped as gawds, but were eventually driven back into the sea. This could explain the Krakens' anger and their eagerness to attack good-aligned ships and crews.

ECOLOGY: Sages believe that Krakens may be the direct result of gawdly intervention on Garweeze Wurd. Other sages believe that they are an evolutionary dead-end that sprang forth from the ocean depths. According to one drunken halfling, Krakens are merely a myth created by the gnomes, who wish to monopolize the fishing industry. Whichever theory is proven true through the test of time, one thing is for sure. Slaying a Kraken would mean a helluva lot of sushi.

YIELD:

Medicinal: A Kraken could feed a city for a month or a fishing village for a year, if the squid is properly preserved.

Spell Components: Powerful weather or ocean related spells can be enhanced through the use of bits of the Kraken's brain (at the GM's discretion).

Hide/Trophy Items: Kraken body shell can be used to make shields of the finest quality for enchantment. They should be a minimum of +3 and have at least 1 or 2 ocean-related abilities.

Treasure: G, R, S

Other: Kraken Ink can be used for Monster Summoning spells to summon 50% more monsters (rounded down).

Krueller

DESCRIPTION: Kruellers are circular fiends originally designed to clear sewage passages, but they escaped into the NetherDeep and bred. Their bodies are eight feet in diameter and four feet thick, with many small mouths as well as a large, central mouth at its top. The Krueller's bottom side is covered with a multitude of tiny cilia used to move along walls, floors or murky underwater depths.

These amphibians dwell in subterranean oceans and can breathe air or water. They can control their buoyancy, but move at 3" whether underwater or on dry land. Along the Kruellers' perimeters are rows of spines that secrete a slick, sweet-smelling purple substance.

COMBAT/TACTICS: Kruellers eat pretty much anything, but prefer fresh meat. A favorite tactic is to wait for a party of PCs to head down a dead-end tunnel, then block any retreat and inch forward.

The Krueller's purple secretions act as a lubricant to help the Krueller move. If struck by a crushing weapon, there is an 80% chance that the Krueller slides backwards 2-24 feet rather than suffers any damage. If a combat goes badly for the Krueller, it will simply slide away, leaving a trail of slippery purple slime. Anyone moving over this trail must make a Dexterity check at -6 (-4 if four-legged, -2 if six legged, no modifier if eight or more legs) or slip and fall.

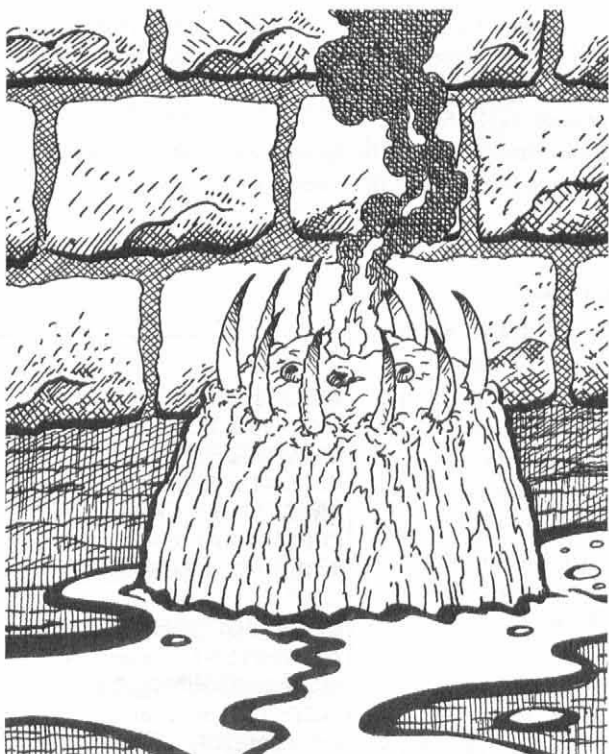
Boiling water softens a Krueller, making it AC 10. Kruellers bleed a creamy white substance that tastes surprisingly sweet.

Any hapless creature coming in direct contact with the purple stuff must save vs. poison or fall paralyzed for 3-12 rounds. Kruellers are slow but thorough, consuming anything in their path, even metal and weapons. Though they cannot digest them, the Krueller chews them. The smaller mouths can target an opponent's weapon (at -4 to-hit). On a successful hit, the targeted weapon must save vs. crushing blow or be bitten in half.

The Krueller's central mouth can expel a jet of concentrated methane gas once every four rounds. This jet immediately bursts into flame,

Krueller

AKA: Bastard Barnacles
HACKFACTOR: 12
EP VALUE: 975
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-8
SIZE: L (8' diameter)
MOVEMENT: 3" crawl, 12" roll
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-24
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 8



causing 4-24 points of damage to any creature in a cone 20 feet long and 10 feet wide at the base, with the vertex at the Kruegger's central mouth. Victims can save vs. breath weapon for half damage. The Kruegger will position itself on its edge to gain the maximum benefit from this blast.

HABITAT/SOCIETY: Krueggers are eating machines designed with an insatiable appetite. They do not sleep. Krueggers may be one of the few creatures that drow elves fear: their cities dump gallons of boiling liquid in the paths of these fiends.

ECOLOGY: Originally created from giant barnacles, the cleric Lynen created the first Krueggers to clean the sewers of the City of Gantry. Their sweet smelling secretion was meant to combat the smell of the sewers. Unfortunately, Lynen took money from the nobles of Gantry, an act her goddess forbade. The Krueggers soon grew out of control and dispersed into the wild.

YIELD:

Medicinal: If soaked in boiling water, Krueggers are edible. If they are not soaked in water, the imbiber must save vs. poison or contract a random disease.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Kuo-Toa

DESCRIPTION: Kuo-Toans are a powerful race of fish-men that dwell in dark ocean depths and the NetherDeep. Their eyes can swivel in different directions, their hands and feet are long and webbed, and they are covered in scales. Males are pale grey with yellow undertones, while females have a slight orange tinge similar to that of a goldfish. Kuo-Toan skin darkens when they are angry and lightens when they feel fear.

Kuo-Toans smell fishy, as do their lairs, equipment, weapons and armor. The average Kuo-Toan is naked, wearing only a leather harness for holding gear and weapons. Typical weapons include daggers, spears, shields, harpoons and nets. Kuo-Toan Monitors are larger than Common Kuo-Toans, with a scar carved in the shape of the Kuo-Toan Sea Mother goddess. Monitors fight with their hands and never carry weapons. Shamen normally carry exotic weapons, such as pincer staffs, and wear a necklace of black seaweed, the symbol for their goddess.

COMBAT/TACTICS: All Kuo-Toans have a skin secretion that makes grappling, grasping or a Web spell only 25% effective against them. They have excellent monocular vision with a 180-degree field of vision that can spot moving opponents that are invisible, astral or ethereal. (Only by remaining motionless can an opponent avoid detection.) Kuo-Toans have 60-foot infravision, the ability to sense vibrations from 30 feet away and they are surprised only 1 in 10 times.

Kuo-Toans are immune to poison and paralysis. Spells that affect humanoids do not affect them (unless specially modified for Kuo-Toans) and electrical attacks cause only half damage, none if the saving throw is made. Magical missiles cause only 1 point of damage and illusions do not work against them, but bright light (daylight or Continual Light spells) gives Kuo-Toans -1 to-hit. They suffer full damage from fire attacks and save against them at -2.

Common Kuo-Toa: Kuo-Toans travel in well-armed bands, usually within 1-6 miles of a lair. For every four Common Kuo-Toans, there is a 3rd or 4th level fighter. For every eight, add a 5th or 6th level fighter and for every 12, there is a cleric/thief of 4-7th level in each. If 20 or more Kuo-Toans are encountered, it will be a war party consisting of the following:



Kuo-Toa	Common	Monitors	Shaman
AKA:	Fish Men	Ichthyoids	Gogglers
HACKFACTOR:	4/8/16/20	16	5 and up
EP VALUE:	175 (Common)	2000	270 and up
	420 (Whip)		
	1400 (Lieutenant)		
	3000 (Captain)		
CLIMATE/TERRAIN:	Aquatic Subterranean	Aquatic Subterranean	Aquatic Subterranean
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	High and up (13+)	High and up (13+)	High and up (13+)
ALIGNMENT:	Neutral evil (Chaotic Evil)	Neutral Evil (Lawful)	Neutral Evil
NO. APPEARING:	2-24	1	1-4
SIZE:	M (sometimes L)	M	M (sometimes L)
MOVEMENT:	9", 18" Swim	18", 36" Swim	9", 18" Swim
PSIONIC ABILITY:	Possible	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Daring (15)	Brave (14)
ARMOR CLASS:	4	1	4
NO. OF ATTACKS:	1 or 2	4	1 or 2
DAMAGE/ATTACK:	2-5 and/or by weapon	2-8/2-8/2-5/2-5	2-5 and/or by weapon
SPECIAL ATTACKS:	See below	Subduing. See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
HIT DICE:	2 or more	7th level fighters	2 and up

One Captain 10th level fighter
 Two Lieutenants 8th level fighters
 Four Whips 3rd/3rd level fighter/thieves
 One Monitor (Special monks, see below)
 One slaver per four Kuo-Toa

Kuo-Toan Whips are fanatical worshippers of the Sea Mother gawdness and inspire troops to fight for the Sea Mother's glory. If all the Whips in a group are slain, the others must make a morale check at -2.

Used by high level fighters, harpoons have wicked barbs and a 30-yard range. On a hit these harpoons force victims to roll a successful save vs. breath weapon to avoid being snagged on the weapon. Man-sized beings or smaller that miss their save are knocked off their feet and stunned for 1-4 rounds. The Kuo-Toa then "reels" in his catch with a cord connecting the harpoon to his waist, and finishes off the victim. Some Kuo-Toans tie two harpoons together. After snagging a victim, they hurl the other harpoon into a nearby whale or a shark. When the second harpoon hits, the victim will be dragged away into the water.

Kuo-Toan shields are made of boiled leather and treated with a sticky substance before battle. Anyone striking a Kuo-Toa from the front has a 25% chance of getting his weapon stuck (a successful open doors roll will free the weapon). Kuo-Toan fighters get +1 to-hit and damage with any weapon due to their Strength. When fighting with just a dagger, they can also bite for 2-5 points of damage.

Kuo-Toan Monitors: These special Kuo-Toan monks fight with their hands and may choose to subdue an opponent who weighs 500 pounds or less. Damage is calculated normally, but when the victim reaches 0 hit points, he falls unconscious for 3-12 rounds. Only half of the damage is real and remains after the victim awakens.

Kuo-Toan Shaman: Besides the normal weapons, powerful Shamen (clerics of 6th level or higher) will fight with large pincer staffs; a 5-foot

long pole topped with a large claw. It can be used on creatures from elves to Gnolls. On a successful hit, it is 10% likely that both of the target's arms are pinned and 40% likely that one arm is pinned. Shamen prefer to let other Kuo-Toans fight while they cast spells or use their thief abilities.

When two or more Kuo-Toan Shamen or cleric/thieves join hands, they can generate a lightning strike. The bolt is two feet wide and can strike only one victim. The damage is 6 hit points per Shaman, half if a saving throw vs. spells is successful. For each Shaman present, there is a 10% cumulative chance per round that they will stop to employ this attack.

Creatures from the Elemental Plane of Water are 75% likely not to attack a group of Kuo-Toa that has a Shaman among them.

HABITAT/SOCIETY: Kuo-Toa journey to the upper world to kidnap humans for slaves and sacrifices. This

makes them unpopular. They can be encountered in dungeons and caves that are connected to deep, dark places with water.

The fittest Kuo-Toans are chosen to be Shamen and Monitors. Monitors are celibate and their role is to control violent members of the community. The Kuo-Toa are highly religious, but tribes do not generally cooperate with one another. Drow elves are both feared and hated by the Kuo-Toa, but they have been known to trade with drow on occasion. The Kuo-Toa hate all Mind Flyers and will attack them and their allies on sight. Due to interbreeding, Kuo-Toans are unstable and suffer a variety of mental illnesses. Most Kuo-toans are severe manic-depressives.

Kuo-Toans hate humans, as their culture teaches that humans are responsible for driving the entire Kuo-Toan race underground many generations ago. They also hate sunlight and will never be encountered on the surface during the day. Kuo-Toa rarely venture beyond their regular hunting grounds.

In a lair, there will be 40-400 2nd level males and additional fighters according to the war party numbers. Depending on the population, the leaders will have the following stats:

Population	Rank	Class	Level
275 or fewer	Duke	Cleric/Thief	10th/12th
276-349	Prince	Cleric/Thief	11th/13th
350 or more	King	Cleric/Thief	12th/14th

All Kuo-Toan lairs also contain the following:

Title	Number	Class	Level
Eye of the Sea Mother	8	Cleric Leaders	6th-8th
Chief Whip	1	Fighter/Thief	6th/6th
Whips	2	Fighter/Thief	4th/4th or 5th/5th
1 Monitor per 20 2nd level Kuo-Toans			
Females equal to 20% of the male population			

Non-Combatant young equal to 20% of the total population
Slaves equal to 50% of the population

In special religious areas, add the following:

Kuo-Toans Encountered	Cleric Number & Level
20	1 -- 3rd level cleric
40	1 -- 4th level cleric
80	1 -- 5th level cleric
81-160	1 -- 6th level cleric
161-240	1 each -- 6th & 7th level clerics
241-320	1 each -- 6th, 7th & 8th level clerics
321-400	1 -- 9th level cleric, 2 -- 7th level clerics, 3 -- 6th level clerics
401+	1 -- 10th level cleric, 2 -- 8th level clerics, 4 -- 6th level clerics

The Kuo-Toa speak Subterranean Common, their own language and have the ability to communicate with most fish. Shamen have their own language that is a corruption of the language used on the Elemental Plane of Water.

Kuo-Toans prefer to eat flesh, but they also eat kelp and fungi. They often force their slaves to grow and harvest fields of the stuff. When a slave becomes too feeble and weak, or the slave supply becomes too large, slaves are sacrificed and eaten.

Kuo-Toans have a passion for owning pearls, gem-encrusted items with any water motif and mineral ores mined by their slaves. The Shamen or higher level fighters usually control the tribe's magic items.

ECOLOGY: The Kuo-Toa are part of an ongoing three-way war between the drow and Mind Flayers. Fortunately, this war continues to keep these races from concentrating on the surface world.

Kuo-Toans spawn like fish and do not raise families. The hatchlings are called fingerlings and they are raised in pools of water until their lungs develop in just under one year. The young are given jobs within the tribe according to their sex and fitness.

YIELD:

Medicinal: Fingerlings are delicious, especially when eaten fresh.

Spell Components: Kuo-Toan slime can be used for Free Action spells that affect one additional creature.

Hide/Trophy Items: Nil

Treasure: L, M, N (Z in lair) All magic items will be held by the high level fighters or Shamen, but never Monitors.

Other: Nil

Lamia

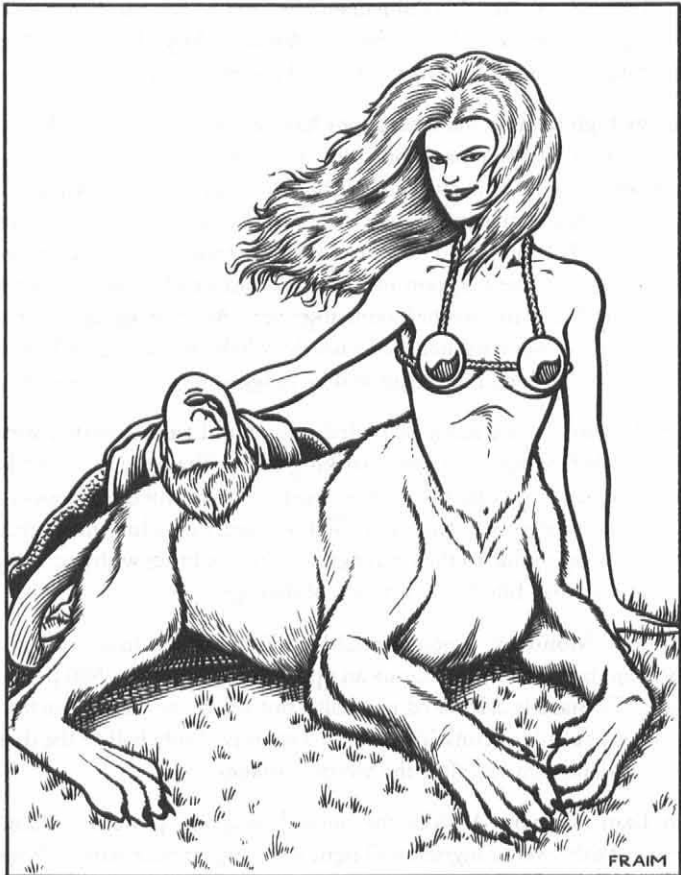
DESCRIPTION: Common Lamias resemble beautiful human women from the waist up, while their lower bodies are leonine. Their lower extremities will have fur the same color as a common lion, while their human upper torsos will be scantily dressed or topless.

Lamia Nobles have the lower bodies of great serpents and the upper bodies of attractive male or female humans. Males will usually fight with a sword, while females will depend upon their magic. All Lamias have an evil reputation among the desert cultures of Garweeze Wurld, and there are few natives that would face a Lamia, topless or no.

Lamia	Common	Noble
AKA:	Liontaur Woman	Serpentaur
HACKFACTOR:	14	21
EP VALUE:	3000	4000
CLIMATE/TERRAIN:	Deserts, Caves, Ruins	Deserts, Caves, Ruins
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-14)	High (13-14)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1	1
SIZE:	M	M
MOVEMENT:	24"	9"
PSIONIC ABILITY:	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Brave (14)
ARMOR CLASS:	3	3
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4 (weapon)	1-6 (weapon)
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	30%
HIT DICE:	9	10+1

COMBAT/TACTICS: Common Lamia: These Lamia have the following powers, each usable once per day: Charm Person, Mirror Image, Suggestion and Illusion (as wand). All spells are cast at 9th level and are used to lure opponents into the seductive Lamia's clutches.

A Lamia's touch permanently drains one point of Wisdom from a victim. When a victim's Wisdom drops below three, he becomes the willing slave of the Lamia and will obey her commands, no matter how dangerous or suicidal.





Typical illusions include: a damsel in distress, a tough but beautiful female ranger or elf maiden and a busty blonde serving wench holding six mugs of ale. While the hero is distracted, the Lamia will attack from behind. They target clerics last, since clerics can usually take several Wisdom drains. Barbarians and thieves are favorite targets, since they have low Wisdom scores to begin with.

Lamia Noble: Lamia Noble males have a sword and 1-6 spell levels of magic-user spells, plus the powers of the standard Lamia. Females do not carry a weapon, but have 2-8 spell levels of magic-user spells and the same powers as the Common Lamia. The Nobles have the Common Lamia's Wisdom draining touch and can assume a human form.

Humans and demi-humans of 7th level or higher can spot a Lamia Noble in human form (5% chance per level above 6th). Clerics and paladins receive a +15% bonus. Noble Lamias can use their Wisdom draining touch in either form. They can easily infiltrate human society, but rarely stay very long, as they are prone to irrational outbursts of senseless violence.

HABITAT/SOCIETY: Most Lamias dwell in ruined cities or caves in and around deserts and wastelands. Lamias sustain themselves on human and demi-human flesh. During lean times, they will eat game animals. Lamias rarely venture more than ten miles from their lairs.

Lamia Noble: In addition to the aforementioned, Noble Lamias speak all human and demi-human languages.

ECOLOGY: It is rumored that Lamias are immortal and they have been known to guard hidden places or objects of power for centuries. They are devoted to chaos and evil and often keep a journal in hopes of increasing their ability to cause pain and suffering. When two Noble Lamias mate, the offspring is often (50% chance) a Common Lamia.

YIELD:

Medicinal: Eating any part of the Lamia's brain will restore Wisdom points, but any who consume this meat must save vs. poison or become violently ill and then comatose for 1-8 days. Those who make their save still become nauseous, fighting at -2 to-hit and damage for the next 2-12 hours.

Spell Components: Lamia blood can be used for Perpetual Illusion spells that impose a -3 to saves vs. spell on disbelievers.

Hide/Trophy Items: Nil

Treasure: D

Other: Nil

Lamia, Great Horned

DESCRIPTION: The Great Horned Lamia has the head and torso of a beautiful woman and the antlers and lower body of a caribou. This sly and lovely beast is similar to the Common and Noble Lamia, but has a more devious nature.

COMBAT/TACTICS: Great Horned Lamias have the following powers, each usable once per day: Charm Person, Charm Animal, Charm Monster, Mirror Image, Suggestion and Illusion (as wand). All spells are cast at 9th level and are used to lure PCs into the seductive Lamia's clutches.

The Great Horned Lamia will use her powers before resorting to more physical means of getting her way. If all else fails, she will toss her lovely head, raking her opponent with her antlers for 2-8 points of damage. Great Horned Lamias can also charge toward their foes with their rack of antlers for double the normal attack damage.

Just like her Lamia cousins, the Great Horned Lamia's touch permanently drains one point of Wisdom from a victim. When a victim's Wisdom drops below three, he becomes a willing slave of the Lamia and will obey all commands, no matter how dangerous or suicidal. Often, Great Horned Lamias wear out their slaves with acts of debauchery that last for days. These encounters sometimes involve other Lamia and multiple slaves.

Victims who succumb to these charms lose one point of Constitution per encounter and 2-20 points of Honor. While the Constitution points can be restored through a Restoration, the social and psychological scars last a lifetime.

HABITAT/SOCIETY: Great Horned Lamias dwell in ruins near ancient cities, or caves in and around wastelands. They sustain themselves on human and demi-human flesh. During lean times, they will

Lamia, Great Horned

AKA: Caribou Barbie

HACKFACTOR: 21

EP VALUE: 3500

CLIMATE/TERRAIN: Deserts, Caves, Ruins

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L

MOVEMENT: 24"

PSIONIC ABILITY: Possible

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 9+5



eat game animals. Great Horned Lamias rarely venture more than ten miles from their lairs. They sometimes deal with slavers to acquire large numbers of slaves.

ECOLOGY: It is rumored that all Lamias are immortal and they have been known to guard hidden places or objects of power for centuries. Great Horned Lamias keep extensive, detailed journals of their exploits with their many slaves. Such a journal would command a high price among brothel madams.

The lairs of Great Horned Lamias often contain traps designed to capture, rather than kill. They often have connections with local brothels and will charm prostitutes into luring victims to the Lamia's lair.

YIELD:

Medicinal: Eating any part of the Lamia's brain will restore Wisdom points, but any who consume this meat must save vs. poison or become violently ill and then comatose for 1-8 days. Those who make their save still become nauseous, fighting at -2 to-hit and damage for the next 2-12 hours.

Spell Components: Lamia blood can be used for Perpetual Illusion spells that impose -3 to saves vs. spell on disbelievers.

Hide/Trophy Items: Nil

Treasure: D

Other: Nil

Lammasu	Common	Greater
AKA:	Spirit Sphinx	Winged Sphinx
HACKFACTOR:	16	31
EP VALUE:	2000	4000
CLIMATE/TERRAIN:	Usually warm land	Usually warm land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Genius (17-18)	Supra-Genius (19-20)
ALIGNMENT:	Lawful Good	Lawful Good
NO. APPEARING:	2-8	1-2
SIZE:	L (4' at shoulder)	L (5' at shoulder)
MOVEMENT:	12", 15" Fly (D)	15", 30" Fly (B)
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Resolved (18)
ARMOR CLASS:	6	3
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-6/1-6	2-12/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	30%	40%
HIT DICE:	7+7	12+7

Lammasu

DESCRIPTION: Lammasu are greater spirits that protect those who are good and righteous. They have buff-colored wings and greatly resemble large lions, until one looks into their enormous eyes. The face of a Lammasu appears as a human/lion blend. The Greater Lammasu are larger and have much bigger, more feathery wings than the Common Lammasu.

COMBAT/TACTICS: Lammasu can attack with their broad paws, but rarely do so. Both can use their powerful wings to fly during battle, but the Greater Lammasu is quicker and far more agile. All Lammasu will parley, except with intensely evil or undead creatures.

Common Lammasu: Common Lammasu can become invisible and Dimension Door at will. They radiate a Ward Off Evil in a 20-foot radius and have the abilities of a 6th level cleric. 10% of all Common Lammasu can speak a Holy Word once per day.

Greater Lammasu: These Lammasu can become invisible, Dimension Door and Teleport Without Error at will. They can travel the Astral and Ethereal Planes at will. Greater Lammasu radiate a double strength Ward Off Evil in a 20-foot radius. They have the abilities of a 9th level cleric and cast healing spells of double strength. 50% of Greater Lammasu can speak a Holy Word once per day. Greater Lammasu are so nice, they can make even a paladin roll his eyes.

HABITAT/SOCIETY: All Lammasu help the good and righteous and battle those who are evil. Evil creatures fear both types of Lammasu and powerful evil creatures actively seek to destroy them. The Lammasu speak their own language and can telepathically communicate with all good-aligned creatures.

ECOLOGY: Lammasu are created on the outer planes and sent to the Prime Material Plane to do good works. Unfortunately, they know little about Garweeze Wurd and their naiveté gets them into trouble. These kind spirits will go out of their way to help a cause, if it is proven to be just and worthy. Unlike most creatures of the outer planes, Lammasu can be killed on the Prime Material Plane.

**YIELD:**

Medicinal: Nil

Spell Components: Evil clerics use the hearts of Lammasu to perform unholy rites with increased effects. Greater Lammasu hearts are used for even more powerful evil spells. Evil clerics will pay huge fortunes for Lammasu hearts.

Hide/Trophy Items: Nil**Treasure:** R, S, T (common) Nil (greater)**Other:** Nil

Lamprey	Land	Normal	Giant
AKA:	Vampire Eel	Lake Eel	Large Lake Eel
HACKFACTOR:	1	1	4
EP VALUE:	65	65	420
CLIMATE/TERRAIN:	Any Temperate Land	Any water	Any water
FREQUENCY:	Uncommon	Uncommon	Rare
ORGANIZATION:	Schools	Schools	Schools
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Blood	Blood	Blood
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-12	2-12	1-4
SIZE:	S	S	M
MOVEMENT:	12"	12" Swim	9" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	7	7	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1 per round	1d4-2	1-6
SPECIAL ATTACKS:	Blood drain	Blood drain	Blood drain
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+2	1+2	5

tim remains in the water. Victims that faint will be dragged into the water by the Lamprey's weight.

HABITAT/SOCIETY: Lampreys are mindless creatures that will instinctively attack anything with blood in it. If given the opportunity, they will stay attached to the host, draining two hit points per day. Lampreys can cure victims of blood diseases and blood parasites if they stay attached to the victim up to a week. If a victim dies, the Lamprey detaches and looks for a new host.

Lamprey

DESCRIPTION: Lampreys are horrible blood-sucking eels with round mouths. The land-born variety creep along like snakes, while the aquatic ones swim rapidly towards prey.

A note to GMs: Describing these creatures as "Vampire Eels" will likely cause a panic amongst your players, who will possibly waste precious rounds fumbling for wooden stakes and garlic.

COMBAT/TACTICS: **Land Lamprey:** These Lampreys avoid extreme cold or heat, preferring dark, moist climes. Victims struck will be drained of one hit point's worth of blood per round, for up to three rounds. The Lampreys do not detach after feeding and PCs stuck with Lampreys lose one point of Dexterity while they are attached. These Lampreys can be removed after death or by the application of fire.

Normal Lamprey: These Lampreys attach to victims while they are in the water, draining 1-2 hit point's worth of blood per round up to three rounds. The Normal Lamprey will stay attached so long as the victim stays in the water.

Giant Lamprey: These Lampreys can drain up to 10 hit point's worth of blood and victims drained of more than 8 points must make a Constitution check or faint, remaining unconscious for 1-6 rounds. As the Normal Lamprey, these Lampreys stay attached as long as their vic-



Land Lamprey



Giant Lamprey

ECOLOGY: Lampreys were not a natural part of Garweeze Wurd, and wild rumor states that they may have been created on an alternate plane by reverse vampires. Citizens and mariners alike have scoffed at these claims, but each and every one of those same mariners has mysteriously died within 50 years of making such a statement.

YIELD:

Medicinal: Lampreys are edible, but there is a 35% chance of contracting a random blood disease or parasitic infection from eating them.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Larantula

DESCRIPTION: Larantulas are incredible hairy giant spiders. Their furry bodies are colored brown to black. When sitting still, the tops of their heads resemble small, black or brown shrubs. A Larantula's hair stands stiffly on end and away from its body.

COMBAT/TACTICS: Larantula webs are black and especially difficult to see. Under torchlight conditions the webs are 90% invisible, unless there is a light colored wall or object behind them. Otherwise, in dim lighting conditions, they will be 20-70% invisible.

Victims that blunder into the Larantula's web will be bitten at +4 to hit. The Larantula's poison is quite potent and victims must save at -1. Victims that miss the save die in just 1-10 rounds, while those who make the save die in 4-12 days, + a number of days equal to half of their Constitution. Only a Neutralize Poison cast by a 10th level or

higher cleric can cure the victim. Each day, the victim will lose 1-3 Dexterity points until he can no longer move.

A strange side effect of the Larantula's poison is that it promotes rapid hair growth, even in those with hereditary baldness.

HABITAT/SOCIETY:

Larantulas are greedy creatures that like to collect treasure. They can speak the Common tongue and sometimes trade treasure for livestock or victims. Any warm-blooded mammal will suffice, so a Larantula is occasionally willing (25% chance) to be bribed with an alternate victim. 25% of Larantulas will engage in

riddle or poetry contests, but they tend to be sore losers and they never abide by the terms of the contest.

ECOLOGY: Larantulas were created by one of Zyandal's most devoted drow magic-users. The drow consider these creatures sacred and will not attack them under any circumstances. Larantulas spawn exactly like regular spiders. Due to the popularity of their poison amongst

Larantula

AKA: Hair Spider

HACKFACTOR: 7

EPVALUE: 400

CLIMATE/TERRAIN: Any Temperate Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-4

SIZE: M (2' in diameter)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Poison, Webs

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



certain thieves guilds, the Larantula population stays low across the civilized areas of Garweeze World.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Z

Other: Larantula poison is valuable to thieves guilds and balding men. It commands a minimum of 2000 gp per vial and 1-4 vials can be procured from one spider.

Latrine Ambusher

DESCRIPTION:

Latrine Ambushers are unusual and especially disgusting sewer monsters. Their upper torsos resemble those of demons, while their lower halves resemble those of fluke worms. Their bony heads have toothy maws and large, white eyes. Latrine Ambushers are always covered in the filth found in privies, latrines and out-houses.

COMBAT/TACTICS:

When a victim uses the latrine, the Ambushers attack. Victims are surprised 5 times in 10, as the smell does not usually warn them. If struck with both of the Ambusher's claws, victims will be pulled, buttocks first, down into the latrine.

Victims only struck once can make a bend bars/lift gates roll, with double their normal chances, to pull themselves up. Any damage from a Latrine Ambusher is 40% likely to cause disease. There is a 25% chance that pulling the victim below will break 1-4 bones. It is unlikely a victim will have weapons on his person, much less at the ready, when he is assaulted. Latrine Ambushers can be struck with fists.

HABITAT/SOCIETY: So horrible are these fiends that entire cities have been gripped with terror. Sewer workers make a steady living installing grates during such times of crisis. Most cities have a standing bounty of 50 gp for a dead Latrine Ambusher.

ECOLOGY: Latrine Ambushers grow and thrive in the muck and filth of their environment. They are carnivores of opportunity and will quickly pass by entryways that have been barred.

Latrine Ambushers reproduce by laying their eggs in carrion. Even if they are severed in half, a Latrine Ambusher can eventually regenerate the damaged parts of its body and continue to function (but they do not regenerate lost hit points). They are immune to disease, but bright light will drive them away. Ambushers have infravision of 120 feet.

Latrine Ambusher

AKA: Sewer Serpent, Dung Demon

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Subterranean
Sewers

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 6", 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 2

**YIELD:**

Medicinal: Nil

Spell Components: Latrine Ambushers can be used for a Regenerate spell giving the recipient +15% to his system shock percentage. Their eyes can be used for an Infravision spell in lieu of other material components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

LavaSpawn

DESCRIPTION: LavaSpawn are squat grey humanoids with long arms, claws and wide feet. They have a mischievous grin and tangled hair that appears to be made of spun crystalline strands. LavaSpawn will never be carrying or wearing metal objects of any kind. These creatures look and dress uniformly and they are almost indistinguishable from one another and their rocky surroundings.

COMBAT/TACTICS: All LavaSpawn are immune to metal. It simply does not exist for them. Metal objects pass through a LavaSpawn and they cannot even see it. They are immune to fire and earth magic, but take +1 point of damage per level of the caster from air and water magic. All LavaSpawn can swim through solid rock at a rate of 6".

LavaSpawn Fighters: LavaSpawn Fighters fight with their thick, rocky claws and powerful bite. In any group of three or more LavaSpawn there will be a warrior of 5 Hit Dice, with +1 to-hit.

LavaSpawn Spell Casters: These LavaSpawn are either magic-users or clerics. For every group of eight or more, there will be one magic-user of 5 Hit Dice. For every group of 11 or more LavaSpawn, there is a

LavaSpawn	Fighters	Spell Casters	Multi-classed
AKA:	Volcan-troopers	VolClerics, VolcaniMagi	Volcaptains
HACKFACTOR:	6	10	12
EP VALUE:	450	700	800 (double-classed)/ 1100 (triple-classed)
CLIMATE/TERRAIN:	Subterranean, Volcanic	Subterranean, Volcanic	Subterranean, Volcanic
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Mineralivore	Mineralivore	Mineralivore
INTELLIGENCE:	Average (8-10)	Very (11-12)	High (13-14)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3-18	1-2	1
SIZE:	M	M	M
MOVEMENT:	9"	9"	9"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Confident (12)	Confident (12)
ARMOR CLASS:	4	4	4
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-6/1-6/1-12	1-6/1-6/1-12	1-6/1-6/1-12
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
HIT DICE:	4 and 5	5	6

magic-user and a cleric of 5 Hit Dice. LavaSpawn magic-users usually have the following spells: Affect Normal Fires, Burning Hands, Feather Fall, Light, Fool's Gold, Pyrotechnics, Fireball and Slow. All LavaSpawn magic-users cast spells as if they were 6th level.

LavaSpawn clerics will have the following spells: Cure Light Wounds, Light, Remove Fear, Find Traps (x2), Slow Poison, Continual Light and Dispel Magic.



Multi-classed LavaSpawn: These LavaSpawn will either be fighter/magic-users, fighter/clerics or fighter/magic-user/clerics. Triple classed LavaSpawn are leaders in the lair and will be 7th/7th/7th level with a +2 to-hit bonus and additional spells. There will always be a double-classed leader in any group of 15 or more LavaSpawn.

HABITAT/SOCIETY: LavaSpawn live in lairs in or near active volcanoes. They worship the spirit of the earth and dislike those who would harm it. Fire and Earth Elementals will not attack LavaSpawn and even dwarves treat these strange creatures with respect.

All LavaSpawn love to eat precious gems and spend most of their time swimming through solid rock searching for tasty morsels (the more valuable the gem, the more tasty it is).

LavaSpawn have little interest in the affairs of surface dwellers. However, if a mining operation gets too close to their lair or an area they consider "sacred" (like a natural rock formation full of diamonds), the LavaSpawn are likely to attack. Initial attacks are intended to drive away intruders, but if intruders continue to disturb them, the attacks will become increasingly fierce and deadly.

LavaSpawn speak their own language and the Common tongue. They are a bit naive when confronting outsiders and occasionally are used as the unwitting dupes of powerful, evil creatures.

ECOLOGY: LavaSpawn are the offspring of earth and fire spirits. When they die, they crumble immediately to dust. Sages say that when the LavaSpawn die, their bodies sink into the earth, eventually making their way to the core and becoming one with the essence of Garweeze Wurld. Strong-minded druids feel that LavaSpawn are an essential natural creature.

YIELD:

Medicinal: Nil

Spell Components: LavaSpawn dust can be used in a Conjure Earth Elemental spell, reducing the caster's chance of losing control of the conjured creature to 1% (per round).

Hide/Trophy Items: Nil

Treasure: Q

Other: The body of one entire LavaSpawn is necessary to build a Ring of Stone Passage.

Leech, Bony-Ridged

DESCRIPTION: Bony-Ridged Leeches are flat and round, about 6" in diameter at full maturity. They are known for their retractable, sharp, bony ridges surrounding their flesh. They are usually greyish or tan and are always slimy to the touch.

COMBAT/TACTICS:

These Leeches live on blood, and use the bony ridges that surround their bodies to slice the flesh of their prey so they may suck the blood. They normally can drink about half a pint of blood before they become bloated. Bony-Ridged Leeches usually suck about two or three teaspoonfuls from one victim.

Primitive jungle tribes have learned to use these creatures as weapons, and throw them much like flying discs at their intended targets. Each slice from a Bony-Ridged Leech can inflict 1d4 points of damage. For each round a Leech is attached to the flesh of its victim, it does an additional 1d4 points of damage. They cannot immediately penetrate armor, leather or fur, but they can tear through cloth in one round.

Leech, Bony-Ridged

AKA: Sharp Sucker
HACKFACTOR: 2
EP VALUE: 45
CLIMATE/TERRAIN: Tropical
FREQUENCY: Uncommon
ORGANIZATION: Clusters
ACTIVITY CYCLE: Night
DIET: Blood
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 3-9
SIZE: T.(6" in diameter)
MOVEMENT: 1" crawl, 9" swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 9
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: Sharp bony ridge/suction
SPECIAL DEFENSES: Sharp bony ridge
MAGIC RESISTANCE: Standard
HIT DICE: 1



HABITAT/SOCIETY: These creatures live in tropical regions, or other areas where it is hot and humid. Bony-Ridged Leeches procreate in warm, shallow water and spend a lot of time sunning themselves in the mudflats surrounding still waters.

ECOLOGY: Bony-Ridged Leeches are asexual, and reproduce through fission, much like earthworms. They do this in warm shallow water. They frequent both salt and fresh bodies of water. Those Leeches that live in salt water appear more grey in color, and those that live in fresh water appear more tan. Some people say the creatures make good eating, and they have become a delicacy in some locations.

YIELD:

Medicinal: Some people believe attaching these creatures to sick individuals can suck the disease away. Some people also do this for people who have been poisoned.

Spell Components: Bony-Ridged Leeches can be used in energy draining spells with a -1 saving throw modifier.

Hide/Trophy Items: Nil

Treasure: Nil

Other: They can be sold in certain areas as weapons, for 1 gp each, or as high cuisine in other areas for as much as 50 gp each.

Leech, Cistern

DESCRIPTION: Cistern Leeches are foul creatures that survive by consuming both blood and fecal matter. They can live in sewers, but for some reason seem to prefer cisterns and chamber pots. At just one foot long, these brown leeches have a maw of fangs and are truly vile creatures to encounter.

COMBAT/TACTICS:

Cistern Leeches wait for a victim to use the cistern, then latch onto the buttocks with their foul fangs and drink the victim's blood. The Leeches can blend in with their surroundings 60% of the time, but the GM need not check unless a PC is actively searching for a Cistern Leech. The Leech's

bite is 75% likely to go unnoticed, due to their special numbing saliva. Once the creature has drained 6 hit point's worth of blood, it drops off of the victim to digest. Creatures bitten must save vs. poison at +2 or become infected with a disease.

HABITAT/SOCIETY: Cistern Leeches crawl around the sewers until they find an opening that leads them inside a house. They prefer cisterns as lairs and find them a cozy place to dwell. Decorative cisterns will be targeted first. Should a wise PC remember to put the lid on his cistern, he will automatically hear the creature push the lid off trying to get inside. If discovered, the Cistern Leech attacks.

Leech, Cistern

AKA: Sewer Sucker
HACKFACTOR: 1
EP VALUE: 30
CLIMATE/TERRAIN: Sewers
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: T (1' long)
MOVEMENT: 1"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Blending
MAGIC RESISTANCE: Standard
HIT DICE: 1/2



ECOLOGY: Originally the creation of an evil magic-user with a malicious sense of humor, Cistern Leeches flourish in many city sewers, where it is highly likely they will find a cistern. The identity of the magic-user who created these beasts remains unknown, but it is thought that he created the Cistern Leech in retaliation for a boyhood prank.

YIELD:

Medicinal: The saliva from a Cistern Leech can be used as numbing poison (one vial per Leech, save vs. poison or a random limb goes numb) or to numb patients for delicate surgical procedures.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Leech, Giant

DESCRIPTION: These Leeches resemble many of their smaller cousins, except that they are much bigger and make a loud slurping sound when they attack. Giant Leeches have a slick black skin.

COMBAT/TACTICS: The Giant Leech glides along in shallow, still water until it senses the presence of a warm-blooded creature. It then attacks, latching its mouth onto the nearest exposed skin of its victim. The anesthetizing saliva of the Giant Leech keeps its attack from being noticed, unless the victim makes a visual inspection of his body or hears a big slurping sound.

Giant Leeches will swarm to any warm-blood animal. If they hit, they begin to drain blood at the rate of 1 hit point per round per Hit Die of the Leech. There is only a 1% chance the victim will be aware of the attack until he comes out of the water or weakness sets in. Once

50% of the victim's hit points is drained, the victim will immediately notice that he feels light-headed and woozy. There is a 50% chance that the bite of the Giant Leech causes a blood disease that is fatal in 2-5 weeks unless cured.

HABITAT/SOCIETY:

Giant Leeches thrive in stagnant waters, swamps, marshes, sewers and any places where muck accumulates. They are mindless hunters and will attempt to drain the blood out of any warm-blooded creature, illusory or otherwise. Giant Leeches make great guard animals for stagnant moats around fortifications.

ECOLOGY:

Giant Leeches are born in muck and die in muck and that is just the way these Swollen Suckers like it. Pouring salt on a Giant Leech will cause it to shrivel up and die, provided the amount is at least half the mass of the Giant Leech. If the amount of salt is insufficient to kill the Leech, it might (50% chance) release its hold on the victim and move away from the source of the salt. Giant Leeches may be mistaken for Giant Lampreys.

Leech, Giant

AKA: Swollen Sucker

HACKFACTOR: 1/1/2/2

EP VALUE: 15/35/65/120

CLIMATE/TERRAIN: Swamps, Marshes

FREQUENCY: Uncommon

ORGANIZATION: Schools

ACTIVITY CYCLE: Any

DIET: Blood

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 4-16

SIZE: S to M

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Blood Drain

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 to 4



YIELD:

Medicinal: Humans who are unfamiliar with modern healing magics might attempt to bleed a victim through the use of Giant Leeches in a misguided attempt to cure a disease.

Spell Components: Leech eyes can be used for an Infravision spell with a duration that is one hour longer.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Leech, Groin

DESCRIPTION: These horrible suckers are a male adventurer's worst nightmare. Resembling foul black worms with round maws full of tiny teeth, the Groin Leech is, by far, the most hated creature in all of Garweeze World.

COMBAT/TACTICS:

Most blood-sucking parasites will instinctively attack a victim where his body temperature is highest, i.e. near the heart or under the arm or leg. For some unknown reason, the Groin Leech prefers to attach itself in the crotch of its victims.

Like all Leeches, their tiny teeth are covered with a numbing surface anesthetic that helps their bite go unnoticed 90% of the time, unless the Leech is seen moving as it attaches. There is a 15% chance that after two rounds of feeding, the Groin Leech may involuntarily arouse a male victim.

HABITAT/SOCIETY: Like its brethren, Groin Leeches dwell in stagnant waters until a warm-blooded mammal blunders into them. Some victims with particularly tough or insensitive hides may never notice the bite of a Groin Leech. These foul worms have been known to breed in the bathtubs of lower-class establishments.

ECOLOGY: A group of sages has begun working with experienced adventuring groups. These brave souls have banded together to form an organization, known commonly as V.O.G.L.A. (Victims Of the Groin Leech Association). This group has paid thousands of gold pieces to research the Groin Leech and come up with preventative measures for adventurers in the field. Thus far, the sages have developed a pair of lye undergarments (shortclothes full of lye) as the only tried and true method of preventing Groin Leech attacks.

Mothers who want to prevent their sons from running off to join an adventuring party will tell horrendous tales of injuries caused by the Groin Leech.

Leech, Groin

AKA: Crotch Latcher

HACKFACTOR: 0

EP VALUE: 15

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-10

SIZE: T (1' to 2' long)

MOVEMENT: 3", 6" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Blood Drain
(See below)

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 1-1

**YIELD:**

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: V.O.G.L.A. pays one silver piece per Groin Leech for research purposes and one copper piece per story from a victim. (Victims are required to display their injuries for researchers.)

Leech, Muck

DESCRIPTION: Luck-Draining Muck Leech: These Leeches look like normal Leeches, with the exception that they have white spots on their heads that vaguely resemble a "snake eyes" roll in craps.

Level-Draining Muck Leech: This Leech is imbued with negative energy, having attempted to drain the blood from a Wight or other level-draining undead. They appear to be undead Leeches, but continue to act like normal Leeches.

COMBAT/TACTICS: Luck-Draining Muck Leech: These Leeches drain less than one hit point each time they successfully attack. They actually subsist not on blood, but on a victim's luck. For every Luck-Draining Muck Leech on a victim, the victim gets -1 to-hit and -1 on all saving throws.

The only thing that will cause a Luck-Draining Muck Leech to detach voluntarily is the death of the victim or a presence of a Luckstone. These Leeches will move towards a luck stone within 10 feet of any victim. Luck-Draining Muck Leeches that have attached themselves to a victim gain "luck" as a Luckstone and, if they are threatened, may fall to safety through a convenient crack or back into the swamp at the GM's discretion.

Leech, Muck	Luck-Draining	Level-Draining
AKA:	Craps Leech	Ghoul Leech
HACKFACTOR:	0	1
EP VALUE:	7	35
CLIMATE/TERRAIN:	Swamps, Marshes	Swamps, Marshes
FREQUENCY:	Rare	Rare
ORGANIZATION:	Schools	Schools
ACTIVITY CYCLE:	Any	Any
DIET:	Blood	Blood
INTELLIGENCE:	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	2-12	5-20
SIZE:	T (1" long)	T (2" long)
MOVEMENT:	1/2"	1/2", 3" Swim
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fearless (19)
ARMOR CLASS:	8	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	See below	1 + level drain
SPECIAL ATTACKS:	Luck Drain	Level Drain
SPECIAL DEFENSES:	Luck	See below
MAGIC RESISTANCE:	See below	Standard
HIT DICE:	1/4	1/2

Level-Draining Muck Leech: Anyone struck by this Leech loses one hit point and one level. There is a 25% chance that the Leech will use its first attack to get into a victim's armor, thereafter, striking at AC 10. Once a Level-Draining Muck Leech has drained three hit points and three levels, it drops off to digest its meal. A Protection from Evil spell will protect a potential target from the Leeches and clerics can turn them as Wights on the undead turning chart. Pouring holy water over a potential victim will protect him for 2-12 rounds.



Luck-Draining Muck Leech



Level-Draining Muck Leech

HABITAT/SOCIETY: All Leeches live in stagnant waters, swamps, marshes, sewers and any place where muck tends to accumulate. They are mindless blood suckers and will attempt to drain the blood out of any warm-blooded creature, illusionary or otherwise.

Level-Draining Muck Leech: These Leeches are used by powerfully evil NPCs instead of more common undead or Nefarious minions, to soften up foolish adventurers. Once a Level-Draining Muck Leech is full of energy, it will sometimes be consumed by a Lich, Specter, Wraith or Nefarion.

ECOLOGY: Leeches are born in muck and die in muck and that is the way these blood suckers like it. Pouring large quantities of salt on a Leech will cause the Leech to shrivel up and die, provided the amount is at least half the mass of the Leech.

Sages disagree whether Level-Draining Muck Leeches are truly undead, because these Leeches are non-intelligent and so continue to live as regular Leeches. They have the same immunities as undead and are unaffected by salt. They can also be taken out of their native swamp environments and kept nearly anywhere.

YIELD:

Medicinal: Humans who are unfamiliar with modern healing magics may attempt to bleed a victim with Leeches in a misguided attempt to cure a disease. Using a Level-Draining Muck Leech in such an attempt has broken up many a friendship between adventurers.

Spell Components: The white spots of the Luck-Draining Muck Leech can be used for an Infravision spell with a duration of 3 hours +1 hour/level. A portion of Level-Draining Muck Leech skin can be used for an Enervation or Energy Drain spell with a -1 saving throw modifier.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Leech, Sinus

DESCRIPTION: Sinus Leeches are tiny black Leeches that are attracted to the nasal cavities of any warm-blooded mammal. Blood flows close to the skin in the nostrils, therefore the Sinus Leech can feed more quickly.

COMBAT/TACTICS: When a victim falls into water infested with Sinus Leeches, there is a base 10% chance he will be attacked by 2-8 of the creatures.

The chance can increase or decrease according to the victim's headgear, race and situation, as is shown below:

Full Face helmet	-5%
Dwarf	+5%
Gnome	+10%
Water is Swampy	+5%

Victim completely submerged for 1 round	+10% per round
Victim sneezes	-10%
Victim picks nose while underwater	+60%
Victim snorts the water	+90%
Victim drowns	+100%

When Sinus Leeches attach themselves, they immediately begin drinking blood. This does no measurable damage to the victim, but the Leech will become engorged with blood, expand down the victim's throat and suffocate the victim. Three rounds after being attacked, victims will notice that they are having a hard time breathing. By the sixth round, they are unable to breath.

Victims that can relax or use Feign Death can relax their nostrils enough so the Leech can be pulled out. Depending upon the nature

Leech, Sinus

AKA: Snout Sucker
HACKFACTOR: 0
EP VALUE: 3
CLIMATE/TERRAIN: Any Fresh Water
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Blood
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 2-8
SIZE: T (less than 1")
MOVEMENT: 3" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See Below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1 hit point

of the victim's relaxation technique, another PC may need to remove the Leech for the victim.

HABITAT/SOCIETY: Sinus Leeches are disgusting, living only to suck blood. Any entreaty, no matter how profitable, will be ignored by a Sinus Leech. There are rumors of enormous, well-fed Sinus Leeches, far too large to crawl into nasal cavities, being kept as pets by evil-aligned magic-users to torture their enemies and interrogate prisoners.

ECOLOGY: Sinus Leeches are one of the lowest forms of life in Garweeze Wurld. Chaotic evil drow elf assassins and in-party thieves are thought to be reincarnated as Sinus Leeches. Anyone who brags about killing a Sinus Leech immediately loses 2 points of Honor.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Any form of armor made of the hide of a Sinus Leech is flexible, but too small to wear, even for a Pixie-Fairy.

Treasure: Nil

Other: Nil

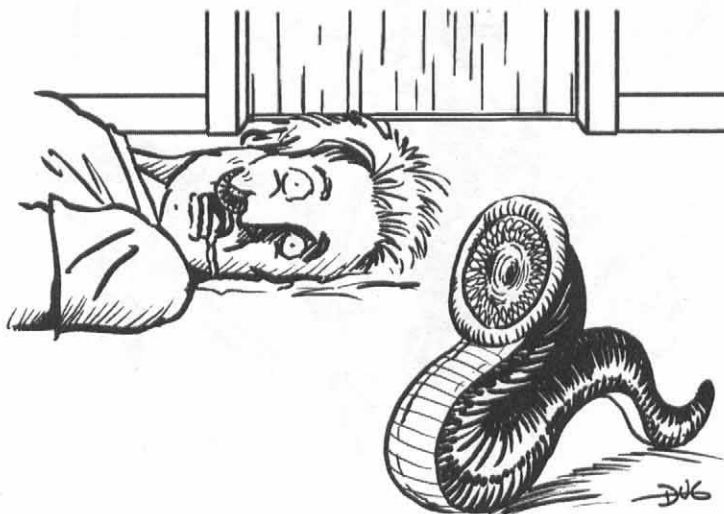
LeechMan	Swamp-dwelling	Guard
AKA:	Swamp Thing	Swamp Patrol
HACKFACTOR:	2	4 and up
EP VALUE:	65	120 and up
CLIMATE/TERRAIN:	Swamps, Marshes	Swamps, Marshes
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Tribes	Units
ACTIVITY CYCLE:	Any	Any
DIET:	Blood	Blood
INTELLIGENCE:	Low to Avg. (5-10)	Avg. to Very (8-12)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	5-20	2-12
SIZE:	M (4' tall)	M (5' tall)
MOVEMENT:	6", 9" Swim	6", 9" Swim
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Brave (14)
ARMOR CLASS:	8	5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2+2	3+2

LeechMan

DESCRIPTION: Swamp-dwelling LeechMan: LeechMen are slimy bipeds that still greatly resemble their giant leech ancestors. They live in the swamp and are always dripping with moisture. Most LeechMen will carry a homemade weapon, usually a short bow or a spear. LeechMen have worm-like arms, with very flexible pads and an opposable thumb at the end.

LeechMan Guard: These larger LeechMen are bred specifically for the task of defending the sacred temples of their tribesmen, the Swamp-dwelling LeechMen. The Guard wears ceremonial armor and carries finely crafted weapons.

COMBAT/TACTICS: Swamp-dwelling LeechMan: LeechMen only become violent when attacked or when their homes and/or temples are





threatened. They can either jab with their spears (70%) or shoot their short bows (30%). Every third round, a LeechMan can spit stunning saliva. Victims struck must save vs. poison or be stunned for 2-12 rounds. During this time, the LeechMan will drain blood from the victim for 1-4 points per round until it has drained an amount equal to its own maximum number of hit points.

Any PC suffering a blood drain of more than 10 hit points will pass out for one turn per point after 10. Additionally, he must make a system shock roll or lapse into a coma for 1-6 days, as well as a resurrection survival check to avoid death. LeechMen have a 20% chance of carrying a random blood disease with which anyone bitten will automatically be infected.

LeechMan Guard: Bigger, tougher and better-equipped than their fellows, LeechMan Guards can spit stunning saliva every round. Additionally, for every ten Guards, there is one shaman equal to a 2nd to 6th level cleric.

HABITAT/SOCIETY: LeechMan tribes make their homes in the most dismal swamps and muck. For every adult male, there is a female of equal power and a non-combatant child. LeechMan Guards run the tribe and protect the temple, while the LeechMan shamans lead the entire race with spiritual guidance.

ECOLOGY: Both the Swamp-dwelling LeechMen and their LeechMan Guards need fresh blood to survive. They will often feed on the animals of the jungle, but never to the point of killing them. In lean times, the LeechMen can sustain themselves on fish and some vegetables, but only for very short periods. LeechMen are afraid of salt and even the smell of saltwater or the sight of large amounts of it being thrown in their direction causes them to make a morale check.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, Q (LeechMen), J, O, Q (LeechMan Guards)

Other: Nil

Lemur

DESCRIPTION: Lemurs are small primates that resemble skinny monkeys with prehensile tails and flexible bodies. Their coats range from white to beige to brown to black. Ringtail Lemurs have a distinctively lighter grey coat, with dark rings along the length of their tails. Pygmy Mouse Lemurs are Garweeze World's smallest primates and weigh mere ounces.

COMBAT/TACTICS: Lemurs have infravision that extends 80 feet. They are nocturnal and prefer to avoid bright lights and loud noise. Lemurs have prehensile tails, which they can use to hang from tree branches. They fight upside-down with no penalty.

Common Lemur: These Lemurs will bite for 1-4 points of damage if attacked, but they usually run from loud noise or threatening humans. 20% of all Lemurs, especially those that end up trapped in dungeons, will mimic any behavior that they see. Common Lemurs will sometimes get their paws on weapons such as crude maces or swords. They can wield these weapons, but get -1 to hit and damage.

Feces-Flinging Lemur: Unlike other varieties of Lemur, this species will fling its own feces when attacked. Victims struck must save vs. poison or be blinded for 1-3 rounds. In addition, victims will reek of the filth, warning animals and monsters with sensitive noses 35% of

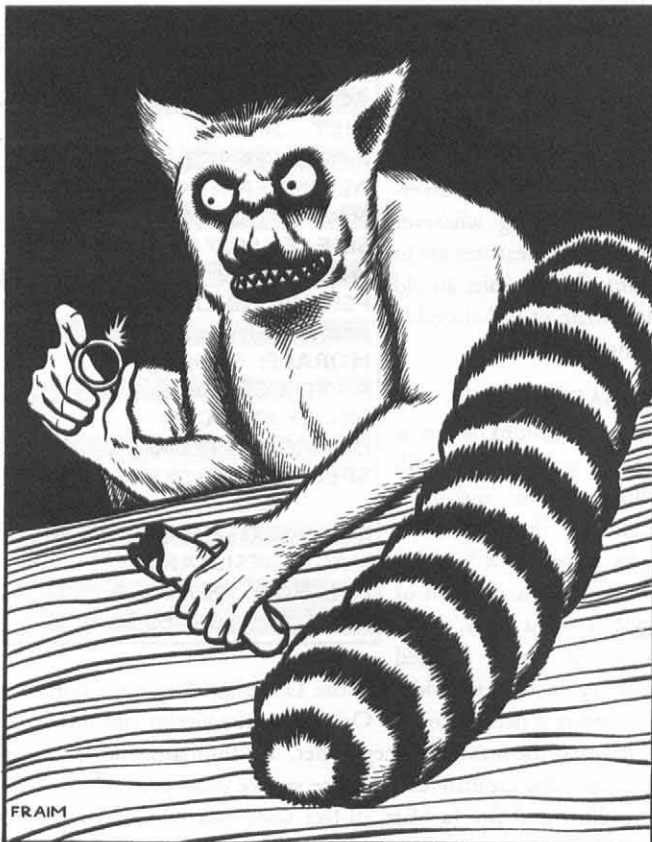


Feces-Flinging Lemur

Lemur	Common	Feces-Flinging	Flying	Ringtail	Pygmy Mouse
AKA:	Leapin' Lemur	Smelly Smiter	Gliding Gibbon	Raccoon Monkey	Petite Primate
HACKFACTOR:	0	1	1	0	0
EP VALUE:	15	15	15	15	7
CLIMATE/TERRAIN:	Subtropical to Tropical	Subtropical to Tropical	Subtropical to Tropical	Subtropical to Tropical	Subtropical to Tropical
FREQUENCY:	Common	Uncommon	Rare	Uncommon	Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Night	Night	Night	Night	Night
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	4-16	4-16	4-16	4-16	4-16
SIZE:	S	S	S	S	T (5" long)
MOVEMENT:	6", 12" in trees	6", 12" in trees	6", 18" Fly (C)	12"	3", 3" in trees
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Weak (3)	Half-hearted (9)	Half-hearted (9)	Timid (6)	Timid (6)
ARMOR CLASS:	8	8	7	8	8
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	1-4 or by weapon	1-4 or see below	1-4 or see below	1-4 or by weapon	1
SPECIAL ATTACKS:	Nil	See below	See below	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Hide (60%)
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	1	1	1+1	1	1/2

the time. Feces-Flinging Lemurs can bite for 1-4 points of damage and will viciously attack those who violate their territory.

Flying Lemur: Flying Lemurs can bite for 1-4 points of damage, but usually will drop coconuts and rocks from a great height for 1-4 points of damage. The Lemurs strike at -1 to-hit, but they usually stay out of the range of short bows. Flying Lemurs can only carry two missile weapons before they have to land and find new ones.



Ringtail Lemur

Ringtail Lemur: Unlike all other Lemurs, the Ringtails live on the ground. If sufficiently enraged or if they outnumber opponents by three or more to one, they will attack as a mob using grappling attacks. They prefer not to get into combat at all, but if pressed, they can also bite for 1-4 points of damage.

Pygmy Mouse Lemur: These tiny primates only bite if they are held when they were attacked and they can only do one point of damage.

HABITAT/SOCIETY: Lemurs are incredibly social creatures and all Lemur tribes will be led by the dominant male. In the wild, Lemurs will usually ignore PCs unless the party stumbles into their home territory. They will defend their young to the death and all Lemur tribes will contain 2-6 young. Females are equal to males.

Lemurs are imitative and tend to be violent when they lair in regions that see frequent combat. If befriended, Lemurs make excellent companions, but they do not like cold weather. All Lemur companions can be taught to retrieve objects on command.

ECOLOGY: Lemurs are primarily herbivores, but they supplement their diet with insects and small animals. If sufficiently enraged, they may bite the flesh off the face of a PC, especially an elf. A Lemur who tastes the blood or flesh of an elf or half-elf has a 15% chance of becoming a carnivore. Carnivorous Lemurs are extremely rare, as they usually die of starvation when they cannot get enough elf to eat.

YIELD:

Medicinal: Nil

Spell Components: A bit of Lemur fur can be used in an Animal Summoning spell to increase the chances of successful summoning (75% chance of attracting Lemurs).

Hide/Trophy Items: Lemur pelts are worth 1 cp each.

Treasure: Lemurs do not value treasure, but there is a 10% chance that they have picked up something shiny.

Other: Nil

Leucrotta

DESCRIPTION: The Leucrotta stands 7-feet tall with the body of a stag, a leonine tail and cloven hooves. Its head is badger-like with teeth that are a sickly grey color and eyes that glow with a red, feral light. Leucrotta skin smells like rotting animal carcasses, and its breath is even worse.

COMBAT/TACTICS: This sly monster can imitate a range of noises and voices, including a human adult or child, domestic animal in pain, a wolf howling, and a variety of bird calls and dawgs barking. The Leucrotta can speak its own language and the Common tongue. They hunt humans, demi-humans and other predators.

Leucrotta can bite for 3-18 points of damage and it is rumored they can bite through metal (armor and shields must save vs. crushing blow if struck). Leucrotta will never allow fallen prey out of their sight if they can help it.

If a Leucrotta retreats, it kicks for 1-6 points of damage with each hoof. Leucrotta tracks look like a stag's, so they are difficult to track.



Leucrotta

AKA: Mimic Monster
HACKFACTOR: 9
EP VALUE: 975
CLIMATE/TERRAIN: Temperate/ Wasteland, Broken Terrain
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-4
SIZE: L (7' at shoulder, 9' long)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 3-18 or 1-6x2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Kick in retreat
MAGIC RESISTANCE: Nil
HIT DICE: 6+1

HABITAT/SOCIETY: The ugliness of the Leucrotta is legendary, which is why they haunt desolate places with few tourists. Leucrotta lair in rocky places because they are as sure-footed as mountain goats.

For every four Leucrotta in a lair there is a 10% chance of an immature Leucrotta of half strength. Their home range extends over a 20 mile area. They have nasty tempers and sometimes kill each other.

If pressed into service by powerful evil creatures, the Leucrotta will attempt to escape at the first opportunity. Due to the stench inside a Leucrotta lair, victims must save vs. poison at -1 or gag helplessly for 1-4 rounds. Leucrotta prefer fresh meat, but will also eat carrion.

ECOLOGY: Sages speculate that the Leucrotta is an unnatural abomination that was spawned by some demented power or magic-user at a party where there was a lot of wild magic and drinking.

YIELD:

Medicinal: Nil

Spell Components: Leucrotta fur is used for a Repulsion spell in lieu of other material components.

Hide/Trophy Items: The skin is perfect for Boots of Striding and Springing.

Treasure: D

Other: Leucrotta saliva can be used for Philters of Love.

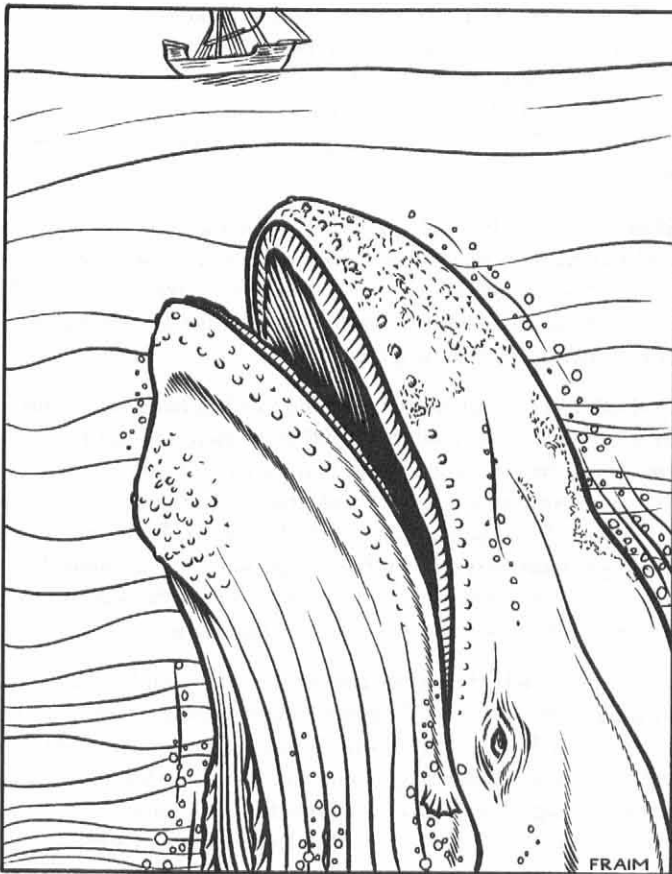
Leviathan

DESCRIPTION: Only two of these creatures are said to exist and thankfully, they are both female. The Leviathan is the largest sea mammal on Garweeze World. It spends most of its time in the depths of the ocean, but very rarely it will come to the surface to breathe fresh air, inadvertently swallowing whatever ships and sea creatures are in the area. It resembles an old white whale of unbelievably enormous size.

COMBAT/TACTICS: On the rare occasions when it surfaces, a Leviathan will swallow anyone and anything. If the Leviathan attacks a ship it will either swallow it whole on a hit or capsize it on a miss. The damage is only applied directly against an individual if the Leviathan hits the victim within four of what it needed to hit. Otherwise, the victim and the damaged ship fall into the creature's deep gullet. Additionally, for those victims that escape, the creature can breathe smoke (obscures vision in a one-mile radius) and fire (a blast 20-feet wide and 80-feet long for 5-50 points of damage, save vs. breath weapon for half damage).

Leviathan

AKA: Demon of the Depths
HACKFACTOR: 575
EP VALUE: 150,000
CLIMATE/TERRAIN: Any Ocean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (1,000' long)
MOVEMENT: 48" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 10-100
SPECIAL ATTACKS: Swallowing, Breath Weapon (see below)
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 1000 hit points (200 Hit Dice)



HABITAT/SOCIETY: The Leviathan does not have a society of its own, but there are societies living within its gullet which are so extensive that they contain whole ecosystems. Victims sometimes survive for decades inside this massive beast. The ships inside the Leviathan are slowly being digested. GMs should carefully outline the 10-100 humans and demi-humans inside the Leviathan.

ECOLOGY: The Leviathan has an incredibly slow metabolism and spends most of its time in the ocean depths in a dazed trance. Victims that are not careful can end up in the beast's stomach as it surfaces. A Leviathan surfaces every 2-12 years and this is the only time victims have an opportunity to escape.

YIELD:

Medicinal: Leviathan meat is edible.

Spell Components: Leviathan blood can be used for Enlarge spells of double strength and Potions of Growth.

Hide/Trophy Items: Nil

Treasure: Victims swallowed will have a variety of valuables and magic items.

Other: Nil

Lich/Lich Master

DESCRIPTION: Liches and Lich Masters look like gaunt, skeletal corpses and sometimes will be confused with Wights or Mummies. Lich Masters tend to be better preserved than the average Lich. Liches have pinpoints of red light in the depths of their dark eye-sockets and can see normally in the darkest night or brightest day.

75% of Liches are dressed in the clothes of nobility and 25% will wear some kind of magical clothing or jewelry. Lich Masters always dress in

Lich	Lich	Lich Master
AKA:	Magus-Morte	Megamagus-Morte
HACKFACTOR:	57	99
EP VALUE:	8000	12,000
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Nil	Nil
INTELLIGENCE:	Supra-Genius (19-20)	Gawdlike (21-22)
ALIGNMENT:	Any evil	Any evil
NO. APPEARING:	1	1
SIZE:	M (6' tall)	M (6' tall)
MOVEMENT:	6"	12"
PSIONIC ABILITY:	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Fanatic (20)
ARMOR CLASS:	0	-2
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-10	1-10+level drain
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	+1 or better to hit	See below
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	11+	16+

magical clothes or jewelry and may have once been nobles themselves. These creatures are centuries old and they remember when young people respected their elders.

COMBAT/TACTICS: Lich: Any creature with four or fewer Hit Dice must save vs. spell or flee in terror from the Lich for 5-20 rounds. Victims struck by the Lich's hand take 1-10 points of chilling damage and must save vs. paralyzation or be paralyzed. Victims remain paralyzed until the magic is dispelled by the Lich or another spell caster.



*Liche Master*

Liches can only be hit by weapons of +1 or better enchantment, or monsters of 6 or more Hit Dice. A Lich is immune to charms, Sleep, enfeeblement, polymorph, cold, electricity, insanity and death spells. Clerics of 8th level or Paladins of 10th level can attempt to turn a Lich.

All Liches are at least 18th level spell casters, usually magic-users, and they can cast all the spells that they had in life. Magic-user Liches will continue to need spell books, components, research, etc., while cleric Liches need to continue the rituals that afforded them spells. Liches are highly adept at using and building magic items and most have an arsenal of potent magic weapons at their command.

Liches store their life force in an inanimate object called a phylactery. If their body is destroyed, the Lich can use a Magic Jar to take over a new body. Only the destruction of the phylactery will truly destroy a Lich, so phylacteries will be very carefully hidden.

Lich Master: These are more powerful Liches and will be spell casters of 22nd level and higher. The touch of a Lich Master does 1-10 points of damage and drains one level of experience. Victims drained to death turn into wraiths under the command of the Lich Master. Most Lich Masters have a minimum of 2-12 wraiths in their lair.

Additionally, Lich Masters have the same immunities as regular Liches, plus flame and heat. Lich Masters do not store their life force in a phylactery, but in their withered hearts. If their hearts are pierced with a piece of pure jade, they are slain. However, should the jade be removed or should the Lich Master come in contact with a living creature before its body is destroyed, it can revitalize itself by draining the life from the living creature.

The application of holy water, holy objects or Holy Word will forever destroy a Lich Master's body, once it has been stabbed through the heart with pure jade.

HABITAT/SOCIETY: Liches of all types make their homes in vast subterranean crypts or large fortresses. A Lich is usually deeply involved in personal research and cares nothing for the outside world. However, some Liches may animate a force of undead troops to wreak havoc on the living or seek revenge upon an enemy or an enemy's descendants.

Liches can live to be centuries old, and the older the Lich the more weird and mentally unstable it becomes. Very rarely, some magic-users or clerics that are neutral become Liches. These creatures tend to have very specific agendas and goals and will not bother anyone that refrains from interfering with those goals.

ECOLOGY: Lich: In order to become a Lich, a magic-user must prepare a phylactery with a value of 1500 gp or more and cast Enchant an Item, Magic Jar, Permanency and Reincarnation. Additionally, a special toxic potion is created and the following spells are cast: Wraithform, Permanency, Cone of Cold, Feign Death and Animate Dead. When the next moon is full, the potion must be imbibed by the magic-user. The magic-user must survive a system shock roll or be forever dead. Those who make the roll become Liches.

Lich Master: Lich Masters are created through a similar ritual, except that the Enchant an Item, Permanency and Reincarnation spells must be cast on the heart. Wraithform, Permanency, Cone of Cold, Feign Death, Animate Dead, Energy Drain and Protection from Fire are then cast on the magic-user. Next, each potential Lich Master must research a version of Create Lich Master, a 9th level magic-user spell and a 7th level cleric spell.

The casting of the spell costs 10,000 gp in materials and culminates with the death of the caster, as he opens a rift to the Negative Material Plane. The caster must then survive a system shock roll to become a Lich Master.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

Lich: A

Lich Master: A, B, C

Other: Nil

Lime Green Quivering Mass

DESCRIPTION: Resembling pools of lime green gelatin, these odd creatures may have been the result of a foul magical combination of green slimes and gelatinous cubes.

COMBAT/TACTICS: Lime Green Quivering Masses can move across any surface except ice. They prefer to ambush their prey from above (surprising their victims 7 times in 10). Anyone struck must save vs. paralysis or become paralyzed for 1-6 melee rounds.

Quivering Masses can only digest organic material, all other substances will stay within their bodies for 2-12 days before being expunged. Quivering Masses can flatten themselves and ooze through openings as small as two inches across, though this may cause them to expel larger items encased in their bodies.

Lime Green Quivering Masses take double damage from cold attacks and will not willingly cross icy expanses. Blunt weapons do not hurt them.

HABITAT/SOCIETY: In combat, the Lime Green Quivering Masses can implement only the most basic tactical strategies. They make poor soldiers and even poorer officers.

ECOLOGY: Thought to have been created by a druid of exceptional talent, these Quivering Masses may originally have been designed to protect the groves and stone henges sacred to the druids. Likely, these first Masses ate the grove and the druids, escaped to the wild and multiplied as they found prey.

When a Lime Green Quivering Mass reaches 10 Hit Dice and maximum hit points, it splits into two Quivering Masses of 5 Hit Dice each. Masses will not live closer than 100 yards from one another.

YIELD:

Medicinal: Small amounts of Lime Green Quivering Mass can be used to treat acne.

Lime Green Quivering Mass

AKA: Green Death
HACKFACTOR: 3-11
EP VALUE: 140 per Hit Die over 2
CLIMATE/TERRAIN: Temperate to Subtropical land

FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (6' around)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 3 to 10

Spell Components: The Quivering Mass can be used in a paralyzation spell with twice the range and area of effect.

Hide/Trophy Items: Nil

Treasure: W

Other: Nil

Liontaur

DESCRIPTION: The race known as the Liontaurs are lion/man crosses that roam the savannahs hunting prey. From the waist up they look like men with cat-like features and wild manes of hair. They have the lower bodies of well-muscled lions. Liontaurs are wild warriors and almost fearless in battle.

COMBAT/TACTICS: Liontaurs attack opponents ferociously. They can leap 10 feet up and 30 feet forward. Males carry 2-6 javelins and a stone club or short sword. 80% carry shields made of boiled leather, which benefit their AC by 1 and have 2 hit points. Females are AC 7 and attack at +2 to-hit and damage when defending young. Young Liontaurs are always non-combatants.

Liontaur

AKA: Lion Man
HACKFACTOR: 4
EP VALUE: 270
CLIMATE/TERRAIN: Savannah
FREQUENCY: Very Rare
ORGANIZATION: Pride
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral
NO. APPEARING: 2-24
SIZE: L (7' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 6 (5)
NO. OF ATTACKS: 2 claws or 1 weapon
DAMAGE/ATTACK: 1-4/1-4 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Surprised only on a 2 in 10
MAGIC RESISTANCE: Standard
HIT DICE: 5+8



HABITAT/SOCIETY: Prides of Liontaurs consist of 4-16 males, 2-24 females and 1-12 young. Prides will be led by a chief (AC 5, 6+4 HD, Dmg. 1-6/1-6 and +1 damage with weapon). 2-8 tribes of Liontaurs may come together to form a nation. A nation will be led by a king (AC 3, 9 HD, Dmg. 1-8/1-8 and +2 damage with a weapon). Kings will have 2-8 bodyguards equal to chiefs. A pride has a 70% chance of having a 7th level cleric Liontaur.

ECOLOGY: Liontaurs are raised to be aggressive toward all outsiders. They will fight to the death to save their young. Liontaurs always hunt fresh meat, but rarely eat intelligent animals. They have no respect for seemingly intelligent creatures who cannot hunt. In order to befriend a single Liontaur or a pride, a PC must prove his abilities on the hunt. Women are not required to prove hunting abilities, but may be wooed by persistent single males.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Liontaur hides can be made into winter clothing.

Treasure: B

Other: Nil

Lizard	Fire	Giant	Minotaur	Subterranean
AKA:	Dragon Skinks	Large Lizards	Maze Monitors	Tunnel Terror
HACKFACTOR:	17	2	10	7
EP VALUE:	1400	270	650	420
CLIMATE/TERRAIN:	Subterranean	Temperate	Subterranean	Subterranean
FREQUENCY:	Very Rare	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Animal (1)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	2-12	1-8	1-6
SIZE:	G (30' long)	H (15' long)	G (40' long)	H (20' long)
MOVEMENT:	9"	15"	6"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Daring (15)	Resolved (18)	Brave (14)
ARMOR CLASS:	3	5	5	5
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1-8/1-8/2-16	1-8	2-12/2-12/3-18	2-12
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	10	3+1	8	6

breath weapon is made). They can also attack with their claws and bite. When encountered, there is a 50% chance a Fire Lizard will be sleeping. At their first sighting of a Fire Lizard, many inexperienced adventurers think they have encountered a young Red Dragon. When they try to parley, they soon realize their mistake!

Giant Lizard: These Lizards' bodies are too low to the ground for them to use their claws in combat. Giant Lizards do not care much for strategy and will simply attack continuously until they have been reduced to five or fewer hit points, then attempt to flee.

Lizard

DESCRIPTION: Fire Lizard: Fire Lizards are generally believed to be the ancestral off-shoot of Red Dragons. They resemble their larger cousins very closely, except that they have no wings and their bodies are smoother. They are about as smart as a pig or an otter.

Giant Lizard: These Lizards are just extremely large Lizards. They do not look like dragons, rather they have a body much like iguanas and they are about as smart as any common lizard.

Minotaur Lizard: So named because they dwell in the same sort of windy passages as the legendary minotaurs, these Lizards are larger than even Giant Lizards, making them really impressive reptiles. They will often be encountered in the lairs of minotaurs, who use the Lizards as mounts when patrolling their mazes.

Subterranean Lizard: This Lizard is encountered exclusively underground and has adapted very well to life in the NetherDeep. Its scales are a dark green so deep that it is almost black. Subterranean Lizards are smarter than barnacles, but less clever than crabs.

COMBAT/TACTICS: Fire Lizard: Fire Lizards are immune to fire and heat attacks of all kinds. They can breathe fire (a blast 25 feet long and 5 feet wide) for 2-12 points of damage (half if a saving throw vs.



Fire Lizard



Giant Lizard

Minotaur Lizard: These creatures are extremely aggressive carnivores that hunt their prey relentlessly. On a roll of a natural 20, a victim is picked-up off his feet and shaken vigorously. (This effect supercedes rolling on the critical hits table in the GMG.) He will be unable to attack the next round and automatically takes bite damage the next

round (Dexterity check to wriggle free). Minotaur Lizards are quick and gain surprise 7 in 10 times. If a target stops moving, the Minotaur Lizard will drag the victim back to its lair to dine in peace.

Subterranean Lizard: These Lizards can run along floors, walls and ceilings. Sometimes, it will grab a victim and run to a high ceiling to devour the screaming target upside-down.

HABITAT/SOCIETY: Giant Lizards are merely survivalists, but the other three varieties will collect shiny objects, especially treasure. If the Lizards are used as guards or kept as pets, this treasure will be kept with their masters' treasure.

ECOLOGY: Lizards are born from eggs and the females do not guard the hatchlings once they are born. They are poor candidates for any type of training, as they rarely listen to or follow instructions. Contrary to the popular gnomish rumor, these Lizards will not follow a pied piper, except to eat him.

YIELD:

Medicinal: Lizard meat is edible.

Spell Components: Lizard blood is perfect for attracting lizards during Monster Summoning spells of all types.

Hide/Trophy Items: Lizard hide can be used to make armor, gauntlets, boots, book bindings, backpacks and a large variety of other items. All such items are suitable for enchantment.

Treasure:

Fire Lizard: B, Qx10, S, T

Giant Lizard: Nil

Minotaur Lizard: J to N, Q, C

Subterranean Lizard: O, P, Qx5

Other: Fire Lizard eggs are worth 5000 gp. There is a 10% chance of finding 1-4 in any fire lizard lair.



Subterranean Lizard

Lizard, Ice

DESCRIPTION: Ice Lizards are 3-foot long, white, blue or silvery reptiles. They make excellent companions for snow queens, Frost Giants and other sentient arctic denizens.

COMBAT/TACTICS: Ice Lizards can polymorph themselves into White Dragons twice a day for two hours. They can also cast Sleep and Fear twice each day (as a 4th level magic-user). Although resistant to most forms of magic, they are vulnerable to charm and hold spells, getting no resistance against these spells, as well as -2 on their saving throws.

Lizard, Ice

AKA: Winter Wyrn

HACKFACTOR: 14

EP VALUE: 975

CLIMATE/TERRAIN: Any Arctic

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: S (3' long)

MOVEMENT: 9", 15" Fly (C, or E in White Dragon form)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 1

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Spells, breath weapon

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 80% (see below)

HIT DICE: 3+3



Ice Lizards can breathe a blast of frost (30-foot long and 3-foot diameter cone) for 2-16 points of damage or attack with their claws and bite. They will sometimes hide in the snow to ambush prey.

HABITAT/SOCIETY: Ice Lizards are often hangers-on with groups of larger, more evil and more powerful arctic fiends. They will become enraged if exposed for impersonating a White Dragon. Evil magic-users and Liches that build their lairs in arctic climes are likely to be approached by anxious Ice Lizards looking for places to guard. Frost Giants like to use them when hunting for sport.

ECOLOGY: Ice Lizards are born in the most cold and desolate regions of Garweeze Wurl. They cannot survive in temperatures above 60° Fahrenheit. They prefer underground lairs of ice and snow.

YIELD:

Medicinal: Ice Lizard teeth will keep any beverage cold for hours, and have the additional benefit of not diluting the drink by melting.

Spell Components: Ice Lizard teeth can be used for a Cone of Cold spell with a -1 saving throw modifier.

Hide/Trophy Items: Ice Lizard hide can be made into scale mail or book bindings to protect the wearer or book from cold.

Treasure: G

Other: Nil.

Lizard, Red-Bellied Armored

DESCRIPTION: The Red-Bellied Armored Lizard is a direct descendant of the Jurassic Creature known as the Stegosaurus. This Lizard is smaller and has a brown or greenish bronze hide with a distinct blood-red underbelly. Its spiked tail is the Armored Lizard's best defense against predators.

COMBAT/TACTICS:

The Red-Bellied Armored Lizard can bite with its many teeth for tremendous damage (7-16). Additionally, the creature will use its bulk to crush opponents. It can even leap onto an opponent, doing 3-30 points of damage, but this leaves the Lizard temporarily vulnerable to attack (opponents get +4 to-hit for one full round). The tail has multiple spikes and can inflict 2-20 points of damage in a second attack.

HABITAT/SOCIETY:

Red-Bellied Armored Lizards make excellent war mounts if properly trained, and can carry up to 2000 pounds. When they are not pressed into domesticated service, these Lizards will actively seek out smaller animals to eat. This is not a creature built for speed or stealth, thus the Armored Lizard often scavenges its meals.

ECOLOGY: The Red-Bellied Armored Lizard will mate twice each year, at both the Summer and Winter Solstices. This unusual habit has piqued the interest of sages, who believe these beasts are driven by lunar activity to seek a mate. The female buries a clutch of 20-60 eggs on the sunny shore of a lake, and because these Lizards are always hun-

Lizard, Red-Bellied Armored

AKA: Stega-sister-saurus

HACKFACTOR: 14

EP VALUE: 975

CLIMATE/TERRAIN: Any Temperate Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Late Day/Evening

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: H (16' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 2

NO. OF ATTACKS: 1 (leap) or 2

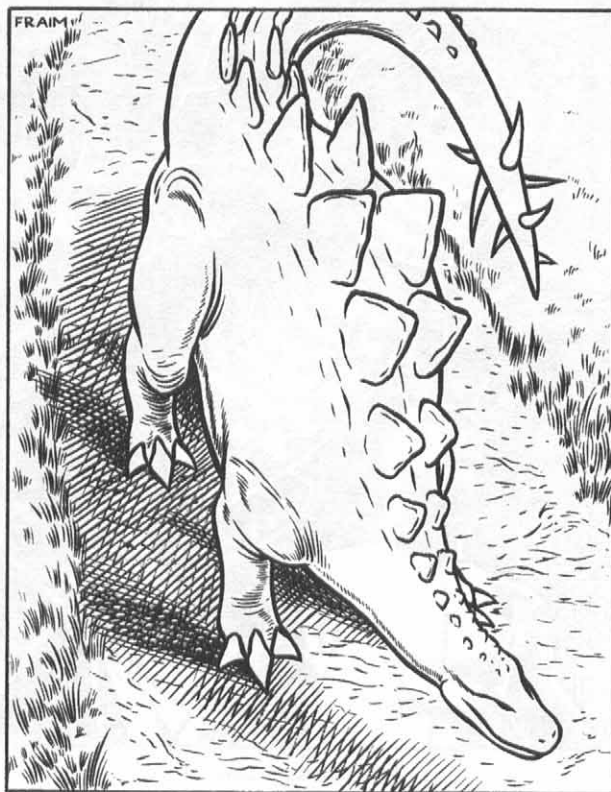
DAMAGE/ATTACK: 7-16/2-20

SPECIAL ATTACKS: Leap

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 6



gry, abandons them to find the nearest food.

YIELD:

Medicinal: Red-Bellied Armored Lizard meat is edible, but does not have a very good flavor, no matter what seasoning is used.

Spell Components: Nil

Hide/Trophy Items: The hide of the creature can be used to craft shields suitable for enchantment.

Treasure: 10% of Z

Other: Nil

Lizard-Newt, Pygmy

DESCRIPTION: Pygmy Lizard-Newts are short, quick newt-like lizard men with moist skin and the ability to blend into natural backgrounds. They are usually dressed in loincloths and carry javelins.

COMBAT/TACTICS: Pygmy Lizard-Newts can blend in with their natural swampy surroundings 86% of the time. They use this ability to ambush foes or flee from combat. For every 10 Newts there will be a leader with 2 Hit Dice and the tribe will be led by a 3 Hit Dice Newt. Pygmy Lizard-Newts do not usually wear armor, but 50% carry homemade shields in times of war.

HABITAT/SOCIETY: Pygmy Lizard-Newts live peaceful lives in the rainforest. Pygmy Lizard-Newts are not very spiritual, as they do not have a sponsoring gawd powerful enough to grant their shaman spells or even immortality. Therefore, the Pygmy Lizard-Newts will often adopt another religion of the area, or may be led by Carnivorous Ape Shamans of evil alignment.

ECOLOGY: Pygmy Lizard-Newts lay their eggs in warm pools and guard them carefully until they hatch. Newborns grow to maturity in a matter of three months. In times of war, the prolific Newts can triple their population. Pygmy Lizard-Newts enjoy shaking hands and never seem to tire of watching the human and demi-human reaction to their cold, slimy touch.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, Q (in lair)

Other: In areas where slavery is legal, Pygmy Lizard-Newt children are sold as slaves. They are excellent cleaners of decorative ponds and reflecting pools and command 10 to 60 gp each.

Lizard-Newt, Pygmy

AKA: Dwarf Lizard, Mini-Newt

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Subtropical, Tropical

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Very (5-12)

ALIGNMENT: Neutral (good)

NO. APPEARING: 10-40

SIZE: S (3' tall)

MOVEMENT: 6", 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

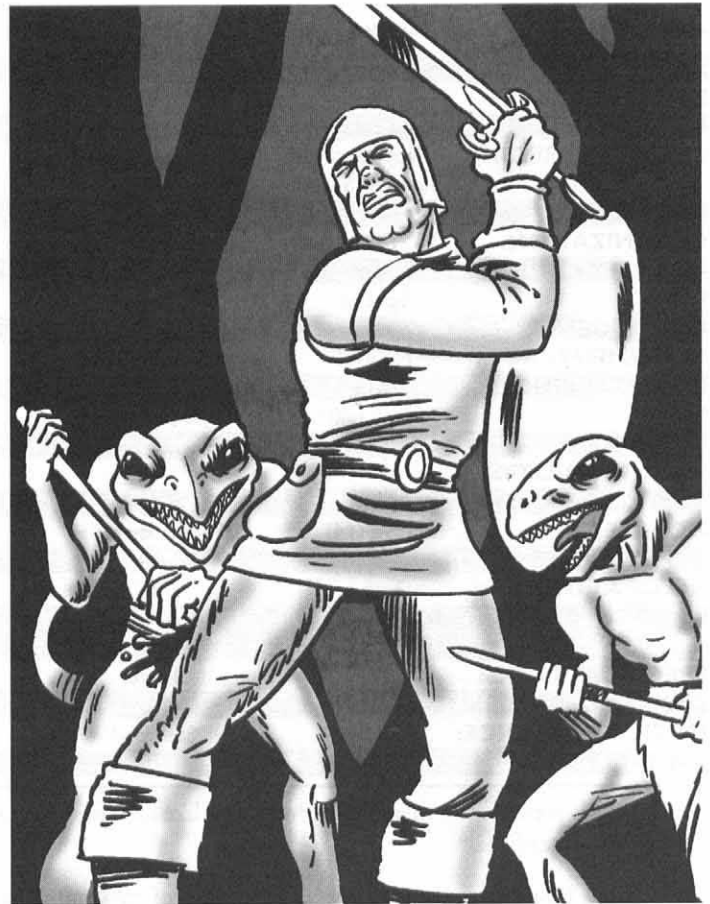
DAMAGE/ATTACK: by weapon or bite 1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 1+1



Lizardman

DESCRIPTION: Common Lizardman: Lizardmen are semi-aquatic, reptilian humanoids that stand six to seven feet tall, weigh 200 to 250 pounds and have green or grey-brown, scaly skins. Their tails are 3-4 feet long and resemble an alligator's tail. Males and females are difficult to distinguish, which has caused a lot of confusion at Lizardmen dance cotillions. Their garb is usually barbaric, consisting of bones and other primitive ornamentation.

Lizardman King: Lizardman Kings are mighty Lizardmen of higher intelligence. They are more muscular and usually wield a great trident. Lizardman Kings command great respect from most other Lizardmen and will often have jewelry and ornamentation.

Lizardman Thief: These Lizardmen have learned all the skills of the average thief, and are almost always found in advanced societies where different races mingle. Frequently, they pose as ordinary Lizardmen to better scam their targets.

Lizardman Magic-user: Lizardman Magic-users dress in the same manner as most human magic-users. They prefer large, billowing cloaks with hoods that help to hide their scaly appearance from outsiders.

COMBAT/TACTICS: Common Lizardman: Lizardmen fight as individuals and tend to favor frontal assaults or mass rushes rather than organized troop movements. If they know they are outnumbered, they will use snares, ambushes and spoiling raids to weaken their opponents. Lizardmen are easily distracted by food (i.e. freshly dead bodies) and treasure. Lizardmen will allow opponents to escape if one of these

LizardMan	Common	King	Thief	Magic-user
AKA:	Homoreptilius	Homoreptilius-Maximus	Lizard Larcenists	Homoreptilius-Magi
HACKFACTOR:	1	9	1 and up	1 and up
EP VALUE:	See below	975	65 and up	65 and up
CLIMATE/TERRAIN:	Tropical to Temperate Swamp	Tropical to Temperate Swamp	Tropical to Temperate Swamp	Tropical to Temperate Swamp
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Low (5-7)	Average (8-10)	Average to Exc. (8-16)	Avg. to Genius (8-18)
ALIGNMENT:	Neutral	Chaotic Evil	Neutral	Neutral
NO. APPEARING:	8-15	1	8-15	1-10
SIZE:	M (7' tall)	L (8' tall)	M (6' to 7' tall)	M (6' to 7' tall)
MOVEMENT:	6", 12" Swim	9", 15" Swim	9", 15" Swim	9", 15" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Foolhardy (16)	Brave (14)	Confident (12)
ARMOR CLASS:	5	3	4	5
NO. OF ATTACKS:	3 or 1	1	3 or 1	3 or 1
DAMAGE/ATTACK:	1-2/1-2/1-6 or by weapon	5-20	1-2/1-2/1-6 or by weapon	1-2/1-2/1-6 or by weapon
SPECIAL ATTACKS:	Nil	Skewer	Nil	Spells
SPECIAL DEFENSES:	Nil	Nil	Nil	Spells
MAGIC RESISTANCE:	Standard	Standard	Standard	Spells
HIT DICE:	2+1	8	2+2 and up	2 and up

choice items is presented to them. Lizardmen also like to take slaves to use as food or sacrifices.

For every 10 Lizardmen, there is one patrol leader of maximum hit points and a 50% chance of a 3rd level shaman (3rd level cleric). All Lizardman tribes have a war leader of 6 Hit Dice, two sub leaders of 4

Hit Dice and a 4th or 5th level shaman (4th or 5th level cleric). If there are two or more tribes, there is a 50% chance of one 7th level shaman (7th level cleric) who unites them. There is also a 10% chance per tribe of a Lizardman King leader. If the Lizardman King is present, the 7th level shaman is automatically present and the high level Lizardmen will be the Lizardman King's personal guard.

EP Value of Common Lizardmen

Patrol Leader	65
Sub Leader	120
War Leader	270
Shaman, 3rd level	175
Shaman, 4th level	325
Shaman, 5th level	650
Shaman, 7th level	975

Lizardman King: All Lizardman Kings fight with huge tridents for 5-20 points of damage. If the to-hit roll is five or greater than needed to hit, the victim is skewered and takes double damage.

Lizardman Thief: These scaly thieves fight with daggers, short swords and barbed javelins. They often have the ability to hide in shadows and move silently and will use these abilities to ambush enemies. On rare occasions, Lizardman Thieves will use poison.



Common Lizardman



Lizardman King

Lizardman Magic-user: These magic-users consider themselves above all other Lizardmen and prefer to use human bodyguards. Very few still have close ties to their native Lizardmen communities. Some Lizardman Magic-users will be leading a gang of Lizardman Thieves. Lizardman Magic-users will be 2nd to 8th level magic-users although some higher level ones have been reported to exist in total seclusion from their Lizardman kin.

HABITAT/SOCIETY: Common Lizardman: Lizardmen are found in swamps, marshes and (35% chance) underwater, air-filled caves. Tribes rarely grow beyond 150 Lizardmen, but it is not uncommon for groups of tribes to form alliances. Lizardmen prefer human flesh, but are omnivores, and can survive on a diet of plants or even insects and amphibians if human meat is unavailable.

Lizardman King: The monstrous Lizardman King demands two human sacrifices each week. If these are unavailable, demi-humans or humanoids will do, including other Lizardmen in lean times. Lizardman Kings are ruthless dictators and will often drive their tribe to the brink of extinction to extend their battle campaigns against the humans. Lizardman Kings rule by their might, as they have little experience with economic trends, political campaigns or public service.

Lizardman Thief: These Lizardmen tend to be smarter and more devious than their common cousins. Often, they will set up shop within a village, raid a human settlement, then scurry back to take refuge within the village. These Lizardmen will not share their booty with their kin unless discovered. Lizardman Kings will execute any Lizardman Thieves they capture and most Thieves will abandon a town or village when a Lizardman King takes over.



Lizardman Thief



Lizardman Magic-user

Lizardman Magic-user: These magic-users are usually trying to prove to the world that Lizardmen can be intelligent. They take great offense from anyone that would insult their intelligence. Lizardman Magic-users are highly tolerant of other races to the point of choosing to live among them. There is at least one Lizardman Magic-user collective on Garweeze World. Members share research and promote the Lizardman race.

ECOLOGY: Lizardmen have few natural enemies and their eggs are bitter and inedible, as is their flesh. Lizardmen do not produce any type of art, artifacts or trade goods. They prefer to raid others for their supplies. They speak their own language. Lizardman Thieves and Lizardman Magic-users can make great mercenaries.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Lizardman skin can be made into Scale Mail (AC 5) with seven initial hit points.

Treasure: D (Common Lizardman), E (Lizardman King), D+ (Lizardman Thief, Lizardman Magic-user)

Other: Nil

Lizotaur

DESCRIPTION: Lizotaurs appear to be a reptilian Centaur, with the tail and legs of an enormous iguana, and the upper body of a well-developed Lizardman. Lizotaurs usually fight with spears and are slightly better equipped than Lizardmen.

COMBAT/TACTICS:

Lizotaurs wielding spears will use the momentum of their gallop to charge opponents for double damage. Victims struck with a natural 20 become impaled on the creature's spear and lifted off the ground or, if unarmed, are trampled and stunned for 1-2 rounds. (This effect supercedes rolling on the critical hits table in the GMG.) A full 20% of all Lizotaurs employ short bows and will use them to ambush opponents from the underbrush. Lizotaurs that do not employ bows or spears are 50% likely to have a shield to improve their AC.

HABITAT/SOCIETY:

Lizotaurs gallop wildly through the swamps of Garweeze Wurld protecting their fetid home waters from any and all intruders. They are as protective of their swamps as Centaurs are of their forest glens. Lizotaurs are generally on good terms with other Lizardmen and will even fight alongside them during times of war.

**Lizotaur**

AKA: Equus-Reptilius
HACKFACTOR: 5 (bodyguard), 7 (shaman), 8 (chief)
EP VALUE: 175, 270 (shaman), 420 (chief)
CLIMATE/TERRAIN: Forest, Marsh, Swamp
FREQUENCY: Rare
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Low to Very (5-12)
ALIGNMENT: Neutral
NO. APPEARING: 2-20
SIZE: L (6' tall at shoulder)
MOVEMENT: 15", 12" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 4
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1-2/1-2/1-6/ by weapon/1-6
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3+2

Lizotaur tribes are led by a chief with 5 HD. He is always guarded by 1-4 bodyguards with 4 HD. Each tribe has a shaman equal to a 2nd to 6th level cleric. There is a 10% chance per level of the Lizotaur shaman that he has an assistant of half that level.

Centaurs consider the Lizotaurs to be freakish and mock them behind their backs. The Lizotaurs are under the mistaken impression that the Centaurs respect them and that any Centaurs they meet are just laughing at a crude joke or some ribald tale.

ECOLOGY: Lizotaurs are born from very large eggs laid just once each year and buried in mounds of hot sand. The young Lizotaur will punch through its shell with hardened claws, then run blindly until it smacks into a nearby object that breaks the rest of its shell.

YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: M (individuals) D (in lair) I (Chief & Shamans)
Other: Nil

Llama, Wild

DESCRIPTION: Wild Llamas are timid and shy creatures, but amazingly agile and nimble in their native mountain climes. A Llama's whinny is a familiar sound in most mountain communities. Unlike many other species of mountain-dwelling animals, Wild Llamas do not have horns or antlers of any kind. They depend solely upon their sure-footedness and their sharp hooves for self-defense.

COMBAT/TACTICS:

Wild Llamas must immediately make a morale check if attacked. If cornered, they can bite for 1-4 points of damage, or strike out with both front hooves for 1-6 points of damage each. Hunters attempting to follow a Llama must do so over incredibly rocky terrain and must make a Dexterity check every other round. Domesticated Llamas make excellent pack animals, although they spit like camels when annoyed.

Llama, Wild

AKA: Moveable Feast
HACKFACTOR: 1
EP VALUE: 65
CLIMATE/TERRAIN: Temperate Mountain
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 4-16
SIZE: L (4' at shoulder)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 8
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 1-4 or 1-6/1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3+3

Encumbrance Table: Wild Llama

Full Speed	Half Speed	One-third Speed	Zero Speed
230	335	460	515

HABITAT/SOCIETY: Llamas are simple creatures, living only to graze and to reproduce. They perform both activities often and seem very satisfied with the results of both. Wild Llamas are favored prey



for a great number of Garweeze Wurd's larger predators, causing field researchers to nickname these beasts the Moveable Feast.

ECOLOGY: Llamas are prolific herbivores, and reproduce frequently. The females are often suckling twins while pregnant with yet another generation of Wild Llama.

YIELD:

Medicinal: Llama is delicious.

Spell Components: Nil.

Hide/Trophy Items: Llama skin can be made into clothing suitable for +1 enchantment.

Treasure: Nil

Other: Nil

Loathsome Prowler

DESCRIPTION: One of Garweeze Wurd's smallest ocean fiends, Loathsome Prowlers are black starfish that stand on two of their lower appendages. The two upper appendages are used for arms, while the center top branch has a tiny, angry face. Prowlers are most at home in water or in damp, dark caves. Prowlers drip with a moist secretion that keeps their bodies damp and disgusting.

COMBAT/TACTICS: Prowlers attack in packs, leaping onto opponents and attempting to smother and/or bite them to death. Once a Prowler hits, it does automatic damage every round, unless pried off with a successful to-hit roll against AC 6. On a roll of a natural 20, a Prowler leaps onto the face of a victim and will smother him in just six rounds. (This effect supercedes rolling on the critical hits table in the GMG.) Prowlers are 50% invisible in dim lighting conditions.

HABITAT/SOCIETY: Loathsome Prowlers have an extremely primitive hierarchy led by the strongest (2 Hit Dice) starfish. They consider themselves above all other starfish and like to bully and ridicule their

commonplace cousins at every opportunity. At night, Loathsome Prowlers can be found standing on shorelines babbling obscenities in their odd little language. Only 10% of them are able to speak the Common Tongue, but when they do, it is often garbled and unclear.

ECOLOGY: Legend says that the Loathsome Prowlers evolved after a ship carrying a cargo of pure blocks of evil sank into the depths of a distant sea. Eventually, a group of starfish was exposed to this evil and the Loathsome Prowlers appeared to torment mariners.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, Q

Other: Nil

Loathsome Prowler

AKA: --

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 4-16

SIZE: T (2' tall)

MOVEMENT: 3", 6" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

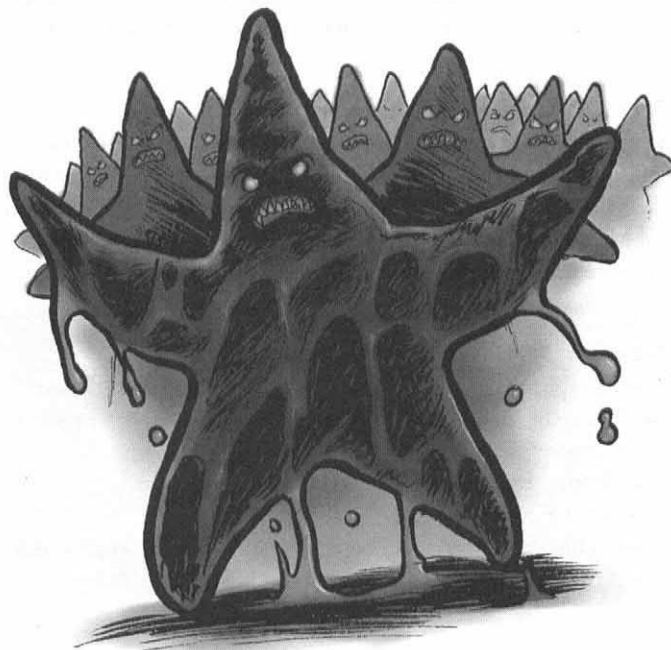
DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1



Lobe-Footed Marsh Dweller

DESCRIPTION: This creature resembles a shaggy stork with a much wider beak and large, flat, bloated feet. When the Lobe-Footed Marsh Dweller becomes agitated, its feet swell, and this bizarre bird can run across the water at the same speed that it can fly.

COMBAT/TACTICS:

Lobe-Footed Marsh Dwellers are not normally aggressive, but when creatures invade their territory or threaten their young, they will attack. The Marsh Dweller can bite with its beak for 1-6 points of damage or cry out at its opponents with its "Stun Call". The stun call affects all creatures in a 30-foot long cone (two feet wide, expanding to 20 feet at base and 10 feet high). Any creatures within the cone of sound must save vs. death magic or be stunned for 1-8 rounds.

Fortunately, the Lobe-Footed Marsh Dweller will not feast upon any stunned opponents that are larger than an average fish, but it will take any shiny objects it happens to spot on stunned PCs.

HABITAT/SOCIETY: Lobe-Footed Marsh Dwellers are, like most birds, just happy to not be eaten by another animal from the Hacklopedia. They are often sought as pets and guards, due to their unique abilities. These odd birds sometimes allow their feet to swell and let the current take them on a wild ride across the surface of rivers and streams.

ECOLOGY: Like most birds, Lobe-Footed Marsh Dwellers are hatched from eggs. They are extremely claustrophobic and will squawk loudly if brought inside even the largest of buildings. Even domesticated Marsh Dwellers do not like to be indoors and will only eat fresh fish. Lobe-Footed Marsh Dwellers will defend their nests to the death and there is a 40% chance that the nest will contain 1-3 eggs or young.

YIELD:

Medicinal: Nil

Spell Components: The vocal chords of a Lobe-Footed Marsh Dweller can be used to cast a Symbol of Stunning, in lieu of other spell components.

Hide/Trophy Items: Nil

Treasure: Q

Other: Lobe-Footed Marsh Dweller eggs are worth 200 gp to the right buyer. Young are worth 300 gp and live adults 400 gp.

Lobe-Footed Marsh Dweller

AKA: Floppy Toed Swamp Lurker

HACKFACTOR: 2

EP VALUE: 35

CLIMATE/TERRAIN: Marsh, Swamp

FREQUENCY: Rare

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 2-16

SIZE: S (2 1/2' tall)

MOVEMENT: 3", 6" Swim, 12" Fly (C)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Stun Call

SPECIAL DEFENSES: Run on Water

MAGIC RESISTANCE: Standard

HIT DICE: 1

defend very well against attacks from either side. Attacking them from the flank provides no bonuses. They will be armed with the a variety of the following weapons:

20%	lance
30%	trident
30%	crossbow
20%	net and dagger

For every 40 Locathah encountered there will be a leader (4th level fighter, EP 120, 38 hp). He will have four assistants (3rd level fighters, EP 65, 34 hp).

For a group of 120 Locathah, add a 5th level fighter (EP 175, 42 hp) and 12 additional guards (3rd level fighters, EP 65, 32-34 hp each).

Locathah

AKA: Deep Sea Fishmen

HACKFACTOR: 0/1/2/2

EP VALUE: 15/65/120/175

CLIMATE/TERRAIN: Any Ocean

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 20-200

SIZE: M (6' tall)

MOVEMENT: 12", 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1

HABITAT/SOCIETY: These aquatic nomads will have a base of operations that resembles a castle made from a hollow coral reef. In addition to the warriors, the lair will be guarded by 4-16 moray eels and there is a 50% chance of the presence of a Dire Man o' War.

Locathah despise fisherman and PCs who visit them will be searched for lures. They are on good terms with most aquatic creatures and will stay out of battles between good and evil.

**Locathah**

DESCRIPTION: Locathah are fishmen with yellow scales, big, fan-like ears and large, fish-like eyes. Their hands and feet are delicately webbed to help them move swiftly through the water. The Locathah have gills along their necks and brightly colored crests on their heads.

COMBAT/TACTICS: Locathah train giant eels for use as swift steeds. Locathah have excellent peripheral vision, allowing them to

ECOLOGY: Locathah spawn like fish and every coral castle will contain a well-guarded nursery full of eggs. Some Locathah are industrious and have devised what they call "wet armor" that can protect a Locathah for brief voyages on land. Locathah use these devices to explore the surface world and catalogue its creatures.

YIELD:

Medicinal: Locathah make excellent sushi for evil-aligned PCs.

Spell Components: Locathah gills can be used for a Water Breathing spell that lasts an extra two turns per caster level.

Hide/Trophy Items: Nil

Treasure: A (in lair)

Other: Nil

Longtailed Silver Slasher

DESCRIPTION: All of the Longtailed Silver Slashers known to exist resemble silver sable foxes with extra-long tails. These tails end in a sharp blade that resembles a short sword. Slashers use this tail to defend themselves and skewer prey.

COMBAT/TACTICS: Slashers will only attack what they believe they can easily overpower as a pack. Injured or weakened PCs will be targeted over healthy ones. They are not normally aggressive unless attacked or unless their young are threatened.

HABITAT/SOCIETY: Slashers live just like common foxes, but they are more sociable. In any den there is a 20% chance of 1-4 non-combatant young. Like foxes, Silver Slashers have excellent senses and are only surprised 2 in 10 times.

ECOLOGY: Goblins will hunt Slashers for their tails, as it is easier than making a short sword. Slasher tails make excellent short swords and get +2 on all saves vs. crushing blows due to their flexibility.

YIELD:

Medicinal: Nil

Spell Components: Nil.

Hide/Trophy Items: Slasher pelts are worth 2-12 gp each.

Treasure: Nil

Other: Slasher cubs can be sold for 20 gp each. They make good pets, but terrible guard animals.

Longtailed Silver Slasher

AKA: Grey Cutter

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 4-8

SIZE: S (3' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 7

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 1-4 or 1-6

SPECIAL ATTACKS: Tail Slash

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2



Luck Eater

DESCRIPTION: Luck Eaters resemble golden-furred cats. Like all felines, they enjoy the pain of others. Amongst felines, Luck Eaters are considered demi-gawds, as they can greatly increase the agony they cause.

COMBAT/TACTICS: When encountered, Luck Eaters gain surprise 8 in 10 times and all victims within 30 feet must save vs. spell or become attracted to the beast. (On a roll of a 1, a victim becomes positively amorous, professing their love of felines for all to hear.) Creatures that miss their saving throw will allow the Luck Eater to stay with them for 2-5 hours, no matter what the conditions.

Luck Eaters have a distinctive purr and all creatures in the 30-foot range suffer a 10% penalty (-2 on saves, to hit and damage) due to bad luck. All that stay within range must save every round until affected or until they leave the area.

If during the first 30 minutes the victims do not engage in combat, the cat will alter its purr and those under the Luck Eater's control will attack the next group of creatures they encounter. If another 30 minutes elapses without a fight, the cat will alter its purr again and the victims will fight each other for 10 rounds or until one of them dies. The cat will sneak off near the end of the battle. Victims regain their senses 1-6 turns after the Luck Eater leaves.

Luck Eater

AKA: --

HACKFACTOR: 4

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Luck

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: T (1' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 7

NO. OF ATTACKS: Nil

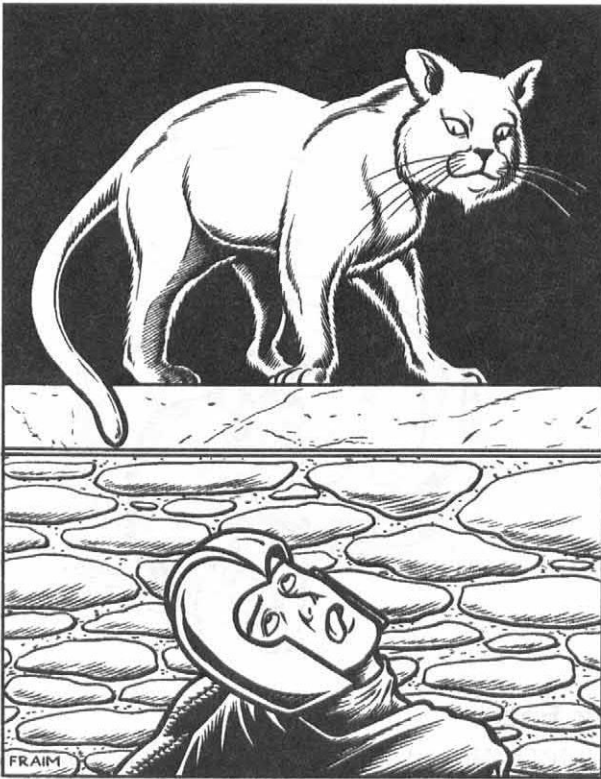
DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 4



HABITAT/SOCIETY: Luck Eaters are a scourge and the reason why most PCs and NPCs in Garweeze Wurld attack small cats on sight. The normal golden-furred tabby cat is nearly extinct on Garweeze Wurld, having been thrown out of windows, impaled on swords and/or thrown into the fire.

Sages believe that the Luck Eaters may have been the creation of a mischievous demi-gawd and that the luck they steal from their victims is somehow transferred to the diety.

ECOLOGY: Luck Eaters only consume luck. It is unknown how they spawn. Gamblers on Garweeze Wurld have been known to protect the beasts and give them as pets to particularly naive high-rollers.

YIELD:

Medicinal: Nil.

Spell Components: A bit of fur from a Luck Eater can be used to Bestow Curse with a -1 saving throw modifier.

Hide/Trophy Items: A Luck Eater's hide can be used to make an enchanted piece of clothing that is cursed.

Treasure: Nil

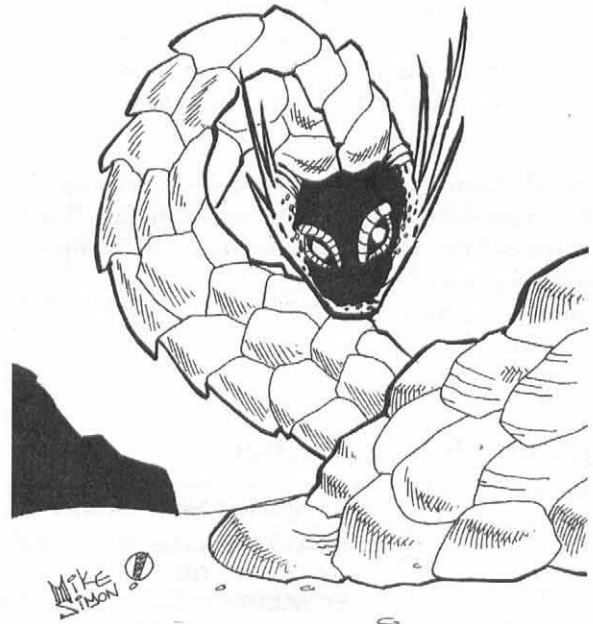
Other: Nil

Lunger

DESCRIPTION: Lungers are fish-like creatures that have evolved into land-born ambush predators. Lungers retain some of their fish features, have long, scaly bodies and a tail ending with a barbed tentacle or bony spikes.

Crevice Lunger: These Lungers have a tough, rock-like hide that blends in well with their mountainous surroundings. They make their lairs on dangerous mountain paths.

Rafter Lunger: Rafter Lungers are relatively new and have adapted to life in inhabited cities or ruins. Their hides are dark colored.



Crevice Lunger

Saw-backed Lunger: This freshwater Lunger is much more fish-like than its cousins, resembling an ornery lung fish. The Saw-backed Lunger ambushes prey at the water line and drags it under to drown.

Hedgerow Lunger: These Lungers are usually a dappled green color and crawl through shrubbery and underbrush much like a heavy-bodied serpent. They make their lairs along roadways and footpaths.

COMBAT/TACTICS: All Lungers strike for 1-10 points of damage and attempt to entangle their victim. A bend bars/lift gates roll at +20% will allow a victim to free himself from the creature's grasp.



Rafter Lunger

Lunger	Crevice	Rafter	Saw-backed	Hedgerow
AKA:	Crack Monster	Attic Beast	Creek Bastard	Path Fiend
HACKFACTOR:	6	5	6	7
EP VALUE:	650	650	650	650
CLIMATE/TERRAIN:	Mountains	Inhabited	Fresh Water	Forest
FREQUENCY:	Uncommon	Very Rare	Common	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-4	1-4	1-4
SIZE:	M (5' long)	M (6' long)	M (5' long)	M (6' long)
MOVEMENT:	6"	6", 12" Climb	15" Swim	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Confident (12)	Confident (12)	Confident (12)
ARMOR CLASS:	2	3	3	4
NO. OF ATTACKS:	2	2	2	2
DAMAGE/ATTACK:	1-10/Entangle	1-10/Entangle	1-10/Entangle	1-10/Entangle
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	See below	Standard	Standard	Standard
HIT DICE:	5	4+4	5+5	6+6

Crevice Lunger: Crevice Lungers will attempt to entangle a victim then leap into the nearest gorge or crevice with them. Due to their tough hides, they take only half damage from falling. Typical lairs will be located near a fall of 10 to 60 feet. If they make a save vs. paralysis, Crevice Lungers can escape such a fall without damage by positioning themselves to land on top of their victim.

Rafter Lunger: Rafter Lungers leap down from the darkness at their victim, surprising 8 in 10 times. Victims who become entangled do not get the +20% bonus to break free and take 1-4 points of damage per round from constriction.



Saw-backed Lunger

Saw-backed Lunger: These Lungers will drag their victim into the water and attempt to drown them. Victims drown in four rounds unless freed. (See the HackMaster GMG for suffocation rules.)

Hedgerow Lunger: These Lungers strike from the underbrush near well-traveled roadways and paths, surprising 8 in 10 times. They like to pull their prey into a small ditch or depression and will continue to bite them automatically until the victim untangles himself.

HABITAT/SOCIETY: Lungers have the ability to track prey for several hundred yards. Saw-backed Lungers, being the most common, are a problem for fishing communities, especially ones located near a delta. For every 20 fishermen working in an area, there will be at least one fisherman that specializes in dealing with the Lunger problem.

At least one enterprising Lunger hunter will stake a lamb near the shoreline, wait for a Lunger to attack then beat the creature to death. Saw-backed Lungers cannot survive more than five minutes out of water. Saw-backed Lungers make a distinctive ripple in the water and wary travelers in Garweez Wurd will encourage a magic-user to throw Lightning Bolts into a rippling creek just to be safe.

Most other Lungers tend to lair in remote areas and while travelers are wary of them, but there is no special bounty for them. Lungers do not hunt cooperatively, but small groups may hunt in the same region.

In some cultures, a form of criminal trial has been developed whereby the defendant is tied to stake near a known Lunger's lair. Victims are whipped until their blood and howls of pain attract the monster. Those who are not eaten within two hours (5% chance) are deemed to be innocent.

ECOLOGY: Saw-backed Lungers evolved from common lung fish and eels, and survived by developing lethal hunting skills. The other Lunger species evolved from a common Saw-backed ancestor to become extremely successful land-bound hunters and increase their chances for survival in competitive environments.

YIELD:

Medicinal: Lungers are edible, and healthy adults taste like the finest brook trout.

Spell Components: Nil

Hide/Trophy Items: Even the smallest fishing communities have a standing bounty on Saw-backed Lungers, ranging from 10 to 100 gp per Lunger killed.

Treasure: Nil

Other: Lunger tails can be used as a makeshift flail to inflict 2-7 points of damage.

*Hedgerow Lurker*

Lurker

DESCRIPTION: **Lurker Above:** These creatures resemble large manta rays, and are only encountered underground. Their underbellies are grey and textured like stone. They are wide and flat and have eyes on the front edges of their bodies. Lurkers Above sometimes can be seen flying, flapping their bodies to achieve flight.

Lurker Below: These Lurkers lie flat on the floor and envelop anyone who walks over them. Their grey side will be face up, and they have two extra eyes in the center of their bodies that resemble gold coins.

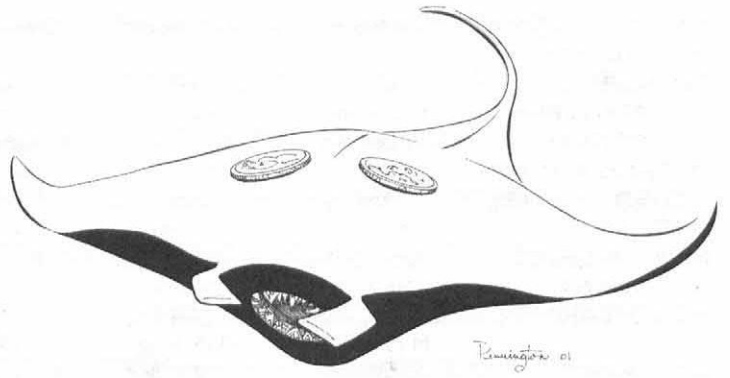
Lurker Within: These Lurkers are smaller and thinner. They can bunch up their bodies into small spaces and are incredibly flexible.

COMBAT/TACTICS: **Lurker Above:** When prey passes beneath a Lurker Above, it drops from the ceiling, giving -4 to opponents' surprise rolls. If it hits, the Lurker Above wraps around the victim and squeezes for 1-6 points of damage per round. Victims can only fight back with short weapons that were in hand when attacked.

Lurkers are not intelligent and will attack until dead or fully fed. Lurkers are only detectable 10% of the time on the ceiling.

Lurker Below: The Lurker Below has two additional eyes that resemble gold coins, located in the center of their bodies to attract prey. When a target gets within range, the Lurker Below shuts its eyes, covering them with a pair of reinforced lids. Like the Lurker Above, if it hits, the Lurker wraps around the victim and squeezes for 1-6 points of damage per round. Victims can only fight back with short weapons that were in hand when they were attacked. Lurkers are not intelligent and will attack until they are dead or have satiated their hunger.

Lurker Within: These Lurkers bunch themselves up inside chests, vases, boxes or other small items. When someone opens the container

*Lurker Below*

where a Lurker Within is hiding, it will spring forth and attempt to wrap around the victim. A Lurker Within surprises 9 in 10 times. Unlike its larger cousins, these Lurkers are intelligent and can speak Common or Undercommon. Any damage done to a Lurker with a victim contained inside it will be split evenly between the Lurker and the victim inside. Victims will suffocate in 2-12 rounds, unless the Lurker loosens its grip. Lurkers Within are willing to parley with adventurers and are not above taking bribes to free victims.

HABITAT/SOCIETY: Lurkers are all solitary creatures looking for easy meals. They make excellent guards if fed properly. However, they will turn on a master if given the opportunity, so they must be carefully watched. If a PC happens to get caught between a Lurker Above and a Lurker Below, the monsters will close on each other, causing the victim to suffocate in just three rounds.

ECOLOGY: Lurkers lay their eggs above or beneath them, keep them safe until they hatch. Of course, the Lurker Within actually holds its

*Lurker Above*

Lurker	Lurker Above	Lurker Below	Lurker Within
AKA:	Ceiling Creature	Floor Fiend	Sinister Surpriser
HACKFACTOR:	12	12	4
EP VALUE:	2000	2000	650
CLIMATE/TERRAIN:	Subterranean	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	High (13-14)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 or 1-4	1 or 1-4	1
SIZE:	H (20' diameter)	H (20' to 30' diameter)	L (10' diameter)
MOVEMENT:	1", 9" Fly (B)	1", 9" Fly (B)	1", 6" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)	Average (11)
ARMOR CLASS:	6	6	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6	1-6	1-4
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	10	10	6

eggs inside its body until they break open and the young can be born in mid-flight. Smaller Lurkers begin their honing their hunting skills by suffocating bugs, graduate to small animals and eventually PCs.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Lurkers of all types can be made into leather mail that has no enchantment, but is equal to +1 leather. The armor is suitable for enchantment.

Treasure: C, Y (Lurker Above) G (Trapper) G (Forest Trapper)



Lurker Within

Other: Lurker Above glands can be used for Potions of Levitation. The eggs of these creatures can be sold for 900 gp and the hatchlings for 1100 gp. Lurker Within skins can be turned into waterproof leather.

Lurker, Cactus

DESCRIPTION: Cactus Lurkers prowl the desert sands in search of victims. During the day, they appear exactly as small, normal cacti. At night, they pull up their roots and actively hunt for victims.

COMBAT/TACTICS: Cactus Lurkers can hide in shadows at 50% and move silently at 65%. They usually creep up behind a tasty-looking warm-blooded mammal and fire a volley of (1d10) tiny, poisonous needles. Victims must save vs. poison for each needle that strikes or suffer 1-4 points of additional damage from the poison. If the victim does not drop from the initial volley, the Cactus Lurker must make a morale check or flee. They can only fire two such volleys per day, so they choose their moment to strike as carefully as they can.

HABITAT/SOCIETY: Cactus Lurkers prefer to attack small or apparently helpless prey. During the day the Cactus Lurker is dormant, but if a warm-blooded creature injures or comes within five feet of it, the Cactus Lurker will awaken and attack. Thirsty travelers crawling across the desert have been known to get a face full of poison needles attempting to seek moisture from these creatures.

ECOLOGY: Cactus Lurkers have poisonous needles, but their bodies are non-poisonous and provide a good source of potable water. Additionally, if one man-sized creature drinks the juices of the plant, it acts like a Sweet Water Potion and will restore hit points lost due to poison. The juice must be fresh to function.

YIELD:

Medicinal: (See above)

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

Lurker, Cactus

AKA: Sneaking Needler

HACKFACTOR: 3

EP VALUE: 270

CLIMATE/TERRAIN: Deserts

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: S (3' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 6

NO. OF ATTACKS: 1-10

DAMAGE/ATTACK: 1 per needle

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+3

Lycanthropy: A History

Man has for centuries looked to animals as an example of power and grace. Warriors have aspired to be like the bear or wolf in battle and gain dominance over others. The story of the first Lycanthropes on Garweeze Wurd is sprinkled with greed, lust and a battle for glory.

In the days of Legend, many warriors of the Rifta clan looked to Odin, Gawd of War, for spiritual virtue and prowess in battle. Their days were spent waging war, sacking towns and stealing women. The Rifta clan was small at this time and sought an edge in battle over their foes. Odin told them to look to the animals, and learn from them true power. Many of the clan's greatest warriors sought the bear, wolf and boar for teaching. These warriors watched the hunt, wore the skins and ate the hearts of these animals. Odin rewarded his children's virtue with great victories; the clan became large and triumphed over their enemies. During this time the warriors became greedy and lusted for more power. They struck out to conquer more territory, and engaged in many vicious and bloody conflicts. Odin was well pleased with his greatest followers, but others of the Pantheon of Gawds were not, chief among them Yi'Gor, Gawd of Treachery.

Yi'Gor, furious at Odin for centuries since the sacking of Yi'Gor's greatest temple by Odin's followers, finally had his chance to repay Odin in kind. Sending the Doppelganger, Laren, to the Rifta clan, Yi'Gor charged him with the task of boosting the clansmen's egos. Laren did such a wonderful job the clansmen began to believe that they could best anyone in battle, possibly even the gawds. Odin watched as his children became prideful and lax in their worship of him. So Odin came down to show his children the correct path. A great many men of the Rifta clan were awed, but some remained skeptical. Still believing they were a dominant force on Garweeze, these clansmen attacked Odin thinking they could claim the gawd's powers. The clansmen could not hurt Odin, a powerful Gawd at this time, but he was angered beyond belief. In return for their treachery Odin cursed his warriors to life as Lycanthropes.

Lycanthropy: An Ecology

Lycanthropes are humans, demi-humans or humanoids that can transform into animals and half-animal/half-humanoid hybrids. Lycanthropy is both a curse and a disease that is treatable, but rarely controllable. Some who have a strong will can learn to control the transformations after several years, while most suffer fits of animal urges and instincts. Most Lycanthropes develop an insatiable taste for flesh, and gradually become consumed by evil.

Lycanthropy is a viral disease that affects the genetic structure of the human, demi-human or humanoid it infects. Some may be born with the disease (5% of the Lycanthrope population), while others are infected or cursed by some magic item or spell to become Lycanthropes. Those born with lycanthropy cannot have it removed with anything short of a Wish. If someone is infected with lycanthropy, it may be cured by an exhaustive ceremony culminating in the purification of the individual. However, the longer the victim has been a Lycanthrope, the longer the ritual and the more difficult the cure. Victims that have been Lycanthropes more than a year require gawdly intervention or the power of a Wish. Removing or destroying the magic item or spell and casting a Remove Curse on the victim can cure those who have been Cursed with lycanthropy.

Cause Lycanthropy

(Necromancy)

Level: 4

Range: Touch

Duration: Permanent

Area of Effect: 1 person

Components: V, S, M

Casting Time: 1 round

Saving Throw: Negates

This spell allows the caster to give one human, demi-human or humanoid the disease lycanthropy. The caster must make a successful touch attack against his chosen target. The target is allowed a save vs. spell to negate the effects of this spell. If the target fails his saving throw, he has permanently contracted lycanthropy. Curing a character with lycanthropy is described in the GMG.

The target will become a Lycanthrope of the same type of animal from which the material component was taken. The material component for this spell is one cup of blood from a Lycanthrope.

Contracting and Curing Lycanthropy: New Lycanthropes are usually unaware of their curse, as they will have no memory of their transformation. Transformation will occur spontaneously during a full moon (no saving throw) and possibly during the days of Half Moons and those leading up to Full or Half Moons. Unless noted otherwise, any human or demi-human who is injured by a Lycanthrope has a 1% chance per point of damage caused by the Lycanthrope's claws and bite of becoming a Lycanthrope himself. As a side note, Lycanthropes that are slain immediately revert back to their human, demi-human or humanoid form.

If the victim of an attack by a Lycanthrope finds and eats the leaf of the belladonna plant within an hour of the attack, there is a 25% chance it will cure the affliction, but this attempt will incapacitate the PC for one to four days and require a saving throw versus poison. (Note: Only one fresh sprig is needed. If the PC eats more, add one to four days per sprig.) If he survives but the belladonna fails to cure the disease or no belladonna is available, then a 12th or higher level cleric must administer a Cure Disease to the victim within three days after being injured by a Lycanthrope.

If a cleric of a high enough level cannot be found during this crucial three day period, the victim may elect instead to have a spell caster attempt a Remove Curse. This spell must be performed on the PC when he is in wereform. The beast will need to make a saving throw as the werebeast against magic, and while in wereform the creature will fight violently to put as much distance as it can between it and the spell caster. If the creature fails its saving throw, the curse is removed. If none of this works, there is still hope for a cure by administering herbs and engaging in ceremonial treatment administered by a cleric or druid. Consult the GMG for more information about curing lycanthropy.

Standard Lycanthrope Powers: Lycanthropes heal 10-60% of their damage after transforming. Magic spells will damage them, with the exception of charm spells and other spells that are aimed specifically at humans, demi-humans or humanoids, which will not work on them. (One would need a Charm Monster spell.) Most Lycanthropes can only be hurt by silver or magic weapons. Until PCs become savvy enough to know this, Lycanthropes can be tough customers.

Lycanthrope: Foxwoman

DESCRIPTION: These Lycanthropes can assume three forms: a large silver fox, a half-fox/half-elf or an elven woman with a 21 Comeliness. A Foxwoman will dress in fine clothes or the robes of a magic-user and will often wear expensive jewelry and/or magic items. All Foxwomen have silver streaks in their hair and a widow's peak.

COMBAT/TACTICS: In all forms, Foxwomen have 60-foot infravision. As a fox, a Foxwoman moves as if under a Pass Without Trace spell and becomes 90% undetectable in natural environments if out of view for even one second. In half-fox/half-elf form, she can attack with her claws for 1-2 or a bite for 2-12 points of damage. Only elf and half-elf females may be infected by the Foxwoman's lycanthropy.

In elf form, she will have the abilities of a 1st to 4th level magic-user and may employ a variety of magic items. Additionally, if she is in elf or half-

Lycanthrope: Foxwoman

AKA: Lupinus-Vixenus
HACKFACTOR: 18
EP VALUE: 2000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Avg. to Exc. (8-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1 (see below)
SIZE: S (4' long) or M (5' to 6' tall)
MOVEMENT: 24"/18"/12"
PSIONIC ABILITY: Possible
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 2/4/6
NO. OF ATTACKS: 1/1 or 1/1
DAMAGE/ATTACK: 1-4/1-2 or 2-12/1-3
SPECIAL ATTACKS: Charm, Spells
SPECIAL DEFENSES: Silver or +1 to-hit
MAGIC RESISTANCE: See below
HIT DICE: 8+1

elf form, she gets the same racial bonuses against charm, sleep and paralyzation. Any human or demi-human with a 13 or lower Wisdom will be effectively under a charm spell and those with 14 or higher Wisdom scores will find her very attractive. If all the PCs are under the Foxwoman's control, she will immediately slay the dwarves and gnomes. Other races will be allowed to live at her whim.

HABITAT/SOCIETY: These Lycanthropes dwell in lonely woodlands, usually with 2-5 charmed males as servants. 50% of her servants will be level 0 nobodies, while the others will be level 1-4:

Race	Profession
Human (25%)	Fighter (60%)
Elf (25%)	Ranger (30%)
Half-elf (50%)	Spell caster (10%)

Any charmed victims will fight to protect the Foxwoman. There is a 10% chance that the Foxwoman has a female child of 6 to 13 years of age that she has kidnapped and is transforming into a Foxwoman. Girls of 12 or 13 years are already transformed, while younger girls will be non-combatants.

YIELD:

Medicinal: Drinking the blood of a Lycanthrope will automatically infect the imbiber.

Spell Components: The blood of any Lycanthrope can be used for a Cause Lycanthropy spell.

Hide/Trophy Items: Nil

Treasure: E, Q (x5), S

Other: Nil



Lycanthrope: Were-Badger

DESCRIPTION: In human form, these creatures will always have an annoyed expression on their faces and their hair will be short and streaked. In badger form, they attack as Giant Badgers. In hybrid form, the Were-Badger can use weapons, claws and a bite.

COMBAT/TACTICS: Were-Badgers are solitary, like true badgers. In human, demi-human or humanoid form, Were-Badgers have amazingly short fuses and often find themselves in fights. In their badger forms they can burrow at 3", while in their hybrid form they can burrow at 6". All Were-Badgers have incredibly keen senses and cannot be surprised. Were-Badgers will stake a territory out in a remote location to rob and

Lycanthrope: Were-Badger

AKA: Codger Badger
HACKFACTOR: 8
EP VALUE: 420
CLIMATE/TERRAIN: Any Land
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low to Avg. (5-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: M (4' to 5')
MOVEMENT: 3", 3" Br or 4", 6" Br or 9"
PSIONIC ABILITY: Possible
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 5/6/7
NO. OF ATTACKS: 3 or 3 or 1
DAMAGE/ATTACK: 1-3/1-3/1-6 or by weapon/1-2/1-6 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Silver or +1 to-hit
MAGIC RESISTANCE: Standard
HIT DICE: 6+6



Lycanthrope: Were-Badger

eat travelers. They are particularly fond of pilgrims, as these folk are usually unarmed.

HABITAT/SOCIETY: Were-Badgers are loners. They will not even work together with other Were-Badgers and will sometimes refuse to work at all. These creatures grumble to themselves in human form.

YIELD:

Medicinal: Drinking the blood of a Lycanthrope will automatically infect the imbiber.

Spell Components: The blood of any Lycanthrope can be used for a Cause Lycanthropy spell.

Hide/Trophy Items: Nil

Treasure: E, Q, S, T

Other: Nil

Lycanthrope: Were-Bear, Were-Boar, Were-Dwolf, Were-Goat, Were-Lynx

DESCRIPTION: **Were-Bear:** In human, demi-human or humanoid form, these creatures are stout and muscular with hairy backs and shoulders. Their hair color will match their fur color in bear form. In the wild, they dress in simple garments that are loose enough to survive their transformation. Were-Bears are known to be good creatures.

Were-Boar: Their hybrid form tends to be stocky and muscular, with short, stiff hair. In boar form, they have a hunchbacked posture but are actually taller, because their torso elongates during the transformation. Their body becomes covered with black hair that is like wire bristle, the head becomes like that of a boar and the feet become hoof-like.

Were-Dwolf: These dwarven Were-Wolves are greatly feared. When transformed into a Were-Dwolf, the creature retains its short, stocky posture and almost resembles a pit bull. They are amazingly tough and their resistance to magic makes them greatly feared. In dwarf form, these creatures are not subtle and will often announce that they are indeed Lycanthropes to be reckoned with.

Were-Goat: One of the most common Lycanthropes, Were-Goats in their human, demi-human or humanoid form will always have a goat-tee. In their hybrid form, they have cloven feet and horns on their heads. They enjoying goring victims, but will fight with weapons too.

Were-Lynx: Were-Lynxes are aggressive feline Lycanthropes that prowl remote arctic regions. They have speckled coats and distinctive tufts of fur at the end of their ears and under their chins. Like all normal felines, the Were-Lynx enjoys the pain it can cause others.

COMBAT/TACTICS: **Were-Bear:** In human, demi-human or humanoid form, Were-Bears prefer axes, knives and other tools that can also be used to survive in the wilderness. They will not transform into bears during the day, unless they are close to being defeated in combat. Transformations take one round, and the creature is helpless. In bear form, it attacks with its two claws. If both hit, the Were-Bear can hug for 2-16 points of damage on the next round and every round thereafter until the victim breaks free by making a successful bend bars/lift gates roll.

Were-Bears can summon 1-6 brown bears within 2-12 turns if the animals are within one mile. Were-Bears heal at three times the normal rate for their race, and can Cure Disease in another creature if given access for 1-4 weeks. Most Were-Bears are friendly, burly individuals with a taste for honey and the finest mead.

Were-Boar: Were-Boars attack with their tusks, thrashing their heads from side to side to inflict the most damage. They like to wade into a



Lycanthrope: Were-Bear

Lycanthrope:	Were-Bear	Were-Boar	Were-Dwolf	Were-Goat	Were-Lynx
AKA:	Lupinus-Ursus	Lupinus-Tuskus	Lupinus-Dwarfskin	Lupinus-Billyum	Lupinus-Antarcticus
HACKFACTOR:	16	6	7	4	6
EP VALUE:	1400	650	650	270	270
CLIMATE/TERRAIN:	Cold or Temperate	Any Dry land	Any	Any Land	Arctic to Subarctic Land
FREQUENCY:	Rare	Rare	Uncommon	Common	Rare
ORGANIZATION:	Solitary	Tribal	Packs	Herd	Pack
ACTIVITY CYCLE:	Night	Any	Night	Night	Day
DIET:	Omnivore	Omnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Average (8-10)	Average (8-10)	Very (11-12)
ALIGNMENT:	Chaotic Good	Neutral	Chaotic Evil	Chaotic Evil	Neutral
NO. APPEARING:	1-4	2-8	2-12	3-18	1-12
SIZE:	M (5' to 6') or L (7' to 9')	M (5' to 6')	M (4' tall)	M (5' tall)	M
MOVEMENT:	9"/9"/12"	12"/12"/12"	12"/10"/9"	12"/12"/12"	12"/12"/12"
PSIONIC ABILITY:	Possible	Possible	Possible	Possible	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Courageous (13)	Fearless (19)	Brave (14)	Courageous (13)
ARMOR CLASS:	2/3/4	4/4/6	4/4/5	6/6/7	6/7/7
NO. OF ATTACKS:	3 or 3 or 1	1 or 1 or 1	1 or 1	1 or 1	3 or 2 or 1
DAMAGE/ATTACK:	1-3/1-3/2-8 or by weapon/1-2/2-7 or by weapon	2-12 or 3-9 or by weapon	2-8+2 or by weapon	1-6 or by weapon	1-2/1-2/1-4 or 1-2/by weapon or by weapon
SPECIAL ATTACKS:	Hug for 2-16	Nil	Nil	Ram for 2-12	Rear claws 1-3/1-3
SPECIAL DEFENSES:	Silver or +1 to hit	Silver, Cold iron or +1 to hit	Nil	Silver or +1 to hit	See below
MAGIC RESISTANCE:	See below	Standard	Standard	Standard	Standard
HIT DICE:	7+3	5+2	4+12	3+2	2+2

group of foes and fight their way out. In human, demi-human or humanoid form, Were-Boars prefer axes and maces.

Were-Dwolf: These insanely brave creatures have been known to leap off castle towers into a waiting army or even wuss-slap an ancient dragon. In wolf, hybrid or dwarf form, they always retain their resistance to magic and poison, getting the normal dwarven bonuses to saving throws against both. Were-Dwolves care very little for their own safety and none for the

safety of others. If they are engaged in armed warfare, they will fight with dwarven weapons, such as axes and hammers.

Were-Goat: Were-Goats prefer to use their horns in combat, but have been known to use short swords and daggers in tight situations. Some Were-Goats (10%) go rabid, dying within three months, but during that time they gain +2 to-hit and +2 damage. Were-Goats hate sunlight and will avoid it at all costs. They can eat almost anything and have been known to chew through armor.

Were-Lynx: In Lynx or hybrid form, Were-Lynxes can hide, avoiding detection 90% of the time and surprising prey 8 in 10 times. They can naturally detect traps 75% of the time. They can leap up to 15 feet and will automatically strike with both rear claws if the two front paws successfully hit. Were-Lynxes will not attack intelligent bipeds unless they are extremely hungry and the biped seems injured or weak. Were-Lynxes will defend their lairs and their young to the death.

In their original form, most Were-Lynxes are elf (40%), half-elf (50%) or human (10%). Dwarves, gnomes and halflings cannot become Were-Lynxes and will die if they contract lycanthropy from them. Elves, half-elves and humans contract the condition normally. Were-Lynxes can only be harmed by silver or magical weapons. They must make a morale check if they take more than five points of damage from magical fire.

HABITAT/SOCIETY: Were-Bear: Were-Bears live the lifestyle of a consummate outdoorsmen; hunting and living off the land in remote areas. They do not marry, but prefer mates they meet on an irregular basis. Females bear 1-2 children in human form, who reach adolescence in about 8 years. These creatures are very independent, but they always keep a sense of community and have regular contact with others of their kind. Were-Bears are on friendly terms with rangers, druids and hermits.

Were-Bears hate evil Lycanthropes and are willing to help good-aligned people. In general, they avoid populated areas. Young Were-Bears will sometimes join a party of adventurers, although their drunken revelry



Lycanthrope: Were-Boar



Lycanthrope: Were-Dwolf

can get them into trouble.

Were-Boar: Were-Boars are incredibly ill-tempered, crude, vulgar and extremely lax when it comes to grooming. They are loyal to their friends, but not very nice to them. They grudgingly participate in social activities such as festivals or family gatherings. Like Were-Bears, they prefer remote, woodland areas. Their lairs are always a mess.

Were-Boars have close-knit families and will defend their young to the death. Females bear 3-6 young, who mature in 8 years. Females gain +2 to hit when defending their young. Were-Boars love truffles, which their excellent sense of smell allows them to find easily. They are terrible cooks and tend to burn their food.

Were-Boars assume everyone is hostile and are 75% likely to attack. If they are burned with magical fire, the pleasant smell of cooked pork may attract wandering monsters.

Were-Dwolf: Were-Dwolves laugh in the face of death and 90% of them die in combat, usually while attacking Titans or demi-gawds. Dwarves that become Were-Dwolves will continue to become more and more bold, until they are literally in danger almost every minute of the day. During times of war, Were-Dwolves have been known to attack both sides during battle.

Were-Dwolves are extremely mobile and never stay in the same place very long. Some dwarven clans have special squads dedicated to the destruction of these creatures. Were-Dwolf packs are like tight-knit families that remain loyal to one another as long as no member of the pack shows the slightest sign of weakness. Were-Dwolves that are defeated in combat are 25% likely to be kicked out of the pack, unless the whole pack was defeated.

Were-Goat: Were-Goats prefer subterranean lairs or dark forests. In either case, their lairs will always be located near a choice site for grazing. (Although they crave flesh, they still need to graze to maintain their health.) Were-Goats despise Trolls and will attack them on sight. They are incredibly argumentative and stubborn. Were-Goats live in small herds, dominated by the largest male. There is a 50% chance there will be a herd of 2-12 normal goats within a half mile of their lair and a 10% chance there will be 1-3 giant goats in that herd.

Were-Lynx: Were-Lynxes have their own language and most are friendly if approached. There is a 25% chance that any lair will contain 1-4 kittens that are 10-30% grown. Were-Lynxes make great companions until the food runs out, and have no qualms about eating friends if more than three days pass without food.

Were-Lynxes live in the coldest climates of Garweeze World and avoid areas with temperatures over 50° Fahrenheit. They dislike stuffy places, and will not stay underground for more than six hours. Victims who contract lycanthropy from a Were-Lynx will begin to prefer cold weather and become more resistant to cold temperatures over a period of two weeks.

YIELD:

Medicinal: Drinking the blood of a Lycanthrope will automatically infect the imbiber.

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

Hide/Trophy Items: Nil



Lycanthrope: Were-Goat

*Lycanthrope: Were-Lynx***Treasure:**

Were-Bear: R, T, X

Were-Boar: B, S

Were-Dwolf: B, T, X

Were-Goat: C

Were-Lynx: A (20%) or J, K, L, Q (80%)

Other: Nil

Lycanthrope: Were-Rat, Were-Shark, Were-Tiger, Were-Wolf

DESCRIPTION: Were-Rat: In human, demi-human or humanoid form, they are wiry and short with thin, ragged mustaches and nervous twitches. Hybrid Were-Rats are covered in fur and they have the head and tail of a giant rat. Finally, the Were-Rat can turn into a giant rat, which will be indistinguishable from a normal giant rat. Were-Rats are usually followed by 1-6 mice or rats, which are instinctively drawn to them.

Were-Shark: Were-Sharks in human, demi-human or humanoid form smile a lot and have perfect teeth. They tend to be bullies in their hybrid form, with the upper torso of a shark (no arms) and bipedal legs. In this hybrid form, the creature looks like a shark with some human facial features. Like real sharks, they are eating machines and will never hesitate to bite anything or anyone that looks delicious.

Were-Tiger: In human, demi-human or humanoid form, the Were-Tiger is sleek, muscular and agile. In its hybrid form, the creature has a tiger head, fur and tail. In its full tiger form, it is indistinguishable from a normal tiger. All Were-Tigers can speak to felines and all feline monsters. Great cats are 75% likely to be friendly toward a Were-Tiger as will 25% of the feline monsters. There is only a 5% chance a Were-Tiger will be in the presence of other tigers.

Were-Wolf: Were-Wolves in human form have no distinguishing traits, although the more careless ones may have blood-stained clothes. They can transform into hybrid creatures, with lupine features, fur, claws and human, demi-human or humanoid bodies. 20% can also shape change into large wolves with red eyes that glow in the dark.

COMBAT/TACTICS: Were-Rat: Were-Rats prefer to fight with short swords and daggers and they often employ ambush tactics to overcome foes. They often assume a human, demi-human or humanoid guise to lure victims into a trap; this will be the only time they are encountered alone. Victims will be robbed, held for ransom, eaten or all three. Every Were-Rat can summon and control 2-12 giant rats.

Were-Shark: Were-Shark lairs are always guarded by 2-5 normal sharks. Were-Sharks are solitary predators who love to accumulate treasure. In human, demi-human or humanoid guise, they will travel on land for short periods to lure victims to their doom on the water.

One popular tactic is to lure an inexperienced group of adventurers onto a ship, sail to deep waters, then smash a hole in the ship while everyone is asleep. By the time the victims realize the ship is sinking, it is too late and the Were-Shark picks off the survivors at its leisure.

Were-Tiger: All Were-Tigers can fight very effectively with punches, raking claws and bites. (Punches cause 1-4 points of damage each, while claws inflict 2-5 points of damage. Use the weaponless combat charts in the HackMaster Player's Handbook for punch results.) Were-Tigers are decent to expert pugilists and only bite opponents when they are in their tiger form. In their human, demi-human or humanoid form, Were-Tigers can punch for 1-4 points of damage, and retain a tiger's excellent sense of smell and their enhanced night vision.

*Lycanthrope: Were-Rat*

Lycanthrope:	Were-Rat	Were-Shark	Were-Tiger	Were-Wolf
AKA:	Lupinus-Rodentus	Lupinus-Maneatus	Lupinus-Felinus	Lupinus-Lobos
HACKFACTOR:	3	21	11	5
EP VALUE:	270	2000	975	420
CLIMATE/TERRAIN:	Any	Any Tropical Ocean	Any Wilderness	Any
FREQUENCY:	Uncommon	Very Rare	Very Rare	Common
ORGANIZATION:	Pack	Solitary	Solitary	Pack
ACTIVITY CYCLE:	Night	Any	Night	Night
DIET:	Scavenger	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	Low to Exc. (5-16)	Average (8-10)	Average (8-10)
ALIGNMENT:	Lawful Evil	Neutral Evil	Neutral	Chaotic Evil
NO. APPEARING:	4-24	1	1-6	3-18
SIZE:	S to M (3' to 6')	M (6') or L (7' to 10')	M (6' tall) or L (7' to 9' tall)	M (6' tall)
MOVEMENT:	12"/12"/12"	24" Swim or 12", 21" Swim or 12"	12"/12"/12"	15"/15"/12"
PSIONIC ABILITY:	Possible	Possible	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Fearless (19)	Brave (14)	Confident (12)
ARMOR CLASS:	6/7/8	0/0/2	3/4/4	5/5/7
NO. OF ATTACKS:	1 or 1	1 or 1 or 1	3 or 3 or 1	3 or 3 or 1
DAMAGE/ATTACK:	1d6-4 or by weapon	5-20 or 4-16 or by weapon	1-4/1-4/1-12 or 1-4/1-4/1-6 or 1-4	1-4/1-4/2-8 or 1-3/1-3/1-6 or by weapon
SPECIAL ATTACKS:	Nil	Nil	Rake 2-5/2-5	Nil
SPECIAL DEFENSES:	Silver or +1 to hit	Silver, Cold iron or +1 to hit	Nil	Silver or +1 to hit
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3+1	10+3	6+2	4+3

Were-Wolf: Were-Wolves in human, demi-human or humanoid form will use weapons common to their occupation or class. In Were-Wolf packs, females and young encourage the adult males to attack more viciously. If a female is attacked, the male Were-Wolf fights at +2 to-hit and does full damage for each successful blow. If young cubs are attacked, the female Were-Wolf gets +3 to-hit and does full damage. Were-Wolf cubs at 60% full growth are -4 to-hit, those at 70% full

growth are -3 to-hit and so on. All Were-Wolf cubs cause 2-5 points of damage when they successfully land an attack.

HABITAT/SOCIETY:

Were-Rat: These creatures live in packs and will rarely be encountered alone. They prefer subterranean lairs in sewers and catacombs. In the sewers, nothing escapes their attention, but those who dwell there will reek of feces.

Were-Rats use cities as hunting grounds, but due to their stink they tend to blend in better in the poorer sections. Were-Rats flee if out-classed in combat and will not hesitate to abandon their lairs.

Were-Shark: Were-Sharks are driven by their hunger, so they rarely engage in elaborate schemes to kill land dwellers if food is plentiful. Shipwrecks are perfect situations of which a Were-Shark can take advantage. They frequently cruise coral reefs and dangerous shipping lanes, watching out for an easy meal. Some Were-Sharks prey on coastal villages, moving up and down the coast each year, posing as normal humans, demi-humans or humanoids and luring unsuspecting victims to their deaths.

Were-Tiger: Were-Tiger females outnumber males at least five to one, and they all roam territories of 7-10 square miles. Females give birth to just one or two cubs that reach maturity in 12 years. Were-Tigers have been known to mate with humans, but they tend to avoid large human populations. Were-Tigers have extremely confident personalities and will not usually attack unless provoked. They are highly adaptable and equally comfortable in human, feline or monster settings.

Were-Wolf: These creatures are extremely hostile to any and all other Lycanthropes that oppose them, especially Were-Bears. Were-Wolves tend to be nomadic while they attempt to continue living their lives as they were accustomed. During the winter months, Were-Wolf packs retreat to well-appointed dens and the females tend the young of the pack. Were-Wolf families roam the more remote countryside in covered wagons, which has caused many rural village folk to incorrectly accuse bands of gypsies of actually being packs of Were-Wolves.

Were-Wolf cubs are born in litters of 5-10, although 25% never reach maturity. By a cub's sixth year, it is 60% grown and becomes mature by the age of 10. When a Were-Wolf mates with a human woman, the children will be violent, combative and prone to mental illness.

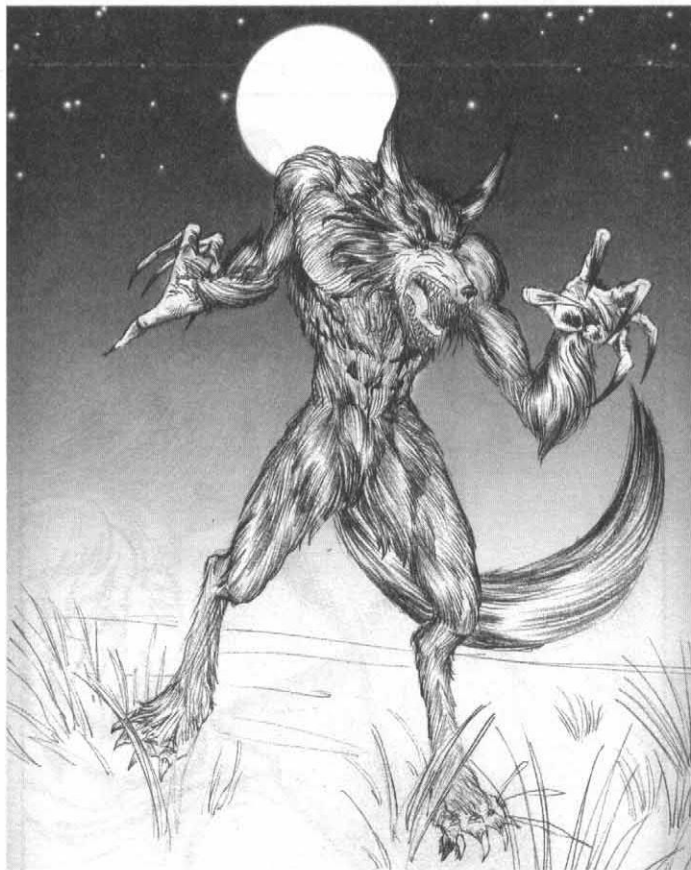
Were-Wolves are prone to violent outbursts and have short tempers. Their lust for treasure is second only to their lust for fresh meat. Most



Lycanthrope: Were-Tiger



Lycanthrope: Were-Shark



Lycanthrope: Were-Wolf

Were-Wolf packs will ransack merchant caravans in the forests near their dens. Very rarely and only in human, demi-human or humanoid form, a Were-Wolf will trade for luxury items.

YIELD:

Medicinal: Drinking the blood of a Lycanthrope will automatically infect the imbiber.

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

Hide/Trophy Items: Nil

Treasure:

Were-Rat: C

Were-Shark: F (in lair)

Were-Tiger: C, Qx5

Were-Wolf: B

Other: Nil

Mad Titterling

DESCRIPTION: Mad Titterlings resemble smooth armadillos with black hides and a large mouth full of teeth. They scuttle on their six feet very quickly and are completely at home in the burning hot sands of the desert.

COMBAT/TACTICS: Mad Titterlings can bite for 1d4-2 points of damage if they have to, but they usually only bite small animals and plants to eat. If attacked, they roll up into a ball to protect themselves. In this form, almost any hit will send the ball rolling, inflicting only half damage. Attackers roll vs. AC 3, if the roll hits AC 3, AC 2 or AC 1, the strike does

no damage and the Mad Titterling rolls away. If it strikes AC 0 or better, it does half damage, unless the PC somehow wedges the creature against something. Additionally, Mad Titterlings have a distinctive giggle that, over the course of time, slowly drives PCs insane. This process can be delayed by feeding the creature, as it cannot giggle and eat at the same time.

For every turn the Titterling giggles, PCs must make a save vs. spell. The effect is considered a mental attack, so Wisdom bonuses apply. Monks and psionics can ignore the first three turns of a Titterling's giggle due to their mental discipline, but by the second turn they will begin to realize what will happen if they continue to listen.

Victims that miss their save become Confused, as the spell, for 1-4 rounds. The second time the victim misses a save they become con-

Mad Titterling

AKA: Silly Snickerer

HACKFACTOR: 4

EP VALUE: 125

CLIMATE/TERRAIN: Desert

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral (Chaotic)

NO. APPEARING: 1

SIZE: S (2' long)

MOVEMENT: 9"

PSIONIC ABILITY: See below

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3 (0 if rolled up)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4-2

SPECIAL ATTACKS: Maddening Giggle

SPECIAL DEFENSES: Defensive
Posture

MAGIC RESISTANCE: Standard

HIT DICE: 1+4

fused for 2-16 rounds. The third time the victim misses a save they suffer as if under the effects of a Feeblemind spell, plus they are Confused for the first hour. The effects of the third missed save are permanent until a Cure All spell or a Wish spell cures the victim. If the creature stops giggling for more than one turn, the saving throw sequence begins again.

HABITAT/SOCIETY: Mad Titterlings are solitary desert creatures. They are constantly hungry and ply the desert wastes eating small animals and plants. Titterlings can go weeks without eating or drinking, and they will track PCs for miles in order to annoy them.

ECOLOGY: Sages are unable to come to a conclusion as to what, if anything, the Mad Titterling is laughing at. Most sages speculate on the subject of this creature's sense of humor, concurring that it is suspect at best. Clearly, the Mad Titterling is insane. Royal court jesters will attack Mad Titterlings on sight.

YIELD:

Medicinal: Nil

Spell Components: Mad Titterling scales can be used in lieu of other spell components to cast Proadus' Uncontrollable Fit of Laughter. Victims must make a second saving throw or the spell lasts for another duration. The caster must also make a saving throw vs. spell at +4 or suffer from the spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Madger

DESCRIPTION: Madgers are a horrible cross between a badger and a human. Although they are the most intelligent badger-related species, Madgers are victims of their own hostility and are constantly angry. They very rarely carry weapons and any armor they wear will be in tatters.

COMBAT/TACTICS:

Madgers attack with a bite/bite/claw attack. If injured, the creature can go berserk, adding +2 to-hit, +4 damage and -4 to AC. Any creature or NPC with 4 Hit Dice or below that is fighting a berserk Madger must make a morale check or flee. If the Madger is wounded by ranged weapons, it may go berserk

and charge wildly at its opponents, although this does not give the creature any bonus to its ability to hit or damage. Madgers can fight to -6 hit points before collapsing. Madgers are immune to fear effects.

HABITAT/SOCIETY: Madgers only get together to mate and even then, often come away with emotional and deep tissue scars. They are solitary creatures and hate company, especially peddlers and clerics.

Madger

AKA: Ire Beast
HACKFACTOR: 5
EP VALUE: 320
CLIMATE/TERRAIN: Temperate Forests
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1-6
SIZE: M (4' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 6
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4



Madgers dig lonely burrows that they defend tenaciously. If approached in a friendly manner, Madgers may pause just long enough to hear what this new stranger has to say, become even angrier and then attack furiously. Madger social gatherings are often dull affairs that end in bloodshed.

ECOLOGY: Madgers get along famously with normal badgers, but only if the badgers are fed regularly. Their lairs will be guarded by up to three of these tempermental creatures.

Madgers enjoy collecting all sorts of bright and shiny treasure and are especially fond of magic items that twinkle and glow. When they are alone, they stare at these objects placidly and giggle. Any PCs who witness a Madger's fascination with a magic item will be targeted for death by the angry, embarrassed creature.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Madger pelts can be made into clothing items suitable for enchantment.

Treasure: A

Other: Nil

Magic Mouth	Common	Rogue	Sassy
AKA:	Orificus-Disembodilum	Orificus-Alonus	Orificus-Insultus
HACKFACTOR:	0	0	0
EP VALUE:	120	120	120
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	None	None	None
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)
ALIGNMENT:	Neutral	Neutral	Chaotic Neutral
NO. APPEARING:	1	1	1
SIZE:	M (6' wide)	M (6' wide)	M (6' wide)
MOVEMENT:	3" Fly (E)	3" Fly (E)	3" Fly (E)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	3	3	3
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6	1-4	1-3
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
HIT DICE:	See below	See below	See below

Rogue Magic Mouth: Rogue Magic Mouths have warped and twisted their original instructions beyond all recognition. Corrupted by their own fading magical energies, Rogue Magic Mouths will make harassing comments to PCs. They especially love to follow and harass beautiful females with sexist comments like, "Hey, baby. How about a kiss?", "So, you come here often?" and "If you think my lips are big, you should see the rest of me." If the harassed female plays along and flirts with the monster, this type of Magic Mouth will be satisfied and

Magic Mouth

DESCRIPTION: Magic Mouths are created by the aptly-named magic-user spell, Magic Mouth. However, some of these disembodied mouths continue to exist beyond the time their creators intended. These Magic Mouths eventually detach from whatever surface they were originally connected to and go flying off on their own.

Magic Mouths appear as large floating mouths, usually resembling a set of human, demi-human or humanoid lips, teeth and tongue. The visual appearance of Magic Mouth is determined by the race of the magic-user who cast the spell.

COMBAT/TACTICS: Magic Mouths cannot be physically attacked except by magic. Casting a Dispel Magic spell against a 10th to 16th level spell will destroy a Magic Mouth. A Silence 15-foot Radius spell neutralizes a Magic Mouth for the duration of the spell. If a Magic Mouth enters an Anti-Magic Shell it is destroyed. Magic Mouths can bite opponents, but the damage is negated if the victim makes a successful save vs. magic.

Common Magic Mouth: Common Magic Mouths will continue to speak the original warning or orders with which they were charged at the time of their creation. However, it is very likely that those original orders make no sense in the Magic Mouth's current location. Magic Mouths will continue to make noise, attracting wandering monsters and ruining the PCs' chances of surprising any enemies in the area. PCs can "pass on" a Magic Mouth to another group of intelligent creatures by convincing it that the other group is violating the warning it was originally created to give. Typical warnings include: "Leave my castle and never return!", "Open this chest, and suffer a dire fate!" and "Stop bothering my daughter!"



Rogue Magic Mouth



Sassy Magic Mouth

remain quiet for up to a turn. Spell casters attempting to destroy a Rogue Magic Mouth get +4 on their Dispel Magic.

Sassy Magic Mouth: Sassy Magic Mouths are incredibly insulting toward anyone who crosses their path. Their magical energies are almost gone (add +8 to attempts to destroy them with Dispel Magic). Sassy Magic Mouths cause spell failure 30% of the time for any spell casters they encounter, as they like to yell loudly at magic-users and clerics for no reason. Sassy Magic Mouths that still retain some of their magical energy say things like "Hey fatso, only a wuss fights with a mace!", "Nice armor, who dressed you – a blind squire?" Very weak Sassy Magic Mouths will resort to taunting the PCs with silly sounds, such as "Nyah-nyah-nyah-nyah, nyah, nyah!"

HABITAT/SOCIETY: Magic Mouths have no society beyond the incoherent rambling conversations that occur if two of these rare creations ever meet. Their behavior can be influenced by their creator and their original instructions. Should a Magic Mouth encounter its creator, it will stammer for 2-12 rounds, then beg for its creator not to dispel it. Unfortunately, all Magic Mouths eventually fade away to nothingness and not even its creator can stop the process.

ECOLOGY: A Magic Mouth has a 1% chance per spell caster level of becoming detached and independent after it delivers its instructions. After one month per level of the spell caster, it becomes a Rogue Magic Mouth. As its magical energies abate, a Rogue Magic Mouth becomes a Sassy Magic Mouth after one week per level of the caster thereafter. All Sassy Magic Mouths eventually fade away into nothingness 11-20 days later. If a Magic Mouth stays in an area of intense magical energy, its existence can be extended almost indefinitely.

YIELD:

Medicinal: Nil

Spell Components: If a magic-user casts a Magic Mouth on a disembodied Magic Mouth, there is a 25% chance +1% per level that they will be able to identify the original caster.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Magic Mocking Mouth

DESCRIPTION: Magic Mocking Mouths are magical constructs that resemble other Magic Mouths. They are more powerful and are used to harass and confuse PCs during dungeon crawls.

COMBAT/TACTICS: Magic Mocking Mouths cannot attack physically, but they can heap mountains of verbal abuse on any character within a 100-foot radius. Magic Mocking Mouths will have the voice and intelligence of their creator and they "see" by magical means and cannot be blinded.

A Dispel Magic or Silence 15-foot Radius can silence the Mouth for 2-12 melee rounds. Only powerful anti-enchantments such as

Anti-Magic Shell can destroy a Magic Mocking Mouth. Even then, the Mouth can "move" away if it makes a saving throw.

CONSTRUCTION: Magic Mocking Mouths are built upon slabs of marble worth no less than 1000 gp per 6-foot square slab. Wherever there is a marble slab, the Magic Mocking Mouth may appear. Magic-users mount the marble slabs all over their dungeons so the Mouth can appear and taunt adventurers wherever they may go. The Mouth can "see" within a 100-foot radius from all the marble slabs simultaneously. However, it can only appear at one marble slab at a time, and such slabs must be within 100 feet of one another.

TYPICAL ORDERS: Different Magic Mocking Mouths have individual personalities, but they are universally obnoxious. Mouths are usually ordered to harass PCs and warn nearby monsters of sneak attacks. Typical taunts include, "Hey dwarf – If I were you, I'd shave my face and walk backwards!", "Nice spell magic-man. Try casting something useful for a change!" and "Ooo, a barbarian! I guess they didn't bathe in your tribe!"

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Magic Mocking Mouth

AKA: Trash Tongue

HACKFACTOR: 0

EP VALUE: 120

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: High to Genius
(13-18)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: M (5' wide)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Sarcasm

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

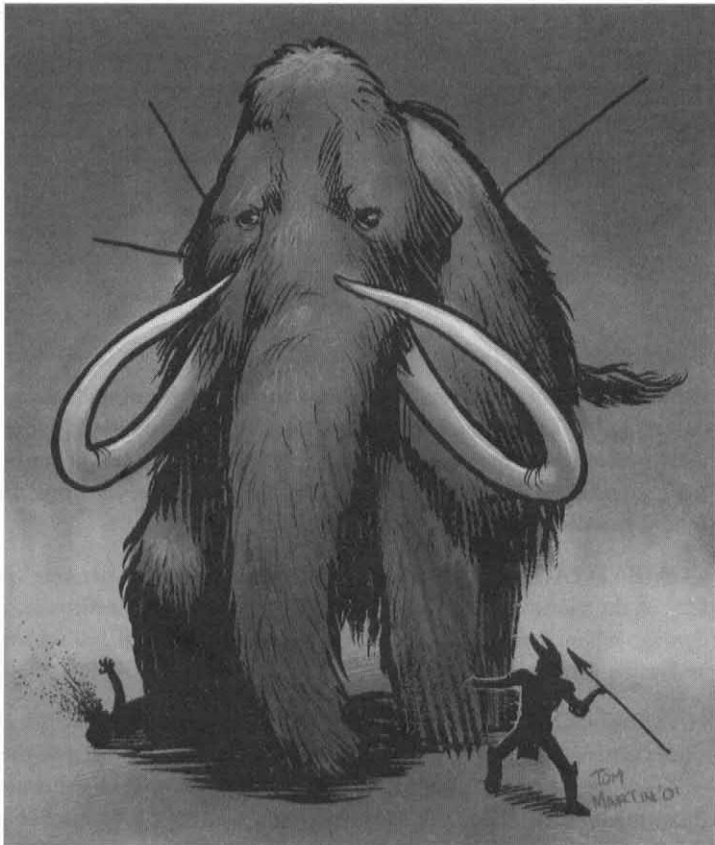
HIT DICE: See below

Treasure: Nil
Other: Nil

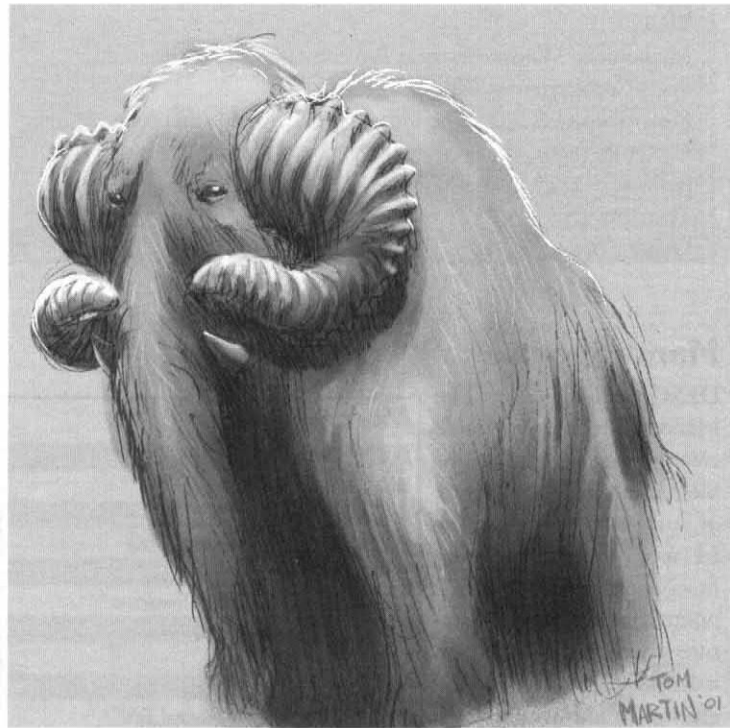
Mammoth	Wooly	Ram-horned
AKA:	Shag Beast	Battering Giant
HACKFACTOR:	13	13
EP VALUE:	4000	4000
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Common	Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-12	1-12
SIZE:	L (12' tall)	H (14' tall)
MOVEMENT:	15"	15"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Half-hearted (9)
ARMOR CLASS:	5	5
NO. OF ATTACKS:	5	3 or 1
DAMAGE/ATTACK:	3-18/3-18/2-16/ 2-12/2-12	2-16/2-12/2-12 or Charge
SPECIAL ATTACKS:	Nil	Charge
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	13	13

Mammoth

DESCRIPTION: Wooly Mammoths are huge fur-covered, pre-historic elephants with large, curving tusks. Ram-horned Mammoths are



Wooly Mammoth



Ram-horned Mammoth

larger than their Wooly cousins and have normal-sized elephant tusks, but have oversized ram-horns on either side of their heads. Both of these shaggy animals lived during the Pleistocene Epoch and are very rarely encountered on Garweeze Wurld today.

COMBAT/TACTICS: Wooly Mammoth: In a single round, these Mammoths can attack with both of their enormous curving tusks for 3-18 points of damage each, swing their trunks for 2-16 points of damage and stomp victims with both of their front feet for 2-12 points of damage each.

They are extremely aggressive if their territory or young are threatened. The Wooly Mammoth cannot split its attacks amongst more than two opponents during combat.

Ram-horned Mammoth: This Mammoth can attack with its long, flexible trunk for 2-16 points of damage and stomp with both of its front feet for 2-12 points of damage in a single round. Alternatively, the Ram-horned Mammoth can charge like a huge ram, inflicting 3-30 points of damage. Ram-horned Mammoths can knock down even heavily reinforced doors with ease.

HABITAT/SOCIETY: These creatures are quite common in the Pleistocene Epoch, but are only encountered on Garweeze Wurld under very rare circumstances. A note to help GMs work these Mammoths into an existing campaign: a magic-user or druid could be trying to revive herds of these Mammoths in the modern day, a great glacier may be thawing, releasing a herd of Mammoths, or your PCs could encounter an island that time forgot. GMs are encouraged to create their own reasons.

ECOLOGY: Mammoths are herd animals and like their distant cousins, the elephants, are always led by the dominant female. Single Mammoths will always be rogue males. Rogue males are twice as likely to attack anyone they encounter, as they are eager to prove their strength in battle, and win a mate.

YIELD:

Medicinal: Mammoth meat is quite tasty and nutritious.

Spell Components: Nil

Hide/Trophy Items: The hide of these animals can be made into winter garments that provide excellent warmth. They are also perfect for enchantment.

Treasure: Nil

Other: Nil

Mandragora

DESCRIPTION: The Mandragora is a vegetable creature that vaguely resembles a humanoid head made of warty wood with animated root tentacles growing from its neck. The head is pointed and the entire creature is covered with brown, hair-like roots that ooze a greenish fluid which keep the Mandragora's bark moist. The Mandragora are never encountered outside during the day. They harbor an intense hatred toward all gardeners.

COMBAT/TACTICS: Mandragora attack with two whip-like appendages. On a roll of a natural 20, one of these whips strikes a victim's throat and begins to strangle the unfortunate for 1-4 points of damage. (This effect supercedes rolling on the critical hits table in the GMG.) This damage is automatic and on the next round the Mandragora will attempt to strangle the victim with its other whip-like root for an additional 1-4 points of damage. The Mandragora will continue to grip a creature until it is dead.

If exposed to sunlight, Mandragora become stunned for 1-4 rounds. The Mandragora can sense prey up to 120 feet away due to the sensitivity of their roots. Mandragora are plants and therefore are only affected by plant-related spells or those that cause physical damage. Mandragora take half damage from fire due to the green sap that continuously covers its entire body.

HABITAT/SOCIETY: Mandragora like to make their lairs in the loose soil beneath trees, briar bushes and creek willows. They always attack humans in preference to other prey, because they hunger for human flesh. If there is no prey available, they will attach themselves to the tree roots to feed. If one closely examines the tree from which a Mandragora is feeding, he will see the faces of its previous victims.

ECOLOGY: Mandragoras were created by a cult of evil nature clerics. Every spring the Mandragora spit seeds 10-100 feet away from themselves so that a new patch of Mandragora can grow. If these seeds fail to find any loose soil in which to grow, they remain dormant. A

Mandragora

AKA: Rogue Root Fiend

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Swarms

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low to Avg. (5-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 3-18

SIZE: S (2'-3' tall)

MOVEMENT: 12", 6" Burrowing

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 5

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 1-4 or 1-4/1-4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%

HIT DICE: 2+2



Mandragora seed looks very similar to a chestnut, but it will always be sticky with sap and make squealing noises if roasted.

YIELD:

Medicinal: Mandragora root can be used to cure dwarven herpes.

Spell Components: A Mandragora seed can be used for a Charm Plant spell with a -1 saving throw modifier.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Mandragora heads can be carved into small wooden items suitable for enchantment.

Mantari

DESCRIPTION: Mantari are flying stingrays with pointed, sharply barbed tails. They have black underbellies and white tops. Mantari always have sour expressions on their faces because a special gland in their mouths constantly generates a horrible after-taste. For this reason, they will attack anyone they encounter.

COMBAT/TACTICS: A Mantari tail strike upsets the nervous system of the victim and inflicts 19 minus the victim's Constitution in damage when it strikes successfully. Mantari hate all of humankind and will always attack them first.

HABITAT/SOCIETY: Mantari find dungeons to be familiar places, since that is where they were created. Should prey become scarce, they will venture outside to find more, but any amount of sunlight causes them discomfort. They get -1 to-hit when attacking prey outside in the open during daylight.

ECOLOGY: Mantari were created by a magic-user known as Hawthorne the Warlock. Hawthorne used the Mantari as part of a deadly game where gnomes were forced to run through a maze while Mantari preyed upon them. Gnomes have a deadly fear of all Mantari and NPC gnomes must make a morale check or flee upon seeing one. Contrary to the popular elven rumor, Mantari cannot be defeated by reading them bad poetry or by singing ballads of brave deeds.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items:

Mantari skin can be tanned and made into leather goods. The leather can be enchanted.

Treasure: Nil

Other: The poison in these creatures is worth 100 gp per vial. (1-6 vials per Mantari.)

Mantari**AKA:** Dungeon Ray**HACKFACTOR:** 0**EP VALUE:** 65**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Very Rare**ORGANIZATION:** Packs**ACTIVITY CYCLE:** Day**DIET:** Carnivore**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 1-3**SIZE:** M (4' across)**MOVEMENT:** 1", 18" Fly (C)**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Confident (12)**ARMOR CLASS:** 9**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** See below**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 1+1**Manticore****Common****Womanticore****AKA:**

Felinus-Cannibalus

Felinus-Charmicus

HACKFACTOR:

10

8

EP VALUE:

975

975

CLIMATE/TERRAIN:

Any

Any

FREQUENCY:

Uncommon

Uncommon

ORGANIZATION:

Solitary

Solitary

ACTIVITY CYCLE:

Any

Any

DIET:

Carnivore

Carnivore

INTELLIGENCE:

Low (5-7)

Average (8-10)

ALIGNMENT:

Lawful Evil

Lawful Evil

NO. APPEARING:

1-4

1

SIZE:

H (15')

H (15')

MOVEMENT:

12", 18" Fly (E)

12", 18" Fly (D)

PSIONIC ABILITY:

Nil

Nil

Attack/Defense Modes:

Nil/Nil

Nil/Nil

MORALE:

Brave (14)

Confident (12)

ARMOR CLASS:

4

4

NO. OF ATTACKS:

3

3

DAMAGE/ATTACK:

1-3/1-3/1-8

1-3/1-3/1-8

SPECIAL ATTACKS:

Tail Spikes

Tail Ray

SPECIAL DEFENSES:

Nil

Nil

MAGIC RESISTANCE:

Standard

Standard

HIT DICE:

6+3

5+3

Manticore

DESCRIPTION: **Manticore:** These creatures have the tawny torso and legs of a warped lion, dark brown batlike wings and an angry male human's head crowned by a coarse mane of black hair. Their primary weapon is their tail which is tipped with spikes as hard as forged iron. The Manticore always has an appetite for destruction, and gleefully causes mayhem whenever it can.

Womanticore: The female version of the Manticore, this creature does not have the heavy black beard or the iron spikes on its tail. The Womanticore's long whip-like tail ends in an orifice that can shoot a deadly ray of searing heat.

COMBAT/TACTICS: **Manticore:** Manticores usually begin combat with a volley of 1-6 of their iron tail spikes that each do 1-6 points of damage (180 yard range). These spikes regrow quickly and the Manticore can fire four volleys per day. When outside, Manticores will use their flying ability to stay out of harm's way, but will eventually close in for the kill with their claws and bite.

Womanticore: Smarter than the Manticores, these creatures often direct their mates in "proper" combat techniques. A single Womanticore will always be encountered with a group of Manticores, and will be seen directing their attacks before she chooses to participate. Womanticores attack with a heat ray that does 3-24 points of damage per hit (range 60 yards). They can use the heat ray four times per day. The Womanticore will sometimes start a fire with this scorching ray, covering the retreat if she and her "boys" are defeated.

HABITAT/SOCIETY: **Manticore:** These creatures prefer warm lands, but can be found almost anywhere. They love to eat human flesh and their 20 square mile territory will contain at least one human settlement. Some Manticores are raised from cubs to assist evil humans and domesticated adult Manticores are 80% likely to be used as mounts by their evil masters.

Manticores sometimes haul prey back to their lair to dine in peace or





to help train their cubs in how to kill a meal efficiently. Domesticated Manticores must be fed regularly or will turn on their keepers.

Womanticore: Usually, these creatures will stay in the nest to take care of the young (20% chance of cubs). Womanticores rule their homes with an iron paw and even the wildest of Manticores can be tamed by these she-devils.

ECOLOGY: Manticores and Womanticores are found nearly everywhere that there has been human settlement. In most instances, the Manticores outnumber the Womanticores by four to one. In areas that are more conducive to the Manticore's and Womanticore's reproductive cycles, these bloodthirsty creatures have all but wiped out local human populations.

YIELD:

Medicinal: Manticore and Womanticore meat is foul and inedible to all but ogres and trolls.

Spell Components: Manticore spikes can be used for a Hold Portal spell with a +1 modifier to open door rolls. Manticores and Womanticores are highly magical creatures and the use of their body parts for magic use has yet to be fully explored.

Hide/Trophy Items: A fully, intact Manticore hide (with wings) is worth 10,000 gp to trophy hunters. Womanticores are worth at least 40,000 gp.

Treasure: E

Other: Womanticore brains can be used in potions that will make males vulnerable to a Suggestion spell by their wives or significant others. Queens with this knowledge will pay a small fortune for an intact Womanticore brain.

Mantis, Deadly Preying

DESCRIPTION: These enormous Preying Mantises are a translucent green color, like their smaller cousins. Their curved front legs are sharp and have serrated edges that are perfect for cutting into the flesh of fleeing victims. Deadly Preying Mantises are non-intelligent, and kill with a ruthless efficiency.

COMBAT/TACTICS:

Deadly Preying Mantises immediately go into a feeding frenzy when they sense edible prey. Unfortunately, being non-intelligent, they regard anything that moves as edible. Mantises cut with their curved front legs and bite into their victims with their mouth-parts. Once a victim stops moving, Mantises feed on them regardless of the battle conditions around them. Once a Mantis picks a target, it will not stop attacking and eating until that victim is entirely consumed. Should prey escape (beyond 400 feet) Mantises give up the chase and look for easier prey.

HABITAT/SOCIETY: These insects will occasionally hunt in groups, but are completely disorganized, attacking individually rather than as

Mantis, Deadly Preying

AKA: Maneater Mantis

HACKFACTOR: 1

EP VALUE: 120

CLIMATE/TERRAIN: Forests

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: M (6' long)

MOVEMENT: 9", 15" hop

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

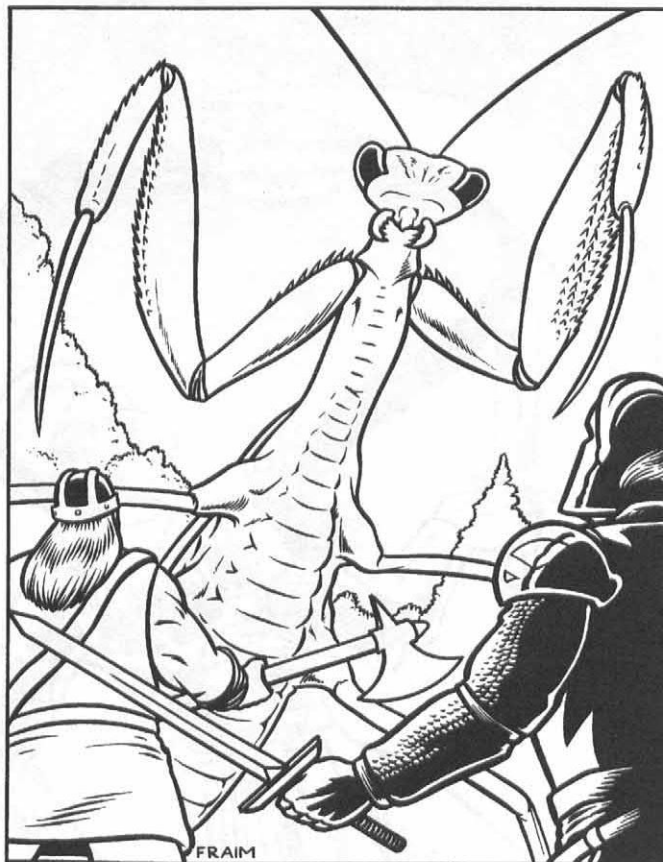
DAMAGE/ATTACK: 2-5/2-5/2-7

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3



a unit. On a natural roll of 1, the Mantis strikes one of its kin. If a Mantis is slain, there is a 10% chance one of its pack will stop and eat it. Deadly Preying Mantises have been known to break their beak-shaped mouth-parts by biting into objects that simply will not break, such as falling rocks, plate mail armor, helmets and metal shields.

ECOLOGY: The Deadly Preying Mantis reproduces by laying its egg casing on the trunk of a tree, covering it carefully with a foamy spittle, which hardens to protect the eggs until they hatch. The adult Mantis returns to feed choice bits of human flesh to the larvae until they molt and become fully grown Deadly Preying Mantises.

YIELD:

Medicinal: Deadly Mantis blood can clean wounds, allowing them to heal at twice the normal rate.

Spell Components: Nil

Hide/Trophy Items: The two front feelers of a Deadly Mantis can be used as makeshift short swords that can inflict 2-5 points of damage.

Treasure: Nil

Other: Nil

Mantis, Dire Field

DESCRIPTION: These gigantic green insects will blend into any leafy or grassy green surroundings. Dire Field Mantises have two vice-like fore-limbs and resemble a ferocious and angry version of their tiny insect cousins.

COMBAT/TACTICS:

Blending in with green vegetation 75% of the time, Dire Field Mantises will spring out and catch victims in the vice-like grip of their forelimbs for 2-12 points of damage, then bite on the next round for 3-12 points of damage.

Dire Field Mantises have an effective Strength of 19. Prey held in the Mantis' grip do not get the benefit of Dexterity to their AC. The chance to break free is 20% per full point of Strength over 14.

HABITAT/SOCIETY: Created by a radical group of druid extremists, the Dire Field Mantis was to be the "forests' revenge" against all of humankind's progress in Garweeze Wurd. The first Mantis that was created promptly ate all of the druids at its hatching ceremony and has continued to procreate in remote areas.

ECOLOGY: Dire Field Mantis eggs are rarely found, but sages speculate that the creature lays them each spring high up in the tree tops. These enormous insects are driven by their nearly insatiable hunger to

Mantis, Dire Field

AKA: Monster Mantis

HACKFACTOR: 21

EPVALUE: 1400

CLIMATE/TERRAIN: Temperate to Tropical Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (18' long)

MOVEMENT: 6", 12" Fly (D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 3

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 2-12 or 3-12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 10



hunt far and wide for prey. Human settlements in remote areas have been abandoned at the appearance of just one Dire Field Mantis.

YIELD:

Medicinal: Dire Field Mantis ichor is soothing to the skin and will clear most rashes and relieve most causes of itching.

Spell Components: Nil

Hide/Trophy Items: One forelimb from a Dire Field Mantis can be broken into three large makeshift clubs, capable of inflicting 2-10 points of damage.

Treasure: Nil

Other: Nil

Mantrap

DESCRIPTION: Mantraps are large, tropical plants that are members of the well-known Venus Flytrap family. They have grown large enough to eat a fully-grown human.

COMBAT/TACTICS: Anyone coming within 60 feet of a Mantrap must save vs. poison or become fascinated by the odor exuded from it. Those fascinated will voluntarily climb into one of the Mantrap's 2-5 leaf traps.

The Mantrap's leaves will close in around the captured victim and begin to digest him with an acidic sap. Victims suffer damage equal to their AC, with a minimum of 1 point per round. Armor and other items must save vs. acid (all metal items get a +2 bonus). Victims cannot be pulled free of the Mantrap until the plant is dead. The fascination effect of the Mantari's odor does not wear off for a full 24 hours, unless the plant is burned completely.

HABITAT/SOCIETY: 1% of all Mantraps are very intelligent (11-12) and can verbally communicate through song. They will have a

singing voice that is beautiful beyond compare. These Mantraps use this ability to fascinate to charm victims from a greater distance than a common Mantrap's odor. These vocal Mantraps charm their first victims into bringing others to their lair.

Normal Mantraps are mindless carnivores that only eat and reproduce.

ECOLOGY: Like the Venus Flytrap plant, Mantraps are very sensitive to temperature. They cannot grow in regions that have temperatures below 80° Fahrenheit. The Mantrap's seeds must have intense heat and humidity to split open and grow. Mantraps can be domesticated and are sometimes planted as guards, but they cannot distinguish between their handlers and regular food.

YIELD:

Medicinal: Nil

Spell Components:

Mantrap

AKA: People Plant

HACKFACTOR: 5-13

EP VALUE: 420

CLIMATE/TERRAIN: Tropical Land

FREQUENCY: Very Rare

ORGANIZATION: Small groups

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non- (0)
(See below)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: H (3' per hit die)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. OF ATTACKS: 2-5

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4 to 9

Mantrap seeds can be used for a Charm Monster spell with a -1 saving throw modifier.
Hide/Trophy Items: Nil
Treasure: J-N (X5), Q
Other: Nil

Marble Mugger

DESCRIPTION: Marble Muggers are stony insectoids with bulging eyes. Inhabiting many dungeons, fortresses and other stone structures, they walk upright on their hind legs, have long arms and big crudely jointed hands. Its skin is as hard as marble, which gives the Marble Mugger its name.

COMBAT/TACTICS: Marble Muggers have the ability to pass through stone at will and they can merge with earth and stone, along with any items they are carrying. Marble Muggers surprise victims 7 in 10 times. These creatures will club their victims over the head with their granite-like fists, then loot the dead or unconscious bodies and disappear into the nearest rocky surface with their booty.

HABITAT/SOCIETY: Marble Muggers will have a lair that is only accessible by passing through solid rock. (5% of the time, their lairs are not hidden very deeply in the stone, and can be located and broken into.) They are creatures from the Elemental Plane of Earth, although on that plane they are considered pests. Earth Elementals will gladly stomp these creatures whenever they can find them.

ECOLOGY: Marble Muggers eat nearly any type of rock, except that which is flowing due to a nearby volcano. The Marble Mugger does not breathe air. They avoid running water and molten lava and will not cross either one unless forced.

Marble Muggers are fascinated by soft, fleshy creatures, and will sometimes follow a party of PCs as they search a dungeon.

YIELD:

Medicinal: Marble Mugger "meat" tastes like gravel and will break the teeth of any who are not accustomed to eating rocks and minerals.

Spell Components: A bit of Marble Mugger can be used for an Animate Rock or Stone Passage spell with double the duration.

Hide/Trophy Items: Nil

Treasure: C

Other: Nil

Marble Mugger

AKA: Tunnel Thugs

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Mineralivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (Evil)

NO. APPEARING: 2-20

SIZE: M (5' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-5/2-5

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 1 to 6 hp (2/3 hit dice)





Margoyles

DESCRIPTION: The stony beasts known as Margoyles are a more horrid form of Gargoyle that inhabits natural caverns and tunnels rather than ruins and stone buildings. They can hide expertly in any type of stone surroundings 80% of the time.

COMBAT/TACTICS: Margoyles attack with both of their rock-hard claws, inflicting 1-6 points of damage each. In the same round, the Margoyles will gouge its victim with its sharp horns for 2-8 points of damage and bite for 2-8 points of damage. Only magic items of +1 or better enchantment can injure them at all.

Margoyles have a very high opinion of themselves and think that they are far more clever than Gargoyles, but their strategies for attacking prey are nearly identical. When a Margoyles sees something it can eat, it will immediately attack.

HABITAT/SOCIETY: Margoyles will (20% of the time) lead a pack of Gargoyles. They love collecting all sorts of valuable items, especially jewel-encrusted weapons (some of which are enchanted to cause

Margoyles

AKA: Scargoyles
HACKFACTOR: 11
EP VALUE: 420
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-8
SIZE: M (6' tall)
MOVEMENT: 6", 12" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 2
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-6/1-6/2-8/2-8
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +1 or better weapons to hit
MAGIC RESISTANCE: Standard
HIT DICE: 6



them harm). Margoyles speak their own language, which is a dialect of the Gargoyle tongue. They can also speak the true Gargoyle tongue to some degree, although Gargoyles cringe when they hear it.

Margoyles like to perch in garden settings, near statuary and on or near birdbaths, then watch the owner's reaction. Margoyles hate pigeons and will attack them on sight.

ECOLOGY: Like Gargoyles, Margoyles were created from living statues. Unfortunately, the Margoyles were even uglier than the original cracked and damaged Gargoyle statues from which they were carved. Greater Gargoyles and Margoyles do not get along and often fight for the leadership of Gargoyle packs. (Margoyles usually lose.)

YIELD:

Medicinal: Nil

Spell Components: Margoyles dust can be used for a Flesh to Stone spell with a -1 saving throw modifier.

Hide/Trophy Items: Nil

Treasure: Q (individual) C (in lair)

Other: Nil

Marid

DESCRIPTION: Marids are born of the ocean, having strong water currents for muscles, pearls for teeth and oysters for hair. They are the most powerful of all genies and come from the Plane of Water. Marids have an independent servant, are seldom seen on the Prime Material plane and rarely serve others.

COMBAT/TACTICS:

Marids can use any one of the following powers at 26th level, twice per day: Detect Evil, Detect Good, Detect Invisibility, Detect Magic, Invisibility, Liquid Form (similar to a potion of Gaseous Form, only wet), Polymorph Self and Purify Water. Marids can use Gaseous Form, Lower Water, Part Water, Wall of Fog and Water Breathing seven times per day (lasting on others up to one full day). Once per year, Marids can cast Limited Wish.

Marids can Create Water at will. They can cause water to shoot in a powerful jet that is 60 yards long, 10 feet wide and does 2-16 points of damage. (Victims struck must make a saving throw vs. breath weapon or be stunned 1-6 rounds.) Marids can Water Walk at will and they especially love doing a Water Walk on an incoming wave.

Marid**AKA:** Moist Genie**HACKFACTOR:** 163**EP VALUE:** 16,000**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Omnivore**INTELLIGENCE:** High to Genius
(13-18)**ALIGNMENT:** Chaotic Neutral**NO. APPEARING:** 1**SIZE:** H (18' tall)**MOVEMENT:** 9", 15" Fly (B),
24" Swim**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Foolhardy (16)**ARMOR CLASS:** 0**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 4-32**SPECIAL ATTACKS:** See below**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** 25%**HIT DICE:** 13

Marids can carry 1000 pounds without encumbrance or up to double this amount of weight for up to 30 minutes (although they must rest for a full hour immediately after completing this task). They can swim effortlessly and breathe water. Marids have 120-foot infravision.

Water-based spells cannot harm Marids. They get +2 to saves vs. cold spells and -2 for each die of damage. Fire inflicts +1 per die of damage and they save at -1. Steam cannot harm them.

HABITAT/SOCIETY: Marids live in a loosely organized empire controlled by their padisha, or ruler. Marids are all royalty among their own kind and will have titles like "Shah", "Omalarti", "Keeper of the Last Wave" and "Mufti."

A Marid household usually has 2-20 roommates, none of whom work or get up before the middle of the day. Marids are champion storytellers of great renown, but most of their tales are about themselves and their many questionable exploits. Marids consider it a capital offense for a lesser being to offend a Marid, so these self-centered know-it-alls need to be handled gingerly.

Marids are fiercely independent and extremely egotistical. Conjuring them is usually more trouble than it is worth. They are easily distracted. Even if bribed heavily to complete a task, a Marid may be caught just minutes later by his conjurer while sunning himself on a beach and talking to attractive young females.

ECOLOGY: Marids will just barely tolerate the presence of the Jann and Djinni, but absolutely hate Efreet and Dao. They consider all other creatures lesser beings.

YIELD:**Medicinal:** Nil

Spell Components: Marid water can be used to Conjure Water Elementals with only a 1% chance of the Elemental turning against the caster.

Hide/Trophy Items: Nil**Treasure:** Nil

Other: Marids are highly magical and their water can be used to create items that have massive effects on water and water-based creatures/items. However, should a Marid be slain, it is very likely he will be missed by others of his kind.

**Marmoset**

DESCRIPTION: Marmosets are small and agile monkeys with bushy flares of white hair on either side of their faces. They vary in fur color from nearly all-white to pale brown to pure black. Their bright eyes dart all around, so they seldom miss a single detail, but lack the ability to communicate what they see to their master.

COMBAT/TACTICS: Marmosets can bite a victim for 1-4 points of damage if they are cornered and there is a 10% chance of contracting herpes from the bite. They prefer to flee from the battlefield rather than take any part in one-on-one combat. Domesticated Marmosets can be trained to hand their owner almost any small item, including scrolls, wands, arrows, daggers, darts, holy symbols and a thieves' picks and other tools.

HABITAT/SOCIETY: In the wild, Marmosets keep to the upper canopy in tropical forests and live in close-knit family groups.

Domesticated Marmosets who are not given enough to occupy their time, will become mischievous and cause trouble just for the fun of it. Well-trained Marmosets who are handled properly make great companions and are very concerned with pleasing their master. Marmosets can usually perform simple tasks very well, and make reliable, if small servants.

ECOLOGY: Marmosets do not like the cold and they eat a specialized diet that must include tree gums. Most pet Marmosets die of malnourishment, despite their owner's best efforts. Fortunately, Marmosets are easy to find at a low price, easy to train and easy to capture in the wild.

Marmoset

AKA: Scroll Caddy, Monkey Shield
HACKFACTOR: 0
EP VALUE: 15
CLIMATE/TERRAIN: Subtropical and Tropical
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi to Low (2-7)
ALIGNMENT: Neutral
NO. APPEARING: 3-30
SIZE: S (1' to 3' tall)
MOVEMENT: 6", 6" Climb
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 8
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: Nil

Other: Baby Marmosets command 2-12 gp on the open market, but adults are easily trained and command 5-50 gp.

Marrow Mite

DESCRIPTION: Marrow Mites are flea-like organisms that feed upon the nutrients that can be found inside many human, demi-human, humanoid, and even animal and monster bones. The tiny Marrow Mites appear to the naked eye as a blur of bouncing black dots.

COMBAT/TACTICS: When prey disturbs a group of Marrow Mites, they attack, usually targeting a victim's teeth. Victims suffer 1 point of damage per 10 Mites, with a minimum of 1 point of damage per round. PCs in full plate armor will not be affected by the Marrow Mites if they back away after the first round of attack. (These PCs will hear many of the tiny Mites bounce off the surface of their armor.)

Once inside a host, the Marrow Mites burrow into the victim's bones, usually starting with the joints. For every day a victim is infected, there is a 1% cumulative chance of a bone weakening and breaking, causing 3-18 points of damage per broken bone. A Cure Disease spell will kill the Mites and a Repel Insects will remove them from the victim, but not kill them. If the Mites are localized within a victim's extremity, amputation is also very effective.

HABITAT/SOCIETY: Marrow Mites eat constantly to survive. They cannot distinguish between live beings and carrion. Undead creatures sometimes suffer from infestations of these Mites and they have been known to turn Ghouls into broken, evil piles of bone.

Hunters of the undead will sometimes use Marrow Mites to soften up Ghouls, Wights, Skeletons and other corporeal undead. This plan can backfire on the hunter with often fatal results, if the Marrow Mites are not handled very carefully.

ECOLOGY: Marrow Mites will often be encountered dormant inside a broken skeleton. Once the skeleton is disturbed, they immediately awaken and seek a source of new, unbroken bones.

Victims suffering from the Mites cannot infect others unless they break a bone and the injury is a compound fracture (10% chance per broken

Marrow Mite

AKA: Bone Breaker
HACKFACTOR: 0
EP VALUE: 0
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 5-50
SIZE: T (less than 1")
MOVEMENT: 3"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: n/a
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: See below



bone). If this happens, the Marrow Mites will be exposed to the air again and will be very likely to jump onto a nearby host.

YIELD:

Medicinal: Nil

Spell Components: Marrow Mites can be used to inscribe a Symbol of Pain in lieu of other components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Marsh Gibberer

DESCRIPTION: Marsh Gibberers resemble a foul combination of a lizard man and Tyrannosaurus Rex. Their bodies are dirty yellow in color, with tan or grey underbellies. Marsh Gibberers are most often encountered in swamps while hunting for and biting its favorite common prey animals. They often employ cruelly-made pikes or spears taken from the bodies of their victims as their favored weapon when hunting or patrolling.

COMBAT/TACTICS: Gibberers stand nearly erect when fighting, but can pursue prey on all fours at a much faster rate of speed. There is only a 25% chance of detecting a Gibberer when it is on all fours. If it is not detected, the Marsh Gibberer can strike a victim from behind at +4 to-hit, just as a 4th level thief.

HABITAT/SOCIETY: Gibberers speak their own quasi-language that can only be understood by others of their own kind. They also speak a rudimentary dialect of the Common tongue and the language of the

Lizardmen. Gibberers sometimes choose to lead war parties made up of other Gibberers and Lizardmen, especially if the Lizardmen are hunting humans.

Marsh Gibberers are very fond of human flesh and will attack any group of humans as long as they are not outnumbered by more than two to one. If the Gibberers have not eaten in some time, they may attack even if the odds are clearly against them.

ECOLOGY: Like most reptile species, Marsh Gibberers lay eggs. They do so every spring and rear their young until they reach maturity and can hunt for themselves.

Marsh Gibberers teach their young to help them dominate other wetland denizens.

Marsh Gibberer

AKA: Marsh Mumbler

HACKFACTOR: 4

EP VALUE: 170

CLIMATE/TERRAIN: Swamp, Marsh

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: L (8' tall)

MOVEMENT: 6" (erect), 12"
(on all fours)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-6/1-8 or
by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

YIELD:

Medicinal: Marsh Gibberer flesh is edible, but tastes like warm shoe leather dipped in hot pus.



Spell Components: Marsh Gibberer tongues can be used while casting a Tongues spell. This adds a material component to the spell, but doubles the duration and even triples it if the spell is reversed. The entire Gibberer's tongue must be used in the casting of the spell, but it need not be fresh.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Masticator, Articulated

DESCRIPTION: This creature appears as little more than a giant muscular mouth full of razor-sharp teeth. The rest of its body exists in the Ethereal Plane and is of little use beyond being a withered sack for the creature's organs.

COMBAT/TACTICS: The creature senses heat and vibration and will chomp at anything in its path. On a to-hit roll that is four or more than the number needed to hit, or on a roll of a natural 20, the victim is caught in the jaws of an Articulated Masticator and may lose a limb (10%, roll randomly), a head (5%) or be bitten in half (1%). (This effect supercedes rolling on the critical hits table in the GMG.) Victims, or bits of victims that are swallowed, are digested on the Ethereal Plane. The creature must be killed in order to recover a victim's missing body parts.

HABITAT/SOCIETY: The Articulated Masticator seems capable of conversation and even singing, although they do not have a culture of their own. If satiated after devouring a victim, they have been known to offer seemingly useful information to those who seek to communicate with them but it is usually misleading. If faced with a superior foe, the Articulated Masticator will bargain for its life with the treasure it keeps within its body on the Ethereal Plane.

ECOLOGY: Originally created by a demented race of magic-users to guard their labyrinths, the Articulated Masticator somehow managed to escape and multiply. They apparently reproduce through a melding of their auras on the Ethereal Plane.

Forcing the entire body of an Articulated Masticator back onto the Prime Material plane causes it to become immobile and easy to kill (AC 10). Should an Articulated Masticator be killed, the body, along with any treasure contained within can be pulled onto the Prime Material Plane by turning the monster inside out.

YIELD:

Medicinal: Nil

Masticator, Articulated

AKA: --

HACKFACTOR: 27

EP VALUE: 6000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (6'-10')

MOVEMENT: 6" Flying

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

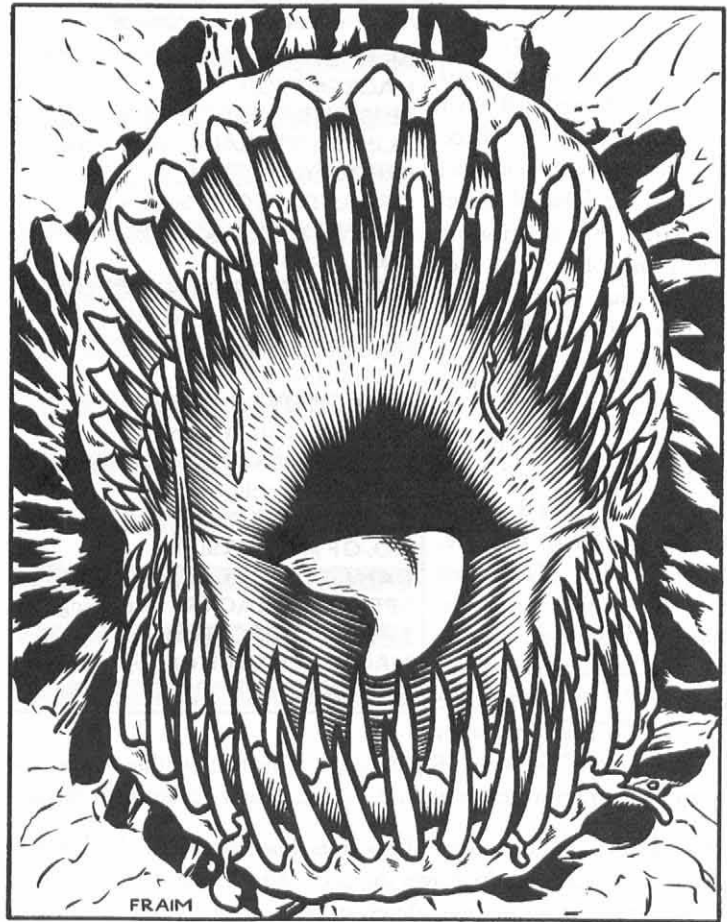
DAMAGE/ATTACK: 4-16

SPECIAL ATTACKS: Swallowing

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 14



Spell Components: Bags of Holding, Bags of Devouring and other magic bags are made from the bodies of Articulated Masticators. Magic-users will pay upwards of 500 gp for an intact, undamaged body.

Hide/Trophy Items: The creature's jawbones are worth between 20-120 gp to trophy collectors.

Treasure: F

Other: Nil

Masticator, Subterranean

DESCRIPTION: This creature is related to the Articulated Masticator and may actually be a less evolved version of that monster. Its body is mostly a large set of heavily muscled jaws, a tiny body and four rapidly plodding clawed feet. The Subterranean Masticator can bite through even solid rock and will often be encountered as it bursts through walls.

COMBAT/TACTICS: Despite the fact that the Subterranean Masticator has no apparent sensory organs other than its tongue, it senses heat and vibration and will chomp at anything in its path. On a to-hit roll that is four or more than the number needed to hit, or on a roll of a natural 20, the victim is caught in the jaws of the creature and may lose a limb (10%, roll randomly), a head (5%) or even be bitten in half (1%). (This effect supercedes rolling on the critical hits table in the GMG.) All armor that is worn, weapons or any object struck by the Masticator's jaws must save vs. crushing blow or be bitten in half.

HABITAT/SOCIETY:

Subterranean Masticators are similar to Xorns and Umber Hulks and will often be found near their lairs. They are sometimes encountered on the Ethereal Plane. Subterranean Masticators can Plane Shift once per month, but only to the Ethereal Plane and back.

Subterranean Masticators keep their treasure stashed under a non-descript pile of rubble in their lairs. They will always fight to the death to protect their treasure. Subterranean Masticators can speak the Common tongue, but have trouble forming certain sounds. All of their "L" sounds become "R". ("Claw" becomes "Craw", "Light" becomes "Right", etc.) This may be due to the lack of any sort of lip structure around the Masticator's prominent teeth.

ECOLOGY: Subterranean Masticators mate while on the Ethereal Plane, then return to their own dungeon lairs. Their young are born fully-grown with an intense interest in biting.

YIELD:

Medicinal: Nil

Spell Components: The enormous tongue of a Subterranean Masticator can be used to create a permanent Magic Mouth, although the caster must be a magic-user of 7th level or higher. The Magic Mouth gains its own free will after its initial command has been fulfilled.

Masticator, Subterranean

AKA: Dungeon Mouth

HACKFACTOR: 17

EP VALUE: 4000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (6'-10')

MOVEMENT: 6", 9" Burrow

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-16

SPECIAL ATTACKS: Swallowing

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 12

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

Treasure: F

Other: Nil

Mastiff, Shadow

DESCRIPTION: Shadow Mastiffs are dawgs from the Plane of Shadow. In their true form, they are but shadows of common dawgs, but when they attack, they take on a more solid form and substance. Shadow Mastiffs are a deep, dull black shadow and they are almost always encountered in shadowy conditions.

COMBAT/TACTICS: Shadow Mastiffs are 40% invisible in dimly lit conditions. Under bright lights, they cannot use this ability and are slowed by 50%. A pack of Mastiffs can bay (minimum of four dawgs) causing creatures that hear the howl (approximate range of a half mile for special effect) to save vs. spells or panic for 1-6 rounds.

Mastiff, Shadow

AKA: Shadow Schnauzer

HACKFACTOR: 7

EP VALUE: 270

CLIMATE/TERRAIN: Plane of Shadow

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral (Evil)

NO. APPEARING: 4-16

SIZE: M

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

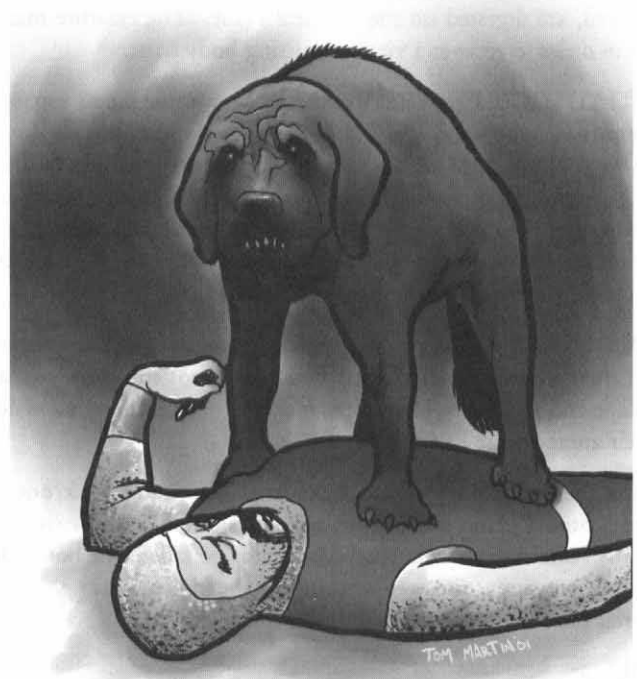
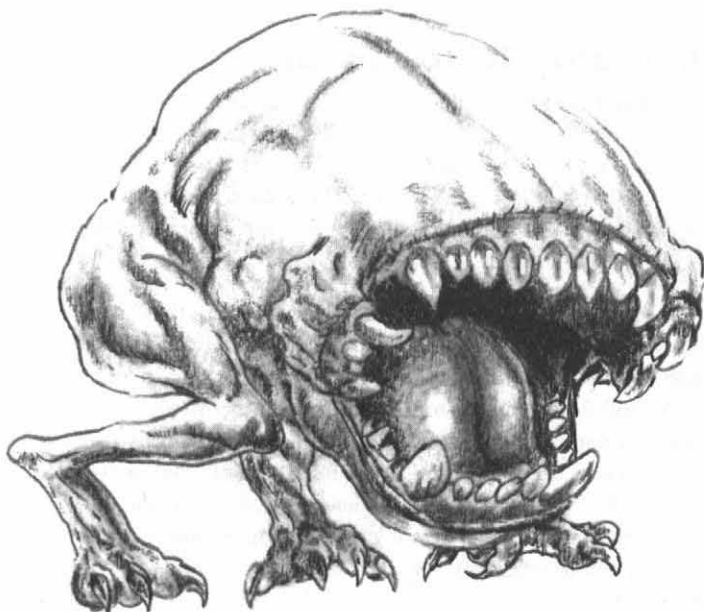
DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Panic Bay

SPECIAL DEFENSES: Hide in Shadows

MAGIC RESISTANCE: Standard

HIT DICE: 4 (-1 hp per die in bright light)



During this time, the victim will drop whatever he is carrying and run away from the dawgs. (Save at +1 for every dawg under 10 and -1 for every dawg above 11.) Shadow Mastiffs are made from pure shadow material and can pass through any opening no matter how small.

HABITAT/SOCIETY: Shadow Mastiffs love to bite people, especially messengers and the dedicated owners of feline pets. The lair of a Shadow Mastiff pack is 50% likely to contain 2-5 whelps. The Mastiffs will fight to the death to protect the pups.

Shadow Mastiffs make great pets for evil magic-users. Powerful evil creatures raise the Mastiffs as guard dawgs, but they are difficult to control because of their dietary needs. Masters must bring the dawgs food, but then position it so it casts a distinct shadow of the food. The Mastiffs will eat the "shadow food" and not the food itself, although the food will disappear when the dawgs are finished.

ECOLOGY: These dawgs can only derive nourishment from the Plane of Shadow. They only bite people because they enjoy it so much. Shadow Mastiff whelps are difficult to train, to say the least, but make excellent guard dawgs.

YIELD:

Medicinal: Nil

Spell Components: A bit of fur can be used while casting a Shadow Walk spell to extend the duration by 50%. The caster will never get lost during the duration of the spell, but this adds a material component to the spell and adds three segments to the casting time.

Hide/Trophy Items: The hide of a Shadow Mastiff of maximum hit points can be used to create a Cloak of Shadows.

Treasure: Nil

Other: Nil

Mastodon

DESCRIPTION:

Mastodons look like wooly mammoths with shorter fur and tusks, or elephants with shaggy fur and longer tusks. They are the missing link between the Wooly Mammoth and the elephant and were once a common encounter during the Pleistocene Epoch on Garweeze Wurld, but are now restricted to islands that time forgot, or other chance, bizarre encounters.

COMBAT/TACTICS:

Mastodons attack just like other elephants and can gore opponents with their two tusks for 2-16 points of damage. In the same round, the Mastodon can swing its flexible trunk at an oppo-

Mastodon

AKA: Wooly Elephant

HACKFACTOR: 7

EP VALUE: 2000

CLIMATE/TERRAIN: Sub Arctic to Subtropical Land

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: L (10' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 5

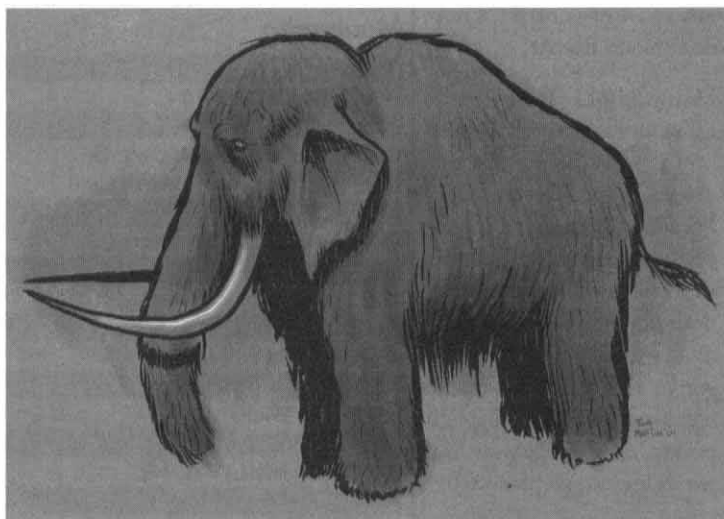
DAMAGE/ATTACK: 2-16/2-16/
2-12/2-12/2-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 12



nent for 2-12 points of damage, or stomp with both of its front feet for 2-12 points of damage. They cannot attack more than two opponents simultaneously in combat.

HABITAT/SOCIETY: Mastodons are herd animals that dwell in nearly any climate from the harsh sub-arctic tundras to sweltering sub-tropical jungles. Being somewhat dim-witted in comparison to other elephants, they lack strong family ties with other Mastodons. As such, they wander off from their own herds and become lost while feeding.

ECOLOGY: Mastodons live their lives, eat large quantities of green foliage and die in the same manner as other elephants. They are not afraid of mice or other small, scurrying mammals.

YIELD:

Medicinal: Mastodon meat is delicious.

Spell Components: A quart of Mastodon blood can be used, in lieu of normal spell components, to cast a Strength spell with +1 to the Strength gained.

Hide/Trophy Items: The tusks of a Mastodon are worth the same as an elephant's tusks.

Treasure: Nil

Other: A quart of Mastodon blood can be used in the creation of magic items that enhance strength.

Maulskuito

DESCRIPTION: Maulskuitoes are giant, armored mosquitoes that have a unique tactic they use to acquire blood from their victims. Maulskuitoes have green bodies, yellow eyes and transparent wings. They can retract their wings into their bodies in less than a melee round.

COMBAT/TACTICS: When a Maulskuito attacks, it retracts its wings and falls on its prey, hoping to knock it down. The damage is 1d6/3, plus a roll on the Punching and Wrestling Results Table 12E in the HackMaster Player's Handbook for temporary damage. On a roll of a natural 20, the victim is stunned for 1-4 rounds and the Maulskuito is free to feed. (This effect supercedes rolling on the critical hits table in the GMG.) Maulskuitoes bite and drain up to 20 hit points worth of blood from their victims before being sated. There is a 5% chance per point of damage above 10 that the Maulskuito will break off the blood drain and leave. Victims bitten must save vs. poi-

son at +4 or contract a random blood disease.

Maulskitoes have spell-resistant armor and they save at +4 vs. invocation and evocation spells (even Magic Missile). If the save is successful, the spell bounces off the creature in some random direction. Spell casters that specifically target the wings can take down the creatures (by inflicting 20 points of damage), as the wings are not so protected.

HABITAT/SOCIETY:

Maulskitoes live in swamps and marshlands. They tend to roam low-lying areas or those near a source of still water. When they drop, these blood-thirsty insects attempt to push a victim down a hill or into the swamp. Some Maulskitoes even use quicksand, pushing a victim in, drinking their blood and letting them sink out of sight.

ECOLOGY: Maulskitoes spawn and grow in large amounts of stagnant water. They are capable of lifting smaller prey into the air, but almost never do so. Maulskitoes expect no resistance when they

Maulskito

AKA: --
HACKFACTOR: 10
EP VALUE: 120
CLIMATE/TERRAIN: Swamp, Marsh Land
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-8
SIZE: M (5' long)
MOVEMENT: 6", 18" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 4
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: Tackle or 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Magic resistant armor
MAGIC RESISTANCE: Standard
HIT DICE: 4

attack and will continue to drink blood even when being attacked by other opponents.

YIELD:

Medicinal: Nil

Spell Components: Nil.

Hide/Trophy Items: The armored hide of a Maulskito can be used to create an enchanted pair of Bracers that can operate as a Ring of Spell Turning. However, the wearer can take no other action other than lifting the Bracers to block the spell. These provide a basic AC of 8.

Treasure: Nil

Other: Because of the usefulness of the Bracers, intact Maulskitoes can be sold to magic-users for 500 gp per body.

Mea-Zel

DESCRIPTION: Mea-Zels are emaciated humanoids with grey to dark green skin. 85% have red patches and suffer from a skin disease that is only harmful to Mea-Zels. Their eyes are jet black and their long toes are webbed. They will be dressed in ragged loin clothes or not at all.

COMBAT/TACTICS:

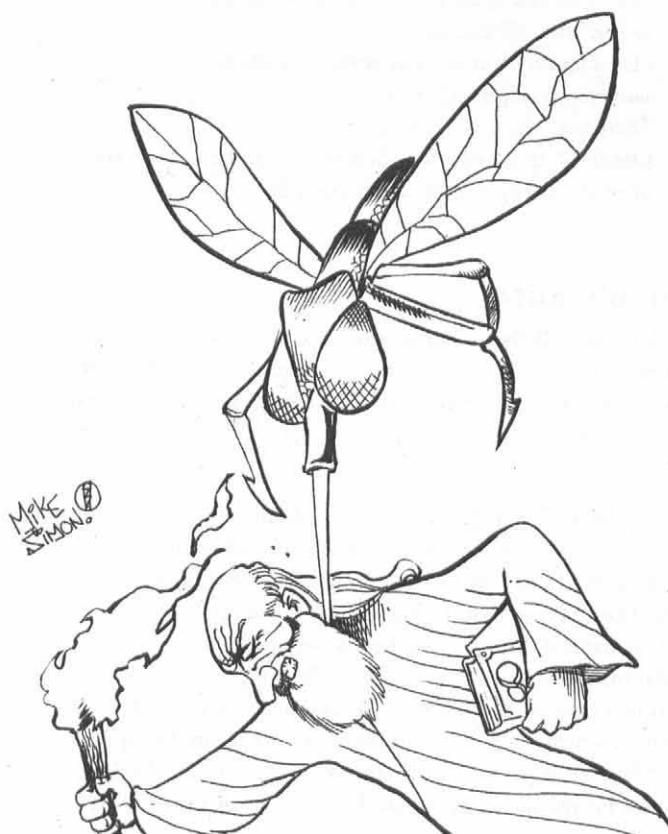
Mea-Zels attack with the tough little fingers on both hands for 1-4 points of damage. They prefer to strangle their victims with a thin cord and have natural thieving abilities equal to a 4th level thief. If it can approach a man-sized creature (or smaller) from behind undetected and score a hit, the Mea-Zel can get the cord around the victim's neck. When this occurs, the victim will die within a number of combat rounds determined by dividing his Constitution by three. The victim becomes unconscious just one round before he dies.

HABITAT/SOCIETY: Mea-Zels are flesh eaters and they will always take their prey back to their lair to feast. They collect anything that looks valuable. Even amongst dungeon creatures, Mea-Zels have a nasty reputation and other creatures are 85% likely to attack them. Mea-Zels are the natural enemies of orcs and kobolds.

ECOLOGY: Sages theorize that Mea-Zels may have actually once been completely human. The most popular theory holds that a group of bandits using a cave as their hideout were caught in a sudden cave-in. Fortunately, they found a route to the NetherDeep, but unfortunately they never got out. Sages believe that it was from this original bandit gang that all the Mea-Zels evolved.

Mea-Zel

AKA: Swamp Strangler
HACKFACTOR: 7
EP VALUE: 120
CLIMATE/TERRAIN: Swamp, Marsh Land or Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: M
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 8
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1-4/1-4 or See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4





Medusa	Lesser Medusa	Greater Medusa	Gorgon
AKA:	Daughter of Gorgon	Sister of Gorgon	Stone Cold Sisters
HACKFACTOR:	14	29	102
EP VALUE:	2000	4000	40,000
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Rare	Unique
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	High (13-14)
ALIGNMENT:	Lawful Evil	Lawful Evil	Lawful Evil
NO. APPEARING:	1-3	1-3	1 or 1
SIZE:	M (6' to 7' tall)	M (6' to 7' tall)	L (12' tall)
MOVEMENT:	9"	12"	15"
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Brave (14)	Fearless (19)
ARMOR CLASS:	5	3	-3
NO. OF ATTACKS:	1	1+ weapon	1+ weapon
DAMAGE/ATTACK:	1-4	1-4	1-4
SPECIAL ATTACKS:	Petrification, Poison	Petrification, Poison	See below
SPECIAL DEFENSES:	Nil	Poisonous Blood	Poisonous Blood
MAGIC RESISTANCE:	Standard	20%	80%
HIT DICE:	6	8	133 hp (16 hit dice)

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Mea-Zel skin can be used to make enchanted gauntlets that increase all thieving abilities by 5%.

Treasure: B

Other: Nil

Greater Medusa: Greater Medusae have stronger poison and victims save at -1. The blood of this type of Medusa is highly toxic and anyone touching it must also save vs. poison. Greater Medusae prefer large melee weapons like war hammers (30%), war maces (30%) and flails

Medusa

DESCRIPTION: Medusae are female monsters with a swarm of snakes for hair. Their skin is greenish-grey, they wear ornate arm bands and dress in togas and cloaks made from the finest fabrics. Lesser Medusae can be mistaken for human females from distances of greater than 20 feet, if the Medusa has her back to the viewer.

Greater Medusae and the Gorgon are serpents from the waist down. When a Medusa is excited, the snakes on her head writhe constantly, but when she is calm or bored, they tend to sulk or roll their eyes.

COMBAT/TACTICS: Meeting the gaze of a Medusa turns a victim to stone. This gaze also works on the Astral and Ethereal Planes.

Lesser Medusa: Lesser Medusae will attempt to hide their true nature until a victim is close. Once a victim is within 30 feet, the Medusa will turn and attempt to meet his gaze. Any creature meeting this gaze must save vs. petrification or turn to lifeless stone.

If an opponent appears to avert his eyes, the Medusa rushes forward to allow her head serpents to bite. The range of the snakes on the Medusa's head is only one foot, but any hit forces the victim to save vs. poison or die. Lesser Medusae will sometimes employ knives and short bows for self-defense. Lesser Medusae will turn to stone if they see their own reflection in a mirror or similar reflective surface, but they are immune to the gaze of other Medusae.





(40%). For missile attacks, they will use a short bow, spitting their deadly poison on each arrow before firing. Anyone meeting the gaze of a Greater Medusa turns to stone and no saving throw is allowed.

Greater Medusae will turn to stone if they meet their own gaze, but they gain a saving throw to avoid it. They too are immune to the gaze of other Medusae.

Gorgon: The Gorgon sisters will not use missile weapons and prefer to wield gigantic scimitars, that inflict 2-12 points of damage, covered in their deadly poison (-2 to saves vs. poison). Their strength is equal to a Hill Giant and they receive +2 bonus to-hit and +7 damage. The Gorgon sisters can regenerate, but very slowly, at the rate of one hit point per turn. The Gorgons are immune to petrification.

HABITAT/SOCIETY: Medusae speak both their own language and the Common tongue.

Lesser Medusa: Medusa dwell in dark caves and abandoned ruins. They purposely keep the lighting in their lairs shadowy. Lesser Medusae keep their more interesting victims on display as statuary and smash the less attractive specimens to bits.

Medusae enjoy mating with handsome humanoid males and will do so to reproduce. They are especially fond of muscular men in armor and will attempt to seduce them if at all possible. They often conceal their rather rough appearance with veils and cloth wrapped artfully around their 'hair.' Medusae have a 95% success rate when it comes to seducing male adventurers.

Greater Medusa: These Medusae rarely leave their lairs and are always complaining that men do not try to understand them. When not com-

mitting acts of evil, they tend to sulk in their lairs.

Gorgon: The Gorgons were actually three sisters by the names of Stheno, Euryale and Medusa. The sister named Medusa was cruelly slain by a warrior by the name of Perseus. Her head was presented to the goddess Athena. Her blood spawned the race that bears her name. Her sisters, Stheno and Euryale continue to plan elaborate schemes to bring down the remaining followers of the goddess Athena. Their lairs are guarded by 1-6 Greater Medusae and 2-12 Lesser Medusae.

ECOLOGY: Lesser Medusa: Once a Lesser Medusa has mated, she will lay between two and six eggs. Medusa babies hatch in just eight months and resemble baby human girls with green skin and bumps on their heads. At the age of two, the snakes on their head are capable of biting and are poisonous. Medusae gain their ability to petrify at the first signs of adolescence.

Greater Medusa: Greater Medusae rarely mate unless they can force a participant. Currently, all the Greater Medusae on Garweeze World sprang from the blood of the original Gorgon sister, Medusa. No Greater Medusa has ever died of natural causes. If the heart of a Greater Medusa is cut out, all her petrified victims will immediately return to their normal, living state.

Gorgon: The three original Gorgon sisters were once beautiful women whose praises were sung by minstrels and whose favors were sought by the finest warriors and noblemen. They offended the goddess Athena long ago and they were changed into the horrid creatures adventurers have encountered on rare occasion. The sisters Stheno and Euryale are immortal and they are worshipped as goddesses by both the Lesser and Greater Medusae. Although they can be brought below zero hit points in combat, they cannot die at the hands of a mere mortal. (Although if they drop below zero hit points, they cannot move.)

YIELD:

Medicinal: Nil

Spell Components: Medusa blood can be used to write Scrolls of Protection vs. Petrification.

Hide/Trophy Items: Nil

Treasure: P, Q (x10), X, Y (Lesser) P, Q (x10), X, Y (Greater), Px10, Qx100, Xx10, Yx10 (Gorgon sisters)

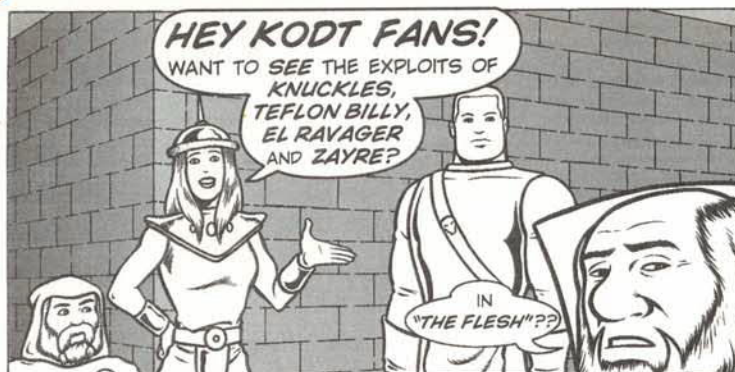
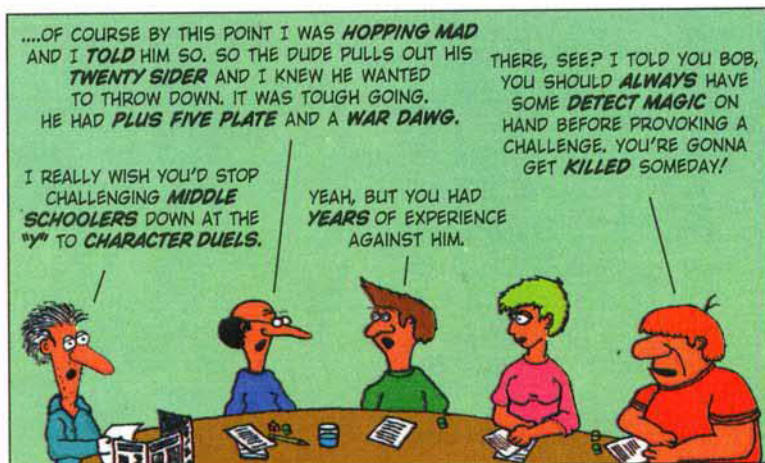
Other: The head of a Medusa can be used to petrify other living beings. Victims save at +1 per day after a Lesser Medusa's death, +1 per month after a Greater Medusa's death. The head of a Gorgon sister will continue to function forever.

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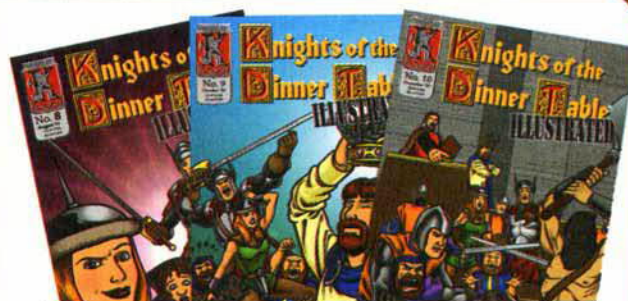
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HackMaster

HACKLOPEDIA OF BEASTS - VOLUME IV: HOAR FOX TO MEDUSA

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Jungle Terror

AKA: The Ape-Gawd's Revenge
HACKFACTOR: 14
EP VALUE: 1400
CLIMATE/TERRAIN: Tropical
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi to Low (2-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: H (12' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 5
NO. OF ATTACKS: 1-6
DAMAGE/ATTACK: 1-10 each
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
HIT DICE: 9

1-6 points of damage to them per round. When attacking, they use 1 to 6 of their claws, teeth, pincers, tentacles or similar natural defenses to attack. Victims that are knocked unconscious or killed will be pulled close to the beast's body and eaten. Those victims are forever dead, but their faces may emerge as a faint image on the hide of the beast 1-2 days later.

HABITAT/SOCIETY: Jungle Terrors are always connected to a particular region or temple and they will never leave it. Their lairs are always underground or in dark areas away from sunlight. Any treasure they accumulate will be dragged to the nearest Ape Gawd temple and stacked upon the altar as sanctified tribute.

ECOLOGY: Jungle Terrors are all created by the Ape Gawd and do not reproduce. Should anyone kill a Jungle Terror, then desecrate a temple or jungle, there is a 10% chance the Jungle Terror will be reborn (in the temple) the following night. If anyone other than a shaman of the Ape Gawd removes the Jungle Terror's tribute, any dead Jungle Terrors in the area are instantly reborn, and there is a 50% chance that a new Jungle Terror will be created the following night.

Jungle Terror

DESCRIPTION: The race known as the Jungle Terror was created by the Ape Gawd to punish those who would destroy the jungle. It embodies the gawd's wrath and will most often be encountered near a ruined Ape Gawd temple. Jungle Terrors are an amalgamation of vicious and terrifying beasts, including lions, apes, snakes, giant ants, tigers, raptor lizards, parrots, sloths and dingos.

COMBAT/TACTICS: Jungle Terrors are only active at night or underground. Sunlight causes them to wither, inflicting



The creature will not attack any faithful follower of the Ape Gawd, including any and all apes. When a Jungle Terror is slain, it sublimates into a mist and quickly dissipates.

YIELD:

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



ISBN 1-889182-41-9



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U.S. \$19.99 CAN \$29.99
 Printed in U.S.A. K&C2004

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