

# A Hundred Hellish Hordlings

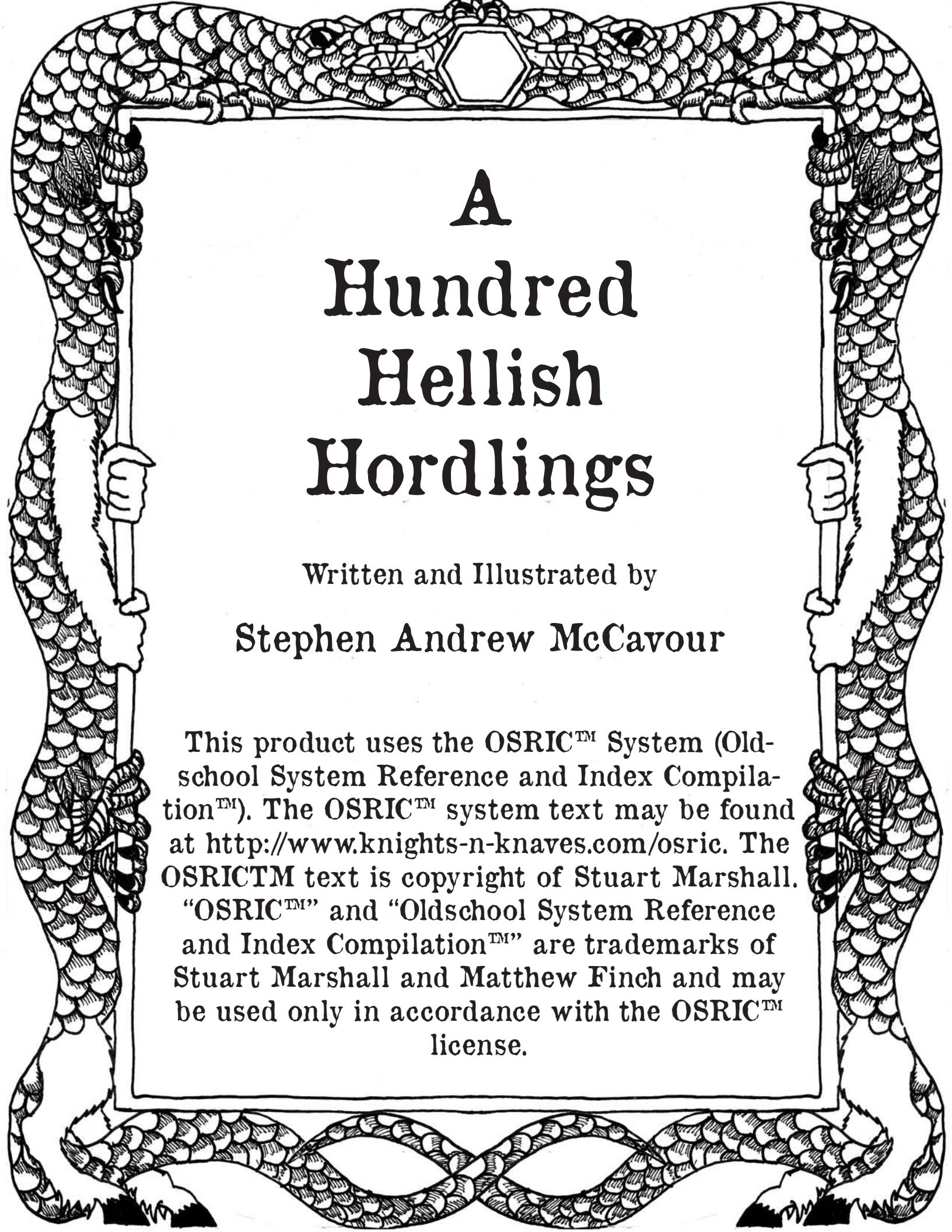
Stephen A McCavour

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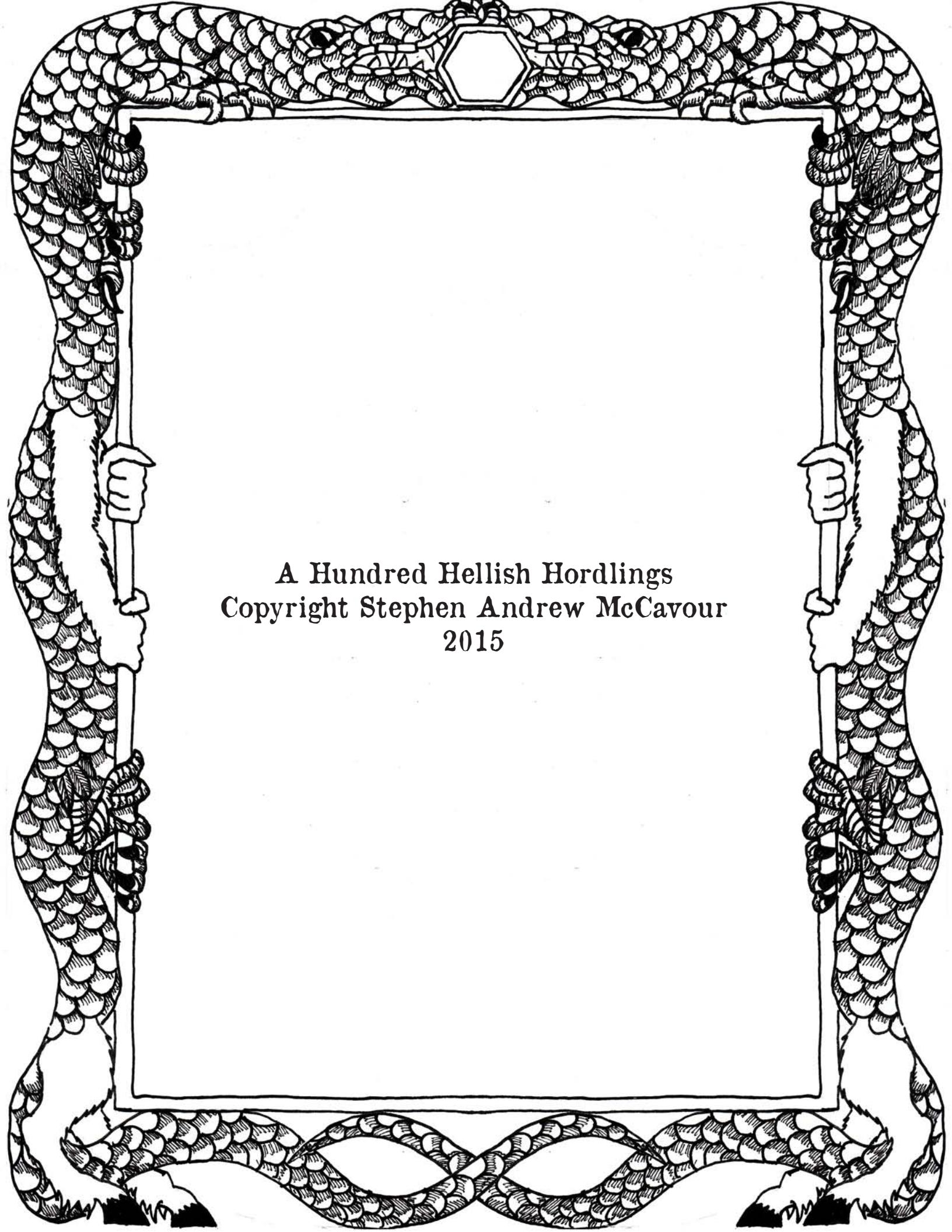


# A Hundred Hellish Hordlings

Written and Illustrated by  
Stephen Andrew McCavour

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## On the Hordling stats

Each of these hordlings has a name but it is up to you to decide if the hordling is unique, or if it is a type. If it is a type then all of the hordlings of that type are called that name (e.g. "Oh no! It's a Yoxarod! Run for your lives!") and anyone attempting to summon one must learn an individual hordling's name in order to compel it to appear and serve. If you decide the hordling is unique then the name given is its true name. (e.g. Yoxarod! I summon thee! Attend and obey! Aoint!")

Frequency depends on whether you decide that the hordling is unique or a type. If it is unique it will always be rare no matter where it is encountered. If it is a type, it will be common on its home plane but rare anywhere else.

Armor Class – the Armor Class of each hordling depends on its form and what the overall make-up of its body consists of. Hordlings with a mix of body types will have an Armor Class that is the average of their types. For Example a hordling with a turtles carapace, a human head, and a furry body would have an AC of 10/6, 10 for the head and 6 for the body. A hordling with a crocodile-like skin would have an AC of 4. Each hordling will have its own AC listing based on this guide:

Type	Animal Example	AC value
Carapace – Turtle, Armadillo, Pangolin		3
Thick Hide – Crocodile, Alligator		4
Medium Hide – Elephant, Rhino		6
Thin Scaled Hide – Snake, Lizards		8
Fur – Bear, Lion		9
Feathers – Eagle, Ostrich		9
Skin – Human, Frogs		10

It is certainly possible for hordlings to have obtained and wear custom made armor that, for the most part, will resemble barding. Movement depends very much on the hordlings limbs and size. Each Hordling will have its own movement listing.

Hit Die: I originally created these with the idea that they woud be 1d6 hit die hordlings with a reasonable chance to be hit and easy to

kill, but with enough powers to do a party some major damage if they are not taken out quickly, so the basic assumption is 1HD, 1 – 6 hp + any constitution bonuses. Of course, these can be scaled up at your pleasure.

**Treasure Type** – none of these hordlings have any treasure. They have no use for it on their home plane and will only have some on the material plane if they have been summoned and given the task of guarding a treasure.

**Special Attacks and special defenses** vary from hordling to hordling and are listed in each entry.

**Magic Resistance** for each hordling is 5%.

**Ability stats** for each hordling vary widely and are listed in each hordlings entry.

**Alignment**. All hordlings are chaotic evil.

The appearance and size of each hordling is listed in their entry.

**Sizes** – hordlings are the three standard sizes, small, medium and large along with some other sizes as well:

Minuscule = less than 2 feet

Small = 2 feet to 4 feet

Medium = 4 feet to 7 feet

Large = 7 feet to 12 feet

Giant = 12 feet to 20 feet

Titanic = 20 feet +

There are several different body types amongst the hordlings.

**Mish-mash** – Every body part is random.

**Basic Animal Form** – Starts with one basic animal but may have extra body parts or multiple body parts.

**Head and body mix** – The head from one creature and the body of another.

**Forequarters and body mix** – Body, head and hindquarters are one creature, the forelimbs are those of another.

**Hindquarters and body mix** – Body, head and forequarters are one

creature, the hindlimbs are those of another.

Forequarters, hindquarters and body mix- Body and head are one creature, the forequarters are those of another and the hindlimbs are those of a third.

Two creature chimera - These hordlings have both heads and necks of two creatures, the forequarters and body of the first creature and the rear legs and tail of the second. If the first creature has wings then the hordling has them as well. If the second creature has wings then the hordling does not.

Three Creature Chimera - This hordling has all three heads and necks, the body is that of the first creature, the forelimbs are those of the second and the hindlimbs are those of the third. If one of the creatures has wings, or some other special feature (like a scorpion tail) then the hordling has it as well.

All hordlings can either speak common or communicate telepathically.

Of course, any and all of the stats/info on these hordlings are subject to change at the GM's whim.

# Murilok



This Hordling is large, 8 - 10 feet tall, it's body is bear-like with a large serpent's head. It has swivel-socketed eyes like a chameleons, and one sharply pointed horn on it's head. It has tentacles for fingers, reptilian feet a goat-like tail and a humped back. It's mouth is a huge sucker, like a lamprey eel's. It has a fishy body odor.

Size; Large

Move: 90

AC: 8 (fur with -1 for the gristly hump)

Attacks: 3 or 1

Damage: tentacle slaps - 1d4, 1d4,bite or gore with horn - 1d6, or by weapon or spell

Special Attacks: Blood drain 1 HP/rd after successful bite attack (strength check to break free), Spell Use Two spells per day: Charm Person, Mirror Image - cast as per level of their hit die.

Special Defenses: Immune to cold or gas based attacks.

Attributes: Str. 19, Int. 11, Wis. 13, Dex. 12, Con. 13, Chr. 3.

Level/xp: varies/ 18 per HD +1 per HP.

# Yuguzag



This Hordling is small, about 3 feet tall, it's body is crab-like with a large bat's head with pointed dog's ears. It has stalked eyes like a crab's. It has huge taloned human hands, deer-like legs and feet, and a leonine tail. It has huge insectoid wings which allow it to fly. Its mouth is tiny and mandibled. It has a bloody body odor.

Size: Small, about 3 feet tall.

Move: 60 or 150 (flying)

AC: 4

Attacks: 2 or 1

Damage: 1d4, 1d4, or by weapon or spell

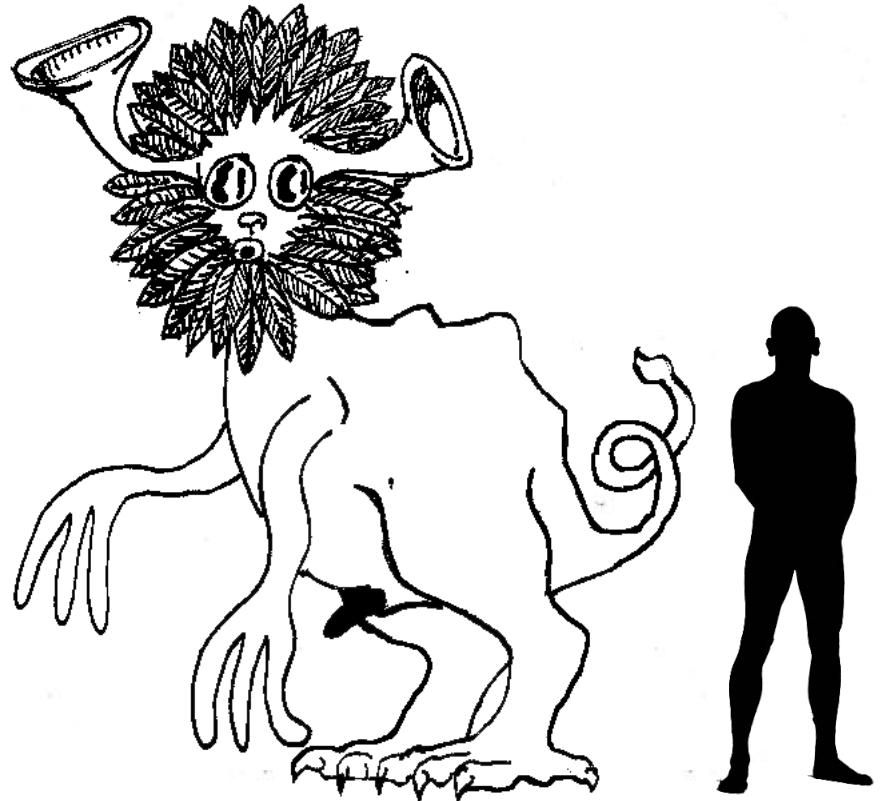
Special Attacks: Level Drain, Spell Use -Two spells per day: Clairvoyance, Lightning Bolt cast as per level of their hit die.

Special Defenses: Regeneration, 2 HP per round per HD

Attributes: Str. 19, Int. 10, Wis. 9, Dex. 8 (14 flying), Con. 13, Chr. 5.

Level/xp: varies/ 18 per HD +1 per HP.

# Vazakin



This Hordling is large, 8 - 10 feet tall, it's body is ostrich-like with a large humanoid head. It has huge flat eyes trumpet-like ears and a feathered ruff on it's head. It has tentacles for fingers, reptilian feet a pig's tail and a humped back. It's mouth is a tiny sucker, like a lamprey eel's. It has pinkish leathery skin and a gangrenous body odor.

Size: Large

Move: 90

AC: 7

Attacks: 2 or 1

Damage: Tentacle slaps: 1d4, 1d4, or kicks: 1d6, 1d6 or special

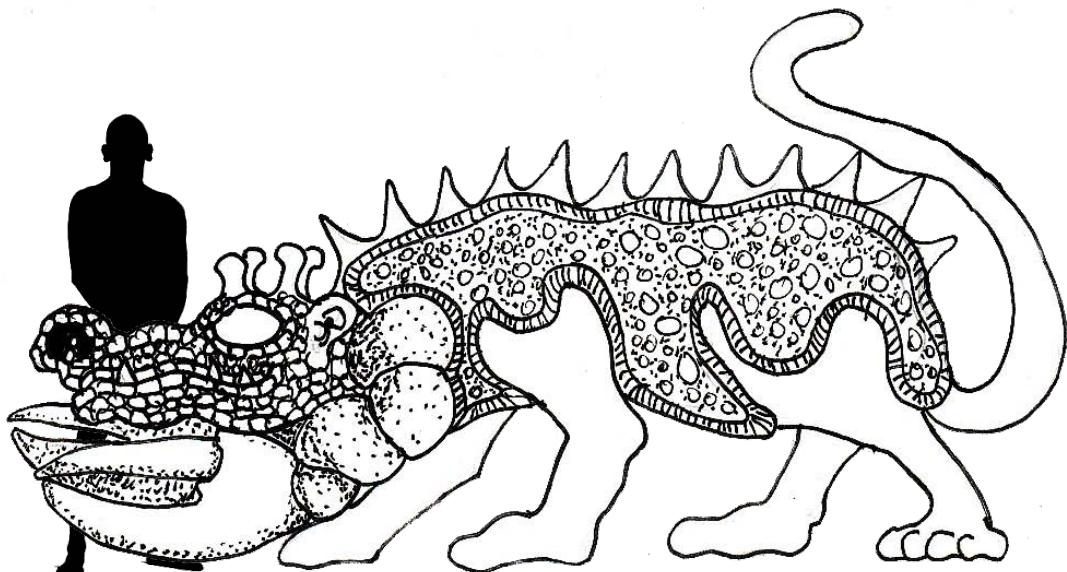
Special Attacks: Spell like abilities: 3/day it can spit out 1d6 small fireballs and direct their attack. Each fireball does 1d4 damage, it must make an attack roll to hit with them.

Special Defenses: Immune to cold based attacks.

Attributes: Str. 19 Int. 17, Wis. 8, Dex. 11, Con. 18, Chr. 5.

Level/xp: varies/ 18 per HD +1 per HP.

# Maxataz



This Hordling is large, 5-6 feet tall at the shoulder with a 12 foot long body (not including tail). It's body is amoeba-like with a large crocodilian head. It has huge flat eyes large human-like ears and 4 boney knobs on it's head. It has large lobster-like pincers for hands, feline legs and feet a large prehensile tail and a double row of boney spikes on it's back. It's mouth is huge and fanged. It has translucent orangish slimy skin and a mouldy body odor.

Size; Large

Move: 40

AC: 6

Attacks: 3 or 1

Damage: Pincers & Bite: 1d6, 1d6, 1d8 or from weapon weilded by prehensile tail

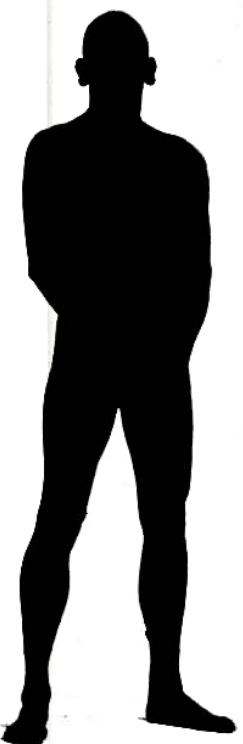
Special Attacks: Spell Use: 3 spells/day - Levitate, Hold Person, Flame Arrow

Special Defenses: Immune to mental and poison based attacks.

Attributes: Str. 20 Int. 11, Wis. 13, Dex. 5, Con. 18, Chr. 2.

Level/xp: varies/ 18 per HD +1 per HP.

# Yanoxel



This Hordling is medium sized, 5-6 feet tall, it's body is simian with a large bird-like head. It has swivel-socketed eyes elephant-like ears and a crest of 3 large feathers on it's head. It has large taloned hands, reptilian legs and feet and a pig-like tail. Its mouth is huge with 2 protruding fangs and it has a short trunk. It has a mouldy body odor.

Size: Medium

Move: 90

AC: 10

Attacks: 3 or 1

Damage: Slaps & gouge: 1d4, 1d4, 1d6 or from weapon

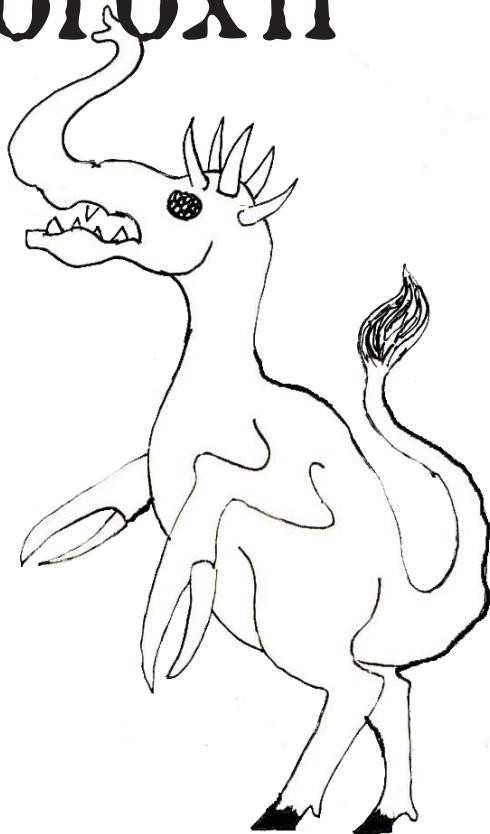
Special Attacks: Gaseous discharge, save vs breath weapon or be stunned for 1d4 rounds

Special Defenses: Immune to gas based attacks.

Attributes: Str. 18 Int. 11, Wis. 13, Dex. 15, Con. 10, Chr. 2.

Level/xp: varies/ 18 per HD +1 per HP.

# Quoroxil



This hordling is 8 - 10 feet tall. It has a bird-like body with orange skin. It has a crocodilian head with an elephant's trunk, a crown of long spikes, and large multi-faceted eyes. It has a lion's tail, the hind legs of a moose, and forelegs ending in large lobster-like pincers. It gives off a fecal stench.

Size: Large

Move: 90

AC: 2 or 18

Attacks: 3 or by weapon

Damage: Pincers & Bite: 1d6, 1d6, 1d6 or from weapon wielded by prehensile trunk (club-like weapons only)

Special Attacks: Level Drain, Gaseous Discharge (save vs poison or be stunned for 1d4 rounds)

Special Defenses: Immune to fire based attacks.

Attributes: Str. 19 Int. 18, Wis. 4, Dex. 8, Con. 12, Chr. 4.

Level/xp: varies/ 18 per HD +1 per HP.

# Gagozul



This hordling is over 10 feet tall. It's basic body is that of a bear with pinkish fur. It has four legs and feet of a deer, and human arms ending with hands with three taloned fingers. It has a large tail ending in a poisoned barb. The head is crocodilian with stalked eyes, two horns and a tapir's snout. It reeks of Urine.

Size: Large

Move: 150

AC: 1 or 19

Attacks: 3 or 1

Damage: Slash & Gore 1d4, 1d4, 1d6 or from weapon or poison barb, 1d4 and save vs deadly poison.

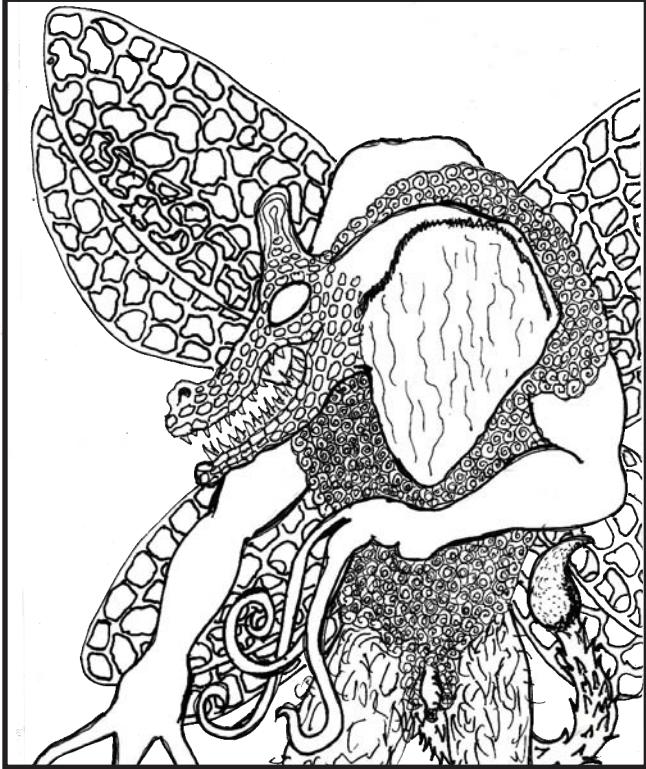
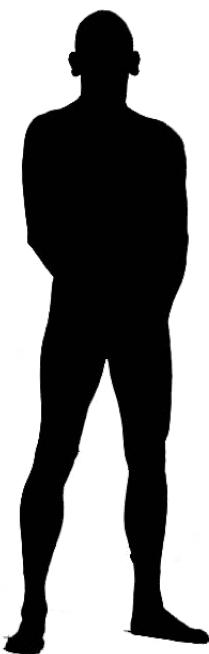
Special Attacks: Level Drain

Special Defenses: Immune to cold and poison based attacks.

Attributes: Str. 20 Int. 10, Wis. 11, Dex. 9, Con. 10, Chr. 1.

Level/xp: varies/ 18 per HD +1 per HP.

# Sodamuh



This Hordling is large, over 10 feet tall, with a bison like body standing upright on two human-like legs and feet. It has a huge crocodilian head with 1 large bony knob protruding from the top of it, as well as a big pair of elephant ears. It has huge amber-colored flat eyes and two humanoid arms ending in 3 tentacles each. It's long scorpion-like tail ends in a poisoned barb, and it's huge insect-like wings enable it to fly clumsily.

Size: Large

Move: 60/90

AC: 0 or 20

Attacks: 3 or 1

Damage: Tentacle Slaps & Bite: 1d6, 1d6, 1d6 or poisoned tail 1d4 + sae vs deadly poison

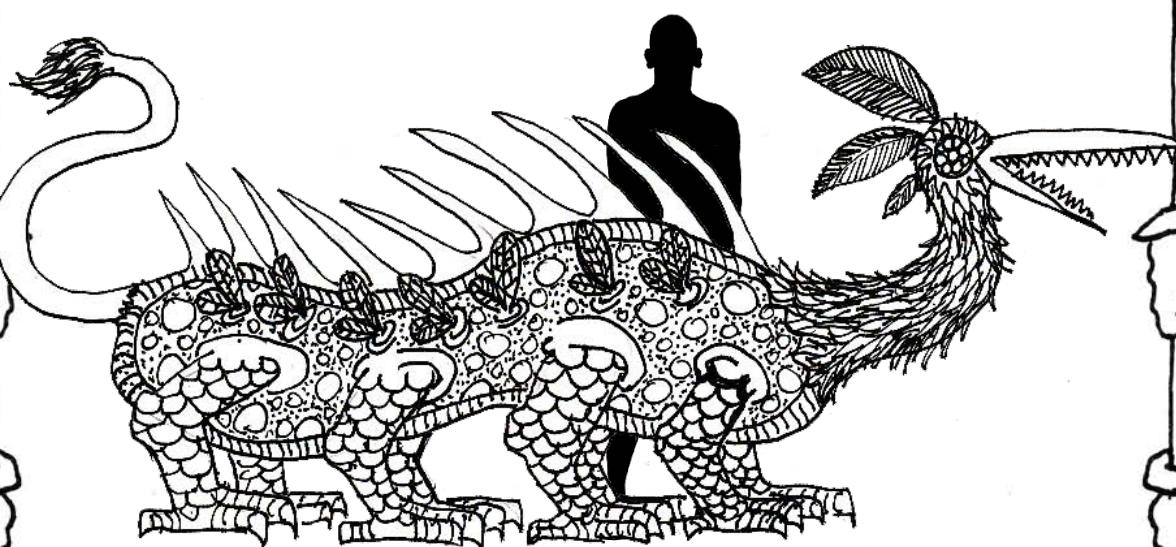
Special Attacks: Spell-like abilities, 3 times per day it can Charm Person

Special Defenses: Immune to Charm Person, Friends, and Sleep spells.

Attributes: Str. 19 Int. 13, Wis. 13, Dex. 9, Con. 10, Chr. 3.

Level/xp: varies/ 18 per HD +1 per HP.

# Zalurux



This hordling is 10-15 feet long and 4 feet high at the shoulder. It has an amoeba-like body with translucent greenish skin. Its body is supported by 4 pairs of reptilian legs and feet. It has a leonine tail and a single row of long bony apikes along its back. The birdlike head is at the end of a long crane-like neck. It has a feather crest, large multifaceted eyes, and a long toothy beak. It has a body odor of pungent urine.

Size: Large

Move: 90

AC: 6

Attacks: 1

Damage: Bite 1d6, Trample 3d6

Special Attacks: Level Drain

Special Defenses: Immune to poison based attacks.

Attributes: Str. 19 Int. 15, Wis. 15, Dex. 11, Con. 10, Chr. 2.

Level/xp: varies/ 18 per HD +1 per HP.

# Samagom



This hordling is over 10 feet tall with a simian body supported on 8 tentacles. Their skin is grayish-whitish and slimy. The head is elongated and batlike, with ears similar to a German Shepherd's. It has long nostril slits and the mouth has two large protruding fangs. On top of the head is a bizarre column of thick hair. There are two humanoid arms and hands. The fingers have non-retractable claws, like a dog's. It has large feathered wings, allowing it expert flight, and a prehensile tail capable of wielding club-like weapons. It has a gangrenous body odor.

Size: Large

Move: 60/180

AC: 9

Attacks: 3 or 1

Damage: Claws & Bite: 1d4, 1d4, 1d6 or from weapon wielded by prehensile tail

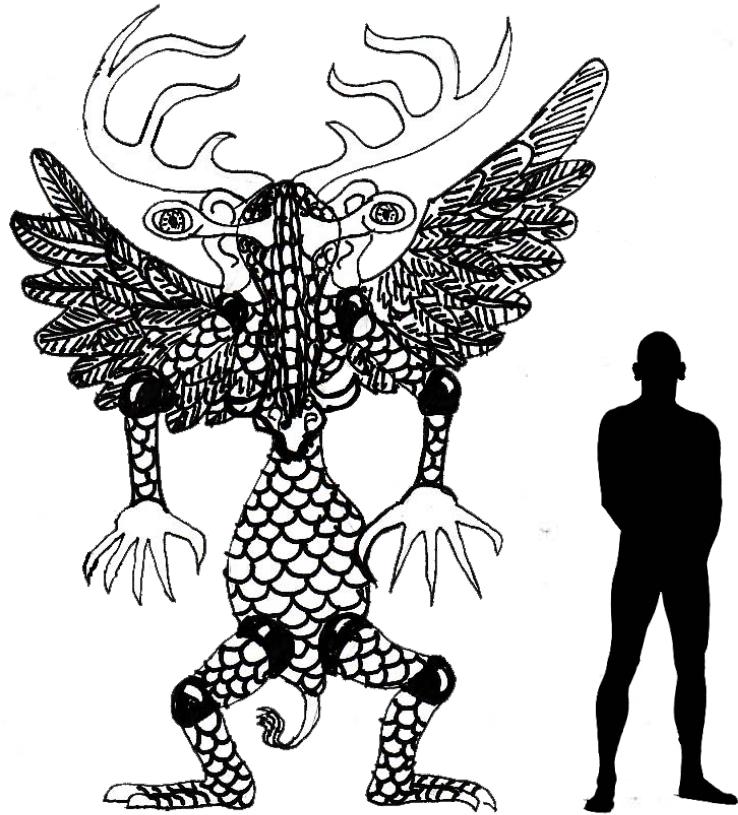
Special Attacks: Fire attack, breath weapon 1/day, damage 3d6

Special Defenses: Immune to acid and poison based attacks.

Attributes: Str. 19 Int. 6, Wis. 7, Dex. 10, Con. 16, Chr. 1.

Level/xp: varies/ 18 per HD +1 per HP.

# Kadalak



This hordling is large, 10 feet tall. It has an insectoid body covered with hard gray scales and a crocodilian head with stalked eyes, large antlers and giant sized human ears. It has a ridged back, a lion-like tail and reptilian legs and feet. Its arms are insectoid ending in taloned human hands. The wings though small in proportion are strong and enable it to fly. It has a stong urinal body odor.

Size: Large

Move: 40/60 flying

AC: 6

Attacks: 3 or 1

Damage: Claws - 1d4,1d4, bite - 1d6, gore - 1d8 or by weapon

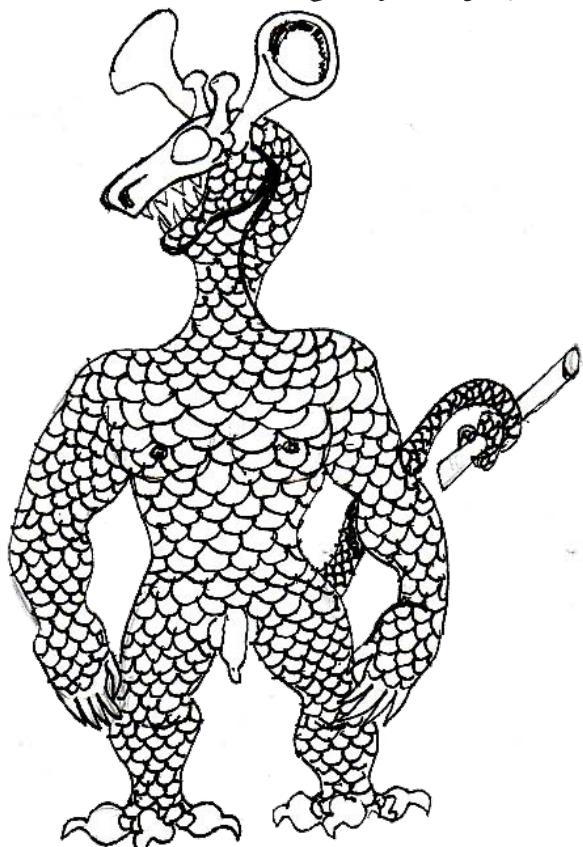
Special Attacks: Fire attack, breath weapon 1/day, damage 3d6, also 1/day Level Drain

Special Defenses: Immune to poison based attacks.

Attributes: Str. 18 Int. 10, Wis. 7, Dex. 10, Con. 16, Chr. 1.

Level/xp: varies/ 18 per HD +1 per HP.

# Mazokax



This hordling is 5 - 6 feet tall, it has a snake-like head with two knobby horns, trumpet ears and huge flat-green eyes. It has a stocky humanoid body covered in slimy orange scales. The hands have retractable claws, the legs and feet are reptilian. Its back is spined and it has a long prehensile tail capable of weilding simple weapons. It reeks of urine.

Size: Medium

Move: 120

AC: 8

Attacks: 3 or 1

Damage: Claws & Bite: 1d4, 1d4, 1d6 + save vs poison, or from weapon weilded by prehensile tail

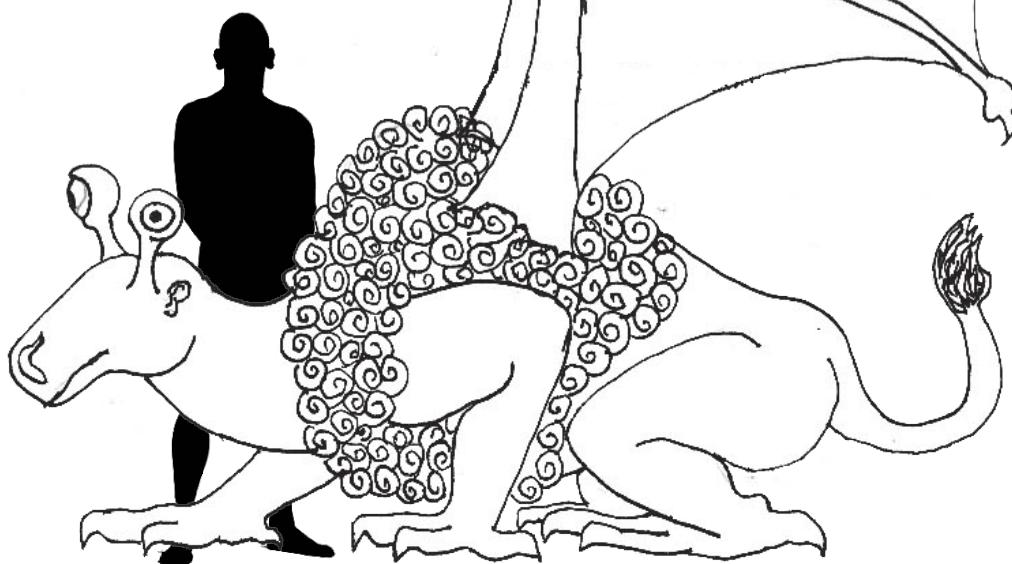
Special Attacks: Poison bite (deadly), Spell -like abilities: 3 times per day it can cast Enlarge as a 3rd level magic user.

Special Defenses: Immune to metal weapons (even if magic).

Attributes: Str. 15 Int. 11, Wis. 8, Dex. 15, Con. 16 +2, Chr. 3 -25.

Level/xp: varies/ 18 per HD +1 per HP.

# Gunizor



This hordling is 5 feet tall at the shoulder and about 15 feet long. It has a horse's head with stalked eyes and tiny human ears. Its bison-like body has grayish-white furred skin. Huge bat wings give it excellent flight capability. All four limbs are reptilian it has a lion-like tail and a rank sweaty odor.

Size; Large

Move: 90/180 flying AC: 8

Attacks: 2 claws, trample, or wing buffet

Damage: Claws 1d6,1d6, trample 2d10, wing buffet 1d8,1d8

Special Attacks: Spell use: 3 1st level spells/day from: Friends, Magic Missile or Charm Person

Special Defenses: Immune to fire based attacks.

Attributes: Str. 20, Int. 16, Wis. 10, Dex. 13, Con. 16 +2, Chr. 8.

Level/xp: varies/ 18 per HD +1 per HP.

# Borizux



This hordling is 5 - 6 feet tall and about 10 feet long. It has a bird-like head with beak, compound eyes and antlers. Its body is bison-like with smooth orange skin. The back has a series of three huge lumps of tough gristle. Its tail is prehensile and capable of weilding simple weapons. The body is supported by 12 tentacles, the first two of which end in 4 smaller tentacles each, forming a ropy "hand". It reeks of bird guano.

Size; Large

Move: 120

AC: 9

Attacks: 3 or 1, The Borizux will attempt to grapple with its tentacles and then bite. A successfull grapple means that the victim will take 1d4 crushing damage each round that it does not break free. A successful strength is required to break the tentacles grip.

Damage: Grapple & Bite: 1d4, 1d4, 1d6, or from weapon weilded by prehensile tail, or bby spell or Gaseous Discharge

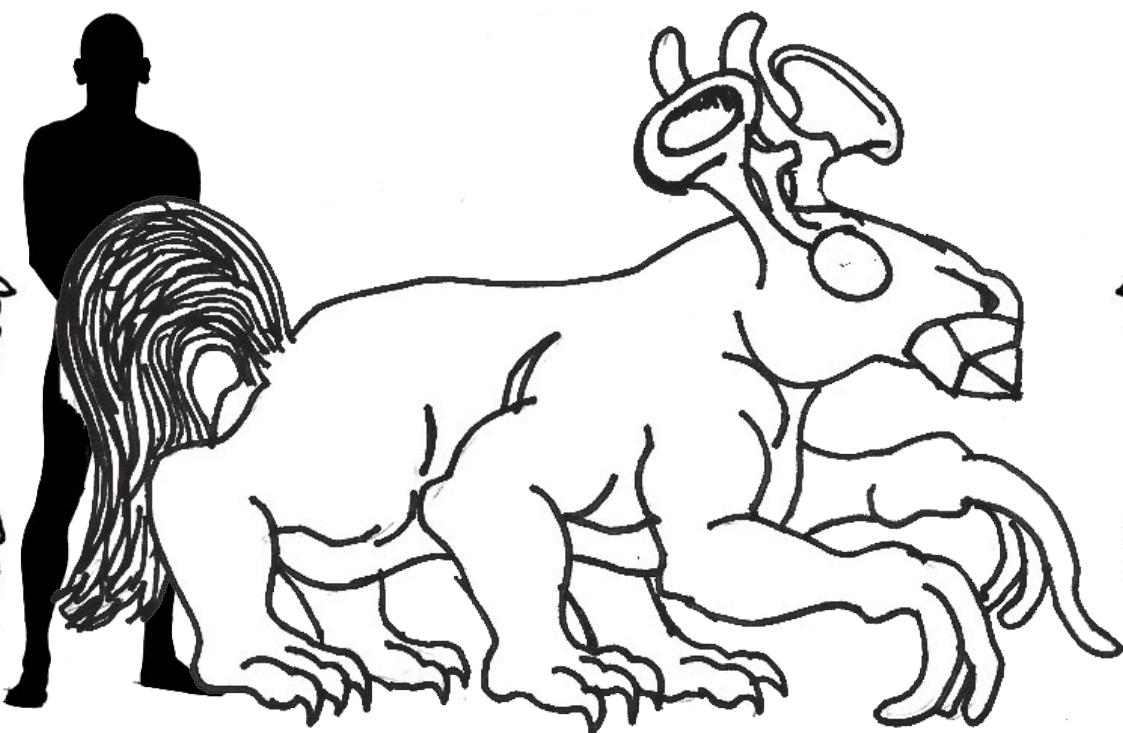
Special Attacks: Gaseous discharge, save vs poison or be incapacitated for 1d4 rounds. Spell like ability - 3 times per day cast Ray of Enfeeblement as per 3rd level Magic User.

Special Defenses: None

Attributes: Str. 19 Int. 10, Wis. 14, Dex. 13, Con. 14 , Chr. 5.

Level/xp: varies/ 18 per HD +1 per HP.

# Flugelmare



This hordling is the size of a large draft horse. It has a horse's head with antlers, trumpet ears, flat metallic eyes and large mandibles on a pig-like body with a horse's tail and 6 reptilian limbs. The forelimbs end in a 3 tentacle-fingered hand. Its skin is blue and slimy. It has a moldy body odor.

Size: Large  
Move: 150

AC: 9  
Attacks & Damage: Slap-slap-bite, or trample, or slap-slap-gore  
: 1d4,1d4,1d6 or 2d10, or 1d4,1d4,1d8

Special Attacks: Level Drain ( from bite only)  
Special Defenses: Immune to sleep spells, immune to acid based Attacks & Damage.

Attributes: Str. 20, Int. 9, Wis. 15, Dex. 15, Con. 18, Chr. 6.

Level/xp: varies/ 18 per HD +1 per HP.

# Mantiscorpio



This hordling is large, 5 feet tall at the shoulder and about 10 feet long. It has a large human head with 3 horns forming a crown on top, multifaceted eyes and a mandibled mouth on a horse-like neck leading to a porcine body. It has two bulky arms ending in large lobster-like pincers. The body is supported on four reptilian legs and feet. Huge bat wings enable it to fly. It has a long whip-like tail ending in a poisonous barb. It exudes a rank sweaty odor.

Size: Large  
Move: 60/180 flying

AC: 8  
Attacks & Damage: pinch-pinch-bite or pinch-pinch-gore or trample or wing-buffet or tail-sting  
: 1d6, 1d6, 1d6 or 1d6, 1d6, 1d8, or 2d10, or 1d8,1d8 or 1d4 + save vs lethal poison.

Special Attacks: Level Drain (bite only), Spell Use – Once per day cast Dancing lights as a 3rd level Magic User, Poison  
Special Defenses: Immune to electricity based Attacks & Damage.

Attributes: Str. 20, Int. 11, Wis. 7, Dex. 11, Con. 15, Chr. 3.

Level/xp: varies/ 18 per HD +1 per HP.

# Vadanol



This hordling is 3-4 feet tall and 9 – 10 feet wide. It appears as a giant humanoid head covered in spines with elephant like ears and a mouth like a lamprey eel's mounted on a huge crab body. It has a whip-like barbed tail, and 7 tentacles on its "chin"

Size; Medium

Move: 90/ 120 swimming

AC: 3

Attacks & Damage: Trample 2d8, tail stab 1d4 + save vs lethal poison, leg stab (x4) 1d4 each, or grab & bite grapple bite does 1d6 then 1d4/round or Breath weapon save vs breath weapon or be stunned for 1d4 rounds.

Special Attacks: Breath weapon, Spell-like abilities – Weaving its legs and tentacles in an entrancing pattern it may Hypnotise as if casting a hold person spell as a 4th level Magic User.

Special Defenses: Immune to fire based Attacks & Damage, Regenerates 1hp per round.

Attributes: Str. 19, Int. 7, Wis. 6, Dex. 10, Con. 14, Chr. 4 .

Level/xp: varies/ 18 per HD +1 per HP.

# Quagakin

This hordling is large, close to 10 feet tall. It has a bird-like head with a large feathery crest, stalked eyes and a fanged beak on an androgynous humanoid body (male torso, female genitalia). The arms terminate in large chitonous pincers. It is bipedal, standing on reptilian legs and feet, with a horses tail. This hordling normally has a gangrenous odor. The Quagakin has an illusory form it adopts, that of a beautiful maiden. It uses this form to seduce men before killing them. If it is successful in mating with someone, one week later it will give birth to 1d4 hordlings similar to itself but with randomly determined head, hands, legs & feet and tails. All of its offspring will have the same androgynous humanoid body.

Size: Large  
Move: 120

AC: 9  
Attacks & Damage: Pinch-pinch-bite 1d8, 1d8, 1d6 or kick-kick 1d4, 1d4

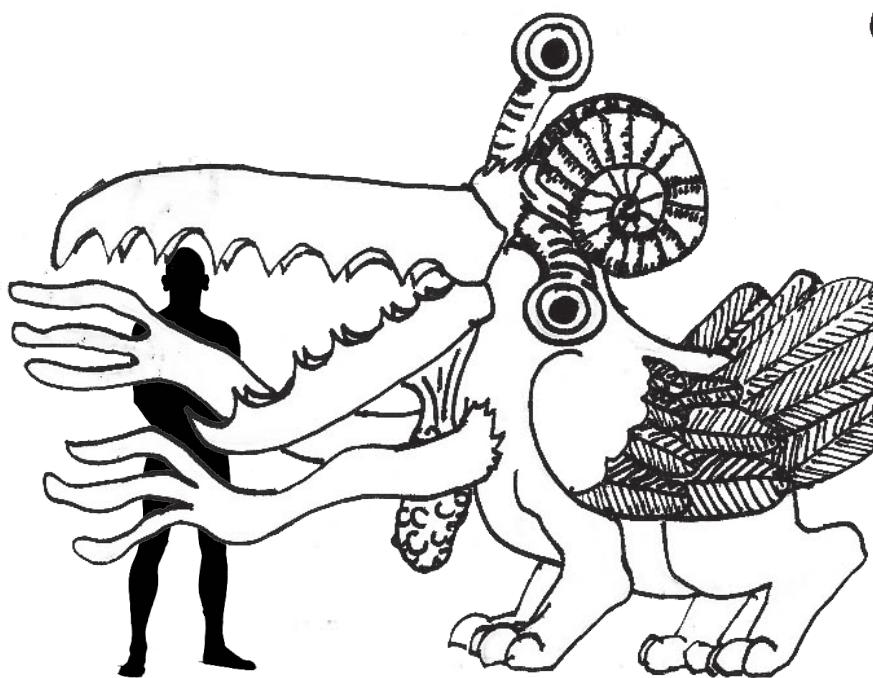
Special Attacks: Illusory Form, Level Drain (from bite)  
Special Defenses: Poison Immunity

Attributes: Str. 19 Int. 10, Wis. 8, Dex. 11, Con. 14, Chr. 4 (in natural form) 16 (in illusory form).

Level/xp: varies/ 18 per HD  
+1 per HP.



# Vorulud



This hordling is large, about 8 feet tall and ten feet long (not including tail). It has a bird-like head with a huge serrated beak, stalked eyes, ram's horns and a warty purplish wattle. It has a boar's body with felins legs and feet. Two large tentacles emerge from its chest to end in 3 tentacle-fingered hands. It has large bird wings and tilfeathers enabling it to fly, and a long prehensile capable of weilding simple weap-ons.

Size: Large  
Move: 90/180 flying

AC: 9  
Attacks & Damage :Grapple and bite – 1d10, Butt – 1d6, Claw-claw 1d4,1d4 or by weapon.

Special Attacks: Gaseous Discharge, save vs poison or be stunned for 1d4 rounds, Spell use: 3 spells per day: Stinking Cloud, Jump, Pyrotechnics. It can use each spell once per day, it casts as a 3rd level magic user.

Special Defenses: Electrical Immunity, Immune to Forget spells

Attributes: Str. 20, Int. 9, Wis. 15, Dex. 15, Con. 11, Chr. 4.

Level/xp: varies/ 18 per HD +1 per HP.

# Saxocar



This hordling is large, 8 – 10 feet tall. It has a bird-like head with a huge bulbous nose, compound eyes, huge human ears, a single spiral horn and a tiny fanged mouth. Its body is humanoid with eagle legs and talons. It has huge arms ending in compact but powerful pincers. Its insect-like wings allow it to fly clumsily and it has a large scorpions tail ending in a poisonous barb. Its skin is purple and slimy and it gives off a fecal odor.

Size; Large  
Move: 60/ 60 flying

AC: 9

Attacks & Damage: pincer-pincer-gore 1d6, 1d6, 1d8, pincer –pincer-bite 1d6,1d6,1d2 + save vs level drain, tail sting 1d4 save vs lethal poison, claw-claw 1d4,1d4

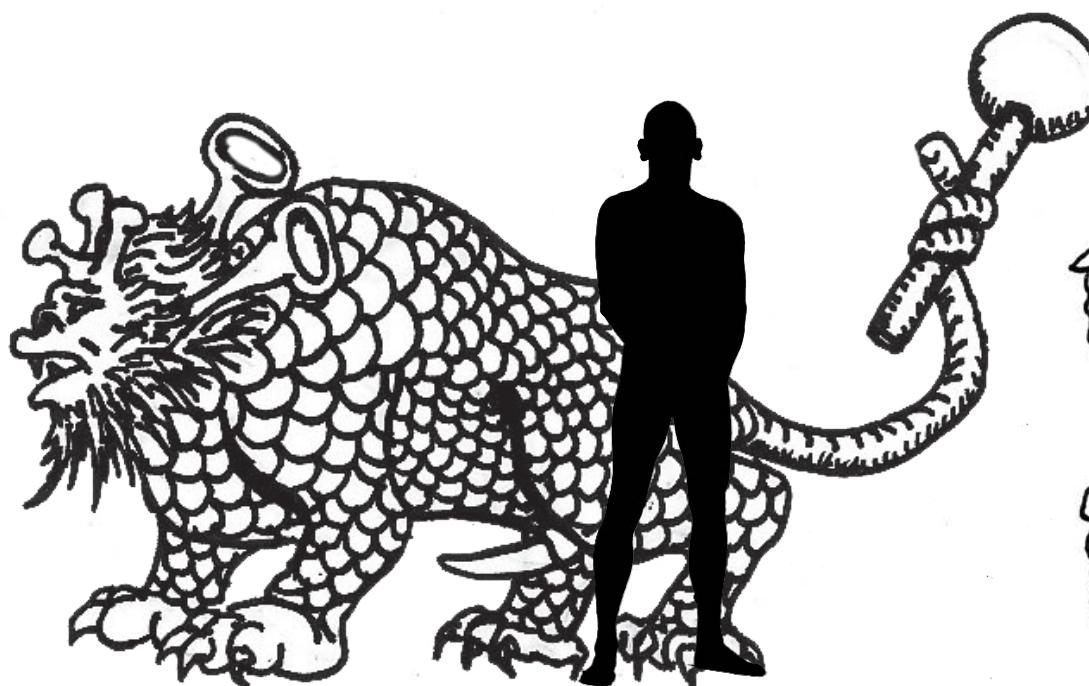
Special Attacks: Level Drain (Bite only), Spell use – 3 spells per day – Protection from Good, Ray of enfeeblement, Dispel Magic. It can use each spell once per day, it casts as a 3rd level magic user.

Special Defenses: Spell Immunity – Immune to magical darkness, Immune to poison based attacks.

Attributes: Str. 19, Int. 16, Wis. 14, Dex. 13, Con. 14, Chr. 4.

Level/xp: varies/ 18 per HD +1 per HP.

# Kaduzad



This hordling is large, 6 feet tall at the shoulder and 12 feet long not including the tail. The head is simian with 3 knobby horns, trumpet ears, a small cat's nose and a tny fanged mouth. The body is bear-like with a large hump. It is covered in green scales. The legs and feet are feline and also scaled. It has a long prehensile tail capable of weilding simple weapons.

Size: Large  
Move: 180

AC: 7

Attacks & Damage: Head butt 1d10, trample 2d8, claw-claw-bite 1d4, 1d4, 1d2 + save vs level drain

Special Attacks: Gaseous discharge – save vs poison or be stunned for 1d4 rounds.

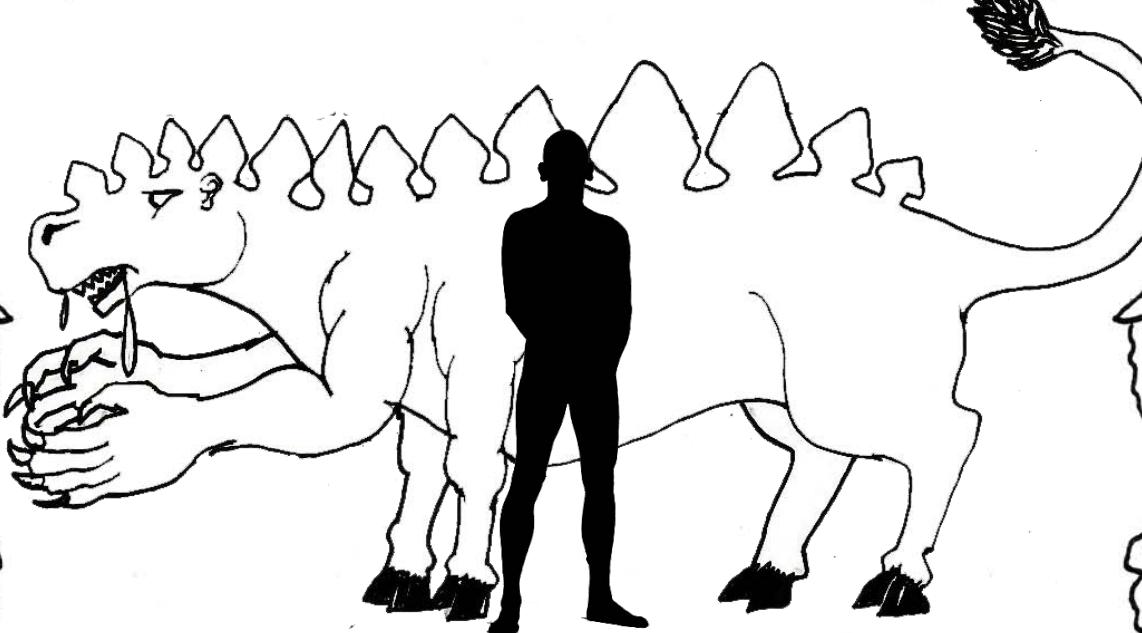
Level Drain (from bite only)

Special Defenses: Poison Immunity

Attributes: Str. 20, Int. 9, Wis. 10, Dex. 11, Con. 9, Chr. 5.

Level/xp: varies/ 18 per HD +1 per HP.

# Kurakil



This hordling is Large, about 6 feet tall at the shoulder and 15 feet long. It has an equine head on a powerful stocky neck attached to a bear-like body. The body is supported on moose-like legs. Two large humanoid arms ending in taloned hands emerge from the chest. The back is spined with plates like those of a stegosaurus, and the tail is leonine. The skin is brownish and slimy with a foul rotting odor.

Size: Large  
Move: 150

AC: 8

Attacks & Damage: Claw-claw-bite 1d6, 1d6, 1d4 + acid damage, trample 2d10.

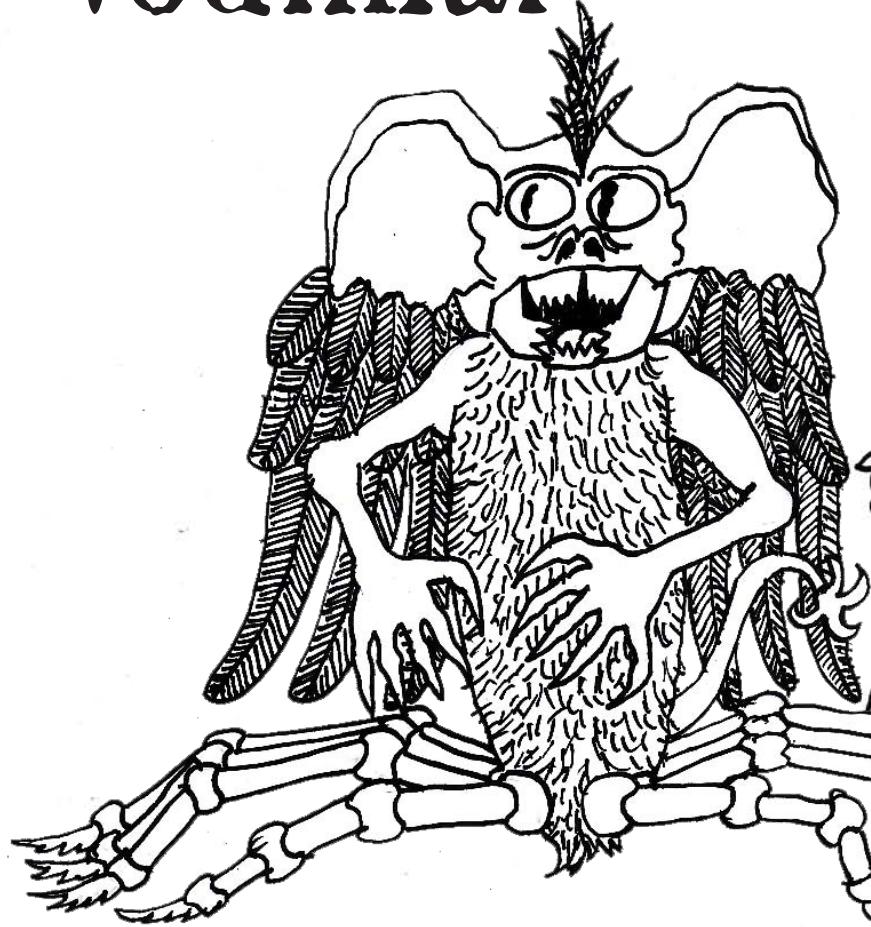
Special Attacks: Acid slobber – every successful bite attack does an additional 1d4 acid damage and then 1d2 damage per round until the wound is cleaned (washed out with water).

Special Defenses: Regeneration - 1d2 points/round

Attributes: Str. 20, Int. 7, Wis. 14, Dex. 11, Con. 13, Chr. 4.

Level/xp: varies/ 18 per HD +1 per HP.

# Vodimar



This hordling is large close to 15 feet tall. It has a bat-like head with elephant's ears, large metallic flat eyes, nostril slits and a huge mandibled mouth. Atop its head is a large feathered crest. The body is boar like and suspended vertically above 8 spider-like legs. It has a pair of humanoid arms ending in large taloned hands and a huge pair of feathered wings allowing it flight. Its spider legs enable it to skitter up and down vertical surfaces with ease.

Size; Large

Move: 120/90 flying

AC: 7

Attacks & Damage: Claw-claw-bite 1d6, 1d6, 1d8 or by weapon ( it can wield two-handed weapons in a single hand)

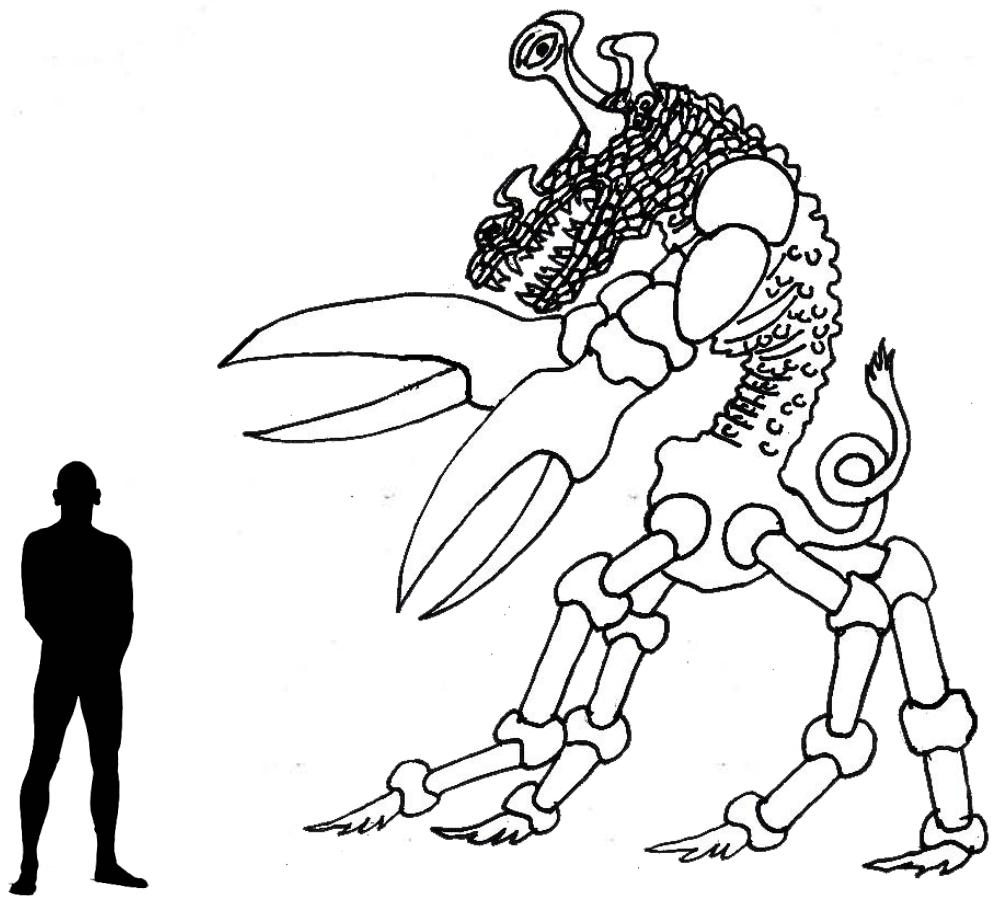
Special Attacks: Spell Use – 6 spells per day – Protection from Good 10 foot radius, Clairvoyance, Burning Hands, Detect Invisibility, Hold Person, Fireball

Special Defenses: Immune to fire based attacks, Immune to suggestion spells

Attributes: Str. 19, Int. 13, Wis. 12, Dex. 10, Con. 12, Chr. 6.

Level/xp: varies/ 18 per HD +1 per HP.

# Hudorez



This hordling is large, 14 feet tall. It has a crocodilian head with four knobby horns, 2 stalked eyes on a skeletal porcine body held vertically upright by four insectoid legs. It has two large upperlimbs that resemble a lobsters, ending in two crushing claws. It has a pig-like tail and an odor of rotting fish.

Size: Large  
Move: 150

AC: 6

Attacks & Damage: crush-crush-bite 1d6, 1d6, 1d8, club-club 1d8, 1d8, trample 2d6

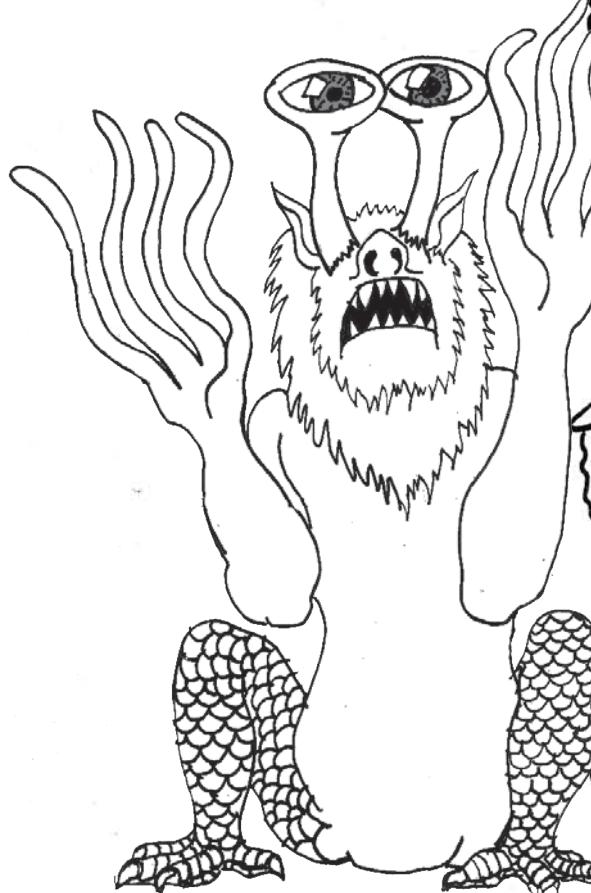
Special Attacks: level drain (from club attacks only)

Special Defenses: Electrical Immunity, Spell Immunity

Attributes: Str. 19 Int. 7, Wis. 9, Dex. 11, Con. 13, Chr. 3.

Level/xp: varies/ 18 per HD +1 per HP.

# Quatilok



This hordling is Medium, about 7 feet tall. It has a bat-like head with stalked eyes, huge fanged mouth, bulbous nose and furry ruff. The body is human-like with arms ending in tentaced hands. The legs and feet are reptilian. It gives off the odor of burning rubber.

Size: Medium  
Move: 70

AC: 9

Attacks & Damage: grapple and bite for  $1d8 + \text{save vs level drain}$ .

Special Attacks: Level Drain (from bite attack), Spell use - 2 spells per day - Slow, Blink. It can use each spell once per day, it casts as a 3rd level magic user.

Special Defenses: Immune to gas based and electrical based attacks.

Attributes: Str. 13, Int. 10, Wis. 8, Dex. 13, Con. 14, Chr. 6.

Level/xp: varies/ 18 per HD + 1 per HP.

# Madezam



This hordling is medium sized, about 6 feet tall. It has an equine head adorned with spines, large flat white eyes, a large lamprey like mouth and a misshapen nose. It has a simian body with orange leathery skin covered in pinkish fur. It has retractable claws on its hands and leonine hind legs and feet. The long prehensile tail is capable of wielding simple weapons and the Madezam favor sickles. They have a large pair of insectile wings allowing it full flight. It exudes the rank odor of fresh dog-feces.

Size: Medium

Move: 70/180 flying.

AC: 8

Attacks & Damage: grapple and bite 1d4 + blood drain , head butt 1d6 + save vs Level Drain, or by weapon

Special Attacks: Blood drain 1d4hp/rd, Level Drain (from head butt attack)

Special Defenses: Immune to fire based attacks.

Attributes: Str. 12, Int. 10, Wis. 12, Dex. 12, Con. 9, Chr. 6.

Level/xp: varies/ 18perHD +1 per HP.

# Kalodas



This hordling is large, 4 feet high at the shoulder and 16 feet long. It has a snake-like head with 3 large horns, tiny human ears, swivel-socketed eyes, a bulbous nose and a large fanged mouth. The body is that of a draft horse with leonine legs and feet, a large horse tail and bat wings that enable it to fly clumsily for short distances. Protruding from its stout neck are two thin tentacle arms ending in 3 tentacle "fingers". It reeks of cat urine.

Size: Large

Move: 120/ 40 flying

AC: 8

Attacks & Damage: grapple and bite - 1d4 + save vs lethal poison, Gore 3d8, rend with front claws - 1d4, 1d4, trample 2d6

Special Attacks: Level Drain (from grapple attack) the victim only has to save when the grapple is first successful, it does not have to save each round thereafter. The grapple is an opposed strength check. The tentacles have a strength of 8.

Special Defenses: Regeneration, 1d4 HP/round.

Attributes: Str. General: 19, tentacles 8, Int. 8, Wis. 16, Dex. 11, Con. 11, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Yalamak



This hordling is Medium sized, about 8 feet tall. It has a bat-like head with antlers, large dog ears, a small trunk and huge flat blue eyes. Its body is simian, both heavily-muscled and fat. It has a canine tail and leonine legs and feet. It has grossly swollen human male genitalia and grayish-whitish slimy skin. It has retractable claws on its hands.

Size: Medium  
Move: 120

AC: 9

Attacks & Damage: claw-claw-gore 1d4, 1d4, 2d8 or by weapon. The favored weapon of the Yalamak is an iron bound Hercules club, 2d8.

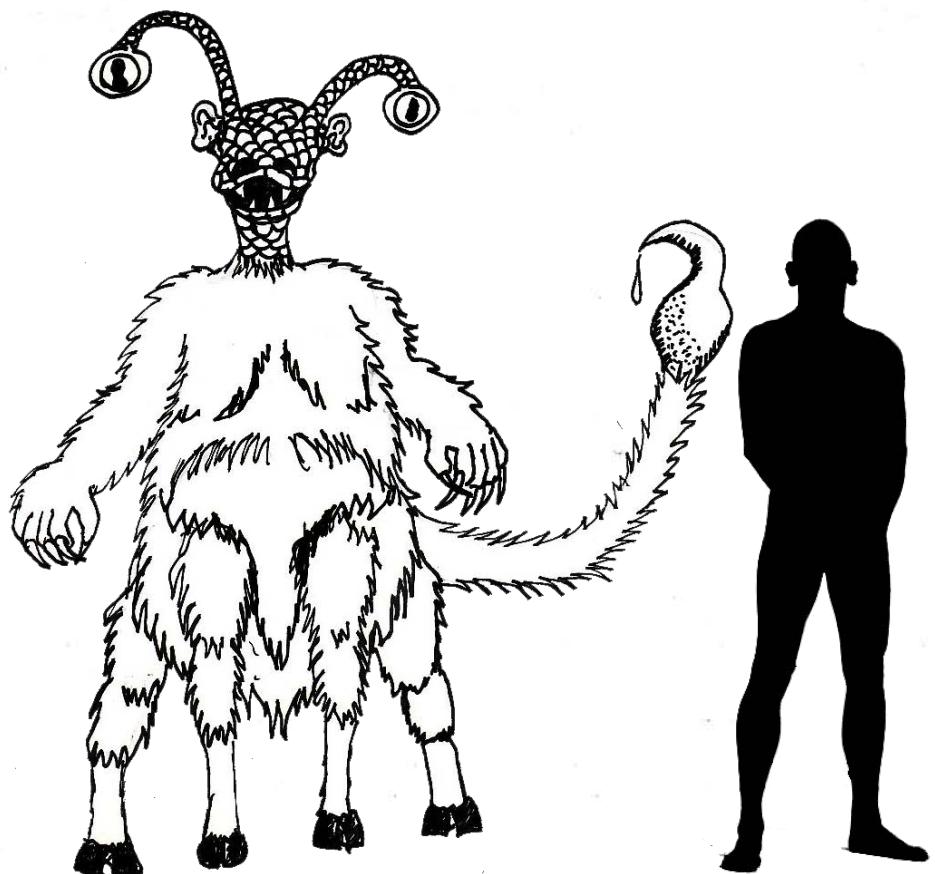
Special Attacks: Three times per day the Yalamak can spray liquid fire from its trunk for initial damage of 2d6 plus 1d4 per round for 1d4 rounds.

Special Defenses: Poison Immunity

Attributes: Str. 16 Int. 18, Wis. 10, Dex. 10, Con. 17, Chr. 10.

Level/xp: varies/ 18 per HD +1 per HP.

# Watazor



This hordling is Large, about the size of a Grizzly bear. It has a snake like head with stalked eyes and tiny human ears. Its mouth is large and contains venomous fangs. It has an ape-like torso mounted on an ursine body supported by four deer-like legs and feet. It has a long thick tail ending in a poisonous barb. The large hands have retractable claws.

Size: Large  
Move: 150

AC: 8

Attacks & Damage: Kick-kick-claw-claw-bite 1d4, 1d4, 1d4, 1d4, 1d4 + save vs lethal poison, or trample for 2d8, or tail sting 1d4 + save vs paralytic poison.

Special Attacks: Once per day, it can spit a ball of acidic lethal poison for 1d4 acid damage + save vs poison.

Special Defenses: Immune to poison.

Attributes: Str. 19, Int. 12, Wis. 10, Dex. 15, Con. 9, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Vorakon



This hordling is Large close to 15 feet tall. It has a snake-like head with 8 knobby horns, a bulbous nose and tny ear-holes. The mouth is armed with poisonous fangs. It has large flat-white eyes. The long snaky neck sits atop a stocky humanoid body that is covered in thick scales. It is bipedal standing on a pair of large feline legs and feet. Four muscular chitonous arms emerge from the torso, each ending in a powerful pincer. The tail is long and covered in bony barbs.

Size: Large  
Move: 150

AC: 5

Attacks & Damage: claw-claw-claw-claw 1d4 each, or bite for 1d4 + save vs poison, or tail-whip 2d10 + save vs level drain.

Special Attacks: Level drain on tail attacks only.

Special Defenses: Immune to non-magical metal weapons. Immune to poison.

Attributes: Str. 19, Int. 10, Wis. 4, Dex. 10, Con. 19, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Tananuz



This hordling is Medium height but very bulky. It has a birdlike head with a trumpet like beak. At the end of the beak is a circular sucker mouth lined with razor sharp teeth. It has a simian body covered with thick scales and a leonine tail. Its back is covered with long bony spikes.

Size: Medium  
Move: 120

AC: 4

Attacks & Damage: Grapple and crush for 1d8, bite for 1d4 then 1d2/round afterwards unless victim makes a successful strength check to tear itself away.

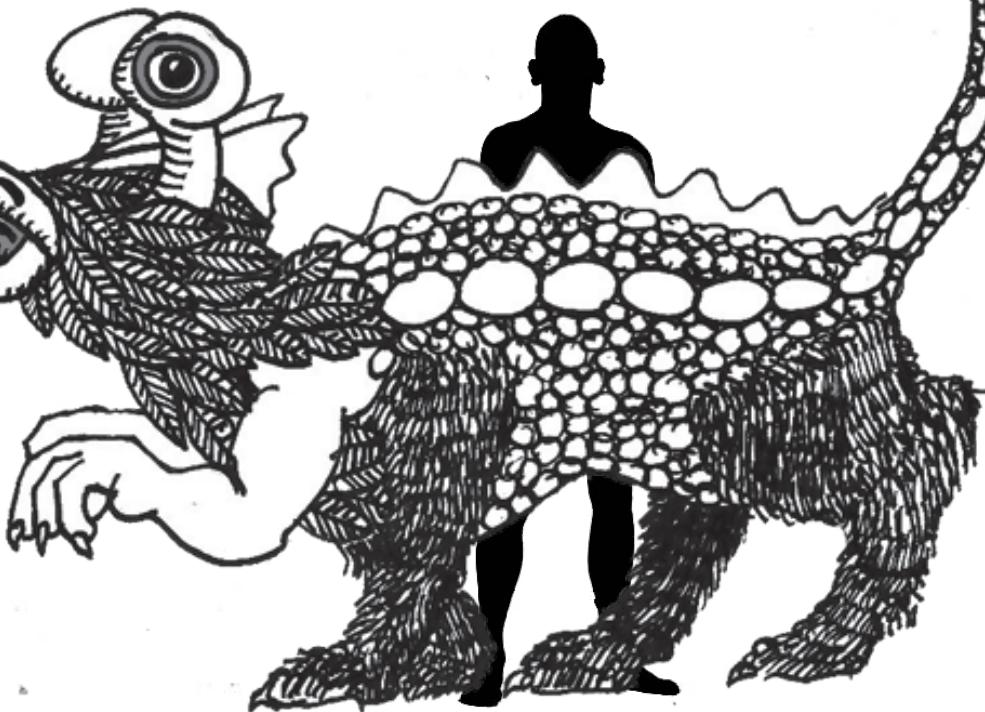
Special Attacks: Siren call – it can issue music from its beak that acts as a siren call, the hearers must save vs magic or be drawn to its presence. As long as the Tananuz is making the music, the victims will just stand helpless before it. However, in order to attack the Tananuz must stop the music, as soon as it does, the victims must save vs magic or the Tananuz gets a surprise attack round before initiative is rolled, and for the first initiative after the music stops, the victims are -1 on their initiative roll.

Special Defenses: The Tananuz is immune to all 1st and 2nd level spells, regardless of the level of the caster.

Attributes: Str. 18, Int. 9, Wis. 17, Dex. 10, Con. 13, Chr. 13.

Level/xp: varies/ 18perHD +1 per HP.

# Lamataz



This hordling is Large, about the size of a Percheron draft horse. Its head is bird-like with a huge fanged beak, large stalked eyes and a double boney crest. The body is shaped like that of a huge boar with the skin of an alligator. The four legs and feet are feline and covered in black fur. It has a muscular pair of humanoid arms and hands emerging from its forequarters. The hands have retractable claws like those of a large cat. The tail is almost 12 feet long and prehensile, allowing it to wield simple weapons or lash someone. The Lamataz has an overpowering odor of camphor (mothballs).

Size: Large

Move: 150

AC: 5

Attacks & Damage: Bite – 2d6, claw-claw 1d4 each, trample & rend 2d4 + 1d6, tail-whip – 1d4, or by weapon from either hand or tail.

Special Attacks: On initial contact with the Lamataz the characters must save vs poison or be incapacitated for 1d2 rounds by the overpowering camphor smell. The Lamataz also can expel gas from its mouth 3 times per day with the same result.

Special Defenses: The Lamataz is immune to fire attacks.

Attributes: Str. 21, Int. 12, Wis. 10, Dex. 11, Con. 16, Chr. 2.

Level/xp: varies/ 18perHD +1 per HP.

# Vorakon



This hordling is medium sized, standing 8 feet tall. It has a snake like head with a tapir's snout, swivel socketed eyes, large trumpet ears, a tiny mandibled mouth and a huge feathered ruff. The body is shaped like a giant chickens with a scaled neck, thick orange feathers and a canine tail. It has two small forelimbs ending in claws.

Size: Medium

Move: 120

AC: 7

Attacks & Damage: claw-claw 1d2each, kick/claw-kick/claw 1d4 each. The Karogun prefers to use its magical abilities to attack. Its arms and claws are to feeble to wield weapons.

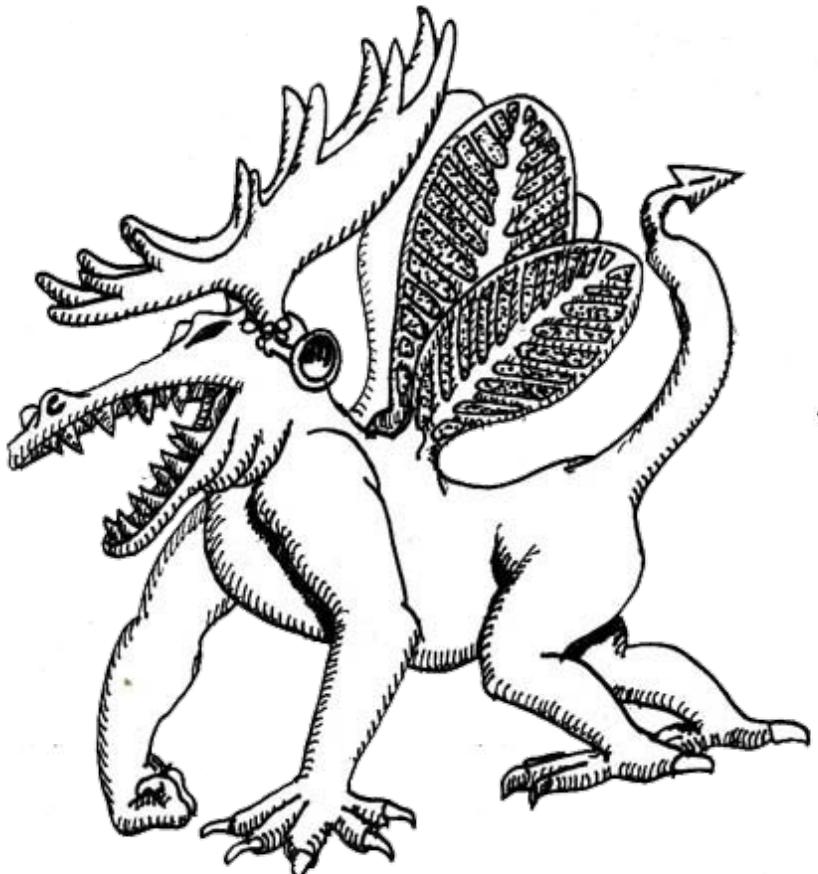
Special Attacks: The karogun is highly intelligent and has 6 spells it can use per day. They are: Burning Hands, Detect Invisible, Forget, Levitate, Dispel Magic, Haste

Special Defenses: Poison Immunity, Electrical Immunity.

Attributes: Str. 18, Int. 19, Wis. 11, Dex. 10, Con. 9, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Gogizod



This hordling is Medium, about the size of a shetland pony. It has a crocodilian head with a set of moose-like antlers and small trumpet-like ears. The body is simian, broad and squat with grayish-whitish slimy skin. It has a pair of insectoid wings allowing it short clumsy flights, and reptilian hind legs and feet. The tail is barbed and the hands have non-retractable talons. It smells like a crowded monkey-house.

Size: Medium

Move: 120 / 60 flying

AC: 8

Attacks & Damage: Bite – 2d6, claw-claw 1d4 each, tail slash 1d4, or by weapon.

Special Attacks: The Gogizod has 3 spells it can use once per day each – Magic Missile, Ray of Enfeeblement, Mirror Image

Special Defenses: Immune to Gas based attacks, immune to non-magical metal weapons.

Attributes: Str. 19, Int. 13, Wis. 17, Dex. 13, Con. 13, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Rudulup



This hordling is large, 4 feet at the shoulders and roughly 10 feet long. It has a serpentine head adorned with 3 horns, stalked eyes, elephantine ears and a huge mandibled mouth. The body is canine with feline back legs and feet. The front legs end in 3 octopi like tentacles each. The tail is porcine. The neck is covered in snake scales the rest of the body is covered in thick fur. It stinks like a dog that's been rolling in rotten garbage.

Size: Large

Move: 150

AC: 7

Attacks & Damage: bite – 1d6, or gore 2d8.

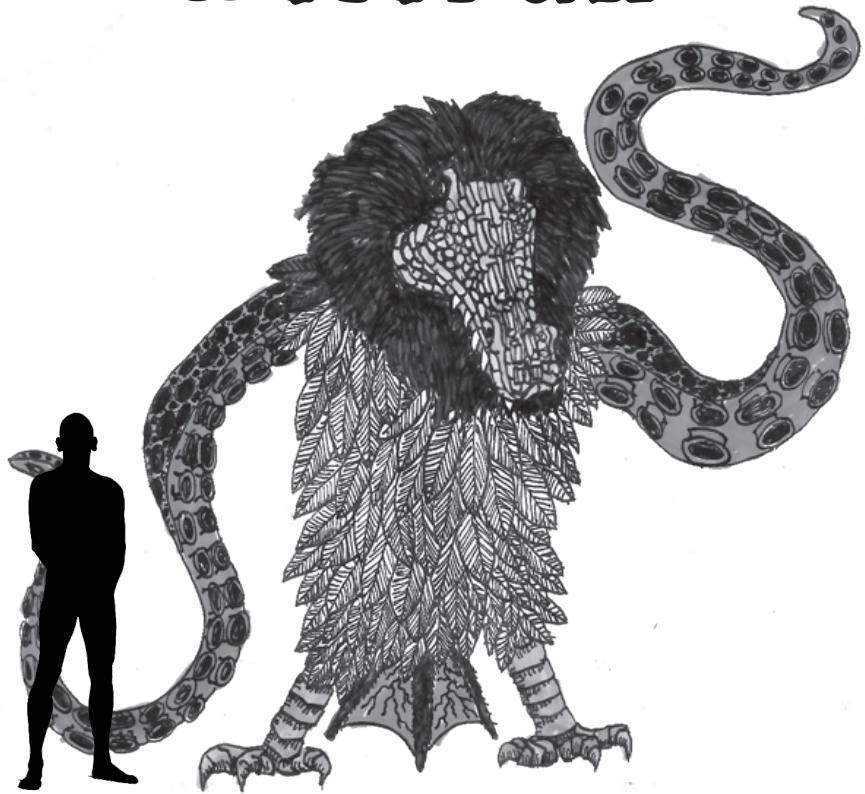
Special Attacks: Three times per day it can cast a Scare spell as a 3rd level Magic User.

Special Defenses: All canines are too timid to attack it. This includes Gnolls and werewolves. Also immune to Scare or Fear.

Attributes: Str. 16, Int. 12, Wis. 10, Dex. 14, Con. 13, Chr. 4.

Level/xp: varies/ 18perHD +1 per HP.

# Foloruk



This hordling is large, about 12 feet tall. It has a crocodilian head surrounded by a lion's mane. The body is avian, very broad and muscular supported on two stout raptor's legs. The tail is that of a bat, and two enormous octopoidal tentacles sprout from its shoulders. It reeks of rotten fish and bird guano.

Size: Large

Move: 60

AC: 7

Attacks & Damage: 2 tentacle slaps 1d8 each, or grapple and crush for 2d6/round, or bite for 2d6.

Special Attacks: 3 times per day it can emit a gaseous discharge from its mouth – save vs breath weapon or be incapacitated for 1d4 rounds. Area of effect is a cone 15 feet long and 10 feet wide at the big end.

Special Defenses: Regeneration 1d2/round, immune to Charm and Hold spells.

Attributes: Str. 19, Int. 11, Wis. 5, Dex. 8, Con. 13, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Vazilat



This hordling is Small, 3 feet tall and 5 feet long. It has a crocodile's head with a tapir's snout, swivel-socketed eyes and elephant ears. A stiff black mane runs from between its eyes to the back of its shoulders. The body is equine, supported on four reptilian legs and feet. 6 large bony spikes project from its back. The tail is small and goat-like. It reeks of rotten eggs.

Size: Small

Move: 120

AC: 8

Attacks & Damage: bite – 2d6 + save vs level drain or trample and gore 2d4 + 3d4. Its favourite tactic is to temple its victims then roll on them goring with its back spikes.

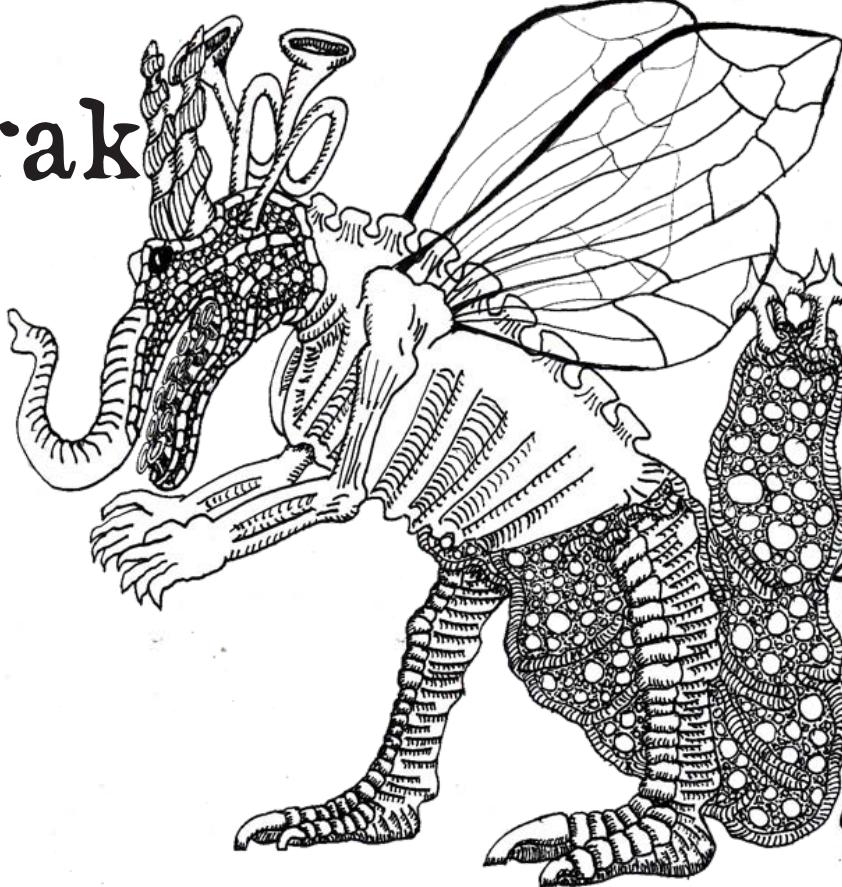
Special Attacks: Level drain from bite attack.

Special Defenses: Immune to gas based attacks.

Attributes: Str. 12, Int. 8, Wis. 8, Dex. 7, Con. 9, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP

# Ranorak



This horning is large, standing 13 feet tall. It has a crocodilian head with an elephant's trunk, horns like a markhor and long flexible trumpet ears. The inside of its large mouth is lined with big suckers. Each of the suckers is rimmed with tiny sharp teeth. The body is half that of a skeletal horse and half gigantic amoeba. It stands erect on two stout ostrich-like legs and has two skeletal humanoid arms ending in taloned hands. The end of the thick amoeboid tail has four sharp barbs shaped like spear points. It has an enormous set of insectoid wings allowing it short clumsy flights.

Size: Large

Move: 120/ 40 flying

AC: Head - 5, upper body - 7, lower body - 9

Attacks & Damage: Bite - 1d6 + on a successful bite the victim must make a strength check or be held in the mouth by the suckers and will be drained for 1d6 hp for every round they are held, or Claw-claw 1d4 each plus save vs level drain, or Kick 2d8, tail slash 1d2 x 4, or Gore 2d8

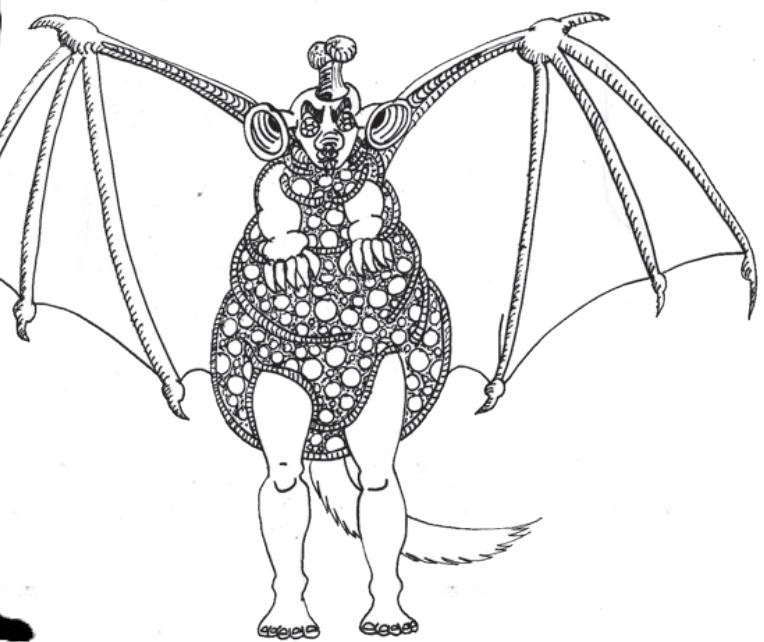
Special Attacks: Level drain from claw attack.

Special Defenses: Immune to necromantic spells

Attributes: Str. 19, Int. 9, Wis. 9, Dex. 11, Con. 22, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Yurate



This hordling is small, 3 feet tall. It has a human head with one large knobby horn atop it, multifaceted eyes, trumpet ears, a slightly elongated snout and a tiny mouth. The body is obese and amoeboid with short stubby arms ending in taloned hands and is supported on two muscular humanoid legs. An enormous pair of bat wings sprout from the back enabling it full flight. It has a large bushy canine tail. It emits a pleasant odor of spearmint.

Size: Small

Move: 120/ 180 flying

AC: 9

Attacks & Damage: claw-claw 1d4 each or horn-butt 1d4.

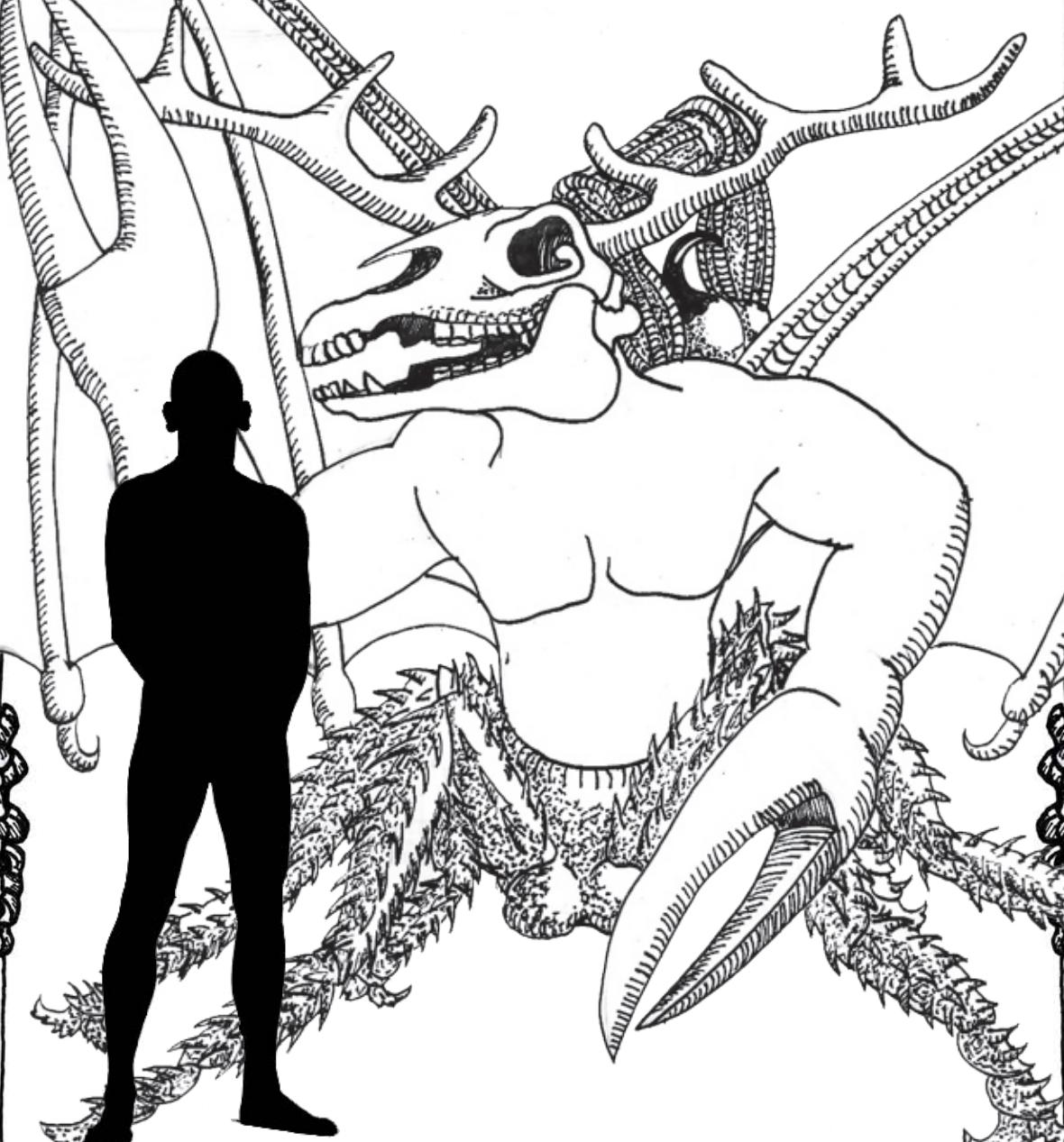
Special Attacks: Three times per day it can spew a thin stream of Napalm up to 15 feet in distance for 2d6 initial points of damage and then 1d6 burning damage for 1d4 rounds.

Special Defenses: Immune to fire based attacks

Attributes: Str. 11, Int. 13, Wis. 11, Dex. 12, Con. 15, Chr. 6.

Level/xp: varies/ 18perHD +1 per HP.

# Modazel



# Modazel

This hordling is Medium, 7 feet tall. It has the skull of a red deer (including antlers) for a head mounted on a humanoid torso, which sits on an arachnoid body. The torso has two muscular arms ending in large chitonous pincers. The spider body has eight legs covered in sharp barbs. It has a large scorpions tail ectending from the back and a large set of bat wings allowing it clumsy flight. The Modazel reeks of Iodine.

Size; Medium

Move: 150/ 60 flying

AC: 6

Attacks & Damage: claw-claw 1d6, 1d6 or Gore 2d8, or leg-slash x2 for 1d6 each.

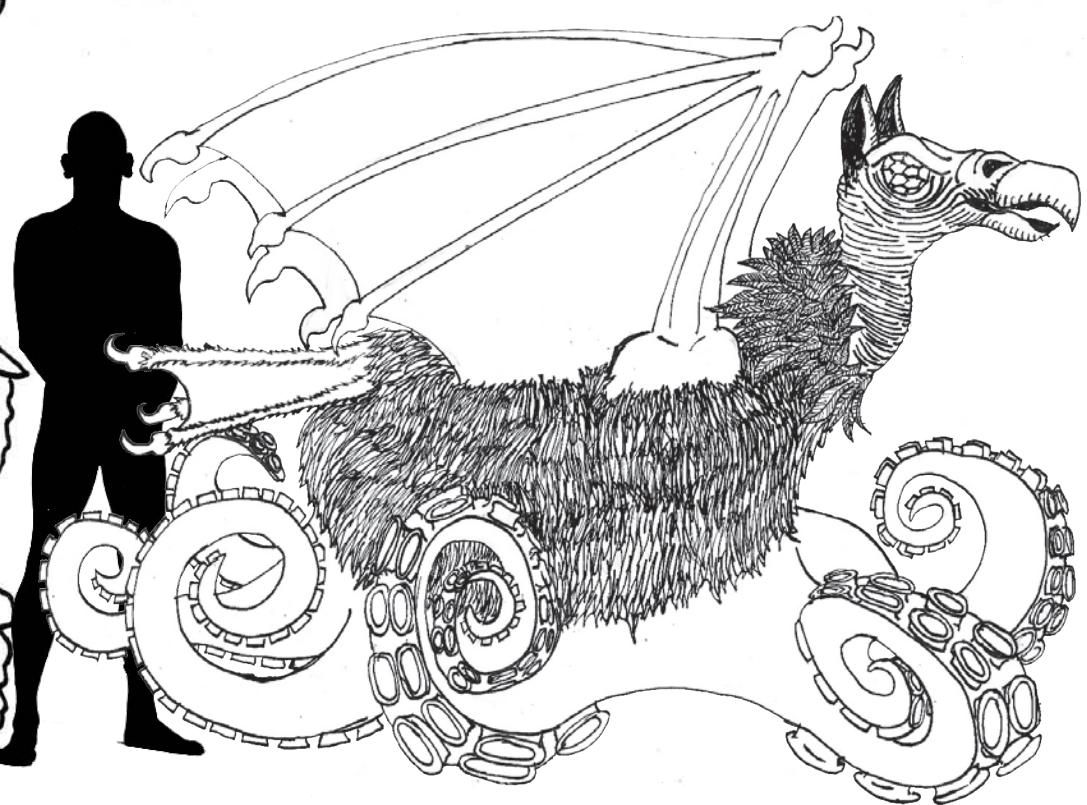
Special Attacks: Command Skeletons. The Modazel will always be accompanied by 4 – 8 undead skeletal creatures and is able to seize contraol of all skeletal creatures within a 50 foot radius.

Special Defenses: Immune to acid based attacks.

Attributes: Str. 20, Int. 13, Wis. 11, Dex. 8, Con. 13, Chr. 8.

Level/xp: varies/ 18perHD +1 per HP.

# Dozurah



This hordling is large, 6 feet high and 12 feet long. It has a vultures head and neck with canine ears and multifaceted eyes mounted on a bears body that is supported by 8 enormous octopoidal tentacles. A huge set of bat wings and a bat's tail allow it clumsy flight. This hordlings smells of buzzard puke.

Size; Large

Move: 50 / 70 flying

AC: 7

Attacks & Damage: Bite 1d6 or trample & grapple 2d6 + crush for 1d6/round or special.

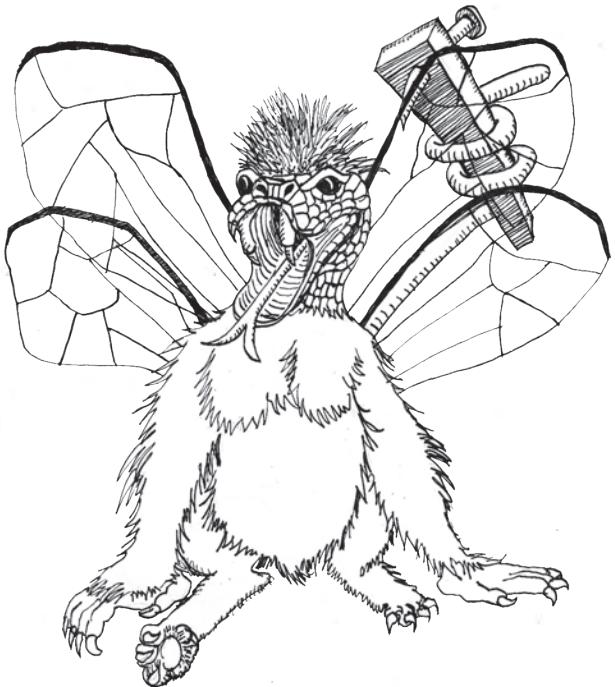
Special Attacks: Spew acid 15 feet 10 foot wide, for 2d6, twice per day.

Special Defenses: Acid immunity, Dispel Magic twice per day as a reaction to spells cast at it.

Attributes: Str. 21, Int. 18, Wis. 12, Dex. 11, Con. 13, Chr. 4 .

Level/xp: varies/ 18perHD +1 per HP.

# Tulerax



This hordling is medium, about 5 feet tall. It has a serpentine head and neck with a huge, venom-fanged mouth, flt black eyes, and a hairy crest. Its body is simian, very similar to that of an Orangutan. It has canine hind legs and both its feet and hands have non-retractable claws. It has a set of insectoid wings large enough to allow it full flight capabilities, and a prehensile tail capable of weilding simple weapons. It smells like rancid coleslaw.

Size: Medium

Move: 60/ 180 flying.

AC: 8

Attacks & Damage: four claws 1d4 each or pite 1d4 + save vs lethal poison, or by weapon.

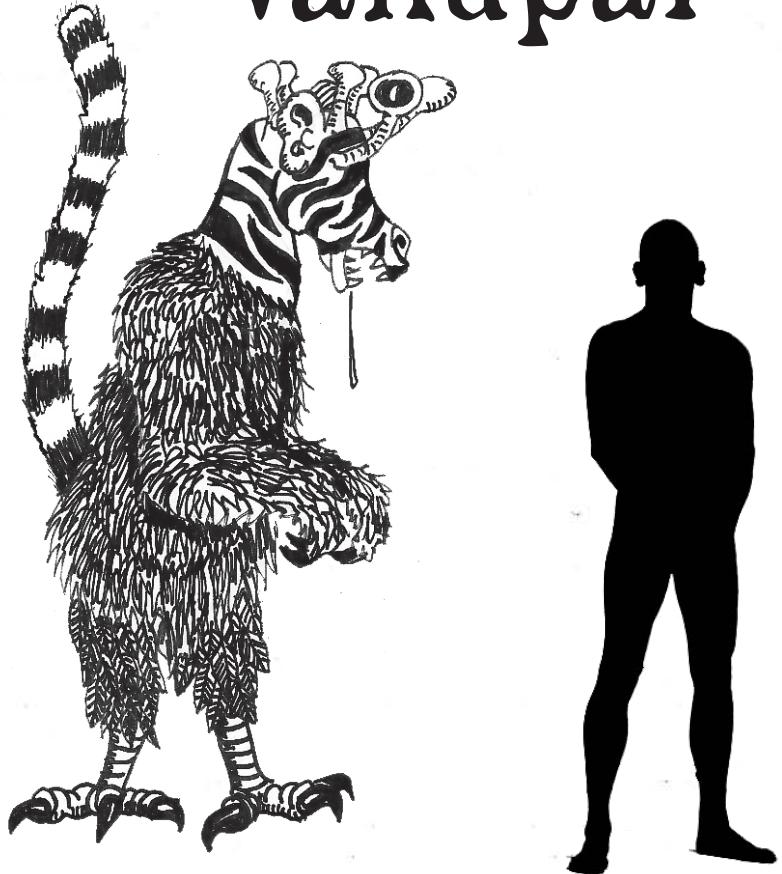
Special Attacks: Level drain from the left forepaw claw attack only. Once per day it can spit out a 3d6 fireball to a range of 30 feet.

Special Defenses: Immune to acid based attacks.

Attributes: Str. 12, Int. 9, Wis. 12, Dex. 15, Con. 9, Chr. 7.

Level/xp: varies/ 18perHD +1 per HP.

# Vanupal



This hordling is medium, 7 feet tall. It has a zebra's head with stalked eyes, large human ears, four bony horns and a fanged mouth. The body is ursine supported by two eagle's legs. The tail is long and ringed black and white.

Size: Medium

Move: 100

AC: 7

Attacks & Damage: claw-claw-bite 1d4, 1d4, 1d6

Special Attacks: Breathe out paralytic gas (save vs poison) 2 times per day. 15 foot area affect.

Special Defenses: Regenerates 1 hp/round.

Attributes: Str. 17, Int. 15, Wis. 12, Dex. 12, Con. 14, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Felazim



This hordling is Titanic, its head rears up 10 feet over its 30 foot long serpentine body. The head is bat-like with bony ridges on top, elephant's ears, stalked eyes, a bulbous nose and a huge sucker-like mouth. Its body is serpentine with tough greenish scales ending in a fluked tail. It pulls itself along on 8 gigantic tentacles.

Size: Titanic

Move: 120

AC: 6

Attacks & Damage: Trample 3d10 or bite 1d8 + 1d4 per round unless the victim makes a strength check to break away, or tail smack 2d10.

Special Attacks: The Felazim may flap its ears casing a big enough gust of wind that a character must make a dex save or be knocked off its feet for 1 round. It may also cast 1 spell per day – Jump as a 4th level Magic user (2 jumps). It loves to Jump onto victims causing the same damage as when it tramples them.

Special Defenses: Immune to acid and electrically based attacks.

Attributes: Str. 19 Int. 9, Wis. 9, Dex. 10, Con. 19, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Calizad



This hordling is small, about 2 1/2 feet tall (not including antlers) and 4 feet long. It has the feathered body of a large duck with an alligator's head adorned by antlers, swivel-socketed eyes and trumpet ears. It is bipedal standing on two reptilian legs and has the tail of an Ox. It smells like cheesey athlete's foot.

Size: Small

Move: 90

AC: 7

Attacks & Damage: Bite 2d6 or gore 2d4.

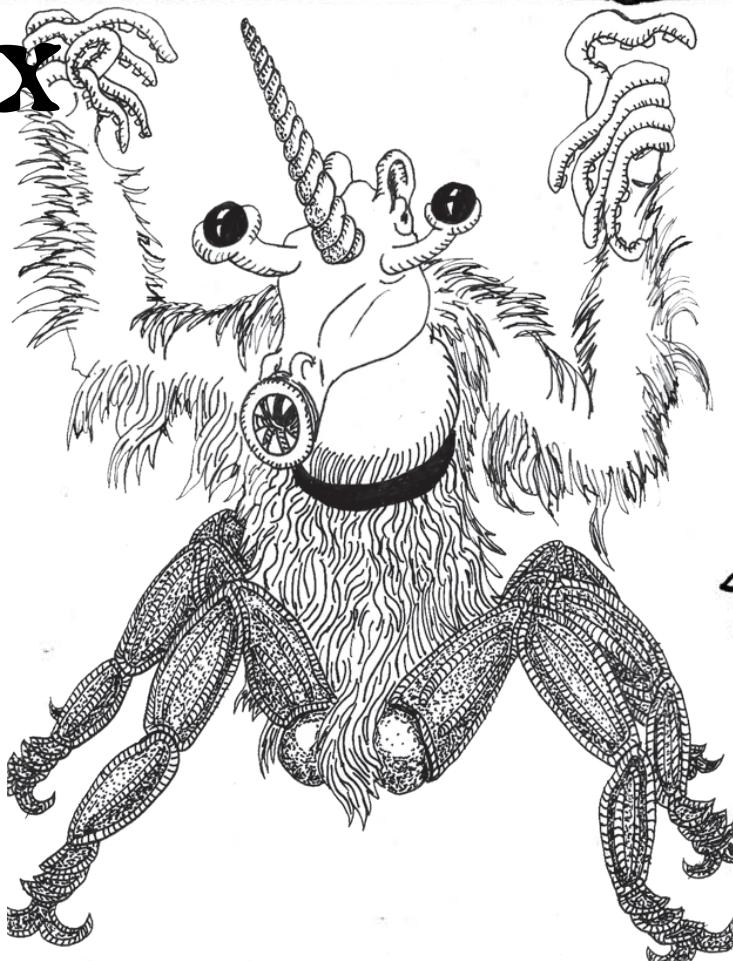
Special Attacks: 3 times per day cast Phantasmal Force as a 4th level Magic User.

Special Defenses: Immune to any Illusion spells, Immune to non-magical metal weapons.

Attributes: Str. 12, Int. 11, Wis. 8, Dex. 8, Con. 10, Chr. 10.

Level/xp: varies/ 18 per HD +1 per HP.

# Solinax



This hordling is a small giant 16 feet tall. It has an equine head surmounted by a 42 inch spiral horn. It has a large toothed sucker mouth, stalked eyes and big human ears. The upper body is simian, resembling an Orangutan's, the lower body is arachnoid with 8 large chitonous legs. The hands have tentacles instead of fingers. It smells like a fetid swamp.

Size; Giant

Move: 180 (it is able to climb sheer surfaces and ceilings like a spider.)

AC: 6

Attacks & Damage: Gore 1d10, or bite 1d6 & 1d4/round unless the victim makes a successful strength check, or trample for 2d8, or grapple & 1d4/round crushing unless the victim makes a successful strength check.

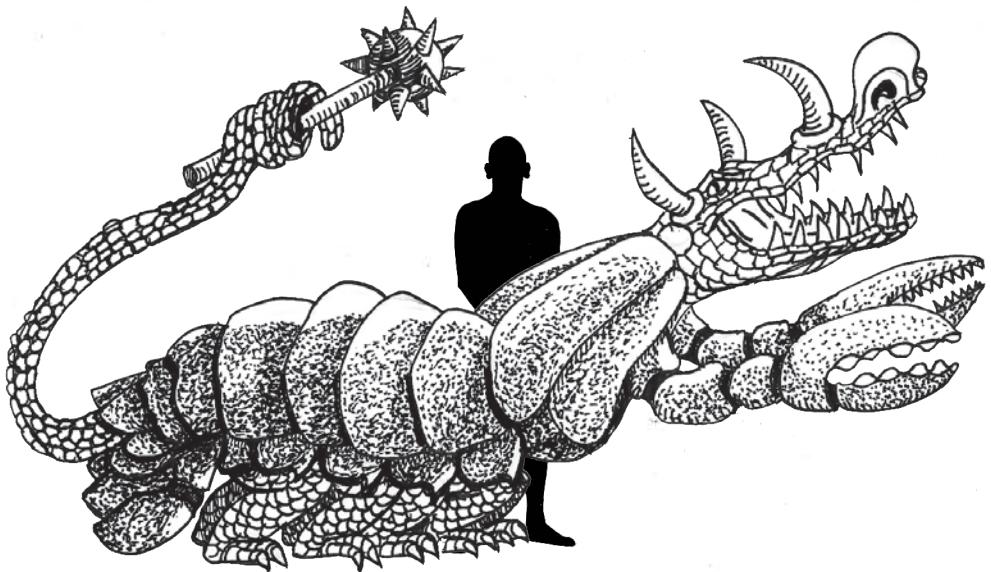
Special Attacks: Once per day the Solinax may cast lightning bolt as a 4th level Magic User (4d6 damage).

Special Defenses: Immune to electrical and cold based attacks.

Attributes: Str. 20, Int. 11, Wis. 15, Dex. 9, Con. 14, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Folimar



This hordling is large 4 feet tall at the shoulder and 12 feet long. The head is crocodilian adorned with three horns and a bulbous nose. The body is chitonous and segmented like a lobster or shrimps. Two large arms and claws extend from the chest or front. The body is supported by 8 reptilian legs and feet and a long scaled prehensile tail extends from the rear. The tail is capable of wielding simple weapons and the Folimar prefers to use Morning Stars. The Folimar smells of rotten fish.

Size: Large

Move: 150

AC: 4

Attacks & Damage: pincer1 shred 2d6 (on Nat 20 cuts victim in half) pincer 2 crush 2d8 Or bite 2d6 + save vs Level Drain, Or gore 3d4, Or trample 3d6 Or by weapon (usually a morning star for 2d4 + strength bonus)

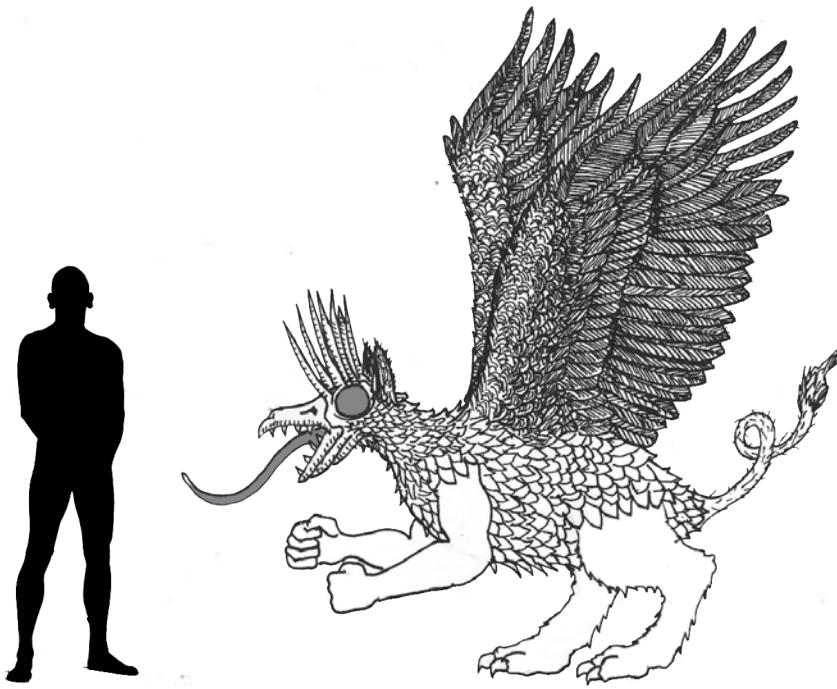
Special Attacks: Level Drain (Bite only)

Special Defenses: Regeneration 2hp/rd

Attributes: Str. 19, Int. 17, Wis. 7, Dex. 11, Con. 12, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Hulorez



This hordling is Large, 4 feet at the shoulder and 9 feet long. It has an eagle's head, body and wings. The head is adorned with a fanged beak, a long prehensile tongue, large flat red eyes a cluster of 7 thin horns and wolf-like ears. It has a pair of human arms and hands extending from its chest and stands on a pair of feline legs & feet. It has a long pig-like tail. It smells like 7 years of misery.

Size: Large

Move: 80/ 180 flying

AC: 8

Attacks & Damage: Bite 1d4 Or Gore 2d6 or by weapon.

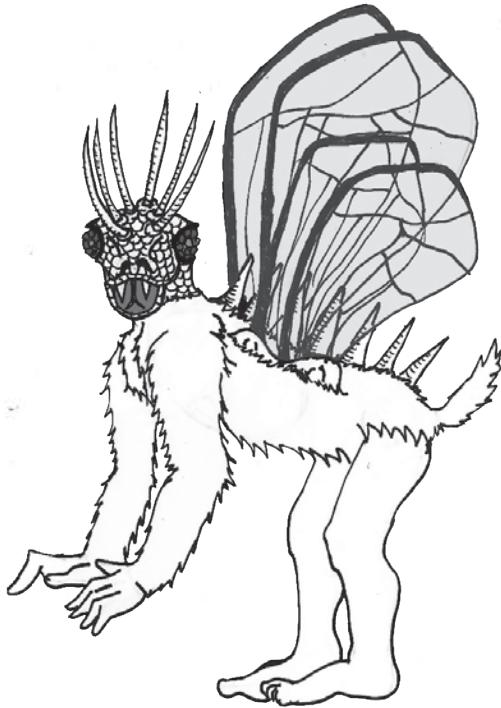
Special Attacks: Lick for Level Drain (save vs paralyzation)

Special Defenses: Immune to poison.

Attributes: Str. 16, Int. 5, Wis. 6, Dex. 18, Con. 11, Chr. 10.

Level/xp: varies/ 18perHD +1 per HP.

# Quozinan



This hordling is Medium sized. It has a snake-like head adorned with spines, big multifaceted eyes, tiny ear holes, and a bulbous nose. The body is simian with grayish-whitish leathery skin. The back is spiked and it has large insectoid wings giving it full flight capabilities. The tail is goat-like, it has human legs and feet.

Size: Medium

Move: 120/180 flying

AC: 6

Attacks & Damage: bite 1d4 Or Gore 1d6 or by weapon The Quozinan likes to use shortbows from the air.

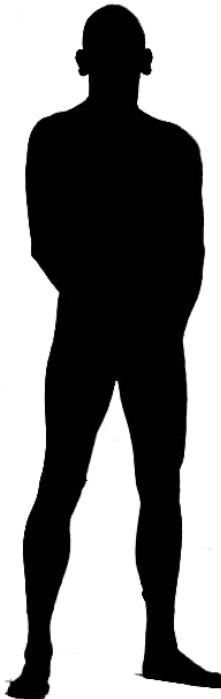
Special Attacks: Two spells per day – Invisibility, Scare cast as a 3rd level Magic User.

Special Defenses: Immune to Sleep spells.

Attributes: Str. 9, Int. 10, Wis. 9, Dex. 11, Con. 10, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Lomurik



This hordling is medium sized. It has a monkey like head adorned with antlers, amber stalked eyes, elephant ears and a small cat-like nose. The mouth is tiny and mandibled. The body is avian with pinkish slimy skin covered in pink feathers. The back is ridged it has bird wings enabling it to fly, a barbed tail, taloned hands and feline legs and feet.

Size: Medium

Move: 120/180 flying

AC: 8

Attacks & Damage: gore 1d6 or bite 1d2 + save vs Level Drain. It also likes to fly above its enemies and drop heavy items on them for 1d8 bludgeoning damage.

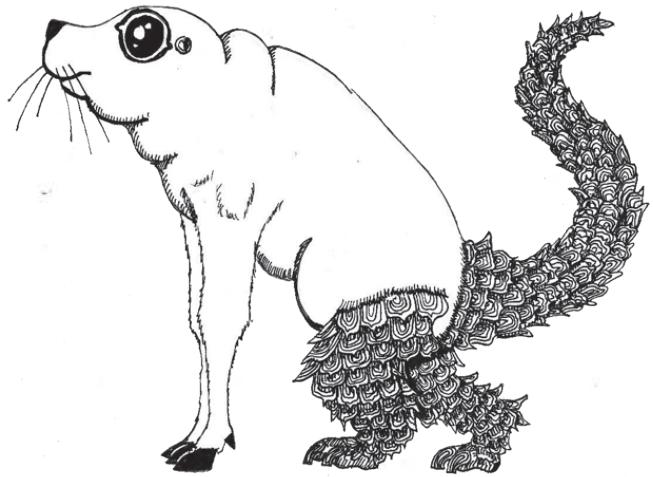
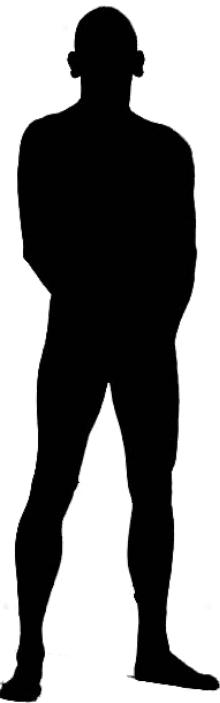
Special Attacks: Level Drain (save vs paralyzation or lose 1 level)

Special Defenses: Cold Immunity, Immune to both normal and magical metal weapons.

Attributes: Str. 12, Int. 8, Wis. 12, Dex. 13, Con. 8, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

# Wazazor



This hordling is large, 4 feet tall and 9 feet long. It has the body and head of a harbor seal with the forelimbs of a deer and the hindlimbs of a pangolin.

Size: Large

Move: 70

AC: 6

Attacks & Damage: bite 1d4 + save vs 1 point Dex drain.

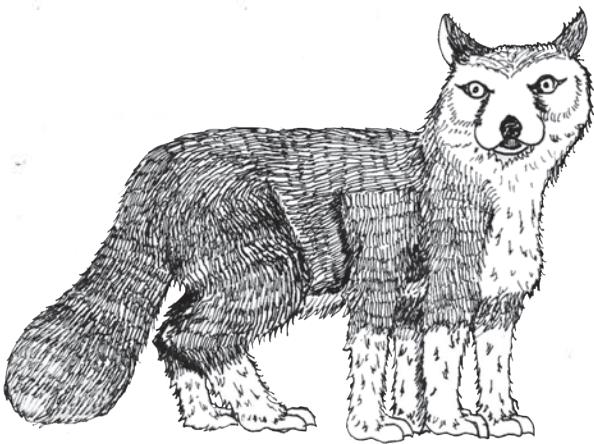
Special Attacks: Ability Drain (see above) and Gaseous Discharge 3/day, save vs breath weapon or be rendered unconscious for 1d4 turns.

Special Defenses: Immune to gas-based attacks.

Attributes: Str. 20 Int. 8 , Wis. 15 , Dex. 8 , Con. 13 , Chr. 12 .

Level/xp: varies/ 18perHD +1 per HP.

# Daxezim



This hordling is medium sized, about the size of a wolf. It resembles a Kit fox with an extra set of forelimbs for a total of 6 legs. The Daxezim smells of burnt cinnamon.

Size: Medium

Move: 160

AC: 7

Attacks & Damage: bite 1d4

Special Attacks: Breath weapon – 3/day breathe 2d6 cone of fire, 10' long, 5' wide.

Special Defenses: Immune to fire based attacks, immune to sleep spells.

Attributes: Str. 17 Int. 11 , Wis. 10 , Dex. 19, Con. 7 , Chr. 13 .

Level/xp: varies/ 18perHD +1 per HP.

# Momonar



This hordling is small, about 3.5 feet tall. It has the head and bosy of a Jaguar, with the forelimbs of a Kangaroo and the hindlimbs of a Kouprey (a large kind of Asian cow).

Size: Small

Move: 50 (bipedal and awkward)

AC: 7

Attacks & Damage: bite 1d4, claw 1d2 + save vs Level Drain

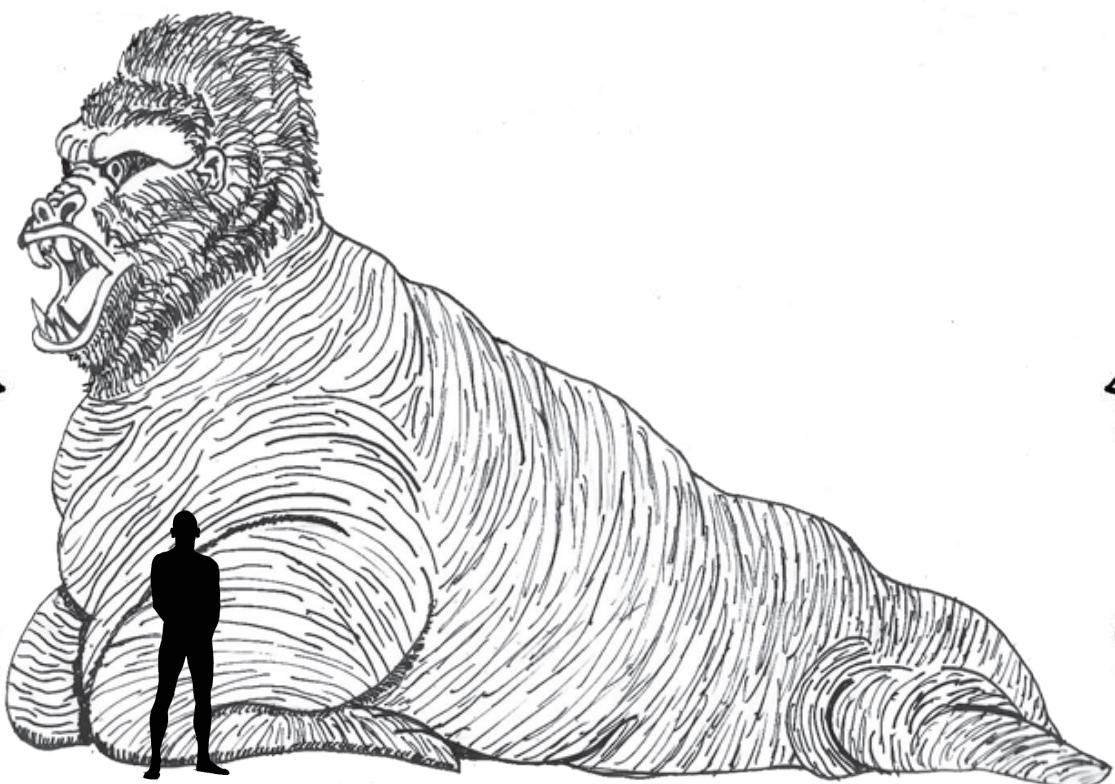
Special Attacks: Level Drain with claw attack.

Special Defenses: immune to non-magical metals, immune to charm spells.

Attributes: Str. 11 Int. 7, Wis. 8, Dex. 6, Con. 9, Chr. 7.

Level/xp: varies/ 18perHD +1 per HP.

# Guzezal



This hordling is titanic, 40 feet long and 18 feet high. It has the body of a giant walrus with the head of a gargantuan gorilla.

Size: Titanic

Move: 110

AC: 6

Attacks & Damage: bite 2d10

Special Attacks: roar – save vs paralyzation or be frozen with fear for 1d4 turns.  
Trample/Crush automatically kills unless the victim makes a saving throw vs death.

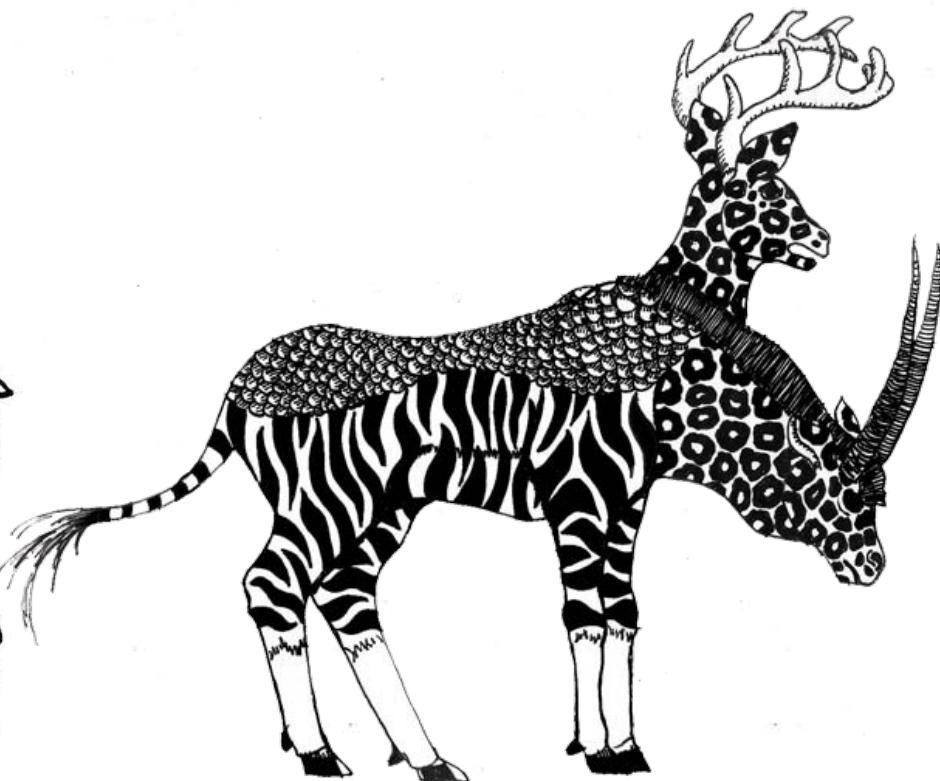
Special Defenses: Immune to normal weapons, immune to fire.

Attributes: Str. 40 Int. 6 , Wis. 4 , Dex. 4, Con. 25, Chr. 2.

This hordling always has a minimum of 10 HD

Level/xp: varies/ 18perHD +1 per HP.

# Vozakin



This hordling is giant, 10' high at the shoulders and 14' long. This hordling is a two creature chimer of mule deer and sable antelope. Its heads and necks are spotted like a leopards, the back is covered in thick scales and the body is tiger striped.

Size; Giant

Move: 180

AC: 5

Attacks & Damage: double gore for 2d8, double kick for 2d4

Special Attacks: Once per day it can cast hold person as a 4th level magic-user. The Sable antelope mouth can bite for 1d2 HP + save vs petrification or turn to stone.

Special Defenses: Regeneration,, 1 hp/rd

Attributes: Str. 19 Int. 8 , Wis. 6 , Dex. 16, Con. 16 , Chr. 11.

Level/xp: varies/ 18perHD +1 per HP.

# Quanugux



This hordling is giant, 4 feet tall at the shoulder and 15 feet long. It has the body of a Red Panda, and the head of a Nilgai ( a type of antelope).

Size: Giant

Move: 180

AC: 8

Attacks & Damage: Spit acid for 2d6, range 15' 3 times per day.

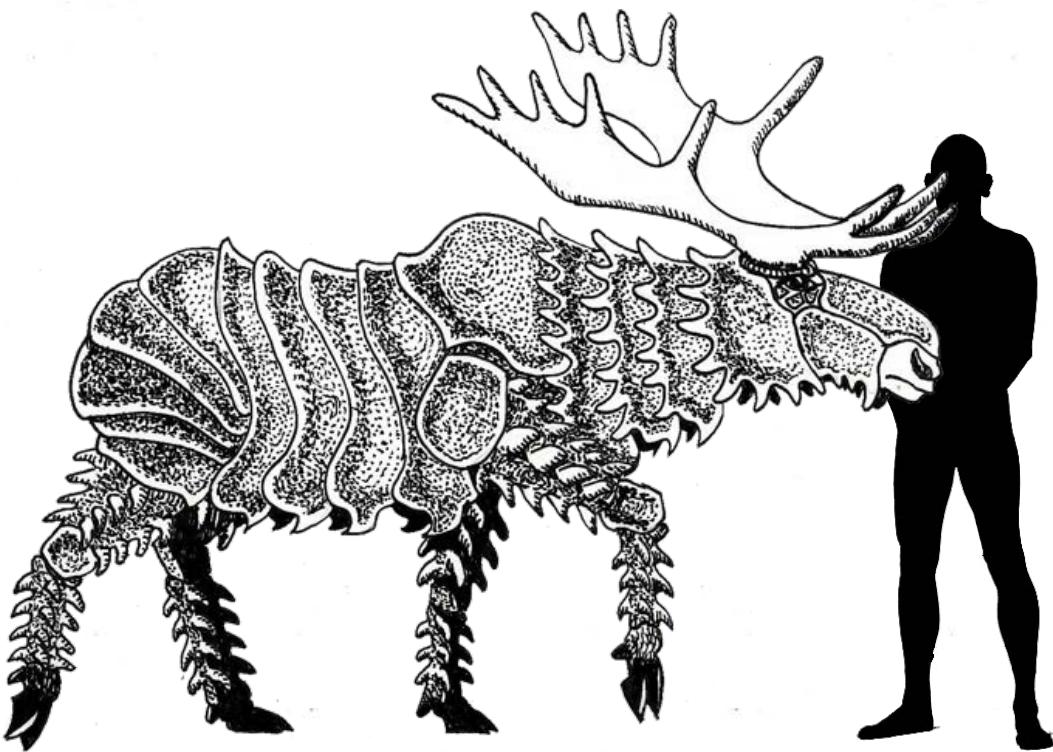
Special Attacks: Acid Spit (see above) Spell Use: 3 1st level spells, once per day each; Push, Friends, and Magic Missile. All are cast as a 3rd level MU

Special Defenses: Immune to Acid based attacks.

Attributes: Str. 20 Int. 15, Wis. 16, Dex. 18, Con. 6 , Chr. 8.

Level/xp: varies/ 18 per HD +1 per HP.

# Guzayag



This hordling is Large, 5 feet high at the shoulder and 9 feet long. It resembles a moose covered in chitonous gray plates. It smells strongly of cheap Pine air freshener.

Size: Large

Move: 150

AC: 3

Attacks & Damage: gore 1d10, double kick 2d6, trample 2d8

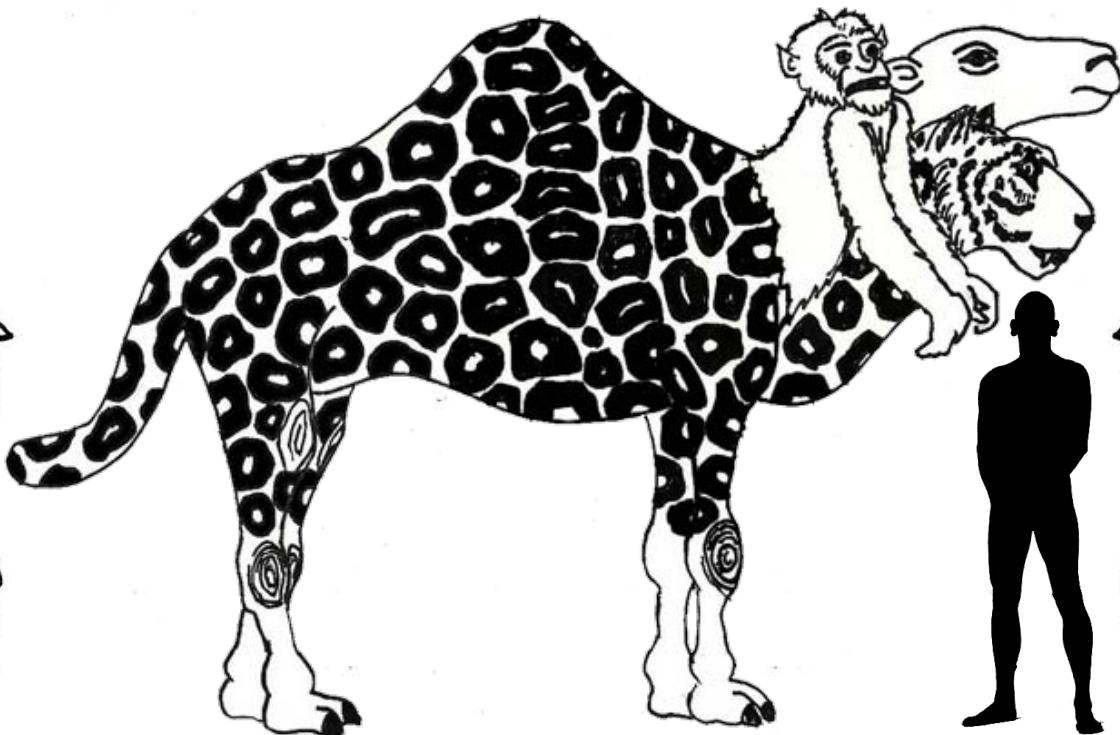
Special Attacks: Fire breath – 2d6 3/day

Special Defenses: Immune to fire based attacks. Can see the invisible.

Attributes: Str. 20 Int. 5, Wis. 4, Dex. 14, Con. 12, Chr. 6.

Level/xp: varies/ 18 per HD +1 per HP.

# Falunag



This hordling is large, 8 feet high at the shoulder and 12 feet long. It is a three creature chimeric mix of Guenon (monkey), Snow leopard, and Camel.

Size; Large

Move: 150

AC: 8

Attacks & Damage: camel bite 1d4, leopard bite 1d6, or by weapon weilded by monkey.

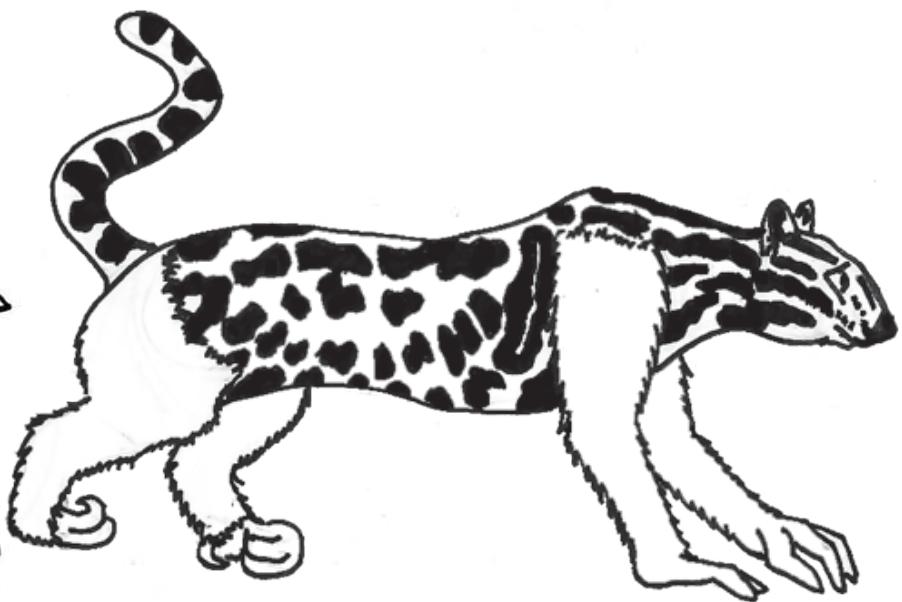
Special Attacks: Spell use – 3 times per day can cast Jump.

Special Defenses: Immune to acid and cold-based attacks.

Attributes: Str. 11(monkey arms)/20, Int. 14, Wis. 6, Dex. 13, Con. 15, Chr. 14.

Level/xp: varies/ 18perHD +1 per HP

# Belomuh



This hordling is Giant, 5 feet high at the shoulders and 18 feet long. It has the body and head of a Margay (a type of spotted cat) the forelimbs of an Owl Monkey and the hind limbs of a Silky Anteater.

Size; Giant

Move: 50

AC: 8

Attacks & Damage: Bite 1d4, or by weapon.

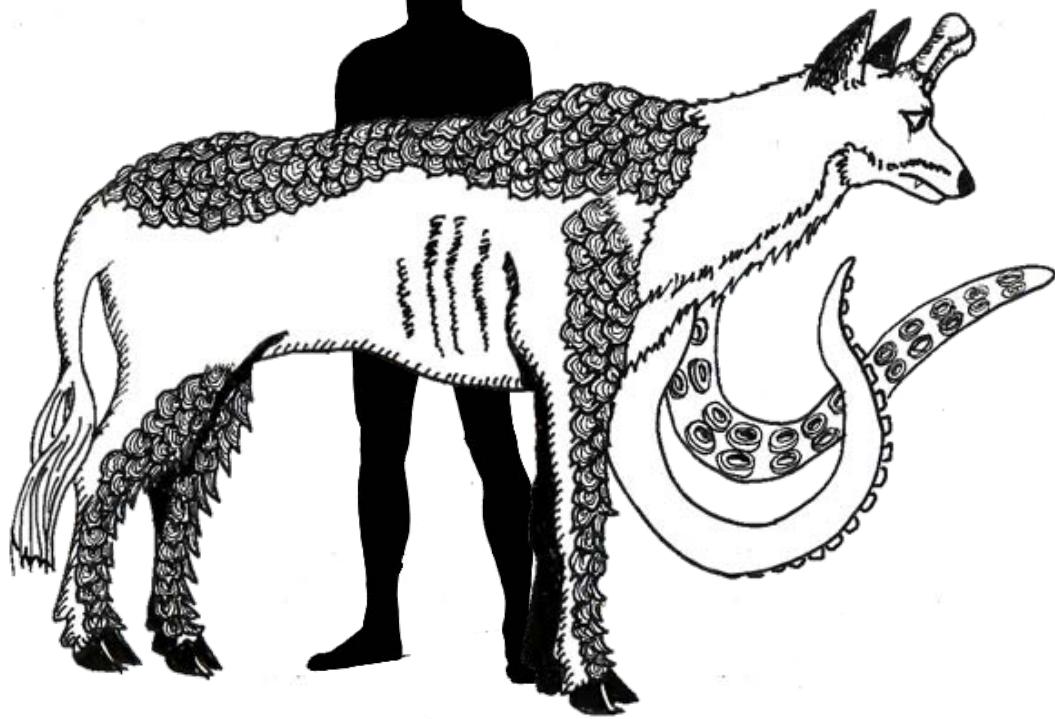
Special Attacks: Spell Use. It can cast 3 2nd level spells once per day. They are Stinking Cloud, Darkness 15' radius, and Invisibility.

Special Defenses: Immune to metal weapons, magical or not.

Attributes: Str. 18 Int. 16, Wis. 9, Dex. 9, Con. 15, Chr. 6.

Level/xp: varies/ 18 per HD +1 per HP.

# Hodudez



This hordling is Large, 5' at the shoulders and 8' long. It has a foxes head on the body of a wildebeest. Its head has a pair of knobby giraffe-like horns. Two large tentacles emerge from its chest. Its back and the front of its legs are protected by thick scales.

Size: Large

Move: 180

AC: 6

Attacks & Damage: bite for 1d4, head/horn butt for 2d4, trample for 2d6. Tentacle slap for 1d8 each. Tentacles may grapple and crush for 1d4/round, and the tentacles are capable of wielding most melee weapons.

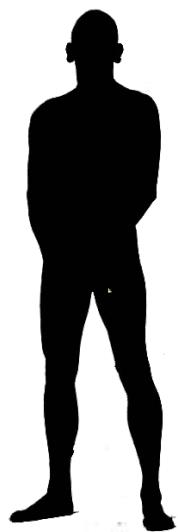
Special Attacks: Head/Horn butt also causes save vs paralysis or lose 1d2 points of Int.

Special Defenses: Immune to poison.

Attributes: Str. 20, Int. 12, Wis. 9, Dex. 9, Con. 13, Chr. 10.

Level/xp: varies/ 18 per HD +1 per HP.

# Togudal



This hordling is Large, 8 feet tall. It resembles a Varying Hare with 5 heads, purple fur with yellow and black spots.

Size: Large

Move: 120

AC: 7

Attacks & Damage: None

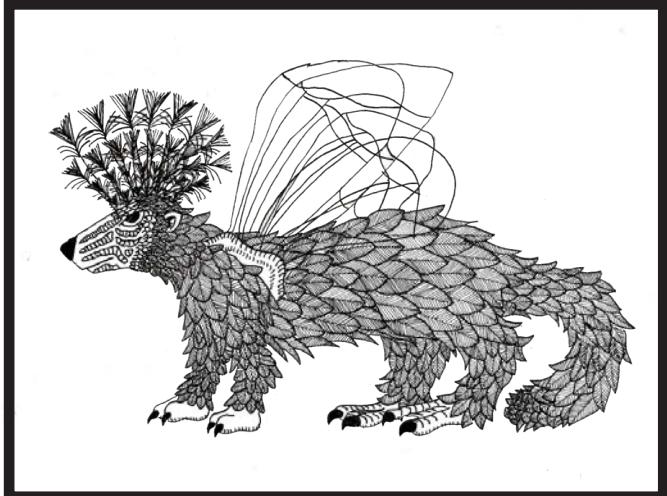
Special Attacks: Breath Weapon – breathe sleep gas 3/day, save vs breath weapon or Sleep for 1d4 turns. Spell Use: This hordling is a 4th level magic user. Spells – 1st Level: Affect Normal Fires, Magic Missile, Shocking Grasp 2nd Level – Darkness 15' radius, Shatter

Special Defenses: Immune to gas and fire based attacks.

Attributes: Str. 18 Int. 14, Wis. 12, Dex. 11, Con. 12, Chr. 16.

Level/xp: varies/ 18perHD +1 per HP.

# Quaroxil



This hordling is Miniscule and is a swarm with a hive mind. Each body is 8 inches long and there are 3d100 bodies per swarm. The Quaroxil resembles a Fisher (a type of weasel) with the hind limbs of a sea-otter and insect wings allowing it full flight. It has red feathers on a brown body, blue stripes on its face and a black feather crest on its head.

Size: Miniscule (swarm)

Move: 60, 180 flying

AC: 6

Attacks & Damage: bite for 1 point/head that managed to bite (3d10 to determine how many hit)

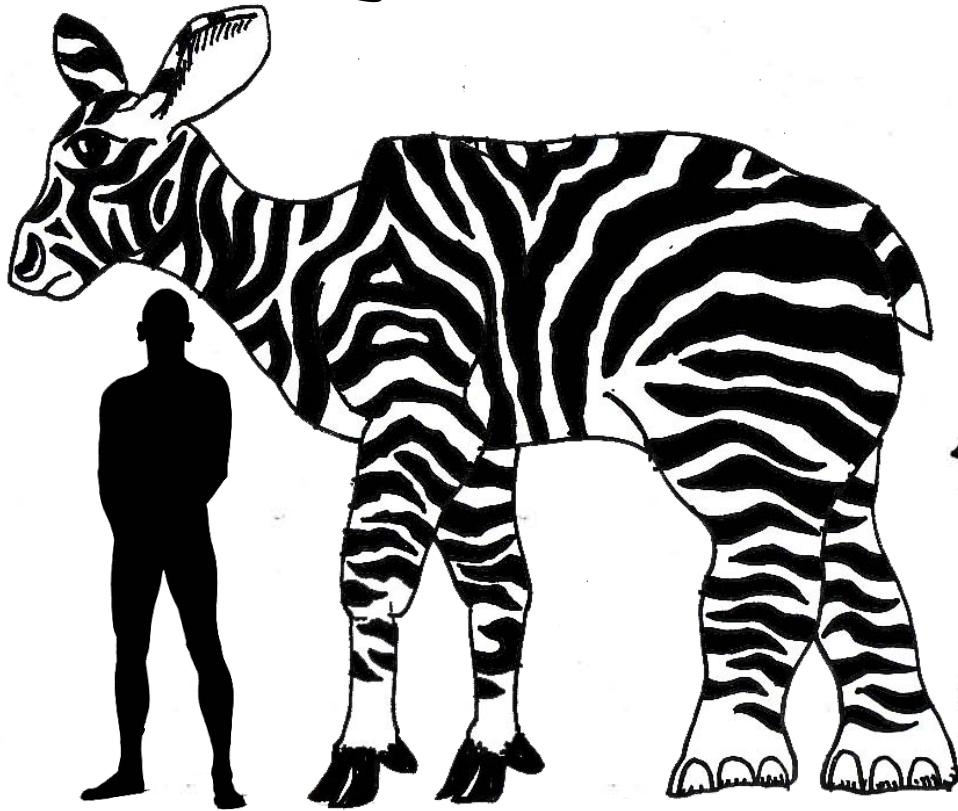
Special Attacks: Spell use. Can cast spells as a 6th level Magic user if the swarm is not disrupted. Spells: 1st level – Erase, Shield, Unseen Servant, Protection from Good, 2nd level – Scare, Ray of Enfeeblement, Detect Invisibility, 3rd level – Infravision, Tongues, Blink

Special Defenses: Immune to metal attacks (magical and non-magical) immune to electrical attacks.

Attributes: Str. 5, Int. hive – 14, single - 3, Wis. Hive - 8, single – 2, Dex. Swarm – 10, single - 19, Con. Hive – 12, single - 9, Chr. Single – 12, swarm - 6.

Level/xp: varies/ 18 per HD +1 per HP.

# Gagozul



This hordling is giant sized, roughly the size of an Indian Elephant. It has the body of a Brocket (a small deer from Central America) with the hindlimbs of an african elephant. The hide is thick (like an elephants) and striped tan and green.

Size: Giant

Move: 150

AC: 8

Attacks & Damage: Trample for 3d8

Special Attacks: 3 times per day it can breathe out a fireball as per the 3rd level spell.

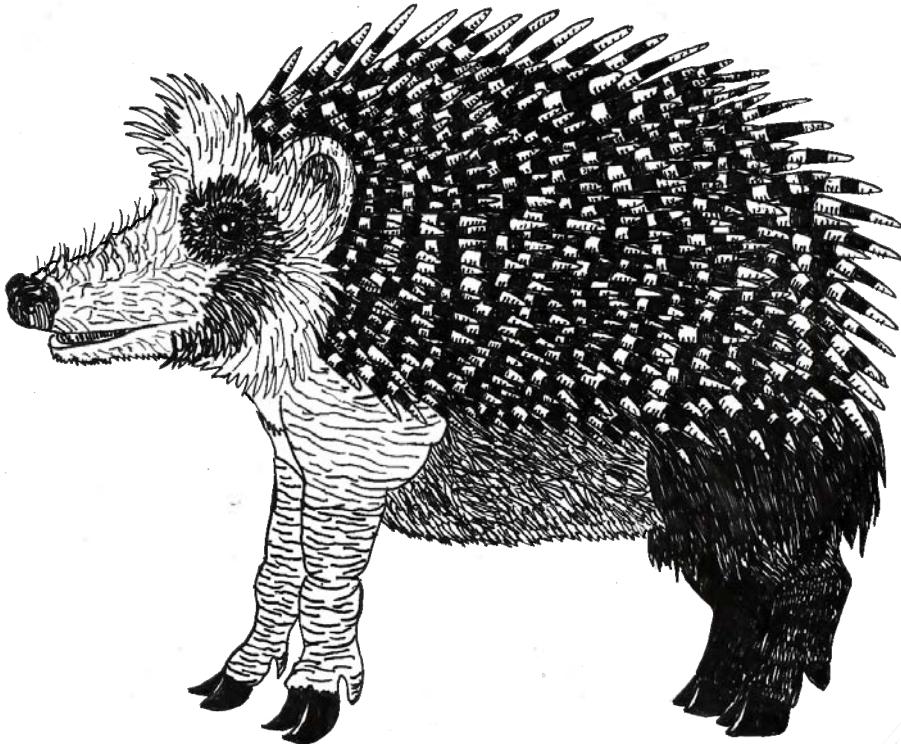
Special Defenses: Immune to fire based attacks.

Sometimes the Gagozul will make a pact with a human to serve as a mount for a year and a day in return for a special payment of one baby a month stolen from a household whose family is dedicated to the worship of Apollo and/or Artemis. When the year and a day is up, the Gagozul will, without fail, attempt to destroy the person it made the pact with and haul their soul off to Tartarus.

Attributes: Str. 25 Int. 15, Wis. 11, Dex. 12, Con. 20, Chr. 8.

Level/xp: varies/ 18perHD +1 per HP.

# Yanulak



This hordling is giant, about the size of a Clydesdale horse. It has the body and head of a Hedgehog, with the forelimbs of a Warthog and the hindlimbs of a Yak.

Size: Giant

Move: 120

AC: 5

**Attacks & Damage:** The Yanulak's favorite tactic is to charge its victim, curling into a spiny ball at the last second to inflict 3d8 impaling/trampling damage. It can also deliver a powerful kick from its hind legs for 2d6, or a nasty bite for 2d4.

**Special Attacks:** It can deliver a stinking cloud attack from its hindquarters, as per the 2nd level spell, once every four rounds.

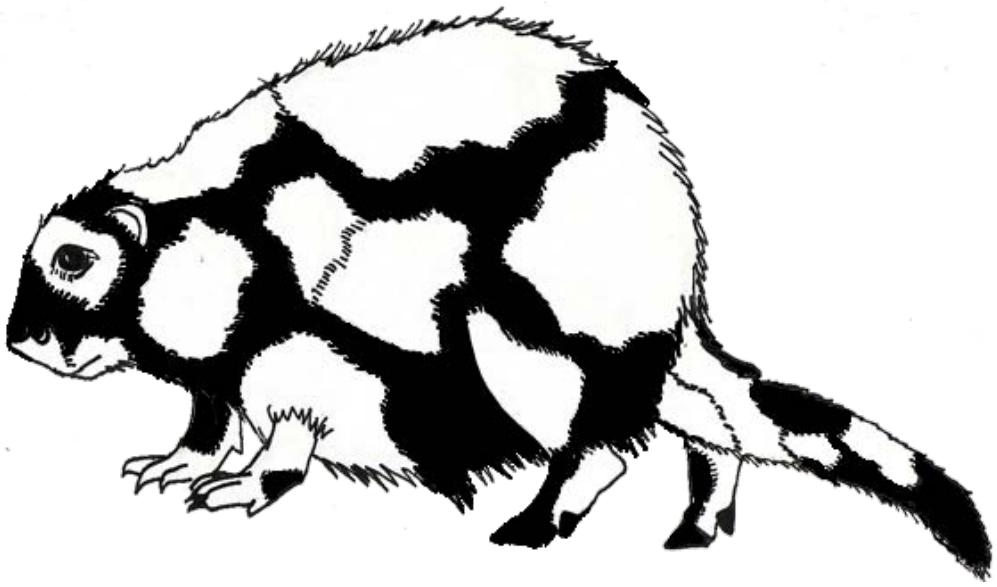
**Special Defenses:** The Yanulak is immune to acid-based attacks, and because of its spines it cannot be harmed by blunt weapons.

Although the Yanulak, like all hordlings, is chaotic evil, it sometimes befriends humans, especially if they amuse it and/or keep it well fed. It cannot be trusted though.

**Attributes:** Str. 20 Int. 16, Wis. 12, Dex. 17, Con. 14, Chr. 13.

**Level/xp:** varies/ 18 per HD +1 per HP.

# Ruhelix



This hordling is Titanic! 18' high and 24 feet long. It resembles a muskrat with the forelimbs of a White-footed mouse and the hindlimbs of a boar. Its fur is calico colored black, bronze and crimson.

Size: Titanic

Move: 150, 200 swimming

AC: 7

Attacks & Damage: The Ruhelix can trample for 4d10 (dex save to avoid), it can deliver a nasty bite of 3d6, or it can deliver a 3d4 tail whip.

Special Attacks: Level drain. The ruhelix has a touch attack with its forelimbs that does no damage accept save vs paralysis or lose a level.

Special Defenses: Immune to cold, water and gas based attacks.

Attributes: Str. 40 Int. 5, Wis. 3, Dex. 8, Con. 16, Chr. 6.

Level/xp: varies/ 18perHD +1 per HP.

# Madosuh



This hordling is large, the size of a full grown white-tailed buck. The Madosuh appears as a White-tailed Deer Buck with a huge set of lobster-like antennae instead of antlers. It has thick rough fur that is striped green and copper colored.

Size: Large

Move: 160

AC: 7

Attacks & Damage: Front kicks 2d4, 2 antenna whips 2d4 each.

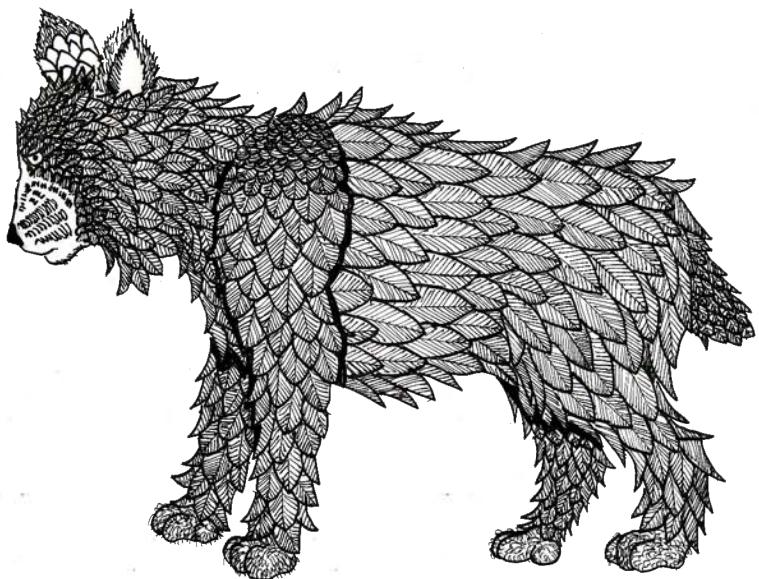
Special Attacks: The Madosuh can cast Mirror Image as a 4th level MU, at will as many times per day as it wishes. Once per day it can cast Fear as a 5th level MU.

Special Defenses: The Madosuh is immune to all Magic-User spells. It is susceptible to Cleric and Druid spells.

Attributes: Str. 20, Int. 16, Wis. 8, Dex. 18, Con. 14, Chr. 12 .

Level/xp: varies/ 18perHD +1 per HP.

# Palizel



This hordling is Medium sized, 3 feet high at the shoulders. It resembles a Bobcat covered in gray and yellow feathers.

Size: Medium

Move: 120

AC: 8

Attacks & Damage: Bite 1d4, claws 1d4 each.

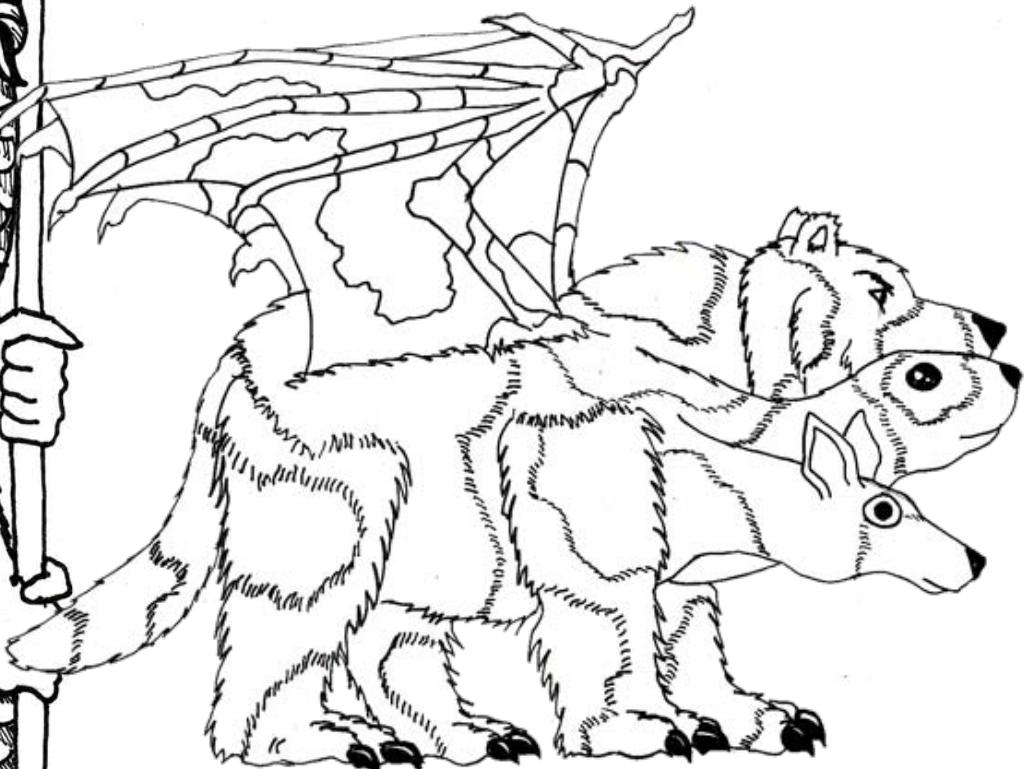
Special Attacks: Blink at will. 3 times per day can cast Curse (opposite of Bless).

Special Defenses: Immune to Gas based attacks.

Attributes: Str. 18 Int. 10, Wis. 14, Dex. 13, Con. 14, Chr. 10.

Level/xp: varies/ 18perHD +1 per HP.

# Porugaz



This hordling is giant, 6 feet high at the shoulder and 15 feet long. It is a three-creature chimera of Sea Otter, Flying Fox and European Brown Bear. It has wings large enough to allow for full flight capabilities. It has piebald coloring of gold and orange.

Size: Giant

Move: 150, 180 flying.

AC: 7

Attacks & Damage: 3 bites for 1d4, 1d4, 1d6 or 2 claws for 1d8 each.

Special Attacks: 2/day breathe a cone 15' long and 5' wide of sleep gas.

Special Defenses: Immune to metal weapons (magical or non-magical)

Attributes: Str. 25 Int. 7, Wis. 11, Dex. 12, Con. 16, Chr. 15.

Level/xp: varies/ 18 per HD +1 per HP.

# Hamathrax



This hordling is Large, about the size of a moose. It has a llama's body with the head of an Iberian Ibex. Its hide is thick and rhinoceros-like. It is copper colored with red and bronze spots.

Size: Large

Move: 150

AC: 5

Attacks & Damage: Gore for 2d4.

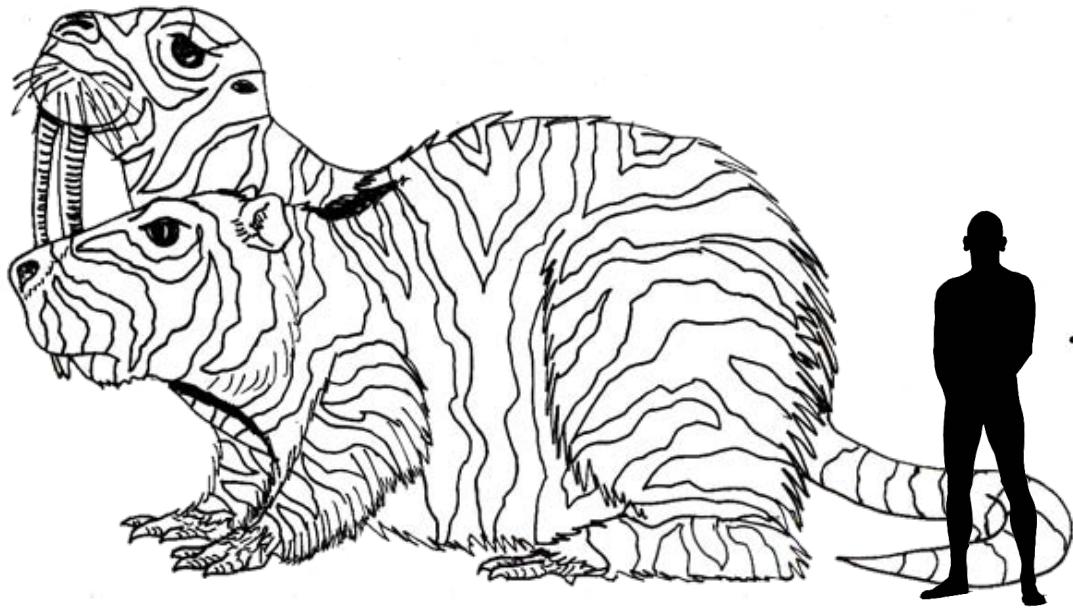
Special Attacks: Fire breath 3 times per day, 15' long and 5' wide cone.

Special Defenses: Immune to fire and electrical based attacks.

Attributes: Str. 25 Int. 8, Wis. 9, Dex. 12, Con. 14, Chr. 17.

Level/xp: varies/ 18perHD +1 per HP.

# Gomasar



This hordling is giant, about the size of an elephant. It is a giant coypu with the addition of the head and neck of a walrus. It has the Coypu's fur that is striped copper and silver.

Size: Giant

Move: 80, 150 swimming.

AC: 7

Attacks & Damage: Gore with tusks for 2d8 or bite for 2d6 or trample for 3d6 or tail whip for 1d4 + save vs Level Drain.

Special Attacks: Level Drain (tail whip) save vs paralysation or lose 1 level.

Special Defenses: Immune to gas-based attacks and immune to all 1st level spells.

Attributes: Str. 35 Int. 12, Wis. 11, Dex. 9, Con. 14, Chr. 6.

Level/xp: varies/ 18perHD +1 per HP.

# Yoxarod



This hordling is Medium sized, about 2.5 feet at the shoulders and 7 feet long. It has the head and body of a Gray Squirrel, the forelimbs of an echidna and the hind limbs of a jaguar.

Size: Medium

Move: 120

AC: 8

Attacks & Damage: Bite 1d4.

Special Attacks: 3 times per day – Levitate Others, Once per day can cast Fireball, Twice per day can cast lightning bolt. All as a 5th level MU.

Special Defenses: Regeneration 2 HP/rd, Invisibility at will.

Attributes: Str. 19 Int. 16, Wis. 11, Dex. 18, Con. 15, Chr. 16.

Level/xp: varies/ 18perHD +1 per HP.

# Logamin



This hordling is titanic 10' tall and 22' long. It has the body of a giant anteater with the head of a hamster. The tail is similarly shaped to a giant anteaters but is covered in feathers rather than fur. Its body is striped green and gold.

Size: Titanic

Move: 150

AC: 7

Attacks & Damage: Bite 2d4 or 2 Claw swipes for 2d8 each.

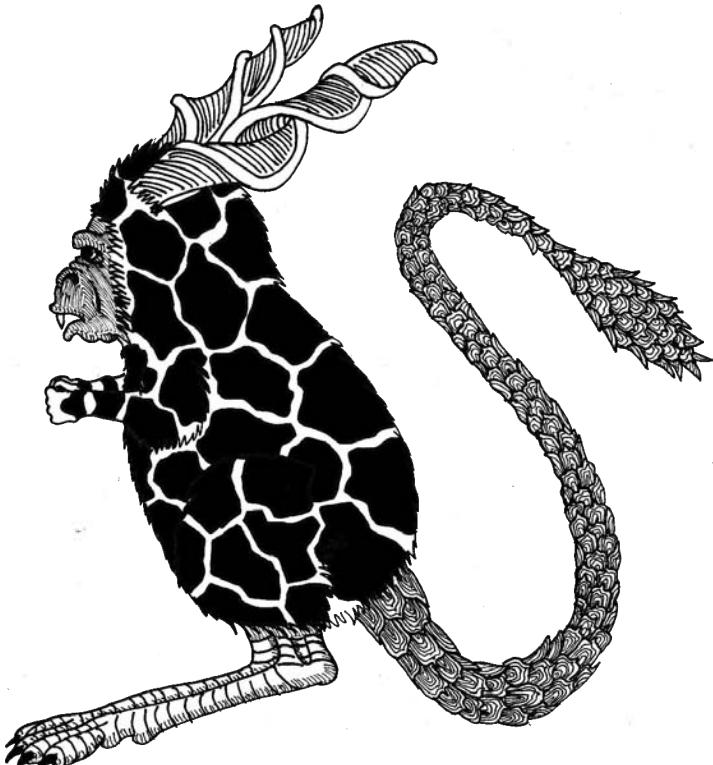
Special Attacks: Entangle with 12'long sticky tongue. Snort out Stinking Cloud once every 6 rounds.

Special Defenses: Immune to sleep, charm and Hold spells.

Attributes: Str. 35, Int. 9, Wis. 10, Dex. 13, Con. 15, Chr. 4.

Level/xp: varies/ 18perHD +1 per HP.

# Vakizom



This hordling is Medium, standing 6 feet tall. It has the body of a Jerboa with the head of a gorilla. It has pangolin-like scales on its tail, markhor horns on its head and reticulated blue & ivory fur on its body.

Size: Medium

Move: 200

AC: 6

Attacks & Damage: Kick for 3d4

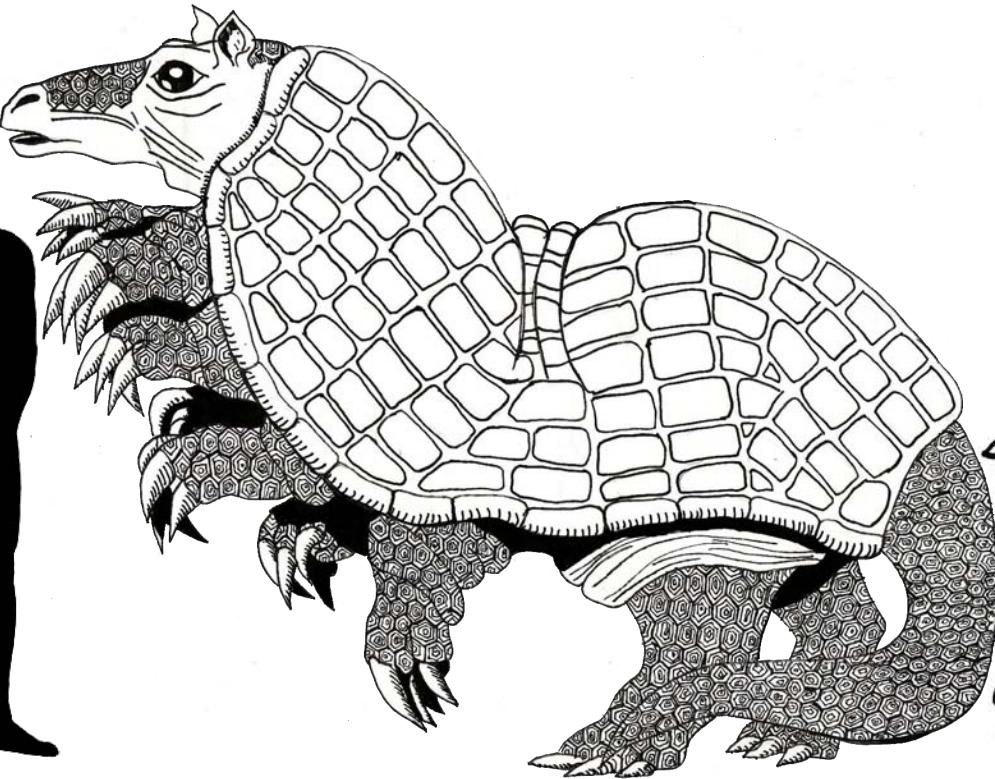
Special Attacks: 3 times/day cast Web spell.

Special Defenses: The Vakizom can physically Jump as if it is casting Jump spells. It is also immune to electrical attacks.

Attributes: Str. 19, Int. 7, Wis. 9, Dex. 19, Con. 12, Chr. 8.

Level/xp: varies/ 18perHD +1 per HP.

# Lolulaz



This hordling is Large, the size of a draft horse. It resembles a giant armadillo with 6 extra forelimbs for a total of 10 legs.

Size: Large

Move: 150

AC: 3

Attacks & Damage: 6 claw attacks at 1d4 each.

Special Attacks: Spiritual Weapon at will.

Special Defenses: Immune to 1st level cleric spells and all Druid Spells.

Attributes: Str. 40 Int. 12, Wis. 12, Dex. 12, Con. 11, Chr. 9.

Level/xp: varies/ 18perHD +1 per HP.

# Yaxazex



This hordling is medium, the size of a normal Leopard. It has the bosy of a leopard with the hind limbs of a Guenon monkey. The body is striped like a tigers only colored blue and orange. The hind limbs are white with black spots.

Size: Medium

Move: 100

AC: 7

Attacks & Damage: bite and 2 claws for 1d4 each.

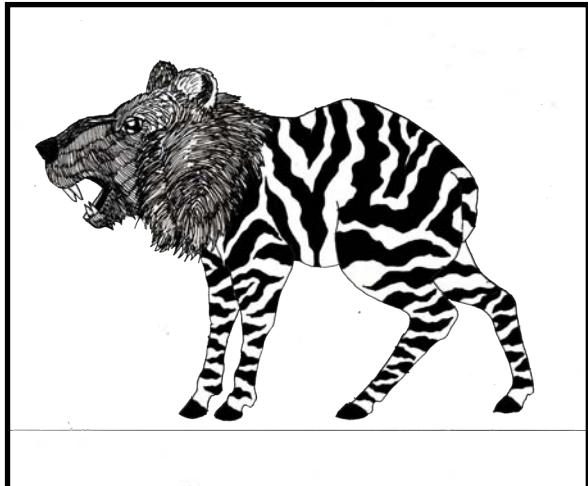
Special Attacks: Constitution drain from bite (save vs poison)

Special Defenses: Immune to electrical based attacks.

Attributes: Str. 10, Int. 9, Wis. 9, Dex. 13, Con. 14, Chr. 14.

Level/xp: varies/ 18perHD +1 per HP.

# Korukiz



This hordling is Miniscule but a swarm with a hive mind. The typical swarm is comprised of 20 – 50 bodies, each one being 1 foot high and 2 foot long. The Korukiz appear as a royal antelope with the head of a grizzly bear. Its fur is tiger striped scarlet and gold.

Size: Miniscule, swarm is medium

Move: 120

AC: Swarm – 8, individual – 4

Attacks & Damage: Swarm bites for 1d20 points, individual bites for 1 point

Special Attacks: As a swarm cause Fear at will

Special Defenses: Any time someone makes a hit on the swarm, the swarm can save vs Dexterity to scatter, thus causing damage to only one member of the swarm.

Attributes: Str. Swarm: 20, individual 6, Int. Swarm: 12, individual 6, Wis. Swarm: 11, individual 4, Dex. Swarm – 11, individual - 16, Con. Swarm – 15, individual - 10, Chr. Swarm – 2, individual – 12.

Level/xp: varies/ 18perHD +1 per HP.

# Zozoram



This hordling is medium, the size of a shetland pony. It has the body of a Dik-Dik (a tiny deer). It is covered in pangolin scales and has a set of lobster leg/claws protruding from its shoulders.

Size: Medium

Move: 120

AC: 2

Attacks & Damage: 2 claw pinches for 1d4 each.

Special Attacks: Cast Pyrotechnics at will.

Special Defenses: Regenerate 2 hp/rd.

Attributes: Str. 12, Int. 11, Wis. 11, Dex. 14, Con. 12, Chr. 11.

Level/xp: varies/ 18perHD +1 per HP.

# Raluzar



This hordling is Small, 2 foot high and 4 feet long. It has the head and body of a Kit fox with the forelimbs of a Bobcat and the hindlimbs of a Mouflon (mountain sheep). Its fur is fox-red and black with a target like pattern centered on the middle of its body. It has a human-like pair of arms and hands that are scaled like a fishes.

Size: Small

Move: 150

AC: 3

Attacks & Damage: bite 1d2 and 2 claws for 1d4 (total).

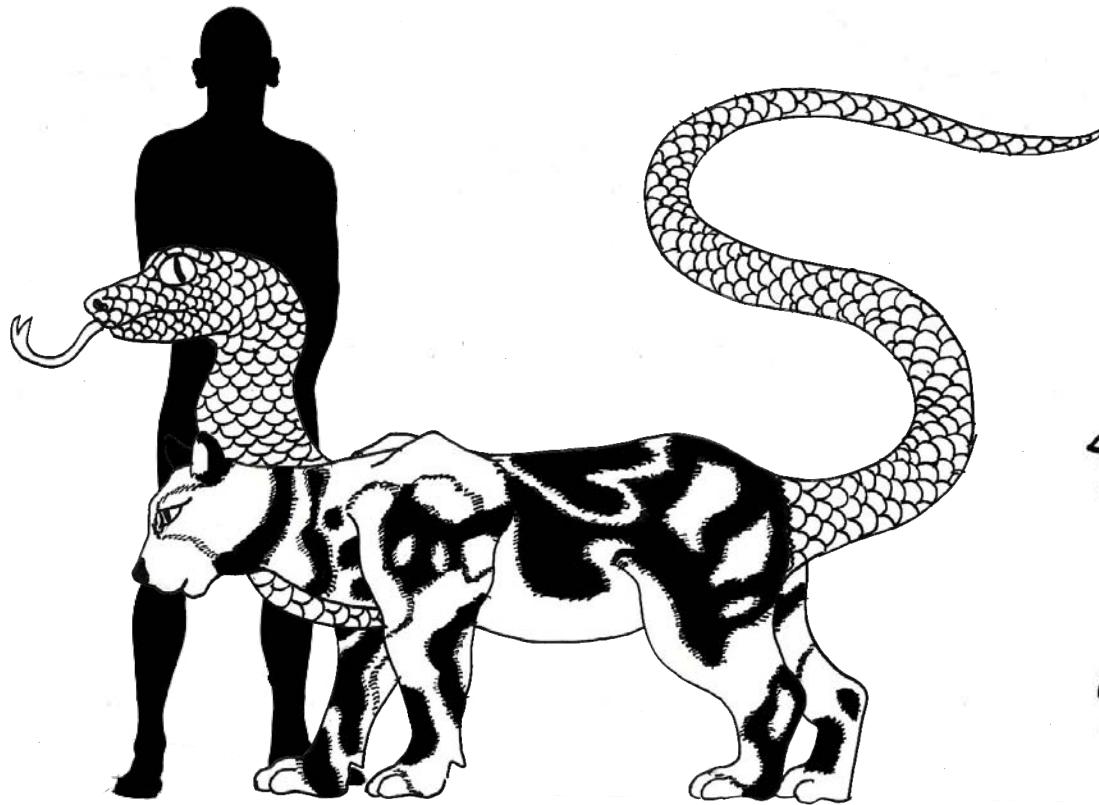
Special Attacks: A Raluzar will always have a wand with 1d50 charges of one of the following types: Fear, Fire, Ice, Illusion, Lightning, Magic Missiles.

Special Defenses: The Raluzar can also cause its target pattern to pulsate, causing victims to save vs magic or be hypnotised into inaction for 1d6 rds.

Attributes: Str. 10, Int. 15, Wis. 12, Dex. 13, Con. 16, Chr. 14.

Level/xp: varies/ 18perHD +1 per HP.

# Kuholor



This hordling is Medium, 2.5 feet high at the shoulder and 10 feet long. It is a two creature blend of cougar and python. It has the body and head of a cougar with the added neck and head of a python. The tail is replaced by the last half of the python. The cougar body is colored like a Cape Hunting Dogs, black orange and white.

Size: Medium

Move: 90

AC: 6

Attacks & Damage: 2 bites at 1d4 each and 2 claws at 1d4 each.

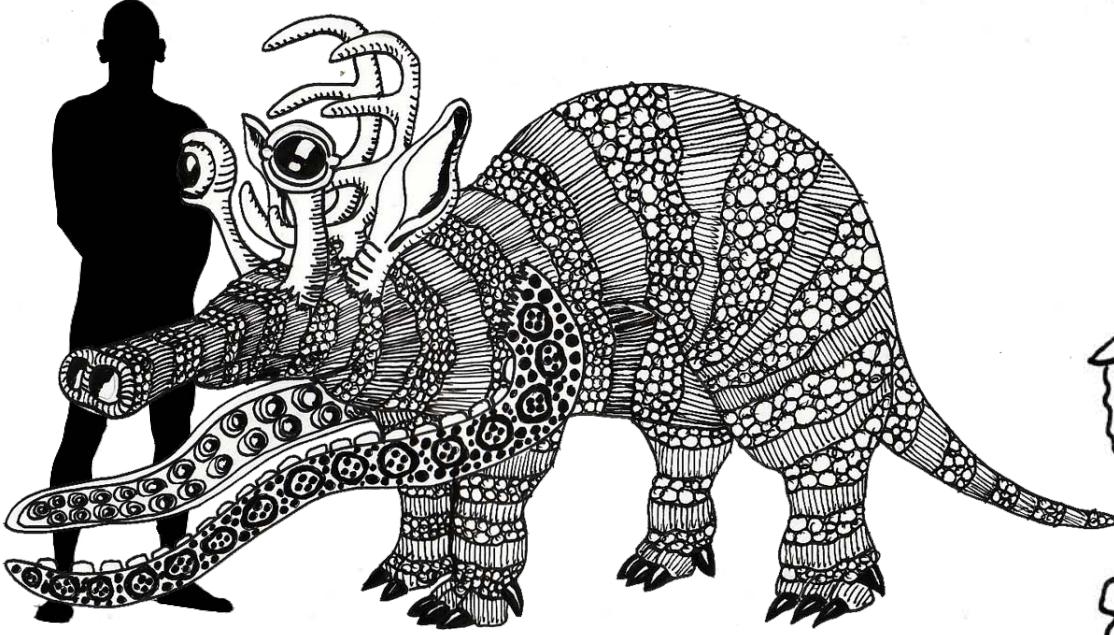
Special Attacks: Once per day the snake head can breathe out an Ice Storm as per the 4th level spell.

Special Defenses: Invisibility at will.

Attributes: Str. 20, Int. 7, Wis. 13, Dex. 14, Con. 14, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Quoxurog



This hordling is Large, the size of a moose. This hordling has the body of an aardvark with antlers and a pair of tentacles. Its hide is banded with strips of regular aardvark skin and strips of pebbled scales. The color is various shades of violet.

Size: Large

Move: 100

AC: 6

Attacks & Damage: tentacle slaps for 1d4 each, or grapple and crush for 1d4/rd.

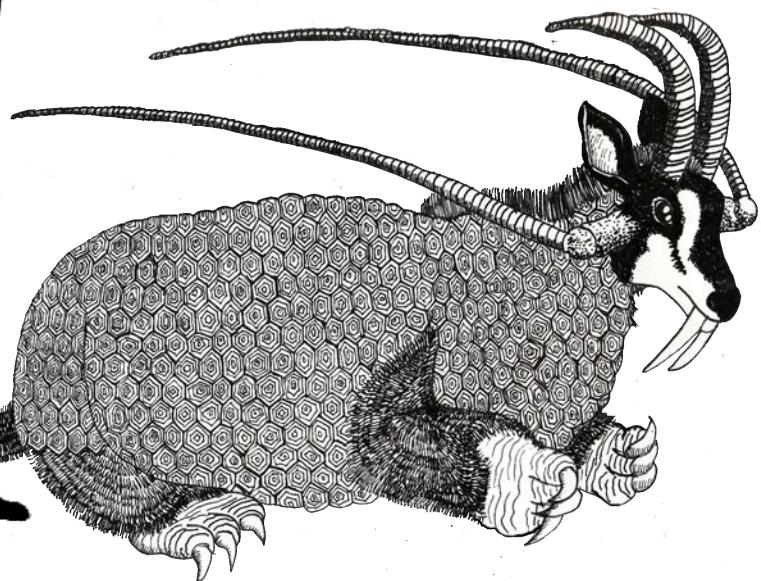
Special Attacks: Once per day can cast Ice Storm, Wall of Ice

Special Defenses: Blink at will

Attributes: Str. 19 Int. 12, Wis. 10, Dex. 18, Con. 10, Chr. 12.

Level/xp: varies/ 18perHD +1 per HP.

# Dorguzin



This hordling is Large, the size of a black bear. It has the body, legs and tail of a mole with the head of a Sable Antelope. The legs and tail are furred, but the body is covered with leathery hexagonal scales.. A large set of lobster-like antennae sprout from the sides of the head. A set of sabre-tooth fangs jut from the mouth.

Size: Large

Move: 60

AC: 5

Attacks & Damage: 2 antennae whips 1d8 each, or bite 1d6, or 2 claws for 1d6 each.

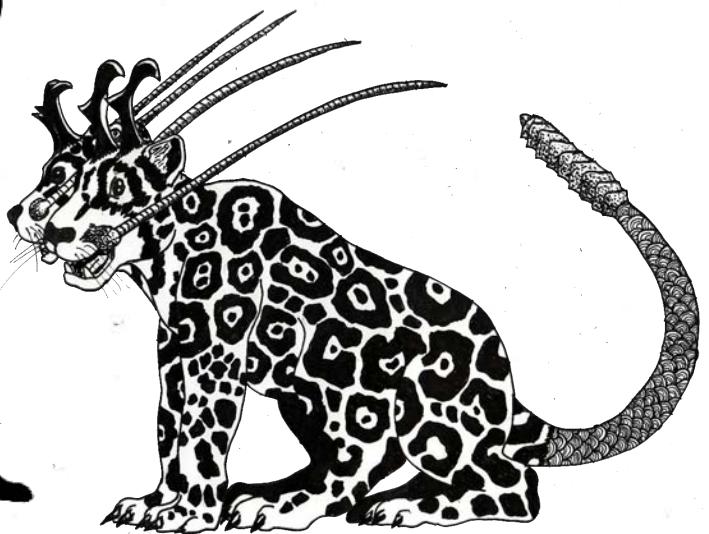
Special Attacks: Cast Fear at will.

Special Defenses: Can levitate self up to 60' high at will.

Attributes: Str. 25, Int. 11, Wis. 11, Dex. 14, Con. 16, Chr. 1.

Level/xp: varies/ 18perHD +1 per HP.

# Saluzox



This hordling is Small, the size of a Saint Bernard. It looks like a jaguar with two heads. Each head has a pair of pronghorn antelope horns and a long set of lobster antennae. The tail is that of a rattlesnake. It has the same coloring as a normal Jaguar.

Size: Small

Move: 130

AC: 7

Attacks & Damage: 4 antennae whips at 1d4 each or 2 bites at 1d6 each or 2 claws at 1d4 each.

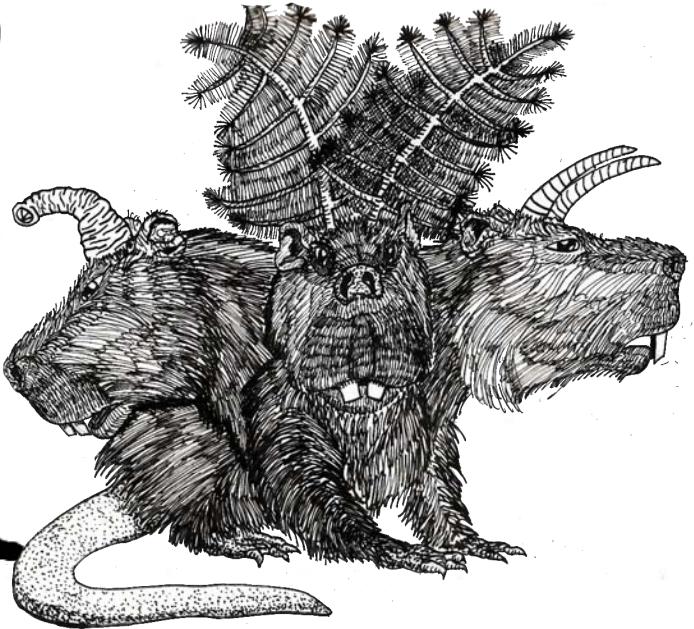
Special Attacks: Scream causes save vs poison or be paralysed for 1d4 rounds.

Special Defenses: Constantly shakes rattlesnake tail causing save vs Fear every 2nd round.

Attributes: Str. 19 Int. 11, Wis. 11, Dex. 14, Con. 12, Chr. 9.

Level/xp: varies/ 18perHD +1 per HP.

# Karilog



This hordling is medium, the size of a wild boar. It has the body of a Coypu with 3 heads. One head has a spraying organ like that of a skunk, one has a pair of feathery moth-like antennae, and the third has a set of horns.

Size: Medium

Move: 60, 180 swimming

AC: 7

Attacks & Damage: 3 bites for 1d4 each or gore for 1d6, or spray like a skunk.

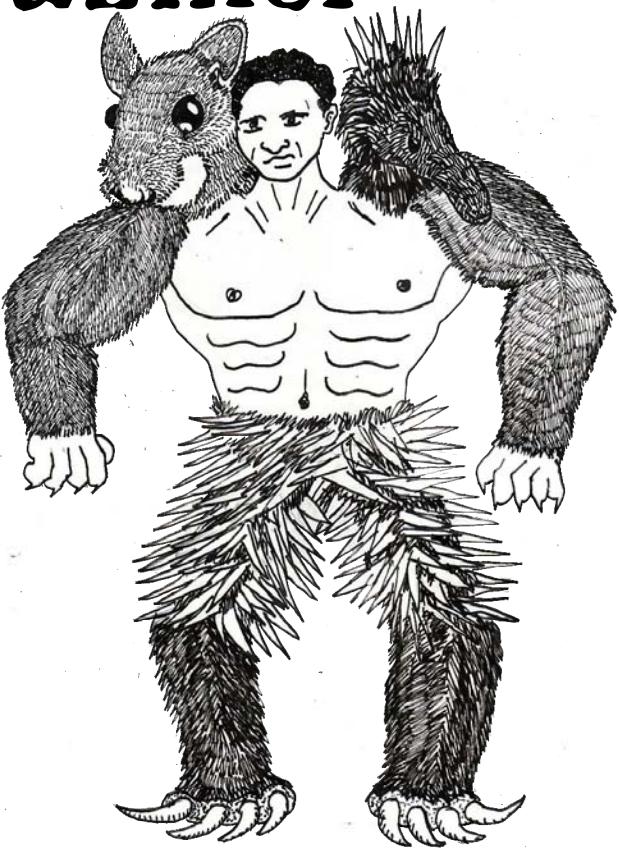
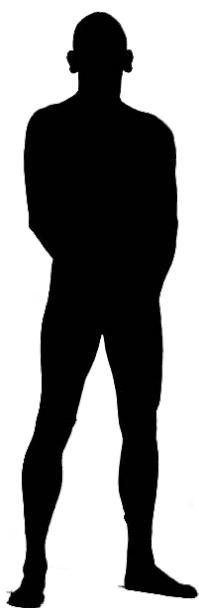
Special Attacks: Skunk Spary 20 feet wide, 20 feet high, 60 feet long, victims must save vs poison or lose 50% of Strength and Dexterity scores for 2d4 turns.

Special Defenses: Immune to all 1st level spells. Antennae can sense the invisible.

Attributes: Str. 19 Int. 7, Wis. 9, Dex. 10, Con. 17, Chr. 6.

Level/xp: varies/ 18perHD +1 per HP.

# Cazixel



This hordling is large, 8 feet tall. It is a three creature chimera comprised of a human, a hamster and an echidna. The body is human, standing bi-pedally on echidna legs, with hamster arms and paws. It has the heads of all three creatures atop its shoulders. The hamster paws are too clumsy to handle weapons.

Size: Large

Move: 90

AC: 8

Attacks & Damage: 2 claws for 1d4 each.

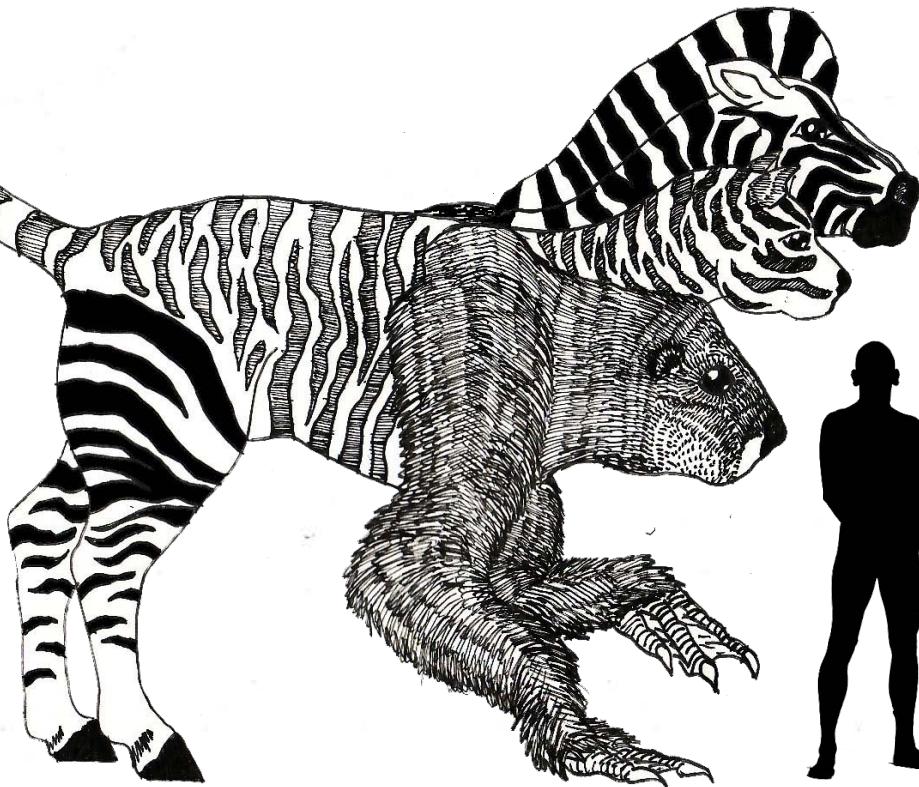
Special Attacks: All Cazixel are magic users of the same level as their hit die. At low levels their favorite spell is Sleep.

Special Defenses: Cazixel have many spines on their thighs and waist making it impractical to grapple with them. They are also immune to poison.

Attributes: Str. 18, Int. 15, Wis. 10, Dex. 9, Con. 14, Chr. 8.

Level/xp: varies/ 18perHD +1 per HP.

# Rozilel



This hordling is Giant, 8 feet tall at the shoulder and 19 feet long. It is a three creature chimera comprised of Tabby Cat, Muskrat and Zebra. It has the three neck and heads of its component creatures with muskrat forelimbs and zebra hindlimbs.

Size: Giant

Move: 80, 120 swimming.

AC: 8

Attacks & Damage: bite 1d6 and 2 claws 1d6each.

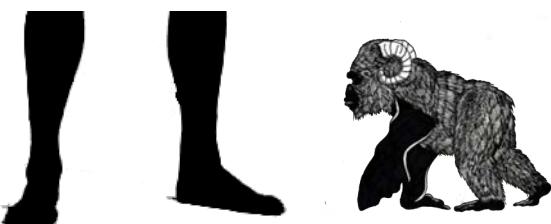
Special Attacks: The cat head can sing causing a save vs Charm as if the Rozilel were a fifth level MU

Special Defenses: Displacement (at will) , causing -2 on attacker's to hit rolls, +2 on its own saving throws, and an AC of 4 while in effect.

Attributes: Str. 25 Int. 15, Wis. 17, Dex. 12, Con. 15, Chr. 8 .

Level/xp: varies/ 18perHD +1 per HP.

# Garezal



Size relative to a human.



This hordling is Minuscule but it usually swarms with a hive mind. It can also be encountered individually. It is 1 foot tall and roughly 1 foot long. It appears as a Gorilla with Ram's horns on its head and the forelimbs of a Sea Lion. Each swarm will have 30 – 100 members ( $1d8 + 2$ ) \* 10).

Size: Individual – Minuscule, Swarm – Medium

Move: Individual – 120, Swarm – 100

AC: Individual 5, Swarm 8

Attacks & Damage: Bites & Flipper Slaps - Swarm 1d20, Individual 1 pt. When a swarm hits, roll 1d20 to determine the number of hits then roll % to see how many were bites. Bites require a saving throw vs poison. If an individual attacks, just roll any dice – odd = bite, even = flipper slap.

Special Attacks: Bite – save vs poison or be paralysed for 1d8 rounds.

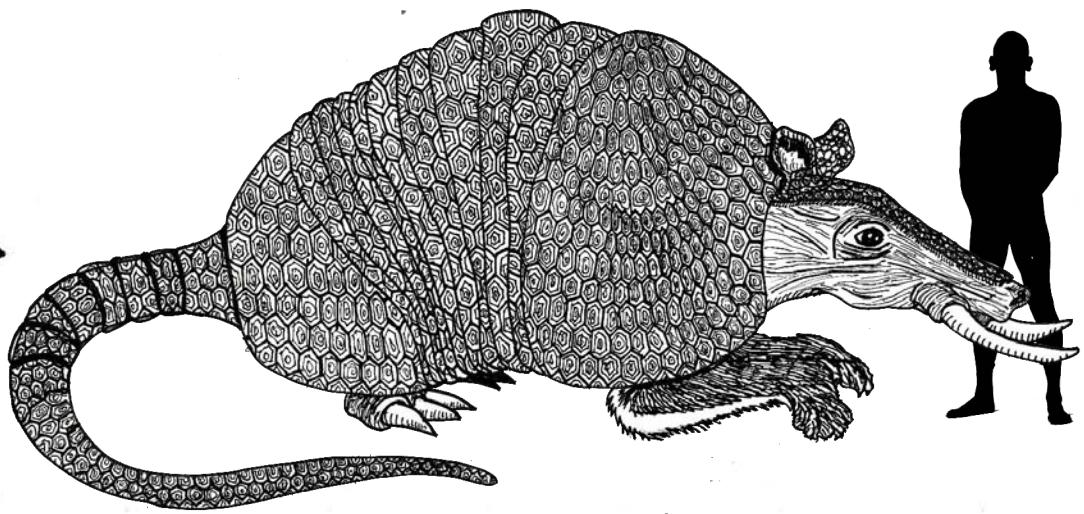
Special Defenses: Individuals regenerate at a rate of 1hp/rd. Swarms can swarm split, that is, if the swarm is hit it can try to make a saving throw vs paralysis. If it succeeds, then the swarm disperses momentarily and only 1 member of the swarm takes the damage dealt by its attacker.

Attributes: Str. Swarm: 16, Individual: 8, Int. Swarm: 12, Individual: 7, Wis. Swarm: 10, Individual: 4, Dex. Swarm: 12, Individual: 18, Con. 10, Chr. Swarm: 4, Individual: 8.

Level/xp: varies/ 18perHD +1 per HP.

A swarm's hit points is the average hit points of an individual times the number of swarm members. E.G. if the individual is a 1 HD creature at 1d8 then the average HP is 4.5. If the swarm has 40 members then the total hp of the swarm is 180 HP.

# Kadarat



This hordling is giant, the size of a clydesdale. It has the head body and hindlimbs of a giant Nine-Banded Armadillo, with the forelimbs of a Weasel. A huge pair of elephant-like tusks protrude from its upper jaws.

Size: Giant

Move: 150

AC: 5

Attacks & Damage: Gore for 2d8 or trample for 2d10

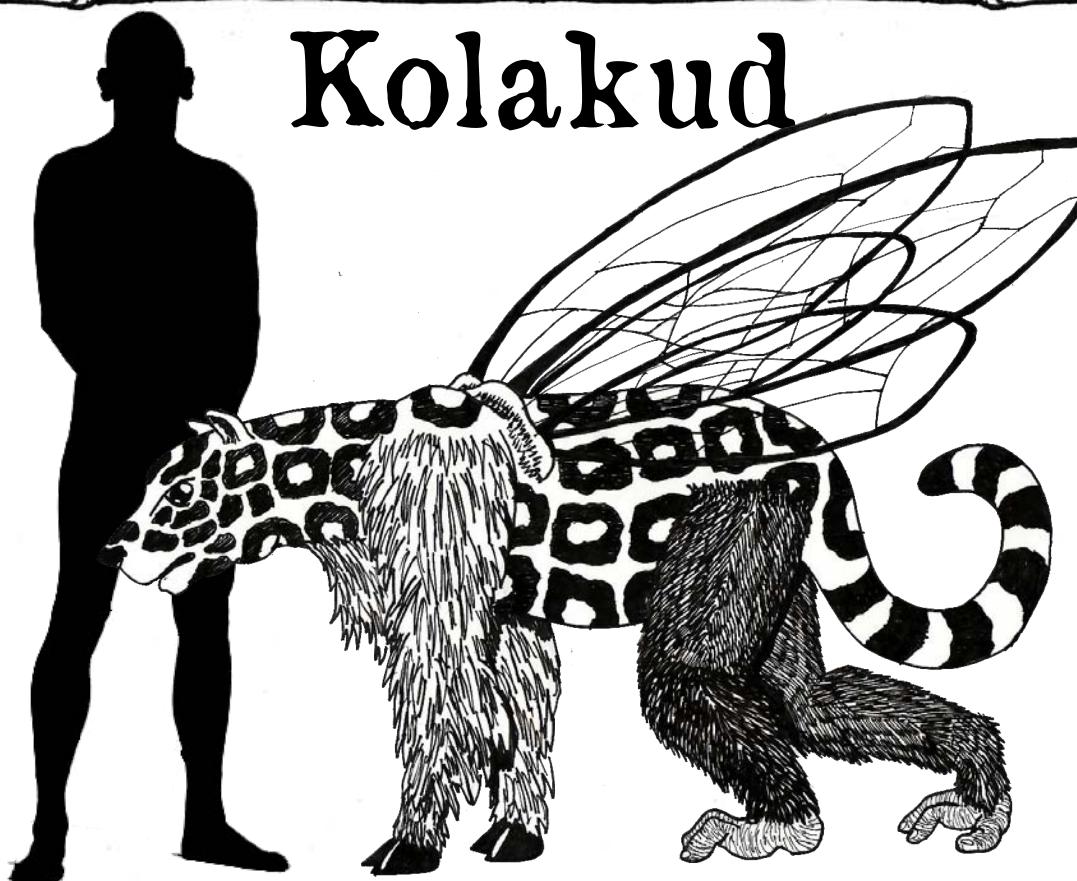
Special Attacks: 3 times/day can cast Web

Special Defenses: Immune to cold-based attacks.

Attributes: Str. 25 Int. 12 , Wis. 6, Dex. 9, Con. 18 , Chr. 4.

Level/xp: varies/ 18perHD +1 per HP.

# Kolakud



This hordling is Large, the size of a mountain goat. It has the head and body of a Snow Leopard, the forelimbs of a Mountain Goat, and the hind-limbs of a Macaque. It has a pair of insect-like wings allowing it full flight capabilities.

Size: Large

Move: 90, 180 flying

AC: 8

Attacks & Damage: bite for 1d6

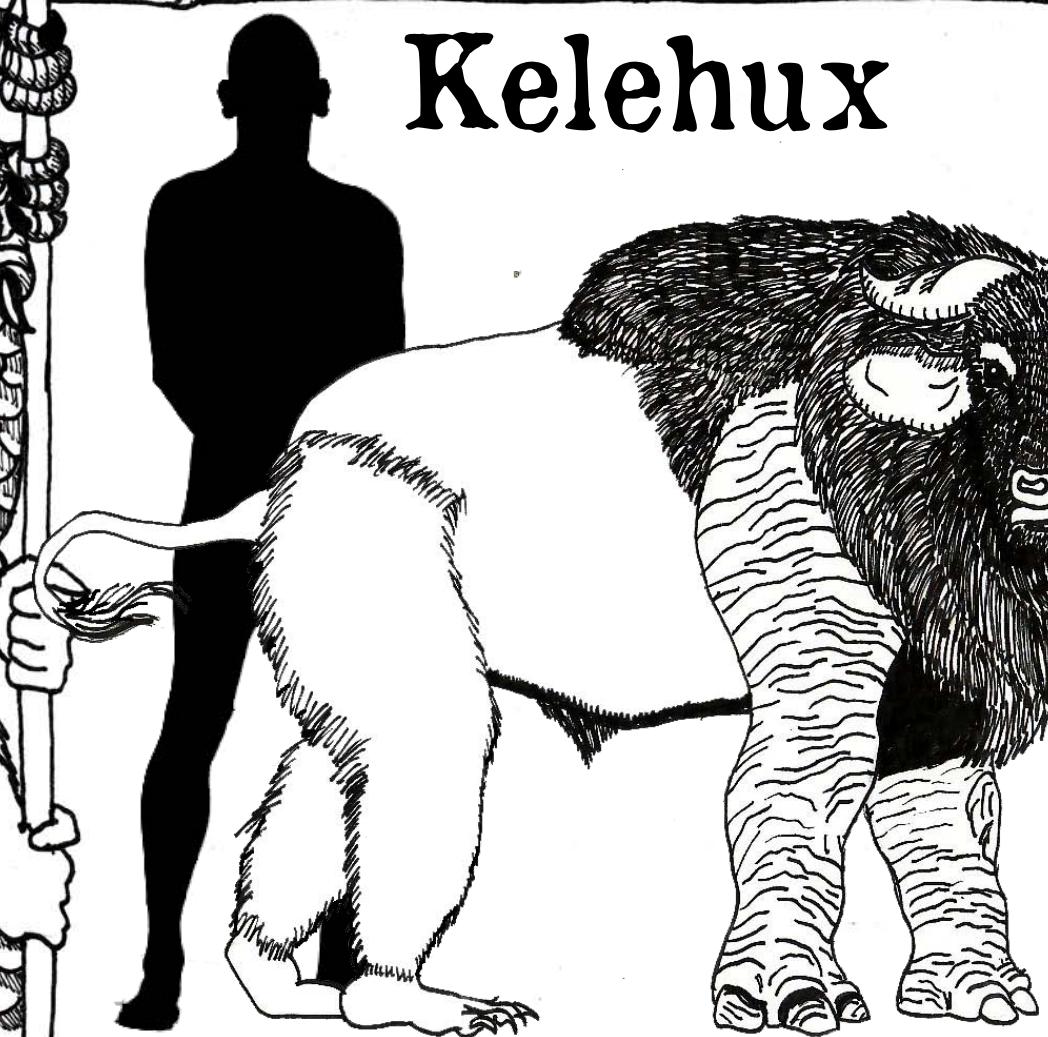
Special Attacks: Each round the Kolakud can scream, casing Fear as per the spell.

Special Defenses: Immune to all 1st and 2nd level spells.

Attributes: Str. 19, Int. 13, Wis. 13, Dex. 13, Con. 7, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Kelehux



This hordling is large, the size of a Jersey Cow. It has the head and body of a Gaur ( a type of Asian cattle), the forelimbs of an elephant and the hindlimbs of a Coatimundi.

Size: Large

Move: 150

AC: 7

Attacks & Damage: Gore for 1d8 or kick for 2d4 or trample for 2d8

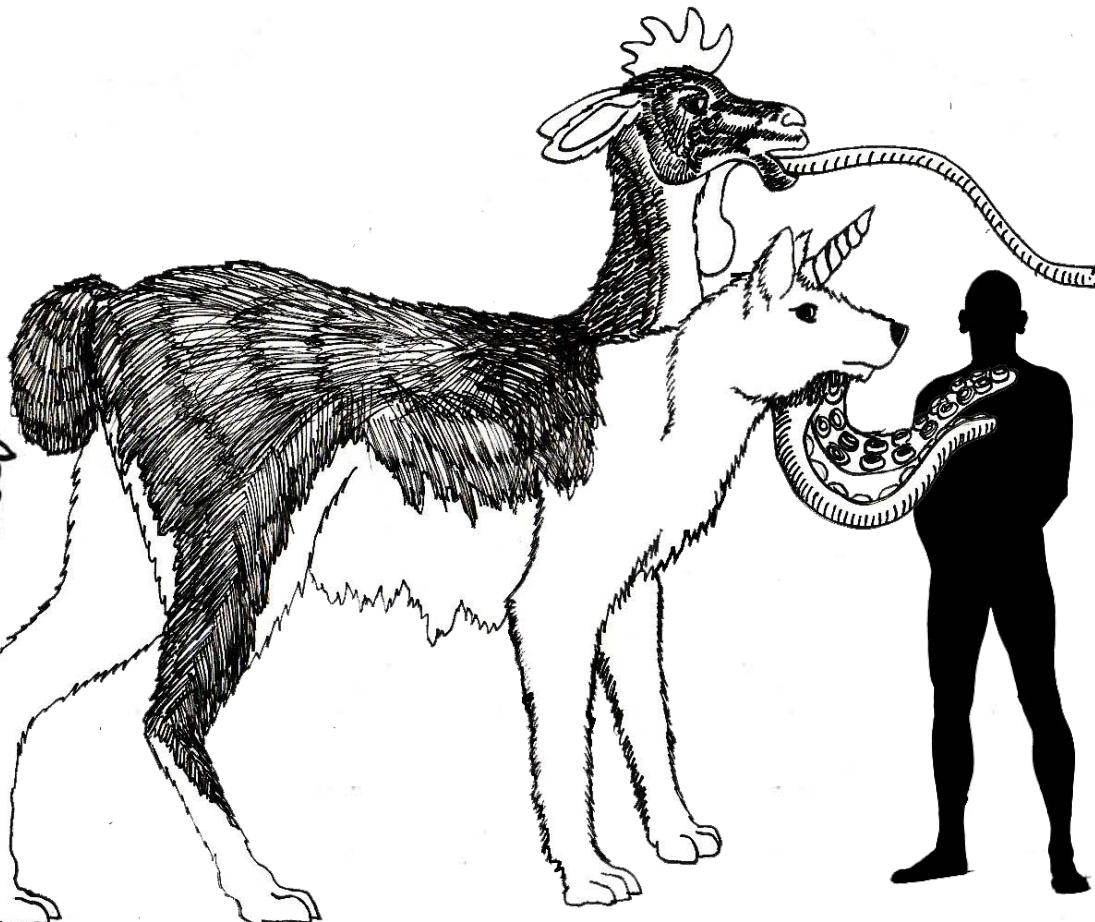
Special Attacks: It can blast out a gaseous cloud from its mouth causing all within 15' to save vs poison or pass out for 1d4 rounds.

Special Defenses: Immune to fire based attacks.

Attributes: Str. 19 Int. 13, Wis. 11, Dex. 11, Con. 14, Chr. 2.

Level/xp: varies/ 18perHD +1 per HP.

# Pozokor



This hordling is Giant, the size of a clydesdale. It is a two creature blend of Dingo and Guanoco (like a Llama). The Guanoco head has a red rooster's comb and wattles, and a long sticky tongue like that of a Chameleon. The Dingo's head has a short spiral horn on top and two tentacles emerging from the bottom jaw.

Size: Giant

Move: 180

AC: 8

Attacks & Damage: Gore 1d4 or bite 1d6

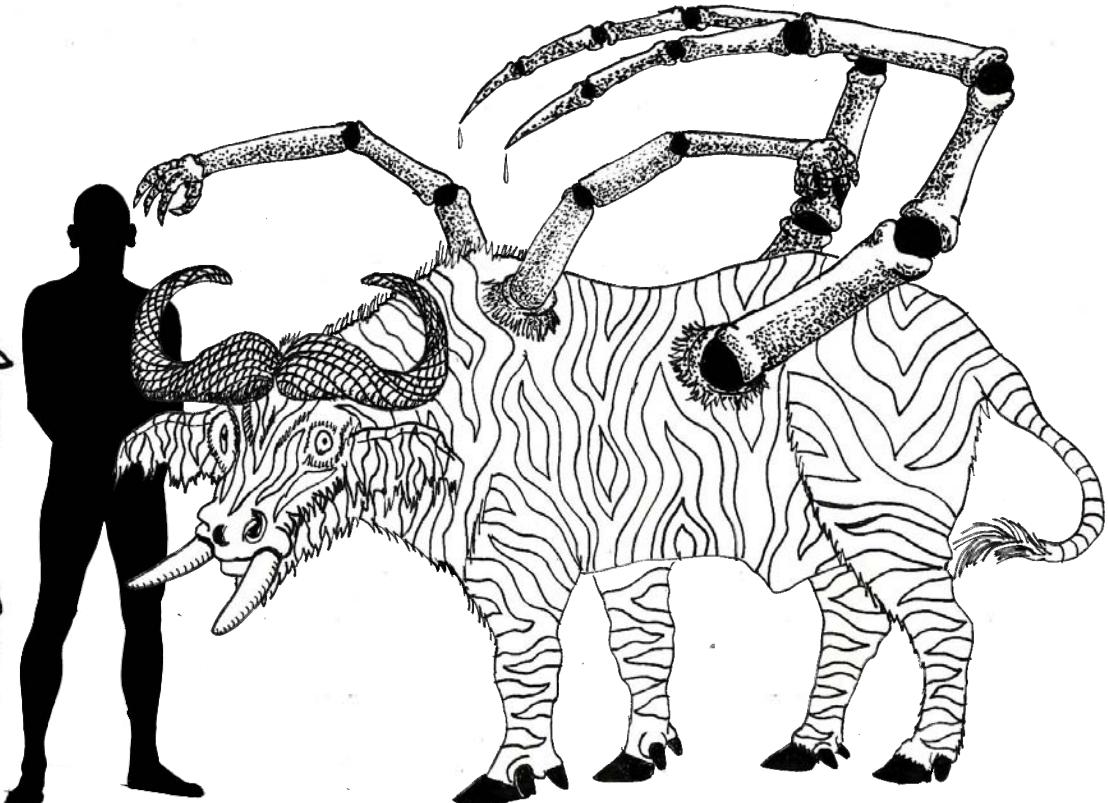
Special Attacks: The Pozokor's favourite tactic is to grapple its prey with its tongue and drag it close for the Dingo head to chew on for 1d4 each round.

Special Defenses: Immune to metal weapons, both magical and non-magical.

Attributes: Str. 20 Int. 14, Wis. 9, Dex. 14, Con. 14, Chr. 16.

Level/xp: varies/ 18perHD +1 per HP.

# Kororol



This hordling is Large, the size of a regular Cape Buffalo. It resembles a Cape Buffalo that is striped like a zebra in green and crimson. It has large white eyes with pinpoint black pupils. It has a set of short tusks extending from its mouth, a set of chitonous limbs ending in chitonous hands protrude from its shoulders and a set of chitonous limbs ending in pointed venom injectors on top of its hind limbs.

Size: Large

Move: 150

AC: 7

Attacks & Damage: heat but for 2d10 or gore for 2d4 or trample for 3d8 or by 2 weapons wielded by chitonous limbs & hands, usually two battle axes. (1d8 each)

Special Attacks: 2 stabs from venom injectors 1d2 pts of damage plus save vs poison or be paralysed for 1d6 turns.

Special Defenses: Immune to poison and cold-based attacks.

Attributes: Str. 20, Int. 8, Wis. 7, Dex. 9, Con. 16, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Yomanen



This hordling is medium sized, 6 feet tall. It has the body of a Langur with yellow and black striped skin, large insect-like wings allowing full flight capabilities. It has a long, blue, forked tongue and a set of knobby horns on its head.

Size: Medium

Move: 120, 180 flying

AC: 8

Attacks & Damage: By weapon, usually a rapier or trident.

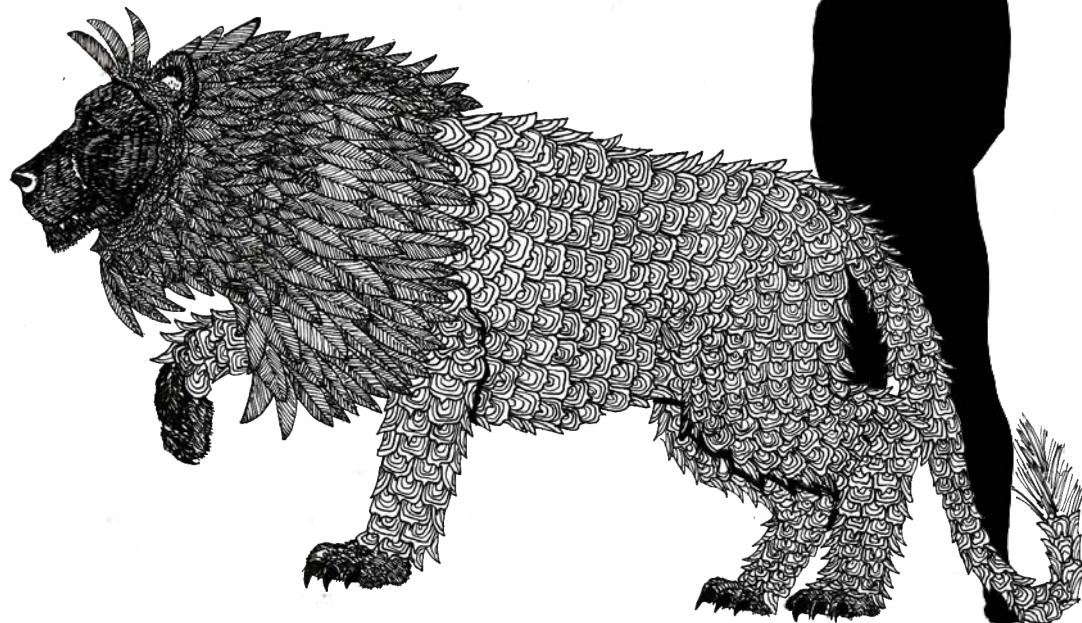
Special Attacks: Yomanen are all 3rd level (or higher, every 3 HD they will add one level of magic use. E.g. a 4HD Yomanen will be a 4th level MU) magic users

Special Defenses: Regenerate 2 HP/rd.

Attributes: Str. 12, Int. 16, Wis. 15, Dex. 13, Con. 10, Chr. 11.

Level/xp: varies/ 18perHD +1 per HP.

# Tozagom



This hordling is Large, the size of a normal African Lion. It has the form of an African Lion with the body covered in Pangolin-like scales and the mane made of large black feathers. The remaining fur on its face & feet is black.

Size: Large

Move: 150

AC: 5

Attacks & Damage: Claw,claw, bite 1d4, 1d4, 1d6

Special Attacks: Roar to cause Fear every 3 rds.

Special Defenses: Only hit by silver weapons. (still vulnerable to fire, acid, electricity, cold etc)

Attributes: Str. 19, Int. 11, Wis. 8, Dex. 12, Con. 14, Chr. 8.

Level/xp: varies/ 18perHD +1 per HP.

Level/xp: varies/ 18perHD +1 per HP.

# Cazezar



This hordling is Large, the size of a Moose. It has the body of a European Red Deer with the head of a Bagot Goat. The eyes are stalked and it has 12 large tentacles, 6 emerging from the back and 6 from its sides.

Size: Large

Move: 100

AC: 7

Attacks & Damage: gore for 1d8, or 4 tentacle slaps for 1d4 each. Or 4 club attacks from tentacles for 1d4 each.

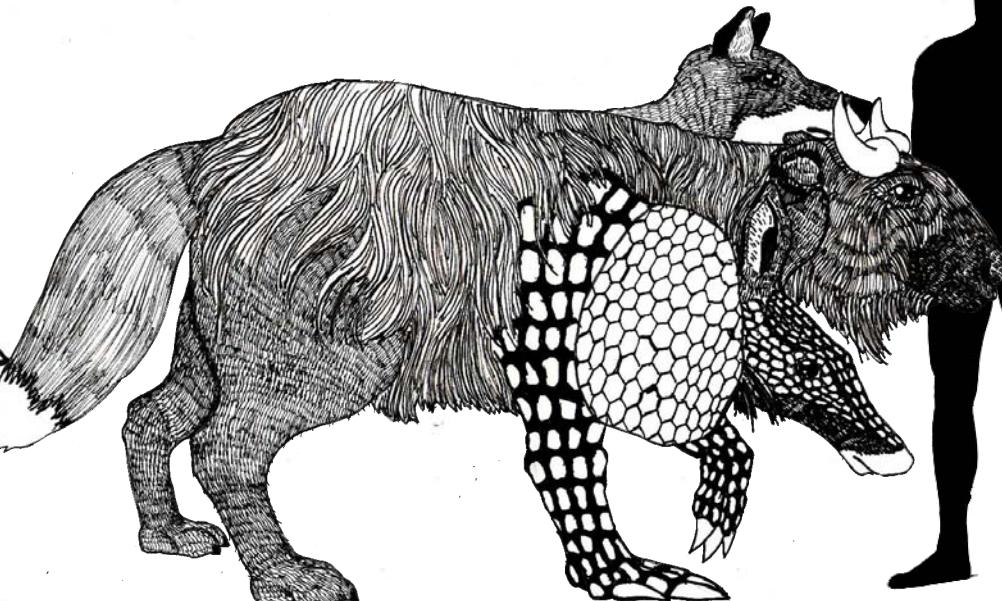
Special Attacks: Grapple with tentacles causing 1d8 crushing damage per rd. Three times per day breathe Ray of Frost.

Special Defenses: Disgusting stench requires save vs poison or be nauseated and helpless for 1d4 rds. Attackers must save every round.

Attributes: Str. 18, Int. 12, Wis. 10, Dex. 12, Con. 13, Chr. 2.

Level/xp: varies/ 18perHD +1 per HP.

# Conulun



This hordling is Large, the size of a horse. It is a three creature chimera of Takin, Armadillo and Red fox.

Size: Large

Move: 150

AC: 7

Attacks & Damage: Gore 2d4 or bite 1d6 and 2 claws 2d4.

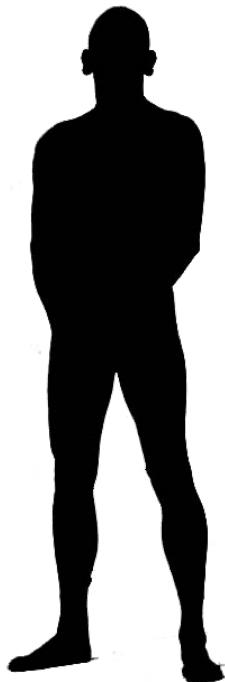
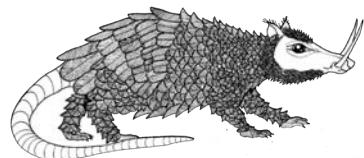
Special Attacks: Three time per day the armadillo head can spit a Lightning Bolt as per the 3rd level spell.

Special Defenses: Jump, as per the first level spell, at will.

Attributes: Str. 18, Int. 16, Wis. 14, Dex. 12, Con. 12, Chr. 6.

Level/xp: varies/ 18perHD +1 per HP.

# Malamiz



This hordling is Minuscule, the size of a normal Opossum. It appears as an opossum covered in silver and bronze feathers, with a set of sharp tusks protruding upwards from its lower jaw.

Size: Minuscule

Move: 120

AC: 4

Attacks & Damage: tusk jab for 1d4

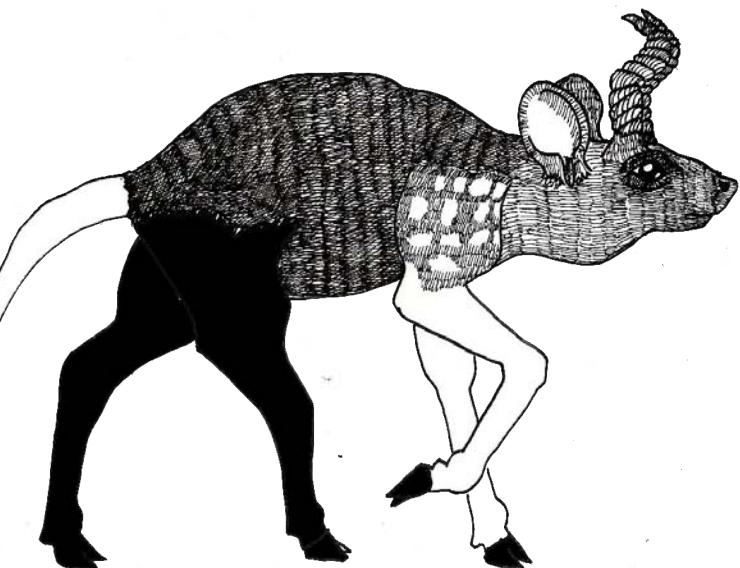
Special Attacks: Malamiz' are magic users of the same level as they have hit die.

Special Defenses: Blink at will.

Attributes: Str. 6, Int. 13, Wis. 11, Dex. 15, Con. 14, Chr. 3.

Level/xp: varies/ 18perHD +1 per HP.

# Juramat



This hordling is Large, the size of a White-tailed Deer. It has the head body and tail of a house mouse with the forelimbs of a fallow deer and the hindlimbs of a Sable Antelope. It has a pair of spiral horns on its head.

Size: Large

Move: 150

AC: 7

Attacks & Damage: gore or bite for 1d4

Special Attacks: Acid spray, 3 times per day for 3d6. Needs 4 rounds in between sprays to regenerate the acid.

Special Defenses: Once per day can teleport up to 1 mile.

Attributes: Str. 18, Int. 13, Wis. 12, Dex. 17, Con. 10, Chr. 13.

Level/xp: varies/ 18perHD +1 per HP.

# Curudat



This hordling is Medium, the size of a Wolf. It is a two creature blend of Axis Deer and Muntjac. Its hide is thick scales, both heads have the horns of their respective creatures.

Size: Medium

Move: 150

AC: 4

Attacks & Damage: Gore for 1d4 and Gore for 1d6

Special Attacks: Once per day it can sing a song in harmony with itself that acts as a sleep spell cast by a Magic User 2 levels higher than the Curudat's hit die.

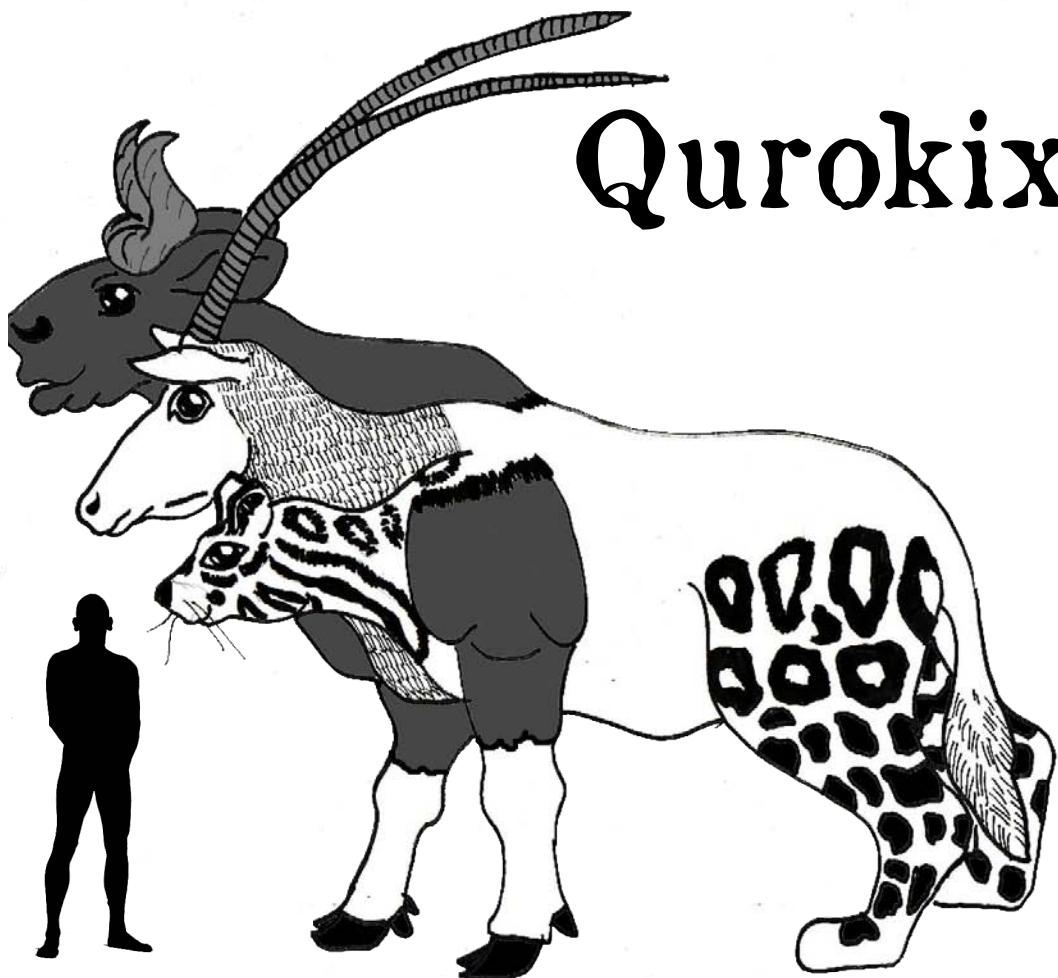
Special Defenses: Every three rounds the Curudat can assume gaseous form.

Attributes: Str. 12, Int. 10, Wis. 6, Dex. 15, Con. 14, Chr. 14.

Level/xp: varies/ 18 per HD +1 per HP.

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# Qurokix



This hordling is Giant, 12 high high at the shoulder and 22 feet long. It is a three creature chimera of Scimitar Oryx, Gaur and Margay.

Size: Giant

Move: 200

AC: 7

Attacks & Damage: Gore 3d6 and gore 2d8 or 2 kicks at 2d4 each or trample for 3d8, or bite for 1d6 + save vs Constitution Drain

Special Attacks: Bite for 1d6 & save vs poison or lose 1d4 Con points.

Special Defenses: Can leap 50 feet from a standing position, 100 feet from a running start.

Attributes: Str. 45, Int. 8, Wis. 4, Dex. 14, Con. 11, Chr. 5.

Level/xp: varies/ 18perHD +1 per HP.

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# Vazomun



This hordling is Large, about the size of a pony. It has the body of a Clouded Leopard with the head of a Mouse, a carapace on its back, and elephant-like tusks.

Size: Large

Move: 150

AC: 6

Attacks & Damage: Gore with tusks for 2d4 or 2 claw attacks at 1d4 each.

Special Attacks: The tusks are hollow like a vampires fangs and can suck 1d4 HP worth of blood out of it's victim per round. Victim makes a simple strength check to break away.

Special Defenses: Can cast Mirror Image at will as a 5th level MU

Attributes: Str. 20, Int. 9, Wis. 15, Dex. 13, Con. 12, Chr. 4.

Level/xp: varies/ 18perHD +1 per HP.

# Tables for Creating Hordlings

## Form

- 1) Basic Animal Form (all one creature)
- 2) Head and body mix (2 basic form rolls)
- 3) Forequarters and Body Mix (2 basic form rolls)
- 4) Hindquarters and Body Mix (2 basic form rolls)
- 5) Forequarters, Hindquarters and Body Mix (3 basic form rolls)
- 6) Two creature blend (2 basic form rolls)
- 7) Three creature chimera (3 basic form rolls)
- 8) Multiple body parts (1d6 rolls)
- 9) Extra body parts (1d6 rolls)
- 10) Weird Shit

**Head and Body Mix** – Body is first creature rolled on basic form table, head is second.

**Forequarters and Body Mix** - Body and head are first creature rolled, forequarters are second

**Hindquarters and Body Mix** - Body and head are first creature rolled, forequarters are second, hindquarters are second.

**Forequarters, Hindquarters and Body mix** – Head and Body are first creature rolled, forequarters are second, and hindquarters are the third.

**Two creature blend** – These creatures have both heads and necks of the two creatures rolled, the forequarters and body of the first creature, and the rear legs and tail of the second. If the first creature rolled is a bird then the creature has wings. If the second creature rolled is a bird then the creature does not have wings.

**Three Creature Chimera** – Like the classical monster of Greek Mythology, this creature has the three necks and heads of all three Basic Form Rolls. The body is that of the first creature rolled, the forelimbs are those of the second, the hindlimbs are those of the third. Other features like wings, tails etc. may be added from the creatures rolled at the player's discretion.

**Multiple Body Parts** – Roll for basic creature then roll multiple body parts for that creature

**Extra Body Parts** – Roll for basic creature then roll extra body parts

**Weird Shit** – Pick Form Type then roll on the weird shit table. Decide how it fits with the rest of the results.

# Basic Forms Table I

1)	Human			
2)	Dog	49)	Leopard	96)
3)	Cat	50)	Human	97)
4)	Mouse	51)	Cheetah	98)
5)	Rat	52)	Polar Bear	99)
6)	Hamster	53)	Crocodile	100)
7)	Guinea Pig	54)	Aardvark	
8)	Gerbil	55)	Rhino	
9)	Squirrel	56)	Hippo	
10)	Bird	57)	Elephant	
11)	Bat	58)	Chimp	
12)	Turtle	59)	Orangutan	
13)	Frog	60)	Gorilla	
14)	Monkey	61)	Baboon	
15)	Cow	62)	Mandrill	
16)	Pig	63)	Gelada	
17)	Horse	64)	Camel	
18)	Rabbit	65)	Buffalo	
19)	Sheep	66)	Bison	
20)	Goat	67)	Giraffe	
21)	Wolf	68)	Zebra	
22)	Coyote	69)	Markhor	
23)	Fox	70)	Yak	
24)	Badger	71)	Panda	
25)	Black Bear	72)	Red Panda	
26)	Grizzly Bear	73)	Pangolin	
27)	Mountain Lion	74)	Sea-Otter	
28)	Bobcat	75)	Seal	
29)	Lynx	76)	Sea Lion	
30)	Wolverine	77)	Arctic Fox	
31)	Weasel	78)	Musk Ox	
32)	Alligator	79)	Takin	
33)	Otter	80)	Ocelot	
34)	Beaver	81)	Rattlesnake	
35)	Muskrat	82)	Cobra	
36)	Raccoon	83)	Tortoise	
37)	Opossum	84)	Iguana	
38)	Skunk	85)	Walrus	
39)	Porcupine	86)	Bighorn	
40)	Mole	87)	Human	
41)	Marten	88)	Mountain Goat	
42)	Armadillo	89)	Hyena	
43)	Deer	90)	Kangaroo	
44)	Elk	91)	Wombat	
45)	Moose	92)	Dingo	
46)	Boar	93)	Lemur	
47)	Lion	94)	Tapir	
48)	Tiger	95)	Komodo	

## Basic Forms Table II

1)	Aardvark			
2)	Addax	47)	Dromedary	92)
3)	Agouti	48)	Bactrian Camel	93)
4)	Alpaca	49)	Capybara	94)
5)	Anoa	50)	Caribou	95)
6)	Giant Anteater	51)	Fishing Cat	96)
7)	Silky Anteater	52)	Cavy	97)
8)	Royal Antelope	53)	Chamois	98)
9)	Sable Antelope	54)	Cheetah	99)
10)	Aoudad	55)	Chimpanzee	100)
11)	Barbary Ape	56)	Chinchilla	
12)	Argali	57)	Chipmunk	
13)	Giant Armadillo	58)	Civet	
14)	Nine-Banded Armadillo	59)	Coatimundi	
15)	Aye-Aye	60)	Cougar	
16)	Babirusa	61)	Coyote	
17)	Chacma Baboon	62)	Coypu	
18)	Gelada Baboon	63)	Cuscus	
19)	Hamadryas baboon	64)	Axis Deer	
20)	American badger	65)	Barasingha Deer	
21)	European Badger	66)	European Red Deer	
22)	Bandicoot	67)	Fallow Deer	
23)	Banting	68)	Hog Deer	
24)	Flying Fox (Bat)	69)	Mule Deer	
25)	Little Brown Bat	70)	Pere David's Deer	
26)	Vampire Bat	71)	Sambhur Deer	
27)	Alaska Brown Bear	72)	White-Tailed Deer	
28)	Black Bear	73)	Tasmanian Devil	
29)	European Brown Bear	74)	Dik Dik	
30)	Grizzly Bear	75)	Dingo	
31)	Polar Bear	76)	Cape Hunting Dog	
32)	Sloth Bear	77)	Owl Monkeys	
33)	Spectacled bear	78)	Drill	
34)	Sun Bear	79)	Dugong	
35)	Beaver	80)	Duiker	
36)	Binturong	81)	Echidna	
37)	American Bison	82)	Eland	
38)	Blackbuck	83)	African Elephant	
39)	Blesbok	84)	Asiatic Elephant	
40)	European Wild Boar	85)	Pigmy Elephant	
41)	Indian Wild Boar	86)	Fennec	
42)	Bongo	87)	Fisher	
43)	Brocket	88)	Walrus	
44)	Cape Buffalo	89)	Fossa	
45)	Burchel	90)	Arctic Fox	
46)	Cacomistle	91)	Gray Fox	

## Basic Forms Table III

1)	Gnu	47)	Marmoset	92)	Warthog
2)	Mountain Goat	48)	Marten	93)	Ring Tailed lemur
3)	Pocket Gopher	49)	Meerkat	94)	Binturong
4)	Gorilla	50)	Mink	95)	Tiger
5)	Guanaco	51)	Common Mole	96)	Snow Leopard
6)	Guenon	52)	Mongoose	97)	Gaur
7)	Guerza	53)	Howler Monkey	98)	Yak
8)	Varying hare	54)	Lion-Tailed Monkey	99)	Takin
9)	Hartebeest	55)	Proboscis Monkey	100)	Markhor
10)	European Hedgehog	56)	Rhesus Monkey		
11)	Hippopotamus	57)	Spider Monkey		
12)	Pigmy Hippopotamus	58)	Squirrel Monkey		
13)	Giant Forest Hog	59)	Wooley Monkey		
14)	Red River Hog	60)	Moose		
15)	Prezjevalskis Horse	61)	Mouflon		
16)	Hyrax	62)	House Mouse		
17)	Siberian Ibex	63)	Jumping Moose		
18)	Impala	64)	Meadow Mouse		
19)	Jackal	65)	White Footed Mouse		
20)	Jaguar	66)	Muntjac		
21)	Jaguarundi	67)	Muskox		
22)	Jerboa	68)	Muskrat		
23)	Great Grey Kangaroo	69)	Nilghai		
24)	Tree Kangaroo	70)	Nyala		
25)	Kiang	71)	Ocelot		
26)	Kinkajou	72)	Okapi		
27)	Klipspringer	73)	Onager		
28)	Koala	74)	Common Opossum		
29)	Kouprey	75)	Murine Opossum		
30)	Kudu	76)	Orangutan		
31)	Langur	77)	Canada Otter		
32)	Lemming	78)	Sea Otter		
33)	Lemur	79)	Giant Panda		
34)	Leopard	80)	Lesser Panda		
35)	Clouded Leopard	81)	Pangolin		
36)	Snow Leopard	82)	Scimitar Oryx		
37)	Lion	83)	Rhinoceras		
38)	Llama	84)	Porcupine		
39)	Slow Loris	85)	Giant Sable Antelope		
40)	Canada Lynx	86)	Zebra		
41)	Pig-Tailed Macaque	87)	Wildebeest		
42)	Manatee	88)	Striped Hyena		
43)	Mandrill	89)	Spotted Hyena		
44)	Mangabey	90)	African Wild Dog		
45)	Margay	91)	Springhare		
46)	Markhor				

## Multiple Body Parts

- 1) One extra head
- 2) Two extra heads
- 3) 1d4 + 2 heads
- 4) Two extra forelimbs
- 5) Four extra forelimbs
- 6) Six extra forelimbs
- 7) Two extra hind limbs
- 8) Four Extra hind limbs
- 9) Six extra hind limbs
- 10) Two extra hindlimbs and two extra forelimbs

## Extra body Parts (1d6 Rolls)

- 1) Horns
- 2) Antlers
- 3) Wings
- 4) Tail
- 5) Tentacles
- 6) Shell (snail or sea shell)
- 7) Carapace
- 8) Long Sticky Tongue
- 9) Webbed Feet
- 10) Armored Back Ridges
- 11) Retractable Claws
- 12) Trunk
- 13) Tusks
- 14) Gills
- 15) Antenna
- 16) Lobster Claws
- 17) Spines
- 18) Quills
- 19) Non-Retractable Claws
- 20) Skunk scent/spray glands

## Human Types Table

- 1) Nordic
- 2) Slavic
- 3) Mediterranean
- 4) African
- 5) San
- 6) Middle Eastern
- 7) Persian
- 8) Indian
- 9) Malay
- 10) Eastern-Asian
- 11) Australian Aborigine
- 12) Incan
- 13) Mayan
- 14) Aztec
- 15) Inuit
- 16) Eastern Woodlands First Nation
- 17) Southwest First Nations
- 18) Plains First Nations
- 19) Northwest Coast First Nations
- 20) Prehistoric Type (Neanderthal, various homids, etc.)

## Dogs

- 1) Afghan Hound
- 2) Beagle
- 3) Bloodhound
- 4) Greyhound
- 5) Irish Wolfhound
- 6) Dachshund
- 7) Alsatian
- 8) Schnauzer
- 9) Bull Dog
- 10) Bull Terrier
- 11) Poodle
- 12) Borzoi
- 13) Collie
- 14) Doberman
- 15) Great Dane
- 16) Mastiff
- 17) Husky
- 18) Irish Setter
- 19) Newfoundland
- 20) Generic Brown Dog

## Birds (roll d100/2 round down)

- 1) Chickadee
- 2) Cardinal
- 3) Goldfinch
- 4) Sparrow
- 5) Pidgeon
- 6) Crow
- 7) Raven
- 8) Grackle
- 9) Blue Jay
- 10) Hawk
- 11) Great Horned Owl
- 12) Snowy Owl
- 13) Barn Owl
- 14) Bald Eagle
- 15) Golden Eagle
- 16) Black Backed Gull
- 17) Puffin
- 18) Duck
- 19) Goose
- 20) Turkey
- 21) Swan
- 22) Great Blue Heron
- 23) Snowy Egret
- 24) Pelican
- 25) Flamingo
- 26) Peacock
- 27) Pheasant
- 28) Ostrich
- 29) Scarlet Ibis
- 30) Emu
- 31) Macaw
- 32) Sulphur-crested Cockatoo
- 33) Black Cockatoo
- 34) Kingfisher
- 35) Hummingbird
- 36) Parrot
- 37) Budgie
- 38) Mynah Bird
- 39) Magpie
- 40) Lyre Bird
- 41) Loon
- 42) Albatross
- 43) Cassowary
- 44) Wood Duck
- 45) Guinea Fowl
- 46) Emperor Penguin
- 47) Smal Black & White Penguin
- 48) Shoebill Stork
- 49) Whooping Crane
- 50) Cormorant

## Cosmetics

1 - 50) as per original creatures

51 - 100) change, roll on type table then coloring, patterns and colors.

## Skin Type

- 1) Thick Hide
- 2) Scales
- 3) Skin
- 4) Fur
- 5) Chiton
- 6) Feathers

## Thick Hides

- 1) Elephant like
- 2) Rhino Like
- 3) Crocodilian
- 4) Armadillo - like
- 5) Pangolin like scales
- 6) Snake like scales

## Fur

- 1) Sleek and short (Seal)
- 2) Long and Silky (Polar Bear, Wolf)
- 3) Medium & soft (Tiger, Beaver)
- 4) Medium & Rough (Bear)
- 5) Thick & Rough (Bison)
- 6) Long & Curly (Yak)

## Coloring

1 - 50) 1 Color

51 - 100) Pattern

### Patterns & Number of Colors

1)	Striped (e.g. Zebra, Tiger)	2
2)	Spotted (e.g. Leopard, Dalmatian)	1d4
3)	Reticulated (e.g. Giraffe)	2
4)	Mackeral Tabby (e.g. Cat)	2
5)	Classic Tabby	2
6)	Ticked Tabby	2
7)	Spotted Tabby	2
8)	Piebald (e.g. Horses Cows)	2
9)	Brindled (e.g. Dogs)	2
10)	Calico (e.g. Cats)	2 + 1d3

"Brindle is a coat coloring pattern in animals, particularly dogs, cattle, guinea pigs, and, rarely, horses. It is sometimes described as "tiger-striped", although the brindle pattern is more subtle than that of a tiger's coat. The streaks of color are irregular and usually darker than the base color of the coat, although very dark markings can be seen on a coat that is only slightly lighter." - <https://en.wikipedia.org/wiki/Brindle>

"Calico cats are domestic cats with a spotted or particolored coat that is predominantly white, with patches of two other colors (often, the two other colors are orange tabby and black)" - [https://en.wikipedia.org/wiki/Calico\\_cat](https://en.wikipedia.org/wiki/Calico_cat)

"The reticulated giraffe is among the most well-known of the nine giraffe subspecies. Together with the Rothschild giraffe, it is by far the giraffe most commonly seen in zoos.[1] Its coat consists of large, polygonal, liver-colored spots outlined by a network of bright-white lines." [https://en.wikipedia.org/wiki/Reticulated\\_giraffe](https://en.wikipedia.org/wiki/Reticulated_giraffe)

#### **Mackerel tabby**

The mackerel tabby pattern has vertical, gently curving stripes on the side of the body. The stripes are narrow and may be continuous or broken into bars and spots on the flanks and stomach. An "M" shape appears on the forehead along with dark lines across the cat's cheeks to the corners of its eyes. Mackerels are also called 'fish-bone tabbies', probably because they are named after the mackerel fish.[5] Mackerel is the most common tabby pattern.

#### **Classic tabby**

The Classic (also known as "Blotched" or "Marbled") tabby tends to have a pattern of dark browns, ochres and black but also occurs in grey. Classic tabbies have the "M" pattern on their foreheads but the body markings have a whirled or swirled pattern (often called a "bullseye") on the cat's sides. There is also a light colored "butterfly" pattern on the shoulders and three thin stripes (the center stripe is dark) running along its spine. Like the Mackerel tabby, Classic tabbies have dark bars on the legs, tail, and cheeks.

#### **Ticked tabby**

The Ticked tabby pattern produces agouti hairs, hairs with distinct bands of color on them, breaking up the tabby patterning into a salt-and-pepper appearance. Residual ghost striping or "barring" can often be seen on the lower legs, face and belly and sometimes at the tail tip.

#### **Spotted tabby**

The Spotted tabby is a modifier that breaks up the Mackerel tabby pattern so that the stripes appear as spots. Similarly, the stripes of the Classic tabby pattern may be broken into larger spots. Both large spot and small spot patterns can be seen in the Australian Mist, Bengal, Egyptian Mau, Maine Coon, and Ocicat breeds." - [https://en.wikipedia.org/wiki/Tabby\\_cat](https://en.wikipedia.org/wiki/Tabby_cat)

## Colors

- 1) Black
- 2) White
- 3) Red
- 4) Blue
- 5) Yellow
- 6) Pink
- 7) Turquoise
- 8) Pale Yellow
- 9) Purple
- 10) Orange
- 11) Green
- 12) Crimson
- 13) Gold
- 14) Silver
- 15) Copper
- 16) Bronze
- 17) Gray
- 18) Light Green
- 19) Brown
- 20) Tan

## Size

If a creature is normally < 5' tall than roll on size table 1, otherwise roll on size table 2

### Size Table 1

- 1). 1 – 10 5' Tall
- 2). 11 – 20 – 6' tall
- 3). 21 – 30 – 7' tall
- 4). 31 – 40 – 10' tall
- 5). 41 – 50 – 12' tall
- 6). 51 – 60 – 15' tall or long
- 7). 61 – 70 – 18' tall or long
- 8). 71 – 80 – 20' tall or long
- 9). 81 – 90 – 22' Tall or long
- 10). 91 – 100 – 25' Tall or long

### Size Table 2

- 2' tall
- 4' tall
- 6' tall
- 10' tall
- 12' tall
- 15' tall or long
- 18' tall or long
- 20' tall or long
- 22' Tall or long
- 25' Tall or long

## Weird Shit

- 1) Swivel eyes like a chameleons
- 2) Stalked eyes
- 3) Antennae (Insect)
- 4) Lobster antennae
- 5) Big tentacles on side of body (4 – 12 in pairs)
- 6) Little tentacles on chin
- 7) Tentacles for hair
- 8) Snakes for hair
- 9) Dozens of eyes all over body
- 10) Long prehensile tongue
- 11) Beaver's Tail
- 12) Duck Bill
- 13) Parrots Beak
- 14) Cartoon Rabbit's Ears
- 15) Huge Baby's Head
- 16) Head resembles a Portuguese Man O' War
- 17) Toes are Hammers
- 18) Covered in huge pulsing boils
- 19) Hands and/or feet are like a geckos
- 20) Roll three times on this table. If you roll 20 again take three more weird things. If you roll 20 again after that, ignore it and roll again.

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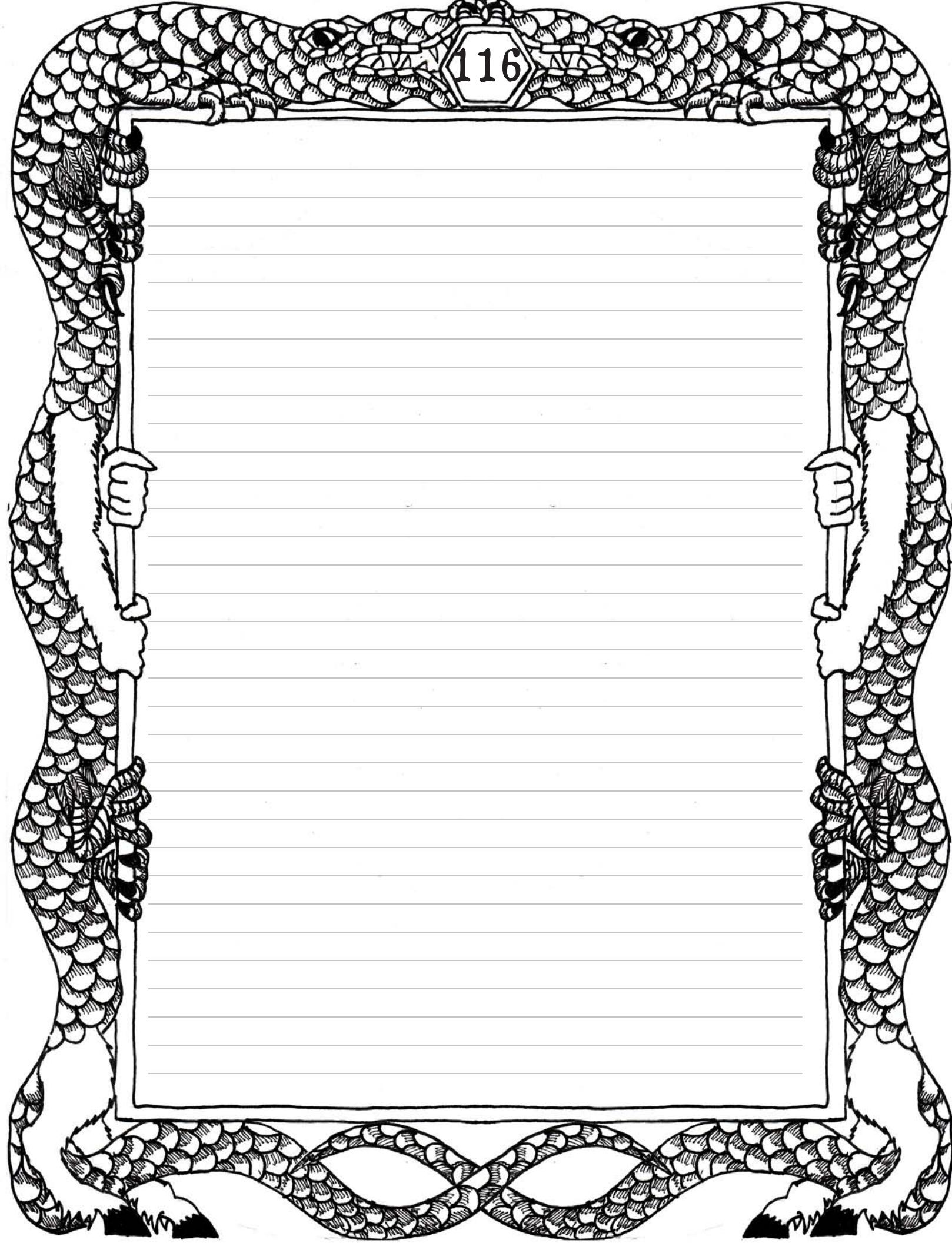
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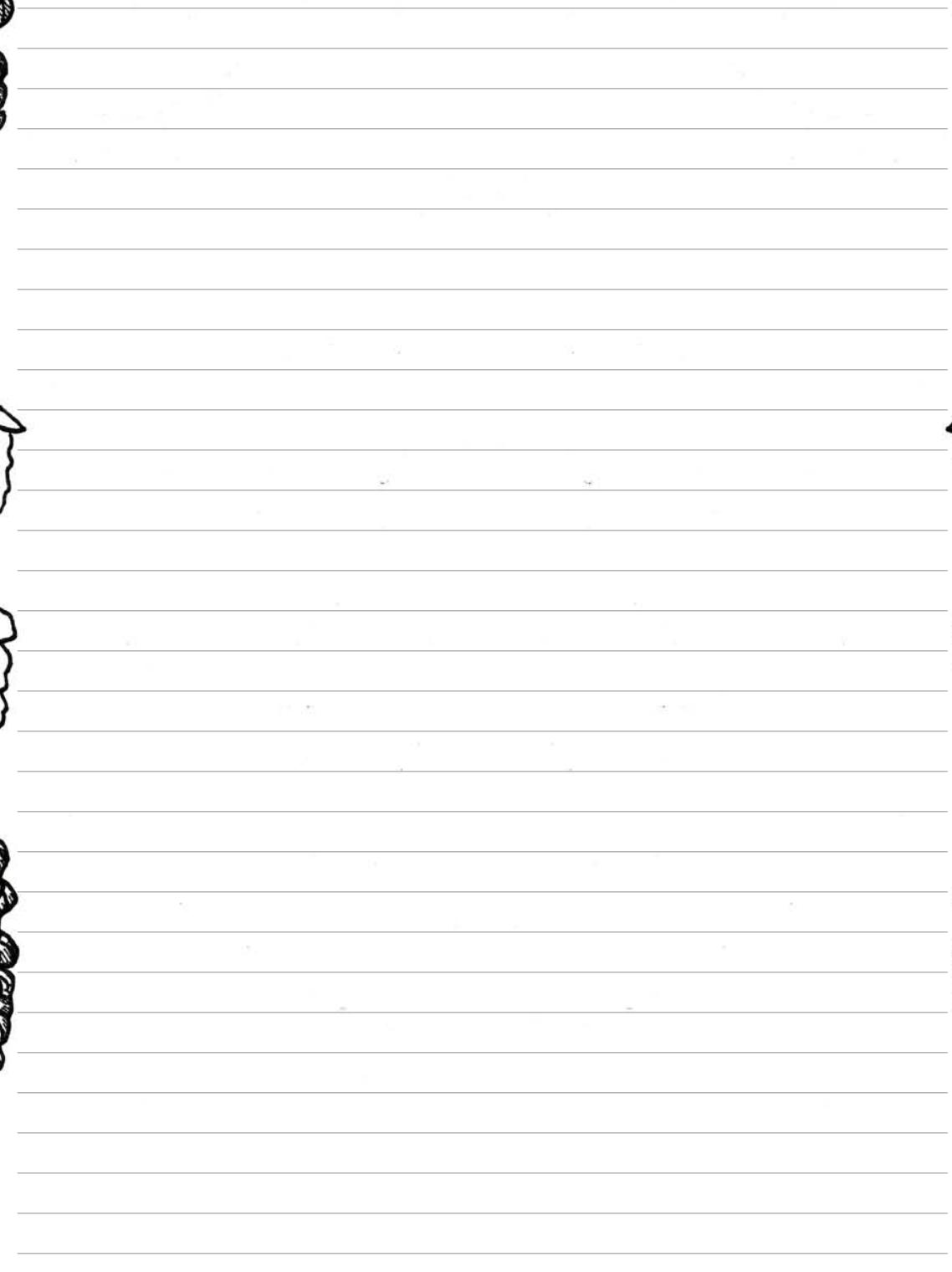
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# Notes:







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