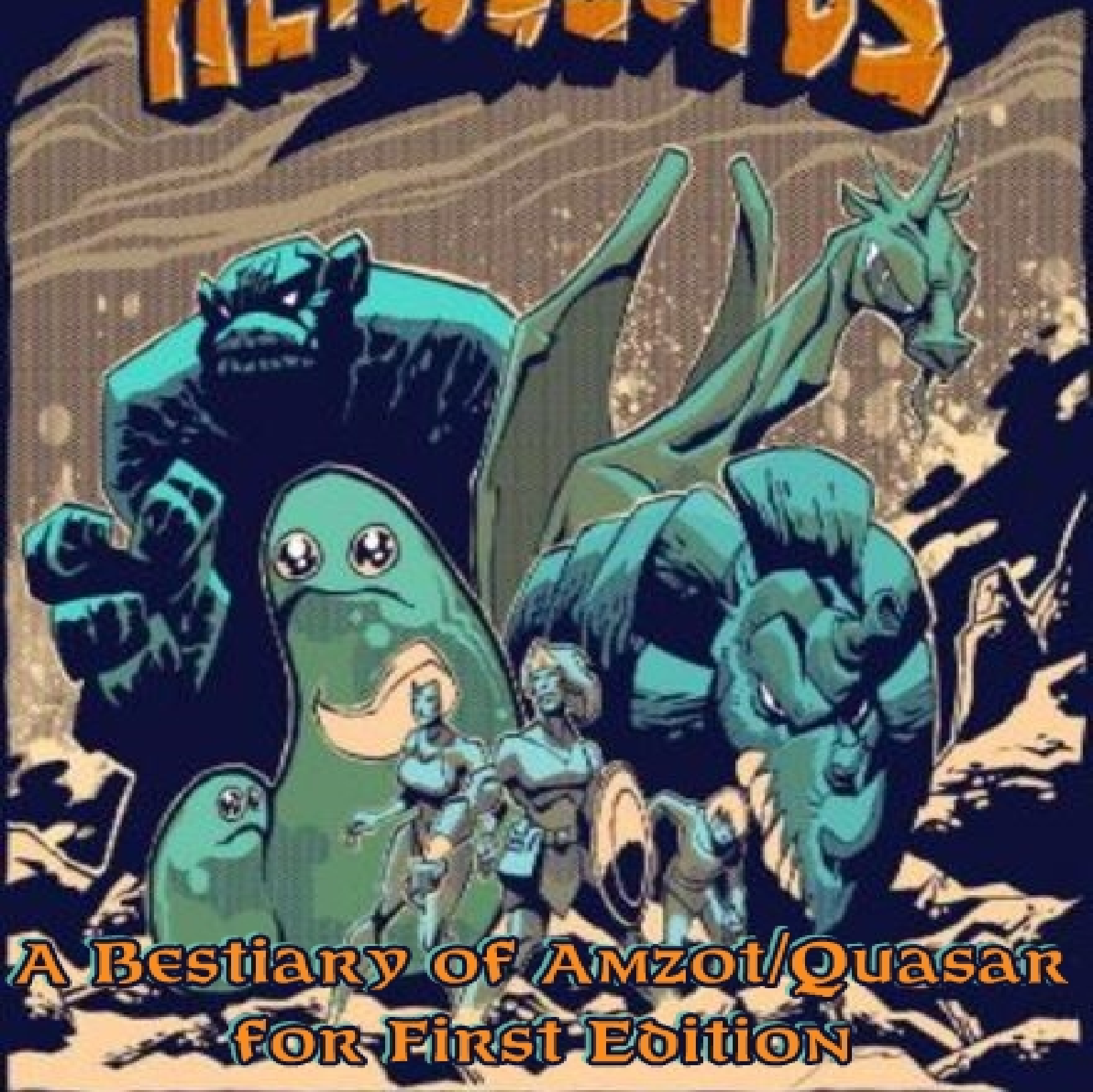


# THE HERCULOIDS



A Bestiary of Amzot/Quasar  
for First Edition

# THE AMATONS



**FREQUENCY:** Very rare

**NO.APPEARING:** 10-30

**ARMOR CLASS:** 3

**MOVE:** 12"/24" on flying sled/24" in flying disk

**HIT DICE:** 3+3

**% IN LAIR:** 100% (flying disk)

**TREASURE TYPE:** Q (x5)

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 1-8 or by weapon

**SPECIAL ATTACKS:** Control collars

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Very

**ALIGNMENT:** Lawful evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

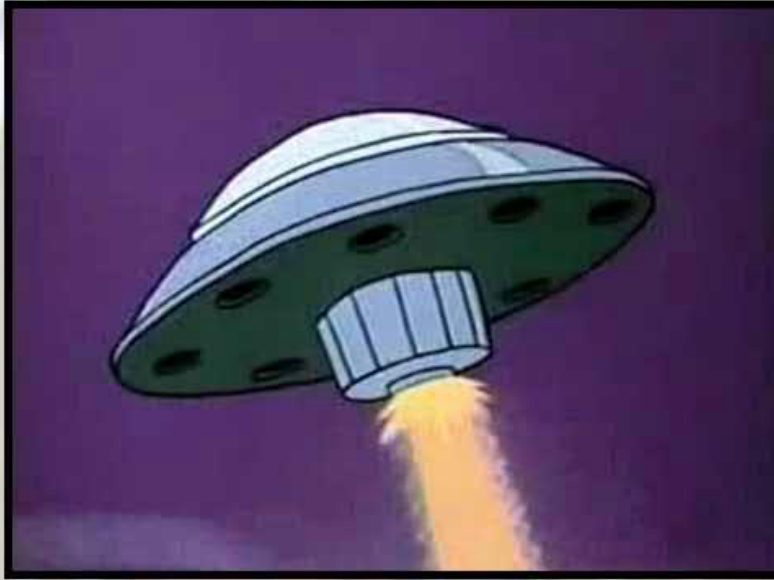
**LEVEL/XP.VALUE:** 155 + 4/hp

The sinister race of Amatoms travel space and the sundry dimensions in their flying disk ships seeking to gain dominion over others by use of weird technologies. The favoured strategy Amatoms use to accomplish their unfathomable goals is to enslave powerful monsters and then use these thralls to battle all those who oppose them.

All Amaton flying disks have a "stun turret" protruding from the underside of the vessel. This turret projects an energy ray that acts as a double strength hold monster spell, immobilizing any powerful monster it strikes who fails their save. When a creature is immobilized, the Amatoms disembark from their flying disk ship on personal flying sleds to apply a control collar to their intended thrall. These collars appear as large rings of glowing energy and take two amatoms on their flying sleds to carry and fasten on the necks of their victims. Once applied to an immobilized creature, the collar compels unwavering obedience from the creature at the direction of the Amaton leader, who then works his malignant will by means of strange apparatus within the

*Write-Up by Abacus Ape, PDF by Turgenev*

# THE AMATONS



disk ship.

Amaton disk ships take 400 hit points of damage before being destroyed, the stun turret 100 hit points (a disk ship will have one spare turret to replace a destroyed or damaged one), and the flying sleds 50 hit points each.

Amatons will usually be armed with blast rifles that spew energy for 2-16 hit points of damage.

The race of Amatons appear to be spindly humanoid encased in outlandish orange armour, the head being a flat oval with odd protusions projecting here and there.



# ANDROID PEOPLE



**FREQUENCY:** Very rare

**NO. APPEARING:** 9-16

**ARMOR CLASS:** Variable (see below)

**MOVE:** See below

**HIT DICE:** 6+6

**% IN LAIR:** 60%

**TREASURE TYPE:** Nil

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACKS:** 1-10/1-10

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** See below

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Exceptional

**ALIGNMENT:** Lawful evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 525 + 8/hp

The Android People are a weird synthetic menace who subjugate or destroy all those whom they encounter upon their interstellar travels. Their origins are disputed amongst those few who have knowledge of their existence; some claim they are merely pseudo-organic weapons from another galaxy run amok, others conjecture that Android People are the manufactured heirs of an ancient scientifically advanced race turned to evil.

Android People can take three distinct forms, transitioning between these forms at will, once per round.

Firstly, a group of Android People can collectively transmogrify themselves into a large nebulous cloud of glowing exotic matter. It is in this form that Android People penetrate the interstellar voids, seeking out inhabited planets for their violent ministrations. When a suitable population of victims are detected by the spacefaring collective cloud, it will seek out a secluded place nearby in order to fashion a base of operations.

*Write-Up by Abacus Ape, PDF by Turgenev*

# ANDROID PEOPLE

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The collective cloud will usually prefer rocky wastelands for this purpose, boring out a sizable underground complex (treat as a very powerful passwall or dig spell) from which they will launch their attacks. A collective cloud of Android People cannot be harmed by physical means, and such a cloud will only be affected by spells of 8th level or higher, even then saving as a 19th level cleric against magical attacks. The cloud moves at 36" in atmosphere, and has no attacks.

When a collective cloud finishes fashioning a suitable base of operations, it will then transmute into the second form of Android People, individual tall green and blue humanoids. In these distinct individual forms the Android people will utilize their mastery of super-science to materialize various types of apparatus in order to secure their sanctum and further their violent goals, creating both anti-personnel defenses and a "duplicating machine".

These anti-personnel defenses take the form of a non-magical wall of force combined with a shocking grasp spell (as cast by a 12th level magic-user) projected across the entrance of the Android People's subterranean complex.

A "duplicating machine" is a large apparatus that is used to synthetically reproduce and enhance native puissant warrior captives in order to create "Android Warriors" that the Android People can then use as powerful slave-like martial champions. To this end the Android People will target for capture any famous or infamous powerful fighters they learn of by means of forced interrogation of their other native captives. Android People will usually only operate one Android Warrior at a time.

Such an Android Warrior will resemble the fighter it was modeled after except in these respects: the Android Warrior will be twice as large, have greyish green skin, its facial features will be twisted into a rictus of hate, and its intellect will be vastly reduced. Android Warriors have AC 2, move at 12", and have a strength of 23, but in all other respects they perform in combat as a fighter of double the ability of the fighter duplicated when calculating hit points, chance to hit, number of attacks, saving throws etc. Android Warriors usually use their bare hands in melee combat, doing 2-20 points of damage per attack, but also have deadly ranged weapons at their disposal. Their first ranged attack ability involves a force-ray projector built into their chest that creates a concussive wave out to 100 yards, doing 2-24 hp of damage to any foe struck. The second ranged attack option of Android Warriors is the ability to fire a thin heat-beam from their finger-tips, with a range of 200 yards and doing 2-16 hp of heat damage to anyone failing to save vs. paralyzation. If a targeted blow lands against the force-ray projector in an Android Warrior's chest (requiring a natural 19

# ANDROID PEOPLE

or 20 on the "to hit" dice), there is a 1 in 8 chance that its programming will reverse, immediately causing the Android Warrior to seek out and destroy Android People.

Humaniform Android People have AC 4, can move at 12" upon the ground, and can fly by reshaping their feet into a swift hover-disk capable of a flying speed of 24". Besides powerful blows from their fists, humaniform Android people have the ability to emanate potent stunning rays from their ocular sensors, effective up to 50 feet (treat as a hold person spell lasting for 2-12 rounds). They also have a potent "magno-beam" that they can project from their finger-tips (treat as a telekinesis spell as cast by a 16th level magic-user).

The third form Android People are able to take is that of an individual glowing gaseous mist. In this form, Android People have an AC of -6, fly at 24", and while having no physical attacks, are able to project stun-beams exactly like their individual physical forms. If more than 30 hp of damage is done to this form in one round, the cloud of mist will implode violently, killing the synthetic organism. If Android People in the form of individual energy mists inadvertently touch each other, it causes a reaction fatal to both. The individual energy mist form of Android People save vs. magic at +4.



# BEAKED PEOPLE



**FREQUENCY:** Very Rare

**NO.APPEARING:** 30-80

**ARMOR CLASS:** 6

**MOVE:** 12"/24"

**HIT DICE:** 2+2

**% IN LAIR:** 10%

**TREASURE TYPE:** Individuals L, M;  
D, Q (x5), S in Lair

**NO. OF ATTACKS:** 3

**DAMAGE/ATTACKS:** 1-3/1-3/1-6 or  
by weapon type

**SPECIAL ATTACKS:** Traps

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Average

**ALIGNMENT:** Chaotic Evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 50 + 3/hp

The Beaked People are nomadic jungle dwellers who roam the canopied deep forest, destroying those who resist them and taking all others as slaves. They have extensive jungle lore and draw upon this knowledge to manufacture cunning traps (as grugach elves) and ambushes (surprise 5 in 6).

The Beaked People attack with their sharp beak and claws. They sometimes carry large war clubs (treat as morning star) and can hurl these clubs with deadly accuracy, receiving +2 to hit when attacking this way.

The Beaked People appear as winged humanoid parrot men with crimson plumage and yellow head crests.

# THE CRYSTALITES



**FREQUENCY:** Very Rare

**NO.APPEARING:** 10-20

**ARMOR CLASS:** 1

**MOVE:** 12"/18"

**HIT DICE:** 3+3

**% IN LAIR:** 50%

**TREASURE TYPE:** Q (x10)

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 1-10

**SPECIAL ATTACKS:** Crystal projection rod

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Very

**ALIGNMENT:** Lawful evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 125 + 4/hp

The Crystalites are a malignant race of mobile humanoid shaped living crystals who travel time in search of plunder and those they can dominate with their strange crystal sciences. Crystalites always time travel in a huge faceted crystalline globe, which they will use as a base of operations when they find an era and place ripe for their malignant ministrations. This globe ship will always have an impentable force-field only the Crystalites can manipulate. A globe ship will have 2-12 "mini-craft" -- one seater flying vessels that travel through the air at 30".

Each Crystalite will be equipped with an odd shaped rod that fires two types of crystal projectile. The first type of projectile explodes on contact, doing 2-16 points of damage to anything struck. The second type of crystal projectile only does 1-6 points of damage but then causes a large and cumbersome crystal culture to instantaneously grow on the target, the location randomly detemined on a d10:

# THE CRYSTALITES



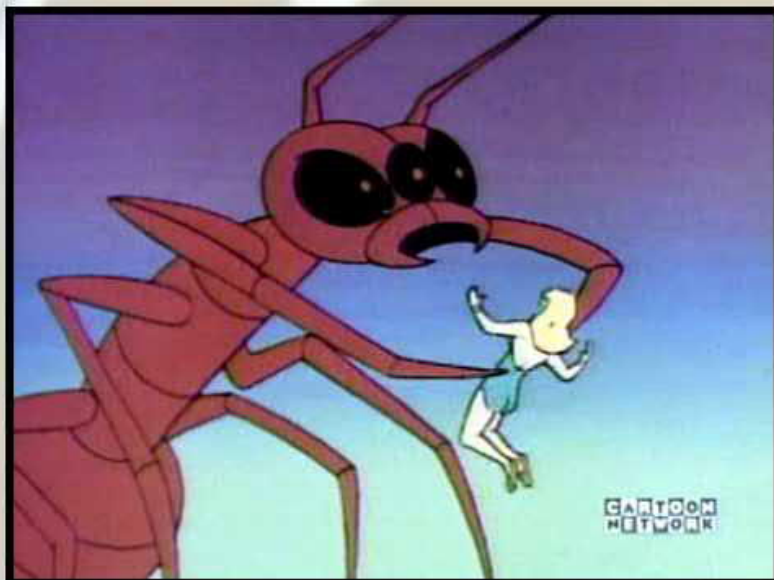
- 1-2 left arm
- 3-4 left leg
- 5-6 right leg
- 7-8 right arm
- 9 head
- 10 whole body completely covered with crystal culture

Such crystalline growths can be destroyed by 25 hit points of damage (1 in 6 chance victim takes half damage) or by sundry magical means.

Crystalites who take more than half their total hit points of damage in one attack must save vs. dragon breath or completely shatter.



# DESTROYER ANTS



**FREQUENCY:** Very rare

**NO. APPEARING:** 2-10 thousand on Quasar, 2-8 elsewhere

**ARMOR CLASS:** 4

**MOVE:** 15"

**HIT DICE:** 6+6

**% IN LAIR:** 0%

**TREASURE TYPE:** Nil

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 2-16

**SPECIAL ATTACKS:** Nil

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Animal

**ALIGNMENT:** Neutral

**SIZE:** L

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 225 +8/hp

Destroyer ant colonies lie dormant for thousands of years in huge vaulted caverns far beneath the earth. The ceilings of such caverns are lined with thousands of green oval eggs containing the hibernating destroyer ants. Vivification of the colony will be triggered if a lightning storm occurs over the area and electricity is channeled under ground to the eggs due to lightning strikes. If such conditions are met the eggs will drop to the floor and full grown destroyer ants will hatch. The colony of destroyer ants will then rapidly tunnel to the surface and begin to march, and all organic material in the path of these monstrous insectoid ravagers will be devoured.

Destroyer ants will march endlessly in a 50 yard wide column, bunching up if the colony encounters areas of resistance to their advancement. Only the most rugged features of the natural landscape or the most powerful magics are able to divert the marching colony once a direction is set upon by destroyer ants. Destroyer ants have

# DESTROYER ANTS

TV  
Y7  
FV

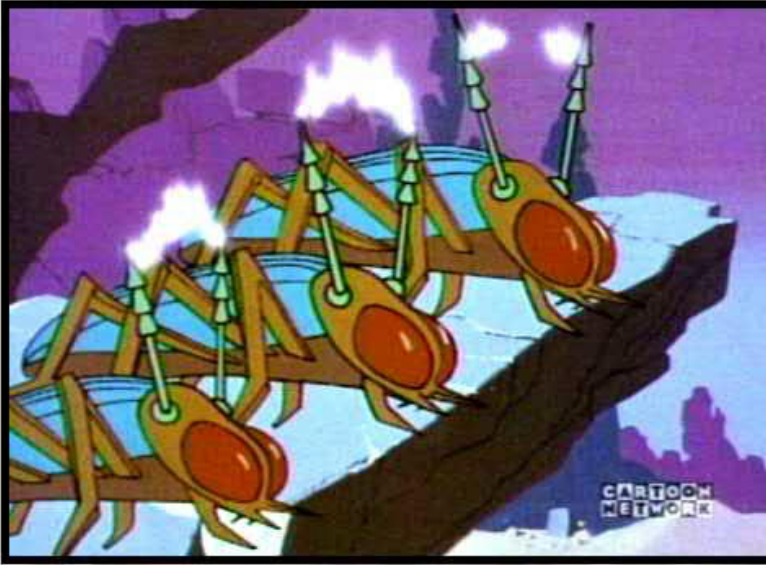


been observed to span canyons by making bridges out of their own bodies, allowing the march to continue despite such obstacles. This constant marching will continue for months, the destroyer ants devastating the lands they pass through until their hunger is sated or they are somehow destroyed or banished. Then they will burrow underground to lay eggs in order to start their bizarre life cycle over again.

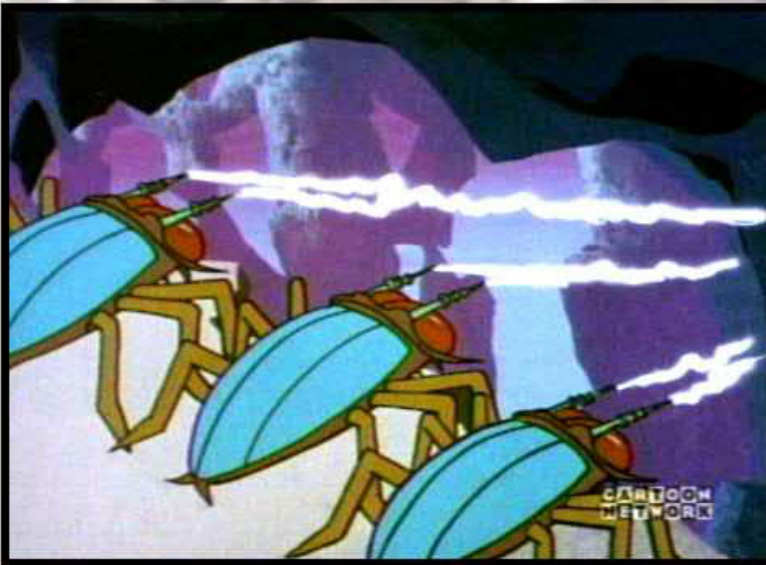
Destroyer ants appear to be huge horse-sized red ants with three large black eyes. The insectoid chittering noises they make when massed and marching is deafening.



# ELECTRO-BEETLES of the STONE FOREST

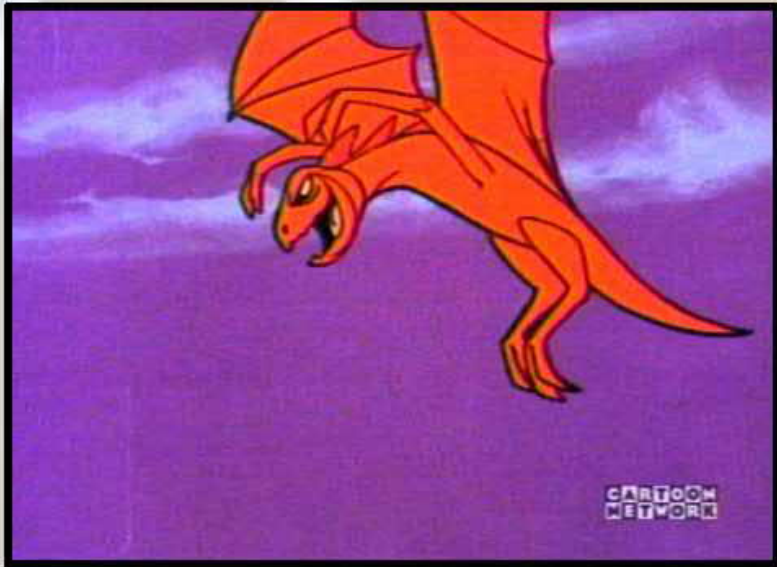


**FREQUENCY:** Very Rare  
**NO. APPEARING:** 30-80 in Stone Forest, 2-8 elsewhere  
**ARMOR CLASS:** 3  
**MOVE:** 12"  
**HIT DICE:** 3+3  
**% IN LAIR:** 40%  
**TREASURE TYPE:** Nil  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACKS:** See below  
**SPECIAL ATTACKS:** Electric discharge  
**SPECIAL DEFENSES:** Nil  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Animal  
**ALIGNMENT:** Neutral  
**SIZE:** M  
**PSIONIC ABILITY:** None  
**LEVEL/XP.VALUE:** 125 + 4/hp



Electro-beetles are native to the Stone Forest on the planet Quasar, where they can be found in great numbers. Each giant green and blue beetle has long rigid antennae it uses to direct its only means of attack--bolts of electricity. These antennae are hinged at the base and fall forward from an upright position when the beetle is ready to discharge at a target. A bolt from an electro-beetle can reach targets up to 100 feet away and does damage equal to the beetles current hit points. Anyone targeted by an electro-beetle must save vs. wands, failure to save indicating full damage is taken while a succesful save indicates no damage is taken from the beetle's discharge.

# GIANT VULTURE OF AMZOT



**FREQUENCY:** Very Rare  
**NO. APPEARING:** 1 (10% chance 2-5)  
**ARMOR CLASS:** 3  
**MOVE:** 8"/30"  
**HIT DICE:** 10  
**% IN LAIR:** 10%  
**TREASURE TYPE:** C  
**NO. OF ATTACKS:** 3  
**DAMAGE/ATTACKS:** 1-10/1-10/2-24  
**SPECIAL ATTACKS:** Nil  
**SPECIAL DEFENSES:** Nil  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Animal  
**ALIGNMENT:** Neutral  
**SIZE:** L  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP.VALUE:** 1500 + 14/hp



Despite its namesake, the giant vulture of Amzot bears no resemblance to terrestrial avian scavengers. It's misleading moniker was probably given to the beast by the first human settlers on the planet Quasar. In appearance the giant vulture of Amzot closely resembles a large brick-red winged quadruped with reptilian characteristics. The giant vulture of Amzot will not usually attack large parties, instead it prefers to prey upon lone victims of man-size or smaller.

If a giant vulture of Amzot attacks, it will attempt to carry away prey to its aerie in order to gorge unmolested. If both forelegs hit then it has grasped its victim who will be carried away the next round, possibly still living.

# GLADIATORS OF KYANITE



**FREQUENCY:** Very rare

**NO. APPEARING:** 40-160 (in settlement)

**ARMOR CLASS:** Variable

**MOVE:** 12"

**HIT DICE:** See below

**% IN LAIR:** 0%

**TREASURE TYPE:** Individuals K; B in lair

**NO. OF ATTACKS:** As appropriate level fighter

**DAMAGE/ATTACKS:** See below

**SPECIAL ATTACKS:** Advanced weaponry

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Very

**ALIGNMENT:** Neutral evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** Variable



The Kyanites are a human-like race native to the planet Quasar whose society revolves around the blood sport of gladiatorial combat. Kyanite communities are usually found only in mountain fastnesses and other inaccessible locations, each Kyanitian stronghold resembling a large walled fort or town built around a central combat arena.

To fulfill their gruesome cultural edification, Kyanite gladiatorial champions will mount expeditions in order to capture powerful opponents (large and powerful monsters are preferred, but skilled adventurers will also suffice) who will challenge their prowess in the deadly gladiatorial games. These champions will always be fighters of 7th-10th level, and ride flying chariots (AC 3, 45hp, 24" flying speed). Flying chariots are able to discharge two types of non-lethal ray designed to subdue potential gladiatorial

# GLADIATORS OF KYANITE



opponents. First a "tranquil beam" will be used that acts as a combination of "slow" and "charm monster" spells, then a ray that acts like a very large projected "forcecage" spell will be used to contain and transport any captives back to the Kyanitian arena. The beam weapons of flying chariots are never used in actual gladiatorial combat.

Once the captured opponent(s) are released into the gladiatorial arena,

Kyanitian gladiators of lesser accomplishment will be allowed to test themselves in battle against the provided foe. These Kyanitian gladiators will be fighters of levels 3-6, have the equivalent of chainmail armour, and be highly skilled in the martial uses of the trident, receiving +2 to hit when using these weapons. In addition, these Kyanitian gladiators will have access to technologically advanced weaponry, having a 25% chance of possessing one of the following:

A "Great Flail" made of a memory retentive alloy. If a successful strike is scored with one of these weapons, there is a 40% chance the flail will immediately and with blinding speed strike 2-5 additional times automatically.

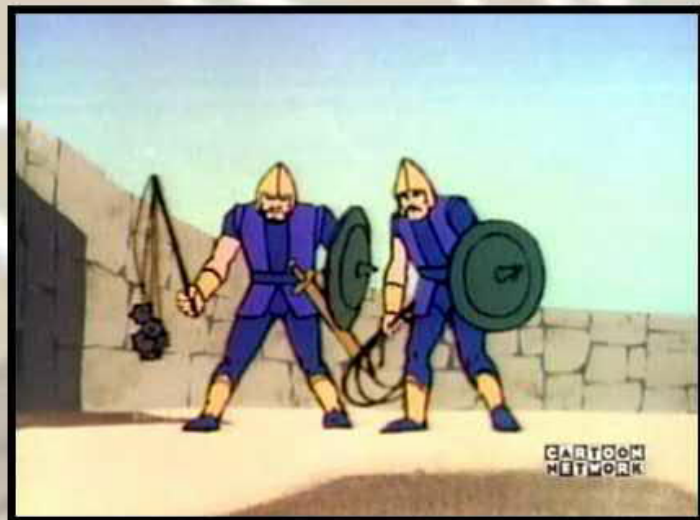
A "Flame Shield", a normal shield with a large nozzle in its center which can discharge a reddish heat-ray. This heat ray has a range of 100 yards and does 2-20 points of fire damage to any opponent failing to save vs. wands.

A "Lightning Whip" that, in addition to the normal function of such weapons, acts as a shocking grasp spell when contact is made with an opponent, doing 1-8 +8 points of electrical damage to anyone so struck.

Once the Kyanitian gladiators of lesser accomplishment have striven against an opponent, and if the opponent still lives, the champions of Kyanite (7th-10th level fighters) will take the field upon their flying chariots to attempt to finish their foes for the glory of Kyanite. These gladiatorial champions will always be armed with a technologically advanced weapon. In addition to those weapons listed above, two other sorts are available only to the champions of Kyanite:

A "laser spear" , a spear that projects a thin beam of light out to 200 yards, doing

# GLADIATORS OF KYANITE



3-30 hp to any who fail to save vs. wands.

A "heat net" that will snare an opponent on a successful strike, then glow red hot doing 1-8 hp of heat damage the first round after being snared, 2-16 hp the 2nd round, and 3-24 hp each round thereafter. Such nets are AC 3, and take 25 points of damage to destroy.

The normal citizenry of a Kyanitian settlement have at least some experience with the arena, and are all either 1st or 2nd level fighters. The distribution of fighting levels amongst Kyanities are as follows: for every 40 Kyanites, 30 will be 1st-2nd level fighters, 8 will be 3rd-6th level gladiators, and two will be gladiatorial champions of 7th-10th levels in fighter.

It has been postulated by those sages versed in extra-planar sciences (including such luminaries in that esoteric field as the famed Ven-Egrut) that the Gladiators of Kyanite are the result of an advanced cloning regimen, citing their uncanny similarity in appearance and weird conformity of action. In any case, it is a surety that the vaults beneath the Kyanite's blood soaked arena sands harbour secrets as yet unrevealed.



# LASER DRAGON



**CLIMATE/TERRAIN:** Temperate or tropical jungle

**FREQUENCY:** Very Rare

**ORGANIZATION:** Solitary

**ACTIVITY CYCLE:** Day

**DIET:** Carnivore

**INTELLIGENCE:** Average to Very

**TREASURE:** See Below

**ALIGNMENT:** Neutral Good

**NO. APPEARING:** 1 or 1-3

**ARMOR CLASS:** 3 (base)

**MOVEMENT:** 12, Fl 24 (B)

**HIT DICE:** 9 (base)

**THAC0:** 11 (base)

**NO. OF ATTACKS:** 3

**DAMAGE/ATTACK:** 1-4/1-4/1-10

**SPECIAL ATTACKS:** Laser eyes and tail, breath weapon

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** 30% (base)

**SIZE:** L (25' base)

**MORALE:** 14-15

**XP VALUE:** 4,000 (base)

# LASER DRAGON

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**Appearance:** Laser dragons are large winged reptilians, slightly smaller in stature than most dragons. They have very short forearms and very powerful hindlegs, good for taking flight very quickly. They have much smoother scaled skin than their cousins, and they range in wide variety of colors. Laser dragons have very large, slitted eyes.

**Combat:** Laser dragons prefer to deal with their opponents from a distance, but they are not slouches in melee combat, able to inflict decent damage with two swipes with claws from their forearms and a bite with sharp, pointed teeth.

However, laser dragons inflict the most damage with their eyes and tail. They can emit beams of intense light energy with their eyes and tail. The beams that emanate from their eyes converge on their target, inflicting 3-30 points of damage on a successful attack roll, with the victim receiving a saving throw vs. breath weapon to receive only half damage. The beam that emits from their tail inflicts 2-20 damage as well, with the target receiving a saving throw for half damage as well. These beams basically ignore armor, as they can burn through leather and metal quite quickly. Therefore, a target is treated as Armor Class 10, only subtracting for any magical pluses the armor may have and any Dexterity bonuses. These beams have a line-of-sight range of 200 feet.

One of the favorite tactics of laser dragons is to fly high above their intending target, and then dive towards it and use both their eye beams and their tail beam on it. When used in conjunction, the dragon inflicts 6-60 damage on its target, and the target receives a -2 penalty to his saving throw to suffer half damage.

They also have a breath weapon, a cone of fire similar to a red dragon's, though nowhere as powerful as a red dragon of similar size and age. It inflicts 3-36 damage with a saving throw vs. breath weapon for half damage. They usually will use this if an opponent is in melee range.

**Habitat/Society:** Laser dragons are actually relatively friendly, if solitary creatures. Although they are very rarely seen or encountered, its possible for a young laser dragon to attach him or herself to a being of good alignment. They are empathic in nature, and communicate with each other through a complex language of shrieks, screams, and hisses.

Laser dragons usually live alone, with females rising to mate once every three years. If young are hatched, the male and female reside together for a time until their offspring is old enough to survive on its own, and then the parents and young part ways to begin or continue their lives in solitude.

# LASER DRAGON

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Laser dragons usually reside in mountains, though they may be encountered in any non-cold climate. If they reside in an area occupied by a good dragon, usually they will co-exist with that dragon, but if an evil dragon resides in the same area, they will almost immediately contest with that dragon for control of that region. If the laser dragon wins the contest (usually ending with the evil dragon's death), they take its treasure hoard. Any treasure found in a laser dragon's lair has been amassed in this way.

**Ecology:** Laser dragons are carnivores, and while they can eat anything, they usually feed upon wild livestock and animals such as horses, oxen, goats, and rams. Only great hunger and need will force them to raid civilized beings' livestock, though they do so with great regret and remorse.



# THE LASER LANCERS



**FREQUENCY:** Very Rare

**NO. APPEARING:** 30-60

**ARMOR CLASS:** 4

**MOVE:** 18"

**HIT DICE:** 2+2

**% IN LAIR:** 10%

**TREASURE TYPE:** Q

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 1-6 or by weapon  
(lance)

**SPECIAL ATTACKS:** Laser Lance

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Average

**ALIGNMENT:** Neutral evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

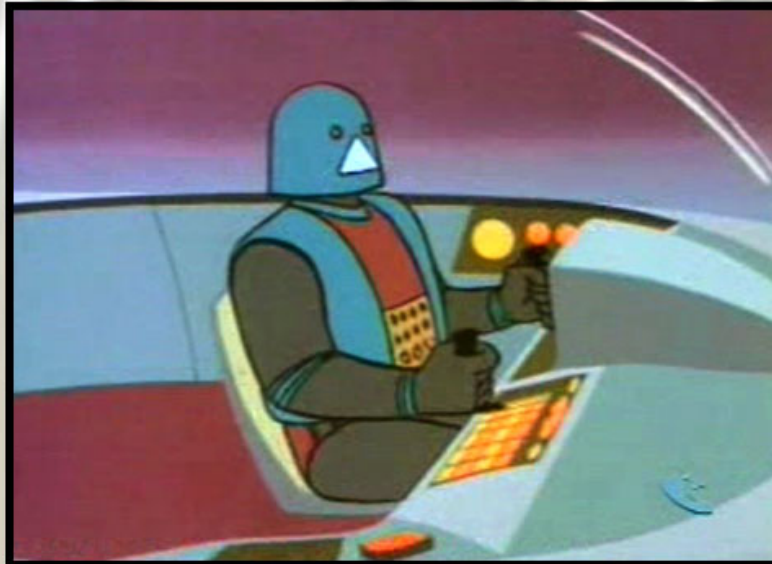
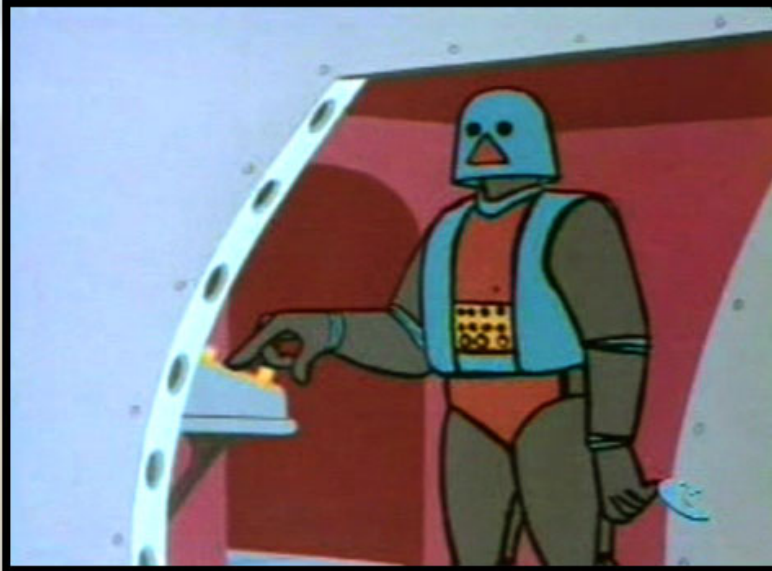
**LEVEL/XP.VALUE:** 50 + 3/hp



The Laser Lancers are an insectoid race, vaguely humanoid in appearance, who constantly prowl about in search of prey and plunder. They take their name from their favoured weapon, the laser lance, and will always be armed with such weapons. In addition to their mundane melee function, these lances can expell a thin beam of concentrated light out to an effective range of 20", and any creature targeted by a Laser Lancer wielding a laser lance in this manner must save vs. wands or take 2-20 hit points of damage.

Half the Laser Lancers encountered will be mounted upon mutated giant Horseflies.

# MEKKANO THE MACHINE MASTER



**FREQUENCY:** Very rare

**NO. APPEARING:** 1 (possibly unique)

**ARMOR CLASS:** 0

**MOVE:** 8"

**HIT DICE:** 10 (70 Hit Points)

**% IN LAIR:** 0%

**TREASURE TYPE:** Nil

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACKS:** 1-12/1-12

**SPECIAL ATTACKS:** Machine servants

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Genius

**ALIGNMENT:** Neutral evil

**SIZE:** L (bugbear size)

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 2480 (1500 + 14/hp)

Mekkano the Machine Master is a thick-limbed humanoid sentient robot who travels space with his destructive machine servants, leaving ruin in his wake. Mekkano's strategy always involves unleashing his fearsome machine servants on any intelligent life he encounters. Mekkano controls these machine servants by use of clever remote control technologies that seem to have no limit on effective range.

Survivors of Mekkano the Machine Master's violent ministrations have noted three types of machine servant used to fulfill his destructive desires:

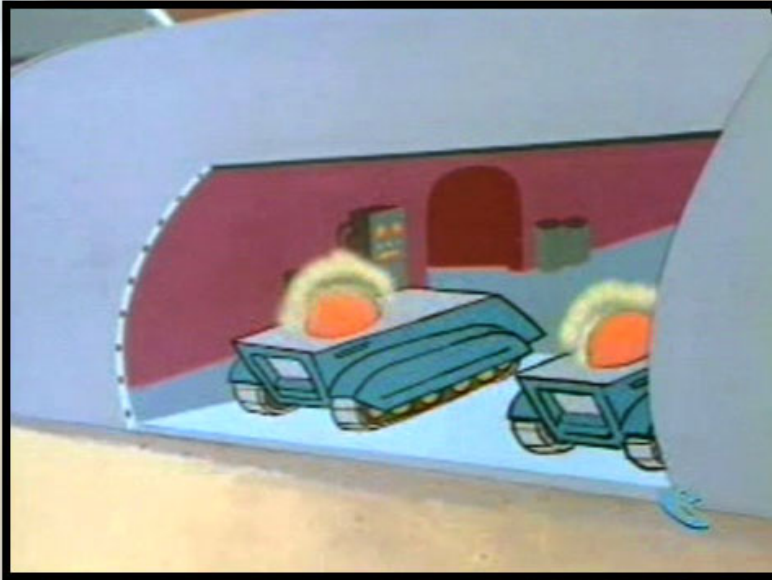
**MEKKO-STROYERS:** AC 4, 6 HD (40hp), 24" flying speed, # encountered 2-8.

Armament: Grapple Claw -- able to grasp man sizes creatures, does 2-12 dmg./round.

Opposed Crushing Disks -- two spiked plates spin and slam together, does 3-30 dmg.

Description: 10 foot diameter blue flying disks with pulsing red dome

# MEKKANO THE MACHINE MASTER



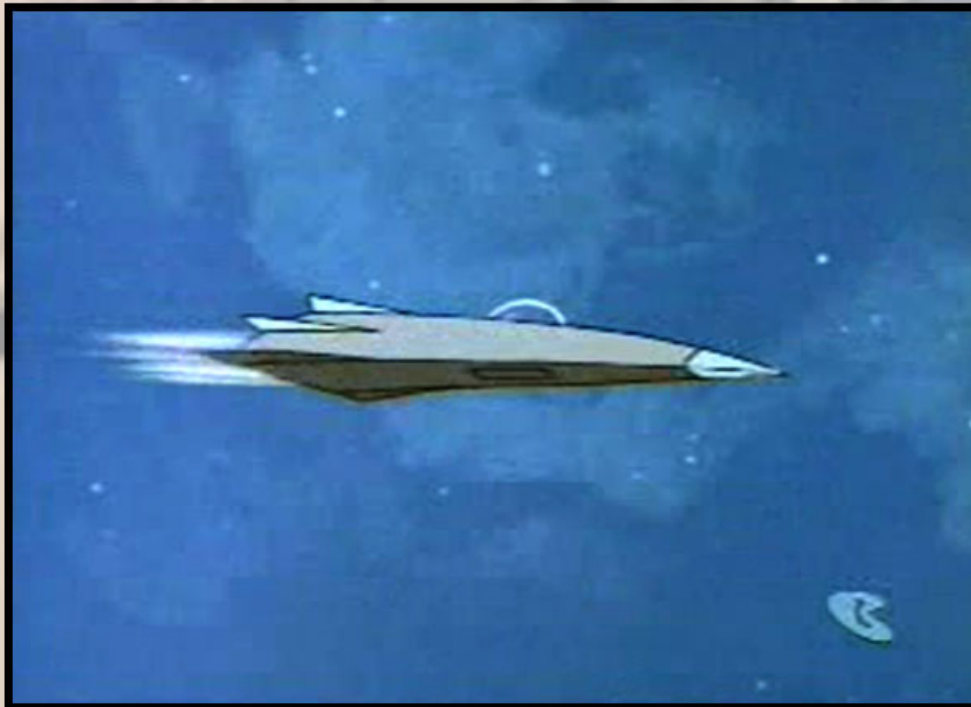
**MEKKO-TRACKERS:** AC 0, 9 HD (60 hp), 10" ground speed, # encountered 2-5  
Armament: Metal Dart Launcher -- shoots three darts/rnd, 500ft range, each does 2-16 dmg.  
Propeller Bade -- telescopic arm with spinning blades, does 4-40 dmg.  
Black Tentacle -- strong (STR 22) black cable, range 50", 2-16 dmg./round constriction.  
Description: Blue tanks w/t red pulsing dome, tracked treads convert to suction-

cup tipped legs allowing climbing of vertical surfaces

**MEKKO-SHIP:** AC 2, 20 HD (150 hp), 30" atmo. maneuver speed, # encountered 1.  
Armament: Power Bore -- allows Mekko-ship to burrow through ground at 30", does 3-60 hp damage.

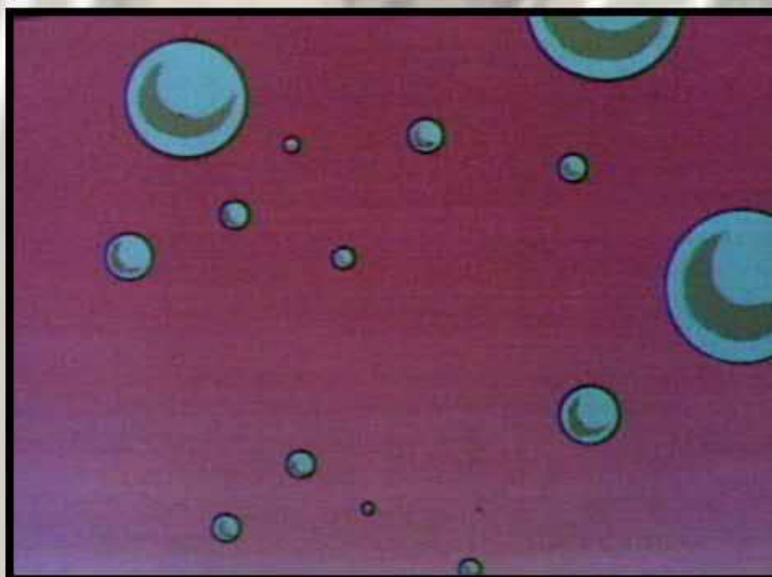
Electro-Smasher -- spiked ball depends fom ship, if strikes save vs. magic at -4 or be disintegrated

Description: Blue tapered space ship.



If Mekkano the Machine Master's machine servants are destroyed he will attempt to escape, defending himself with his mighty metal fists if he must.

# MEKKOR

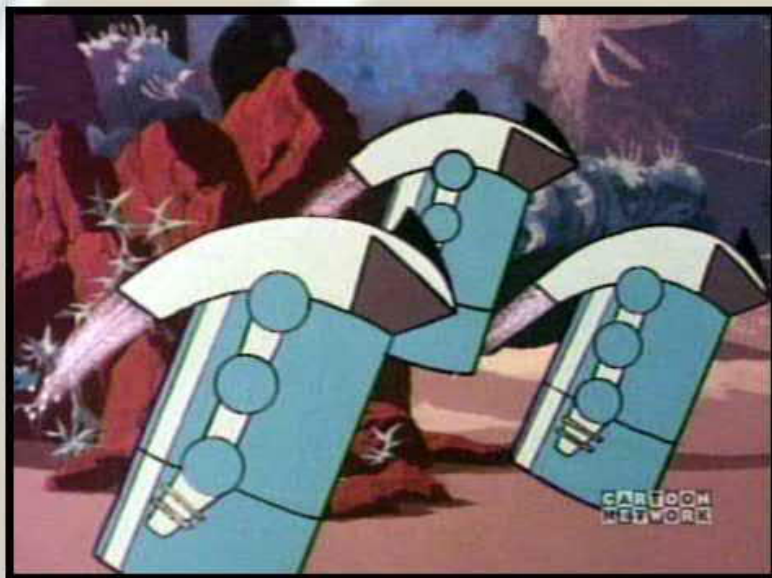


**FREQUENCY:** Very Rare  
**NO.APPEARING:** 1 (possibly unique)  
**ARMOR CLASS:** 0  
**MOVE:** 1"  
**HIT DICE:** 10  
**% IN LAIR:** 90%  
**TREASURE TYPE:** Nil  
**NO. OF ATTACKS:** Nil  
**DAMAGE/ATTACKS:** See below  
**SPECIAL ATTACKS:** Drones  
**SPECIAL DEFENSES:** Nil  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Genius  
**ALIGNMENT:** Neutral  
**SIZE:** L  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP.VALUE:** 1800 + 14/hp

This strange alien robot travels space with its drone swarm, taking the form of glistening green orbs. When a suitable planet is detected, Mekkors will land itself and its drones on the planet's surface and transform into their true forms, that of metallic appearing automatons. Mekkors will immediately bury its great bulk beneath the earth, leaving a powerful control antenna rod protruding upwards that it will use to direct the actions of its drones. Mekkors will then use its drones to bring about the destruction of all those who do not bow to the dominance of Mekkors. Mekkors provides its drones with energy by means of broadcasting power from within itself. If its control antenna is destroyed the drones will cease to function.

In appearance Mekkors resembles a pink eyed bulbous metallic cylinder that moves by means of strange levitation energies emitted from its underside. It is not known if Mekkors is part of an autonomous race, an intelligent weapon launched long ago, or some combination of both.

# DRONE OF MEKKOR



**FREQUENCY:** Very Rare

**NO.APPEARING:** 20-50

**ARMOR CLASS:** 0

**MOVE:** /18"

**HIT DICE:** 30 hit points each

**% IN LAIR:** 0%

**TREASURE TYPE:** Nil

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACKS:** 2-12/2-12

**SPECIAL ATTACKS:** Rays

**SPECIAL DEFENSES:** Force field

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** As Mekkora

**ALIGNMENT:** Neutral

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 330 each (60 + 4/hp)

Drones of Mekkora carry out Mekkora's pitiless directives without reservation; indeed they have no motive force or will besides that of Mekkora. Drones of Mekkora can attack in a variety of ways. Their many-jointed articulated arms are immensely strong, striking with great force. Each arm is equipped with ray emitters that can emit two types of pulses. The first is a freezing ray that will do 2-24 points of cold damage (save for half). The second is a dazzling green beam that acts as a triple strength ray of enfeeblement.

Drones of Mekkora are protected by a powerful force field that absorbs 30 hit points of damage before being disabled. If a drone of Mekkora is surprised it will not have time to engage its protective field but thereafter it will act as normal.

In appearance drones of Mekkora are levitating blue cylinders with two arm-like appendages.

# MITE SCARABS of the STONE FOREST



**FREQUENCY:** Very Rare  
**NO. APPEARING:** 20-200 in Stone Forest, 10-40 elsewhere  
**ARMOR CLASS:** 5  
**MOVE:** 15"  
**HIT DICE:** 1+1  
**% IN LAIR:** 60%  
**TREASURE TYPE:** Individuals K, Lair C  
**NO. OF ATTACKS:** 3  
**DAMAGE/ATTACKS:** 1-4/1-4/2-5  
**SPECIAL ATTACKS:** Surprise on 1-4  
**SPECIAL DEFENSES:** Hide in shadows 80%  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Low  
**ALIGNMENT:** Neutral  
**SIZE:** M  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP.VALUE:** 36 + 2/hp

Mite scarabs are spindly insect-like humanoids who dwell in great numbers in the darkest parts of the Stone Forest on the planet Quasar. They are predatory and very opportunistic in nature, and once prey is detected large numbers of mite scarabs will quickly converge on the area. They seem to communicate with echoing clicking noises, but can remain silent long enough to facilitate ambushes which are enhanced by their ability to hide in shadows (80% chance) and increased chance of surprising prey (surprise on a 1-4). There is a 50% chance that a suddenly revealed bright light will drive them away for a time, but thereafter they will return with no chance of light driving them off. Mite scarabs attack with two claws and a bite.

Mite scarabs have a greenish-blue carapace and large lambent yellow eyes.

*Write-Up by Abacus Ape, PDF by Turgenev*

# THE MOLE MEN



**FREQUENCY:** Very rare

**NO. APPEARING:** 20-80

**ARMOR CLASS:** 4

**MOVE:** 9"

**HIT DICE:** 3+3

**% IN LAIR:** 80%

**TREASURE TYPE:** Individuals M; in Lair G, Q, R

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 2-5 or by weapon

**SPECIAL ATTACKS:** Ray pistol

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Very

**ALIGNMENT:** Lawful evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 135 +4/hp



The Mole Men are subterranean dwelling humanoids native to the planet Quasar. They live in expansive tunnels far beneath the ground from whence they periodically emerge to raid the hated "surface peoples". Raids against the surface are always executed by 2-5 "mole ships", large cylindrical conveyances that can be crewed by two Mole Men, and transport up to 10 Mole Men each.

Mole Ships: 100hp, AC 2, 12" move, each equipped with a force ray canon which projects a destructive beam out to 200 yards, doing 3-30 hp to all within a 10 yard radius unless save vs. paralyzation is made.

Individual Mole Men will always be armed with a ray pistol capable of projecting two sorts of ray: A "magno-ray" that acts like a non-magical telekinesis spell cast from a 16th level magic-user, and a force beam with a range of 50 yards that does 2-12 points of damage to anyone struck. Mole Men can also deliver a vicious bite if they

# THE MOLE MEN



are somehow denied access to their ray pistols.

The subterranean tunnel-complexes of Mole Men will always consist of broad vaulted thoroughfares, for these creatures travel about their lair by means of levitating sleds. These sleds have 50 hp, AC 4, and move at 30". Each sled will be equipped with a ray cannon that emits a force beam out to 100 yards, doing 2-20 hp to anyone within 10 feet

that fail to save vs. paralyzation. These sleds are able to carry 2 Mole Men each, and any enclave of Mole Men will have 2-20 such vehicles.

In every Mole Man settlement, there is a 25% chance that a secret faction of lawful neutral alignment will be present. Such a faction will work clandestinely whenever possible in order to thwart the evil designs of the majority of their fellow Mole Men.

Mole Men have various shades of sickly green and yellow hued skin. Completely hairless, their bulbous heads, recessed chins and tooth filled maws make them repellant in appearance to most surface dwellers.



# QUASARIAN MONKEY PEOPLE



**FREQUENCY:** Rare

**NO. APPEARING:** 10-60

**ARMOR CLASS:** 5

**MOVE:** 9" /24" @12"

**HIT DICE:** 1-4 hit points

**% IN LAIR:** 20%

**TREASURE TYPE:** Q

**NO. OF ATTACKS:** 3

**DAMAGE/ATTACKS:** 1-2/1-2/1-3

**SPECIAL ATTACKS:** Nil

**SPECIAL DEFENSES:** Surprised on  
1 in 8

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Low

**ALIGNMENT:** 10% NE, 40% NG, 50% N

**SIZE:** S

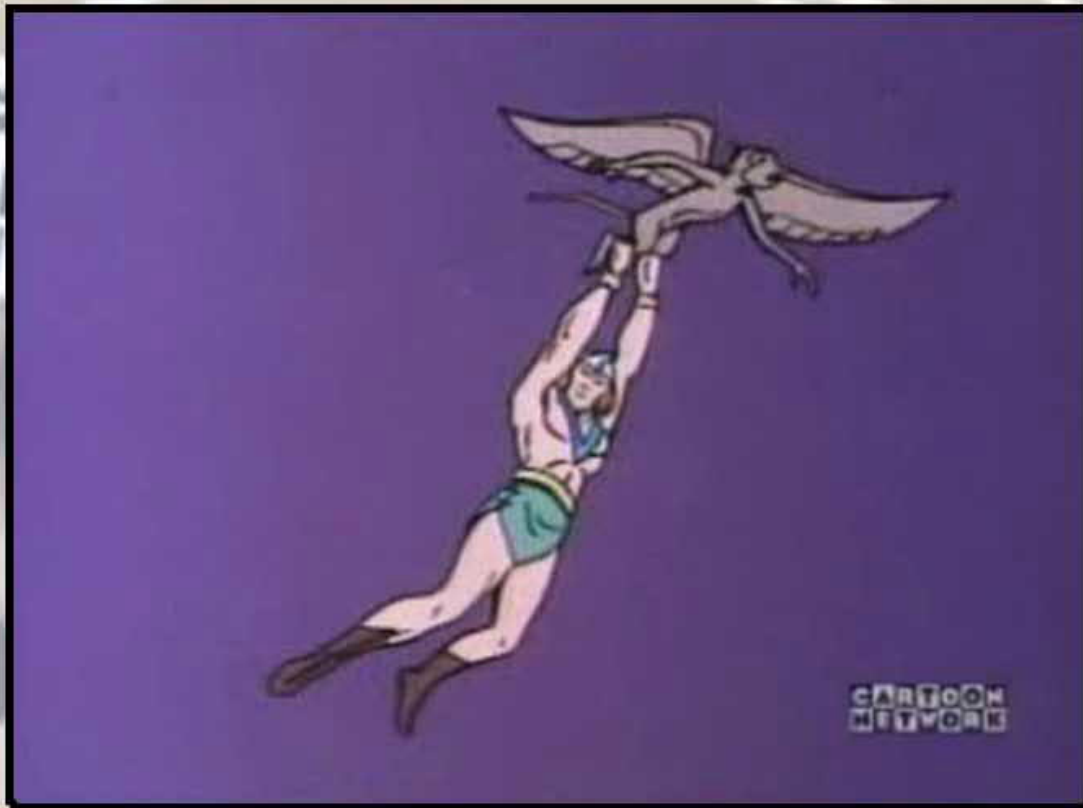
**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 9 +1/hp

The Monkey People of Quasar closely resemble terrestrial tree-dwelling simians in appearance, except the Quasarian race is equipped with large and powerful wings, allowing the monkey people to easily exploit the highest levels of that planet's jungle canopy. Monkey People usually will be encountered travelling in large troops, foraging off the weird vegetation in the strange jungles of Quasar.

Monkey People have keen senses, and only have a 1 in 8 chance of being surprised. If confronted with a serious threat, Monkey People will almost always flee. Some troops of Monkey People are aggressive, and will harass those they perceive as weaker or out-numbered. Monkey People communicate with assorted whoops, hoots and shrieks, sometimes offering those able to communicate with them their services as guides or porters in exchange for exotic food or shiny objects. The Monkey People are very strong for their relatively small stature; an adult Monkey Person is able

# QUASARIAN MONKEY PEOPLE



to fly carrying a full grown human short distances at half their regular flying speed.

Certain terrestrial wizards prize the Monkey People of Quasar as familiars, and go to great lengths to obtain their services in this regard.



# THE MUTOIDS



**FREQUENCY:** Very Rare

**NO.APPEARING:** 10-30

**ARMOR CLASS:** 4

**MOVE:** 12"/24"(rocket pack)

**HIT DICE:** 4+4

**% IN LAIR:** 10%

**TREASURE TYPE:** Individuals M;

G, R in lair

**NO. OF ATTACKS:** 3

**DAMAGE/ATTACKS:** 1-6/1-6/1-6

**SPECIAL ATTACKS:** Nil

**SPECIAL DEFENSES:** Shape change

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Very

**ALIGNMENT:** Neutral evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 170 + 5/hp

The subtle yet thoroughly evil race of the Mutoids travel the gulfs of interplanetary space in their silvery rockets seeking planets to dominate. They accomplish this with a combination of trickery and force, seeking to turn such worlds into bases from which they can launch further assaults on their enemies. Mutoids call themselves "Mutons".

In appearance Mutoids are reptilian humanoids with distended fanged jaws and powerful claws, however they rarely let anyone see this form, instead transforming themselves into a more human like creature that retains some lizard-like traits but without fangs and claws. If their plotting calls for it, they can take the likeness of any person they have observed and also perfectly mimic their speech if they have heard it. Mutoids can also shape shift into inanimate objects such as rocks.

# THE MUTOIDS

TV  
Y7  
FV



If a Mutoid scheme is found out or if they deem it more expedient to their evil goals, force will be used without hesitation. In addition to their natural weaponry they also will carry flame rifles that project a flaming missile that does 2-16 points of fire damage if it strikes a foe. Half the Mutoids encountered will have rocket powered jet packs, allowing a flying speed of 24".



# QUASARIAN PLASMIDS



**CLIMATE/TERRAIN:** Any non-cold

**FREQUENCY:** Very Rare

**ORGANIZATION:** Solitary or family

**ACTIVITY CYCLE:** Any

**DIET:** None

**INTELLIGENCE:** High to Exceptional

**TREASURE:** None

**ALIGNMENT:** Any Good (50% neutral, 25% chaotic, 25% lawful)



**NO. APPEARING:** 1 or 1-3

**ARMOR CLASS:** 3 (3-4 HD), 2 (5-6 HD), 1 (7-8 HD)

**MOVEMENT:** 15

**HIT DICE:** 3-8

**THAC0:** 17 (3-4 HD), 15 (5-6 HD), 13 (7-8 HD)

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACK:** 1-6 (3-4 HD), 1-8 (5-6 HD), 1-10 (7-8 HD)

**SPECIAL ATTACKS:** Constriction

**SPECIAL DEFENSES:** Immune to blunt weapons, electrical and magical energy, fire inflicts half or no damage, regeneration

**MAGIC RESISTANCE:** 20%

**SIZE:** S (3-4 HD; 3-4'), M (5-6 HD; 5-7'), L (7-8 HD; 8'+)

**MORALE:** 15-16

**XP VALUE:** 650 (3 HD); 975, (4 HD); 1,400 (5 HD), 2,000 (6 HD), 3,000 (7 HD), 4,000 (8 HD)



# QUASARIAN PLASMOIDS



**Appearance:** Quasarian plasmoids are strange-looking, whitish-yellow protoplastic creatures with solid black eyes with whitish-yellow irises. They range in size from three feet in height to over eight feet, depending on their maturity level. They have several methods of movement, usually bouncing along or using undulation. They can alter their shape to fit through the smallest holes and cracks. They originally hail from the world of Quasar,

but have been found on different worlds as well.

**Combat:** Plasmoids are very hard to hit in combat. Their low Armor Class reflects their ability to evade attacks against them, their bodies undulating in strange ways to avoid being hurt. Their strange metabolism gives partial immunity to magic, as well.

Plasmoids usually use pseudopods in combat. The damage they inflict is in proportion to their maturity level. If a plasmoid gets an unmodified 18 or better on their attack roll, they wrap their bodies around their victim and inflict that damage every round by constriction. They can use this method to immobilize their foes as well. Plasmoids have equivalent Strength ratings of 18/50 for 3 to 4 Hit Die plasmoids, 18/00 for 5 to 6 Hit Die, and 19 for 7 to 8 Hit Die plasmoids, for purposes of opposed Strength rolls for a victim to escape its grasp.

Plasmoids are also very hard to hurt in combat. Their elastic, spongy skin makes them completely immune to impact damage and blunt weapons, to the point where if they are attacked with one and the attacker rolls a natural 1, the attack is reflected back against the attacker, inflicting damage onto itself. They also regenerate 4 hit points per round, starting on the following round which they were injured. They are also immune to all forms of magical energy attacks (such as magic missile) and electrical energy (shocking grasp, lightning bolt) as well. Fire inflicts only one-half or no damage upon a plasmoid, depending on whether it makes its saving throw against it. Cold-based attacks are particularly effective, however. In addition to taking damage from a cold attack, a plasmoid must save vs. paralyze or be slowed for 2-8 rounds, moving at half their movement rate and suffering a +4 penalty to their Armor Class.

# QUASARIAN PLASMOIDS

Plasmoids are very intelligent in combat, and uses this intelligence to best effect. They will look to bind an opponent's legs, stretch themselves across a space to trip opponents, and other canny ways of defeating or disabling a foe.

**Habitat/Society:** Plasmoids tend to be solitary creatures, but they have an affinity for good-aligned humans and demi-humans, sometimes partnering with them and becoming their self-appointed protectors and guardians. When this happens, plasmoids will usually go out of their way to ensure their partner's safety in dangerous situations, thinking nothing of their own safety in doing so. Also, through some method (it is suggested by some sages that it is a form of telepathy), plasmoids can fully understand their partner's language and desires after 1-3 weeks of being in its partner's presence and listening to its language and speech patterns.

Plasmoids communicate with each other through a language of chitters and babbling, along with expressions with their eyes.

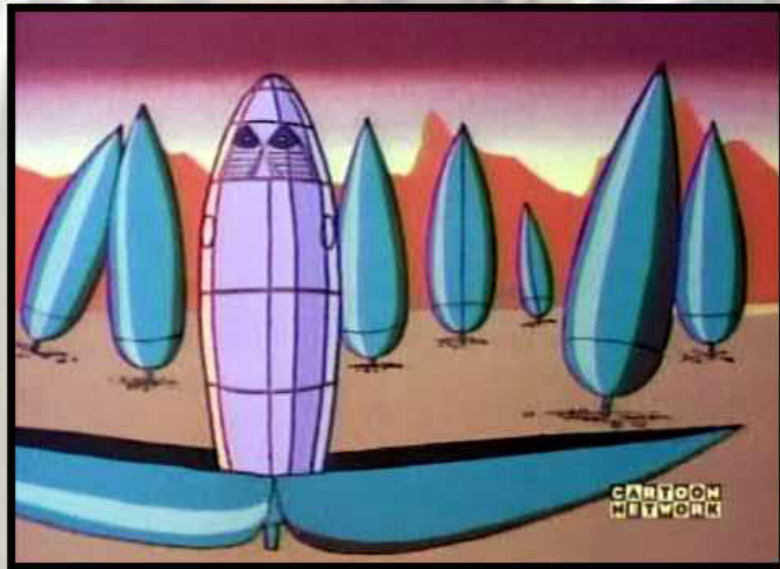
**Ecology:** Plasmoids don't have much of an impact on the ecology as they draw their sustenance from the very air. They reproduce by fission, creating a 3 HD whelp once per year at the plasmoid's choice. Every ten years, a plasmoid gains enough sustenance to increase in size and their skin becomes more elastic and resilient.

These creatures are very difficult to kill. They can be stretched, even sundered, and they will reform their shape in moments and start regenerating the damage taken. The only way to kill a plasmoid is to inflict enough cold damage upon it to reduce it to 0 hit points, which will freeze it solid, unable to move. Then, it must be struck by an edged weapon that inflicts 10 or more points of damage in a single attack. This will shatter the plasmoid into hundreds of pieces, forever killing it.

Usually these whimsical, strange yet kind creatures spend most of their time defending either their territory, their young, or their allies. Some wander their world, hiding from those that might fear them while searching for potential allies.



# THE POD CREATURES



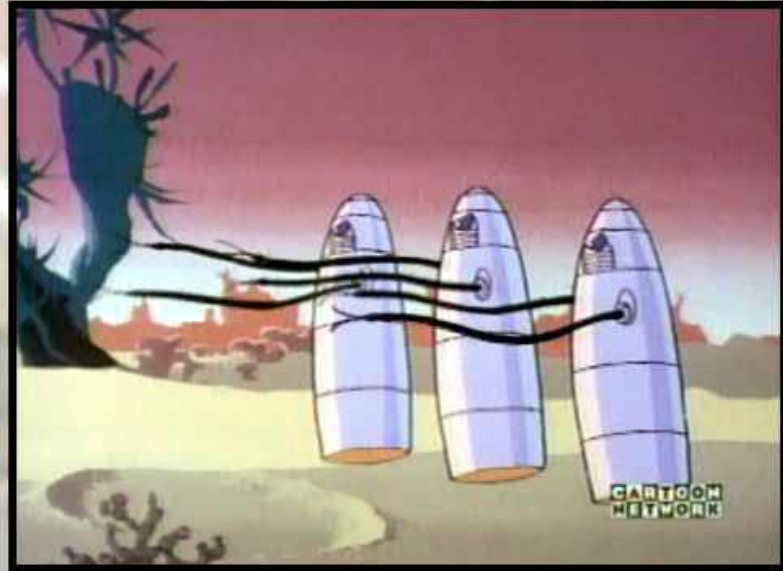
- FREQUENCY:** Very Rare  
**NO. APPEARING:** 10-20  
**ARMOR CLASS:** 4  
**MOVE:** 0" /12"  
**HIT DICE:** 50 hit points each  
**% IN LAIR:** 0%  
**TREASURE TYPE:** Nil  
**NO. OF ATTACKS:** 2  
**DAMAGE/ATTACKS:** 2-12/2-12  
**SPECIAL ATTACKS:** Constriction  
**SPECIAL DEFENSES:** Nil  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Unratable  
**ALIGNMENT:** Neutral  
**SIZE:** L  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP.VALUE:** 750 each (225 + 8/hp)

Pod creatures seem to be some sort of autonomous weapon system designed by a mysterious and power-hungry space-faring race. Deployment of pod creatures always takes place in low orbit, the pod creatures being ejected in a protective shell that splits open after landfall, releasing the encased pod creature. The pod creatures then activate, levitating on their red-hued pressor rays and begin to search about for lifeforms to destroy, preferring to attack sentient lifeforms before beasts.

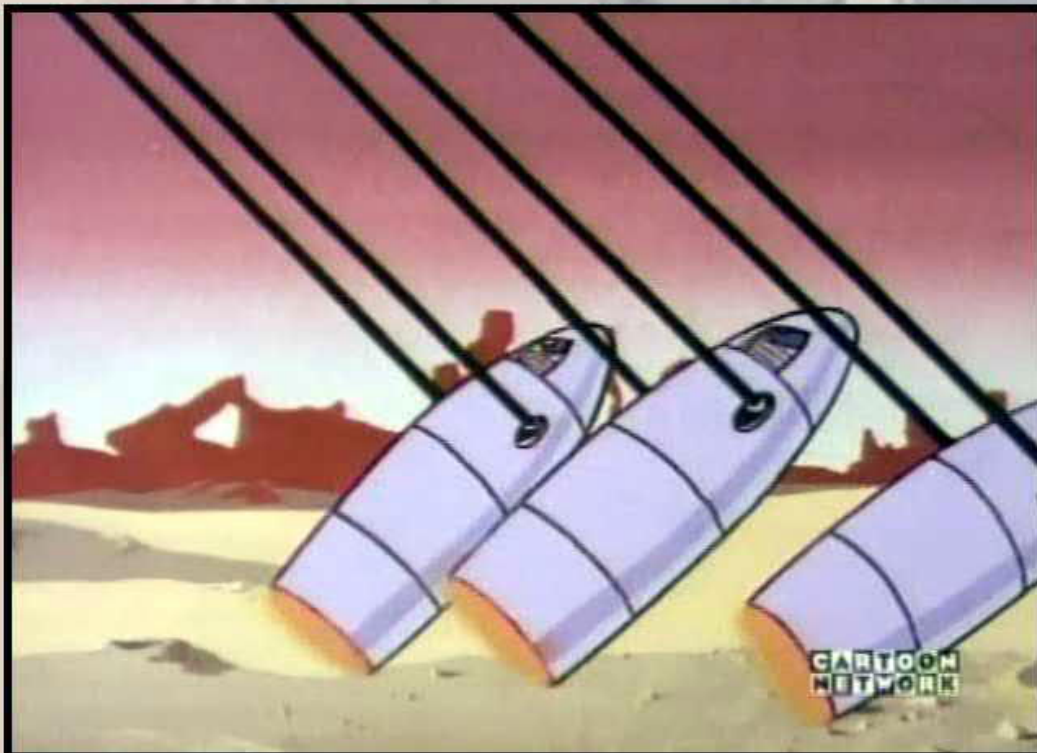
Pod creatures resemble flat-bottomed tapered metallic cylinders with a sensor array at their apex and two tendril ports midway down their bodies. Each pod creature has the ability to deploy two thick black tendrils from it's tendril ports, using these black cable-like features to detain and crush their opposition. These tendrils can reach to an astounding length (approx. 220 feet) and take 30 hit points each to sever. If a pod creature has one or more of it's tendrils severed, it will redeploy or create replacements in one round. There is no observed limit to the number of tendrils that can be replaced

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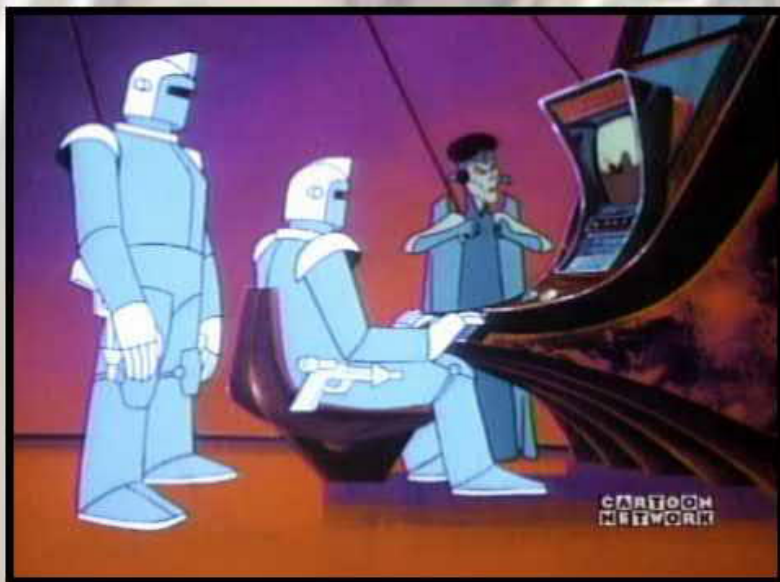
# THE POD CREATURES



in this manner. If a tendril hits, it will wrap around the victim and begin to constrict, automatically causing 2-12 points of damage per round. The tendrils have a gripping strength of 22, and only beings with equal or greater strength have any chance of breaking the hold of a pod creature.



# QUEEN SKORRA



**FREQUENCY:** Unique

**NO. APPEARING:** 1

**ARMOR CLASS:** 8

**MOVE:** 12"

**HIT DICE:** 6

**% IN LAIR:** 0%

**TREASURE TYPE:** A, B, Z

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** By weapon type (dagger)

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Genius

**ALIGNMENT:** Chaotic evil

**SIZE:** M

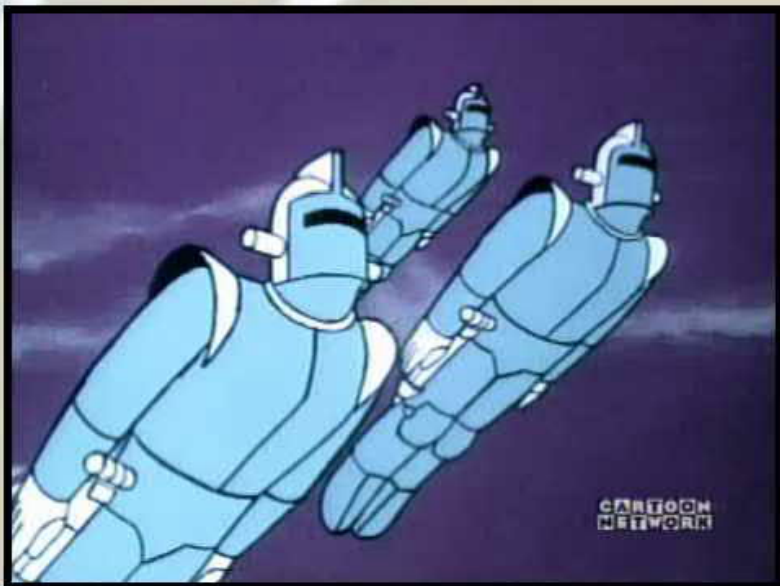
**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 950 + 6/hp

Queen Skorra is a mysterious green-skinned humanoid who seeks power by means of advanced scientific agencies. It is unknown if her monarchical title is legitimate or self-bestowed. Queen Skorra will always build the small citadels from which she launches her malignant efforts in the most dismal of surroundings--bubbling tar pits and muddy geyser fields are her favoured locations. These citadels are the size of a small tower and usually have the ability to retract under the surface of the inimical environment around them, hiding and protecting Queen Skorra if the need arises.

Queen Skorra will use many tactics and resources at her disposal to do evil to her enemies. All of her citadels are equipped with an apparatus that generates a "cybro-ray" which, when directed at the bubbling mud-field surrounding the citadel, creates a QUADROT that Queen Skorra will then direct to destroy her foes. Treat a QUADROT as a vaguely humanoid ooze elemental (see proper source material) of great size

# QUEEN SKORRA



(20HD) able to throw two globs of flaming slime per round. Anyone directly struck by one of these missiles will take 2-20 hit points of fire damage the first round and an additional 1-10 hit points of damage for 1-4 rounds thereafter. The cybro-ray is only able to create one QUADROT per day.

Queen Skorra will also always have 4-8 automaton soldiers at her disposal as her personal guard.

**Automaton soldiers:** AC 1, HD 6 (40 hit points), Move: 12"/24" (jet pack) damage 1-10/1-10 + "neutra-ray" pistols (20" range): save vs. wand or take 2-16 hp damage.

Queen Skorra will unleash "the Doom of the Mega-shield" on any hostile party that approaches her citadel. The mega-shield consists of a projected violet misty emanation that travels from the top of the citadel out to Queen Skorra's enemies where it coalesces in a dome, trapping them inside. Then it begins to constrict. Since the mega-shield has "neutri-disintegrating elements", contact with the mega-shield's misty walls almost always means destruction. Treat a mega-shield as an inverted shrinking wall of fog combined with disintegration. Passing through the mega-shield requires two saves vs. magic or suffer the effects of a disintegration spell cast by a 20th level magic-user. It will cover a diameter of 50 yards the first round it is deployed, shrinking each successive round thereafter until it disappears and explodes on the 6th round. Victims caught in the doom of the mega-shield who have some means of bypassing the confines of the mega-shield's walls (such as an escape tunnel leading underground, teleport spell or other distance-shifting magic) will avoid the effects of the mega-shield. Otherwise on the 6th round, they must suffer the effects of passing through the mega-shield and the mega-shield's terminating explosion which does 10d20 damage to all within 50 yards.

Queen Skorra has green skin, black hair, and red eyes with black, slitted pupils. It is unknown to what race Queen Scoria belongs. Conjectures range from mutated or cosmetically altered human to a hitherto unknown alien species.

# RAIDER APES



**FREQUENCY:** Rare

**NO. APPEARING:** 20-80

**ARMOR CLASS:** 4

**MOVE:** 12"

**HIT DICE:** 3+3

**% IN LAIR:** 0%

**TREASURE TYPE:** Individuals L

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACKS:** 1-6/1-6 or  
by weapon

**SPECIAL ATTACKS:** Nil

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Average

**ALIGNMENT:** Chaotic neutral

**SIZE:** L

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 85 + 4/hp



Raider Apes are cunning nomadic anthropoids most often found upon the planet Quasar. Usually they will be encountered plying that world's water ways in their small galleys, plundering the sundry settlements of weaker races along its great rivers and bays. Raider Apes will always be lead by a specimen of greater HD than the norm, such leaders having 4+4 to 7+7 HD. Raider Apes love gold, and will be ruthless and piratical in order to obtain large quantities.

Raider apes usually wield spears, battle axes and swords, and wear leather jerkins and metal helms. They are infamous for their use of huge crossbows, and are adept at employing several different sorts of bolts. The first is a standard bolt that does 2-12 points of damage if it strikes, the second is a forked-headed bolt used to immobilize the enemy and destroy rigging(1-8 hp + save vs. paralysis or be pinned), and the third sort is fitted with an incendiary substance (1-8 hp + 1-6 hp fire damage per round for 1-4 rounds). Due to their great strength and puissance with these weapons, Raider

*Write-Up by Abacus Ape, PDF by Turgenev*

# RAIDER APES

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Apes can fire their crossbows at a rate of 1/round and are +2 to hit when doing so. One in four Raider Apes encountered will utilize such crossbows, normally having 12 normal bolts and four each of the forked and incendiary types at their disposal.

If Raider Apes encounter hobgoblins, they will always attempt to subjugate and enslave them, creating cunning plans to do so if they are greatly outnumbered. If a group of hobgoblins uses carnivorous apes as guards, these creatures will immediately turn on their hobgoblin masters when Raider Apes attack. If the Raider Apes are successful in enslaving the hobgoblins, the carnivorous apes will then be put in charge of the surviving hobgoblins as overseers. Such groups of hobgoblins never last long due to the brutality of their former thralls, and are usually eventually eaten. The exact relationship between carnivorous apes and Raider Apes is unknown, but some sages have conjectured that at one point the populations might have been identical, but were separated and have since respectively either devolved or evolved. The general consensus is that a small group of carnivorous apes was transplanted to Quasar for unknown reasons and evolved into Raider Apes. A dissenting theory claims that in fact carnivorous apes are originally from Quasar, as they are simply devolved Raider Apes.

Raider Apes stand upright, but have coarse simian features with beady eyes. Their hairy hides are usually a light tan colour.



# RHINO-TRICERATOPS



**CLIMATE/TERRAIN:** Tropical or sub-tropical jungle

**FREQUENCY:** Very Rare

**ORGANIZATION:** Solitary

**ACTIVITY CYCLE:** Day

**DIET:** Herbivore

**INTELLIGENCE:** Low to Average

**TREASURE:** None

**ALIGNMENT:** Neutral



**NO. APPEARING:** 1-2

**ARMOR CLASS:** 0

**MOVEMENT:** 18, Br 6

**HIT DICE:** 10

**THAC0:** 11

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACK:** 1-12

**SPECIAL ATTACKS:** Energy rocks, charge

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**SIZE:** L (9' tall)

**MORALE:** 16-17

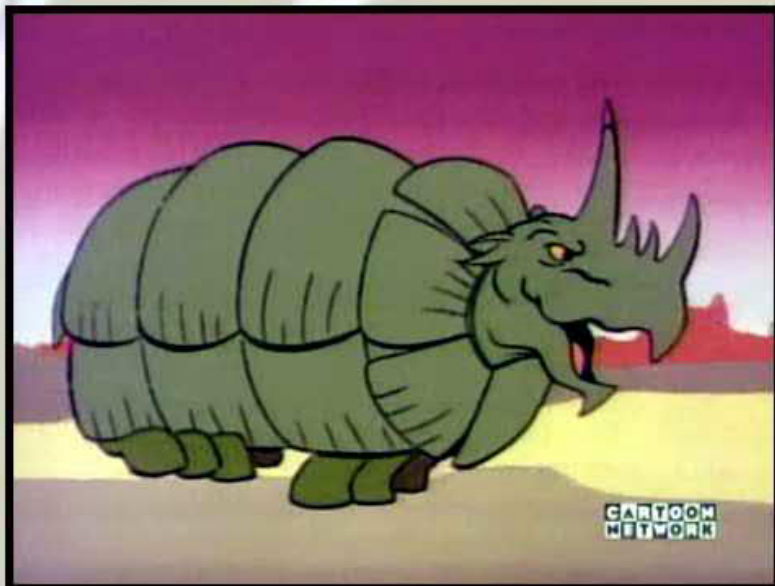
**XP VALUE:** 4,000



**Appearance:** Rhino-triceratops are almost exactly that; a cross between a rhinoceros and a triceratops. The major difference is that a rhino-triceratops

has ten seemingly short, stubby legs instead of four. These legs are extremely

# RHINO-TRICERATOPS



powerful and can propel it at surprisingly fast speeds. These legs can also extend upwards to a height of 50 feet, enabling the rhino-triceratops to reach sustenance that might be out of reach. When their legs are extended, their movement rate is reduced to 9.

It also has four horns on its head, one medium-length horn rising from the tip of the snout, two smaller ones further up, and one hollow horn rising up from the

middle of its forehead. This horn is where the rhino-triceratops stores its supply of energy rocks (see below). These horns also assist in burrowing as the rhino-triceratops rotates its head rapidly, moving through the earth and even solid rock at a rate of 6.

The rhino-triceratops can range in color from green to brown.

**Combat:** Rhino-triceratops have a assortment of options in how it can defend itself. First, It can gore with its medium sized horn for 1-12 points of damage. It can also charge an opponent, only needing twenty feet to reach full speed and inflicting triple damage if it hits.

The main method of defense is shooting energy rocks out of its horn. Through some unknown method, they can generate and store up to 12 rocks in its horn, and can expel these rocks with great force. These rocks also explode on impact, inflicting 3-18 points of damage per rock. A rhino-triceratops can shoot two of these rocks per melee round, at a range of 120 feet.

**Habitat/Society:** Rhino-triceratops keep to themselves most of the time, only getting hostile when threatened in some way but when angered they will attack until their foes are slain or driven off.

Rhino-triceratops only congregate and stay together long enough to mate and then they part, with the female raising the young only until they can fend for themselves. They communicate amongst themselves with gravelly growls, snarls, and roars.

**Ecology:** Some sages believe that the rhino-triceratops was the result of some sort of m

# ROCK APE



**CLIMATE/TERRAIN:** Temperate or tropical jungle

**FREQUENCY:** Very Rare

**ORGANIZATION:** Clan or solitary

**ACTIVITY CYCLE:** Day

**DIET:** Herbivore

**INTELLIGENCE:** Low to Average

**TREASURE:** None

**ALIGNMENT:** Neutral

**NO. APPEARING:** 1 or 1-6

**ARMOR CLASS:** -2

**MOVEMENT:** 12"

**HIT DICE:** 12

**THAC0:** 9

**NO. OF ATTACKS:** 2

**DAMAGE/ATTACK:** 2-20/2-20

**SPECIAL ATTACKS:** Hurl rocks or similar objects (3-30)

**SPECIAL DEFENSES:** None

**MAGIC RESISTANCE:** Nil

**SIZE:** L (18' tall)

**MORALE:** 17-18

**XP VALUE:** 8,000

# ROCK APE

**Appearance:** Rock apes are huge simians with rock-like grey skin, long arms and huge hands. Their faces are fierce-looking with wrinkled skin and pupilless yellow eyes.

**Combat:** The strength of a rock ape is frightening to behold. When aroused to anger, they are capable of inflicting great amounts of damage, or amazing feats of strength.

In melee, a rock ape will pound their opponents with their massive fists, inflicting 2-20 points of damage per strike. Adult rock apes have a Strength rating equal to a cloud giant (23), and like giants can hurl large stones or similar objects at an opponent for 3-30 points of damage. Most of the time a rock ape will fight until they or their opponents are defeated, or if they are restrained somehow.

**Habitat/Society:** Rock apes usually live in small families of one to six members, or live alone. Despite their great strength and fierce tempers, rock apes are generally peaceful creatures, wishing little more than to be left in peace, but if an intruder threatens that peace, rock apes will do everything they can to defend their territory. They communicate with each other through a language that is a mixture of growls, roars, and body posture.

Sometimes a solitary rock ape can form a bond with a human or demihuman, more often than not a female.

**Ecology:** Rock apes tend to reside in jungles where there are plenty of plants, fruits and vegetables to sustain them. Some dwell above ground while others dwell in caves. They live in harmony with the terrain around them, and are very fierce in defending their homes and members of their family.



# SARKO THE ARKMAN



**FREQUENCY:** Unique (possibly)

**NO.APPEARING:** 1

**ARMOR CLASS:** 3

**MOVE:** 9"

**HIT DICE:** 8

**% IN LAIR:** 20%

**TREASURE TYPE:** D

**NO. OF ATTACKS:** 1

**DAMAGE/ATTACKS:** 2-5

**SPECIAL ATTACKS:** Sleep mist; traps

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Genius

**ALIGNMENT:** Neutral evil

**SIZE:** S

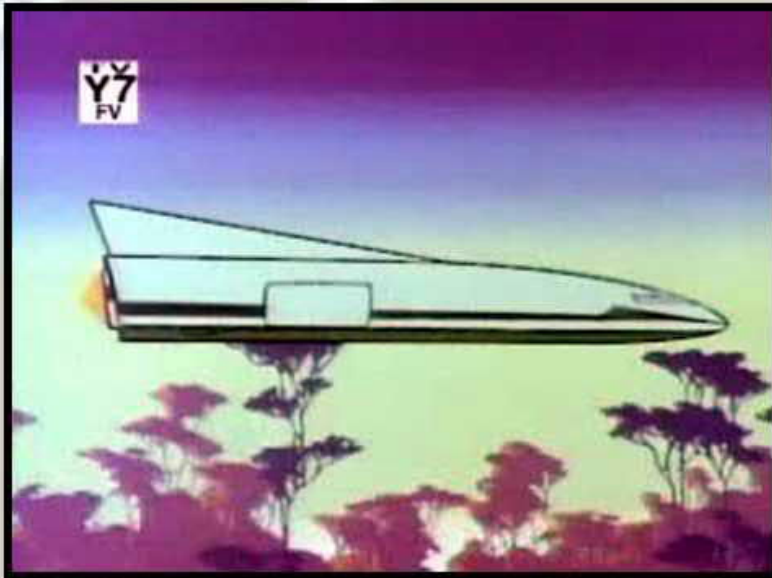
**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 1100 + 10/hp

Sarko the Arkman searches alien worlds in order to capture powerful native beasts and transport them to the planet Zodon where they become the subjects of bizarre experiments. The favoured method Sarko the Arkman uses to accomplish this involves very large and deep pit traps that have a levitation disk covering the bottom that projects a clear field around anything unfortunate enough to fall in on top of it. This field is not air-tight, having a series of small apertures around the bottom and would perhaps allow egress if the the captive inside could change shape or become insubstantial in some manner.

After Sarko captures a beast in one of these pit traps, he directs the levitation disk to rise with its captured passenger and enter his ship, which is normally nearby. If any denizens of the planet he is raiding challenge him he will call his space vessel and direct it to defend him by remote control. The ship of Sarko the Arkman can project pressor and tractor beams that under Sarko's direction can act like any of the Bigby's

# SARKO THE ARKMAN



hand spells as well as a telekinesis spell cast by a 20th level magic user. It can also vent a super powerful sleep mist that will render unconscious any that breathe it unless they save vs. poison at half their actual level rounded downwards.

It is not known if Zodon is Sarko the Arkman's planet of origin or if it is merely a base from which he can launch his interplanetary expeditions and perform his weird experiments in seclusion. Zodon is a rocky bleak world, with many jagged canyons and cliffs. Sarko the Arkman has a dual purpose fort and scientific laboratory nestled within this forbidding environment, defended by powerful laser canon and many traps.

Sarko the Arkman appears as a small beetle-like humanoid with large bulbous eyes.



# SKY PIRATES



**FREQUENCY:** Very Rare  
**NO. APPEARING:** 30-80  
**ARMOR CLASS:** 6  
**MOVE:** 12"  
**HIT DICE:** 1 or more  
**% IN LAIR:** 20%  
**TREASURE TYPE:** Individuals K, W in Lair  
**NO. OF ATTACKS:** 1  
**DAMAGE/ATTACKS:** By weapon type  
**SPECIAL ATTACKS:** Rays  
**SPECIAL DEFENSES:** Nil  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Mean: average to very  
**ALIGNMENT:** Chaotic Evil  
**SIZE:** M  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP.VALUE:** (1 HD): 10 + 1/hp  
+105 for defeating a Sky Pirate Vessel  
(Stasis ray/Repel ray/Dissect ray)

Sky pirates ply the endless depths of space seeking to wrest booty from those weaker than themselves by use of their

advanced technologies. They often raid planets whose inhabitants are less technologically puissant than themselves in hopes of conducting their rapine more easily, taking plunder, slaves, and prisoners to hold for ransom.

Sky Pirates usual strategy is to launch many smaller attack-units from their main ship and then attack with a variety of rays emitted from these attack units. A group of sky pirates will usually have between 10-20 of these one-seater vessels, each able to reach speeds of 30". Each vessel is equipped to emit the following rays:

Stasis ray--range 30", acts as a hold spell (save negates)

Repel ray--range 20", acts as a repulsion spell

Dissect ray--range 15", does 4-40 pts of damage (save vs. paralyzation negates)

Each attack unit takes 75 hit points of damage to destroy; 40 hit points disables its ray emitting ability. The main ship takes 400 hit points to destroy.

*Write-Up by Abacus Ape, PDF by Turgenev*

# SKY PIRATES

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FV



The sky pirates main ship always has apparatus that is able to reflect images, allowing the small attack units to function as if they each have had a mirror image spell cast upon them. In addition the main ship is equipped with an escape missile, allowing the sky pirate leader and his favoured cronies to escape if things go badly.

Sky pirates will be armed individually as terrestrial pirates--see proper source material. They appear as yellowish alien humanoids.



# THE SPIDER PEOPLE



**FREQUENCY:** Very Rare

**NO.APPEARING:** 30-80

**ARMOR CLASS:** 5

**MOVE:** 12"

**HIT DICE:** 2+2

**% IN LAIR:** 100%

**TREASURE TYPE:** ?

**NO. OF ATTACKS:** 4

**DAMAGE/ATTACKS:** 2-5/2-5/2-5/2-5  
or by weapon

**SPECIAL ATTACKS:** Energy baton

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Exceptional

**ALIGNMENT:** Chaotic neutral  
(evil tendencies)

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 85 + 3/hp



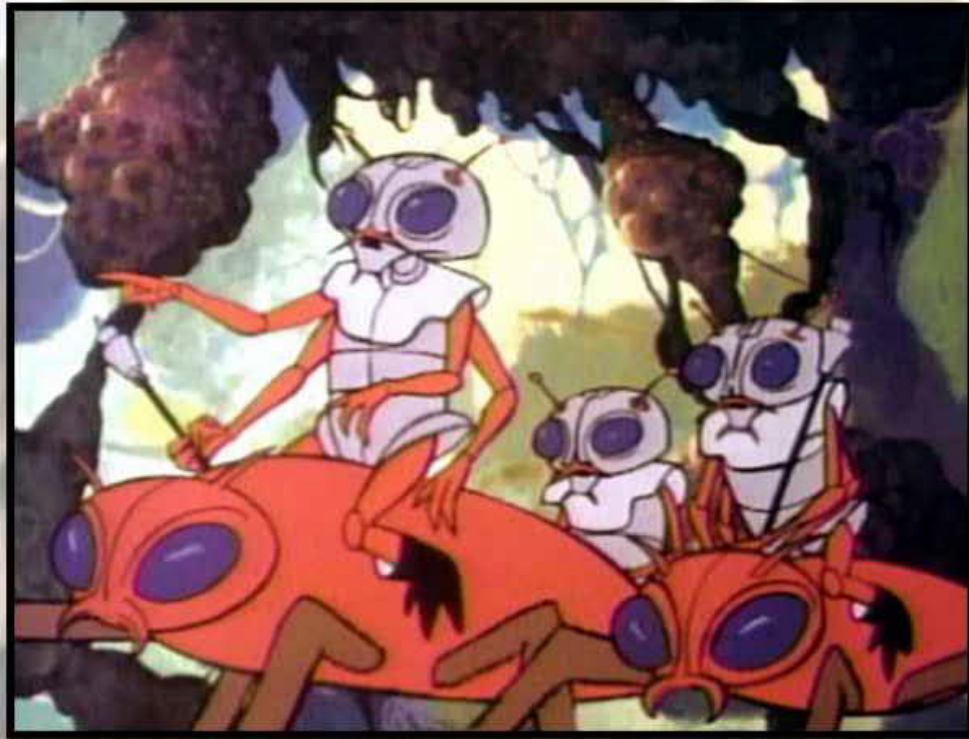
Spider People lurk deep within the earth, dwelling in huge many chambered caverns. In these dismal surroundings they plot the ruin of surface dwellers and the dominance of Spider People over all others. To further these cunning designs Spider People have developed a knowledge of poisons and their usages far beyond that of any surface race or sage. This knowledge extends to antidotes for many obscure toxins and envenomations, including the dreaded venom spiders of Amzot, so often the Spider People are sought out by surface races to provide cures for those poisoned. Such missions must take especial care, for the Spider People are ever treacherous.

In addition to their formidable natural weapons (4 claw rakes) all Spider People will be equipped with energy batons. These batons shoot forth a thin glowing beam of energy to a range of 20" and do 2-12 points of damage to any creature struck.

*Write-Up by Abacus Ape, PDF by Turgenev*

# THE SPIDER PEOPLE

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Roughly 25% of Spider People encountered will be riding giant cave mites. These giant cave mites can scuttle with blinding speed even on ceilings and walls (24").

**Description:** Spider People have 6 limbs -- 4 arms and 2 legs. Their scabrous hide is crimson and they wear gray armor. Their bulbous heads are encased in helmets equipped with large crystal cusps that protect their sensitive eyes from light.



# HOODED SPIKE-WORM of the STONE FOREST



**FREQUENCY:** Very Rare

**NO. APPEARING:** 1-2

**ARMOR CLASS:** 4

**MOVE:** 12"

**HIT DICE:** 12

**% IN LAIR:** 60%

**TREASURE TYPE:** D

**NO. OF ATTACKS:** 1 or 2-16

**DAMAGE/ATTACKS:** 2-20

**SPECIAL ATTACKS:** Spikes

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Animal

**ALIGNMENT:** Neutral

**SIZE:** L (20-30 feet long)

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 2150 + 16/hp

Hooded spike-worms are the apex predators of the Stone Forest on the planet Quasar. These fearsome beasts usually lair in the caves formed by fallen stone-trees, lunging forth and attacking any creature unfortunate enough to pass by. In appearance a hooded spike-worm resembles a huge green armored cut-worm with reptilian characteristics and hundreds of clawed feet. The head of the beast is surrounded by a large flaring hood of chitin which is lined with hundreds of forward pointing spikes which can be launched at prey. The hood of a hooded spike-worm acts as a very sensitive sound gathering organ, allowing these spikes to be launched with great accuracy (+4). A silence spell or other means of distorting sound will negate this bonus.

A hooded spike-worm is able to shoot 2-16 spikes per round from it's hood, each spike doing 1-8 points of damage. The hooded spike-worm will also attempt to bite with it's huge fanged maw if prey comes close enough.

# STA-LAK



**FREQUENCY:** Unique (possibly...)

**NO.APPEARING:** 1

**ARMOR CLASS:** 3

**MOVE:** 12"

**HIT DICE:** 8

**% IN LAIR:** 100%

**TREASURE TYPE:** E, Q (x5), R

**NO. OF ATTACKS:** Nil

**DAMAGE/ATTACKS:** Nil

**SPECIAL ATTACKS:** Automatons

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Genius

**ALIGNMENT:** Chaotic Evil

**SIZE:** M

**PSIONIC ABILITY:** Nil

**LEVEL/XP.VALUE:** 725 + 10/hp

The creature known as Sta-lak schemes to bring devastation to others by use of the advanced technologies at his command. His malignant but masterful knowledge seems centered around the creation of automatons that resemble actual living monsters that might be found in the area Sta-lak has based his evil operations from. Sta-lak will then direct these monsters to destroy all those who oppose him.

Automatons created by Sta-Lak will not pass for the beasts they mimic under close scrutiny. Sta-Lak always incorporates unusual powers beyond those of the monsters the automatons are made to resemble; for example an automaton resembling a triceratops in a "lost world" type setting would be created with rocket powered flight or perhaps launch its horns like missiles.

Sta-lak always has many plans for his retreat and escape if his automatons are overcome in battle, whether by space ship into the depths of space or an impervious

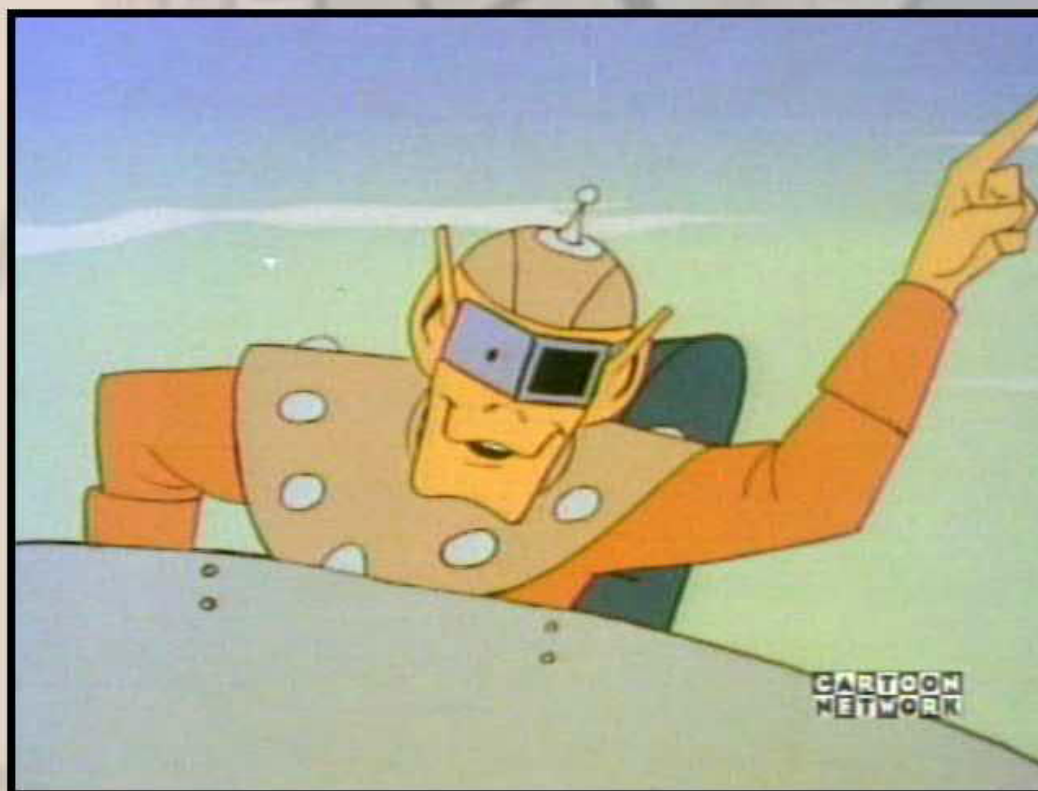
# STA-LAK

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bubble conveyance that allows retreat through inimicable environments such as lava.

It is unknown if Sta-lak is the last of his race, a mutation of a known race, or even if he is in fact a synthetic automaton himself. In appearance he is an ochre skinned humanoid who wears a visor with one blacked-out lens.



# SWAMP MONSTER (COSMIC FRAGMENT)



**FREQUENCY:** Very Rare  
**NO.APPEARING:** 1  
**ARMOR CLASS:** 3  
**MOVE:** 12"  
**HIT DICE:** 16  
**% IN LAIR:** 0%  
**TREASURE TYPE:** Nil  
**NO. OF ATTACKS:** 2  
**DAMAGE/ATTACKS:** 2-20/2-20  
**SPECIAL ATTACKS:** Unstable energy  
**SPECIAL DEFENSES:** Energy absorption  
**MAGIC RESISTANCE:** Nil  
**INTELLIGENCE:** Unratable  
**ALIGNMENT:** Neutral  
**SIZE:** L  
**PSIONIC ABILITY:** Nil  
**LEVEL/XP.VALUE:** 3650 + 20/hp

Sometimes when a Cosmic Fragment falls from the gulfs of space into a Quasarian swamp and the weird energies from such an incident are perfectly balanced, it will spawn a behemoth monster composed of exotic radiations and forces. Such a towering beast will desire only destruction, and it will prefer to wreak devastation upon living things over nonliving objects.

The spawn of a cosmic fragment is of great size, standing 30 feet tall and being generally humanoid in shape, albeit hunched and lanky. Its great misshapen and rugose head has black eyes of unequal size and its relatively small maw is lined with needle-like teeth. The creature is a startling shade of bright orange, the weird and complex energies it is made of giving it a semi-transparent look at times.

The spawn of a cosmic fragment attacks with its great three fingered fists, and any creature so struck must save vs. dragon breath or take double the normal amount of

# SWAMP MONSTER (COSMIC FRAGMENT)



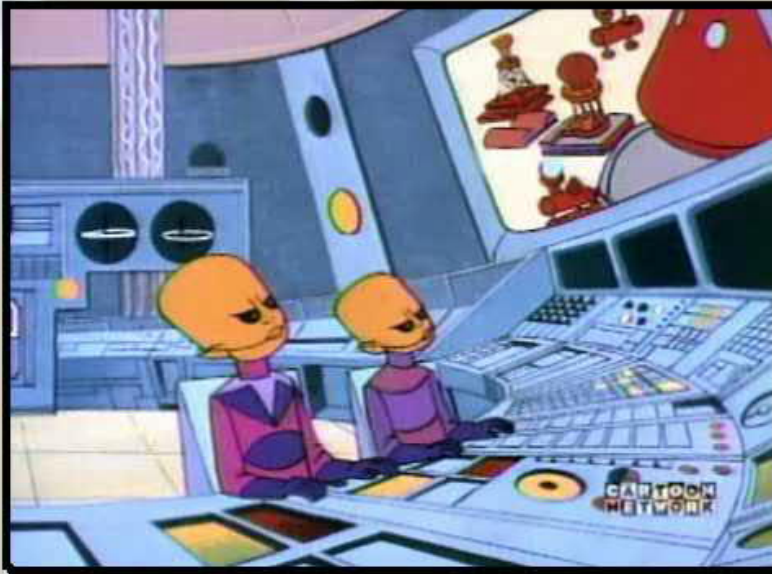
damage due to the beast's destructive radiations. It can easily destroy non-living material just by making contact briefly, and it will always leave glowing yellow footprints where its tread has devastated the ground. The spawn of a cosmic fragment is able to hurl boulders as a storm giant, infusing the missile with destructive energy that will cause double damage unless a save is made (as above).

Due to such a beast's exotic make-up, there is a 50% chance that any spell or spell-like effect that does damage will actually add hit points to the spawn of a cosmic fragment.

The spawn of a cosmic fragment will constantly and mindlessly roar its rage and lust for destruction when in battle.



# ZORBOTS



**FREQUENCY:** Very rare

**NO. APPEARING:** 10-30

**ARMOR CLASS:** 5

**MOVE:** 12"

**HIT DICE:** 3+3

**% IN LAIR:** 0%

**TREASURE TYPE:** Individuals M, N;  
B in lair

**NO. OF ATTACKS:** By weapon type

**DAMAGE/ATTACKS:** See below

**SPECIAL ATTACKS:** See below

**SPECIAL DEFENSES:** Nil

**MAGIC RESISTANCE:** Nil

**INTELLIGENCE:** Exceptional

**ALIGNMENT:** Lawful evil

**SIZE:** S

**PSIONIC ABILITY:** Nil

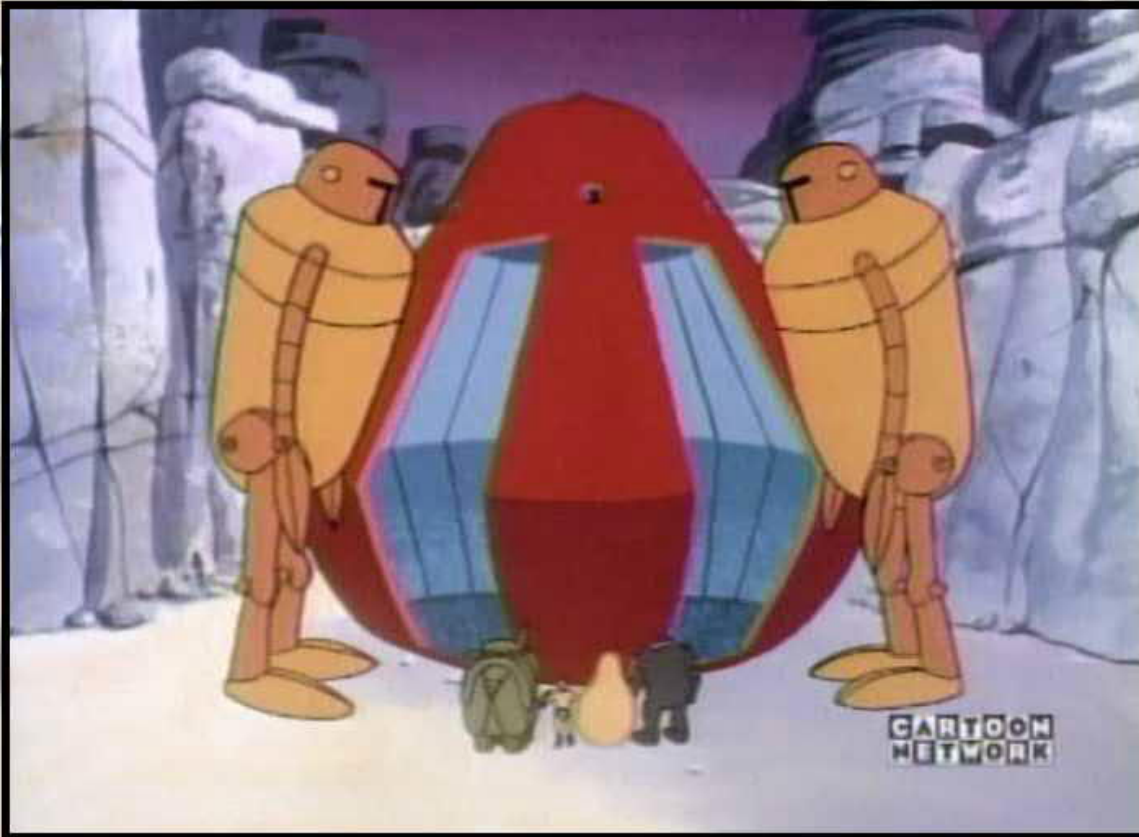
**LEVEL/XP.VALUE:** 85 + 4/hp



The Zorbots are a race of interstellar humanoid bandits who deal in one very specialized form of plunder--a planet's atmosphere! They will land in a large crimson citadel that serves as a base of operations and which houses the tools they need to perpetrate their heinous theft. The main implement they use to steal a planet's atmosphere is called the "turbo-inhalator", and they will protect this vital piece of machinery most vigorously. When the turbo-inhalator is functioning, a strong wind will rush inwards towards the apparatus, allowing only the strongest of flying creatures their full maneuverability near the machine.

Zorbots have a variety of means to defend themselves whilst committing their atmospheric heists. Each Zorbot will have a jet-pack, allowing a 20" air speed. They are all armed with "sonic guns", pistols that fire a bolt of solid sound out to 100 feet and do 1-12 points of damage if a hit is scored. In addition, anyone struck by such a bolt must save vs. magic or be stunned for 2-5 rounds. A silence spell will nullify the

# ZORBOTS



potency of these weapons. A group of Zorbots will also always be equipped with at least one molecular stimulator rifle. Such a rifle requires two Zorbots to operate, one to hold the rifle and another to bear its bulky power pack. A molecular stimulator rifle fires an intense red ray out to 200 yards and does 8d8 points of damage to all that fail their save vs. magic (save for half damage). It also has the ability to create large runnels of lava if the beam is played over rocky terrain.

The most potent defense Zorbots use to defend themselves are Cybrons, huge 50 foot tall golden colored humanoid robots. A Zorbot citadel will always have two of these colossi at its disposal.

**CYBRONS:** AC 2, 150hp (20HD), 5-50/5-50 dmg, worth 11,000 XPs each. Cybrons use their two massive pincer-ended arms to deal massive damage. In addition a cybron has the ability to generate sonic pulses from its pincers, as a sonic gun but doing 2-24 hit points of damage and stunning anyone struck for 2-8 rounds unless they make a save at -4. Despite their enormous weight and bulk, Cybrons move at 18" and can climb vertical surfaces if called to do so.

Zorbots appear to be large craniumed dwarfish humanoids with ochre hued skin and large black eyes.