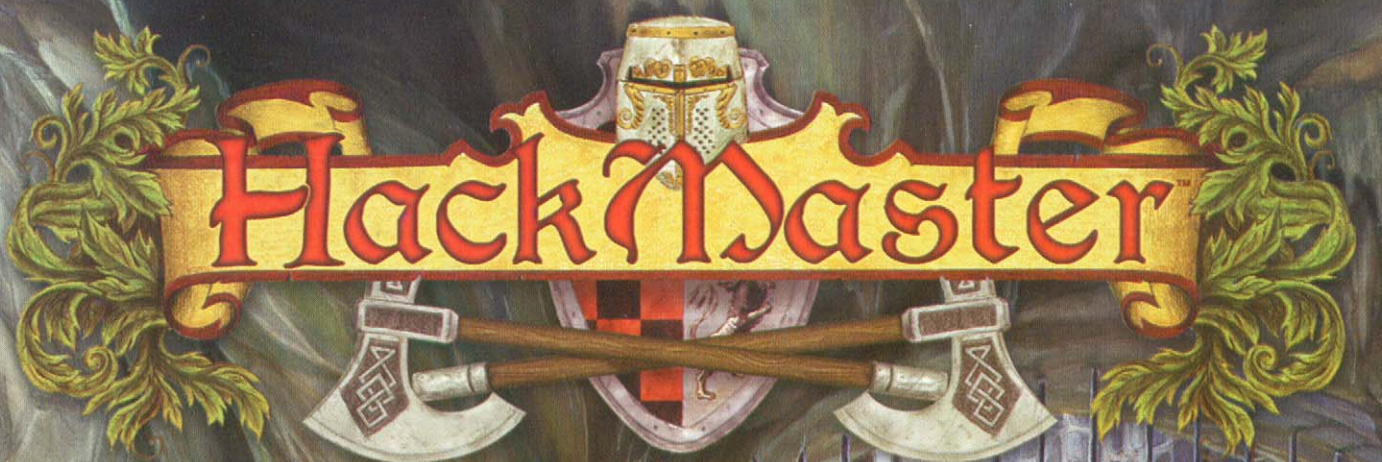
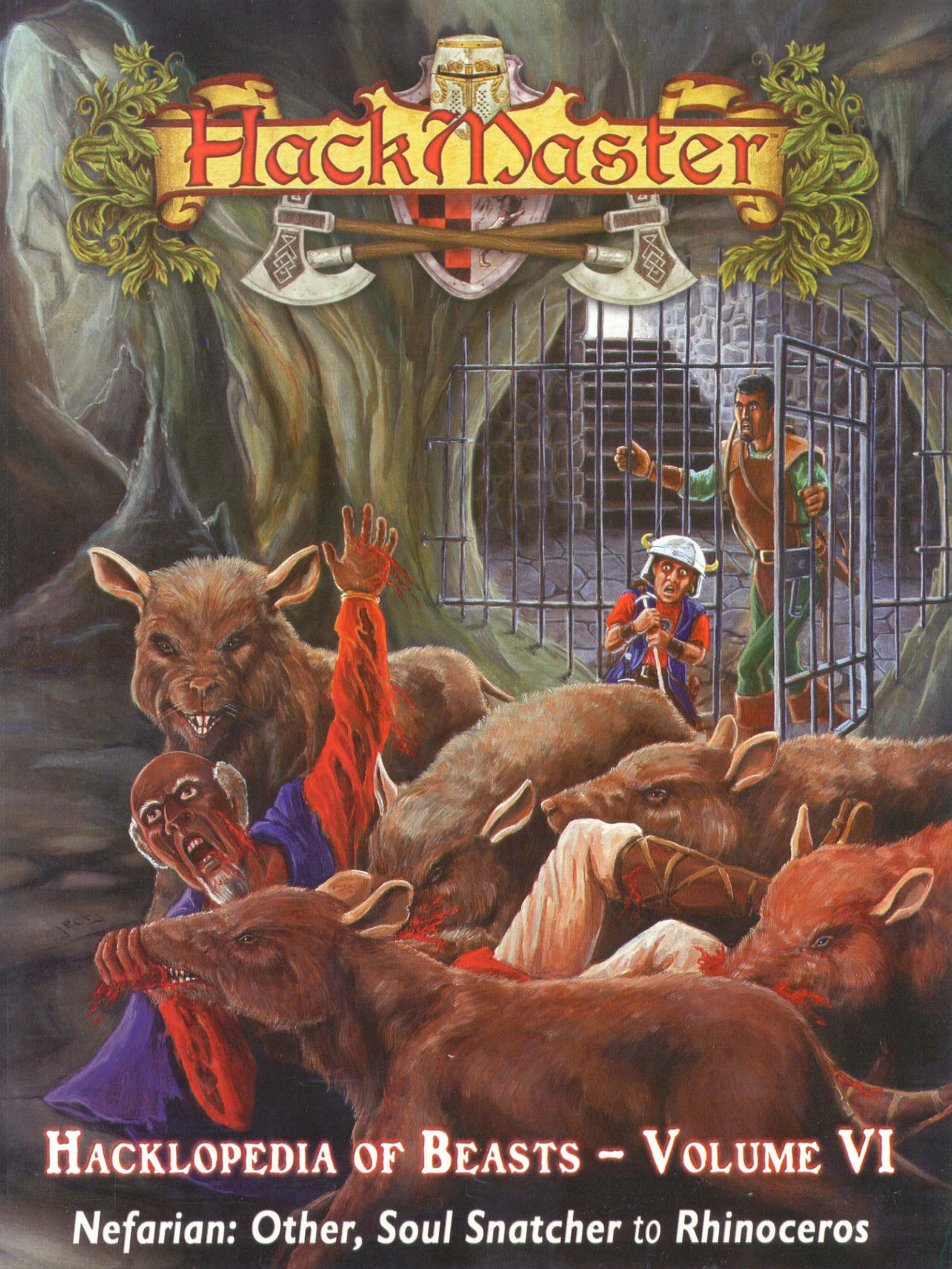




HackMaster™



HACKLOPEDIA OF BEASTS – VOLUME VI

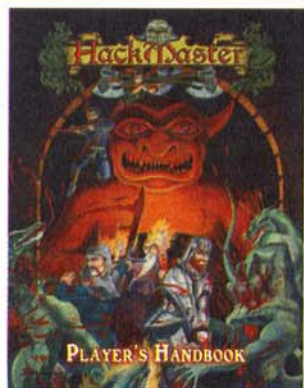
Nefarian: Other, Soul Snatcher to Rhinoceros



HACKMASTER™ BOOKS

Player's Handbook

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



Game Master's Guide

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



Quest for the Unknown

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

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



Little Keep on the Borderlands

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

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





Hacklopædia of Beasts Volume VI

SPECIAL REFERENCE WORK

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

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* FOR GAMEMASTER'S EYES ONLY! *

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

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PUBLISHER'S NOTE:

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

Foreward

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

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

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

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

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

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

"Sir?"

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

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

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

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

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

"W-W-WHAT?"

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

"But where? How?"

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

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

Game on!

Jo Jo Zeke

Jo Jo Zeke
Director of HackMaster™ Development
Hard Eight Enterprises®

Reality Check

A DISCLAIMER:

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

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

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

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

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

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

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How To Use This Book

Introduction

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

Every single monster in the HACKLOPEDIA OF BEASTS™ has been revised, edited and updated. All the creatures have had their corresponding HackFactors beefed up to bring them in line with the rest of the game. You won't find that weak ass panzy-fluff so prevalent in so many other games. Anything less than the best would be an insult to any Hero worth his salt.

Bearing that in mind, you'll find that all the monsters herein have been given a substantial face lift. New information has been added to many of the entries, and many new monsters have been added to the roster. Also, a few monsters who no longer cut the mustard have been dropped. As always the information printed here supersedes all previously published data in the case of conflicting information.

Other Worlds?

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

The Monsters

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

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

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

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

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

Very rare = 4% chance

Rare = 11% chance

Uncommon = 20% chance

Common = 65% chance

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

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

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

marily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in detail in the body text of the entry.

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

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

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

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

SIZE: The size of a creature is abbreviated as follows:

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

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

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

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

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

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

Class A creatures have total command over their movements in the air; they can freely hover, face any direction in a given round and attack during each round.

Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round and attack in each round.

Class C creatures are somewhat agile in the air; they cannot move less than half their movement rate without falling, they can turn up to 90 degrees in a round and attack aerially once every two rounds.

Class D creatures are rather slow; they absolutely cannot move less than half their movement rate without falling, can turn only 60 degrees in a round and can make a pass once every three rounds.

Class E includes large, oafish fliers; these creatures cannot move less than half their movement rate without falling immediately, can turn only 30 degrees in a single round and can make one pass every six rounds.

MORALE: This entry is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following range:

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

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

NUMBER OF ATTACKS: Found here are the basic attacks the creature can make in a melee round, excluding special attacks. This number can be modified by hits that sever limbs, spells such as Haste and Slow, and so forth. Multiple attacks indicate expert fighting skill, several members, raking paws, multiple heads, etc.

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

SPECIAL ATTACKS: If a creature has a unique attack that they prefer to use in combat, it will be listed here. The monster description details these special attack modes such as dragon breath, magic use, etc. Any competent GM will be prepared to make full use of these special attacks in every encounter.

SPECIAL DEFENSES: The creatures of Garweeze World have evolved with skills and instinctual behaviors that are perfectly suited to

self defense. Special defenses are listed in this field entry for easy reference and are more fully detailed in the monster description.

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

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

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

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

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

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

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

Ecology: This entry describes how the monster fits into the grand scheme of things within the campaign world, gives any useful products or byproducts, and other miscellaneous information. Variations of a monster can be found by consulting the main monster listing or the table of contents. For instance, the Xorn entry also describes the Xaren, a very similar creature.

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

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

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

Spell Components: Valuable information for any mage or cleric, this field entry refers to any body parts of the creature which can be used as spell components.

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

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

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

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

Psionics

Psionics are mental powers possessed by many creatures in the HACKLOPEDIA OF BEASTS™. These psionic listings are:

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

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

Attack/Defense: The telepathic attack and defense modes that the creature can use. Note that defense modes are not included in the total number of powers the creature knows.

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

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

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

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

Nefarian: Other: Soul Snatcher

DESCRIPTION: Soul Snatchers appear as angry but insubstantial Wraith-like humans, demi-humans or humanoids. They can only appear at night on the Prime Material Plane.

COMBAT/TACTICS: Soul Snatchers attack a victim's life force, not his physical body. They can pass through inanimate objects. When the creature attacks, it places its hand inside the victim and attempts to draw out the victim's soul. The creature drains 1 level with each touch. The fiend can attack twice per round; if it attacks two different creatures each attack roll is made at -3. On a natural attack roll of 20, the victim loses all experience levels (this effect supersedes the critical hit table in the GMG). Unfortunately, the victim does not die, but instead suffers a worse fate, trapped forever at zero level!

The Soul Snatcher fights to the death unless it obtains a soul by draining all of a creature's levels. Should the fiend successfully steal a victim's soul, it will attempt to run away at maximum movement, hoping to attract the attention of a high level demon. If the Soul Snatcher is slain, the soul returns to the victim and the levels are restored.

Soul Snatchers can only be harmed by magical or blessed weapons. The grip of the creature can be broken with a Holy Word. This

Soul Snatcher

AKA: Career Capsizer
HACKFACTOR: 14
EP VALUE: 815
CLIMATE/TERRAIN: Abyss
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Souls
INTELLIGENCE: High (13-14)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (7' to 8' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 0
NO. OF ATTACKS: 2
DAMAGE/ATTACK: Energy drain
SPECIAL ATTACKS: Energy drain
SPECIAL DEFENSES: Immune to mundane weapons, insubstantial
MAGIC RESISTANCE: Standard
HIT DICE: 3+3

instantly restores all victims' levels and the Soul Snatcher will flee unless it succeeds at a special morale check. This check is made against 25 minus the level of the cleric casting the Holy Word. If it succeeds, it will continue to fight, attempting to drain levels anew.

HABITAT/SOCIETY: Soul Snatchers are dead individuals of chaotic evil alignment who, for whatever reason, could not enter the Abyss. Forced into a kind of limbo, Soul Snatchers seek the souls of others.

Victims without a soul are zero level nobodies – never again able to experience the joy of hack. When these pathetic individuals die, they too are fated to become Soul Snatchers.

ECOLOGY: Soul Snatchers are lower than the lowest-ranking demon. They are the result of the bureaucratic backlog that plagues the lower planes. No nefarians are assigned to sort out this mess and most high level demons are unwilling to help. Soul Snatchers can be turned by clerics as Wraiths. They cannot step upon consecrated ground and will not cross a line or puddle of holy water.

YIELD:

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

Nereid

DESCRIPTION: Nereids are creatures from the Elemental Plane of Water, so they appear as water in their true form. However, they are most often encountered in the form of a gorgeous human female. They have long golden hair, pale white skin and beautiful singing voices. Nereids are naked except for a tiny white shawl that they carry with them at all times. In the water, they are 95% invisible.

COMBAT/TACTICS: Nereids rarely initiate combat, but when forced they spit in the eyes of opponents. Victims can be struck up to 20 feet away and will be blinded for 2-12 rounds unless they stop to wash out their eyes. Blinded victims fight at -4 and lose 4 points of AC.

A Nereid can control the water within 30 feet of her lair. At will, she can create turbulence (slowing movement to one quarter) and cause the water to boil instantly (10-foot radius sphere with 30-foot range, victims suffer 4-16 points of damage each round, save vs. paralyzation for half damage). These effects last as long as the Nereid concentrates and for two rounds after she ceases to do so, regardless of her location. She can also cause waves to make a thunderous noise so that all within a 60-foot

Nereid

AKA: Water Nymphs
HACKFACTOR: 10
EP VALUE: 270
CLIMATE/TERRAIN: Any Water
FREQUENCY: Very Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Any Chaotic
NO. APPEARING: 1-4
SIZE: M (6' tall)
MOVEMENT: 12", 12" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Hesitant (7)
ARMOR CLASS: 10
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Spit, water manipulation, thunderous noise
SPECIAL DEFENSES: Immune to men, water manipulation
MAGIC RESISTANCE: 50%
HIT DICE: 4



The Soul Snatcher is a wraith-like chaotic evil Nefarian.



Nereid

radius are deafened for 3-12 rounds (no saving throw) unless they take precautions (such as ear plugs), in which case they can save vs. death magic at -4 to avoid the effect. (Obviously, a Silence 15' Radius or Power Word: Silence spell would negate the effects.)

Nereids can use Water Shape at will. This allows her to form small-sized creatures from the elemental water around her. The shapes are mostly harmless, except for that of a snake (AC 10, HD 4, #At 1, Dmg 1-4). This lasts as long as she concentrates and 1d4 rounds thereafter.

Men find Nereids fascinating and will be incapable of causing them harm. Women though, are quite capable of harming them. Anyone who kisses a Nereid must make a save vs. breath weapon or drown instantly. Those that save will be in utter ecstasy for 1-6 rounds. (Nereids very rarely kiss willingly.)

Nereids are 85% likely to have one of the following as a pet (roll 1d8), depending upon whether they are encountered in fresh or salt water:

- | | |
|-------------------------|---------------|
| 1 Giant Eel | 5 Giant Squid |
| 2 Giant Otter | 6 Dolphin |
| 3 Giant Poisonous Snake | 7 Giant Leech |
| 4 Giant Octopus | 8 Sting Ray |

HABITAT/SOCIETY: Nereids are flighty creatures whose behaviors flow with their whims, even the good-aligned ones are unpredictable at best. Many a man has tried to take a Nereid as a wife only to drown in the process. Very rarely, Nereids appear as men.

ECOLOGY: A Nereid is very protective of her shawl, as it holds her soul. Anyone who gets a hold of a shawl will have control of the Nereid, thus she will do almost anything to get it back. Most men give the shawl right back after hearing the Nereid promise a sexual buffet of their

wildest dreams. The Nereid rarely deliver on such a promise. If the shawl is destroyed, the Nereid dies, turning to normal water.

YIELD:

Medicinal: Nil

Spell Components: The water of a Nereid (freely given) can be used in lieu of the other material components to Control Tides (as Control Weather, but only affects the water).

Hide/Trophy Items: Nil

Treasure: X

Other: The kiss of a Nereid can be used to create a Philter of Lust potion. (She must kiss a willing party, whose saliva is then used to concoct the potion.)

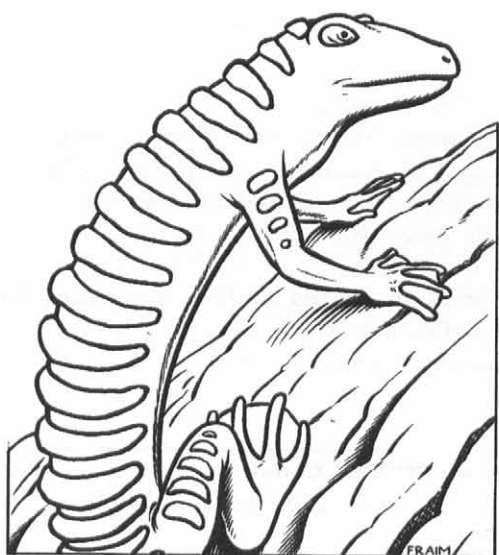
Newt, Jelly-banded	Common	Giant
AKA:	Ooze Newt	Gargantuan Ooze Newt
HACKFACTOR:	0	0
EP VALUE:	1	15
CLIMATE/TERRAIN:	Subtropical to Tropical	Subtropical to Tropical
FREQUENCY:	Common	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-10	1-4
SIZE:	T (2" to 6" long)	S (3' long)
MOVEMENT:	2", 3" Climb	6", 9" Climb
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Unsteady (7)
ARMOR CLASS:	10	8
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	Nil	1-4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Irritating rash	Very irritating rash, poisonous skin
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1-2 hit points	1-1 Hit Die

Newt, Jelly-banded

DESCRIPTION: Jelly-banded Newts are Newts with two layers of skin separated by a jelly-like substance. The outer layer is incredibly thin and the slightest poke will cause the jelly-like substance between the layers to ooze out. The Newts are violet in color and the ooze is dark purple. Jelly-banded Newts can climb any surface, even polished glass.

COMBAT/TACTICS: **Common Jelly-banded Newt:** The common Newt poses no threat to anyone except grubs. If attacked, the jelly will ooze out. Any contact with bare skin causes the victim to save vs. poison at +6 or suffer an irritating rash for 1-4 days or until it is removed with a Cure Disease spell. The Newt can also bite, but its bite is ineffectual against most any opponent taller or longer than one foot.

Giant Jelly-banded Newt: The Giant Newts have a stronger bite that can do damage. They will attack small creatures and bipeds if they are hungry enough. Touching the jelly with bare skin causes the victim to save vs. poison or suffer 1-6 points of damage. The damage will not kill the victim under any circumstances (it can only reduce him to 1 hit point), but it leaves behind a rash. The rash gives the victim -1 to-hit and to damage for 1-8 days unless cured.



Common Jelly-Banded Newt

HABITAT/SOCIETY: The common Jelly-Banded Newts live in the lower canopy of jungles hunting for juicy grubs and other insects. They are friendly creatures and make great pets except that their owners invariably suffer from periodic irritating rashes. Giant Jelly-Banded Newts are sometimes used as guard animals by desperate Lizard Men. They are easily bribed with food.

ECOLOGY: Jelly-Banded Newts are amphibians. Sages believe that amphibians may be an ancient race that pre-dates the earliest elven dynasties. The location of an "Amphibian King" is unknown, but he is believed to be a Newt of the largest size, who eats golden grubs under a massive jungle canopy.

YIELD:

Medicinal: 99% of humans, demi-humans and humanoids are allergic to the jelly from Jelly-Banded Newts. Those that are not can use the jelly as healing salve (1-2 applications per common Newt and 2-20 for Giant Newts). Knowledgeable healers can use this salve to repair 2-8 hit points per application.

Spell Components: The jelly can be used for an Irritation spell, in lieu of other material spell components, but it simply fails outright against 1% of the population.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Nid'Hogg

DESCRIPTION: Nid'Hoggs are skink-like dragons that guard magic pools in mystic caverns beneath the earth. They are never encountered on the surface. Nid'Hogg hides are black-green, with dark green underbellies. Their teeth are sharp and curve slightly inward.

COMBAT/TACTICS: Nid'Hoggs can bite victims for 2-16 points of damage. They can also choose to wrap up a victim with their bodies, inflicting 2-16 points of damage with a successful strike, plus 1-8 points of damage each round thereafter. Victims who are struck may attempt a Dexterity check. Success indicates that their arms are free. Those with greater than 18 Strength may automatically break free (instead of attacking) while others may attempt a bend bars/lift gates

roll to do so. Nid'Hoggs like to use this attack against spell casters, especially magic-users.

Nid'Hoggs have a fiery breath weapon they can employ three times per day. They breathe fire in a cone 30 feet long, 20 feet in diameter at the base and one foot in diameter at the vertex, inflicting 10-60 points of damage (save vs. breath weapon for half). Nid'Hoggs memorize and cast spells as a magic-user of 1st to 6th level, depending on their Intelligence (11-16, respectively). All their spells will be defensive, designed to warn them in case of attack. Typical spell choices include: Alarm, Shift Blame, Magic Shield, Mirror Image, Invisibility, Protection from Normal Missiles, Explosive Runes, etc.

HABITAT/SOCIETY: Nid'Hoggs have been charged by an ancient subterranean race to guard the magic pools in their lairs. The origin of this race remains a mystery and Nid'Hoggs will never tell. The magic pools can have any of a variety of effects (GM's option), but in any group of pools, there is always one that grants permanent benefits and one that grants permanent death. Only the Nid'Hogg knows which pool is which. Nid'Hoggs themselves cannot benefit (or suffer) from the effects of the pools. They sometimes engage in riddle contests, the prize for their opponents being a sip from one pool of the winner's choice. Typically the Nid'Hogg claims treasure or protective magicks for its prize.



The Nid'Hogg prefers its meals to be thoroughly cooked.

Nid'Hogg

AKA: Skink Dragon

HACKFACTOR: 49

EP VALUE: 4,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very to Exc. (11-16)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: H (20'+ long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 2

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 2-16 or breath weapon

SPECIAL ATTACKS: Breath weapon, constriction

SPECIAL DEFENSES: Spells

MAGIC RESISTANCE: 30%

HIT DICE: 10+2

ECOLOGY: No young Nid'Hoggs have ever been encountered and some believe them to be a near-immortal race. Nid'Hoggs do not use Dragon Speak, though they are immune to its effects. Some sages believe that the Nid'Hogg is an advanced species of dragon, but this is still debated. The Dragon Committee regards Nid'Hoggs with disdain, as they do not participate in matters of the surface world.

YIELD:

Medicinal: Bathing in Nid'Hogg blood has the same effect as a Potion of Longevity, but the bathing must occur within one turn of the creature's death.

Spell Components: Nid'Hoggs are highly magical creatures. It is unknown if any of the body parts can be used in spells, but sages and magic-users agree that it would sure make sense.

Hide/Trophy Items: Nid'Hogg hide is perfect for enchantment and can be made into enchanted scale mail up to +12.

Treasure: H, I

Other: Nil

Night Hag

DESCRIPTION: Night Hags resemble hideous human women with pointed ears, dark blue-violet skin, black hair and glowing red eyes. They have long, pointy black talons on their feet and hands. Night Hags dress as witches or in tattered black rags.

COMBAT/TACTICS: Twice per day, Night Hags can cast a Sleep spell as a 12th level magic-user. Sleeping victims are granted a special save vs. spell. If the victim misses his saving throw, the Hag strangles him and travels to Hades with the soul. If the victim makes the saving throw, the Hag visits the victim nightly in his dreams. Each night, the Night Hag comes to the victim in an ethereal state and permanently drains 1 point of Constitution. A Dispel Evil cast on a victim during one of these dreams will force the Night Hag to appear on the Prime Material Plane for one hour (during which time the Hag can be fought normally). Should the Night Hag survive, it usually flees to plot a more sinister approach the next night. Certain psionic disciplines that involve dream manipulation can also be used to combat the Night Hag in her own realm.

Night Hags can use a Magic Missile-like ability three times per day (1 missile, Dmg 2-16). They can use a Ray of Enfeeblement three times per day (as a 12th level caster). Night Hags can become ethereal at will, know any creature's Alignment (as spell) and Polymorph themselves at any time. If combat goes against a Hag, she may summon (with a 50% chance of success) either a Type I Demon or Sentinel Devil).

Night Hag

AKA: Dusk Witch

HACKFACTOR: 50

EP VALUE: 1,400

CLIMATE/TERRAIN: Hades

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M

MOVEMENT: 9"

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Possible/
Possible

MORALE: Resolved (18)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: 65%

HIT DICE: 8



Night Hag

Night Hags are immune to Sleep, charm, fear, fire and cold effects. They can only be hit by silver or +3 or better weapons.

HABITAT/SOCIETY: In Hades, you cannot throw a rock without hitting a Night Hag – though on the Prime Material Plane they are extremely rare. They only make forays into Garweeze Wurld to kidnap creatures to bring back to Hades. To invade a victim's dream, every Night Hag has a magic periapt. If this gem is recovered (from its hiding place in Hades) it can cure any disease. Each time it is used by a good-aligned PC, its power decays by 10% until it crumbles to dust.

Night Hags can only truly be slain on their home plane. If they are killed on the Prime Material Plane, they cannot return for a year and a day.

ECOLOGY: In life, Night Hags were evil witches. As such, they know a great deal about magic and will sometimes tutor an evil witch (whom they then use to locate other victims to bring to Hades). Night Hags dislike sunlight and immediately shift to the Ethereal Plane if exposed to it. If the Night Hag is prevented from leaving, the sunlight causes her to weaken (at half power for 1 hour per round of exposure).

YIELD:

Medicinal: The Night Hag's periapt can be used in a concoction that will restore a victim's Constitution to its previous level.

Spell Components: Night Hag blood can be used in lieu of other components to cast either a Minor Globe of Invulnerability or a full Globe of Invulnerability. In addition, a magic-user can also pen a scroll of either spell with the blood if he is of sufficient level to cast it (and knows the spell).

Hide/Trophy Items: Nil

Treasure: Nil

Other: Night Hag blood is highly magical and has a variety of uses. Magic-users employ it in Potions of Invulnerability. It can also be used, without special preparation, to scribe a scroll of Globe of Invulnerability or Minor Globe of Invulnerability.

Nightmare

DESCRIPTION: Nightmares are the evil steeds of demons, Liches, and undead lords. They resemble coal-black horses, but are very evil. Nightmares have glowing red eyes, flaming orange nostrils and burning hooves. The mane and tails are flowing and ragged.

COMBAT/TACTICS: Unless controlled by a rider, Nightmares attack any living creature they see. They especially enjoy trampling small children, helpless kittens, old people, flower patches, Leprechauns caught in animal traps, frolicking pixies and, in fact, just about anything. During combat, they can emit a breath of noxious vapors that causes all within 10 feet of their nostrils to save vs. paralyzation or suffer -2 to-hit and damage for 3-12 rounds.

Nightmares can fly, even though they have no wings. They can fly through the Astral and Ethereal Planes, traveling between them and the Prime Material Plane at will.

HABITAT/SOCIETY: Nightmares willingly serve as mounts in order to commit evil deeds, especially during times of war (which is pretty much

Nightmare

AKA: Equus-Foedus, Horror Steed

HACKFACTOR: 32

EP VALUE: 2,000

CLIMATE/TERRAIN: Lower Planes

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: L (6' tall)

MOVEMENT: 15", 36" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: -4

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 4-10/4-10/3-8

SPECIAL ATTACKS: Burning hooves

SPECIAL DEFENSES: Paralyzing cloud

MAGIC RESISTANCE: Standard

HIT DICE: 6+6

all the time in the lower planes). However, they often follow their own whims rather than their master's orders.

Magic-users of 5th level or higher are capable of summoning Nightmares with the appropriate series of spells: Conjure Mount, Monster Summoning III and Wall of Fog. Finally, as the Nightmare emerges, the magic-user must sacrifice items worth at least 200 gp (platinum oat flakes, for example).

In the lower planes, Nightmares perform a special function. Once a decade all the Nefarians gather for an important ceremony, presided over by a large force of stampeding Nightmares. During the Running of the Nightmares, as it is known, it is virtually impossible to summon one to the Prime Material Plane.

ECOLOGY: Nightmares don't need to eat or drink, but they sometimes insist that their "master" buy the appropriate supplies anyway. Nightmares eat fallen foes when possible. They will not eat sugar cubes unless they happen to be attached to a human hand. Nightmares cannot be truly slain, except on the lower planes. If killed on the Prime Material Plane, they disappear and cannot return for a year and a day.

YIELD:

Medicinal: Nil

Spell Components: Nightmare blood is a basic ingredient in many evil cleric and magic-user spells.

Hide/Trophy Items: Nightmare leather can be used to create powerful but evilly aligned armor, gauntlets and other clothing that is well suited to enchantment.

Treasure: Nil

Other: Evil clerics and magic-users will pay 1000-4000 gp per Nightmare corpse and 100-400 gp per vial of Nightmare blood.



A Nightmare and its evil rider.

Nixie

DESCRIPTION: Nixies resemble elves with webbed fingers and toes and wide silver eyes. Nixes have lightly-scaled pale green skin and dark green hair. Females are gorgeous and wear very little clothing. Males wear loincloths. Nixies have trim bodies and smooth skin.

COMBAT/TACTICS: Nixies can breathe air or water equally well, but they prefer to stay in their lakes. They are not aggressive, though they do carry daggers and javelins to defend themselves. Nixies can cast a powerful Charm Monster spell once per day for every 10 Nixies and any one individual that comes within 30 feet can be affected. Victims must save vs. spell at -2.

Using a Dispel Magic against the Charm spell works 75% of the time, but if the victim is standing in the same body of water as the Nixie, there

Nixie

AKA: Creek Fiend

HACKFACTOR: 1

EP VALUE: 270

CLIMATE/TERRAIN: Temperate lakes

FREQUENCY: Rare

ORGANIZATION: Tribe

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Very (12)

ALIGNMENT: Neutral

NO. APPEARING: 20-80

SIZE: S (4' tall)

MOVEMENT: 6", 12" Swim

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (10)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Charm

SPECIAL DEFENSES: Summon fish

MAGIC RESISTANCE: 25%

HIT DICE: 1



Nixies successfully capturing a victim with their large fishing net.

is only a 25% chance of success. Nixies keep charmed slaves for one full year to perform heavy labor and give the entire tribe sensual massages. There is a 20% chance of finding one or two slaves with any given tribe. After a year, the spell wears off and the victim escapes with odd memories of serving his small masters and a sense of guilty pleasure.

Victims who cannot breathe water on their own will be given a Water Breathing spell. Any Nixie can cast this spell or dispel it once per day. The spell lasts one day and must be recast when it wears off or else the victim will drown.

Groups of 10 or more Nixies will use large fishing nets against opponents in the water. All 10 Nixies can make a single roll against AC 10 versus a single opponent, with -2 AC for each additional victim up to five (in which case they would need to hit AC 0). If they miss, no victims are caught in the net.

Nixies sometimes have guardian fish that are trained to attack. Nixies fear fire and very bright lights. In the water, the tribe summons schools of small, non-combatant fish to block the offending light.

HABITAT/SOCIETY: Like all fairy-kin, Nixies spend most of their time frolicking, singing, dancing and throwing wild parties. They live in dwellings made from seaweed that are extremely difficult to detect underwater (only 5% chance within 20 feet). Freshwater Nixies weave their huts out of freshwater vegetation that is available to them.

Nixie tribes have either one or two Giant Gars (20%) or two to five Giant Pikes (80%) as pets. These fish know basic commands, but each Nixie has a smaller, ornamental fish that can obey complex commands. All Nixies can summon 10-100 smaller fish in one to three rounds.

About one third of the tribe will be children too young to fight. Families have between four and eight members and the total tribe will

contain 10-15 families. Tribal territory spans about three to five miles. Should the tribes become too large, they split into two tribes.

Tribes are ruled by Acquar ("water mothers"), a hereditary position held by the oldest and/or wisest female. She settles disputes within the tribe and chooses the S'oquar ("water warlord") who is responsible for hunting and defense. The Acquar is advised by a council of elders called L'uquar ("water elders") who maintain an oral record of the tribe's history.

Intertribal rivalries are common and fierce. Rival tribes often kidnap females from each other for brides. Nixies are unabashed polygamists and each male will have two or three wives. Nixies worship water-related and nature-related gawds. The tribe sometimes trades silk from water spiders for coins and metal items.

ECOLOGY: Nixie lakes are clean and well stocked. Trash is dumped on land, in areas where it is not likely to affect the Nixie's habitat. As long as the trash does not go into the water, the Nixies do not care.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q (each), C (in lair)

Other: Nixie blood can be used to make Potions of Water Breathing.

Nizar'fang

DESCRIPTION: Nizar'fangs are a race of evil flying Lizard Men with bat-like wings. It is rumored that during a climactic battle between the forces of good and the evil magic-user Poadrus, he cast a powerful Polymorph spell to enhance his makeshift army of Lizard Men. Despite his defeat, they continue to flourish and spread evil.

COMBAT/TACTICS: Nizar'fangs prefer missile weapons, especially javelins and spears. They sometimes swoop down at creatures from behind, lift them into the air and drop them on sharp rocks or weathervanes (up to 300 pounds). In times of war, Nizar'fangs wear light armor and carry shields. For every four Nizar'fangs present there will be a sub-leader type who is AC 4 and has 3 HD.

HABITAT/SOCIETY: Nizar'fangs continue the evil work of their master, Poadrus. His ultimate goal was to undermine all the governments of Garweeze Wurd and throw everything into chaos. Nizar'fangs do this by contracting themselves out to evil magic-users with similar plans or launching raids against poorly defended human outposts.

Nizar'fang

AKA: Flying Gator Men

HACKFACTOR: 2

EP VALUE: 65

CLIMATE/TERRAIN: Swamp, Marsh

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Very to High (11-14)

ALIGNMENT: Neutral Evil

NO. APPEARING: 10-60

SIZE: M (6' tall)

MOVEMENT: 12", 9" Swim, 12" Fly (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5

NO. OF ATTACKS: 3 or 3

DAMAGE/ATTACK: 1d4-2/1d4-2/1-6

or by weapon/1d4-2/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2



A Nizar'fang raid upon a distant human outpost.

Tribes are led by Nizar'fangs with 5 HD and the powers of a 5th level magic-user. Tribal leaders are very crafty and are especially interested in powerful magic items. Rumors of powerful magic items in an area will attract the Nizar'fang to loot and pillage the area.

Nizar'fangs are extremely greedy, but are not above forming temporary alliances for mutual benefit. (They double cross partners, unless their partners display an unusual amount of power and/or resourcefulness.)

ECOLOGY: Nizar'fangs are born just like other Lizard Men. They sometimes bully small Lizard Men tribes into helping them, but during battle, the lesser Lizard Men will be used as arrow fodder. Lesser Lizard Men realize this and are usually willing to betray the Nizar'fangs to get rid of them. It is said that anyone who resembles Poadrus can command these creatures (5% chance).

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: U

Other: Nil

Norker

DESCRIPTION: Norkers are primitive Hobgoblins with sloping foreheads and thick skulls. They are sometimes mistaken for Hobgoblins by the ignorant. Many humanoids look down on Norkers because they walk hunched over, dragging their clubs and grunting, but the Norkers have mastered a wide variety of weapon construction techniques: they wield everything from wooden clubs and stone knives to stone clubs and wooden knives.

COMBAT/TACTICS: Norkers have three-inch fangs that they use to bite opponents when not clubbing them. They have very tough skin and powerful muscles. The average Norker is considerably stronger than

the average Hobgoblin (+1 to-hit and +2 to damage). Sometimes Hobgoblins use Norkers to help raid human and demi-human settlements, but the Norkers often forget to abduct people and instead beat them to death.

HABITAT/SOCIETY: Norkers live in a tribe led by the largest male (3 Hit Dice). The chief will have two "enforcers" with 2 Hit Dice each. Females are equal in numbers to the males and the young make up 50% of the total population. Young Norkers are non-combatants.

The Norker language consists mainly of grunts and, every now and then, a growl.

ECOLOGY: Norkers inhabit regions that Hobgoblins have left in favor of better hunting. Sages speculate that Norkers and Hobgoblins could produce viable offspring, but so far neither race has agreed to participate in any empirical study.

YIELD:

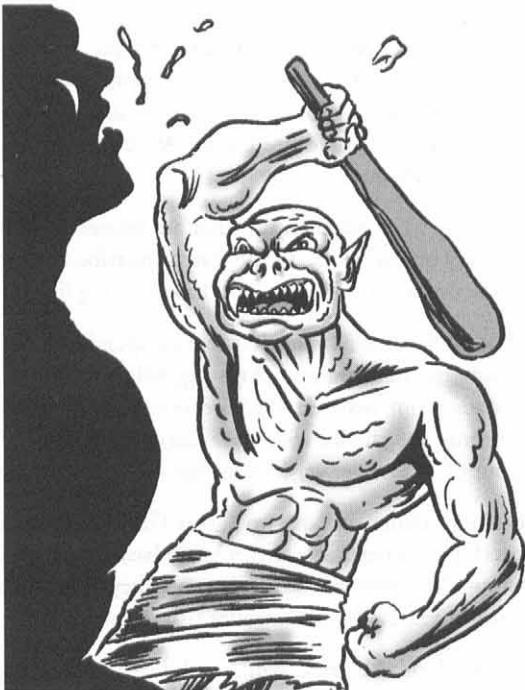
Medicinal: Nil

Spell Components: Norker hide can be used in lieu of other material components for an Armor spell that grants AC 3 and that has a four-hour duration with only a 5% chance of spell mishap. (This cannot be done with Hobgoblin hide.)

Hide/Trophy Items: Nil

Treasure: E

Other: Nil



Norker

AKA: Goblinus-Neanderthal

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 3-30

SIZE: S (4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (10)

ARMOR CLASS: 3

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 3-8/3-8 or 1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+2

Nymph

DESCRIPTION: A Nymph's beauty is beyond words. Nymphs are so alluring that one glimpse can blind or even kill a man. Most men seem not to care about the danger. Nymphs do not age and always look gorgeous. Many men and a few women have killed each other over Nymphs.

COMBAT/TACTICS: Nymphs flee if confronted with violence. A Nymph can employ spells as 7th level druids and can cast Dimension Door once per day as a 7th level magic-user. Those viewing a Nymph without her prior permission must save vs. spell or be blinded (as per the 2nd level magic-user spell). If the Nymph is nude or disrobes, an onlooker must save vs. death or die immediately. The smile on the face of one of these corpses cannot be removed by any means short of a Wish spell.

HABITAT/SOCIETY: Nymphs are the physical embodiment of the beauty of nature and are always encountered near nature's wonders. They are normally solitary, but it is rumored that every few years a group of them gets together to gossip and seek out a handsome bard or two to

Nymph

AKA: Woodland Looker
HACKFACTOR: 11
EP VALUE: 1,400
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Nil
INTELLIGENCE: Exceptional (16)
ALIGNMENT: Neutral (good)
NO. APPEARING: 1-4
SIZE: M (4' to 6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Hesitant (7)
ARMOR CLASS: 9
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Extreme beauty, spells, Dimension Door
MAGIC RESISTANCE: 50%
HIT DICE: 3

play the latest tunes for them. Animals never attack Nymphs; instead, they run to a Nymph's side to be petted and caressed.

So long as a good-aligned individual warns of his approach, the Nymph is 10% likely to be friendly to that creature. Nymphs will be favorably inclined toward human males with an 18 or higher Comeliness (90% chance). A Nymph's treasure hoard consists mostly of gifts from lovesick men.

ECOLOGY: Nymphs are friends to nature and enjoy healing sick animals and plants. They live much longer than most humans and demi-humans and are extremely knowledgeable about the regions in which they live. Any man who kisses a Nymph forgets all painful and troubling memories for 24 hours. Any woman who kisses a Nymph has a 90% chance of boosting the morale of any male onlookers by four points for 2-12 turns.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q (individual); Qx10, X (in lair)

Other: A lock of Nymph hair sewn into a garment increases the wearer's Charisma and Comeliness by one point each. The tears of a Nymph can be used in a Philter of Love. If a woman bathes in a Nymph's pool, her Comeliness increases by two until she bathes elsewhere. (10-40% chance the increase is permanent, but no further benefit from bathing in that Nymph's pool again.)

Obsidian Clan

DESCRIPTION: The Obsidian Clan is a group of primitive humans dedicated to the worship of evil and extending the influence of their evil gawd's might. They terrorize the jungles of Garweeze World.

Obsidian Clan Commoner: These are the tribesmen and tribeswomen of the clan. They will be dressed in traditional leaves and handmade clothing made from other jungle resources. Most tribesmen are oppressed workers, but there is a very small middle class in the clan.

Obsidian Clan Shaman: Shamans rule the clan with an iron fist. The life of a clan member centers around worship, temple building and acquiring food and/or sacrifices. Shamans wear elaborate feathered headdresses and expertly made wooden armors. They will always be armed with a staff tipped with an obsidian blade.

Obsidian Clan Warrior: Warriors are loyal to the Shamans (provided they get paid promptly). They help oppress the workers so that the Shaman's projects can be finished. They wear wooden armor and carry obsidian blades.

COMBAT/TACTICS: **Obsidian Clan Commoner:** The average tribesman carries an obsidian knife and will only fight if ordered by a Shaman or Warrior. Otherwise, if attacked, they must make a morale check or flee. 5% of the Commoners are middle class clan merchants who might attempt to bribe their way out of a tight spot.

Obsidian Clan Shaman: Shamans are clerics of 2nd to 8th level and have one Warrior bodyguard per cleric level. Obsidian Clan Warriors are expected to sacrifice their lives to save their Shamans. Most will do so. The staff each Shaman wields inflicts 1-6 points of damage and may (5% chance per level) be enchanted.



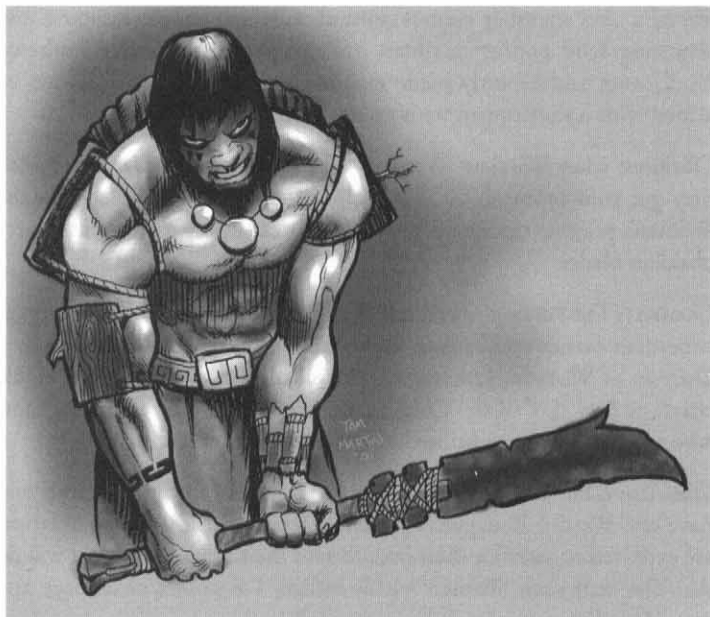
Nymphs are often encountered near natural wonders in Garweeze World.

Obsidian Clan	Common	Shaman	Warrior
AKA:	Obsidian Tribesman	Obsidian Cleric	Obsidian Knight
HACKFACTOR:	0	2 + 1/level	1 to 7
EP VALUE:	15	Variable	Variable
CLIMATE/TERRAIN:	Subtropical, Tropical	Subtropical, Tropical	Subtropical, Tropical
FREQUENCY:	Uncommon	Rare	Uncommon
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	High to Genius (13-18)	Very (11-12)
ALIGNMENT:	Lawful Evil	Lawful Evil	Lawful Evil
NO. APPEARING:	20-200	1-4	4-40
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)
MOVEMENT:	12"	12"	12"
PSIONIC ABILITY:	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Very (11)	Resolved (18)	Daring (15)
ARMOR CLASS:	8	5	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Nil	Spells	Obsidian blades
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1	1 and up	2 and up

Obsidian Clan Shamans rely heavily upon human (and demi-human) sacrifices and will always attempt to capture invaders alive. Shamans can attempt to control undead and are 15% likely to have undead under their control when encountered. Once per day, the Shaman can employ a Flame Blade emanating from the top of his staff. It is still wielded as a staff and the Flame Blade lasts two rounds per level.

Obsidian Clan Warrior: All Warriors carry an obsidian blade that is equal to a Sword of Sharpness until the first hit. After that, it does 2-9 points of damage per hit. Wounds inflicted by one of these weapons do not scar and heal twice as fast normally. Each healing spell used to mend one of these wounds heals an additional hit point.

HABITAT/SOCIETY: Obsidian Clan members speak their own tongue and only 5% speak any other language. The Obsidian Clan wants to dominate all of Garweeze World and all who dwell within it. Fortunately, their primitive technology has limited them to certain



Obsidian Clan Warrior

regions. Some clans do not have knowledge of the world beyond their jungle's borders and any foreign interlopers may be mistaken for gawds (10%) or devils (90%).

Each clan is ruled by a cleric of 9th to 14th level and there are rumors of some clans ruled by Obsidian Clan Shaman Liches. Warriors will be 2nd to 9th level fighters. The Shamans consider Warriors who reach 9th level to be a threat and kill them before they reach 10th.

ECOLOGY: Obsidian Clan members are human. Although the average member of the clan is evil, there are some who are not. These may help PCs escape, but will not harm their fellow clan members. A very few have been known to leave the clan altogether. Shamans consider this a great dishonor and choose one Shaman and two Warriors to retrieve the "lost sheep" should this occur. All Obsidian Clans worship evil gawds, but the Clans do not all worship the same evil gawd.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Obsidian Clan Commoners (J), Shamans (W) (Z in lair), Warriors (O, P), Tribe (A, H)

Other: Nil

Obsidian Lotus

DESCRIPTION: Obsidian Lotus blossoms are evil plants. They have 5 to 8-foot tall stalks topped with three trumpet-shaped flowers colored vivid orange and black. The only thing these trumpets sound is the death knell for any PC that gets too close.

COMBAT/TACTICS: Each of the three flowers has a different function. The first shoots between two and eight tendrils that are each three feet long. Any creature struck by a tendril must save vs. poison or fall into a comatose slumber for 2-20 turns. The second flower shoots a shower of sticky enzymes that causes 2-8 points of damage per round until the victim rots away. (Immersing the victim in water will wash the enzyme off.) The third flower shoots a special tendril that drains the victim of fluids, inflicting 1-6 points of damage per round.

Obsidian Lotus

AKA: Black Demon Bloom

HACKFACTOR: 4

EP VALUE: 225

CLIMATE/TERRAIN: Subtropical, Tropical

FREQUENCY: Very Rare

ORGANIZATION: Groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-10

SIZE: M (5' to 8' tall)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 3

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: Shooting flowers

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+8



An Obsidian Lotus takes in a meal.

HABITAT/SOCIETY: Obsidian Lotus blossoms are sometimes cultivated by very evil magic-users. They will sometimes throw an occasional henchman to the plant to keep their workers "motivated."

ECOLOGY: Once per year, the Obsidian Lotus blossom generates a single seed. It then fires this seed into a passing animal 10-60 yards away. (the creature suffers 1-8 points of damage, plus it must save vs. death or die.) Victims struck will feel the seed's tendrils consuming their body from the inside out. This whole process takes about one round per 25 pounds of flesh (about six rounds for an average human). Only a Heal spell or amputation of the infected area can save a victim struck this way. Evil gardeners experienced with the Obsidian Lotus sometimes remove the seed early and hide it in a victim's meal. Once the seed feels body heat, it will start to grow.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: A seed is worth 1000 gp to the right evil buyer, but cannot "infect" victims one month after sprouting.

Ocean Camel

DESCRIPTION: The Ocean Camel is an immense creature that swims the ocean depths feeding on giant kelp and other gargantuan plants. It resembles a normal camel, except for its size and the fact that it is always sopping wet.

COMBAT/TACTICS: Ocean Camels are not aggressive, but their massive bulk and unintentional results of their surfacing may provoke an attack. If this happens, the creature can spit up to 1000 yards away for 1-20

points of damage. Anyone within a 50-foot radius of the spit globule will be affected. Victims will be blinded for 2-12 rounds and must make a saving throw vs. death or be swept off their feet for 1-100 feet, smacking against other objects for more damage (1 point for every 5 feet) or being swept into the sea.

When an Ocean Camel surfaces, its wake reaches the shore like a tidal wave. Any ship within a one-mile radius is capsized unless the captain succeeds a navigation check by 30 or more and makes a successful Charisma check. When an Ocean Camel surfaces near shore, towns are flooded, houses knocked down and people are swept into the sea for up to ten miles.

Ocean Camel

AKA: Doomedary

HACKFACTOR: 284

EP VALUE: 90,000

CLIMATE/TERRAIN: Deep salt water

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (500'+ long)

MOVEMENT: 18" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 6

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 1-20 or see text

SPECIAL ATTACKS: Spit globule, surfacing

SPECIAL DEFENSES: Damage ignorance

MAGIC RESISTANCE: See text

HIT DICE: 100

Ocean Camels love to eat ships, as they consider large quantities of soggy wood a delicacy. Their enormous bite inflicts 2-12 points of structural damage to a ship per bite.

This creature is so massive that unless a spell or attack does 10 points of damage, it will be ignored. Bright lights and fire-based attacks force the Ocean Camel to make a morale check at -4. A Speak with Monsters spell will not function on Ocean Camels unless the caster is at least 20 feet tall.



An Ocean Camel surfaces for air and to "stretch its legs."

HABITAT/SOCIETY: Once a year, the Ocean Camels surface to fill their humps with air. There is a 30% chance one will surface near the coast and unknowingly wreak havoc. Druids who have spoken with Ocean Camels report that they mean no harm, but most do not recognize the “bugs on land” as significant creatures.

ECOLOGY: Ocean Camels can spend up to a year underwater without refilling their humps. They make poor pets, as they instantly crush even large castles, and they make even worse steeds (unless the rider is prepared to stay underwater for a year). Aquatic elves have been known to make offerings to the creatures in exchange for assistance in battle. However, the Ocean Camel does not understand war, disease, famine, politics or basic arithmetic, so it is an easy pawn for the clever elves. Unfortunately, when the Ocean Camel “thanks” the tribe, the creature’s actions result in the total destruction of the aquatic elven community.

YIELD:

Medicinal: The meat from an Ocean Camel can cure any water-borne disease or malady.

Spell Components: The fur from an Ocean Camel can be used in lieu of other material components for a Cure Disease spell by clerics of ocean and water-related gawds. The disease suffers a -4 on its saving throw.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Octogorgon

DESCRIPTION: The Octogorgon is a hideously ugly octopus of enormous size that may be closely related to the Kraken. Each tentacle has an orifice that fires a different magic ray, which emanates forth as a bolt of red light.

COMBAT/TACTICS: When the Octogorgon starts attacking, it very rarely stops until everyone it sees is dead and eaten. Its tentacles have the following powers, each as a 16th level caster and useable once per eight melee rounds:

Cold Ray: works as Lygg’s Cone of Cold (a freezing cone with a 16-foot diameter at the base and 80 feet long, 16d4+16 points of cold damage, save vs. spell for half), except that the cone begins at the end of the ray. The Octogorgon can target the ray at any distance up to 80 feet.

Confusion Ray: 60-foot long cone, 10 feet wide at the base, one foot wide at the tentacle’s orifice. Victims caught must save vs. spell or become confused as per the Confusion spell.

Death Ray: 40-foot long cone, 10 feet wide at the base, one foot wide at the tentacle’s orifice. Victims caught in the ray must

Octogorgon
AKA: Fiend of the Deep
HACKFACTOR: 383
EP VALUE: 60,000
CLIMATE/TERRAIN: Any salt water
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: G (300'+ long)
MOVEMENT: 3", 18" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 8
NO. OF ATTACKS: 1 to 8 or 1
DAMAGE/ATTACK: 3-30 or see text
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: 50%
HIT DICE: 60



An Octogorgon terrorizes an entire seaside community.

save vs. death or drop dead on the spot.

Earthquake Ray: As per the Earthquake spell, cast at 20th level.

Fireball Ray: 16d4 Fireball. The creature is not immune to its effects, so it will throw the Fireball a great distance.

Gender Bender Ray: 50-foot long cone, 20 feet wide at the base, one foot wide at the tentacle’s orifice. Victims caught must save vs. spell or become Polymorphed, as per the spell, to the opposite sex. GMs must adjust the victim’s Strength, Constitution, Dexterity and Comeliness, but Intelligence, Wisdom and Charisma stay the same. PCs also lose two points of Honor. The victim does not lose his personality, but the Polymorph is permanent until dispelled or reversed.

Magic Drain Ray: Targeting only one individual, this ray causes victims struck to lose all memorized spells (no save). All magic items on their person may also become non-magical. The ray functions as a Dispel Magic against each item, except that the dispelling is permanent if successful. This ray does not work against relics or artifacts and should the target wield one of these, it protects him from all effects. The Octogorgon suffers 1-100 points of damage due to a backlash and must make a morale check at -9. Clerics and druids drained of their spells by an Octogorgon are 2% likely, per level, to gain the attention of their gawd. Should this happen, the gawd may intervene (5% chance) or grant the cleric or druid unlimited access to all of his spells for the duration of the combat. Additionally, all spells will be cast at maximum effect and duration – targets get -4 on saving throws. This effect ends after the Octogorgon is slain or driven away, but the cleric or druid will be left with all of his spells for the day, whether they were previously cast or not.

Warp Wood Ray: a cone 70 feet long, 40 feet wide at the base, one foot wide at the vertex (the tentacle’s orifice). The creature

uses this ability on attacking ships and, very rarely, on coastal communities with siege weapons. Other than the area of effect, this ray works just like the Warp Wood spell.

Additionally, the Octogorgon can shoot ink up to 100 feet so that a 5-foot wide spray of ink petrifies those it touches, unless the victim makes a saving throw vs. petrification. The tentacles effectively have a 20 Strength and are used to grab victims. Although the tentacles themselves do no damage, the creature throws the victim into its mouth and bites for 3-30 points of damage. The Octogorgon is immune to its ink, but not to any of its rays. Should PCs manage to turn the rays on the creature, its magic resistance automatically fails and it only gets an unmodified saving throw (if applicable).

HABITAT/SOCIETY: Octogorgons were created by evil gawds. Clerics and druids seeking help from their gawds to combat the dreaded Octogorgon have double the normal chances of being granted help. The current gawds of Garweeze World see the Octogorgon as an abomination to be wiped off the planet.

These creatures amass hoards of treasure as reminders of past feedings. They attack within 20 miles of their lairs unless game is scarce. Lairs are always underwater and easily recognized because the area nearby is usually dotted with petrified creatures of all kinds.

ECOLOGY: Octogorgons are not part of nature. They eat organic matter, but their evil nature makes them more likely to attack intelligent creatures. Most nefarians consider the Octogorgon to be 'out of line.'

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Due to the highly magical nature of these creatures, it is thought that their hides could be used to create powerful magic items. However, no Octogorgon has ever been slain without being completely obliterated.

Treasure: H x10

Other: The ink of the Octogorgon can be enchanted so that it will work upon contact with a victim. However, as soon as it is washed off, the victim reverts to normal.

Octopus, Giant

DESCRIPTION: Giant Octopi are really big. They can change their colors, making them only 10% visible in the water. They cannot change their eye color – alert PCs watching the creature's eyes will be only 25% likely to lose track of the beast in the water.

COMBAT/TACTICS: Octopi attack almost anything that floats and even things that don't. Any craft seized by a Giant Octopus will stop within three turns, depending on its size. The Octopus uses two tentacles to anchor itself while the others attack.

Victims struck suffer an additional 2-8 points of damage after the first round unless they break free. If a victim is dragged to the beak, he is bitten for 2-12 points of damage. Any victim under eight feet tall can be struck by only one tentacle at a time. There is a 25% chance that a strike pins both arms and a 40% chance that it pins just one. Victims with one arm free can fight at -3 to-hit. If both limbs are free, they can fight at -1 to-hit.

Tentacles have an effective Strength of 18. Any creature with greater Strength will not take constriction damage and can break free at any time (at the cost of an attack). Otherwise, the tentacle must take 8 points of damage before being severed. If three or more tentacles are severed, it is 90% probable that the Octopus will flee. As it leaves, it will fire a jet of black ink that is 40 feet high, 60 feet wide and 60 feet long in the water. Creatures in the area will be blinded for a day and the Octopus will retreat to hide somewhere. It will take the creature two to three months to grow back its tentacles.

HABITAT/SOCIETY: Octopi occasionally cooperate to obtain food, but prefer to live alone. They are consummate hunters and are very patient when stalking prey. Their primary goal is survival. Octopi have been known to snatch sailors off decks and pull them to a watery death.

ECOLOGY: Octopi lay their eggs in the spring and leave the young to fend for themselves.

Octopus, Giant

AKA: Molluscae-Nemolum

HACKFACTOR: 23

EP VALUE: 2,000

CLIMATE/TERRAIN: Any Salt Water

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: L (9' to 12' across)

MOVEMENT: 3", 12" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 7

DAMAGE/ATTACK: 1-4 x6/ 2-12

SPECIAL ATTACKS: Constriction

SPECIAL DEFENSES: Ink, color change

MAGIC RESISTANCE: Standard

HIT DICE: 8



The Giant Octopus is an opportunistic hunter.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** A Giant Octopi's hide can be used to make water-tight rain ponchos.**Treasure:** Incidental**Other:** Giant Octopus ink can be used to pen magic scrolls of all types (although another ingredient and a magic-user's expertise is required). Ink from a single Giant Octopus is worth 400 gp, if the creature can be killed before it fires the ink.

Ogre, Aquatic

DESCRIPTION: These Ogres are faster, fiercer and much more muscular than many of their land-based cousins. They have green scales, webbed hands and feet, black teeth and black nails. Their eyes are green with white pupils. 10% of all Merrows grow ivory horns. Aquatic Ogres, especially female ones, cover their bodies with tattoos of death and destruction. Their hair is trimmed short on the sides and long in the back, in a style known as a "Merrow mullet".

COMBAT/TACTICS: Ogres have an 18 Strength giving them +3 to hit and +6 to damage. With their green coloration, Merrows are 10-80% invisible, depending on the water or terrain.

They can surprise opponents 5 in 10 times and wield a spear that does 2-12 points of damage. If they do a "swimming charge" they get +1 to hit with the spear, but abandon the weapon after the first hit to use their natural attacks (two claws and a bite).

HABITAT/SOCIETY: A typical tribe of consists of the following:

- 1 chief (AC 3, HD 6+6 and an additional +2 to hit)
- 2 leaders (AC 3, HD 5+5 and an additional +1 to hit)
- 2-24 standard Merrow
- 2-24 females (AC 5, HD 3+1, 2-8, +2/+4)
- 1-12 young (AC 6 HD 2+2, 1d4-2/1d4-2/2-8, +1/+2)
- 1 shaman (equal to a 3rd level cleric)

Aquatic Ogres dwell in fresh water caves 50-250 feet deep. There will often be Marine Trolls near the same lair. Aquatic Ogres can stay out of water two hours before their skin begins to dry out. They sometimes venture 10-15 miles inland to forage for food, if there is sufficient water to moisten their hides during the trek. War parties sometimes attack coastal communities. Merrow prefer gold and jewels over magic items and chieftains will occasionally initiate raids on ships.

Ogre, Aquatic**AKA:** Ocean Ogre, Merrow**HACKFACTOR:** 4 and up**EP VALUE:** 420, Leader 650,
Chieftain 975**CLIMATE/TERRAIN:** Any water**FREQUENCY:** Uncommon**ORGANIZATION:** Tribal**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Average (8-10)**ALIGNMENT:** Chaotic Evil**NO. APPEARING:** 2-24**SIZE:** L (9' tall)**MOVEMENT:** 9", 12" Swim**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Confident (12)**ARMOR CLASS:** 4**NO. OF ATTACKS:** 3 or 1**DAMAGE/ATTACK:** 1-6/1-6/2-8 or
by weapon +3/+6**SPECIAL ATTACKS:** Surprise**SPECIAL DEFENSES:** Camouflage**MAGIC RESISTANCE:** Standard**HIT DICE:** 4+4*Aquatic Ogre*

ECOLOGY: Ogres are carnivorous humanoids with a taste for human flesh. Ogres contribute nothing in the way of products or culture to society and often adapt half-assed versions of human societies. Ogres are bullies who respect only brute force and despise weakness. In addition to breathing air, Aquatic Ogres can breath underwater, though other types of Ogres cannot.

YIELD:**Medicinal:** Nil**Spell Components:** Ogre sweat can be used in place of other material components for a Strength spell with only a 5% chance of spell mishap.**Hide/Trophy Items:** Nil**Treasure:** M (A in lair)**Other:** Nil

Ogre, Half-

DESCRIPTION: As Ogres raid remote human settlements, they leave behind pregnant human females. The end result are Half-ogres. They resemble muscular humans with Ogre-like features such as gray-green skin, orange teeth and nails and sloped foreheads. They emit a noticeable body odor that is not as strong as that of a full-blooded Ogre.

NPC Half-ogres are most often fighters, barbarians, berserkers, thieves or assassins. While PC Half-ogres can be of any alignment, most NPC Half-ogres have become chaotic evil due to the cultural bias they experienced throughout their rough childhoods (so their therapists would have you believe).

COMBAT/TACTICS: These creatures have most of the Ogre's Strength, but the cunning of a human. Successful Half-ogres have risen to the rank of Sub-chief and have even commanded armies of full-blooded Ogres. They attack by overpowering foes, but are savvy enough to know when to retreat and how to stage an ambush. In human and demi-human society Half-ogres are considered loud, boisterous and violent.

Half-ogres get +1 to damage in melee due to their Strength. They also get +1 to-hit and to damage with one favored melee weapon. They prefer large, heavy weapons capable of dealing 10 points of damage or more on a normal hit. Half-ogres have 30-foot infravision and a natural AC of 8.

HABITAT/SOCIETY: Half-ogres have no society of their own. Ogres accept these rejected half-breeds if they demonstrate extraordinary ruthlessness and cunning. Among humans the Half-ogres are shunned as misfits and are given few advantages and little education. Living among Ogres allows a Half-ogre to achieve great things. Half-ogres are excellent barbarians and fighters. Very rarely, one will become a shaman to an Ogre tribe. Ogre Magi respect the Intelligence of Half-ogres and often train them as apprentices.

ECOLOGY: In addition to any benefits of their typically stout Constitution, Half-ogres get +1 to any saves vs. poison. A Half-ogre raised in human settlements suffers many taunts for being big, dumb and ugly, regardless of his potential (-3 Charisma). Half-ogres speak the common tongue and some also speak ogrish (50%), a limited amount of orcish or troll (25%) and some other human dialect (25%).

Ogre, Half-

AKA: Half-Human
HACKFACTOR: 2
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low to Very (5-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (7' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 4 (8)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon +1 for strength (typical)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+1

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: O

Other: Sages who study anatomy value the chance to dissect these rare-crossbreeds. Half-ogre bodies sell for 50-200 gp. The price is halved for skeletons.

Ogre, High

DESCRIPTION: High Ogres are "true" Ogres. They are so inept that they can take phenomenal amounts of damage without even realizing it. The three major divisions all have physical characteristics in common. Chub-foot Ogres have one foot that's slightly larger than the other. Flat-footed Ogres have flat feet and Webbed-toed Ogres have webbed toes. Rogue High Ogres are Ogres that have left one of the three tribes, usually the Flat-foots. Ryngar is a Flat-footed Ogre and was, at one time, thought to be the last one.

COMBAT/TACTICS: Ogres have 19 Strength, giving them +3 to hit and +7 damage. While low Ogres prefer human flesh, but can eat anything, High Ogres can only eat human flesh. When attacking humans, High Ogres will say things like, "Hmmm! You look delicious!" and "I hope I brought enough butter for you!"

Chub-Foot Ogre: Due to their physical deformity, the chub-foots move at a somewhat slower rate than other Ogres. To make up for that shortcoming, Chub-foot Ogres have developed their skills in firing and throwing missile weapons. Besides a war club, Chub-foots will either be armed with 1-3 spears (70%) or a long bow (30%). Chub-foots with long bows are competent fletchers.



An adolescent Half-Ogre "greet" his opponent.



Chub-Footed (High) Ogre

Ogre, High	Chub-foot	Flat-foot	Webbed-toed	Rogue	Ryngar
AKA:	--	--	--	--	--
HACKFACTOR:	8	7	7	7	7
EP VALUE:	4,000	3,000	3,000	3,000	3,000
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land	Any land
FREQUENCY:	Rare	Rare	Rare	Very Rare	Unique
ORGANIZATION:	Tribal	Tribal	Tribal	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8)	Average (9)	Average (8)	Average (10)	Average (8)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil	Chaotic Evil	Chaotic Neutral
NO. APPEARING:	4-40	4-40	4-40	1-2	1
SIZE:	L (10'+ tall)	L (10'+ tall)	L (10'+ tall)	L (10'+ tall)	L (10'+ tall)
MOVEMENT:	6"	9"	9", 9" Swim	9"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Foolhardy (16)	Foolhardy (16)	Resolved (18)	Defiant (17)
ARMOR CLASS:	4	4	4	4	4
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	1-10 or by weapon +3/+7	1-10 or by weapon +3/+7	1-10 or by weapon +3/+7	1-10 or by weapon +3/+7	1-10 or by weapon +3/+7
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	13+7	13+5	13+6	13+5	13+5

Chub-foots rarely use their missile weapons to full effectiveness. Like most Ogres, they prefer melee and will only resort to missile weapons if their prey retreats or uses their slow movement against them.

Flat-Footed Ogre: Flat-foots fight like typical Ogres, although 50% of them will fight with Ogre mattocks, rather than war clubs. Flat-foots are slightly smarter than the other two tribes and they occasionally upgrade their armor (although they never fight with shields). Flat-footed Ogres hate magic-users and are extremely distrustful of Ogre

breathe underwater, but can hold their breath for up to three minutes without difficulty. Webbed-toed Ogres will sometimes ambush PCs along creeks, surprising them 3 times in 10.

Rogue Ogre: Rogue Ogres have defected from one of the tribes above (determine randomly). This may be because the Ogre is smarter, exhibits some different deformity or has a different alignment. (30% of these Ogres are not chaotic evil, but none are lawful good.) Most Rogue Ogres have already survived a lynching by their fellows, so they are extremely wary and tough. They tend to make their lairs far away from

Magi. During combat, they will target spell casters first. (Most Ogres cannot tell the difference between magic-users, clerics and someone using a magic item with a spell-like effect. The first PC that uses any magic will be savagely attacked by these creatures!)

Webbed-Toed Ogre: Webbed-toed Ogres may be related to Aquatic Ogres. They are fantastic swimmers and use this ability to their advantage. They prefer to raid coastal communities and villages along riverbanks. Webbed-toed Ogres fight with tridents (40%) or war clubs (60%). They cannot



Flat-footed (High) Ogre



Flat-footed Ryngar (High) Ogre

*Rogue (High) Ogre*

all other Ogres. Very rarely, one will lead a tribe of Common Ogres. (Roll on Table 3L in the GMG at +1000 to determine a Rogue High Ogre's weapon. Ignore and reroll any result with a small weapon.)

Ryngar Ogre: This Ogre is a Flat-foot and prefers to set up shop as a toll collector on a bridge. If the toll is paid, he will not molest the customer. If the toll is not paid, he will attack. Ryngar enjoys riddle contests and happens to be very good at them. He also once had a taste for horseflesh, but a recent plague (and serious stomach trouble) have put an end to that.

HABITAT/SOCIETY: At first glance High Ogres have a primitive social structure, but in truth their rituals and traditions are extremely complex. Unlike their lesser cousins the Low Ogres, High Ogres live for centuries and have incredible patience. Unfortunately, their ability to hold grudges is legendary – they never forget when someone has wronged them. Sages tell of High Ogre tribes that, to this day, continue to attack kingdoms belonging to the descendants of those who wronged them centuries ago.

High Ogres are ruled by the strongest Ogres (maximum hit points) and they prefer to consort with their own kind. It is rumored that some tribes have collected enough slaves to start their own "human farms." It is also rumored that disputes over the ownership of such farms were the starting point of the three-way Ogre war ten years ago.

ECOLOGY: High Ogres can only survive on human flesh, but fortunately, they only need to eat it once per year. Contrary to the popular human rumor, bathing in hot spices will not protect you from getting eaten by an Ogre. Quite the opposite is true, in fact.

YIELD:

Medicinal: Nil

Spell Components: High Ogre sweat can be used in place of other spell components for a Strength spell with triple normal effect and only a 10% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: A (individual) B, J, Q, S, T in lair

Other: Magic items providing Ogre Strength require the bones of an Ogre as part of the manufacturing process.

Ogre, Low

DESCRIPTION: Low Common Ogre: Common Ogres are drunk, fat and stupid, even though this is no way to go through life. They weight 300 to 350 pounds and their skin color ranges from yellow to brown. Ogres have violet eyes, black teeth, white pupils and dark hair. They stink of rotting food and dress in crude animal hides. Ogres prefer large, bashing weapons and rarely use pronouns.

Low Hedge Ogre: Hedge Ogres are an organized variety of Ogre, and tend to be better equipped, smarter and neater. Hedge Ogres resemble common Ogres after a shower and a shave (if that were ever to happen). All Hedges consider themselves above other Ogres and try not to associate with them. They are often encountered leading bands of Orcs.

Low Ogre Lord: These monstrosly huge creatures are born every decade or so. Ogre Lords quickly become leaders in the Ogre community because of their sheer strength and toughness. Thanks to their incredible ferocity, even Hill Giants will follow them. Ogre Lords often wear gruesome necklaces made from the ears of fallen foes.

Low Trash Ogre: The very lowest of all Ogre-kind, Trash Ogres are Ogres that live on human filth in and near inhabited areas. Typically, these creatures will be found in trash dumps or dark alleys behind large taverns. They almost never have equipment better than clubs and their clothing is often a tattered mess of thrown-away articles with many holes, tied together poorly.

COMBAT/TACTICS: Ogres have 19 Strength which gives them +3 to-hit and +7 to damage. Ogre Lords have a 20 Strength, giving them +3 to hit and +8 to damage.

*Common (Low) Ogre*

Ogre, Low	Common	Hedge	Lord	Trash
AKA:	Megasapien	Megasapien- Republicanus	Mega-Megasapien	Garbage Ogre
HACKFACTOR:	2 and up	2 and up	6 and up	2 and up
EP VALUE:	270	420	1400	270
Leader	650	650	-	270
Chieftain	975	975	-	420
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land
FREQUENCY:	Common	Uncommon	Rare	Common
ORGANIZATION:	Tribal	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (8)	Average (8-10)	Very (11-12)	Low (7)
ALIGNMENT:	Chaotic Evil	Lawful Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-20	4-20	1-4	5-30
SIZE:	L (9'+ tall)	L (9'+ tall)	L (10'+ tall)	L (9'+ tall)
MOVEMENT:	9"	9"	9"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Pliant (10)	Courageous (13)	Confident (12)
ARMOR CLASS:	5	4	3	4
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-10 or by weapon +3/+7	1-10 or by weapon +3/+7	1-12 or by weapon +3/+8	1-10 or by weapon +3/+7
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	4+1	4+2	8+4	4

Low Hedge Ogre: All Hedge Ogres take a blood oath to protect all members of their tribe. An honorable death is important to a Hedge Ogre, so if his friend dies without an honorable death, this may enrage the remaining Ogres (10-40% chance, adds +2 to hit). Hedge Ogres prefer to wield 2-handed swords with one hand and will have better armor than their kin. Very rarely (5% of the time) Hedge Ogres will be mounted on large war horses. If the PCs show significant power, Hedge Ogres are open to honorable negotiations. They make loyal mercenaries so long as they are paid well and not tempted with betrayal. Hedge Ogres are often found in the employ of intelligent, evil magic-users.

Low Ogre Lord: Ogre Lords always have a wicked-looking weapon in battle and if there are

Low Common Ogre: Typically, these creatures will fight in unorganized groups and it is every Ogre for himself. If more than 11 Ogres are present, there will be one leader who gains an additional +1 to hit and has additional hit dice. For groups of 16 or more, there are two leaders and a chieftain, who gets an additional +2 to hit and has additional hit dice. Females fight as males, but only do 2-8 points of damage without a weapon (+2/+4 with a weapon).

any magic weapons or armor available in the tribe, the Ogre Lord is 90% likely to be the one using them. Ogre Lords love one-on-one challenges and always fight their way towards the most skilled fighter in a group. If anyone uses spells or missile weapons against the Ogre Lord, he will retreat, calling the user a coward!



Hedge (Low) Ogre



(Low) Ogre Lord



Trash (Low) Ogre

Low Trash Ogre: Trash Ogres are so repugnant, anyone that views them must make a save vs. death magic just to look at one. Trash Ogres rely on their sheer numbers to overwhelm the enemy, as their horrific smell often gives their position away. Nonetheless, Trash Ogres have been known to lay in filth and/or sewage to surprise opponents (5 in 10 chance). There is a 50% chance that any group of Trash Ogres will have 2-20 Giant Rats as pets.

HABITAT/SOCIETY: Ogre shamans generally use spells involving combat, divination, healing (esp. reversed versions), protection and darkness.

Low Common Ogre: A typical Ogre tribe consists of the following:

- 1 chief (AC 4, HD 7 and an additional +2 to hit)
- 2 leaders (AC 5, HD 6 and an additional +1 to hit)
- 16-20 standard Ogres
- 2-12 females (AC 5, HD 3+1, 2-8 or by weapon, +2/+4)
- 2-8 young (AC 6 HD 2+2, 1d4-2/1d4-2/1-4, +1/+2)
- 1 shaman (equal to a 3rd level cleric)
- 2-8 slaves (30% chance)
- 1-2 overweight humans that think they are Ogres

Ogres are extremely greedy and constantly steal from each other. The chieftains are the smartest and biggest Ogres in the tribe. Ogres are not opposed to making alliances with other evil humanoid, especially ones they can easily boss around.

Low Hedge Ogre: A typical tribe consists of the following:

- 1 chief (AC 3, HD 6+6 and an additional +2 to hit)
- 2 leaders (AC 3, HD 5+5 and an additional +1 to hit)

- 4-20 standard Hedge Ogres
- 4-24 females (AC 5, HD 3+1, 2-8, +2/+4)
- 2-12 young (AC 6 HD 2+2, 1d4-2/1d4-2/1-4, +1/+2)
- 1-3 shaman (equal to 1st to 4th level clerics)
- 2-8 slaves (75% chance)

Hedge Ogres post regular guards around their lairs. Fifty percent of them employ some sort of canine or lupine, usually Worgs, as guard animals to assist patrols. Patrols will always contain a minimum of four Ogres. Hedge Ogres favor slaves that know how to make weapons and are especially fond of dwarves. If Hedge Ogres meet a group of other Ogres, they will always attempt to assume second-in-command positions. They have found that it is easier to manipulate their dim-witted cousins than rule them.

Low Ogre Lord: Ogre Lords will belong to one of the lesser Ogre tribes. These fiends are monstrous and due to their great Strength, they quickly rise to the top of any Ogre community. Ogre Lords are cruel despots and their thirst for conquest invariably brings about their downfall. Still, in Ogre society, Ogre Lords are revered and respected.

Low Trash Ogre: Even amongst Ogres, Trash Ogres are considered scum. A typical tribe consists of:

- 1 chief (AC 4, HD 5 and an additional +2 to hit)
- 2 leaders (AC 5, HD 4+1 and an additional +1 to hit)
- 13-18 standard Ogres
- 2-8 females (AC 5, HD 3+1, 2-8, +2/+4)
- 2-12 young (AC 6 HD 2+2, 1d4-2/1d4-2/1-4, +1/+2)

Trash Ogres are too stupid to have shamans. They often make their lairs in abandoned ruins, sometimes in inhabited cities. Trash Ogres are nomadic and usually move south during the winter months. When Ogres gather, Trash Ogres usually get bullied by all the other tribes. During times of war, Trash Ogres are used as "disposable troops" in Ogre armies. Evil magic-users like to employ them when they are short on cash. Trash Ogres work cheap.

ECOLOGY: Ogres are carnivorous – with a taste for human flesh. Ogres contribute nothing in the way of products or culture to society and often adapt half-assed versions of human societies. Despite their Intelligence, Hedge Ogres must employ slaves to make weapons and maintain armor. Ogres are bullies who respect brute force and despise weakness. Very rarely, an Ogre Lord may, through force of will, unite the various Ogre tribes temporarily against the humans. When this happens, there is a great deal of bloodshed.

YIELD:

Medicinal: Nil

Spell Components: Ogre sweat can be used in place of other material components for a Strength spell with only a 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure:

COMMON: M (Q, B, S in lair)

HEDGE: Mx2 (Q, B, S, D in lair)

OGRE LORD: D

TRASH: M (S in lair)

Other: Nil

Ogre Magi

DESCRIPTION: Ogre Magi are Oriental Ogres with light blue, light green or pale brown skin. They always have one to two ivory horns on their head. Ogre Magi will be dressed in Oriental-style armor and carry Oriental-style weapons. Their hair is usually done in the style of a samurai.

COMBAT/TACTICS: Ogre Magi have the following powers in addition to their 18 Strength (+3 to hit and +6 to damage: Fly (for 12 turns), Invisibility (at will), Cause Darkness (10-foot radius), Polymorph Self to human, demi-human or humanoid form (4 to 12 feet tall) at will and regenerate 1 hit point per round. Once per day, Ogre Magi can cast Charm Person, Sleep, assume Gaseous Form and employ Lygg's Cone of Cold (60 feet long, beginning at an index finger and widening to 12 feet at the end). The Cone inflicts 12d4+12 points of damage, half if a save vs. spells is successful. Ogre Magi always use their magic before entering into melee.

In battle, Ogre Magi use a polearm (75%) or a scimitar and a whip (25%). 25% have mastered some form of martial arts and may advance as monks (NPC only). Ogre Magi are extremely smart and know when to retreat if a battle goes against them.

Ogre Magi

AKA: Oriental Ogre
HACKFACTOR: 33
EP VALUE: 650 (standard), 975 (chief)
CLIMATE/TERRAIN: Any Oriental Land
FREQUENCY: Very Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average to Exc. (8-16)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1-6
SIZE: L (10'+ tall)
MOVEMENT: 9", 15" Fly (B)
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Possible
MORALE: Brave (14)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10 or by weapon +3/+6
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
HIT DICE: 5+2

HABITAT/SOCIETY: Ogre Magi live in fortified dwellings and caves. They only venture forth to capture slaves or to steal treasure and food. Ogre Magi have their own clerics that can attain up to 7th level. Tribes are small, with two to five females and one to three children. All are non-combatants and will use their gaseous form to escape battle.

Each tribe has a chief that has 9 HD and gets an additional +2 to hit. Chiefs usually fight with a large katana or a magic weapon. Ogre Magi have their own tribal symbols and will have them tattooed to their bodies.

These creatures speak their own language, common and ogrish. Ogre Magi are creatures of Honor and are reluctant to turn down challenges. However, they are evil, so they will cheat any way they can.

ECOLOGY: Ogre Magi developed in lands where normal Ogres were easily defeated by the samurai and bushi warriors. Due to their Intelligence and the distrust of magic amongst the inhabitants of their area, the Ogre Magi sought ancient secrets. Ogre Magi are now rarely seen in their ancestral lands and few people there believe in them. However, Ogre Magi in the rest of Garweeze Wurld often take command of Ogre tribes and make war on human settlements. They are known for their great power and cruelty.

YIELD:

Medicinal: Nil

Spell Components: The horn shavings of an Ogre Magi can be used to cast a cold-related spells (such as Ice Storm and Wall of Ice) in lieu of their normal material components. This adds 2 segments to the casting time, +1 per die of damage or 50% to the spell duration with only a 10% chance of spell mishap. If there is no material component to the spell, this adds one.

Hide/Trophy Items: Nil

Treasure: G (magic only), R, S

Other: The Ogre Magi horn can be used to create a Ring of Invisibility. Ogre Magi blood can be used to create a Potion of Regeneration (as a Potion of Healing, but it can restore lost limbs. The Potion cannot bring a victim back from dead. It has an EP value of 700 and can be sold for 2000 gp.)



Ogre Magi

Oliphant, Wild War

DESCRIPTION: Oliphants are the medieval-day relatives of the mastodons of the Pleistocene epoch. With their ivory tusks, heavy forelegs and thick coat of fur, the Oliphant appears to be a mix of elephant, woolly mammoth and mastodon.

COMBAT/TACTICS: The Oliphant attacks with its tusks and forelegs in the manner of an elephant. It can attack up to four man-sized opponents, two Ogre-sized opponents or one giant-sized opponent. Like mastodons, they are extremely tough and stubborn.

Wild Oliphant: Wild Oliphants have a herd mentality and will only attack when they feel they or the herd are threatened. Unless directly threatened with fire, Oliphants do not fear it. They would rather stomp a threat until it no longer bothers them than flee. Oliphants will fight to the death to protect their calves.

War Oliphant: War Oliphants are trained as steeds of great power. Because their diet is steady, they grow to larger proportions. They tend towards an evil or good alignment depending on their masters. War

Oliphant	Wild	War
AKA:	Pacidermis-Smashus	Pacidermis-Avengus
HACKFACTOR:	9	15
EP VALUE:	650	975
CLIMATE/TERRAIN:	Cool Temperate to Subarctic	Cool Temperate to Subarctic
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Any
DIET:	Herbivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (7)
ALIGNMENT:	Neutral	Neutral (variable)
NO. APPEARING:	1-8	2-8
SIZE:	L (8'+ tall)	H (10'+ tall)
MOVEMENT:	15"	15"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Courageous (13)
ARMOR CLASS:	4	4 (and up)
NO. OF ATTACKS:	4	4
DAMAGE/ATTACK:	3-12/3-12/3-12/3-12	3-12/3-12/3-12/3-12
SPECIAL ATTACKS:	See text	See text
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	8+4	10+5

Oliphants never flee so long as a rider is present. They are aggressive and some keepers have even trained them to acquire a taste for human flesh (20% chance, if evil). War Oliphants may be fitted with armor or metal reinforcements that increase the Oliphant's AC (as barding) and damage (up to +5). They sometimes bear tiny edifices carrying archers and use their own attacks to lay siege to a castle.

HABITAT/SOCIETY: Oliphants prefer colder climes and avoid inhabited areas. Like elephants, mastodons and mammoths, Oliphants live in herds dominated by the largest, most powerful male. They are extremely paranoid concerning their position and will do anything to protect it.



A Wild Oliphant defends itself with its ivory tusks and flexible trunk.



The War Oliphant is trained not to attack its handler.

Wild Oliphant: Wild Oliphants keep to themselves. If one is encountered alone, it will always be a rogue bull. If three or more are encountered, there is a 25% chance for a calf and a 75% chance of a half-grown Oliphant (check for each Oliphant above the original two). Only one mature male will exist in a herd of two or more Oliphants and the young will be divided equally between both sexes.

War Oliphant: War Oliphants may be trained to live in warmer climes, provided their masters shave the thick fur from their hide. Oliphants are easily domesticated, but they require 10 times as much food as a heavy war horse.

Most handlers train Oliphants not to attack anyone wearing a certain color (usually the color of the handler's army). This trait is passed down to the next generation of Oliphant, even if that generation runs wild. Likewise, anyone wearing the color associated with the Oliphant's handler is viewed as an ally and will only be attacked if a rider orders the creature to do so. Oliphants are extremely stubborn and will continue to attack targets should the rider be killed or thrown.

ECOLOGY: Oliphants are mammals. They are very hairy, and are prone to goring anything that bothers them.

YIELD: Nil

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Oliphant tusks are worth 100-400 gp per tusk. Their hides are suitable for tanning and making enchanted leather goods.

Treasure: Nil

Other: Nil

Omen Sayer

DESCRIPTION: Omen Sayers are human or demi-humans born with a rare gift of foretelling the future. 80% are gypsies and the other 20% eventually adopt some form of gypsy guise.

COMBAT/TACTICS: Omen Sayers are usually thieves (80%) although some are fighters (20%). They do not actually foretell the future so much as affect its outcome by cursing those who come to see them. A victim will always receive a "bad" reading. During the victim's next battle he has a -4 on to-hit rolls and makes all saving throws at -2. Opponents have a +4 to hit him.

Omen Sayers know the damage that they cause and play up the drama for maximum affect. They often promise their victims that if they perform some sort of "exorcism" (for a high fee, of course) their bad luck can change. If the victim pays, the evil gypsy will indeed hold back his curse, but no other benefit is granted. Omen Sayers implore their victims to come back regularly. Those who do not will get a "taste" of bad luck. Particularly evil Omen Sayers will send associates to shadow the victim and loot the remains should they die.

HABITAT/SOCIETY: Omen Sayers use their talents to maximum effect, causing great woe to those who do not pay regular tributes. Their power is delivered by touch and victims who avoid the touch of an Omen Sayer can avoid the curse. Most good-aligned churches hunt down Omen Sayers and burn them as witches. This would not be considered an evil act for a paladin.

Omen Sayer

AKA: Misfortune Teller, Malicious Medium
HACKFACTOR: Variable, minimum 2
EP VALUE: Variable, minimum 120
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Average to Exc. (8-16)
ALIGNMENT: Any non-good
NO. APPEARING: 1
SIZE: M (4' to 6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Roll 1-3 wild talents
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 10 (variable)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Curse foretelling
MAGIC RESISTANCE: Standard
HIT DICE: 1 and up

ECOLOGY: Omen Sayers have psionic powers, but are not disciplined with them. Their curses are the result of latent psychic abilities and any psionist can defend against them with any defense mode. Only 1 in 100,000 humans or demi-humans is born an Omen Sayer.

YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Q (each), D (in lair)
Other: Nil

Onerous Carbuncle

Description: The Onerous Carbuncle lives in shallow waters and resembles a small island made from smooth, weathered stone. In actuality, it is made of a fleshy membrane that appears lighter at the top. Its mouth is located beneath its base and it has four short tentacles, which are normally kept submerged until it attacks.

Combat/Tactics: When not engaged in combat, the Onerous Carbuncle absorbs nutrients from sea foam. This causes the top of the creature to swell with strange pus, which causes the hump to grow. The lighter the membrane appears, the thinner the membrane is and the older the Carbuncle is.

Onerous Carbuncle

AKA: Dermatological Doom
HACKFACTOR: 6
EP VALUE: 1,400
CLIMATE/TERRAIN: Any Ocean Coast
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: H to G (20'+ high)
MOVEMENT: Nil
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 9
NO. OF ATTACKS: 1 or 4 or 1
DAMAGE/ATTACK: 2-20 or 1-6(x4) or 1d4-2
SPECIAL ATTACKS: Drowning
SPECIAL DEFENSES: Pus burst
MAGIC RESISTANCE: Standard
HIT DICE: 8

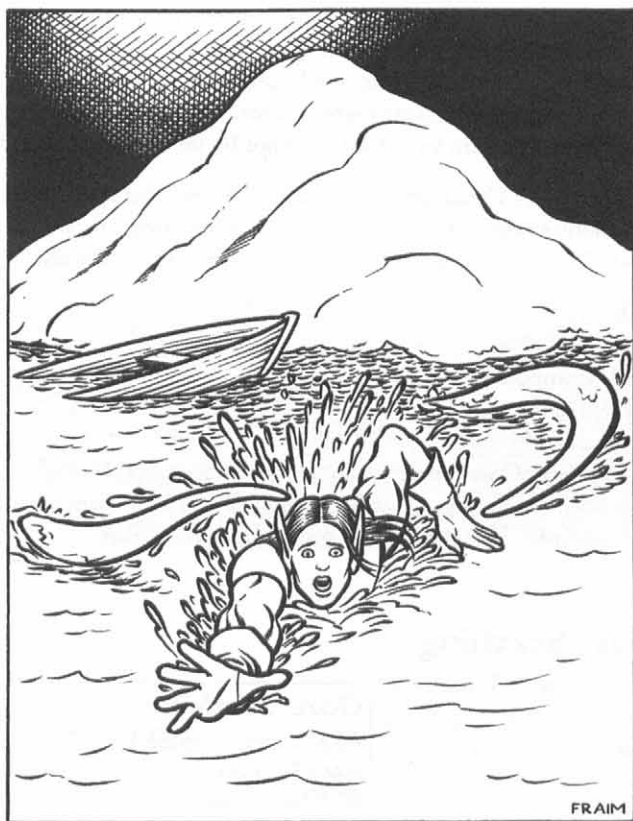
As soon as the Onerous Carbuncle is struck by a hacking or puncturing weapon it fires the pus in the direction of the injury, up to 30 feet. The pus splashes in a five-foot radius, burning any creatures struck for 2-20 points of acid damage (no save). If the Onerous Carbuncle is struck by a blunt weapon, there is a 25% chance it will burst, showering everyone in a 30-foot radius with pus.

Victims diving into the water to wash off the burning pus will be attacked by tentacles and dragged into the mouth. The tentacles of cannot reach the deck of a ship, but can reach into small boats and rafts. On a successful tentacle attack, the victim is held tight. A successful Dexterity check indicates that the victim's arms remain free. A successful open doors roll allows a victim to break free. The Onerous Carbuncle attempts to drown a victim caught by its tentacles and slowly consume it once it has stopped struggling. If the victim is able to breathe in water or resists for five or more rounds, the Onerous Carbuncle will attempt to bite the victim for 1d4-2 points of damage (victim is considered prone and gets no Dexterity bonus to AC).

The hump reforms in one week. Onerous Carbuncles submerge themselves if reduced below 17.356% of their hit points.



The Omen Sayer curses his victim by touch.

*Onerous Carbuncle*

Habitat/Society: Onerous Carbuncles love to collect treasure and they keep a cache of valuables in a hollow organ in their bodies. A Speak with Monsters spell can be used to communicate with the creatures. They are notoriously bad liars, often telling the most outrageous tales and then giggling uncontrollably in a bashful manner.

Ecology: The Onerous Carbuncles are distantly related to barnacles. They are asexual and reproduce once every three years. If an Onerous Carbuncle is removed from the water it will die in 2-12 hours.

YIELD:

Medicinal: In a diluted form, the Onerous Carbuncle pus can clear skin rashes and acne.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: D

Other: Nil

Ooze, Crystal

DESCRIPTION: Crystal Oozes are thought to be Gray Oozes that have adapted to living in water. Any body of water is home to Crystal Ooze.

COMBAT/TACTICS: Oozes flow over victims, who must save vs. poison or be paralyzed. When a victim is reduced to -20 hit points, he is completely consumed. Crystal Ooze is unharmed by acid, cold, heat or fire. Electricity and Magic Missile spells do full damage, while weapons (magical or otherwise) only do 1 point of damage per hit. Wooden weapons or armor struck by Crystal Ooze must save vs. acid or disintegrate.

HABITAT/SOCIETY: Oozes are non-intelligent and drift to dark, wet places. Once a Crystal Ooze consumes a number of hit points equal to

its own maximum, it splits into two Crystal Oozes of half-strength. They have been known to eat huge holes in the hulls of ships in mere minutes.

ECOLOGY: Crystal Oozes do not see (although they can sense sources of light), hear or speak, nor do they keep treasure of any kind.

YIELD:

Medicinal: Crystal Oozes make a great natural acid. A single Ooze provides 1-3 flasks.

Spell Components: A drop of Crystal Ooze can be used for Munz's Bolt of Acid in lieu of powdered rhubarb and an adder's stomach as spell components. Such a Bolt inflicts 2d4+2 points of damage, but the spell takes 4 segments to cast and carries a meager 1% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Ooze, Crystal

AKA: Pirate Pudding, Wave Jelly

HACKFACTOR: 11

EP VALUE: 420

CLIMATE/TERRAIN: Any Water

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: M to L

MOVEMENT: 1", 3" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

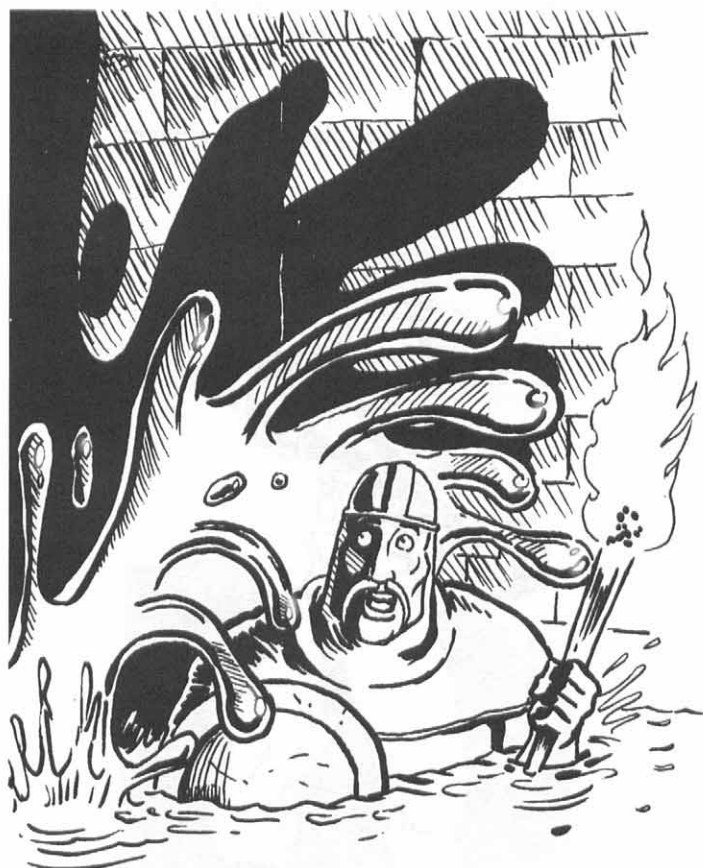
DAMAGE/ATTACK: 4-16

SPECIAL ATTACKS: Paralyzing poison, wood disintegration

SPECIAL DEFENSES: Acid, cold, heat and fire immunity; weapon resistance

MAGIC RESISTANCE: Standard

HIT DICE: 4

*Crystal Ooze*

Ooze, Gray

DESCRIPTION: Gray Ooze might look like the mildew scraped from your boot after using a dwarven latrine, but they are much more dangerous.

COMBAT/TACTICS: The Ooze will try to Psychically Crush those who have psionics and will always let loose with this power upon first encountering a psionically active PC. Gray Oozes can pass through the tiniest of crack or opening.

Gray Oozes can eat through chain mail in a single melee round. Its acids do not harm wood or stone. It is impervious to heat and cold-related spells, though it takes full damage from lightning. All weapons do normal damage against Gray Ooze, but each hit requires the weapon to save vs. acid or break. Gray Oozes eat through various materials as shown:

Substance	Time
4" of bone or ivory	One round
12" of sack cloth	One round
leather armor	One round
chain mail	One round*
plate mail	Two rounds*

(*add one round for each plus on magic armor)



Gray Ooze

Ooze, Gray
AKA: Mildew Monster
HACKFACTOR: 4
EP VALUE: 270
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Group
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1-3
SIZE: M to L
MOVEMENT: 1"
PSIONIC ABILITY: 21-121 PSPs
ATTACK/DEFENSE MODES: E/Nil
MORALE: Fearless (19)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-16
SPECIAL ATTACKS: Metal disintegration
SPECIAL DEFENSES: Heat and cold immunity, weapon breakage
MAGIC RESISTANCE: Standard
HIT DICE: 3+3

HABITAT/SOCIETY: These creatures are truly the slime of all oozes. So fearsome are these blobs that smart adventurers attack puddles or wet cement just in case a Gray Ooze might present itself (weapons save vs. crushing blow in the unlikely event it is really stone). Contrary to the popular half-orc myth, Gray Oozes cannot be snorted or drunk safely.

ECOLOGY: Gray Oozes are multi-celled organisms that split into equal sized colonies when they reach a certain mass (twice maximum hit points). They do not have eyes and cannot differentiate between colors.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Gray Ooze can be transported in stone or wood containers. It is often used as a guard creature and will stay in the same area if fed regularly. Its value is 1,400 gp on the open market.

Ooze, Scathing

DESCRIPTION: A Scathing Ooze is a bitter, disgusting creature that is little more than a blob of gray with a smart mouth. Its mouth is not used for eating, but used for confusing its opponents.

COMBAT/TACTICS: Scathing Oozes have the ability to taunt victims into attacking each other. As long as there are at least two individuals present, the Ooze can use its power. The power is purely mental, but is backed up by the creature's bitter verbal abuse. Scathing Oozes blend in with their surroundings 80% of the time. When shouting at PCs, this ability is reduced to 60%.

On the first round of an encounter, the Scathing Ooze will use a form of ESP (100-foot radius) that can be detected by psionists who make their saving throw vs. spells (this is a mental attack; if the save succeeds, their minds are not read). Monks above 13th level are immune to this attack. The creature uses the information gleaned to spur arguments between friends and allies. For every round the PCs listen to the verbal abuse, they must save vs. spells or begin attacking the target of the Ooze's choice.

Once all victims are engaged in combat, the Ooze picks the weakest one and consumes it. Its acidic body can eat through chain mail in one round and plate mail in two. It cannot, for some reason, eat treated leather. Scathing Oozes take no damage from crushing weapons, half damage from hacking weapons and full damage from piercing weapons.

Ooze, Scathing
AKA: Bitter Amoeba, Insult Pudding
HACKFACTOR: 11
EP VALUE: 420
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: M (5' around)
MOVEMENT: 6"
PSIONIC ABILITY: See text
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Severe taunting, acidic consumption
SPECIAL DEFENSES: Camouflage, immune to crushing weapons, half damage from hacking weapons
MAGIC RESISTANCE: Standard
HIT DICE: 5



Scathing Ooze

HABITAT/SOCIETY: Scathing Oozes are bitter creatures. They do not like being blobs and they are jealous of all bipeds. If the Ooze senses the PCs are too powerful, it will continue to use its power until all victims are dead. The Ooze cannot sense when victims are dead unless it concentrates on an individual for one round to check. It is only 15% likely to do this once all the combatants are knocked to the ground, and will usually start to consume the bodies without checking.

ECOLOGY: Rumor has it that the Scathing Ooze was once a higher order of creature, cursed by the gawds because it was unsatisfied.

YIELD:

Medicinal: Nil

Spell Components: A bit of Scathing Ooze can be used in lieu of other material components for a Shift Blame spell. If the Ooze is used, the spell takes 2 segments to cast but victims do not get a saving throw for the first three rounds of the spell.

Hide/Trophy Items: Nil

Treasure: A

Other: Nil

Opinicus

DESCRIPTION: These outer planar creatures look similar to camels with wings and long fingers with claws instead of cloven hooves. The neck of an Opinicus is covered with a thick layer of fur and it has the face of a monkey. Creatures of evil disposition dread the Opinicus, that is, when they stop laughing at it.

COMBAT/TACTICS: The Opinicus has a variety of powers including: the spell casting abilities of a 7th level cleric, turn undead as a 7th level cleric, Holy Word once per day, Dimension Door twice per day and Cure-All three times per day. The creatures have a glowing gaze that covers an area five feet wide, 10 feet high and 20 feet long. It can be used once every turn and does 2-16 points of damage to undead creatures and creatures from the lower planes.

Opinicus can never be surprised, due to their keen senses. They surprise opponents 90% of the time if in the desert and 50% of the time elsewhere. All Opinicus have 3-5 minor psionic disciplines and 1-2 major ones. In a pinch, they can attack with all four sets of claws for 1-3/1-3/1-6/1-6.

HABITAT/SOCIETY: When on the Prime Material Plane, Opinicus prefer to dwell in mouldering old ruins, palaces and temples.

ECOLOGY: Opinicus are long-lived creatures that primarily dwell on the outer planes. When two Opinicus are encountered, they will be a mated pair.

Opinicus

AKA: Monkey Camel, Psionic Hump

HACKFACTOR: 47

EP VALUE: 3,000

CLIMATE/TERRAIN: Desert

FREQUENCY: Very Rare

ORGANIZATION: Solitary or Couples

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Very to Exc. (11-16)

ALIGNMENT: Chaotic Good

NO. APPEARING: 1-2

SIZE: M

MOVEMENT: 21", 30" Fly (B)

PSIONIC ABILITY: 205-250

ATTACK/DEFENSE MODES: All/All

MORALE: Daring (15)

ARMOR CLASS: -2

NO. OF ATTACKS: 4

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

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Never surprised, spells

MAGIC RESISTANCE: 35%

HIT DICE: 7+7

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Opinicus hide is ideal for enchantment and can be used to make hide armor that can protect the wearer from creatures of the outer planes (as a Protection from Evil spell).

Treasure: A

Other: Nil



Opinicus

Orange Tailed Plant Squaller

DESCRIPTION: This creature resembles a large orangutan with a long, prehensile tail colored bright orange. The Orange Tailed Plant Squaller is always encountered alone, in areas of thick vegetation.

COMBAT/TACTICS: Orange Tailed Plant Squallers are immune to charm and mental spells. They get +2 on saves to resist psionic powers that attempt to control them. This primate has a strange, psionic connection with plants. When attacking, the plants in the immediately vicinity also attack. Depending upon the type of vegetation, the following affects will occur:

Trees: Attack with a branch (Dmg 1-8)

Vines: Strangle (Dmg 1-4, plus 1-4 each round until freed. Each vine takes 2-5 hp to destroy.)

Small plants/grasses: Same effects as an Entangle spell, as cast by a 3rd level druid.

The GM must determine additional modifiers, such as thorns, exceedingly large trees and poisonous plants. Intelligent plants get a saving

Orange Tailed Plant Squaller

AKA: King of Plants, Ape Druid

HACKFACTOR: 7

EP VALUE: 650

CLIMATE/TERRAIN: Temp. to Tropical

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (4' tall)

MOVEMENT: 12", 12" Climb

PSIONIC ABILITY: See text

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Plant manipulation

SPECIAL DEFENSES: Psionic resistance

MAGIC RESISTANCE: Immune to Charm and mental spells

HIT DICE: 3

throw, but otherwise obey the Squaller until death. The Squaller's commands are purely telepathic and it can attack while giving commands. Psionic attacks disrupt the commands, but the Squaller will immediately know who is disrupting it and go right for the opponent's face.

HABITAT/SOCIETY: Orange Tailed Plant Squallers are bullies and like to dominate their territories. Any creature, no matter how small, will be driven out of their territories or stomped to death. Once a year, the Squallers get together to mate, producing one offspring (20% chance of encountering two creatures during this time and a 5% chance of encountering one young). The female raises the young, who take four months to mature.

Druids dislike these creatures intensely, as they consider them unnatural and disruptive to the flow of Nature's harmony. They have no compunction about killing these creatures.

ECOLOGY: Squallers were created by the Pixie-Lich Dark Flower to combat the Druids of Sunny Glade. Squallers are 40% likely to hesitate for 1-4 rounds if they encounter a Pixie, and other Pixie-Liches have a 70% chance of being able to control them on a limited basis (able only to direct the creature's rage onto another target.)

YIELD:

Medicinal: Nil

Spell Components: The brain of a Squaller can be used in lieu of other material components to cast a Charm Plant spell. The plants get a -4 save when the brain is used.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: The Squaller brain can also be used to create two to three Potions of Plant Control. The bones of a Squaller can be used to fashion two to twelve Arrows of Plant Slaying.



Orange Tailed Plant Squaller

Orc

DESCRIPTION: Orcs are man-sized bipeds with the faces and tusks of boars. They vary in appearance, much like humans. Orcs have green-gray skin and pink snouts, pointed ears and pointed teeth. Their eyes have a reddish tint that appears to glow in torchlight.

All Orcs live the lives of warriors and value weapons, armor and battle-scars. Orcs have a reputation for toughness and stupidity that varies slightly with each sub-group. Orc tribe names are fearsome: The Bloody Stumps, Wounded Pus-Punchers, The Broken Collarbone Clan, Bloodscreamers, The Clan of the Cave Orcs, The Spiked Eyeball Clan and Glaring Blood Grunts.

Common Orc: Internal rivalries within a tribe of Common Orcs keep it in chaos when they number over 20. Common Orcs do not take very good care of their possessions and their weapons and armor reflect this. Most Common Orcs are encountered underground or in dungeons. Due to their poor feeding habits, Common Orc tribes look malnourished, though a pound of elf flesh will perk the tribe right up!

Bottomland Orc: Bottomland Orcs are more than a tribe, but less than a nation. These Orcs usually build their lairs in caves and scavenge their equipment and armor in raids on the local populace. Due to the process of natural selection, Bottomland Orcs are slightly tougher than Common Orcs. Bottomland Orcs hate Highland Orcs and there is open warfare between the two tribes.

Orc	Common	Bottomland
AKA:	Pig Noses	Low Orcs
HACKFACTOR:	0	0
EP VALUE:	15	15
Subchief	35	35
Chieftain	65	65
CLIMATE/TERRAIN:	Any Land	Any Low Land
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-9)	Average (8-9)
ALIGNMENT:	Lawful Evil	Lawful Evil
NO. APPEARING:	30-300	30-300
	(war parties 6-15)	(war parties 2-20)
SIZE:	M (6' tall)	M (6' tall)
MOVEMENT:	9" (12")	9" (12")
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Confident (12)
ARMOR CLASS:	6 (10)	6 (10)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
HIT DICE:	1	1+1

COMBAT/TACTICS: Orcs have 60-foot infravision and get -1 to hit in sunlight.

Common Orc: Common Orcs use very basic tactics to ambush and kill prey. Cutting down a tree and letting it fall across a road is a typical Orc tactic. Very rarely, a group might be led by a slightly more creative Orc who will cut down two trees instead of just one, but this is only 5% likely. Orcs use the following weapons:

sword and flail	5%	hand axe and bow	10%
sword and spear	10%	sword and battle axe	5%
hand axe and spear	10%	spear	10%
hand axe and polearm	10%	battle axe	10%
hand axe and crossbow	10%	polearm	20%

Internal rivalry in a Common Orc tribe keeps war parties to 15 members or less (roll 3d4+3 to determine number). Any more than that causes a great deal of chaos. Common Orcs like to retrieve the honored dead from the battlefield for proper burial. This is a perfect opportunity for PCs to launch a counter-offensive.

Bottomland Orc: Bottomland Orcs have more solidarity than Common ones. Their weapons will be the same as those of Common Orcs, but are greatly influenced by local availability of weapons. About 75% of these Orcs will be as well-equipped as their human counterparts in the area. War parties consist of 20 members or less (roll 2d10). Bottomland Orcs carefully plan their assaults, using the terrain to their maximum benefit.

HABITAT/SOCIETY: Common Orc: For every four Orcs, there will be one with 28 hit points. For every 150 Orcs, there is a sub-chief and 3-18 guards, each with AC 4, 2 HD, 31 hit points and +1 to damage due to Strength. For every 100 Orcs, there will be a shaman (maximum 5th level cleric) or witch doctor (maximum 4th level magic-user). These spell casters gain 1d4 hit points for every level above first and

fight as 1 HD monsters for every 2 levels of experience. For every 200 Orcs, add a chieftain with AC 3, 3 HD and +2 on damage rolls due to Strength. The chieftain will be guarded by 5-30 bodyguards equal to sub-chiefs. There is a 20% chance the Orcs will have 10-60 slaves and a 40% chance they will have two to eight standard Ogres as allies.

Orcs are extremely aggressive and believe that bullying and enslaving weaker races is part of the natural order (see Orc Slaver). Some more intelligent leaders realize the pragmatic value of peace. Orcs have been known to sign treaties for short periods, despite the fact there is no Orc word for "peace". Orcs call this time "Ka-Mungra Faas-neir" or loosely translated, "The Sheathing of the Sword", usually the short pause in battle so the dead may be gathered from the battlefield.

Orcs thrive on pomp and ceremony. They have a rite for almost every aspect of their lives. Their entire culture is male dominated. There is a great deal of in-fighting in large Orc tribes, as fighters and clerics vie for control. Orcish religion centers around a certain one-eyed Orcish gawd known for his cruelty and strength. Orcish religious practices stress violence and warfare against all non-humanoid races.

Bottomland Orc: Bottomlanders have a proud fighting heritage. They believe in burning a dead fighter where the Orc died. Weapons are sometimes passed down through several generations, and it is considered a great dishonor for a non-Orc to handle an Orc weapon that is a cherished family artifact. All Bottomland Orcs will be equipped with a tinder box and at least one flask of oil.

In addition to the Common Orc traits above, Bottomland Orcs will use "oil flask bombs" to defend their lairs. They are always aware of the ventilation system in their own caverns or dungeon. These Orcs have been known to "seal off" an area and let it fill with smoke, suffocating intruders in 3-18 melee rounds.



Bottomland Orc

ECOLOGY: Orcs have an average lifespan of 40 years, a gestation period of 10 months and a morning ritual that takes less than five seconds. Orcs do not believe in hygiene of any kind. Infant mortality rate is high, but births consist of two to three offspring. Orcs enjoy eating all game meats, livestock, demi-humans, humans and humanoids.

Orcs speak their own language, but there are many regional dialects. 10% of Orcs speak the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the slope of a passageway.

YIELD:
Medicinal: Nil
Spell Components: Rumors persist that Orc parts can be used in Stinking Cloud spells, but most magic-users persistently claim that this is untrue.
Hide/Trophy Items: Nil
Treasure: L (individual); C, O, Qx10, S (in lair)
Other: Nil

Orc, Bounty Hunter

DESCRIPTION: Other Orcs usually consider Bounty Hunter Orcs to be traitors to their race. These ruthless mercenaries are always well-equipped, well armed and usually travel with a pack of Orkin Wardawgs. Orc Bounty Hunters are highly skilled warriors and trackers.

COMBAT/TACTICS: These Orcs have 60-foot infravision and get -1 to-hit in sunlight.

Bounty Hunter Orcs can be 2nd to 10th level fighters, depending on their experience. These Orcs act like very evil humans and are reasonably comfortable in human areas. In combat, they are fierce adversaries and make use of every possible advantage. Bounty Hunters will, at minimum, be equipped with two hidden daggers, a net, some non-lethal restraints, one missile weapon and two large melee weapons. If they are not mounted, they will have access to horses. All Bounty Hunter Orcs have 1-10 Orkin Wardawgs.

There is a 40% chance that any Bounty Hunter Orc encountered will be on a mission. They are not above mugging a weak-looking target, even while on the trail of a bounty. However, they ruthlessly pursue their bounties over many miles and Bounty Hunter Orcs are not easily bribed (-10 reaction adjustment penalty to all bribing attempts).

HABITAT/SOCIETY: Bounty Hunter Orcs are loners, usually the survivors of a tribal massacre. They have turned on their brethren and now hunt them for money. Bounty Hunter Orcs are ruthless and savvy. They can survive in large human population centers without

Orc, Bounty Hunter
AKA: Traitor Orcs
HACKFACTOR: 2
EP VALUE: Variable
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Group
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Lawful Evil
NO. APPEARING: 3-12
SIZE: M (6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 4 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1 and up



Bounty Hunter Orc

drawing attention to themselves. Very rarely, Orc chieftains use them to negotiate trade agreements with human settlements. Bounty Hunter Orcs work very hard for their money. Should they ever get robbed or swindled out of a bounty, they will consider it a personal mission to punish those responsible.

ECOLOGY: Orcs have an average lifespan of 40 years and a morning ritual that takes less than five seconds. Orcs do not believe in hygiene of any kind. Orcs speak their own language, but there are many regional dialects. All Bounty Hunter Orcs speak common. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the a slope of a passageway.

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

Orc, Brigand

DESCRIPTION: Brigand Orcs have chosen to leave tribal lands and band together in roving gangs. These gangs do not tolerate weakness of any kind, so the warriors in their ranks are tougher than normal Orcs. Due to frequent raids on merchant caravans, they are better equipped than Common Orcs. Brigand Orcs never take prisoners or hostages, preferring to murder any possible witnesses to their destructive crimes.

COMBAT/TACTICS: These orcs have 60-foot infravision. Orc Brigands do not suffer the -1 to-hit in sunlight that affects other Orcs.

Unlike normal Orcs, these Orcs can stay organized no matter what size their group. However, once a supply of potential targets dries up, they fight amongst themselves. Successful Orc Brigand gangs have been known to loot themselves right out of business.

When they have time to fortify a position, Orc Brigands establish a "kill zone", an area that keeps the enemy in a confined area so missile weapons are more effective. Depending on the area, Orc Brigands will almost always be mounted on horses. All Orc Brigands have advanced or better horse riding skill and appreciate good steeds. Wherever they are encountered, Orc Brigands will be armed with the following:

sword and short bow	5%	hand axe and short bow	20%
sword and spear	10%	battle axe and short bow	5%
hand axe and spear	10%	spear	10%
hand axe and polearm	10%	polearm and short bow	30%

Orc, Brigand

AKA: Highway Orcs
HACKFACTOR: 0
EP VALUE: 35+
CLIMATE/TERRAIN: Any Land
FREQUENCY: Uncommon
ORGANIZATION: Gangs
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 10-100
SIZE: M (6' tall)
MOVEMENT: 9" (12")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1+2

HABITAT/SOCIETY: Orc Brigands are nomadic; however, once they have found a good hunting ground they are loath to leave it. Brigands do not have chiefs, but are led by the most experienced hunter. These Orcs have adapted to life outside, although they still prefer darkness. Gangs roam the roadways and countryside robbing and plundering anything in their path. Orc Brigands are ruthless and leave no living witnesses to their crimes. Dead Orc Brigands are quickly buried in hastily constructed, unmarked graves. Only the toughest Orcs can join a gang of Brigands, as they effectively weed out the weak.

ECOLOGY: Orcs have an average lifespan of 40 years and a morning ritual that takes less than five seconds. Orcs do not believe in hygiene of any kind. Orcs enjoy eating all game meats, livestock, demi-human, humans and humanoids.

Orcs speak their own language, but there are many regional dialects. 10% of all Orcs speak the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the slope of a passageway.

Brigand Orc gangs choose names that will strike fear in the hearts of their enemies (at least those who understand orchish): The Putrid Pus-eaters, The Fractured Ones and Vile Vomitous Masses.

YIELD:

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



Brigand Orc

Orc, Cloven-hoof

DESCRIPTION: Cloven-hoof Orcs are man-sized bipeds with boar-like faces and tusks. They are larger and more muscular than other types of Orcs and have large, cloven feet – giving them their name.

COMBAT/TACTICS: Cloven-hoof Orcs have 90-foot infravision and suffer -1 to-hit in sunlight. These Orcs consider themselves the "true Orcs". All other Orcs defer to their Strength and downright meanness. Such "lesser" Orcs will be used as cannon fodder during battle.

Cloven-hoof Orcs have an effective Strength of 14 and get +1 to hit and +2 to damage with all their weapons. Their chieftain is AC 0, 7 HD with an 18 Strength for +3 to-hit and +6 to damage.

He will have 2-12 bodyguards that are AC 1, 6 HD with a Strength

Orc, Cloven-hoof

AKA: Pig-Kin
HACKFACTOR: 1
EP VALUE: 120
Bodyguards 270
Chieftain 650
CLIMATE/TERRAIN: Any Land
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Lawful Evil
NO. APPEARING: 10-100
SIZE: L (8' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 4 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 3+1

bonus of +2 to-hit and +4 to damage. Cloven-hoof Orc shamans can be up to 9th level clerics and each tribe will have 1-3.

Cloven-hoof Orcs fight with the following weapons:

2-handed sword and dagger	30%
long sword and dagger	40%
bastard sword and dagger	15%
khopesh, short bow and dagger	15%

HABITAT/SOCIETY: Cloven-hoof Orcs are rare, having nearly been wiped out by elven armies centuries ago. They have a saying, "A slow revenge tastes the sweetest!" These Orcs never pass up an opportunity to torture a victim before eating him. They love to tag victims and their victims' homes with Orc graffiti. Sometimes raids are initiated just so young Cloven-hoof Orcs can "tag" a human settlement. The more an Orc tags, the more Honor he accumulates.

ECOLOGY: Orcs have an average lifespan of 40 years and a morning ritual that takes less than five seconds. Orcs do not believe in hygiene of any kind. Orcs speak their own language, but there are many regional dialects. 10% of all Orcs speak the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the slope of a passageway.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: R (individuals); Ax2 (in lair)

Other: Nil



Gibbering Orc Lord

concoct the same deadly virus. Non-humanoid victims will die in 24 hours unless they receive a Cure Disease spell. Humanoid victims who fail their save go insane in one to four days and exhibit the same symptoms as a Gibbering Orc Lord.

Orc, Gibbering Lord

DESCRIPTION: Once a proud race of superior Orc Warrior, these creatures have been reduced to idiocy due to the same disease that affects Gibbering Goblins.

COMBAT/TACTICS: These Orcs have 60-foot infravision and get -1 to-hit in the sunlight.

Gibbering Orc Lords are well armed and well armored, but completely insane. They are often encountered wandering the battlefields of their past glories. Gibbering Orc Lords never wear armor that is less protective than splint mail and 75% wield magic weapons. They are just as likely to attack as they are to start babbling nonsense (50% chance of either). Victims hearing this babbling must save vs. spell or become confused for one to two rounds, as per the Confusion spell. Anyone bitten by the Gibbering Orc Lord must save vs. poison or

Orc, Gibbering Lord

AKA: Babbling Orc

HACKFACTOR: 4

EP VALUE: 270

CLIMATE/TERRAIN: Any Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 9" (12")

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3 (10)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon or 1 (bite)

SPECIAL ATTACKS: Gibbering Disease

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 4+4

HABITAT/SOCIETY: Gibbering Orc Lords were once a proud race of Orcs that were magically enhanced through powerful but now-forgotten Orc magic. Unfortunately, although the Orc Lords became more powerful, they were also left vulnerable to the Gibbering Disease. In a battle long ago the Orc Lords attacked a Goblin with the disease. It quickly spread among the Orc Lords. Only 1 in every 1000 Orc Lords survived the illness to become Gibbering Orc Lords.

ECOLOGY: Orcs have an average lifespan of 40 years and a morning ritual of less than five seconds. Orc Lords are no more hygienic than other types of Orc. In fact, they are often filthier due to their delusional mental state. Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and 25% chance of spotting a sloping passageway (though Gibbering Orc Lords are unlikely (5% chance) to do so).

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: I, S

Other: Nil

Orc, Half-

DESCRIPTION: Orcs are not picky and will crossbreed with virtually every humanoid and demi-human species except elves. Half-orcs have a blend of features from both parents. Most Half-orcs favor their orcish blood

heavily, although 10% of these offspring can pass as brutish humans. (PC Half-orcs are always in this 10%.)

Like Half-ogres, if a Half-orc can prove his Strength and ruthlessness in combat, his higher Intelligence will bring him a high-ranking spot in the tribe. NPC Half-orcs are most often fighters, thieves, clerics or assassins and will be armed and dressed appropriately. Most Half-orcs tend toward neutrality with slight lawful and evil tendencies, although lawful good Half-orcs are not entirely unknown.

COMBAT/TACTICS: Half-orcs have 60-foot infravision. If Half-orcs are part of an Orc tribe, they improve their chances of success by flaunting their superior abilities and bullying others. They are usually the shaman (cleric) or witch doctor (magic-user – NPC only) for the tribe. Half-orcs who lead human lives associate with those who appreciate them for their brute Strength and stamina. Half-orcs serving as mercenaries are known for their toughness on the battlefield. Half-orcs are not subtle, but their tactics get the job done. Orcs are just vicious, while Half-orcs are selectively vicious.

HABITAT/SOCIETY: These creatures are usually the result of a forced mating between a male Orc soldier and a human female. They are not

Orc, Half-

AKA: Half Breed
HACKFACTOR: Variable
EP VALUE: Variable
CLIMATE/TERRAIN: Any
FREQUENCY: Common
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Low to Genius (5-17)
ALIGNMENT: Variable
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 9" (12")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Variable
ARMOR CLASS: Variable
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: Variable

fully accepted into human society, but if they prove their ruthlessness, they can obtain great success amongst the Orc tribes. Half-orcs make great barbarians and mercenaries.

Some Half-orcs have split from both their parental cultures to form their own societies in remote areas. These Half-orcs worship their own gawds and (like most hermits) are extremely suspicious of strangers.

ECOLOGY: Orcs have an average lifespan of 40 years. Half-orcs speak the common tongue and some also speak orcish (40%) and a limited amount of dwarven (20%), goblin (20%) or hobgoblin (20%). (See the PHB for more details concerning PC Half-orcs.)

YIELD:

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

Orc, Highland

DESCRIPTION: Highland Orcs prefer to remain isolated from other Orc tribes, as they tend to make their lairs in high mountain caverns. These Orcs know only basic methods of making weapons and armor and are usually ill-equipped. All Highland Orcs are expert mountain climbers and they never go anywhere without a 20-foot length of rope and a grappling hook. The clear mountain air has made all Highland Orcs healthier.

COMBAT/TACTICS: These Orcs have 60-foot infravision. Highland Orcs do not suffer the –1 to-hit in sunlight.

These orcs are equal to the Bottomland Orcs, but they are fewer in number. These Orcs do not have easy access to caravans or human settlements and are armed more poorly:

spiked club	50%	short bow	10%
spear	10%	sling	5%
hand axe	10%	any two weapons	5%
polearm	10%		

War parties consist of 20 members or less (roll 2d10). These Orcs prefer full frontal assaults and sometimes rappel down cliffs to gain surprise. They are absolutely fearless when it comes to heights. There is a 50% chance that any Highlander Orc that falls from a height of 30 feet or more can stop his descent with only 1-4 points of damage. The Orc must have his rope attached and his hands and feet free.

Orc, Highland

AKA: High Orcs
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Any High Land
FREQUENCY: Uncommon
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-9)
ALIGNMENT: Lawful Evil
NO. APPEARING: 20-200 (war parties 2-20)
SIZE: M (6' tall)
MOVEMENT: 9" (12"), 9" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 7 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1+1



Half-Orc



Highland Orc

HABITAT/SOCIETY: Highlanders believe in tossing the honored dead from precipices. These Orcs will sometimes do the same thing for brave opponents as well. PCs that play possum too long may find themselves hurtling from a rocky crag!

Orc tribe names are always fearsome: The Compound Fractures, Vile Piles, Black Wounds, The Broken Ankle Clan and Scum Beaters.

ECOLOGY: Orcs have an average lifespan of 40 years, a gestation period of 10 months and a morning ritual that takes less than five seconds. Orcs do not believe in hygiene of any kind. Infant mortality rate is high, but births consist of two to three offspring. Orcs enjoy eating all game meats, livestock, demi-human, humans and humanoids.

Orcs speak their own language, but there are many regional dialects. 10% of Highland Orcs speak the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and 25% chance of detecting the slope of a passageway.

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

Orc, High Priest

DESCRIPTION: High Priest Orcs wear very elaborate get-ups decorated with imagery connected to the worship of orcish gawds.

COMBAT/TACTICS: Orcs have 60-foot infravision and get -1 to-hit in sunlight. Each High Priest will be guarded by no less than an entire battalion of Orc soldiers, officers and assistants. A battalion is com-

prised of six war parties (8-12 Common Orcs), each led by an officer (6th level fighter). Each officer is served by two assistants (4th level fighters - 50% chance that one of these is a Cloven-hoof Orc mercenary 5th level fighter).

The personal bodyguard of an Orc High Priest will always include golems, undead or charmed slaves. The High Priest's followers and bodyguards fight intruders and protect their leader while the High Priest casts offensive and defensive spells. Orcs that guard the High Priest are extremely loyal and are quick to lay down their lives in service, as they believe this will grant them good fortune in the afterlife.

Orc, High Priest
AKA: Ahk'Tang, Visho, etc.
HACKFACTOR: 24
EP VALUE: 4,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 9" (12")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 3 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: Nil
HIT DICE: 15/15

HABITAT/SOCIETY: High Priest Orcs are the orcish religious leaders on Garweeze Wurd and there is only one for each Orc tribe. If there are any major peace talks between the Orc nations, these Orcs will always be involved. High Priests have achieved high status due to their superior intelligence, having outwitted would-be assassins many times and should be dangerous and wily adversaries for PCs.

Ahk'Tang is the High Priest for the Southern Orc League; he formed the league and leads it. There are other Orc High Priests on Garweeze Wurd, but Ahk'Tang is the most powerful and influential.



Ahk'Tang, the Half-orc High Priest and leader of the Southern Orc League

ECOLOGY: Orcs speak their own language, but there are many regional dialects. 10% of all Orcs speak the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the slope of a passageway.

YIELD:**Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** B, H, S, T**Other:** Nil**Orc, Jester**

DESCRIPTION: Orc Jesters are the fools of their tribe, but are not openly ridiculed because they please the tribal leaders with their antics. Jesters appear clothed in motley outfits patched in garish colors. They always carry a carved wooden scepter, the symbol of their position, decorated with scraps of dyed cloth, small seashells or tiny animal bones.

COMBAT/TACTICS: Orc Jesters have 60-foot infravision and get -1 to-hit in sunlight.

They employ a variety of hidden weapons on their person or in their act. They are accomplished jugglers, tumblers and storytellers. Orc Jesters like to juggle knives, then "accidentally" throw one into an audience member. Orcs find this hilarious, especially if the victim dies. Orc Jesters are 50% likely to employ a random poison on their weapons. Their Jester scepters can turn into short swords (the blade is hidden in the handle) and they have at least six daggers hidden on their person at all times.

HABITAT/SOCIETY: Orc Jesters are only encountered in areas where there are large, stable Orc nations and Orc nobility. Orc Jesters have sick senses of humor, just like their audience. They find screams of pain, slander, bleeding and torture very funny. An Orc Jester torturing an elf for the audience is always a big hit at Orc rallies.

ECOLOGY: Typically, Orcs do not believe in hygiene of any kind. Orc Jesters tend to be cleaner and are well-dressed in gaudy clothes. Orcs speak their own language, but there are many regional dialects. 10% of Orcs speak common the common tongue. All Orcs are skilled miners and have a 35% chance of spotting new or unusual construction and a 25% chance of detecting the slope of a passageway.

Orc Jesters always have grandiose titles: The Svelte Disembowler of Rock Shore, The Black Pig Pirate of High Peak and Jock the Throat Ripping Maniac from Under Hill.

Orc, Jester**AKA:** Orc Comic**HACKFACTOR:** 1**EP VALUE:** 35**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Night**DIET:** Carnivore**INTELLIGENCE:** High (13-14)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 1**SIZE:** M (6' tall)**MOVEMENT:** 9" (12")**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Pliant (10)**ARMOR CLASS:** 8 (10)**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** By weapon**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Nil**HIT DICE:** 1**YIELD:****Medicinal:** Nil**Spell Components:** Nil**Hide/Trophy Items:** Nil**Treasure:** R**Other:** Nil**Orc, Slaver**

DESCRIPTION: Orc Slavers are Orcs that have formed their own sub-structure within a larger Orc tribe. Never found without their whips and manacles, they specialize in enslaving any and all bipedal creatures to perform hard labor for tribal leaders.

COMBAT/TACTICS: Orc Slavers have 60-foot infravision and suffer -1 to-hit in sunlight.

Orc Slavers are hit-and-run tacticians, preferring to injure opponents then run away. They will repeat the process until opponents can be easily killed or captured. If an Orc Slaver chieftain is present, the other Orc Slavers get +10 on morale rolls. Orc Slaver chieftains are AC 2 HD 5 and get +1 to damage with melee weapons. They will be guarded by 2-8 Orc Slavers with maximum hit points. Orc Slaver shamans can be clerics of up to 8th level and each tribe always has one or two.

Orc Slavers are adept with all common sword types as well as the use of a net in combat. Each Orc Slaver carries at least one pair of manacles, a net and a whip. Other favored weapons include (If the result includes the piece of cheese, it is a pointy wedge of hard cheese that the Orc can hurl at opponents for 1d4-3 points of damage. Alternatively, they tie a piece of rope to the cheese and pull it along, hoping to attract a new slave.):

short sword and dagger	30%
long sword and dagger	40%
bastard sword and dagger	25%
bastard sword and a piece of cheese	5%

HABITAT/SOCIETY: These Orcs are focused on acquiring and selling slaves. They have no compunction about selling anyone on the open slave market, even other Orcs. Orc Slavers believe that if you are stupid enough to allow yourself to be captured, then you deserve to be a slave. Obedient slaves are kept in good condition and those who do not obey are punished severely.

Orc Slavers are shrewd traders – they will buy virtually anyone at any place and time, regardless of the local laws regarding slavery. Women and

Orc Slaver**AKA:** Orcish Guard**HACKFACTOR:** 1**EP VALUE:** 65, Chieftain 175**CLIMATE/TERRAIN:** Any**FREQUENCY:** Uncommon**ORGANIZATION:** Tribal**ACTIVITY CYCLE:** Night**DIET:** Omnivore**INTELLIGENCE:** Average (8-10)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 2-200**SIZE:** M (6' tall)**MOVEMENT:** 9" (12")**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Brave (14)**ARMOR CLASS:** 5 (10)**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** By weapon**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Nil**HIT DICE:** 2+1

skilled labor are always in demand in slave markets and command a high price, so Orc Slavers will pay more for these potential slaves.

humans – he would have a force to be reckoned with even beyond the Orkin territories.

ECOLOGY: Orcs speak their own language, but regional dialects abound. All Orc Slavers can speak the common tongue, the better to communicate with possible customers in the slave markets of Garweeze Wurld.

Recent rumors have surfaced that Ahk'Tang's army may be encountering some trouble on their western border with a well-armed enemy moving in from the steppes. Such rumors have not been verified but if they are true, it would be a gawdsend for Ahk'Tang's neighbors.

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: P (individuals), G (in lair)
Other: Nil

Orc, Southern League

DESCRIPTION: Members of the Southern Orc League are a common sight in towns and villages across Garweeze Wurld and can be identified easily by the "S" motif on all of their armor and equipment. They are also surprisingly clean and more articulate than common Orcs.

COMBAT/TACTICS: These Orcs have 60-foot infravision and get -1 to-hit in sunlight.

Southern Orcs are disciplined, battle-hardened and loyal. Their military leader is an Orc Warlord with the abilities of a 12th level fighter. His officers include: two 10th level fighters, four 9th level fighters and eight 8th level fighters. They command sixteen 7th level fighters (majors), thirty-two 6th level fighters (captains), sixty-four 5th level fighters (sergeants) and hundreds of 2nd to 4th level fighters.

The Warlord conducts military campaigns with ruthless efficiency and at the behest of Ahk'Tang himself. The Southern Orc League has a variety of siege weapons, but rarely uses them against any target smaller than a fortified settlement. The average Southern Orc is armed with the following (roll d100):

- 1-39

40-54

55-69

70-84

85-100
- war hammer, sling

javelins (3-6), spear

bastard sword, dagger

short sword, short bow

mace, medium shield

HABITAT/SOCIETY: Ahk'Tang is a half-orc cleric/battle mage who achieved what no other Orc had ever dreamed of: uniting all the Southern Orc tribes under one rule. He did so through clever use of his skills of oration, leadership and religious knowledge. Ahk'Tang knew that by focusing the Orc's attention on a common enemy –

Orc, Southern League
AKA: Sons of Ahk'Tang
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Any
FREQUENCY: Common
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Lawful Evil
NO. APPEARING: 40-400
SIZE: M (6' tall)
MOVEMENT: 9" (12")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 4 (10)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 1+2

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: O, M (individuals); F, G, H (in lair)
Other: Nil

Orc, Vampire/Vampire High Priest

DESCRIPTION: Vampire and High Priest Vampire Orcs look, at first glance, very similar to Common Orcs with the exception of their overdeveloped fangs and shockingly pale skin.

Vampire Orcs: These creatures are always encountered at night. By voluntarily drinking the blood of a Vampire High Priest, they have traded what little "humanoidity" they had for the powers of a Vampire. These Vampire Orcs are absolutely loyal to the foul High Priest who granted them their powers.

Vampire Orc High Priest: High Priest Vampire Orcs are full-fledged Vampires. They control as slaves all of the Vampire Orcs who voluntarily drank their blood, to the point where such slaves will obey even suicidal orders.

COMBAT/TACTICS: All Vampire Orcs have 90-foot infravision and take 2-8 points of damage per round when exposed to sunlight, in addition to suffering -3 on to-hit rolls.

Vampire Orc: Vampire Orcs are armed with standard Orc equipment, according to their former tribe. Vampire Orcs take 1-6 points of damage from a splash of holy water. They have a 15 Strength and get +1 to hit and +3 damage with melee weapons. Their touch does not drain levels, but their bite does.

When facing inferior opponents, Vampire Orcs will attempt to stun an opponent using punching attacks and then bite the victim's neck, draining 1-6 hit points and one level of experience per round. Victims killed in this manner become "one-quarter" Vampires under the control of the Vampire Orc. These slaves are little more than automatons that crave blood and can withstand sunlight.

Orc	Vampire	Vampire High Priest
AKA:	Blood Drinkers	Blood Feasters
HACKFACTOR:	11	40
EP VALUE:	4,000	8,000
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	High (13-14)	Exceptional (15-16)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	5-50	1
SIZE:	M (6' tall)	M (6' tall)
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Defiant (17)	Fanatic (20)
ARMOR CLASS:	3	1
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon or 3-8	by weapon or 5-10
SPECIAL ATTACKS:	Energy draining bite	Energy drain, charm, spells
SPECIAL DEFENSES:	Regenerate 2 hp/rd	Regenerate 3 hp/rd, See text
MAGIC RESISTANCE:	--- Immune to Sleep, Hold and Charm spells ---	
HIT DICE:	5	10

If their Vampire Orc master is killed, the slave is upgraded to a half-vampire, equal to a Vampire Orc, but under the control of the Vampire Orc High Priest. Vampire Orcs regenerate 2 hit points per round and one-quarter Vampire slaves regenerate 1 hit point per round. Both are immune to Sleep, Hold and Charm spells.

Vampire Orc High Priest: These Orcs have a 16 Strength and get +2 to hit and +4 to damage. The touch of the High Priest drains two lev-



Vampire Orc

els, as does the bite. These Vampire Orcs take 2-7 points of damage from holy water. Immersing the creature in running water for three melee rounds destroys it and presenting good holy symbols or garlic causes it to hesitate for 1-4 rounds.

These Orc Vampires can regenerate 3 hit points per round and are immune to Sleep, Hold and Charm spells. The High Priest can Charm Person once per round. These creatures take only half damage from cold or electricity. They are also immune to paralysis and can assume gaseous form at will.

Additionally, a Vampire Orc High Priest will have the powers of a 4th to 16th level cleric and a 4th to 16th level magic-user. The High Priests will also have magic items appropriate to his level. Spells will be used to hold victims so they can be drained of life. A stake through the heart of a Vampire Orc High Priest will turn it into an immobile skeleton, but if the stake is removed it will regenerate into its normal Vampire form in one turn.

HABITAT/SOCIETY: Vampire Orc: These Orcs exist only to serve the High Priest. Duped into drinking his blood to attain power, in reality, they are little more than powerful slaves. During the day, the Vampire Orcs stay underground and guard the body of the High Priest. They lay in a half-trance in the cavern with the High Priest's coffin. One-quarter Vampire slaves are made to stay up during the day and guard the entrances to these lairs.

Vampire Orc High Priest: The original High Priest that traded his humanity for the power of a Vampire was under the delusion that he could control any Vampire Orc and would thus create a more orderly tribe. However, he did not take into account the savage blood lust of a Vampire that makes one chaotic evil. Orcs hunt Vampire Orcs, as they are disruptive and dangerous. High Priests primarily feed on non-humanoids for food, but will always welcome new humanoids into the fold as it suits their plans.

ECOLOGY: Orcs speak their own language with the dialect unique to their region. 10% speak the common tongue. Both types of Vampire Orc are undead. One-quarter vampire slaves can be turned as Zombies, Vampire Orcs are turned as Wraiths and Vampire Orc High Priests are turned as Vampires.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

VAMPIRE: F (x1/2)

VAMPIRE HIGH PRIEST: F

Other: Nil

Orkin Bandit

DESCRIPTION: The 'Orc Kin' or more commonly 'Orkin' are those creatures associated with or distantly related by blood to true Orcs.

Orkin Bandits are humans who are very distantly related to Orcs, usually the product of a half-orc and human mating (producing a quarter-orc) or a quarter-orc and a human mating (producing an eighth-orc). These creatures are very human in appearance with only slightly upturned noses and barely noticeable tusks.

COMBAT/TACTICS: Orkin Bandits know very little about city life, but are adept at using natural terrain to the best tactical advantage. 80% will be mounted and always send a volley of missile fire before attacking with melee weapons. Orkin Bandits are armed with the following:

- 25% long sword, dagger, short bow
- 25% long bow, dagger, short sword
- 49% club, dagger, sling
- 1% catapult

Orkin Bandits are extremely wary of ambush and no amount of crouching behind small bushes and lying really, really quietly will make a PC invisible to them. Orkin Bandits have 30-foot infravision but do not suffer the penalty on attack rolls in sunlight applicable to most Orcs.

HABITAT/SOCIETY: Because they chose not to become members of human or Orc society, Orkin Bandits are the descendants of generations of bandits. These thieves are skilled riders and know a quality mount when they see one. (Some say they know their horses a little too well.) Orkin Bandits steal the finest steeds and rarely pass up an opportunity to take a war horse. Victims robbed by Orkin Bandits will not be harmed if they surrender their valuables peacefully, as it is part of their code. In lean times, Orkin Bandits have been known to take jobs guarding roadways or stealing specific items for evil magic-users and clerics. This usually means the normal Orkin Bandit leader, (an Orkin Witch Doctor) has already been killed.

ECOLOGY: Orkin Bandits have few females in their tribes, so they occasionally kidnap human women to increase their numbers. This breaks the Orkin Bandit code, so kidnapping is rare. Orkin Bandits target females that are likely not to be missed.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: L (individual); Cx2, O, Qx10, S (in lair)

Other: Nil

Orkin Lowland Pony

DESCRIPTION: These hardy little horses are used exclusively by Orcs. They are ugly beasts with muddy, matted coats and malnourished, narrow bodies. Most Orcs hobble their steeds so they cannot rear up to throw their rider. Lowland Ponies show obvious scars on their legs from this cruel process.

COMBAT/TACTICS: Orkin Lowland Ponies are very tough critters. They must be to survive the mistreatment they receive from their Orc

masters. Lowland Ponies are always equipped with a crudely made horned or antlered helmet, with which they attack opponents for 1-8 points of damage.

For encumbrance purposes, Lowland Ponies are equivalent to wild horses. These creatures have poor infravision (only 20 feet), but they are unafraid to go into dungeons and the NetherDeep. Lowland Ponies get +2 on their saves vs. poison and disease.

HABITAT/SOCIETY: These steeds are used throughout the Orc tribes and are usually ridden to death and then eaten by their former masters. Lowland Ponies lead very tough, short lives and have very nasty dispositions.

Occasionally, a powerful Orc chieftain will take special care of one of these creatures and it will be taller, healthier and have a glossier coat than the average Lowland Pony. These prized animals are swifter, better trained and stronger than normal, giving them +1 to-hit and +1 to damage in combat.

The common Orkin Lowland Pony is easy to steal since its spirit is so broken. They meekly follow anyone who takes them by the bridle without whipping or beating them first. Druids and rangers enjoy freeing these poor creatures into the wild after nursing them back to health.



Orkin Lowland Pony

Orc, Lowland Pony

AKA: Orc Mounts

HACKFACTOR: 1

EP VALUE: 120

CLIMATE/TERRAIN: Temperate

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 3-24

SIZE: L

MOVEMENT: 24"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (1)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Poison/disease resistance

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

ECOLOGY: These creatures breed prolifically in their wild habitats and are just as easily bred in captivity. Lowland Ponies are equivalent to wild horses if they are captured before Orcs have hobbled them. The hobbling process usually begins once a foal is six months old.

YIELD:

Medicinal: The meat is edible, but stringy and tough.

Spell Components: A bit of fur can be used for a Mount spell that will summon a Lowland Pony.

Hide/Trophy Items: The hide can be made into leather, although it is unsuitable for any sort of enchantment.

Treasure: Nil

Other: Nil

Orkin, Org

DESCRIPTION: The 'Orc Kin' or more commonly 'Orkin' are those creatures associated with or distantly related by blood to true Orcs. Orgs are part Orc, part Ogre. They usually appear to be monstrous Orcs or, very rarely, extremely puny Ogres. More often than not, the Ogre genes dominate and the Orgs live much the same way. They dress in primitive skins and fight with clubs.

COMBAT/TACTICS: Orgs rely on their Strength (16, +2 to hit, +4 to damage) to overpower opponents. Orgs prefer large clubs that deal 1-8 points of damage per hit for weapons. Orgs are usually driven out of Ogre tribes because of their "weakness". Their lack of discipline makes them unsuited for life in most Orc tribes, but their presence is sometimes tolerated due to their great Strength. Vampire Orcs sometimes use Orgs as lackeys to guard their tombs during the day. Orgs have 60-foot infravision and suffer -1 on to-hit rolls in sunlight.

HABITAT/SOCIETY: Orgs are usually the pathetic flunkies in any group other than one composed entirely of Orgs. At least 80% of all encounters with Orgs will be with small groups that have no close friends, no family and no pets. Orgs would live to 50 years or more, but 90% kill themselves before the age of 30.

ECOLOGY: These creatures are sterile and even if this were not true no female, not even a female Troll, would mate with them.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: M (Q, B in lair)

Other: Nil

Orkin, Org

AKA: Ogre Orcs

HACKFACTOR: 1

EP VALUE: 120

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low to Avg. (5-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: M (7' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 3+1



Org

Orkin Wardawg

DESCRIPTION: Orkin Wardawgs are meaner than the wildest boar. They are uglier than the lowest mutt dawg nosing for scraps in the seediest back alley. They are the pride of any Orc who can master them.

COMBAT/TACTICS: Used almost exclusively by Orkin Bandits, these Wardawgs get +1 to damage when biting. They lack the tusks of a boar, but their large canine teeth tear into opponents for 3-9 (2d8+1) points of damage. They can also maul an opponent with their clawed front paws for 1-6 points of damage per paw.

Orkin Wardawgs have thick bodies built low to the ground and covered with coarse brown hair similar to a boar's hide. They are great at tracking PCs and helpless villagers with their excellent sense of smell. They have 60-foot infravision, but suffer -1 to-hit in sunlight. Orkin Bandits use them to hunt game in the deepest forests and to find their way in the darkest night.

HABITAT/SOCIETY: Orkin Wardawgs dislike all non-humanoid creatures and are none to fond of non-Orcs. They can smell a clean human or demi-human (one who has bathed within a week) from up to 300

Orkin Wardawg

AKA: Pig Dogs

HACKFACTOR: 1

EP VALUE: 125

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 2-8

SIZE: M (3' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 3-9 or 1-6/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 2+2

*Orkin Wardawg*

feet away and a dirty one (who has not bathed in a week or more) up to 400 feet.

Orkin Wardawgs are never mistreated by their masters, but what an Orc considers mistreatment would kill the average dawg lover. Druids attempting to free the dawgs and treat them nicely are bitten savagely. These dawgs are loyal only to their Orc masters and will return to their home tribe as quickly as their clawed feet can carry them.

ECOLOGY: Orkin Wardawgs breed with common mutts and wild boars alike. Litters of four to six ugly little pups immediately snap at and bite their littermates to gain dominance. Orkin Bandits breed them for hunting, tracking and pit fights, which they hold regularly. Orkin Wardawgs that survive such match-ups are prized among the Orc tribes, and command a high price.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Orkin Wardawg pups are only worth 10 sp to any non-Orc buyer. If a pup's lineage can be proven to be that of a pit fight survivor, the price to any Orc leaps to 125 gp per pup.

Other: Nil

Orkin Witch Doctor

DESCRIPTION: These Orkin magic-users usually lead Orkin Bandit tribes. Some are quarter-orc, eighth-orc and even three-eighths orc. They wear elaborate get-ups that include a lot of feathers and bones.

COMBAT/TACTICS: Orkin Witch Doctors are cleric/magic users of 1st/1st to 12th/12th level. They are the leaders of Orkin Bandit tribes and get first choice of bandit booty. Magic items in the bandit trea-

sure will always go to the Orkin Witch Doctor or his personal bodyguards. Orkin Witch Doctors have 2-12 Orkin bodyguards with maximum hit points. Orkin Witch Doctors specialize in casting spells that have no verbal components, so without a tongue, a Witch Doctor could still cast spells such as Hypnotic Pattern and Wraithform.

HABITAT/SOCIETY: The leaders of the Orkin Bandits are responsible for the tribe's well-being and profit. Orkin Witch Doctors that do not show a steady profit find themselves on the wrong end of a sword. Witch Doctors adhere to a strict bandit code, which includes not harming surrendering victims. They never attack soldiers and never attack the same caravan twice on the same road, even if rebuffed the first time. In the past, some Witch Doctors have bypassed the code only to have the law come down hard on their bandit tribe.

ECOLOGY: Orkin Witch Doctors suffer from various stress-related illnesses because the entire welfare of the tribe hangs on their shoulders. Orkin Witch Doctors of 11th level or higher usually become very foolhardy, especially if they have an apprentice or two (20% chance of one or two apprentices half the level of the leader). These Orkin Witch Doctors like to taunt fighters, drink two potions at once and challenge spell casters to one-on-one spell duels.

Orkin Witch Doctor

AKA: Oogy-boogy Orc

HACKFACTOR: 5 and up

EP VALUE: 175 and up

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very to High (11-14)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1-3

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Spells

MAGIC RESISTANCE: Nil

HIT DICE: 4

*Orkin Witch Doctor*

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C

Other: Nil

Otter

DESCRIPTION: Otters are aquatic. They move with incredible agility and speed in water and on land. Sea Otters are slightly larger than River Otters and the Giant varieties of each type are everything their names suggest. All Otters are social and playful, but frequently get into trouble with their antics.

COMBAT/TACTICS: Otters are not typically aggressive and do not attack PCs unless they are starving, rabid or influenced by magic. In fact, most reported Otter attacks are the result of a playful young Otter misinterpreting someone's screaming and flailing as a signal that the person wanted to play with the Otter. If attacked, they will swim away 90% of the time. If they stay and fight or if they are defending their young, they will fight to the death, biting all opponents.

Otters can easily be befriended, but they are mischievous creatures and often spook horses and mounts by crawling under them. Giant Otters mistake battle actions as a signal to "play" and are 60% likely to wade

Otter	River	Sea	Giant River	Giant Sea
AKA:	Water Weasel	Ocean Weasel	Gargantuan Water Weasel	Huge Ocean Weasel
HACKFACTOR:	0	0	2	2
EP VALUE:	7	7	175	270
CLIMATE/TERRAIN:	Any Fresh Water	Any Ocean Coast	Any Fresh Water	Any Ocean Coast
FREQUENCY:	Uncommon	Uncommon	Rare	Rare
ORGANIZATION:	Family	Family	Family	Family
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-4	2-5	2-5
SIZE:	S (2' to 3' long)	S (3' to 4' long)	L (10' to 12' long)	L (12' to 14' long)
MOVEMENT:	12", 18" Swim	12", 18" Swim	9", 18" Swim	9", 18" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Pliant (10)	Pliant (10)	Confident (12)
ARMOR CLASS:	5	5	5	5
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d4-2	1d4-1	3-18	5-20
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	2-12 hp	3-18 hp	5	5+5

into any nearby battle – knocking over things such as mounted knights, combatants, wagons and small buildings.

HABITAT/SOCIETY: In any group of Otters numbering more than four, the families consist of two adults and young that are 40%-70% grown. The young can defend themselves but will have nowhere to go if the adults are killed, and may swim around near the battle site, confused.

Otters are hunted for their warm, thick pelts, which can be made into winter clothing. Sea Otters lair near sandy or rocky coasts, in caves with an underwater entrance and an air-filled cavern. River Otters will dig a fresh lair in the roots of a large tree on a riverbank.

ECOLOGY: Otters eat all sorts of small marine animals, bugs and some plants. Normal Otters make excellent companions, but must be kept near an area where they can swim freely as they wish. They do not like to stay dry for more than a few hours. Giant Otters need four times as much water, play time and food as their smaller cousins. Giant Otters are smart and wily hunters – if a cub survives the massacre of its family, it will track the slayers relentlessly until it or they are dead.

Legends are told in coastal taverns of a pack of Giant Sea Otters that ate a shipload of spoiled oysters, causing the beasts to have wild hallucinations. They mistook some nearby fishing boats for a lively school of mackerel and attacked. The fishermen could do nothing but dive into the water and swim for their lives as the dazed, enormous, playful creatures split open the boats and ate every moving thing in sight.

Otters are very curious about the world around them. They especially like to examine things with their strong paws, often dropping and spilling fragile items. Otters can do more damage to a magic-user's lab than a Gorgon in a pottery shop.

YIELD:

Medicinal: Both Normal and Giant Otter meat is edible, though all Sea Otter meat has a strong, fishy smell.

Spell Components: Nil

Hide/Trophy Items: Normal Otter pelts are worth between 10-40 gp each. Giant Otter pelts are worth 1000-4000 gp each.



Giant River Otter

Well-tanned pelts are perfect for making water-proof clothing, although only Giant Otter pelts can be fashioned into clothing items suitable for enchantment.

Treasure: Nil

Other: Nil

Otterman

DESCRIPTION: Ottermen are bipedal otters that live in fresh water lakes and streams. They often carry weapons, but never wear clothes or armor. Ottermen have a reputation for being friendly, helpful jokesters.

COMBAT/TACTICS: Ottermen are not aggressive, but when their territory is threatened they can become quite emotional and angry. They carry slings and spears, but these are used primarily for hunting small game. If unarmed, they can bite for 1-4 points of damage. In the water, opponents get -4 to hit Ottermen due to their swiftness as swimmers.

HABITAT/SOCIETY: Ottermen live in tribal communities that are incredibly disorganized. They have no central leader and often, the Otterman that seems to speak for the tribe may be overstepping his

Otterman
AKA: River Reveler
HACKFACTOR: 2
EP VALUE: 35
CLIMATE/TERRAIN: Any Fresh Water
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Average to Exc. (8-16)
ALIGNMENT: Chaotic Good
NO. APPEARING: 10-60
SIZE: S (4' tall)
MOVEMENT: 6", 18" Swim
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: By weapon or 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 2



Otterman

bounds. Still, Ottermen are fun, if troublesome hosts. They frequently borrow valuable items from nearby human communities "as a joke" then forget to return them. Angry victims sometimes venture into Otterman territory only to find the valuable item left carelessly on a rock. Ottermen do not value precious gems or gold, but they do like magic items. They make loyal, but irresponsible allies.

ECOLOGY: Ottermen always make their lairs near fresh water lakes, streams and rivers. They feed on small, fresh game and never eat anything that is not still breathing. Most Ottermen communities do not have access to alcohol, but those who do will often trade anything to get their hands on more. Ottermen do not hold their liquor well and their parties and practical jokes often get out of hand when they get drunk.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: E (x 1/2) and Q (x 2) in lair

Other: Nil

Otyugh	Otyugh	Neo-Otyugh
AKA:	Trash Eater	Filth Fiend
HACKFACTOR:	13/15/17	29/32/36/39
EP VALUE:	650/975/1,400	2,000/3,000/4,000/5,000
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low to Avg. (5-10)	Avg. to Very (8-12)
ALIGNMENT:	Neutral	Neutral (evil)
NO. APPEARING:	1	1
SIZE:	M to L (6' to 7' diameter)	M to L
MOVEMENT:	6"	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Defiant (17)
ARMOR CLASS:	3	0
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-8/1-8/2-5	2-12/2-12/1-3
SPECIAL ATTACKS:	Grab, disease	Grab, disease
SPECIAL DEFENSES:	Never surprised	Never surprised
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	6 to 8	9 to 12

Otyugh/Neo-Otyugh

DESCRIPTION: Otyughs are so disgusting that even they must make a Constitution check to avoid vomiting if they see their own reflection. The creature resembles a heap of decaying filth when it sleeps. The body is tri-symmetrical, with three elephantine feet, a bulbous body, a maw of teeth and three tentacles, all of which are barbed. One of the tentacles contains three eyes allowing the creature to see. Limited telepathy allows it to communicate with any creature and never be surprised.

Neo-Otyugh: These disgusting creatures live their entire lives in filth and offal. Cousin to the smaller Otyughs, Neo-Otyughs are smarter and more aggressive. They have tri-symmetrical bodies with three legs and three barbed tentacles. Their mouths are located on the center of their bodies between the two tentacles used to beat opponents. The eyes are located on the third tentacle and are capable of looking in any direction.



An excellent specimen of a mature Otyugh finds an easy meal.

COMBAT/TACTICS: Otyughs will attack if they are very hungry or if they feel threatened. Opponents struck can be grappled and constricted for 2-8 points of damage per round. The Otyugh's bite (Dmg 2-5) can strike these grappled opponents at +2 to-hit. PCs with an 18 or higher Strength can automatically break the creature's grip, while other PCs must make a successful open doors roll. The Otyugh's bite is 90% likely to infect its victim with a debilitating (70%), fatal (20%) or hilarious and embarrassing (10%) disease. Otyughs themselves are completely immune to all of these diseases.

Neo-Otyugh: The Neo-Otyugh has a limited form of telepathy that allows it to communicate with any living creature up to 80 feet. This



The Neo-Otyugh is capable of taking on several opponents.

also allows the beast to sense approaching prey, so it is never surprised. Victims struck by the tentacles will be held fast for 2-8 points of damage per round. They sometimes use their victims as shields, bettering their AC by 1. In such cases, the living shields can be struck as normal shields (i.e. if the attack roll misses by one). PCs with an 18 Strength or better can automatically break free, while others must make a bend bars/lift gates roll.

Neo-Otyughs bite for 1-3 points of damage. Victims bitten will automatically be infected with a disease that is either debilitating (80%) or fatal (20%). Neo-Otyughs have 90-foot infravision.

HABITAT/SOCIETY: Otyughs live in dungeons and natural caverns and are happy to make exchanges of information and treasure for steaming piles of any rotting material. 10% of the time, two Otyughs will be encountered during mating season. Mating rituals between Otyughs involve heavy breathing, conspicuous vomiting and many creative methods of shielding the eyes.

Neo-Otyugh: Neo-Otyughs are used as dungeon guards and living waste disposals. Evil creatures make deals with them to protect treasure in exchange for a regular supply of meaty adventurers.

ECOLOGY: Otyughs hate bright sunlight. They mate once a year and produce one disgusting offspring. Newborns take four months to mature and eat tremendous amounts of rotting waste as they grow. Otyughs only accumulate treasure by chance, hoarding any shiny items they may find in the hope that they can increase their rotting food supply (when food comes looking for the shiny things).

Neo-Otyugh: No sage has been able to stomach a Neo-Otyugh long enough to study it. However, one theory suggests that these creatures were once worshipped as gawds by primitive cultures. Sacrifices in the form of young virgins were brought to the pits of these creatures and thrown in to appease them. Some Neo-Otyughs know a surprising amount of information about ancient cultures, although it is difficult to tell if all they say is truth. One thing is sure – Neo-Otyughs smell worse than a dwarven chamber pot after a weekend's merrymaking.

YIELD:

Medicinal: Not even a Troll would eat Otyugh on a bet.

Spell Components: No magic-user in his right mind would touch any part of an Otyugh, although rumors abound of evil, disease-ridden clerics who do.

Hide/Trophy Items: Otyugh hide armor can be smelled at a distance of 400 yards and automatically causes disease to anyone wearing it.

Treasure: 20% chance of incidental

Other: Nil

Ouroboros

DESCRIPTION: The Ouroboros is the giant mythical serpent that eats its own tail. According to mythology, the serpent will stop eating its own tail when the world ends. Until then, the Ouroboros guards relics of great power and sits in judgment of those who would wield them.

COMBAT/TACTICS: When the Ouroboros attacks, it is devastating. It can never be surprised and always strikes first. Fortunately, the creature is not aggressive. It has been charged by the gawds to guard ancient relics (usually magical weapons) of great power.

When a PC approaches the Ouroboros, the creature sits in judgment of the PC's past deeds. Only the bravest PCs can claim the relics (GM's discretion. The Ouroboros is unconcerned with law or chaos, good or evil – only the bravest souls can have the relics.) If a PC passes the Ouroboros' screening process, it will yield to that one PC. If the PC does not pass the test it is told to leave. If the PC does not immediately leave, the Ouroboros will attack and eat all PCs that it defeats.

Should a PC defeat the creature in combat, it will not die, but instead rise up – fully healed – and grant the PC the relic.

HABITAT/SOCIETY: The Ouroboros was created by the gawds and its realm has appeared in a variety of distant and remote locations. Once a PC has visited the Ouroboros once, he can never visit it again during the remainder of his natural lifetime. If a PC or a group of PCs is driven away from the Ouroboros, when they return, they will find the creature and the relics gone.

ECOLOGY: The Ouroboros cannot be killed. It is destined to eat its own tail during the ending of Garweeze Wurld, known as Ragnarok, according to certain cultures.

Ouroboros
AKA: Ragnarok Serpent
HACKFACTOR: 153
EP VALUE: 25,000 (if defeated in combat)
CLIMATE/TERRAIN: Edge of Midgard
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: PCs
INTELLIGENCE: Genius (17)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (40' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: -4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 11-18/11-18/11-18
SPECIAL ATTACKS: Always wins initiative
SPECIAL DEFENSES: Never surprised
MAGIC RESISTANCE: 70%
HIT DICE: 20 (120 hp)

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Major Relics (Determined by the GM)

Other: Nil

Overhoard

DESCRIPTION: Overhoards resemble great, living piles of treasure. The majority of the mass is made up of coins, but it will also contain a number of magic items making up its face, body and hands. Each Overhoard is different, as there is no single formula of magic items that will cause an Overhoard to come into being.

COMBAT/TACTICS: Overhoards realize that PCs are coming to dismantle them and break them apart, so they will do anything to keep PCs at bay. Usually, that means they must kill the PCs and make their treasure part of itself.

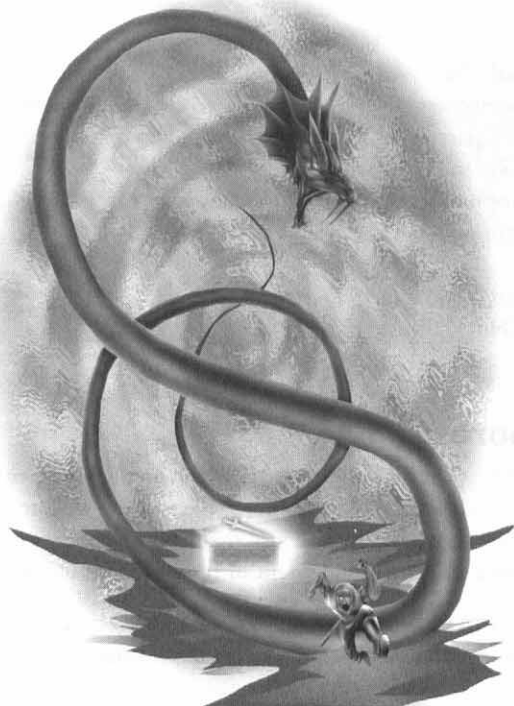
The base AC of an Overhoard is 3, but that can be modified downward according to any magical armor, shields, bracers and Rings of Protection that may be found within the Overhoard. Additionally, for every magic weapon the creature possesses, it adds another attack and can fight with that weapon. It can use any magic item from its body and each new weapon adds another attack. However, these magic items become vulnerable when used and can be directly attacked and destroyed, causing the Overhoard to lose 1 Hit Die for every magic item that is destroyed. Overhoards can use cursed magic items without penalty.

Overhoards cannot be charmed or controlled. Heat Metal adds +1-4 points of damage to their attacks, but fire-based attacks cause the creature to melt. For every Hit Die of damage, the creature loses 1" of movement. If the creature becomes immobile, it will use any missile weapons available to it in its next attack.

Finally, once an Overhoard is killed, all the magic items in its body must make a saving throw against crushing blow or be destroyed. Overhoards cannot heal damage, but they gain 1 hit point for every 25 coins they accumulate and 1-12 hit points for every magic item, according to its power.

HABITAT/SOCIETY: Overhoards are the stuff that PC nightmares are made of. Overhoards want nothing more than to survive. They are usually in the lairs of extremely evil creatures, so their alignment will lean that way. Creatures with vast treasure hoards rarely realize that their treasure has become the fiendish beast known as the Treasurer's Bane.

Overhoard

AKA: Treasurer's Bane**HACKFACTOR:** 260**EP VALUE:** 4,000**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Magic**INTELLIGENCE:** Semi- (2-4)**ALIGNMENT:** Neutral (evil)**NO. APPEARING:** 1**SIZE:** L (10' diameter)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fearless (19)**ARMOR CLASS:** 3 (See text)**NO. OF ATTACKS:** 1 (See text)**DAMAGE/ATTACK:** 1-6 (See text)**SPECIAL ATTACKS:** See text**SPECIAL DEFENSES:** See text**MAGIC RESISTANCE:** Standard**HIT DICE:** 10

Ouroboros



Overboard

ECOLOGY: Overboards are created from treasure hoards that are just so massive and full of magic, the weird combination of eldritch energies brings it to life. Overboards consist of a minimum of 10,000 coins and 10 magic items. This gives a base 1% chance of an Overboard coming into being, with an additional 1% for every magic item above ten and +2% for every relic or artifact. By separating treasure and counting it on a regular basis, PCs who accumulate treasure can avoid this fate.

YIELD:

Medicinal: (Depends on treasure.)

Spell Components: (Depends on treasure)

Hide/Trophy Items: (Depends on treasure)

Treasure: F, G, H

Other: (Depends on treasure)

Owl

DESCRIPTION: Nocturnal birds of prey, Owls come in three varieties on Garweeze Wurd — Common, Giant and Talking. Their large, round eyes are situated in the front of their skulls and are enveloped in bone, allowing only limited eye movement. Their necks, however, are so flexible that they are able to rotate their heads more than 250 degrees. Their keen hearing allows them to easily locate prey as they hunt by night. Giant Owls have a piercing screech that



Giant Owl

sends chills through anyone traveling by night in their habitats. Giant Owls are similar in appearance to Common Owls, except they are much, much larger, with an enormous wingspan.

COMBAT/TACTICS: Owls have 160-foot ultravision. Their hearing is four times sharper than normal creatures and they can fly in total silence. They surprise prey 9 in 10 times, but Owls cannot be surprised in dusk or darkness. During daylight hours or in bright light Owls can be surprised more easily (-3 to surprise rolls). Owls attack with their sharp talons and hooked beaks. When swooping from a height of 50 feet or more, each attack gets +2 to-hit and inflicts double damage. Giant Owls, despite being too large for the swoop bonus, still gain surprise bonuses.

HABITAT/SOCIETY: Owls inhabit a large range of territories, among the largest of any bird. They can nest in holes in trees, rocks, large tree nests, and in abandoned or infrequently used buildings such as barns, shacks or lonesome castle towers. Giant Owls, because of their great

Owl	Common	Giant	Talking
AKA:	Hooter	Giant Hooter	Hoot-nanny Bird
HACKFACTOR:	1	3	3
EP VALUE:	65	270	975
CLIMATE/TERRAIN:	Any Wilderness	Any Wilderness	Any Wilderness
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Pair	Family	Solitary
ACTIVITY CYCLE:	Dusk, night	Dusk, night	Dusk
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Very (11-12)	Exceptional (15-16)
ALIGNMENT:	Neutral	Neutral	Lawful Good
NO. APPEARING:	1 (2)	2-5	1
SIZE:	S (4' wingspan)	L (20' wingspan)	S (6' wingspan)
MOVEMENT:	1", Fl 27" (D)	3", Fl 18" (E)	1", Fl 36" (C)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unreliable (5)	Average (11)	Daring (15)
ARMOR CLASS:	5	6	3
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1d4-2/1d4-2/1	2-8/2-8/2-5	1-4/1-4/1d4-2
SPECIAL ATTACKS:	Swoop, surprise	Surprise	Swoop
SPECIAL DEFENSES:	Nil	Nil	Never surprised, spell immunities
MAGIC RESISTANCE:	Nil	Nil	20%
HIT DICE:	2d4 hp	4	2+2



A large variety of Talking Owl swoops down upon the enemy.

size, will not live in trees unless they are very, very large trees. Most frequently, they live in rocky areas or large caves.

Good magic-users often use Talking Owls as advisors and familiars. They may accompany groups of good adventurers on quests, if there is at least one magic-user in the group. They must be treated well, however, or they will fly away. They can Detect Good, have a Wisdom score of 21 and are immune to Charm Person or Mammal, Command, Fear, Forget, Befriend, Hold Monster, Hypnotism, Ray of Enfeeblement, Scare and Suggestion.

ECOLOGY: Owls hunt and eat only animals that they kill. They will not touch carrion. The size of the prey depends upon the size of the Owl. Smaller Owls feed on insects, frogs and rodents, while larger Owls hunt and kill various kinds of deer, rabbits, fowl, birds, livestock and even people on occasion. Farmers are often at enmity with Giant Owls because of their tremendous appetites and the destruction they wreak upon livestock and crops. Therefore many have been slain by mobs of angry farmers.

Like all Owls, Giant Owls will fight anything that threatens their young, eggs or families. Eggs sell for 100 gp and hatchlings sell for 200 gp on the black market. Because of this, Giant Owl populations have dwindled, and they have become more suspicious of all humans, demi-humans and humanoids. There is a 20% chance of finding either one to three eggs or a 25% chance of one to three hatchlings being found in Giant Owl lairs, but eggs and hatchlings will not be found in one nest simultaneously.

YIELD:

Medicinal: Boiled Owl claw can cure cataracts.

Spell Components: Owl feathers make excellent quills for scrolls of all types.

Hide/Trophy Items: Stuffed Owls command 1-20 gp for Common or Talking varieties and 10-100 gp for a Giant Owl.

Treasure: Nil (Common, Talking); Q x 5, X (Giant)

Other: Evil characters can make various magic potions from Talking Owls, including Potions of Glibness, Flying (double effect) and potions that will cure Feeble-mindedness and grant Free Action.

Owlbear

DESCRIPTION: All Owlbears are foul-tempered magical beasts whose origins have been lost in the depths of time. They roam remote forests in packs constantly hunting for prey, although some have been encountered in dungeons and labyrinths. These captured Owlbears are always hungry and inadvertently serve their masters by attacking and eating all intruders.

Owlbear look like massive bears with the oversized head and deadly-sharp beak of a giant owl. Common Owlbears are brown-furred with enormous beaks and claws. Lesser Owlbears are almost cute by comparison, standing only three feet tall. Great Horned Owlbears are a speckled grey in color and have a large set of horns, heavy lower bodies and impressive claws. Spotted Owlbears have brown and white spotted feathers and a narrow hooked beak.

COMBAT/TACTICS: Owlbears are so ferocious and predictable in combat, it is easy to taunt them into traps, over cliffs and even into fighting other monsters. If it moves, an Owlbear will be likely to attack it.

Common Owlbear: These Owlbears attack prey on sight and always fight to the death (no morale check). If the Owlbear rolls a natural 18 or better with a claw, the victim is dragged into a hug for 2-16 additional points of damage (if the attack roll is a natural 20, it also gets a critical hit!). The victim can then be slashed with the Owlbear's beak automatically each round. A bend bars/lift gates roll can break the Owlbear's deadly grip. Owlbears can fight until their hit points reach -5 before finally keeling over.

Lesser Owlbear: Due to their smaller stature, Lesser Owlbears are frequently, and mistakenly, considered less deadly creatures than they truly are. These Owlbears attack by swarming over a target from all sides. For every Lesser Owlbear that hits a victim, his movement is slowed by 2".



Common Owlbear

Owlbear	Common	Lesser	Great Horned	Spotted
AKA:	Hoot Bear	Maim Owl	Barn Nightmare	Gore Bird
HACKFACTOR:	5	2	5	4
EP VALUE:	900	400	1,100	500
CLIMATE/TERRAIN:	Temperate Forest	Temperate Forest	Temperate Forest	Temperate Forest
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Late Day/ Early Evening	Late Day/ Early Evening	Late Day/ Early Evening	Late Day/ Early Evening
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1 (2-8)	2-12	1 (2-8)	1 (2-8)
SIZE:	L (8' tall)	S (3' tall)	L (8' tall)	M (6' tall)
MOVEMENT:	12"	6"	12"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Average (11)	Courageous (13)	Brave (14)
ARMOR CLASS:	5	4	5	4
NO. OF ATTACKS:	3	3	5	3
DAMAGE/ATTACK:	1-6/1-6/2-12	1d4-2/1d4-2/1-6	1-6/1-6/2-12/1-4/1-4	1-4/1-4/1-10
SPECIAL ATTACKS:	Hug	Swarm tactics	Charge	Leap
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	5+2	2	5+2	4+1

If the victim's movement reaches 0" or lower, he must begin making Dexterity checks every round or fall prone.

Great Horned Owlbear: These oversized Owlbears have a distinctive set of bull-like horns high on their heads. The horns afford the Great Horned Owlbear two extra attacks per round against opponents, each dealing 1-4 points of damage. They attack in the same manner as



The Great Horned Owlbear is a formidable opponent in battle.

Common Owlbears, but instead of a hug, they will charge opponents for 2-16 points of damage. Victims struck will be thrown high into the air to land 2-16 feet away.

Spotted Owlbear: Spotted Owlbears can climb rather well for such a heavy-bodied animal (75% success rate). They use this ability to climb to a high vantage point and leap onto potential prey. If struck from the Spotted Owlbear's leap, a victim takes 2-16 points of damage and falls down. On a roll of 18 or above, the Owlbear pins the opponent and can automatically strike with its beak every round (in the case of a natural 20, this is in addition to the effects of the critical hit!). Victims can make a bend bars/lift gates roll to get out from under the Owlbear.

HABITAT/SOCIETY: Owlbears of all types are universally ferocious. The

males are slightly larger than the females, though the females will fight even more fiercely if their nest or eggs are disturbed. Owlbears are normally encountered in forests, but have been seen inhabiting dungeons, caves and hollow stumps.

Most types of Owlbears live in mated pairs that group together in packs of two to eight creatures. There is either a 25% chance that between one and six eggs are incubating in the Owlbear's nest or a 25% chance that one to six young Owlbear chicks are between 40%-70% grown in and around the nest. Owlbear packs have territories of approximately two square miles that will be clearly marked by the beast's clawmarks on trees, rocky outcroppings and soil.

ECOLOGY: Owlbears hibernate in the winter. They will prey on anything that moves. Magic-users sometimes use them as guards in underground lairs, but they are completely untrainable and must be kept separate from other creatures and any important items in the labyrinth.

The extremely rare Spotted Owlbear is currently in danger of becoming extinct in Garweeze World. Most druids are still torn about whether or not they should preserve this mean, foul-tempered beast.

YIELD:

Medicinal: Nil

Spell Components: Although the Owlbear is a very magical creature, no magic-user has yet determined the possible uses of its fur, feathers, bone, horn, blood or eggs.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Common Owlbear eggs are worth 200 gp and the young are worth 500 gp alive. Lesser Owlbear eggs are worth 100 gp and the young are worth 300 gp alive. Great Horned Owlbear eggs are worth 300 gp and the young are worth 700 gp alive. Spotted Owlbear eggs are worth 400 gp and the young are worth 900 gp alive.

Oyster, Giant	River	Sea
AKA:	Fiend on a Half Shell	Scallop Beast
HACKFACTOR:	3	4
EP VALUE:	125	270
CLIMATE/TERRAIN:	Any Fresh Water	Any Salt Water
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1
SIZE:	M (4' across)	M (5' across)
MOVEMENT:	3" Swim	3" Swim
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)
ARMOR CLASS:	2 (9)	2 (9)
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	3-18	4-24
SPECIAL ATTACKS:	Surprise 8 in 10	Surprise 8 in 10
SPECIAL DEFENSES:	Camouflage	Camouflage
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	4	5

Oyster, Giant

DESCRIPTION: Giant Oysters are a rarely encountered, gargantuan variety of oyster. They are a bane to all fish and swimmers foolish enough to get close to them.

COMBAT/TACTICS: Giant Oysters are 85% invisible in their native environment. Any creature that gets close to them (within five feet) will be attacked and the Giant Oyster can surprise 8 in 10 times. Victims bitten will be caught by the Oyster's bony, scalloped "lip." The creature can only be opened with a successful bend bars/lift gates



A Giant Sea Oyster makes a quick meal of any creature it can grab.

roll. The soft flesh of the interior of a Giant Oyster is AC 9 and all strikes against the insides do double damage.

HABITAT/SOCIETY: Giant Oysters spend their days moving very slowly along the bottom of rivers, lakes and coastal reefs. They feed on tiny plankton, shrimp and anything they can catch as the water flows through their gaping maws. They are clumsy swimmers at best and can only move by jetting a blast of water. There is a 20-80% chance that a Giant Oyster will contain a giant pearl worth 100-1000 gp.

ECOLOGY: Giant Oysters are rare delicacy, renowned for their delicate flavor. Any male that can manage to consume an entire Giant Oyster will be blessed with incredible sexual virility for two to eight days. Some aging male nobles (some females, too) are willing to pay exorbitant amounts of gold for a live or freshly killed Giant Oyster.

YIELD:

Medicinal: Giant Oyster meat is worth 100 gp per creature, but it must be eaten fresh (within two days of harvesting).

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: See above

Other: Nil

Packasite

DESCRIPTION: Packasites are about six inches tall and look vaguely human. They have pointed ears and tiny horns. The clothes of a Packasite are made from scrap cloth that it finds. Like Pixies, Packasites are naturally invisible, but they must turn visible while eating or stealing objects.

COMBAT/TACTICS: Packasites carry a dagger for self-defense, but they usually use it to pick their teeth. They never instigate battle and will turn invisible and flee if they can. If cornered, Packasites will beg for their lives and they are perfectly willing to give up anything in their possession.

HABITAT/SOCIETY: Packasites like to climb into the packs of PCs and hide. They will eat the owner's food at the same rate as a human-sized individual. Unless the PC can detect invisible creatures, the Packasite will go unnoticed. Packasites will also take small items like gems, rings and daggers. They are 50% likely to drink any potion, poison, holy water or flask of oil they find.

PCs infested with a Packasite may occasionally hear a disembodied burp. PCs who carry top quality iron rations may get assistance from the Packasite. Should the PC get knocked unconscious or below 1 hit point, the Packasite will give the PC a healing potion, if there is one available. Packasites do not want their hosts to die, especially ones that

Packasite

AKA: Hiker's Bane

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: T (six inches tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Invisibility

MAGIC RESISTANCE: Standard

HIT DICE: 1



Packasite

are too big and too stupid to notice them. Some adventurers have been known to make deals with the little creatures. In return for regular and generous helpings of food, the Packasite will keep a PCs items neat and even act as a part-time scroll and potion caddy.

ECOLOGY: Packasites are an extremely lazy form of Pixie. The entire race was kicked out of the Realm of Faerie for being moochers. When a Packasite leaves his host (1% chance per day) he will take as many valuables and as much food as he can carry.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: I (no more than 10 coins)

Other: Nil

Pan-Dimensional Rover

DESCRIPTION: These creatures are small, hairless and have big black eyes. Pan-Dimensional Rovers have six long fingers on each hand. Their clothing is a mismatched quilt of clothes from many different worlds. Rovers always carry plenty of backpacks, sacks and pouches.

COMBAT/TACTICS: Pan-Dimensional Rovers can attack with a weapon in each hand at no penalty, although they rarely use anything larger than a short sword. They will only fight if somehow cornered – otherwise they can Plane Shift at will.

When a Rover Plane Shifts, it creates a portal just big enough for itself and slips through. Typically, the creature will grab some valuable-looking object, then Plane Shift away.

HABITAT/SOCIETY: Pan-Dimensional Rovers roam from world to world, collecting interesting trinkets and exploring. If befriended, the creatures can be very useful in traveling to the Ethereal Plane, Astral

Plane, lower planes, outer planes, Elemental Planes or any of millions of Prime Material Planes.

Pan-Dimensional Rovers sometimes raid the Bag Zones in mega-storage devices for supplies. As their unique Plane Shift ability also allows them to raid Type I Bags of Holding (and similar storage items). They are not malevolent and will always leave something in trade.

ECOLOGY: The Pan-Dimensional Rover's abilities are unique to its race. It can choose to bring other creatures along on a journey, but with each Plane Shift there is a 5% chance that the Rover will forget how to get back to the previous dimension. PCs stranded this way will be stuck in an alternate Garweeze World where they may already exist.

YIELD:

Medicinal: Nil

Spell Components: An eyelash from a Rover can be used in lieu of other material components for a Plane Shift spell.

Hide/Trophy Items: Nil

Pan-Dimensional Rover

AKA: Plane Shifters, World Hoppers

HACKFACTOR: 10

EP VALUE: 975

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral (good)

NO. APPEARING: 1

SIZE: S (3' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Plane Shift at will

MAGIC RESISTANCE: Standard

HIT DICE: 6



Pan-Dimensional Rover

Treasure: C (the creature is 25% likely to have other-worldly items of technology or magic at the GM's discretion.)

Other: Pan-Dimensional Rovers can be used to create magic items that can Plane Shift.

Panda Bear	Common	Trans-planar
AKA:	Bamboo Junkie	Dimension Bear
HACKFACTOR:	2	10
EP VALUE:	175	650
CLIMATE/TERRAIN:	Subtropical Land	Any
FREQUENCY:	Uncommon	Very Rare
ORGANIZATION:	Family	Solitary
ACTIVITY CYCLE:	Day	Any
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (I)	High (13-14)
ALIGNMENT:	Neutral	Chaotic Neutral
NO. APPEARING:	2-6	1
SIZE:	M (6' tall)	M (5' tall)
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Foolhardy (16)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d4-1/1d4-1/1-6	1d4-2/1d4-2/1-4
SPECIAL ATTACKS:	Hug	Nil
SPECIAL DEFENSES:	Nil	Dimension hopping
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3+3	6

Panda Bear

DESCRIPTION: **Common Panda Bear:** Panda Bears are gentle creatures that eat bamboo. Normally non-aggressive, the gentle Panda Bears are protected by interventionist druids (those druids who champion a cause beyond all reason or practicality).

Trans-planar Panda Bear: These Panda Bears are not of Garweeze World. They are intelligent and articulate creatures capable of traveling to the multitudes of dimensions, including any elemental plane, lower plane, outer plane, and the Astral and Ethereal Planes. Their equipment appears to be bizarre, meaningless technology from the future, but sages believe it contains a great deal of symbolic power.

COMBAT/TACTICS: **Common Panda Bear:** Common Pandas are gentle creatures and will only attack PCs if their young or the bamboo they happen to be eating is threatened. Stepping on a piece of bamboo and cracking it is 10% likely to drive all Panda Bears within hearing range into a raging frenzy of biting and mauling. They attack with their claws and their bite. If both paws hit, they automatically hit with the bite and do double damage. Mind you, Panda rages can be nasty.

Trans-planar Panda Bear: Trans-planar Panda Bears can attack with their claws and bite if they are cornered, however, it is almost impossible to corner these creatures since they can instantly shift into another dimension at will. If severely injured, Trans-planar Pandas will shift into a dimension where they are instantly healed, then into a dimension of powerful magic weapons, then back to the original dimension to wage war against the PC that injured it. Trans-planar Panda Bears are effectively blind, so they do not suffer from spells or spell-like effects that affect vision, such as Darkness spells. Despite their blindness, they only get -1 to hit in combat, due to their superior hearing.

HABITAT/SOCIETY: **Common Panda Bear:** Common Pandas simply eat bamboo, sleep and reproduce. The Panda Bear does not normally eat meat; however, once it has acquired the taste for blood on its bamboo the bear prefers the savory flavor of flesh. There is a 10% chance that a druid is regularly monitoring any random family of Pandas. If the bears are injured or slain, the druid will seek revenge.

Trans-planar Panda Bear: The motives of these strange and powerful creatures are a mystery. They are sometimes accompanied by human artists from the past, present or future. If one of the PCs is an accomplished artist, there is a 10% chance the Trans-planar Panda Bear will take the PC on a trans-dimensional trip. The PC returns in 1-12 weeks. Exactly what happened on the trip depends on whether the PC makes a saving throw vs. death magic: if he fails he will be insane. Characters that succeed at their save gain 2,000-5,000 experience points for the trip and one of the Panda's bizarre, futuristic items.

ECOLOGY: **Common Panda Bear:** Common Pandas live and die like other bears. Once hunted for their valuable pelts, Pandas are now watched over by interventionist druids. Panda Bears make good companions, as long as the master can provide a steady supply of bamboo.

Trans-planar Panda Bear: These creatures are from another dimension where Panda Bears rule Garweeze World. Sages believe that these Pandas are immortal. Questioning a Trans-planar Panda Bear as to its true origins is 80% like to cause a PC to become Confused (as per the spell) for 2-8 rounds. Trans-planar Panda Bears can store a limitless amount of treasure on their person as they are able to "fold space." They can summon these items out of thin air at any time.

YIELD:

Medicinal: Nil

Spell Components: Trans-planar Panda Bear fur can be used in lieu of other material components for a Plane Shift spell.



Common Panda Bear

Hide/Trophy Items: Panda pelts are worth 100 gp, but selling them will draw the attention of angry, interventionist druids. Trans-planar Panda Bear pelts are priceless and would be excellent for creating powerful magic items.

Treasure: Nil (Common); A (Trans-planar)

Other: Nil

Para-Elementals

DESCRIPTION: Para-Elementals are elementals that inhabit the Para-Elemental Planes of Ice, Magma, Ooze and Smoke. These planes and elementals exist in between the true Elemental Planes of Earth, Air, Fire and Water. Sages theorize that there may be still other, tinier planes between the elemental and para-elemental planes, including an extremely funky combination Plane of Earth, Wind and Fire.

Ice Para-Elemental: Ice Para-Elementals are human-shaped and made of ice. They will be encountered in extremely cold regions.

Magma Para-Elemental: Magma Para-Elementals are made of hot lava and will only be encountered near a source of the boiling rock. Their upper torsos are vaguely human and their lower torsos are usually extended out of the nearest lava vein.

Ooze Para-Elemental: Ooze Para-Elementals resemble large blobs of animated mud with a face. They can create tendrils for themselves and move extremely fast.

Para-Elementals	Ice	Magma	Ooze	Smoke
AKA:	Stone Cold Spiker	Red-hot Momma	Creeping Crud	Nasty Haze
HACKFACTOR:	22/33/44	18/26/35	17/26/34	17/26/34
EP VALUE:	1,400/3,000/6,000	1,400/3,000/6,000	1,400/3,000/6,000	1,400/3,000/6,000
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1	1
SIZE:	L	L	L	L
MOVEMENT:	6"	6"	36"	6", 18" Fly (E)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	3	3	3	3
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3-36	4-24	2-16	3-16
SPECIAL ATTACKS:	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	8/12/16	8/12/16	8/12/16	8/12/16

Smoke Para-Elemental: Smoke Para-Elementals resemble large clouds of black ash with faces. These para-elementals drift along slowly.

COMBAT/TACTICS: All Para-Elementals can only be hit by +1 magic weapons or better and are immune to the spells cast by 4th level or lower casters.

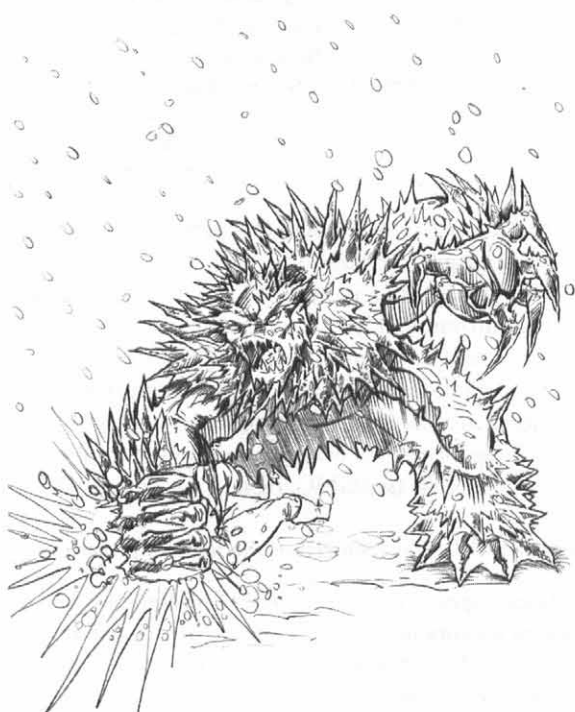
Ice Para-Elemental: Any living creature coming within ten feet of an Ice Para-Elemental takes 1-4 points of cold damage per round (this effect can be canceled with a Resist Cold spell). The Ice Para-Elemental can freeze any liquid it touches, up to 100 square feet per round, up to a depth of six inches. Ice Para-Elementals can restore 1-8 points of damage to themselves per round while in contact with ice, snow or sleet. The creature is immune to cold damage, but takes double damage from fire-based attacks (even on ice, snow or sleet).

Ice Para-Elementals can move through ice, snow or sleet without any hindrance to movement and can even pass through Walls of Ice as will as if using a Wall Passage spell. The Ice Para-Elemental does -1 per die of damage against all cold-using opponents. At weddings, Ice Para-Elementals can camouflage themselves as sculptures at the food table 60% of the time.

Magma Para-Elemental: Magma Para-Elementals radiate extreme heat that acts as a Heat Metal spell within a 20-foot radius. PCs not using metal will still take 1-4 points of heat damage per round (this effect can be canceled with a Resist Fire spell). Flammable objects brought into contact with the creature burst into flame.

Magma Para-Elementals always stay in contact with whatever lava vein is nearby. Should this link be severed, the creature begins to harden. It loses 1 hit point the first full round it is out of contact, doubling the loss each round until contact is re-established. Once 50% of the creature's hit points have been hardened, there is a 20% chance it will turn into an Earth Elemental, rise up and continue attacking. Otherwise, at 50% it is Slowed and at 100% it hardens into immovable rock.

Ooze Para-Elemental: Ooze Para-Elementals can fit through any opening or crack, no matter how small. They can form a tendril that



Ice Para-Elemental

can constrict opponents for 2-16 points of damage, but only one such tendril can be formed and used at a time. A successful Dexterity check indicates that the victim's arms remain free. Ooze Para-Elementals can camouflage themselves so that they appear exactly as a commonplace puddle of mud, until disturbed.

Smoke Para-Elemental: Smoke Para-Elementals can attack as many opponents as will fit within its 10-foot by 10-foot by 10-foot cloud. Victims within the cloud must save vs. poison or suffer a -2 penalty on all to-hit rolls. The creature can move along the ground as black ash or in the air as a black cloud of smoke. The transformation between the two forms takes one turn. Damage from air-based attacks do -1 point per die of damage against Smoke Para-Elementals.

HABITAT/SOCIETY: Ice Para-Elemental: Ice Para-Elementals have a loose organization with no set leader. However, there are powerful "Ice Para-Lords" of 16 HD with magical powers. Ice Para-Elementals vaguely resemble the classic image of "Old Man Winter" and are occasionally summoned by magic-users to play such a part in local theater productions. The Para-Elemental Plane of Ice is between the Elemental Planes of Air and Water.

Magma Para-Elemental: The Para-Elemental Plane of Magma is a lonely volcanic plain with millions of volcanoes. The Magma Para-Elementals appear to have no leaders, but rumors persist of "Magma Para-Lords" with special magical powers. The Para-Elemental Plane of Magma is between the Elemental Planes of Earth and Fire.

Ooze Para-Elemental: The Para-Elemental Plane of Ooze is a cloudy, gray plane of mud that borders the Elemental Planes of Earth and Water. There are rumors that a number of powerful "Ooze Para-Lords" with magical powers are vying for control of the entire plane.

Smoke Para-Elemental: The Para-Elemental Plane of Smoke is dry, empty and not-at-all good for the hair and skin. "Smoke Para-Lords" are currently vying for control of the Plane, although it is impossible to determine the borders of their territory as no one can see clearly on the Plane. The plane is located between the Fire and Air Planes.



Ooze Para-Elemental

ECOLOGY: Para-Elementals are the natural inhabitants of the para-elemental planes. They can be summoned, but there is a base 100% chance of summoning one of the major elementals instead, -5% per level of the summoner. They require a large amount of the para-element in question to be summoned. Just as major elementals, Para-Elementals must be controlled and given very specific instructions or else they will pervert the summoner's wishes.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Parasites, Diseased

DESCRIPTION: These barely visible insects are tiny, foul things that range in color from white to black. Their bodies come in many shapes and sizes. They may have tiny little legs, pinchers, wings, cilia or a sucking maw. Diseased Parasites will always be encountered on another creature.

COMBAT/TACTICS: Parasites drink blood and so will leap from victim to victim in an endless quest for food. PCs who regularly bathe and groom themselves lower their chances of becoming infested (the Parasites will attack other, less clean PCs first). Once a victim is infested, there is a 5% cumulative chance per day that he will acquire a disease (Roll d12):

- 1-2 Malaria (see GMG Table 1Q - general, blood)
- 3 Black Plague (see GMG)
- 4-6 Non-disease infestation, lose 1 point of Comeliness and itch uncomfortably: -2 to hit and 10% spell mishap.
- 7-10 Fevers and aches for 2-12 days, movement halved and Strength bonuses negated. Victim is surprised more easily: opponents' surprise roll improved by 2.
- 11 Rotting Disease (as Mummy, but non-magical).
- 12 Lyme Disease (see GMG Table 1Q - general joint disease)

Parasites can be killed or removed in the following ways:

- Repel Insects spell: Instantly removes Parasites, but they may flock to another nearby target unless precautions are taken.
- Cure Disease: Destroys the disease, but not the Parasites (treat as non-diseased infestation.)
- Munz's Bolt of Acid: Destroys 1-10 Parasites (in addition to

Diseased Parasites

AKA: Lice, Fleas, Vermin

HACKFACTOR: 0

EP VALUE: 1/10,000

CLIMATE/TERRAIN: Any but arctic or subarctic

FREQUENCY: Uncommon

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 10-100

SIZE: T (less than 1/2" long)

MOVEMENT: 3" Fly (A)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (20)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Disease

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 1/100 hp



Diseased Parasites thrive on the wild creatures of Garweeze World.

damaging host).

Bathing: Destroys Parasites 10% of the time.

Shaving off all hair: Removes Parasites 15% of the time (cumulative with bath)

Immersion in Fire: Destroys Parasites 30% of the time, per round of immersion, causing 2-12 points of damage per round.

Immersion in Cold Water: Works 40% of the time and all



Diseased Parasites can bring a swift end to a promising adventurer's career.

other times delays the effects for one to six days as the Parasites lay dormant.

Hacking off limbs: 20% chance of removing Parasite.

Fireball: Destroys all Parasites.

Heat Metal: Destroys all Parasites if a PC is in a full suit of metal armor (in addition to damaging the host).

Teleport: If the magic-user Teleports the victim and not his belongings, the Parasites are left behind on the clothes and belongings. Immersing the belongings in fire kills the Parasites. Magic-users run the risk (10%) of becoming infected.

Plane Shift: Same as Teleport, except the PC must move to another plane completely naked.

HABITAT/SOCIETY: Disease Parasites can be found on undead with an appreciable amount of flesh on their bones, warm-blooded mammals such as hamsters, bunnies, kittens, puppies or any others listed here. Blankets, clothes or any organic matter can be infested with Diseased Parasites. However, after a few years, the Parasites will either die or move on, so they will not be present on objects that have not been touched in two years or more.

ECOLOGY: Parasites lay their eggs in carrion, where the larvae grow into new Parasites in a matter of days. Diseased Parasites are not affected by the diseases they carry, they merely acquire them from other victims. Should any PC or warm-blooded animal contract a disease and then move into a populated area, there is a 5% chance per day of causing an outbreak, if the disease goes untreated. From one to six new victims will be attacked per day and the effect is cumulative. Because of the ignorance of medical science in Garweeze World, most leaders take radical steps to eradicate disease once an outbreak occurs, such as expelling beggars or rival political parties.

YIELD:

Medicinal: Nil

Spell Components: Diseased Parasites are sometimes used by evil clerics to simulate Cause Disease spells.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Parasites, Voracious

DESCRIPTION: Dire Pin Worm: These foul parasites look like white worms. They have a slimy, ropy skin and can bore through intestinal lining in a matter of seconds.

Dreaded Tape Worm: This creature is also white and ropy, but thicker. It has very fine, thin cilia all up and down the sides of its body that help it move. One end of the creature has a mouth that bites at any organic material.

Paralyzing Flea: These Fleas look like regular fleas – to the naked eye they are merely black dots. In the darkness, however, they emit tiny sparks of electricity that disrupt neural pathways.

Magus Tick: Magus Ticks look like common blood-sucking ticks except that they are an unusual deep blue color.

COMBAT/TACTICS: Dire Pin Worm: When a PC eats contaminated raw meat, such as raw Troll meat, Dire Pin Worms will grow inside the

Parasites	Dire Pin Worms	Dreaded Tape Worm	Paralyzing Fleas	Magus Ticks
AKA:	Gut Busters	Extreme Diet Worms	Halt Bugs	Wizard Bugs
HACKFACTOR:	2	2	0	0
EP VALUE:	65	120	0	0
CLIMATE/TERRAIN:	Raw meat	Raw meat	Any Non-Arctic	Any Temperate
FREQUENCY:	Uncommon	Uncommon	Rare	Rare
ORGANIZATION:	Swarms	Swarms	Swarms	Swarms
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non (0)	Non (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-8	1-2	10-100	1-12
SIZE:	T (1"-5" long)	S (1' to 8' long)	T (less than 1")	T (less than 1")
MOVEMENT:	3"	3"	3"	1"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	7	9	1	3
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-3	1	1 per turn	See text
SPECIAL ATTACKS:	Nil	Nil	Paralyzation	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3	4	1/10 hit point	1 hit point

intestine of the foolish eater. The worms begin slowly, first doing 1-3 points of damage per turn, then every five rounds and finally, every round. When the character has taken 10 points of damage, the worms have burrowed out of his body and can attack anyone within five feet.

The fully-grown Worms will attack until dead. Flaming oil can kill the creatures, while simultaneously cauterizing wounds. Melee weapons automatically hit the host on a miss and blunt weapons do no damage against Dire Pin Worms.

Dreaded Tape Worm: When a PC eats contaminated raw meat and does not get Dire Pin Worms, he will most likely get a Dreaded Tape Worm. These creatures force a PC to eat 1.25 to 3.23 times more food

than he would normally need. Infected PCs begin to lose weight quickly and always complain of hunger. After two weeks, the worm will be so large that the PC will start to suffer from malnourishment. The head of the tape worm will become visible at the mouth or some other orifice. The only way to kill the Worm is to lure it out and kill it. Sometimes, PCs are forced into extreme measures, such as drinking acid, poison and lava to kill the beast.

Paralyzing Flea: A swarm of these Fleas cause anyone bitten to save vs. paralyzation at +4 or become paralyzed. For every 10 Fleas over 10, the save drops by -1. Paralyzed victims will be eaten at the rate of 1 hit point per turn, starting with the eyeballs. (In four turns, the character's eyeballs will be completely eaten.) A Repel Insects or Cure Disease spell can remove or kill the Fleas, but the paralyzation takes 1-6 turns to wear off.

Magus Tick: These Ticks always target the highest level magic-user in a group. They are 90% likely to go unnoticed unless the victim is checked. Even then, there is still a 20% chance the Tick will be missed. Each turn the Tick is on its host, its host loses one memorized spell (determined at random). The loss will not be noticed until the victim attempts to cast it. Thereafter, there is a 10% chance per round the Tick will "cast" the absorbed spell right at the magic-user. This is a reflex action on the part of the Tick, so it will cast harmful or benefi-



Paralyzing Fleas



Dire Pin Worms

cial spells. It does not know the difference. The infected magic-user, being so close to the Tick, automatically fails any saving throws.

HABITAT/SOCIETY: Voracious Parasites are non-intelligent creatures that need host creatures to survive. They are mindless and will attack any warm-blooded creature, including: dragons, giants, Ogres, Trolls, Giant Beavers, Medusae, Whooping Cranes, Musk Monkeys and even sheep. They never need to make a morale check, even against Anthraxians.

ECOLOGY: Voracious Parasites reproduce rapidly in the host. Pin Worms lay eggs everywhere and only by burning all of an infected PC's personally held possessions can the PC's comrades be assured that the Pin Worms are gone. Spells such as Cure Disease and Repel Insect also effectively remove the infestations.

YIELD:

Medicinal: Nil

Spell Components: Voracious Parasites are sometimes used in Cause Disease spells when the cleric wants to cause a specific infestation.

Hide/Trophy Items: The pelts of Parasites are tough, but they are difficult to skin because of their size. Also, excessive numbers would be needed to construct anything even remotely useful.

Treasure: Nil

Other: Nil

Parrot, Grey Ghost

DESCRIPTION: Grey Ghost Parrots are the spirits of dead parrots that belonged to pirates. So powerful was its spirit and loyalty to the pirate crew that it survives into unlife, forever guarding the hoard of its pirate master.

COMBAT/TACTICS: Grey Ghost Parrots can fly through victims causing 1-6 points of chilling damage and the temporary loss of 1 point of Strength, as per a Chill Touch spell. They are insubstantial and can fly through solid objects. Ghost Parrots use their own mournful cries and imitative voices to lure victims away from their master's treasure and, if possible, to their deaths. The creature can only be struck by magic weapons and are Turned as Ghosts. Evil clerics cannot control the creature unless the cleric was a friend to its master. Otherwise, the Grey Ghost Parrot flees when Turned.

If the bones of the Parrot can be located and destroyed, the Ghost Parrot is instantly destroyed.

HABITAT/SOCIETY: A Grey Ghost Parrot haunts the area where its master's treasure is buried, but can travel up to 1000 yards from that area.

Parrot, Grey Ghost

AKA: Polly-Who-Hath-No-Cracker

HACKFACTOR: 6

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1

SIZE: S (3' wingspan)

MOVEMENT: 15" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Chill Touch, voice imitation

SPECIAL DEFENSES: Insubstantial

MAGIC RESISTANCE: Standard

HIT DICE: 2



A Grey Ghost Parrot remains loyal to its pirate master even after death.

(Their remains will also be within that area.) If the pirate and his crew are undead, the Ghost Parrot can travel wherever his master does. In such a scenario, the Ghost Parrot acts as a scout for the undead pirates.

ECOLOGY: These undead avians do not eat or sleep. Grey Ghost Parrots can use Magic Jar against any avian creature their size. They will continue to be able to use their imitative voices to cause confusion. If encountered on the Ethereal Plane, the Parrot is AC 7.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: (will be guarding an entire pirate hoard of at least H)

Other: Nil

Parrot, Psionic

DESCRIPTION: Psionic Parrots appear to be large macaws with the same brightly colored plumage as the common variety.

COMBAT/TACTICS: When any Psionic Parrot is higher than its opponent (which happens often, since they perch in trees) the Parrot considers itself dominant and obligated to defend its territory. If a PC can somehow get higher than the Parrot, the bird must make a morale check or become passive. Psionic Parrots will not attack if the opponent is higher. They are 25-50% likely to attack anyone within 30 yards of their nest, and they will defend the nest to the death.

Lesser Psionic Parrot: Lesser Psionic Parrots can use a Psionic Blast once per day. The range of this power is 60 yards and the Parrot must roll under a 12 on a power check (1d20) to successfully employ it. Any roll of 10 to 12 counts as a power score and the victim passes out for one turn, otherwise, he loses 80% of his hit points, but only in his mind. The effect wears off after an hour.

Parrot, Psionic	Lesser	Greater
AKA:	Brain Blast Bird	Avianus-Synapticus
HACKFACTOR:	2	8
EP VALUE:	270	420
CLIMATE/TERRAIN:	Subtropical	Subtropical
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi (2-4)	Low (5-7)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-8	1-4
SIZE:	S (2' tall)	S (3' tall)
MOVEMENT:	1", 12" Fly (B)	2", 18" Fly (C)
PSIONIC ABILITY:	See text	See text
ATTACK/DEFENSE MODES:	See text	See text
MORALE:	Pliant (10)	Average (11)
ARMOR CLASS:	7	8
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1/1/1d6-3	1d4-2/1d4-2/1-4
SPECIAL ATTACKS:	Psionics	Psionics
SPECIAL DEFENSES:	See text	See text
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2+2	3+6

If agitated, a group of three or more Parrots will create Synaptic Static in a 90-yard radius. The power lasts for 1-3 turns and psionists must roll a 12 or better (on 1d20) to use any of their powers during that time. Additionally, everyone in the area of effect will suffer a splitting headache and become extremely irritable (treat as temporary Migraines flaw – see PHB/GMG for Quirks and Flaws).

Greater Psionic Parrot: Greater Psionic Parrots are larger and can use a Psionic Blast four times per day. The range is 60 yards, but any result under 15 is a considered a power score and the victim will pass out for one turn. This effect wears off in an hour. Additionally, a single Greater Psionic Parrot can create Synaptic Static in a 90-yard radius for one round. Twice per day, it can attack a psionic PC with Mind Thrust. The Parrot defends as if it had a Mind Blank already up.



The Lesser Psionic Parrot uses Psionic Blast to defend its territory.

HABITAT/SOCIETY: Depending on their relative position to other creatures, Psionic Parrots can be docile or hostile. A Parrot can make an excellent pet, so long as the master is psionic, treats the bird well and always keeps it on a low perch. These creatures are hunted by Su-Monsters and humans alike.

ECOLOGY: Psionic Parrots nest and grow just like normal macaws, although they tend to build their nests in very high trees. Just like normal parrots, these birds can become addicted to seeds and must be fed a special diet of fruits, vegetables and proteins. Once a Parrot has tasted seeds, there is a 75% chance that it will eat nothing else. This will shorten the bird's lifespan to a mere one or two years from the point at which it began eating seeds.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Psionic Parrot feathers can be used to make a head covering that looks stupid, but will give the wearer the equivalent of a Mind Blank defense mode as long as it is worn. The head covering must be imbued with the power by a master psionist (10th level or higher).

Treasure: Nil

Other: The feathers on a Psionic Parrot are suitable for enchantment and worth 500 gp per bird.

Pegasus	Standard	Greater
AKA:	Winged Steed	Supreme Soaring Steed
HACKFACTOR:	5	9
EP VALUE:	175	650
CLIMATE/TERRAIN:	--- Temperate and Subtropical Forests ---	
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Average (8-10)	Very (11-12)
ALIGNMENT:	Chaotic Good	Chaotic Good
NO. APPEARING:	1-10	1
SIZE:	L (5' at shoulder)	L (5 1/2' at shoulder)
MOVEMENT:	24", 48" Fly (C, D with rider)	24", 48" Fly (C, D with rider)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Brave (14)
ARMOR CLASS:	6	6
NO. OF ATTACKS:	3 or 1	3 or 1
DAMAGE/ATTACK:	1-8/1-8/1-3 or 2-12	1-8/1-8/1-3 or 2-12
SPECIAL ATTACKS:	Dive, rear kick	Dive, rear kick
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	20%
HIT DICE:	4	6

Pegasus

DESCRIPTION: These winged steeds serve the cause of good. They serve only good PCs and will serve with absolute faithfulness until they die. A Pegasus has the muscular body of the perfect racing horse and the enormous wings of a perfect swan. 80% of all Pegasi are pure white and the other 20% are dappled gray. Pegasi stand 17 hands high at the withers and weigh approximately 1500 pounds. Greater Pegasi are always white and are slightly larger than Standard ones.



The Pegasus is a universal symbol of goodwill, loyalty and faithfulness.

COMBAT/TACTICS: Pegasi can attack with their front hooves and teeth. They can kick out with their hind hooves for 2-12 points of damage, but if they do so they cannot make other attacks in that round. If a Pegasus can dive 50 feet or more at an opponent, it gets +2 to hit and does double damage.

In battle against large opponents, such as dragons, it will attempt to lure them into tight spaces and attack from above. Against Griffons and similar creatures, Pegasi use their speed to outdistance pursuit. Pegasi will protect their young by aggressively attacking an opponent, then flying away, hoping to lure them away from the nest. If the nest is discovered, Pegasi will fight to the death to protect the young.

The odds on a Standard Pegasus in any kind of horse race are rarely worse than 3 to 1. They will not accept saddles, bridles or barding of any kind. They snort angrily at the merest sight of a riding crop.

Greater Pegasi are tougher than the standard variety, but they fight using the same tactics. They will not deign to enter races unless it is for a good cause and they can bet on themselves (usually through human and demi-human agents).

HABITAT/SOCIETY: To tame a wild Pegasus, a PC of good alignment must surprise the creature and have the airborne riding skill. There is a +10 penalty to the roll, as Pegasi refuse any constraint. Magical bridles exist that remove the penalty. If the PC makes his roll, the Pegasus is tamed. It will obey commands of its master for as long as it lives, so long as the master continues to be good-aligned.

Pegasi are uncommonly intelligent for equines and can Detect Good and Detect Evil at will (60 yard range). They use these powers to determine who they will allow to ride them. Pegasi do not hesitate to attack

evilly aligned PCs who coerce them. These creatures have an unusual interest in horn music, and will approach anyone of good alignment who can play a spirited bugle call. The Pegasus is Fascinated by this music (as the spell) for as long as the music is played, though the creature may make a saving throw vs. spell at +4.

Standard Pegasus: Male Pegasi can carry the same weight as a medium war horse and the female is equivalent to a light war horse. Pegasi are egg-laying mammals and for every nest there are at least two Pegasi. There is a 20% chance per nest of 1-2 eggs (30% chance) or young (70% chance) of 20-50% maturity.

Greater Pegasus: Only the noblest and greatest heroes can attempt to mount and ride a Greater Pegasus. There is a 5% chance that the leader of a herd of Standard Pegasi is actually a Greater Pegasus. These creatures are incredibly swift even on a muddy track.

ECOLOGY: **Standard Pegasus:** Pegasi feed on only the finest grass, fruits, sugar cubes, oats, clover, hay and other plants. Griffons are a natural predator of Pegasi and these beasts should not be stabled together if one wishes to avoid unpleasant scenes. Pegasi live approximately 40 years.

Greater Pegasus: A Greater Pegasus is rumored to live 100 years or longer. Legend has it that if a slain Medusa is beheaded, there is a 5% chance that a Greater Pegasus will spring fully born from the Medusa's bloody neck. It is also thought that the Greater Pegasus can travel to other planes, but this has not been confirmed.

YIELD:

Medicinal: Pegasus meat is edible, but very gamy.

Spell Components: Pegasus feathers can be used in lieu of other material components in a Fly spell. The spell takes 5 segments to cast, but the recipient will be able to fly at 48" and at maneuverability class C for the duration of the spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Pegasus eggs are worth 300 gp and young foals are worth 500 gp each (alive). Pegasus feathers or egg shells can be used in Potions of Flying.

Pegasus, Obsidian

DESCRIPTION: The rarely seen Obsidian Pegasus is a vile, winged equine. Much like the Nightmare, its origin lies somewhere in the twisted histories of the lower planes and its glowing red eyes inspire evil in all but those who already have the blackest of hearts.

COMBAT/TACTICS: Dark Pegasi attack with their front hooves and their sharp teeth. They can also kick out behind them, which inflicts 2-12 points of damage, but is the only attack they can take that round. If an Obsidian Pegasus can dive 50 feet or more at an opponent, it gets +2 to hit and does double damage. If the creature can use its weight to pin an opponent to the ground (make a to-hit roll at -2), it will attempt to drink the victim's blood at a rate of 2-5 hit points per round.

Obsidian Pegasi disappear at sunrise and reappear at sunset. It is thought that they return to remote lairs located in the Abyss. They do not attack chaotic evil beings unless attacked by them. Dark Pegasi can be held at bay with a magic circle (such as a Ward Off Evil) and require magical bridles and barding to allow riders to control them.

HABITAT/SOCIETY: Sent directly from the stables of the Abyss, these creatures make excellent steeds for demons, dark knights and chaotic evil fighters of all kinds. Only a chaotic evil PC who can prove his evil and ruthlessness can dominate an Obsidian Pegasus. The creature expects its rider to be demanding and abusive and if its rider shows anyone any mercy, the Obsidian Pegasus must make a morale check or throw the rider from a height of no less than 20 feet (the higher the better).

ECOLOGY: Obsidian Pegasi are said to descend from a Pegasus that was caught in the lower planes and was corrupted by the demons that captured it. If an Obsidian Pegasus is killed on the Prime Material Plane, its corpse will disappear with the light of day and reappear in its Abyssal lair.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 15% chance of a magic bridle and barding that allows a chaotic evil rider to ride the beast. (Meaning that the creature has escaped from its previous master – possibly a demon.)

Other: Nil

Pegasus, Obsidian

AKA: Dark Pegasus, Darkflyer

HACKFACTOR: 9

EP VALUE: 270

CLIMATE/TERRAIN: Temperate and Subtropical Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (5' at shoulder)

MOVEMENT: 24", 48" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 2-9/2-9/2-5 or 2-12

SPECIAL ATTACKS: Dive, rear kick, blood drinking

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5

Pendulous Filcher

DESCRIPTION: Pendulous Filchers are well-endowed monkey men that compulsively steal from travelers. They are three feet tall, with a prehensile tail and ragged clothing. Filchers have quick and nimble hands, perfect for picking the pockets of travelers.

COMBAT/TACTICS: Pendulous Filchers lower themselves out of a tree by their strong, flexible tails and will attempt to pick the pocket of anyone within eight feet of their tree branches. The creature's chance of success is 85%, adjusted by situation at the GM's discretion. The Pendulous Filcher can also move silently through the trees at a 70% success rate and hide in shadows with a 90% chance of success. They stay as close as they can to their home trees, but will swing from branch to branch.

Pendulous Filcher

AKA: Tree Thieves

HACKFACTOR: 3

EP VALUE: 125

CLIMATE/TERRAIN: Temperate Forest

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: S (3' tall)

MOVEMENT: 9", 12" Bc

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Pick pockets

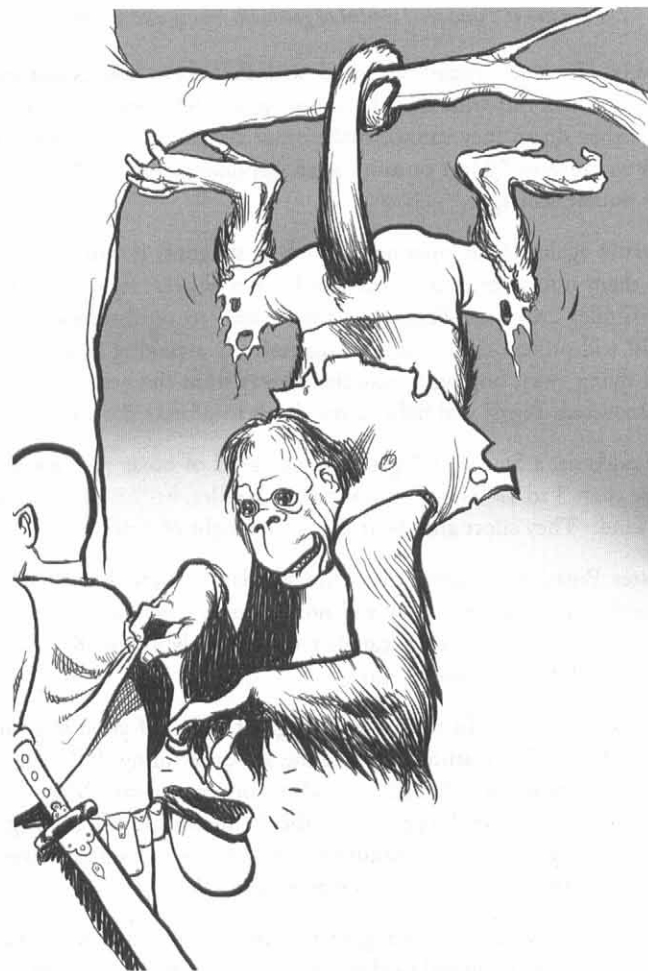
SPECIAL DEFENSES: Stealth

MAGIC RESISTANCE: Standard

HIT DICE: 3



The Obsidian Pegasus bows to no one less evil than itself.



The Pendulous Filcher is an incurably curious thief.

A Filcher steals just one thing at a time – presumably from a sense of curiosity – and then will let the victim be. If attacked, Filchers flee to the trees, if pursued, the creature can bite for 1-6 points of damage.

HABITAT/SOCIETY: Pendulous Filchers steal items to line their lairs and attract mates. The more brightly colored the objects, the better. They are not malicious and are willing to trade magic items for any brightly colored mundane item – or food.

ECOLOGY: Filchers mate annually and any pair encountered is a mated pair – there is a 3% chance of encountering between one and three young with the pair. The young Filchers grow to maturity in five months and then set out on their own.

YIELD:

Medicinal: Yes, the meat on a Pendulous Filcher is edible, but rather fatty.

Spell Components: Nil

Hide/Trophy Items: Many thieves have adopted the Filcher's paw as their symbol – pawprints given by a living Filcher are considered lucky.

Treasure: I

Other: The hands of a Filcher can be used to craft a pair of Gauntlets of Dexterity.

Penguin

DESCRIPTION: Penguins seem to be inoffensive, flightless birds with smooth black and white feathers. They waddle when they walk and are rather amusing to watch. Unfortunately, they have two deadly cousins that look exactly like them. One such creature lurks in the same frigid regions as the Common Penguin – hiding in the snow, while the other stalks the desert sands in search of prey.

COMBAT/TACTICS: All Penguins can slide across their stomachs on ice and loose sand for one melee round at a movement of 12".

Common Penguin: Common Penguins will run and dive into the nearest body of water if threatened. They will fight to the death defending their nests. Common Penguins are no match for a superior show of force. Siege weapons, golems and giant armies cause Common Penguins to cry like little girls.

Dire Penguin: Dire Penguins stand their ground. As a matter of fact, they are ultra-paranoid about defending their territories. If alerted to an impending attack, Dire Penguins hide in the snow and ambush prey, surprising opponents 7 in 10 times. They have been known to weaken the ice in certain spots, attack a foe, then flee across the thin area. While the ice can support the weight of the Penguin, it usually cannot support a human. Once the victim plunges into freezing water, the Dire Penguin dives in, attacking from below at +2 and finishing the job that hypothermia starts.

Dire Sand Penguin: Dire Sand Penguins have similar tactics to normal Dire Penguins, but use sand to camouflage themselves. Instead of leading victims to thin ice, they lead victims to sink holes and quicksand that they can easily escape. Dire Sand Penguins can go up to four weeks without water. They have been known to attack caravans, punc-

Penguin	Common	Dire	Dire, Sand
AKA:	Flying Fish	Arctic Terror	Desert Horror
HACKFACTOR:	0	1	1
EP VALUE:	15	35	35
CLIMATE/TERRAIN:	Arctic/Sub arctic	Arctic/Sub arctic	Desert
FREQUENCY:	Common	Rare	Rare
ORGANIZATION:	Flock	Flock	Flock
ACTIVITY CYCLE:	Day	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral (evil)	Neutral (evil)
NO. APPEARING:	2-20	2-20	2-20
SIZE:	S (2' to 3' tall)	S (2' to 3' tall)	S (2' to 3' tall)
MOVEMENT:	9", 15" Swim	9", 15" Swim	12"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Brave (14)	Daring (15)
ARMOR CLASS:	7	7	7
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d6-2	2-5	2-5
SPECIAL ATTACKS:	Nil	Surprise, ice trap	See text
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	3-12 hp	1+1	1+2

ture water supplies and then flee. Eventually, the Dire Sand Penguins track the poor souls who run out of water and die of thirst.

HABITAT/SOCIETY: **Common Penguin:** Common Penguins are extremely social amongst their own kind. Their playful antics amuse even the most humorless Ogre. Everyone on Garweeze Wurld likes Penguins, even Death Knights.

Dire Penguin: Dire Penguins are the foulest of arctic fowl. Like a flock of hungry, flightless vultures, they ominously waddle towards the weak and helpless. Dire Penguins have no problem eating a victim while they scream in agony.



Dire Penguins

*Dire Sand Penguins*

Dire Sand Penguin: Dire Sand Penguins are considered a myth amongst nomads, only because most nomads do not survive encounters with these foul beasts. They have been known to purposely spook horses so that the horses throw the rider. The birds then immediately attack the prone rider.

ECOLOGY: All Penguins are born from eggs. Although Penguins look exactly the same as any other of their kind, mothers recognize their young by smell. Due to the bad reputation of the latter two types of Penguins, adventuring parties on Garweeze Wurld tend to throw Fireballs and ask questions later. Unfortunately, many sages feel that this has contributed to the premature melting of Garweeze Wurld's polar ice caps. Thus, scholars all over Garweeze Wurld are working on a way to peacefully wipe out the entire species of flightless bird.

YIELD:

Medicinal: Penguins are edible and taste like Basilisk.

Spell Components: A Penguin egg can be used in a rare Summon Penguin spell, although the spell takes weeks to cast. Material components include food and warmth, and the resulting Penguin is transformed into an adult over a period of six months.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Penguin eggs are worth 5 gp each.

Pernicon

DESCRIPTION: Pernicons are large, two-foot-long grasshoppers with hard shell-covered bodies colored bright red, yellow, ochre and/or light blue. They are desert-dwelling insects that panic easily.

COMBAT/TACTICS: When disturbed, the creatures panic and leap upon the nearest victim to pinch it with their pinchers. A hit does 1d4-1 points of damage and begins draining the bodily fluid from a victim at the rate of 1 Constitution point per round. Victims with Constitutions that drop below 3 fall unconscious and those whose Cons fall below 0 die. (A Diminished Rite spell will restore only 50% of the original Constitution score when the victim is brought back to

life. A Raise Dead fully restores 75% of the victim's Constitution and a Resurrection restores 100%.) If the creature drops unconscious, the pinchers continue their work and the victim loses another 1-4 points of damage if they are ripped off.

HABITAT/SOCIETY: Pernicons are almost mindless. They are prized by nomads because their antennae can be used to locate water. The antennae vibrate when they are within 120 feet of a large quantity of water (about 100 gallons, at least). Pernicons love to line their nests with bright shiny things.

ECOLOGY: Pernicon are born in broods numbering in the thousands in the early summer.

They do not seem to be bothered by the blistering desert heat or their lack of parental guidance.

Pernicon

AKA: Desert Hoppers

HACKFACTOR: 1

EP VALUE: 7

CLIMATE/TERRAIN: Desert

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 4-40 or 300-3000

SIZE: S (2' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4-1

SPECIAL ATTACKS: Constitution drain

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 1/2

YIELD:

Medicinal: The moisture inside a Pernicon can be drunk for basic sustenance in the desert. (Have the PCs roll a desert survival skill check to know this.)

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 1-4 gems, 25% chance of 100-600 gp

Other: See above concerning water location.

*Pernicons latch onto the cause of their panic with their pinchers.*

Peryton

DESCRIPTION: A Perytons looks like a large, dark green eagles with the head of a blue-black stag. The stag horns are black and its eyes glow a dull red-orange-red. The chest feathers of the male are light blue and those of the female are brown. Hermaphrodite Perytons (1% chance) are colored red and are extremely rare. The eerie Peryton cast a shadow of a human.

COMBAT/TACTICS: Peryton's love to eat the hearts of human and humanoid creatures. Perytons always fight to the death and never switch targets once one has been chosen. In very rare instances (when reduced to exactly 1 hit point) the Peryton will flee and stalk its prey.

Perytons get +2 to hit in combat and only weapons of +1 or better enchantment can harm them. Sometimes the creatures swoop down from great heights, (at least 35 feet) gaining +2 to hit and double damage. Perytons like to grab human-sized targets, lift them 100 feet into the air and drop them.

HABITAT/SOCIETY: Perytons roost in caves atop high cliffs and mountain peaks. Their nests will be independent of each other, but occa-

Peryton

AKA: Heart Biter, Stealer of Shadows
HACKFACTOR: 9
EP VALUE: 270
CLIMATE/TERRAIN: Any Mountains
FREQUENCY: Rare
ORGANIZATION: Nest
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Average (10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-8
SIZE: M (5' tall)
MOVEMENT: 12", 21" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-16
SPECIAL ATTACKS: +2 to hit
SPECIAL DEFENSES: +1 or better weapons to hit
MAGIC RESISTANCE: Standard
HIT DICE: 4

sionally they tolerate closer nests when prey is plentiful. There is a 25% chance that a Peryton will bring a human back to its nest for consumption later. (The chance is 90% for non-humans.) Peryton nests will have incidental treasure and 1-4 eggs.

ECOLOGY: Female Perytons require hearts to reproduce and they prefer human ones. Once a Peryton has eaten a heart, its shadow changes to that of its true form for 3-18 hours. During that time, the female can conceive.

Some sages believe that the shadow the Perytons cast is that of their former victims. There is no way to prove this, but there are recorded cases of Perytons consuming jesters and their shadows suddenly making many amusing gestures and shapes. This does not deter the heart-eating maniacs.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hide of a Peryton can be fashioned into hide armor suitable for enchantment up to +15.

Treasure: Incidental

Other: Unhatched Peryton eggs are worth 120-1200 gp. Peryton horns can be carved into rings, blades and wands suitable for enchantment. Peryton blood is a key ingredient for writing scrolls with shadow-related properties.

Phantom

DESCRIPTION: Phantoms are images left behind of a traumatic death. Often, it is the spirit of the dead re-enacting its death over and over. Sometimes it represents what's in the mind at the time of the victim's death. Phantoms are experienced in faded colors, by all senses and in surround sound.

COMBAT/TACTICS: Phantoms do not attack nor can they be attacked. Only a Remove Curse cast by a 12th level cleric or high can dispel it. Phantoms cannot be reasoned with. It will not stop repeating its death scene even if avenged.

PCs witnessing a Phantom die must save vs. death magic at -2 or run away in panic as a Fear Spell. Some Phantoms (10%) are so involving victims also must make a System Shock roll at +10% or die of fright.

HABITAT/SOCIETY: The Undead, mindless idiots and those with short attention spans are effectively immune to the affects of Phantom. (Although those not paying attention may eventually be directed to look at the Phantom and will then suffer all effects as normal.)

Phantom

AKA: Ghost Shadows, Soul Echoes
HACKFACTOR: Nil
EP VALUE: Nil
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Nil
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: Varies, usually M
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Nil
ARMOR CLASS: Nil
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Fear
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: See Below
HIT DICE: Nil



Peryton



Phantom

Phantoms can provide important clues to the past and to deadly traps in the area. If a character of 4th level or higher dies in the vicinity of a Phantom, there is a 1-2% chance of the victim returning as a Phantom the next night. The chance increases to 5-6% for those under Geas or Quest spells.

Phantoms are sometimes accompanied by other manifestations such as sound, smells, voices, changing temperatures, bleeding walls, etc. 35% of the time, the Phantom is actually evil and a manifestation of a creature force to return to the Lower Planes. These Phantoms can be detected with a Detect Evil Spell. A Dispel Evil spell neutralizes the Phantom for 1 turn per level of caster.

ECOLOGY: Phantoms do not occur naturally.

YIELD:

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

Phantom, Fog

DESCRIPTION: These creatures are magical in nature, created by a lunatic fringe of the Circle of the Sequestered Magicks. Once the forces behind these creatures were unleashed, the magic-users found they could no longer control what they had started. The magic-users were absorbed by the Fog Phantoms making their magic even more powerful.

Fog Phantoms can be found along desolate coastal areas, haunting lighthouses and abandoned fishing villages. They occasionally make their way into populated areas near seacoasts, and wreak havoc. They never appear in the sunlight, only on dark, humid, misty days or in the rain or at night. No one is sure exactly what they look like because they are incorporeal. There have been reports of people who claim to have seen these beings taking the vague shape of whales, sharks, or even sailors with red, menacing eyes.

COMBAT/TACTICS: Fog Phantoms attack victims by smothering them, and then absorbing them. They are immune to any magic except spells that produce wind. They are also vulnerable to sunlight. They cannot be attacked with any weapons, as they have no bodies which to hit. They are extremely vulnerable to strong wind.

When they attack, they envelop a victim and do 1-10 points of smothering damage per turn. If the victim breaks free, the victim's hit points are restored upon his first breath.

No matter how many hit points a victim has, if the victim is a biped and is enveloped for four rounds or more, the victim becomes unconscious. If the victim is enveloped for six or more rounds, the victim is dead. On the seventh round the victim becomes absorbed by the Fog Phantom and cannot be retrieved or resurrected.

HABITAT/SOCIETY: Fog Phantoms appear only to attack. They appear along coastal areas, and out at sea. The phantoms never appear more than 100 miles inland. It is rumored that one of the magic-users that help create these beasts still secretly controls them and somehow benefits from the monster's absorbing power.

ECOLOGY: Only magic-users who have studied for many years would have any chance of knowing where these beings came from. That

Phantom, Fog

AKA: Coast Ghost, Shore Spook
HACKFACTOR: 3
EP VALUE: 4000
CLIMATE/TERRAIN: Coastal areas, Oceans
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night or on dark, rainy days
DIET: Fear
INTELLIGENCE: Average
ALIGNMENT: Any Evil
NO. APPEARING: 1
SIZE: Between 6' and dragon sized.
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10
SPECIAL ATTACKS: Smothering
SPECIAL DEFENSES: Incorporeal
MAGIC RESISTANCE: See below
HIT DICE: 7



Fog Phantom

chance goes up by level, from 10% at 1-2 level, 25% at 3-6 levels, 50% at 7-10 levels, and 75% at 10 level and above.

Cloud Phantoms are similar, but can be found in the high mountains where they appear to be low-hung clouds. They are not vulnerable to sunlight, as the Fog Phantoms, but they are still vulnerable to wind. They have often been reported to take the shape of dragons.

YIELD:

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: Nil.

Treasure: Nil.

Other: Nil.

Phantom Follower

DESCRIPTION: A Phantom Follower appears as a ghostly apparition of its former self. These undead creatures are the spirits of dead hirelings, followers and 0-level NPCs.

Combat/Tactics: Phantom Followers have returned from the Land of Dead to accomplish a mission that they could not complete in life. Sometimes it is to exact revenge on a cruel master who mistreated him. Other times, it is to warn a good master of an impending doom.

When the Phantom appears during the sunset after its death it immediately attempts to fulfill its mission. Should it be prevented or misunderstood it becomes despondent and wails a Howl of Despair. All those who hear the howl (60 yard radius) must save vs. magic or become profoundly sad. Those affected get -4 to all morale rolls, save against Fear at -2 and get -2 to their AC. This effect will last so long as the apparition is present. They are turned as zombies. If destroyed with a "D" result, the creature reforms the next sunset. It will continue to haunt its old master and those that wronged it.

Phantom Followers can still carry their maximum encumbrance during the night. If they like their former master, they will continue to serve them until their mission is complete. Phantom Followers can only be hit by magic weapons.

HABITAT/SOCIETY: Phantom Followers will always have a specific goal to accomplish. Once they accomplish this goal, they disappear forever. Victims haunted by Phantom Followers that they themselves killed may be haunted for months and even years. Good Phantom Followers will not use their wail against their masters unless ignored.

Revenge against evil masters is usually an "eye for an eye" variety. If the master used the follower as "cannon fodder", the spirit will not rest

Phantom Follower

AKA: Wuss Spirit

HACKFACTOR: 2

EP VALUE: 65

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Average (8-10)

ALIGNMENT: Variable (Any non-good)

NO. APPEARING: 1

SIZE: S to M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 0

SPECIAL ATTACKS: Howl of Despair

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: Standard

HIT DICE: 1-1



Phantom Follower

until the master is so used. If the former master is killed due to the Phantom Follower's efforts, it disappears forever.

ECOLOGY: Using a Raise Dead, Resurrection or Reincarnation will force the spirit back into a corporeal body or into its next life.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Phantom Stalker

DESCRIPTION: Phantom Stalkers can appear in many forms, but the most common is that of a hairless, red humanoids with a wide head, extremely large eyes and claws. They are from the Elemental Plane of Fire and radiate heat. When struck by bladed weapons Phantom Stalkers bleed fire.

COMBAT/TACTICS: Phantom Stalkers are the Fire Elemental version of an Invisible Stalker. They will only be encountered under the control of a magic-user or stalking the slayer of their master.

Stalkers attack with their claws and their touch can ignite dry, flammable objects or those soaked in flammable liquids. They are completely immune to all types of heat and fire, but save vs. cold at -2 and take an extra point of damage per die.

If a Phantom Stalker's death is imminent, it can draw forth its life essence and cause itself to explode in a 6 hit dice fireball. It will try and take as many PCs with it. This will only be done as a last resort.

HABITAT/SOCIETY: Like Invisible Stalkers, Phantom Stalkers must be summoned by magic-users and the magic-user must word his instructions with care. The Phantom Stalker will do anything to pervert the

intent of the instructions – anxious to get back to the Plane of Fire because it left a kettle on.

If the summoner is killed, the Phantom Stalker vanishes to the Ethereal Plane, where it can track the slayer. 1-4 hours later it appears in front of the summoner's slayer and attempts to kill them.

ECOLOGY: On the Elemental Plane of Fire, Phantom Stalkers are a bit like hunting dawns, although hitting them with a rolled up piece of paper has little affect. A group of female adventurers are currently lobbying the major governments of Garweeze Wurd to impose stiff penalties for employing stalkers. In some kingdoms, Phantom Stalkers are not allowed within 500 feet of these females.

YIELD:

Medicinal: Nil.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The essence of a Phantom Stalker can be used to recharge a Wand of Fireballs with 2-20 charges.

Phantom Stalker

AKA: Flame Lurker

HACKFACTOR: 19

EP VALUE: 450

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Unknown

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: Variable, usually L

MOVEMENT: 12", 24" Fly (variable maneuverability)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Immune to Fire

MAGIC RESISTANCE: Standard

HIT DICE: 6

Phoenix

DESCRIPTION: The Phoenix is a great bird thought to represent the spirit of freedom and rebirth. It is actually a mortal creature with godlike abilities. It appears as a huge bird with multi-colored feathers. The Phoenix's eyes are a deep ruby color and its claws are blue-violet.

COMBAT/TACTICS: Phoenix can travel to the Astral or Ethereal Planes at will and have infravision of 120 feet.

The Phoenix is not aggressive, but can attack with its beak for 2-12 points of damage or its talons for 1-8/1-8. It shrieks, causing all opponents of 12 hit dice or less within 30 feet to suffer a +3 penalty on their initiative rolls.

In extreme situations, the Phoenix can create a 40th level combination Fire Storm (20-feet high x 5-feet wide x 8-feet deep) and Incendiary Cloud, even if it has already used its powers. This action destroys the adult Phoenix, but it is instantly reborn as a young Phoenix with the same powers. The touch

Phoenix

AKA: Firebird

HACKFACTOR: 223

EP VALUE: 19,000

CLIMATE/TERRAIN: Elysium

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Genius (17-18)

ALIGNMENT: Neutral Good

NO. APPEARING: 1-3

SIZE: L (40'+ wingspan)

MOVEMENT: 6", 39" Fly (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: -3

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 2-12 or 1-8/1-8

SPECIAL ATTACKS: Shriek

SPECIAL DEFENSES: +3 or better weapon to hit, never surprised

MAGIC RESISTANCE: 50%

HIT DICE: 20



Phantom Stalker



Phoenix

of the Phoenix is equal to a Cure Light Wounds spell and a single PC can benefit twice per day from the touch. The touch of its comb is equal to a Cure Disease spell, but can only affect one PC once per day. Drops of the Phoenix's blood can be transformed into the Holly Berry type berries, as per the Fire Seeds spell.

The Phoenix has the following powers, usable at will, once per round, one at a time at 20th level:

Affect Normal Fires	
Audible Glamer	
Blindness	
Blink	
Blur	Invisibility
Call Woodland Beings (once per day)	Misdirection
Color Spray (3 times per day)	Neutralize Poison (once per day)
Continual Light	Polymorph Self (3 times per day)
Control Temperature 10' Radius	Produce Fire
Dancing Lights	Protection from Evil, 10' Radius
Detect Charm (always active)	(always active)
Detect Evil (always active)	Pyrrotechnics
Detect Magic (always active)	Reincarnate (once per day)
Duo-Dimension (once per day)	Remove Fear 10' radius
Find Traps	Remove Curse
Find the Path (once per day)	Snake Charm
Fire Charm	Veil (once per day)
Fire Seeds (once per day)	Wall of Fire (once per day)
Incendiary Cloud (once per week)	

By spreading its wings and performing a ritual dance, it can perform the following spells at 40th level (These three powers can be used as many times as the Phoenix wants, but can only be done one at a time and not in conjunction with any other power.):

Dismissal Dispel Evil Dispel Magic

HABITAT/SOCIETY: A Phoenix can communicate with all intelligent creatures with limited telepathy. Phoenixes speak their own language and that of all types of avian creatures. The Phoenix is a strange and enigmatic creature held in high regard by various cultures. They are considered noble creatures.

Legends say the Phoenix lives for 12,000 years. As the tales are told, when a Phoenix dies, it flies to the top of a mountain, builds a nest, takes one last look at the world, writes a note and then explodes in a burst of flame. This leaves behind a young Phoenix who attempts to read the burned remains of the note then flies to the legendary Temple of the Sun to set the parent's body there.

In some cultures, a Phoenix is a symbol of death and even evil. However, most sages agree, a Phoenix is a force for good. Even though the creatures do not seek out sources of evil, they rarely pass up an opportunity to destroy evil.

ECOLOGY: The Phoenix is highly magical and is the most sought after creature for body parts in the Hacklopedia. There is no part of the Phoenix that cannot be used in a magical potion or for research. Sages and magic-users have been known to kill each other over a single feather or Phoenix dropping.

YIELD:

Medicinal: Eating Phoenix meat cures all diseases, curses and wounds. They will immediately change to an alignment of good and never change from it.

Spell Components: The feather of a Phoenix can be for a Reincarnation spell. This adds a material spell component and doubles the casting time, but there is a 50% chance the recipient will be reborn the same type of creature. The eye of a Phoenix can be used in lieu of other spell components for a Wizard Eye. It saves vs. a Dispel Magic at 20th level regardless of the level of the caster.

Hide/Trophy Items: Nil

Treasure: O

Other: Phoenix feathers can be used in making any healing magic item. The eyes, beak and talons command a price of 5000 gp and up. The tongue of a Phoenix can be used to create a single potion that gives the imbiber the permanent ability to communicate with all avian creatures.

Phycomid

DESCRIPTION: Phycomids are evil fungus creatures that resemble sinister mushrooms. They shoot a milky-white substance from cylindrical tubes to spread their infection. Phycomids rapidly decompose anything they touch.

COMBAT/TACTICS:

Phycomid globs have a range of 7 to 12 feet and the Phycomid can sense heat, sound and vibrations. Victims struck by the globs must save vs. poison or immediately begin sprouting a new Phycomid. In 5-8 rounds the victim takes 5-8 points of damage. (Lose 5-8 Charisma points as well.) Victims die in 5-8 turns. A Cure Disease halts the spread of the fungus. A Repel Plant spell removes it and a Regenerate or Heal spell restores the damage and Charisma. Phycomids are immune to mental attacks and save at +4 vs. fire attacks, taking half or no damage.

HABITAT/SOCIETY: Phycomid society is thought to be a complex blend of puritanical values and an emerging class of vibrant artists who are challenging the status quo. Unfortunately, only a fungus could understand this horbed of intrigue – unless bipeds are willing to “convert”, but this requires that they be killed and decomposed.

ECOLOGY: Phycomids can only grow in damp, dark places. Contrary to the popular human rumor, a Phycomid is not the same mold that grows on blue cheese.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Phycomid armor will decay the wearer in 5-8 turns.

Phycomid

AKA: Rot Boys, Pro-Active Mold

HACKFACTOR: 10

EP VALUE: 420

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Unratable

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-4

SIZE: S (up to 2' in diameter)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 3-6/3-6

SPECIAL ATTACKS: Infection

SPECIAL DEFENSES: See Below

MAGIC RESISTANCE: See Below

HIT DICE: 4



Phycomid

Treasure: Incidental
Other: Nil

Pied Viper

DESCRIPTION: Pied Vipers are winged serpents that greatly resemble Couatls. They often pose at the good Couatls by painting themselves bright colors. Pied Vipers are a solid green.

COMBAT/TACTICS: Pied Vipers have a deadly venom that causes victims to save vs. poison or die. However, they can only use the poison once per day, so they avoid combat. They instead prefer to lure PCs to their doom by giving them misleading information about a dungeon.

HABITAT/SOCIETY: Pied Vipers are an evil offshoot of Couatls but they have no powers, just their wits. They speak Common and 2-5 other languages. Pied Vipers will say anything to lure PCs to their death and they will proclaim their innocence. (Even if they detect as evil, the pied viper will assure the PCs that it is good and merely "cursed".) Vipers sometimes work for evil magic-users and liches – for minor treasure, they will lure PCs into traps.

ECOLOGY: Pied Vipers are a product of the evil lich master, Vosten Kerplink. Vosten's dungeons were too remote and needed a new influx

Pied Viper

AKA: Tempt Serpent, Lure Snake
HACKFACTOR: 3
EP VALUE: 125
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: S (4' long)
MOVEMENT: 9", 36" Fly (A)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-3
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 3



Pied Viper

of witless adventurers. Vosten's Pied Vipers boosted his treasure hordes from dead adventurers by 17%.

YIELD:

Medicinal: Pied Viper poison quickly deteriorates outside the creature and victims get +6 to saving throws.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Z

Other: Nil

Piercer

DESCRIPTION: Piercers look just like stalactites (the ones that "hang tight" from above) and are always encountered in caverns with normal stalactites and stalagmites.

COMBAT/TACTICS: A Piercer takes its place on the ceiling and waits for a warm-blooded creature. If it senses noise and heat, it will drop down and attempt to impale its prey. It can sense heat and noise within 100 yards and will slowly move toward targets in this range. If the victim does not die and staggers around, other Piercers will join the attack. Piercers fall from 10 to 40 feet up (each ten feet fallen inflicts 1d6 points of damage on the victim).

Piercer

AKA: Impaletes, Stabbies
HACKFACTOR: 1/2/3/5
EP VALUE: 15/35/65/125
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 3-18
SIZE: S to M
MOVEMENT: 1"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or 2-12 or 3-18 or 4-24
SPECIAL ATTACKS: 90% surprise
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1 to 4



Piercer

HABITAT/SOCIETY: Piercers act much like herd animals. If PCs listen very carefully, they can sometimes hear a Piercer emit a low moo. Once a Piercer misses, it is essentially helpless and plays dead. If it survives, it will slowly creep back to another place on the ceiling.

ECOLOGY: Exact means of Piercer reproduction are uncertain, but it is known that Piercer young look like tiny slugs. They can crawl up walls and across ceilings within minutes of birth, hatching or whatever means they use of getting into the world. The largest Piercer on record is about six feet long, one foot wide at its base and weighs 500 pounds. Eventually, the creatures grow too large, fall from the ceilings and die.



Blood Pig

Blood Pig: Blood Pigs are like Domesticated Pigs, except that their master has purposely fed them only meat. This has given them a taste for blood and they attack anything that comes into their pen. Their bite can chew through bone and on a natural 20 the pig bites off a finger, toe or ear (even chance of each). This effect supersedes the critical hit location roll in the GMG. Only a severity roll is necessary.

Domesticated Pig: These livestock are kept in pens and fattened for slaughter. They will attempt to avoid intruders 70% of the time. The other 30% of the time (or if someone persistently pulls on their tails saying "Curly. Straight. Curly. Straight."), they will attack. Once a Domesticated Pig gets a taste for blood, it becomes a Blood Pig.

YIELD:
Medicinal: Piercer meat is edible, but has a gritty taste.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Incidental
Other: Nil

Pig

DESCRIPTION: All pigs essentially look the same. They have pink, flabby skin, cloven feet, a corkscrew tail, snouts and floppy ears. Blood Pigs are often splattered with blood. Giant Pigs are much larger than normal pigs and Wild Pigs are usually dirtier and scarred.

COMBAT/TACTICS: Victims of a bite from any pig are 20% likely to become infected with rabies.

Pig	Blood	Domesticated	Giant	Wild
AKA:	Cannibal Porkers	Oinker	Gargantuan Snouter	Hairless Boar
HACKFACTOR:	2	1	4	2
EP VALUE:	120	65	450	270
CLIMATE/TERRAIN:	Temperate	Inhabited	Temperate	Temperate
FREQUENCY:	Uncommon	Common	Common	Uncommon
ORGANIZATION:	Herd	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi - (4)	Semi - (4)	Semi- (4)	Semi - (4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-8	2-12	1-6	1-12
SIZE:	M (3' at shoulder)	M (3' at shoulder)	L (6' at shoulder)	M (3' at shoulder)
MOVEMENT:	15"	15"	18"	15"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Average (11)	Courageous (13)	Foolhardy (16)
ARMOR CLASS:	8	8	8	8
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1-10	1-10	3-12	2-11
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3	2	6	3+1



Giant Pig

Giant Pig: These pigs are just larger varieties of normal pigs and are often raised by giants. 10% of them are actually Giant Blood Pigs. Their statistics do not change but they are more aggressive.

Wild Pig: Wild Pigs are usually Domesticated Pigs that have escaped to the wild and have become feral. They will fight to the death to avoid capture.

HABITAT/SOCIETY: Blood Pigs are often kept by Orcs and other humanoids as livestock and guards. Pigs are incredibly intelligent animals that make great pets. However, they enjoy living in mud and slop and they eat a great deal. Groups of Domesticated Pigs can be frightened into a stampede if they fail a morale check. Victims caught in the stampede must save vs. death magic or suffer 2-20 points of damage.

ECOLOGY: Pigs have an excellent sense of smell and are sometimes used to hunt truffles and other edible tubers. If there are no hunting dawgs available, they can be used as an unreliable substitute (although they are easily distracted by the smell of tubers). Spilled pig's blood emits a nearly-irresistible, delicious smell that is 50% likely to attract a wandering predator.

YIELD:

Medicinal: Pig meat is delicious. Their feet can be found pickled in 50% of the bars on Garweeze Wurld.

Spell Components: Nil

Hide/Trophy Items: Pig skin can be made into leather armor and can be eaten in emergencies.

Treasure: Nil

Other: Nil

Pigdawg, Prancing

DESCRIPTION: When a dawg and a pig mate, the end result is the horrible Prancing Pigdawg. Combining all the worst elements of the pig and the dawg, the creature has cloven feet, tusks and massive body of a boar with the fur, tail, ears and teeth of a dawg. Orcs are said to have forcibly bred these beasts (and it doesn't happen any other way).

COMBAT/TACTICS: A Prancing Pigdawg is amazingly fast. Packs of the monsters can pull down a horse and its rider with ease. Their cloven feet do not do well in mud or sand, slowing the beast to half movement so crossing these obstacles can help a victim escape. Additionally, pigdawgs cannot swim and will therefore hesitate at least one round before crossing even shallow water.

Due to superior hearing and smell, the animals can be surprised only 1 in 20 times and surprise others 7 in 10 times.

HABITAT/SOCIETY: Pigdawgs are exclusively raised as guard animals and are rarely encountered in the wild. In certain Orc tribes, animal handlers specialize in the mating of pigs and dawgs. The process is loud, disturbing and only tolerated by the most evil characters.

ECOLOGY: Thankfully, the vicious beasts are sterile and can only reproduce with outside help.

YIELD:

Medicinal: Pigdawgs taste like extremely gamey bacon.

Spell Components: Nil

Hide/Trophy Items: Orcs sometimes use the hide of Pigdawgs to make hide armor, but it is unfit for enchantment.

Treasure: Nil

Other: Nil

Pigdawg, Prancing

AKA: Cloven Shepherd, Tusk Hound

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Temperate Forests

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi - (2-4)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-12

SIZE: M (3' tall at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

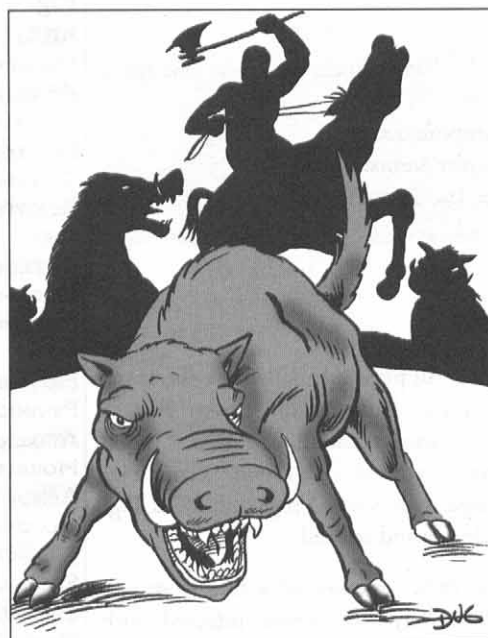
DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: Surprise 7 in 10

SPECIAL DEFENSES: Surprised only on a 1 in 20

MAGIC RESISTANCE: Standard

HIT DICE: 3+4



Prancing Pigdawg

Pigeon	Common	Carrier
AKA:	Flying Rats	Message Birds
HACKFACTOR:	0	0
EP VALUE:	7	7
CLIMATE/TERRAIN:	Temperate	Temperate
FREQUENCY:	Common	Common
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Day	Any
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (I)	Animal (I)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	5-30	2-20
SIZE:	S (6" tall)	S (6" tall)
MOVEMENT:	3", 12" Fly (C)	3", 12" Fly (C)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Average (11)
ARMOR CLASS:	8	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	See text
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2-5 hit points	2-5 hit points

Pigeon

DESCRIPTION: Pigeons are birds with feathers that are colored white to gray. They make a sinister "coo" sound and congregate in suspicious flocks. Carrier Pigeons look exactly the same, except they have been trained to carry messages in tiny containers tied to their legs.

COMBAT/TACTICS: A pigeon's response to any aggressive attack is to fly away. Pigeons seem to thoroughly enjoy fly-by bombings in which they befool statues and shiny new armor (the shinier the better). Flocks of Common Pigeons sometimes organize such dive-bombing attacks from above, especially on PCs that have attacked the flock. If cornered, a pigeon can peck a victim for one point of damage. Carrier



Carrier Pigeon

Pigeons have a slightly better AC, because they have been trained to keep away from anyone except their handlers. PCs skilled at handling pigeons can sometimes trick the bird into giving up its message.

HABITAT/SOCIETY: **Common Pigeon:** Common Pigeons are disease-ridden vermin with slightly better reputations than rats. They prowl inhabited streets and parks, defecating at will on innocent, non-avian creatures. Many restaurants in Garweeze Wurd secretly pay beggars a bounty of 1 cp per pigeon during their "chicken" specials.

Carrier Pigeon: Carrier Pigeons are highly trained and have much better manners. Locations can be "imprinted" on the bird, after which it is only 2% likely to get lost within 1000 miles of travel. In the event it does get lost, it will eventually return to its home nest to brood.

ECOLOGY: Pigeons hatch from eggs. They make excellent companions for people who like disease-ridden vermin as pets. Pigeons make an annoying "coo-coo" sound that is 50% likely to cause any Troll that hears it to attack.

YIELD:

Medicinal: Pigeon meat and eggs are edible. Eating pigeon meat is 10% likely to cause a random disease.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Pike, Giant

DESCRIPTION: These mutant pikes are monstrously huge. Otherwise, they look exactly like normal pikes only bigger and angrier.

COMBAT/TACTICS: A Giant Pike will bite anything that will fit into its mouth. On a natural 20, the fish can swallow size small or smaller prey whole (this effect supersedes the critical hit charts in the GMG). A swallowed creature may attack the Pike from the inside in an attempt to break free. However, it may not use anything larger than a dagger. While inside a Giant Pike, creatures suffer one hit point per round. Additionally, those who need to breathe to survive will suffocate in six rounds. The inside of the fish has AC 10. A victim trapped inside must inflict 50% of the creature's starting hit points in order to break free. Those who damage a Giant Pike from the outside with piercing weapons stand a 20% chance of also hitting anyone trapped inside.

HABITAT/SOCIETY: Giant Pikes have something to prove to the world. They were abused as small fish and angrily lash out at the world. Their

Pike, Giant

AKA: Polearm Fish, Mondo Pike

HACKFACTOR: 6

EP VALUE: 275

CLIMATE/TERRAIN: Deep fresh water

FREQUENCY: Rare

ORGANIZATION: School

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: L (9' to 14' long)

MOVEMENT: 36" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-16

SPECIAL ATTACKS: Surprise 8 in 10

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Giant Pike

swallowing is a cry for help. Giant Pikes are sometimes tamed by Nixies for pets, but usually end up eating them.

ECOLOGY: Giant Pikes are born from giant fish eggs in giant lakes from other Giant Pikes. Giants sometimes fish for them with giant fishing poles, giant hooks and giant bait. It is unknown whether or not they are attracted to giant lures. Giant sages theorize that this may be the case.

YIELD:

Medicinal: Giant Pikes make a giant meal.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 10% chance of incidental treasure inside the Giant Pike's gullet.

Other: Giant Pike sells for up to 1gp per pound, if fresh.

Pincher

DESCRIPTION: Pinchers look like giant, bipedal lobsters with rocky exoskeletons. They never wear clothing or armor and are always encountered underground.

COMBAT/TACTICS: These evil crustaceans have two claws that can pinch down and lock into place, thereafter inflicting automatic damage. Once a victim is held, breaking free of this vise grip requires a successful open doors check as if the claws were a barred, locked or magically held door. Otherwise, the only way to escape is to convince the Pincher to let go or inflict 10-30 points of damage on a claw.

Pinchers prefer their food to be moving until the very end and are suckers for the "playing possum" bit. If the PC does this, there is a 65% chance it will let go on the first round and 95% chance on the second round.

Pinchers can pass through stone at will, as per the Wall Passage spell. Typically they hide behind a wall, then attempt to surprise a group of PCs from behind (8 in 10 chance). They will then "pinch" the last person in the marching order and pull him back through the wall. Once there, the unfortunate PC must face the vicious monster alone. For each successful pinch, there is a 25% chance that the victim will be pinched with his arm pinned to his side.

Certain spells that affect stone can damage these creatures, if the caster deliberately states he is trying to do so. A Stone Shape spell causes 1-6 points of damage and softens the AC to 4. A Transmute Stone to Mud spell causes 2-12 points of damage and causes the creature's AC to drop to 8.

HABITAT/SOCIETY: Pinchers are evil cave lobsters that have evolved down a dark path. They love to accumulate treasure, especially magic items. A Pincher's hoard is usually located behind a wall of solid rock and requires a great deal of time, effort and magic to locate.

ECOLOGY: Sages have suggested that the ocean gawd Markovia created these creatures on a bet. It is unknown if he won.

Pincher

AKA: Snatcher, Rock Lobster

HACKFACTOR: 14

EP VALUE: 975

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average to Very (8-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (9' tall)

MOVEMENT: 12", 3" burrowing through rock

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Pinching

SPECIAL DEFENSES: Wall Passage ability

MAGIC RESISTANCE: See text

HIT DICE: 6+1



Pincher

YIELD:

Medicinal: Pinchers are delicious with hot butter.

Spell Components: Nil

Hide/Trophy Items: The Pincher's claws can still be used as clamps after the creature's death.

Treasure: B, Qx5, S, T, U

Other: Nil

Pinnard

DESCRIPTION: Pinnards are all uniformly 2' tall, with a red stripe around the neck. They are little more than an oval head and torso, resembling a bottle or a juggling pin. Pinnards can move by hopping along the ground or rolling.

COMBAT/TACTICS: Pinnards are not aggressive toward other beings, but they seem to enjoy being batted about by them. They have an outer coating of rocky gray matter and are in a constant state of shedding. In order to facilitate the shedding, the Pinnards need to be hit violently. Pinnards have only 1 Hit Die, but they will often have 1-4 Hit Dice worth of rocky gray matter to shed.

Pinnard

AKA: Strike Jockeys, Alley Pawns

HACKFACTOR: 1

EP VALUE: 30

CLIMATE/TERRAIN: Any Mountains

FREQUENCY: Very Rare

ORGANIZATION: Groups of 10

ACTIVITY CYCLE: Day

DIET: Mineralivore

INTELLIGENCE: Semi - (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-10

SIZE: S (2' tall)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Rolling

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 (see text)

They will butt against anyone they think will hit them. Each point of damage removes some of this old, gray hide. Once they have gotten down to a nice, shiny white new skin, they will flee.

Pinnards will sometimes (35% chance) fall to the ground and roll under the attackers feet, forcing the opponent to make a Dexterity check or fall down. This can be especially dangerous along the rocky cliffs of mountainous regions.

HABITAT/SOCIETY: Pinnards are the frequent target of Bowlers. They emit a high frequency sound that only Bowlers and dawgs can hear. This enrages the Bowler into attacking and the thunderous noise can sometimes be heard for miles. Dawgs' reactions vary widely.

ECOLOGY: Pinnards feed on common surface minerals on rocky mountaintops. When a Pinnard reaches perfection (complete removal of all rocky gray matter) it hops away. The Pinnard then splits into 10 Pinnards that start a new group. Very rarely 11 or 12 are born, but the extra Pinnards are spared and will strike out on their own.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Pinnards can be used as clubs.

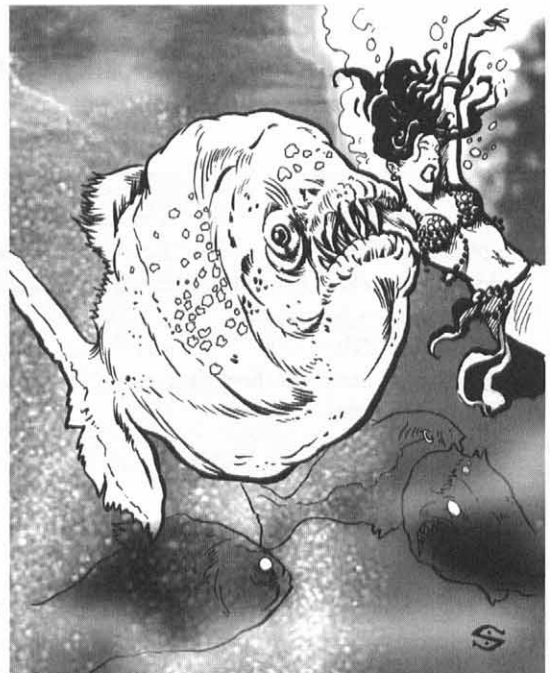
Piranha

DESCRIPTION: Piranhas are fish with razor sharp teeth and love to eat flesh. Their bodies are short and wide and their mouths have a downward turn that resembles a frown. Piranhas are not happy fish.

COMBAT/TACTICS: **Common Piranha:** There is a 75% chance that Piranhas will attack anyone that wades in their water. Once blood is drawn, the rest of the school goes into a feeding frenzy. The fish will go berserk, attacking twice per round. Up to 20 fish can attack a single target.



Pinnard



Giant Piranha are voracious feeders.

Piranha	Common	Cold Water	Giant
AKA:	Bite Fish	Ice Biters	Gargantuan Razor Fish
HACKFACTOR:	0	0	1
EP VALUE:	7	7	65
CLIMATE/TERRAIN:	Tropical Water	Temperate Water	Tropical Water
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	School	School	School
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	5-50	5-50	2-20
SIZE:	S (3" to 6" long)	S (3" to 6" long)	M (4' to 6' long)
MOVEMENT:	9" Swim	9" Swim	15" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Timid (6)	Pliant (10)
ARMOR CLASS:	8	8	7
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d4-1	1d4-1	1-6
SPECIAL ATTACKS:	feeding frenzy	feeding frenzy	feeding frenzy
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	5-8 hit points	5-8 hit points	2+2

Cold Water Piranha: These creatures are the same as Common Piranhas, except that they can be found in cold waters. Evil humans sometimes fill their moats with them.

Giant Piranha: These fish attack in the same manner as their smaller cousins, but only 10 can attack a single target at once. Once per round, they can charge at full speed and leap out of the water up to 10 feet. They usually use this attack on birds, but sometimes target humans, demi-humans or humanoids.

HABITAT/SOCIETY: Piranhas of all types are carnivorous, flesh-eating maniacs. They are happiest when they are devouring a screaming biped. Piranhas can reduce a cow to a skeleton in less than five minutes, a screaming halfling in two and a dazed gnome in one. Experiments have shown that this time can be cut in half if the victims are coated with condiments.

ECOLOGY: Piranhas are just like other fish, except really, really angry. Contrary to the popular dwarven myth, Piranhas will attack drunken swimmers.

YIELD:

Medicinal: Piranhas are edible, but have a bitter taste.

Spell Components: The teeth of a Giant Piranha can be used to cast a Blade Barrier spell. This adds a material component, but cuts the casting time to 4 segments.

Hide/Trophy Items: The teeth of any piranha are sometimes sold to collectors, who turn them into very effective letter openers. The jaws are worth 1gp each.

Treasure: Nil

Other: Nil

Pit Howler

DESCRIPTION: This bizarre creature has a fanged skull-like head. Its upper body is muscular, with two arms ending in sharp claws. Its lower body is cylindrical and full of muscles, allowing it to spring for-

ward and grab prey. It can rise up to 14 feet and hop at a rate of 12".

COMBAT/TACTICS: These creature lair in pits and will spring forth to snatch anyone that gets within two feet of the edge of a pit. In addition to this, they can howl and force all within 10 feet to make a saving throw vs. death magic or become stunned for 1-3 rounds. Pit Howlers surprise opponents 4 in 10 times, 8 in 10 if the PCs see the skull and then ignore it.

HABITAT/SOCIETY:

Up to eight Pit Howlers may be encountered in the same area, but they are generally solitary. Pit Howler families are distant and most of the members feel unloved and disconnected from Pit Howler society. Pit Howler holiday dinners are very awkward events.

Pit Howlers like to collect shiny objects and will ignore booty except coins, gems and jewelry.

ECOLOGY: Pit Howler eggs resemble tiny skulls carved from ivory. From 1-4 are found in their pits 25% of the time. The eggs hatch in 1-4 weeks. Infant Pit Howlers take about 4 months to reach maturity.

YIELD:

Medicinal: Nil

Spell Components: Nil



Pit Howler

Pit Howler

AKA: Skull Springer, Ditch Screamer

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Any Pit

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-8

SIZE: M (4' to 6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

Hide/Trophy Items: Nil

Treasure: P, R

Other: Unhatched Pit Howler eggs are worth 2-12 gp to evilly aligned jesters.

Pit Mauler

DESCRIPTION: Short and squat, Pit Maulers resemble a ball of brown fur with eyes, a maw of teeth, two claws and two stubby feet. They move incredibly fast when attacking – up to six attacks per round.

COMBAT/TACTICS: Pit Maulers make their homes in dungeon pits, then wait for victims to fall in. If the pit is open, they will cover it with a thin wax-like secretion that resembles stone. Victims are only 15% likely to notice the pit even if they examine the area closely. However, the wax covering won't hold more than 10 pounds. Additionally, Pit Maulers hide in shadows 85% of the time and gain surprise 4 in 10 times.

HABITAT/SOCIETY: Pit Maulers do not value treasure, but understand that most bipeds do. They often leave shiny objects on top of the pit to lure victims. Some enterprising Maulers will hunt in areas with several pits, sometimes digging tunnels between them.

ECOLOGY: Pit Maulers may be related to Pitbulls or badgers and they are just as mean. If a Pit Mauler is Hasted, it gets quadruple attacks for one round at +2 damage per hit, then drops dead of a heart attack. Pit Maulers have infravision to 20 feet. They prefer to dwell in darkness, but are not hindered by light.

YIELD:

Medicinal: Pit Mauler meat is inedible.

Spell Components: Pit Mauler spleen can be used in lieu of other spell components for a Haste spell. The recipient is Hasted for 3 rounds plus 2 rounds per level of the caster, but when the spell ends the recipient must make a system shock roll or drop to zero hit points.

Hide/Trophy Items: Pit Mauler fur is soft and supple and makes an excellent stole. Their pelts are worth 25 gp.

Treasure: B

Other: Nil

Pit Maw

DESCRIPTION: A Pit Maw is essentially a living pit. In its “dormant” state it is 90% indistinguishable from the rest of the floor. It has a membrane that acts as the pit’s “trap door”. The membrane will collapse

under the weight of any warm blooded creature, revealing the creature’s toothy maw and angry eyes. A Pit Maw with 4 Hit Dice is 10 feet deep, those with more are 10’ deeper per Hit Die above 4.

COMBAT/TACTICS: Pit Maws lay dormant until a warm blooded creature walks across them. They Polymorph their membranes to blend in with the floor. In the darkness, characters with infravision can detect the heat differential 25% of the time. The membrane will not automatically open if the creature walking across it is undead or not living. However, if more than 300 pounds of any material are placed on the membrane, it will collapse. Three Zombies, one Ogre or an Iron Golem should do it.

Victims inside the creature take 4-12 points of damage per round as the creature chews in addition to falling damage. However, if the creature is hit for more than six points of damage, the subsequent damage to the victim inside is lessened by one fourth. Pit Maws can attempt to bite any creature within five feet of their pits.

HABITAT/SOCIETY: Pit Maws love dungeons and are very excited to hear someone is building a new one. Pit Maws are always on top of the latest trends in dungeon design. They avoid dungeons with little traffic and no flair. They are anxious to serve evil masters and will gleefully give up a percentage of their own treasure to move into more profitable dungeons. PCs who can start a conversation with a Pit Maw might be able to convince it that there is a “better dungeon” nearby.

ECOLOGY: Pit Maws were created by the evil cleric Matea Kar. He eventually ejected them from his temples when they became “too anx-

Pit Maw

AKA: Living Pit, Orifice of Evil

HACKFACTOR: 4/6/7/8/9

EP VALUE: 270 +150 per Hit Die over 4

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M to L

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 4-12 +1 per Hit Die over 4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 4 to 8



Pit Maw

ious" to serve evil. The creatures spent 50% of their time asking her questions about dungeon improvements.

YIELD:

Medicinal: Nil

Spell Components: Pit Maw brains can be used to cast a Charm of Undying Devotion. This cuts the casting time to six segments but it adds a material component and it will only work on evilly aligned creatures.

Hide/Trophy Items: Nil

Treasure: C, P, R, Q

Other: Nil

Pitbull

DESCRIPTION: Pitbulls are vicious attack dawgs that are bred for battle. They have soulless black eyes and a large pack of these beasts is a fearsome sight.

COMBAT/TACTICS: A Pitbull attack is vicious and unpredictable. The smell of blood will cause the creature to go into a blood lust for 2-12 rounds, attacking at +1 to hit, +3 damage, but with a -3 to its own AC. A shrill sound is 85% likely to draw the creature's attack.

Fortunately, the dawgs have a poor sense of smell, so PCs hiding in nettles or any other fragrant weed can hide from the beasts 65% of the time, 95% of the time if there are other targets available.

A Pitbull pack exudes fear and any creature with fewer than 4 Hit Dice must save vs. spell (Fear) or run in a blind panic for 1-6 rounds. On a roll of a 20 (modified or natural) the creature can "rend flesh", doing double damage (in addition to other effects from a critical hit).

HABITAT/SOCIETY: Pitbull packs are led by an alpha male and when two packs meet, there can only be one leader. Once a new leader is established, the combined pack will lose 1-6% of the total number in a hierarchy readjustment. Alpha males will always have a four Intelligence and they are crafty scoundrels. An alpha male may fake an injury in order to lure an unsuspecting PC closer to the pack for annihilation.

ECOLOGY: Despite the animal's reputation, they can be loyal pets. Consult the Player's Handbook for prices and availability. Pitbulls are normally so vicious and evil, some sages theorize that they are related to cats, but this remains pure speculation.

YIELD:

Medicinal: Nil

Pitbull

AKA: Caninus-Rendus

HACKFACTOR: 2

EP VALUE: 125

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal to Semi- (1-4)

ALIGNMENT: Neutral (Chaotic Evil)

NO. APPEARING: 1-12

SIZE: M (3' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Bloodlust,
Rend Flesh

SPECIAL DEFENSES: Fear

MAGIC RESISTANCE: Standard

HIT DICE: 2+5



Pitbulls

Spell Components: A bit of Pitbull fur can be used in a No Fear spell. This adds a material component to the spell and doubles the casting time, however the duration lasts until the victim willingly makes an Intelligence check or after combat has ended for more than two rounds.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Pixie

DESCRIPTION: **Common Pixie:** Pixies stand about 2 feet tall and resemble small elves with slightly longer ears and gossamer wings. They wear bright clothing and pointed shoes.

Although the display of tribal tattoos is more common among pixie hybrids like pixie fairies, many pure-blooded pixies have been known to sport magical tattoos similar to those described in Table 2F in the Player's Handbook. It is even rumored that tattoos with other powers than the standard ones listed in the Player's Handbook have been developed but these have never been documented.

Pixie Fighter: These pixies are armed and heavily armored – thus less maneuverable. They prefer two-handed weapons and bows.



Common Pixie

Pixie	Common	Fighter	Mage	Elder	Lich	Mirror
AKA:	Low Pixie	Warrixie	Magixie	Geezer Pixie	Death Pixie	Dweomer Sprite
HACKFACTOR:	2	14	19	33	72	2
EP VALUE:	650	650+125 per level	975+125 per level	1400	3000	750
CLIMATE/TERRAIN:	Temperate Forests	Temperate Forests	Temperate Forests	Temperate Forests	Any Forests	Temperate
FREQUENCY:	Very Rare	Rare	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Community	Community	Community	Community	Solitary	Gangs
ACTIVITY CYCLE:	Night	Night	Night	Night	Any	Day
DIET:	Herbivore	Herbivore	Herbivore	Herbivore	Nil	See text
INTELLIGENCE:	Ex (15-16)	Ex (15-16)	Genius (17-18)	Genius (17-18)	Genius (17-18)	Ex (15-16)
ALIGNMENT:	Neutral	Neutral Good	Neutral Good	Neutral Good	Neutral Evil	See text
NO. APPEARING:	5-20	2-12	1-6	1	1	5-20
SIZE:	S (2' tall)	S (2' tall)	S (2' tall)	S (2' tall)	S (2' tall)	S (2' tall)
MOVEMENT:	6", 12" Fly (B)	6", 12" Fly (C)	6", 12" Fly (B)	6", 12" Fly (B)	6"	6", 12" Fly (B)
PSIONIC ABILITY:	Nil	Possible	Possible	Possible	Possible	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Possible	Possible	Possible	Possible	Nil
MORALE:	Average (11)	Brave (14)	Confident (12)	Courageous (13)	Defiant (17)	Brave (14)
ARMOR CLASS:	5	3	6	4	1	5
NO. OF ATTACKS:	1	1	1	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon	See text	By weapon
SPECIAL ATTACKS:	See text	See text	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text	See text	See text
MAGIC RESISTANCE:	25%	25%	35%	50%	90%	75%
HIT DICE:	1/2	1/2 +1-3 per level	1/2+1/4 per level	3 and up	9	1/2

Pixie Mage: These tiny magic-users wear cloaks. They often appear harmless but they have a great deal of spell-casting ability.

Pixie Elder: These pixie leaders are skilled fighters and magic-users. They are usually elderly, sometimes several centuries old. Elders carry powerful staves and other magic items.

Pixie Lich: These are powerful, undead fairies. They resemble tiny Liches with shriveled wings. They also carry powerful magic items.

Mirror Pixie: Mirror Pixies are created by Mirrors of Opposition. They have the features common to most pixies. Half of all Mirror Pixies are lawful good and the other half is chaotic evil. The good ones dress in light colors, usually white, and the evil ones tend to dress in dark colors, especially black.

COMBAT/TACTICS: Common Pixie: Pixies carry tiny swords and bows suited to their fighting style and diminutive size. They strike with bows at +4. Pixies carry three types of magical arrows; sprite sleep arrows (save vs. poison or fall asleep for 1-6 hours), war arrows (2-5 points of damage) and memory arrows (save vs. spell or complete memory loss that cannot be restored without a Cure-All or Wish spell). Some pixies (10%) can cast Munari's Irresistible Jig once per day.

Pixies can use the following powers as an 8th level caster can use them once per day: Polymorph Self, Know Alignment, Dispel Magic, Dancing Lights, ESP, Create Illusions (as wand) and cause Confusion by touch (stays in effect until a Remove Curse is cast on the victim). They are naturally invisible and can become visible at will. Pixies can attack invisibly without becoming visible, although a successful Dispel Magic vs. an 8th level caster will force them to be visible for one round.

Pixie Fighter: These pixies gain 1-3 hit points per level of fighting ability. They have all the powers of a Common Pixie, plus they can cause Fairie Fire at will. At any time, these pixies can open a portal into the Realm of Faerie to escape pursuers. The portals will always be pixie-sized. Additionally, their short swords (wielded two-handed) cause 1-6 points of damage against medium sized opponents and may cause

addition damage due to weapons specialization.

Pixie fighters are trained to flutter in the face of an opponent, giving the opponent -5 to hit.

Pixie Mage: Due to their close affinity to magic, Pixie Mages are extremely powerful magic-users. Their magic resistance does not hamper their spell casting or use of magic items in any way. They can use each of the powers of a Pixie Fighter and Common Pixie twice per day. They gain spells as a magic-user two levels higher and can memorize



A Pixie Warrior stands vigilant guard over a working Pixie Mage

*Pixie Lich*

twice as many spells. Pixie take 1-6 points of recoil damage from offensive magic items like Wands of Fireballs and Bang Sticks of Annihilation. Pixie Mages gain 1-2 hit points per level.

Pixie Elder: Each of these pixies heads a clan of pixies or pixie fairies. They have the abilities of 2nd to 8th level fighters and 2nd to 12th level magic-users. They acquire spells just like a Pixie Mage and can use Common Pixie powers 3 times per day, including Munari's Irresistible Jig. Each Elder wields a powerful magic staff that can transport every Faerie-kin in a 50-foot radius to the Realm of Faerie (no saving throw, includes elves, half-elves and gnomes). The staff also acts as a Rod of Beguiling to all Fairie-kin who see it.

Pixie Lich: These undead pixies are extremely formidable. Formerly Pixie Mages, undeath has made their magic even more powerful. Pixie Liches have (at a minimum) the powers of a 9th level Pixie Mage, but they cast spells as a magic-user four levels higher and can memorize four times as many spells. Typical Pixie Liches have a small army of undead bodyguards and an arsenal of deadly magic items.

The touch of a Pixie Lich causes 1-2 points of damage, plus the victim must save vs. magic or be paralyzed for 1-10 rounds. Pixie Liches often create "dummies" of themselves using the skeletal corpses of other slain Pixies. Thus, it is very difficult to know if one has actually slain a Pixie Lich. Pixie Liches take 1-10 points of damage from holy water. They can only be harmed by magic, blessed and/or holy objects. Pixie Liches have the same immunities as human liches.

Mirror Pixie: Mirror pixies do not fight unless they have to, and then do only minimal damage with their tiny fists, one hit point per blow. If threatened, they simply teleport back to their lairs. Their form of "attack" is to sprinkle Mirror Pixie dust on anyone they see. They do so primarily to watch the resulting comedic effects.

Anyone sprinkled with Mirror Pixie dust will have every action he does mirrored back at him. For instance, if the afflicted person strikes someone, he will suffer whatever damage he inflicts. If he gives someone

gold, he will get an equal amount back. There is only a 10% chance that anyone who has been sprinkled will notice, until things begin to happen. The effects of the dust last for 1d12 days.

There is no saving throw against the effects of the dust, and only one immediate remedy, set specifically by the mirror pixies for their entertainment. Anyone sprinkled must roll in cow manure to negate the dust's effects. Mirror pixies love to watch this and there is a 10% chance that those engaging in such an activity or their associates will hear Mirror Pixies laughing in the distance.

HABITAT/SOCIETY: Pixies and Pixie-Fairies freely mix their societies, more so than with any other pixie hybrids. In general, they are a noble and gentle folk, willing to offer lost travelers assistance through their woods. They are reluctant to show themselves to strangers, but those that become friends can spend a pleasant night drinking acorn tea, eating bark soup and sleeping on the pixie's soft, peat moss beds.

Pixies admire bravery in battle and will back beat their wings creating a melancholy humming-drone to pay tribute to brave deeds. Pixie Fighters salute one another by putting their left fist to their chest, raising their right arm and extending two fingers.

PIXIE MEET: Once every six years, all pixies and pixie-fairies gather to redistribute faerie magic, dance, eat, drink and participate in ritualized combat. Extra magic is donated to the Amber Horde, a powerful magic orb that is filled with the millions of tiny excess magical energies of the Pixies and Pixie Fairies.

THE RUNNING: The day of the Pixie Meet is also known as "The Running" or the time when grunge elves hunt Pixies and Pixie-Fairies for their excess magic. The grunge elves feed on Pixie meat during this time, as it is believed that it grants them power. Hundreds of Pixies and Pixie-Fairies sacrifice themselves so that the tradition of the Amber Horde will carry on.

Pixie Elder: Each of these Pixies is the head of one pixie clan of 10-100 individuals. They have allies in other clans and can call on them

*Mirror Pixie*

FRAIM

for assistance if under attack. These pixies are often at least a century old and are extremely wary of larger bipeds.

Pixie Lich: These undead sprites have little affinity for their living kin. Corrupted by evil magic and dark thoughts, these beings are usually bent on destroying all who would oppose their sinister plots. Their overall goal is to invade the Realm of Fairie and steal its magic.

Mirror Pixie: With the natural enmity between the grel and pixies, their favorite targets are grunge elves. Good Mirror Pixies also target other beings they feel are too cruel, while evil Mirror Pixies concentrate on those who do good. But really, they all enjoy spreading their dust to any creature. Because not even other pixies are immune to their mirror dust, they are often ostracized from the rest of Pixie society.

ECOLOGY: Pixies and Pixie-Fairies are magical creatures and do not have souls. As a sub-genius of the wee folk, they are highly resistant to magic, but highly skilled at commanding the magic available to them.

Pixie Lich: These creatures are not natural – they are self-created when a powerful Pixie Mage turns evil and undergoes the rituals for creating a Lich. Pixie Mages can attempt to become Liches at 9th level.

Mirror Pixie: Mirror Pixies live in forests near sparkling streams. When not sprinkling unwary persons with their dust, they love to sing and splash in the water. This type of Pixie is a perfect example of magic that worked “too well”. The infamous Pixie Lich Black Blossom was fond of exposing his victims to a Mirror of Opposition. Because of their magical nature, the opposites created were not only permanent, but actually reproduced. When a Mirror Pixie is killed, it shatters into broken mirror glass. This is the only type of Pixie that grunge elves fear during the Running because in addition to the annoying effects of its mirror dust, it causes 1d6 points of damage to any creature that feeds on it. Additionally, they provide no magical sustenance.

YIELD:

Medicinal: Eating a normal Pixie or Pixie Fairy can enhance the power of any elf, half-elf or gnome. (See Elf, grunge for further details.)

Spell Components: Pixies and all Pixie-related creatures are highly magical and can be used for spells. However, if these spells ever target a pixie-related creature or even a faerie-kin they are 75% likely to fail and 25% likely to result in a spell mishap. Because of this, most sane magic-users do not use Pixie materials in their spells.

Hide/Trophy Items: Nil

Treasure:

COMMON: R, S, T, X

FIGHTER: R, U, X

MAGE: R, S, T, U, X

ELDER: H, Z

LICH: E, H, R, S, T, X, Z

MIRROR: R, S, T, X

Other: Nil

Pixie, Hybrid	Pixie Leprechaun	Pixie Brownie	Pixie Fairy
AKA:	McPixie	Joke Sprite	Fae-most-fair
HACKFACTOR:	2	2	varies
EP VALUE:	270	270	varies
CLIMATE/TERRAIN:	Temperate/Sylvan	Temperate/Sylvan	Temperate/Sylvan
FREQUENCY:	Very Rare	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary	Clan
DIET:	Omnivore	Omnivore	Omnivore
ACTIVITY CYCLE:	Any	Any	Any
INTELLIGENCE:	Exc. (15-16)	Exc. (15-16)	Very to Exc. (11-16)
ALIGNMENT:	Chaotic Neutral	Neutral (Chaotic)	Chaotic good
NO. APPEARING:	1-2	1-2	1-6
SIZE:	T (2' tall)	T (2' tall)	T (1-2' tall)
MOVEMENT:	12", 12" Fly (A)	9", 12" Fly (B)	4", 18" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Possible
MORALE:	Average (11)	Average (11)	Average (11)
ARMOR CLASS:	6	5	8
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-3	1-3	by weapon
SPECIAL ATTACKS:	See text	See text	See Player's Handbook
SPECIAL DEFENSES:	See text	See text	See Player's Handbook
MAGIC RESISTANCE:	55%	40%	nil
HIT DICE:	1/2	1/2	10 hp + 1/2 hit die per level

Pixie, Hybrid

DESCRIPTION: Hybrid Pixies are racially mixed fairy-kin. Though many combinations are possible, listed here are the three most common types encountered.

Pixie Leprechauns: These beings resemble winged leprechauns with elven features. They tend to be a little wilder than your average Leprechaun or Pixie and willing to take greater risks with their practical jokes. Their dress is often disheveled and messy.



A female Pixie Fairy (hybrid) lends a helping hand to a respected Pixie Elder.



A Pixie Brownie tears the wings from his Fairy victim.

Pixie Brownies: These hybrids also have wings and resemble Brownies more than Pixies. They tend to be accomplished tricksters with a tendency toward cruelty. Pixie Brownies find humor in everything.

Pixie Fairies: Pixie Fairies are a handsome species. They have skin tones varying from show white to mauve, even occasionally orange and often have colorful magic-imbuing tattoos decorating their bodies. These frail creatures have beautiful, shimmering, insect-like wings that resemble those of a dragonfly. They possess two antennae, which sprout upward from the inner edge of either eyebrow.

COMBAT/TACTICS: Pixie Leprechauns: These creatures have the following powers: They can become Invisible at will, create illusions (as wand), Polymorph any non-living object at will and cause Confusion by touch (save vs. spell to avoid affect). The Confusion lasts for one day. These spirits are not violent and will offer PCs a drink. There is a 25% chance the drink will cause complete memory loss, unless the drinker makes a saving throw vs. spell. The memory can be restored with a Remove Curse spell, otherwise, victims who save will still be fuzzy about the previous night's drinking binge. If cornered, Pixie Leprechauns will flee, although if drunk they will hurl obscenities for one to two rounds first.

Pixie Brownies: These creatures have the following powers: They can become Invisible at will, cast Dancing Lights at will and create illusions (as wand). Once per day they can cause Confusion by touch, use Protection from Evil and Dimension Door. Pixie Brownies use bows with arrows that do 2-5 points of damage and are coated with a sleep poison. Victims who miss their saving throw will fall asleep for 1-6 hours and will find their weapons and material spell components gone.

Pixie Fairies: Pixie Fairies can become one or several different character classes as described in the Player's Handbook. Their combat tactics will vary depending on their chosen character class. Regardless of class, Pixie Fairies manifest certain innate abilities common to their race. They are never surprised. They can turn invisible once per day for a duration of one turn per level of experience (must fly in order to be invisible). All Pixie Fairies may cast Faerie Phantom once per day and Minor Sphere of Perturbation once per day at fifth level.

HABITAT/SOCIETY: Pixie Leprechauns: These fairy-kin are often kicked out of Pixie and Leprechaun communities for being too wild and obnoxious. They will make their lairs almost anywhere, preferring places that will have lots of potential victims for their gags. Typical Pixie Leprechaun stunts include loosening the top of a saltshaker, tying shoe laces together, ordering food for PCs that didn't want it and hemming clothes and armor (just a bit) so they are too tight or too loose.

Pixie Brownies: These fairy-kin love to make messes and play practical jokes – if both happen at once, so much the better for the Pixie Brownie! They have been known to perch an inkwell on the edge of a desk so it will spill on important scrolls, mix potions into chamber pots (with sometimes explosive results) and scrub enchanted arrows so that the magic runes are no longer effective. Pixie Brownies are indignant towards anyone that doesn't appreciate their hard work.

Pixie Fairies: Pixie Fairie society is intertwined with that of Pixies and to a lesser extend that of pure-blooded fairies. With the Pixie Fairy affinity for character classes normally only associated with the big folk, many of them have become defacto ambassadors for the wee folk to the world at large. Thus, while Pixie Fairies prefer life among their clans, many of them find themselves living among men and even adopting local customs to blend in as much as their tiny size will allow.

ECOLOGY: Most types of hybrid Pixies are sterile. However, the Pixie Fairy is one type of hybrid that has been known to breed on occasion. Pixie hybrids speak both languages of their racially mixed heritage. Some hybrids are raised to either be Pixie or the other, but usually they go out into the world alone. It is unknown whether or not two hybrid Pixies can share a lair without driving each other crazy.

Due to their high metabolism, Pixie Fairies have a life span of only 10 to fifteen years. However, when a Pixie Fairy dies, if he is not raised within two weeks, he is reincarnated 1d4 months from the date of his death as a Pixie Fairy (see the PHB for details). This high metabolism also allows them to heal an extra hit point per day more than other creatures with the same Constitution.

YIELD:

Medicinal: Nil

Spell Components: Hybrid Pixies are highly magical creatures and any portion of them can be used for a variety of spells, including Invisibility, Fly and spells that affect fairy-kin. However, as with pure blooded Pixies, if these spells ever target a pixie-related creature or even a faerie-kin they are 75% likely to fail and 25% likely to result in a spell mishap.

Hide/Trophy Items: Nil

Treasure: R, S, T, X

Other: Nil

Pixie-kin

DESCRIPTION: Leprechauns are rumored to be the ancient result of mating between a strong strain of Pixie with some halfling blood mixed in. Though the modern Leprechaun varies from the common Pixie enough that it is not considered a Pixie hybrid. They have pointed ears and tapered noses. Thirty percent of all Leprechauns have beards. Most Leprosychauns look the same as ordinary Leprechauns, except they are suffering from the later stages of leprosy. These Leperchauns are missing up to two limbs, their clothes are filthy and they are covered with dark scabs.

Pixie-kin	Leprechaun	Leprosychaun
AKA:	McMonster, O'Beast	Plague Pixie, Leper-chaun
HACKFACTOR:	2	1
EP VALUE:	270	270
CLIMATE/TERRAIN:	Temperate/sylvan land	Temperate lands
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Clans	Clan
DIET:	Omnivore	Omnivore
ACTIVITY CYCLE:	Any	Any
INTELLIGENCE:	Exceptional (15-16)	Exceptional (15-16)
ALIGNMENT:	Chaotic Good	Neutral (Evil)
NO. APPEARING:	1-20	2-8
SIZE:	T (2' tall)	T (2' tall)
MOVEMENT:	15"	9"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Brave (14)
ARMOR CLASS:	8	9
NO. OF ATTACKS:	0	1
DAMAGE/ATTACK:	Nil	See text
SPECIAL ATTACKS:	See text	See text
SPECIAL DEFENSES:	See text	See text
MAGIC RESISTANCE:	80%	80%
HIT DICE:	1/2	1/2

COMBAT/TACTICS: Leprechauns: Leprechauns are not usually violent. They can become Invisible at will, Polymorph non-living objects, create illusions (as wand) and use Throw Voice spells as often as they like. They cannot be surprised due to their excellent hearing. Leprechauns like to steal valuable objects, turn Invisible then dash away (75% of the time). If pursued closely, they will find the chase very amusing but are 25% likely to drop the object.

They always try to lead pursuit away from their lairs, though there is a 10% chance of stumbling into the Leprechaun's lair during a chase. If this happens, the Leprechaun will still attempt to trick the chaser. It requires a great deal of care to obtain the pot o' gold rumored to lie in every Leprechaun's lair.

Leprosychauns: These Leperchauns are very grim, having suffered a great deal due to their condition. Their goal is to spread the disease to



Pixie-kin: Leprosychauns suffer from the wasting disease, leprosy.

other beings and they can do so by touch. Victims touched must save vs. poison or contract leprosy. Should the Leperchauns encounter PCs during a meal break, they will drop rotting fingers, toes or scabs into their food in an attempt to infect them. Most Leperchauns have given up on being cured, as their magic resistance usually doesn't allow Cure Disease spells to work. Although one would think they would be willing to deliberately lower their magic resistance to receive healing magic, they never do because of their paranoid fear that it is a trick on the part of the would-be caster to steal their gold.

HABITAT/SOCIETY: Leprechauns: Leprechauns live in clans of up to 20, using first names and surnames. For every 10 adults, there will be one child. A lair is usually located in a warm, dry cave. Word travels fast between clans with the same surname and PCs may be known to clans if they have encountered other members with the same surname. Rumors tell of a king of the Leprechauns, but this is just a ruse to fool greedy travelers into giving up their pot o' gold for "even more" gold.

Leprechauns eat human and demi-human foods and their special fondness for drinking can be used to outwit them. Leprechauns love their gold and they will bargain desperately to get it back, sometimes granting three (Limited) Wishes. After the Leprechaun gets his gold back, he will grant the three Wishes, then flatter the wisher and offer a fourth Wish. Then they use this fourth Wish to cancel out the previous three and the Leprechauns Teleport the victim 2-20 miles in a random direction. PCs will never be able to find that particular Leprechaun again.

Leprechauns like elves, gnomes and halflings, but distrust humans and dwarves. They have a soft spot for weaker creatures and assist them when possible.

Leprosychauns: This Leprechaun clan attempted to help a group of sickly humans who arrived on their emerald green isle. The well-meaning pixie-kin were affected by the humans' disease, but due to their magical nature, it cannot kill them. Unfortunately, that means a long and unpleasant existence for these Leprechauns. It is rumored that the clan chieftain is just a rotting head, his body long since disintegrated.



Pixie-kin: Leprechaun

Eventually, all the human lepers died and the clan became bitter about their plight. It is unknown if the disease spread to other clans or if only one clan is infected. In either case, the "Plague Pixies" are angry and bitter, especially at humans. They are eager to spread their disease, willing to risk leg and limb in the process.

If a Leprosychaun is caught, it will attempt to lure victims back to the lair for the other Leprosychauns to ambush. If cured of leprosy, the Leprosychauns are 50% likely to die because the disease is too advanced.

ECOLOGY: Leprechauns: Leprechauns can usually be seen at borderline times and areas, such as dawn or dusk (which is neither light nor dark), the shore (which is neither all earth or all water), and equinoxes and solstices (which are neither season).

Leprosychauns: These Plague Pixies have not lost their lust for gold and alcohol. They are often found in abandoned ruins, especially abandoned city taverns and breweries. If a Leprosychaun is missing a leg, it will have crutches. If it is missing two legs, it will have a wheeled cart in which it pushes itself around.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The pot o' gold of a Leprechaun is said to bring the possessor good luck.

Treasure: Type F but count all types of currency as gold since it will have been polymorphed and stored in a large pot. If subjected to a Dispel Magic it will revert to its normal form.

Other: Leprechaun hair is part of the creation of a Luckstone. Even Leprosychaun hair will work for this, if a Cure Disease is cast upon it first.



Planetary

powers, usable as frequently as shown in the following paragraphs: Once per day: Animate Object, Control Weather, Earthquake, Feeblemind, Limited Wish, Fire Storm, Holy Word, Insect Plague, Limited Wish, Restoration, Shape Change, Symbol (all) and Weather Summoning.

Three times per day: Blade Barrier, Dispel Evil, Dispel Magic, Flame Strike, Cure-All, Raise Dead and True Seeing.

Seven times per day: Dispel Illusion and Wind Walk.

At will: Continual Light 100' radius, Become Ethereal, Polymorph Any Object, Improved Invisibility 10' radius, Polymorph Self, Read Magic, Remove Curse, Remove Fear, Resist Cold/Fire (double effect), Speak with Dead and Teleport Without Error.

The only spell these creatures cannot cast is Magic Missile. Evil magic-users that flaunt this fact will be attacked first.

Planetarys can radiate a Protection from Evil aura to 40 feet at will and can Commune as needed. They can Cure Blindness, Deafness, Disease or Light Wounds by touch. They automatically Detect Lies, Evil, illusions, Invisibility, Magic and traps. They Know Alignment instantly and communicate with ESP and Tongues, as well as read any language. Planetarys have 120-foot infravision and ultravision and can summon 1-4 Couatl if lawful good, 1-2 Zabaku if neutral good and 1-2 Androsphinx if chaotic good.

Only +4 or better weapons can harm them, but are never surprised. They are immune to Energy Drain from undead or magic. They cannot be beguiled, Charmed, Confused, Dominated or Feeble-minded. Their souls cannot be Imprisoned or Trapped. They are immune to Death Spells and regenerate four hit points per round. The creature cannot be truly killed unless it is on its home plane. If killed anywhere else, it reforms in 40 years. All Planetarys have a Charisma of 21.

Planetarys have the following psionic abilities: Animal Telepathy (14th level), Aura Alteration, Body Control, Body Equilibrium, Body Weaponry (9th level), Mass Domination (17th level), Molecular

Planetary

DESCRIPTION: Planetarys are angelic beings that serve gawds of good alignments. They appear as very tall hairless humans, with feathery wings and no pupils. Planetarys don't take any guff from evil creatures and anyone that hands them a harp, even as a joke, might find it crammed up an uncomfortable orifice.

COMBAT/TACTICS: Planetarys carry +4 Bastard Swords that have the qualities of a Defender and a Sword of Wounding against evil creatures. They get three attacks per round, fight as 17th level fighters and have a 21 Dexterity.

All Planetarys cast spells as a 7th level cleric and 7th level druids with a 21 Wisdom. In addition, they have the following

Planetary

AKA: Avatars of Good

HACKFACTOR: 201

EP VALUE: 61,000

CLIMATE/TERRAIN: Upper outer planes

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Supra-Genius (21, and 21 Wisdom)

ALIGNMENT: Good

NO. APPEARING: 1

SIZE: L (8-9' tall)

MOVEMENT: 15", 48" Sw, 24" Fly (B)

PSIONIC ABILITY: 288

ATTACK/DEFENSE MODES: All/All

MORALE: Fearless (19)

ARMOR CLASS: -7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: By weapon +7 damage

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: 75%

HIT DICE: 144 hit points (17th level fighters)

Agitation, Precognition, Reduction, Telekinesis (17th level) and Telepathic Projection.

HABITAT/SOCIETY: Planetars enforce the rules of the good gawds they work for. In their spare time, they like to do volunteer work and research the Magic Missile spell. Planetars with extra time on their hands may badger good magic-users about the spell asking, "How does it work?", "It must be very complicated, right?" and "You have to be evil or something to cast it, right?"

ECOLOGY: Planetars number just a little over a 100 and not one of them has ever been killed. They are so powerful they have been known to travel to the lower planes and even smack around Asmodeus' bodyguards for a light workout.

YIELD:

Medicinal: Nil

Spell Components: A Planetar feather can be used in addition to other material spell components to cast a Resurrection spell. If the recipient is good, his chances of surviving the Resurrection go up by 10%. If the recipient is neutral or evil, the spell fails.

Hide/Trophy Items: Nil

Treasure: Nil

Other: The feather of a Planetar can be used in the construction of powerful healing magic items and potions.

Pleistocene Deer

DESCRIPTION: These savage, prehistoric deer stand 20 feet tall, and their antlers are almost half again that high. Sages speculate that they are remnants from a time (soon after the end of the reign of the Hippopotami) when giant deer were carnivorous and ruled all of Garweeze Wurld.

COMBAT/TACTICS:

Pleistocene Deer impale their prey on their antlers and devour it alive. If there are two targets in front of the deer, it will attempt to make strikes against both of them. On a natural roll of a 20, opponents are first impaled on the antler and then thrown 10-30 feet, usually against rocks or very hard trees for an additional 1d6 to 6d6 of falling damage (these effects supersede the critical hit charts in the GMG). Victims thrown must make a Constitution check or be stunned 1-6 rounds. Pleistocene Deer have unusually large, razor sharp teeth which they use to devour the hot, steaming flesh of their victims.

HABITAT/SOCIETY: These mammals are essentially the Tyrannosaurus Rexes of deer. They briefly ruled the Pleistocene Epoch and terrorized all of primitive mankind.

Pleistocene Deer

AKA: Neanderthal Elk

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Temperate Land

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: H (20' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 2-12 or 2-12/2-12

SPECIAL ATTACKS: Throwing

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Pleistocene Deer

ECOLOGY: Most encounters with Pleistocene Deer take place in remote regions where time has been forgotten. They are especially aggressive in the Spring during mating season.

YIELD:

Medicinal: Pleistocene Deer taste like Basilisk.

Spell Components: Nil

Hide/Trophy Items: A rack of Pleistocene Deer antlers is worth 150 gp to a collector.

Treasure: Nil

Other: Nil

Pod Plant, Malicious

DESCRIPTION: The Malicious Pod Plant looks like a giant Venus Flytrap with large, bulbous sacks around its body. The plant emits a pleasant odor to attract its prey. Podlings are seed-carrying plant creatures that resemble former victims. They resemble previous victims in every way, except they bleed green and never bear scars nor missing limbs.

COMBAT/TACTICS: Malicious Pod Plants can grow a Podling of any one that it has killed within the preceding one turn. It will do this if injured or threatened. The Pod Plant itself emits a sweet smelling odor that humans can normally detect up to 60 feet away (100 in the right wind conditions). All who smell it must save vs. poison or become entranced, approaching the plant and climbing into its jaws. Victims will happily sleep as the plant swallows and digests them in its bulbous sack. There is a 25% chance the Pod Plant will already have 1-2 Podlings guarding it. If forced into combat, it will bite with its jaws for 1-8 points of damage.

Podlings are controlled by the plant and can use undigested weapons and armor left behind from their victims. Furthermore, their blood is weakly acidic and is equivalent to half strength Type A acid (See GMG)

Pod Plant, Malicious	Plant	Podling
AKA:	Mean-Man Trap	Coniferus-Copyus
HACKFACTOR:	9	0
EP VALUE:	270	125
CLIMATE/TERRAIN:	Tropical Land	Tropical Land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary	Small Group
ACTIVITY CYCLE:	Day	Day
DIET:	Carnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1	1-4
SIZE:	L (10' tall)	M (5' to 6' tall)
MOVEMENT:	Nil	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Fearless (19)
ARMOR CLASS:	8	7
NO. OF ATTACKS:	1-4	2
DAMAGE/ATTACK:	1-8 x (1-4)	Punching or Wrestling or by weapon
SPECIAL ATTACKS:	See text	Acid
SPECIAL DEFENSES:	See text	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	5	2

should any opponents become exposed to it during combat. Podlings last two to four weeks, but start showing obvious signs of decay after two weeks. By the end of the fourth week, the Podling must find a new spot to collapse and rot, so that the seed inside can germinate and bloom. Podlings sometimes emit an unnerving, inhuman scream when confronted by confused former allies.

HABITAT/SOCIETY: Malicious Pod Plants and Podlings exist only to propagate the species. 1 in 100 Pod Plants has magical power capable of almost exactly duplicating former victims as per the Clone spell.



Malicious Pod Plant



Malicious Pod Plant: Podling

The clones are under complete telepathic control of the Pod Plant and are used to lure friends and allies into the Pod Plant's clutches. Although it takes longer to create these clones, they are more convincing than podlings and can duplicate any victim the plant has ever consumed. Furthermore, they have a much greater lifespan than podlings.

ECOLOGY: Pod Plants germinate from seeds located in the chest cavities of Podlings. The seeds sprout in compost heaps or piles of carrion. These plants are used by evil magic-users and druids to create Podlings of specific enemies. Using various spells to preserve the Podlings, individuals can be replaced and armies and inner circles infiltrated.

YIELD:

Medicinal: Nil

Spell Components: It is rumored that the bulbous sack from a Pod Plant can be used in a variation of the Simulacrum spell in lieu of other material components. Although the duplicate will look exactly like the original, it will only have one fourth of its abilities. It will not last more than one year.

Hide/Trophy Items: Nil

Treasure: A

Other: Nil

Poltergeist

DESCRIPTION: Both Poltergeists and Polterzeitgiests are invisible. If a PC uses a True Seeing spell or similarly enchanted magic item, these spirits appear as vaguely human-shaped energy patterns.

COMBAT/TACTICS: Poltergeist: These are the spirits of the restless dead. The can be turned by a cleric as a Skeleton or as a Ghoul in the area where they originally died. Holy water will not harm Poltergeists, but will drive them away for a short time (two to five rounds).

Poltergeists attack by throwing any readily available objects. The

Poltergeist	Common	Polterzeitgeist
AKA:	Wimp Ghost	Trend Spirit, Fad Spook
HACKFACTOR:	0	4
EP VALUE:	35	270
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Small Groups	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Nil	Nil
INTELLIGENCE:	Low (5-7)	Average (8-10)
ALIGNMENT:	Lawful Evil	Variable
NO. APPEARING:	1-8	1
SIZE:	M (6'+ tall)	M (6'+ tall)
MOVEMENT:	6"	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Daring (15)
ARMOR CLASS:	10	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d6-4	1d6-4
SPECIAL ATTACKS:	Fear	See text
SPECIAL DEFENSES:	See text	See text
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1/2	1 to 4

objects strike victims as if thrown by a 5 Hit Dice monster. Those struck must save vs. spells (Fear) or flee in random directions for 2-24 rounds. There is a 50% chance that a victim will drop whatever he is holding. Once a victim makes a saving throw, he is immune to further fear attacks by the Poltergeist (although he can still be hit by the objects for minor damage – typically each inflicts 1d6-4 points of damage).

Poltergeists can only be hit by silver or magical weapons. Opponents get -4 to hit them, due to their invisibility.

Polterzeitgeist: These are the spirits of the fads and trends of a bygone era. Their power is largely determined by the previous power of the fad or trend and how many people actually followed it.



Poltergeist

The average Polterzeitgeist has the same powers as a Poltergeist, but also has the following powers: Polymorph Any Object (3 times per day), Phantasmal Force (6 times per day) and Charm Person (once per day). The spirit will use these powers in an attempt to revive the trend or fad, no matter how outdated. If the trend or fad is somehow revitalized, the spirit will happily fade away.

HABITAT/SOCIETY: Poltergeist: This spirit died before its time and is not the least bit happy about it. They seek to do as much damage as they possibly can to the living.

Polterzeitgeist: These spirits will attempt to revive the faded trend or fad at any cost. Some examples of typical trends include: the worship of a forgotten gawd, a civilization's ancient culture, the speaking of a dead language or a forgotten class, such as Phalanx Warrior or Caveman Fighter.

ECOLOGY: Poltergeists and Polterzeitgeists are spirits and not part of any ecology. When a PC dies, he must add up all his Ability Scores and divide by three – this is the percentage chance the dead character will return as a Poltergeist if the GM rules the death was "before the PC's time".

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

Porculisk

DESCRIPTION: Not to be confused with a portcullis, this creature resembles a large porcupine with glowing red eyes. It is 90% likely to be mistaken for a normal (though large) porcupine from any angle but the front.

COMBAT/TACTICS: Normally, this creature is not aggressive, but it does consider any creature taller than itself a threat. The Porculisk fires two red beams from its eyes with an effective range of 30 feet. Anyone struck must save vs. petrification or turn to stone. Organic matter, such as leather armor or clothing, has a 50% chance of safely absorbing the petrification attack. However, this will completely immobilize the wearer until he can break free.

Porculisk

AKA: Basipine, Quilled Stoner

HACKFACTOR: 9

EP VALUE: 650

CLIMATE/TERRAIN: Temperate Forests and Swamps

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (3' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 1-4 or 1

DAMAGE/ATTACK: 1d4-1 each or Stone Gaze

SPECIAL ATTACKS: Stone Gaze

SPECIAL DEFENSES: Quills

MAGIC RESISTANCE: Standard

HIT DICE: 4

The Porculisk can also fire 1-4 quills per round that do 1d4-1 points of damage per quill (range of 30 feet). The creature will not fire at petrified victims, but it has been known to fire into the face of those



Porculisk

trapped within their own armor. Anyone attempting to pick up the creature without metal gauntlets is automatically stuck by 1-4 quills.

HABITAT/SOCIETY: Porculisks act remarkably like normal porcupines. Unfortunately, due to their skittish nature and powers, they make dangerous pets. Magic-users sometimes make use of them as guards, but will usually keep them sectioned off in a dungeon where they can't get free. A fence about two feet high will usually keep them in the same area if they are regularly fed.

ECOLOGY: This creature was the winning entry in the Circle of Sequestered Magics Conference on Beast Creation several years ago. Unfortunately, Emil van der Haak, the winning magic-user and a notorious cheapskate, would not spend the extra two silver pieces for professional animal handlers. The amateurs he hired were petrified and the first pair of Porculisks escaped. Although Emil was disappointed he lost his prized creatures, he was happy that he did not have to pay the handlers at all.

YIELD:

Medicinal: Porculisk tastes remarkably like Giant Beaver.

Spell Components: Porculisk quills make excellent writing implements for scrolls and spell books.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: The eyes of a Porculisk can be used in the construction of a Wand of Petrification.

Porcupine

DESCRIPTION: Common Porcupine: Common Porcupines are about the size of common 'possums and closely resemble hedgehaws with more and bigger quills covering their bodies.

Giant Porcupine: Giant Porcupines are merely larger versions of the normal variety. They are slightly more aggressive due to their size.

Orcupine: Orcupines are pig-like porcupines that can climb trees and prey on unsuspecting forest creatures. They are extremely aggressive and prone to squeal.

Poison Porcupine: Poison Porcupines are anxious little bastards that never hesitate to shoot a quill or two into anyone they encounter. They look just like Common Porcupines, right down to their hairy little feet.

COMBAT/TACTICS: Contrary to the popular human rumor, all porcupines can shoot their quills with a slight twitch of their barbed hides.

Common Porcupine: Common Porcupines are not aggressive, but if they are approached, they will raise their quills in self-defense. If it feels threatened, it will shoot 1-4 quills up to a range of 5 feet. Victims striking them in melee with a short sword or smaller weapon have a 25% chance of getting stuck with 1-4 quills during a successful attack. Each quill inflicts 1d6-4 points of damage on any creature it sticks.

Giant Porcupine: A Giant Porcupine is quick to raise its quills and run at anyone or anything that invades its territory. Its quills have a range of 20 feet and victims striking the rodent in melee have a 50% chance of being stuck by 1-4 quills on a successful hit. Each giant quill inflicts 1d6 points of damage.

Orcupine: These evil predators like to wait in trees (35% chance to hide as hide in shadows skill) and leap down on unsuspecting prey. Victims struck with this tactic will be hit in the face and shoulders and stuck with 2-12 quills. In this case, each quill only inflicts one point of damage, but the victim must make a Dexterity check with a -4 penalty or fall over. Anyone that falls over will be subject to the Orcupine's roll attack, as it tries to roll its body across its prey. Fallen

Porcupine	Common	Giant	Orcupine	Poison
AKA:	Sticker	Big Sticker	Stick Pig	
HACKFACTOR:	1	5	5	2
EP VALUE:	15	120	270	120
CLIMATE/TERRAIN:	Temp. to Desert	Temp. to Desert	Temp. to Desert	Temp. to Desert
FREQUENCY:	Uncommon	Rare	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Night	Day
DIET:	Herbivore	Herbivore	Carnivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral Evil	Neutral (Evil)
NO. APPEARING:	1-4	1-3	1	1-2
SIZE:	S (2' long)	M (6' long)	M (4' long)	S (2' long)
MOVEMENT:	6"	12"	9"	6"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Pliant (10)	Brave (14)	Average (11)
ARMOR CLASS:	6	6	6	6
NO. OF ATTACKS:	1-4	1-4	1-4 or 1	1-4
DAMAGE/ATTACK:	1d6-4 each	1-6 each	1-4 each or special	1d4-2 each
SPECIAL ATTACKS:	Quills	Quills	Quills and Leap	Poison Quills
SPECIAL DEFENSES:	Quills	Quills	Quills	Quills
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3-12 hp	4	3	1+2

victims will be stuck with 5-20 quills by the rolling Orcupine on a successful rolling attack.

If for some reason the Orcupine has not had time to position itself in a tree, it can jump three feet, aiming at the level of a human's crotch. Additionally, it can shoot its quills up to 15 feet. An Orcupine's jagged quills inflict 1-4 points of damage each.

Poison Porcupine: Poison Porcupines are just like normal porcupines, except they are complete bastards. Their quills have the same range and inflict 1d4-2 points of damage, but are coated with a deadly toxin. Victims struck must save vs. poison or die in 1-4 rounds. Poison Porcupines are immune to their own poison.

HABITAT/SOCIETY: Common and Giant Porcupines: These porcupines are not very social for practical purposes, not because they don't like each other. Porcupine romance is a delicate situation and most of the rodents live lives of quiet desperation, never fully expressing themselves. Druids using a Speak with Animals spell will find that Porcupines are incredibly uptight and refuse to answer any inquiry about their mating rituals.

Orcupine: Orcupines are not related to Orcs, but they vaguely resemble them, thus the name. Orcs don't particularly care about this, but it infuriates the Orcupine. Orcupines hate Orcs, but then again they generally hate everyone other than themselves. Orcupines like to collect treasure from their previous prey, but they prefer to collect armor, shields and clothing with bloody puncture holes rather than valuables.

Poison Porcupines: Poison Porcupines are vicious little wankers and they revel in their bastardness. They don't eat meat, but they just love to watch victims succumb to their poison.

ECOLOGY: Common and Giant Porcupines: These porcupines are part of the food chain on Garweeze Wurd. Porcupines are actually rodents, so they enjoy a good slice of cheese and sticking domestic cats with their quills.



Porcupine: Orcupine

Orcupine: Orcupines were created by the magic-user Piotr Petroponius, who had an unusual speech impediment – he was unable to pronounce the letter “P”. During a Mass Polymorph spell (or a Mass Form Changing spell, as he called it) he attempted to turn an army of Hobgoblins into Porcupines. Orcupines were the end result.

Poison Porcupine: Poison Porcupines are part of the natural food chain on Garweeze Wurd. Unfortunately, anyone who eats one usually dies. These porcupines are actually highly evolved slugs, but they do enjoy cheese. They especially enjoy it when they get to eat it out of the hand of a poisoned corpse.

YIELD:

Medicinal: Poison Porcupine quills lose their effectiveness unless placed in an airtight contained or preserved with magic within one turn of the Porcupine's death. The meat of the animal is just as poisonous as the quills.

Spell Components: Nil

Hide/Trophy Items: Bracers and helmets made from porcupines can be enchanted to fire quills at the will of the wielder. Such a bracer can hold 10-40 quills and cannot be recharged; a helmet can hold 30-80 quills. Porcupine pelts are worth 100 gp each to the right buyer. A rare type of hide armor can be crafted from porcupine hides, allowing the wearer to make a single death hug attack as a Porcupine Warrior but the wearer is 10% likely to take 1-4 points of damage per round while wearing the contraption.

Treasure:

COMMON: Nil

GIANT: Nil

ORCUPINE: I

POISON: Nil

Other: Porcupine quills are excellent writing instruments.

Porcupine Warrior

DESCRIPTION: Porcupine Warriors are a race of bipedal porcupines. They are usually armed with spears and never wear armor.

COMBAT/TACTICS: During combat a Porcupine Warrior can attack with a spear and shoot 1-4 quills per round with a range of 10 feet. Each quill inflicts 1d4-2 points of damage. In lieu of that attack (and usually in desperation), it can attempt a “Death Hug”, leaping onto an opponent and sticking him with 5-20 quills. After this attack, the Porcupine Warrior can only shoot one quill per round until 24 hours have elapsed.

HABITAT/SOCIETY: Porcupine Warriors are

Porcupine Warrior

AKA: Spiny Soldier, Quill Master

HACKFACTOR: 3

EP VALUE: 65

CLIMATE/TERRAIN: Temp. to Desert

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral

NO. APPEARING: 5-40

SIZE: S (3' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 1-4 and 1

DAMAGE/ATTACK: 1d4-2 per quill and by weapon

SPECIAL ATTACKS: Death hug

SPECIAL DEFENSES: Quills

MAGIC RESISTANCE: Standard

HIT DICE: 2+3

*Porcupine Warrior*

reclusive and stick to their own kind. They sometimes keep normal porcupines as pets and guard animals. (20% of the total Porcupine Warrior population equals the number of normal porcupines and 10% of that number equals the number of special porcupines, such as Giant Porcupines and Poison Porcupines). Females are equal in number to the males, but are 1+2 Hit Die. Young are equal to 20% of the total adult male population and, until they can walk upright, they sometimes get confused with the normal porcupines.

Porcupine Warriors are not very worldly and are easily duped by evil magic-users and other creatures. They often end up guarding dungeons with no idea why they are guarding it or for whom they are guarding it. If these creatures are befriended, they often abandon their posts altogether (40% chance). They can easily be bribed with food, especially fine cheeses.

ECOLOGY: Porcupine Warriors are highly evolved porcupines that were created by the Druid Lich Allweather, shortly before his transformation to the undead. Porcupine Warriors strive for the advancement of all quilled peoples everywhere.

YIELD:

Medicinal: Porcupine Warrior taste like porcupine, only more evolved.

Spell Components: Nil

Hide/Trophy Items: A rare type of hide armor can be crafted from porcupine warrior hides. It can give the wearer the ability to make a single death hug attack as a porcupine warrior but the wearer is also 10% likely to take 1-4 points of damage each round just for wearing the contraption.

Treasure: J, K, N (Q, X in lair)

Other: Porcupine Warrior quills can be used to write scrolls.

Portal of Devouring

DESCRIPTION: Portals of Devouring resemble many magic portals to other happy realms, such as the Realm of Fairy, the Realm of Healing, the Realm of Chocolate, etc. They are actually inter-planar fiends that devour all who pass through them.

COMBAT/TACTICS: A Portal of Devouring will set itself up, usually in a dungeon that formerly had a magic portal to another realm. Very rarely (5% of the time), it will set itself up in front of a functioning portal. When a victim passes any part of its body through the portal, it will begin to be consumed at the rate of 10-60% of the victims hit points per round. Tests with inanimate objects (sticks, rocks, wood, etc.) will appear to function normally (the object goes through the portal to the other place), due to the creature's innate power to use Phantasmal Force three times per day.

However, once any living matter passes through the portal, its true nature will become evident. During combat, the creature has little maneuvering power, but it can flap its entire body to gain awkward flight. It will then attempt to land on a victim (roll to hit at -4). Victims struck in this manner are completely consumed in one round.

Portal of Devouring

AKA: Extra-Planar Eater

HACKFACTOR: 31

EP VALUE: 3,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (6' to 8' in diameter)

MOVEMENT: 3" Fly (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Illusions

MAGIC RESISTANCE: See text

HIT DICE: 10

*Portal of Devouring*

Most magic does not affect a Portal of Devouring, but a Hold Portal will freeze it in place for the duration of the spell with no saving throw. A Knock spell will cause the creature to reveal itself and a Wizard Lock or Mage Lock will freeze the creature in place until the caster decides otherwise. Additionally, if the creature is within a structure under the influence of Guards and Wards, it will be affected as if Mage Locked.

HABITAT/SOCIETY: Portals of Devouring are actually Bags of Devouring that have grown to larger size. They seek only to eat and are actually part of a large, multi-dimensional creature that exists on many planes. Inanimate objects are expelled by the creature behind it. Therefore, there will sometimes be a large treasure hoard behind it unless it is positioned in front of another magic portal. In that instance, the treasure will have gone through the other portal.

ECOLOGY: The exact ecology of these creatures cannot be understood by mere three-dimensional beings. Four dimensional sages theorize that the Portals may actually be extensions of the gawds' true forms. There is a 10% chance that one to two Bags of Devouring will be found near the portals. Additionally, there is a 5% chance the Portal is actually a Portal of Expulsion, a different kind of inter-dimensional portal that expels things rather than consumes them. Portals of Expulsion emit a hideous stench.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B

Other: Nil

Predacat

DESCRIPTION: This bipedal cat creature has midnight blue fur, yellow eyes and large claws. It has an unnatural agility and will be encountered alone 95% of the time.

COMBAT/TACTICS: Once per turn, Predacats can emit a piercing screech, doing 1-8 points of damage to all hearing creatures within a 60-foot radius.

Regardless of its speed in melee, Predacats can move for short bursts on all four legs at 24" (for four rounds, then it must rest for two). It can climb trees, cliffs and walls with a 95% chance, move silently with a 75% chance, hide in shadows with a 75% chance and even use its claws to open locks with a 5% chance. It is unknown how the cats learned this last skill.

Predacat

AKA: Felinus-Malicious, Bad Kitty

HACKFACTOR: 9

EP VALUE: 420+125 per speed class above the first.

CLIMATE/TERRAIN: Savannah to Subtropical Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: 18" or 24" (See text)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6 (See text)

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Piercing screech

SPECIAL DEFENSES: Limited thief skills

MAGIC RESISTANCE: Standard

HIT DICE: 4+2



Predacat

These creatures use a claw, claw and bite attack routine but as they have unnatural agility, they might be able to attack more than once each round with each attack form. Roll on this chart to determine the number of attacks an individual Predacat gets per round:

Roll (1d10,000)	Adjusted AC	Attacks per round
1-4200	6	one per round
4201-6800	5	three every two rounds
6801-8400	4	three every two rounds
8401-9200	3	two every round
9201-9600	2	two every round
9601-9800	1	two every round
9801-9900	0	five every two rounds
9901-9950	-1	five every two rounds
9951-9974	-2	three every round
9975-9986	-3	three every round
9987-9992	-4	three every round
9993-9995	-5	seven every two rounds
9996-9997	-6	seven every two rounds
9998	-7	four every round*
9999	-8	five every round*
10000	-9	six every round*

*Additionally, any Predacat that can attack this fast is effectively invisible during melee.

HABITAT/SOCIETY: Predacats like to line their lair with shiny things. They have precious little other hobbies. Like all felines, Predacats enjoy the pain of others. If alone with a living victim, they enjoy torturing it for hours as it screams, usually rolling it into a ball (tying it up if need be) and swatting it around the floor for several hours. Sometimes, the creature will let injured prey loose for up to four melee rounds to hunt it again.

Five percent of the time, the creature will be encountered in pairs during mating season. There is a 10% chance of 1-3 young. Each young Predacat has 20-70% of the adults abilities in terms of hit points and damage inflicting capacity.

ECOLOGY: Predacats are descended from a pregnant cougar that was force-fed multiple potions by a group of adventurers who had no other means by which to test them. Instead of exploding or dying, the crea-

ture mutated into the first Predacat. The adventurers who did this were called the Green Leopards, so Predacats now attack any creature wearing the color green in preference to other targets.

YIELD:

Medicinal: Nil

Spell Components: Using any part of the Predacat for a spell component is 40% likely to trigger a random effect on the Potion Miscibility Table B1 in the GMG).

Hide/Trophy Items: Predacat pelts are worth 15gp.

Treasure: N, R, S, U

Other: Nil

Predacious Creatures	Howler	Growler
AKA:	Screaming Beast	Snarling Fiend
HACKFACTOR:	2	6
EP VALUE:	120	650
CLIMATE/TERRAIN:	Forest, Mountains	Forest Mountains
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Packs	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	4-16	1
SIZE:	S (3' tall)	L (8' tall)
MOVEMENT:	12"	15"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Brave (14)
ARMOR CLASS:	6	5
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/1-8	5-8/5-8/5-13
SPECIAL ATTACKS:	Leap attack	Leap attack
SPECIAL DEFENSES:	Fear howl	Fear howl
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2	6

Predacious Howler/Growler

DESCRIPTION: Predacious Creatures are wolf-like bipeds that are more wolf than man. Predacious Howlers are three feet tall when they stand fully upright and they hunt in packs. Predacious Growlers are eight feet tall and violent loners that hunt on their own.

COMBAT/TACTICS: Both Howlers and Growlers take double damage from silver weapons of any kind. Note that they are NOT immune to normal weapons.

Predacious Howler: Predacious Howlers hunt in packs. They know the lay of the land within their territory (about a fifty square mile area) very well and will chase prey to dead ends, the edges of cliffs and to the entrances of bigger monster's lairs. Their distinctive howl causes fear in any creature with 4 Hit Dice or less (save vs. petrification to avoid).

Predacious Howlers can perform a special leap attack, a called shot (at -10 to hit) to the victim's carotid artery in the neck. Unarmored victims struck by this attack must make a saving throw vs. death or die in 1-6 rounds from blood loss. Armored opponents have a chance of avoiding this fate; this chance is equal to (10 minus their AC) x 5%.

Predacious Howlers fight at night and dislike fire. If fire-related attacks inflict more than five points of damage upon one of them, the pack

must make a morale check.

Predacious Growler: One in every 20 Predacious Howlers grows to be a Predacious Growler. Its size and power grow to such proportions that the rest of the pack must abandon it or starve. Predacious Howlers prefer to attack creatures taller than themselves and even giants fear them. However, they have no problems with eating anyone. They can only use their leap attack against opponents that are six feet tall or more. During combat, the creature growls with such ferocity that it causes fear in any creature with 6 Hit Dice or less (save vs. petrification at -2 to avoid).

HABITAT/SOCIETY: Predacious Howler: These creatures live with a pack mentality and follow the largest and most ferocious male. In any given pack, half will be female (equal in number to the males) and there will be an additional one to six cubs, who fight at half strength. Howlers are not opposed to leaving portions of the pack behind to die in order to save their own skins.

Predacious Growler: These monstrous Howlers are so bloodthirsty and mean, not even their own kind can stand them. Evil giants with a penchant for dangerous pets sometimes use them as guard animals, but they always attack their handlers and so will only be found as guard animals for evil giants who are also stupid.

ECOLOGY: Howlers and Growlers may be an evolutionary offshoot of Werewolves. Some sages theorize that, just as humans can mate with Werewolves and procreate, when a Werewolf is in wolf form, it can also mate and have cubs. Fortunately, these Predacious Creatures do not seem to be able to infect others with their condition.

YIELD:

Medicinal: Nil

Spell Components: Growler blood can be used to make a Circle of Protection against Werewolves. This is cast exactly as a Ward Off Evil spell with the blood as a material component. No Werewolf can enter - in any form. The Circle is immobile.



Predacious Growler

Hide/Trophy Items: The hides of these creatures are suitable for enchantment, but only of the evil sort (eg. curses).

Treasure:

HOWLER: Z (in lair)

GROWLER: I, Z (in lair)

Other: Nil

Provocator

DESCRIPTION: This creature has no form and cannot normally be seen. A Detect Magic will reveal its aura, a flickering odd-shaped ball of energy. Provocators are from the Negative Material Plane.

COMBAT/TACTICS: The presence of a Provocator causes all attack and damage rolls made within a 40-foot radius to be made at +1 (per die). It also makes monsters more likely to attack (-10 to reaction roll) and intelligent creatures extremely edgy and agitated.

Currently, there is no known, proven way to harm a Provocator, although a Dispel Magic will drive it away for at least one day. Rumors have circulated, saying that if the victim can somehow make peace with its adversary and laugh heartily, the creature will weaken and flee.

HABITAT/SOCIETY: Provocators feed off the dying life forces of creatures. They are normally encountered in the vicinity of powerful crea-

Provocator

AKA: Urger, Provocateur

HACKFACTOR: n/a

EP VALUE: n/a

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare (at best)

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: See text

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: n/a

MOVEMENT: 12"

PSIONIC ABILITY: Unknown

ATTACK/DEFENSE MODES: Unknown

MORALE: Fearless (19)

ARMOR CLASS: n/a

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: n/a

tures. When the host is slain, the Provocator follows the slayer as the new host. The Provocator always trades up.

ECOLOGY: Sages that study the Provocator are often too distracted by fist fights over minor points to finish their papers on the subject. Even Krennen the Extremely Peaceful was once heard to remark after studying a Provocator, "What are you lookin' at?!"

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Prowler Fish

DESCRIPTION: The Prowler Fish looks like a catfish, except that it has a maw of very sharp teeth, and the fact that it is 50 to 80 feet long. These creatures are so large and voracious they have been known to swallow whole water buffalo, small dragons, extremely obese clerics, Giant Beavers, Ogres and even young Giants.

COMBAT/TACTICS: Prowler Fish lurk in the shallows, flatten themselves against the bottom and suddenly leap upon anything in range that is shorter than 12 feet tall. On any hit, the Prowler Fish swallows its prey whole – the prey takes 2-16 points of damage per round inside the beastly fish. Additionally, those who must breathe to survive suffocate in six rounds. All organic material is dissolved in six melee rounds regardless of the creature's hit points. Those protected by armor may survive longer – if their armor makes a successful saving throw versus acid for each round of exposure. Such individuals will still take the 2-16 points of damage per round.

A swallowed creature may attack the Prowler Fish from the inside in an attempt to break free. The inside of the fish has AC 10. A victim trapped inside must inflict 50% of the creature's starting hit points in order to break free.

The creature can overturn ships the size of galleys. Hacking weapons slide off the outside of the Prowler Fish's body and only inflict one point of damage per hit, while crushing and puncturing weapons do their normal damage. Fire inflicts only half damage against the Prowler Fish, unless the fire is somehow delivered internally.

HABITAT/SOCIETY: Prowler Fish live anywhere there is an abundance of food. They are loners from hatching. Fishermen that spot a Prowler Fish once will never see one again in their lifetime.

Prowler Fish

AKA: The One That Got Away

HACKFACTOR: 29

EP VALUE: 9,500

CLIMATE/TERRAIN: Deep fresh or salt water

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (50' to 80' long)

MOVEMENT: 18" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3 (head) 5 (body)

NO. OF ATTACKS: 1

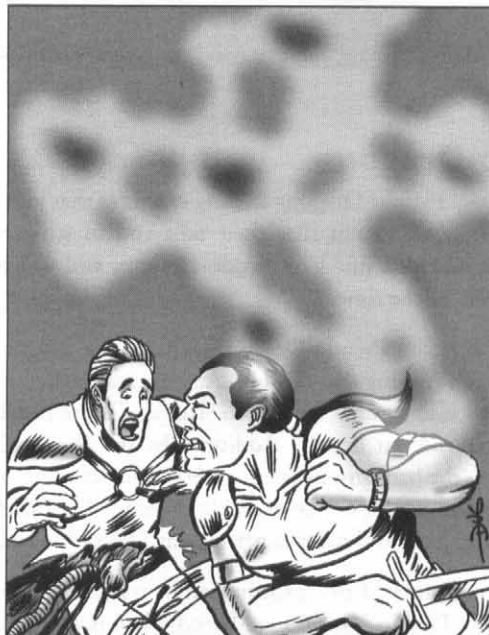
DAMAGE/ATTACK: 7-28

SPECIAL ATTACKS: Swallows whole

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 18+18



Provocator



Prowler Fish

ECOLOGY: Prowler Fish enjoy prowling depths of all sorts. Other than the ability to move freely between both fresh and salt water, they act as normal fish. They spawn every other year and take 18 months to grow to full size, but many young are eaten. Young Prowler Fish start with 1+1 Hit Die and can inflict 1-4 points of damage with a bite. They gain 1+1 Hit Die each month and an additional 1-4 points of damage with their bite with each 3 full Hit Dice. At 9+9 Hit Dice they are 25-30 feet long and can begin to swallow some creatures whole (up to man-sized). Only fully mature Prowler Fish go after bigger prey.

YIELD:

Medicinal: Prowler Fish taste like very gamey catfish.

Spell Components: Nil

Hide/Trophy Items: A mounted Prowler Fish would be a unique trophy that could command a price of 2,000 gp.

Treasure: Qx2, The gullet of a Prowler Fish will contain indigestible items such as gems and crystal. 10% chance of a magic item made of crystal or some other indigestible material.

Other: Nil

Prying Silverfish

DESCRIPTION: Prying Silverfish are silver fish with an overextended lower jaw. This jaw is ideal for prying wood apart and pulling nails out of wood. The fish also uses it to pry apart clams and push aside rocks to get at lichen, mold and fungus growing on wet wooden ships.



Prying Silverfish

COMBAT/TACTICS: Prying Silverfish will attack boats because they love to feed on the moldy glue in between the boards used in most ship construction. Unless the PCs have a boat built with non-organic glue (3% chance if not specifically stated otherwise) the fish will pry the boards apart to get at the mold that grows between the boards. They will ignore sinking and drowning PCs unless attacked.

HABITAT/SOCIETY: Prying Silverfish live just like normal fish until a boat comes into view. They then lash out in a feeding frenzy and are each capable of doing one structural point of damage to a hull every three rounds. Ships of galley size or larger are immune to their attacks so long as the vessel has better than 70% of its structural points.

Fresh water predators often shadow these fish because they know that meals often fill the water once the Prying Silverfish has done its work.

ECOLOGY: Prying Silverfish live and die just like trout or any other fresh water fish. If no boats are available, they will feed on rock mold and clams but they don't like them very much.

YIELD:

Medicinal: Prying Silverfish taste like very bland tuna and smell almost as bad.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: A Prying Silverfish's lower jaw can be used as a makeshift crowbar to open crates, remove nails and pry apart boards.

Prying Silverfish

AKA: Crowbar Cod, Boat Defilers

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Any Fresh Water

FREQUENCY: Uncommon

ORGANIZATION: Schools

ACTIVITY CYCLE: Any

DIET: See text

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 2-20

SIZE: S (2' to 3' long)

MOVEMENT: 15" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1/2

Pseudo-Dragon

DESCRIPTION: Pseudo-Dragons are tiny creatures that look like miniature Red Dragons, except that their tails end in stingers. Pseudo-Pseudo-Dragons look just like Pseudo-Dragons and will be mistaken for them 99% of the time.

COMBAT/TACTICS: **Pseudo-Dragon:** These fake dragons can sting with their tails, striking at +4 to-hit. Any creature struck must save vs. poison or fall into a coma for one to six days. There is a 25% chance such a coma ends in death. Additionally, the Pseudo-Dragon can blend in with the background, with an 80% chance of becoming invisible to creatures unable to see invisible objects. They themselves can see invisible objects as if using a permanent Detect Invisibility spell.

The magic resistance of this creature can be transmitted to a companion by touch. Pseudo-Dragons are friendly and non-aggressive.

Pseudo-Dragon	Common	Pseudo-Pseudo-Dragon
AKA:	False Wyrm	False Wyrm Imposter
HACKFACTOR:	5	5
EP VALUE:	420	425
CLIMATE/TERRAIN:	--- Any Non-Tropical or Non-Arctic ---	
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
ALIGNMENT:	Neutral (Good)	Neutral (Evil)
NO. APPEARING:	1	1
SIZE:	T (1.5' long)	T (1.5' long)
MOVEMENT:	6", 24" Fly (B)	6", 24" Fly (B)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Courageous (13)
ARMOR CLASS:	2	2
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d4-1	1d4-1
SPECIAL ATTACKS:	Poison	Poison
SPECIAL DEFENSES:	Chameleon power	Chameleon power
MAGIC RESISTANCE:	35%	35%
HIT DICE:	2	2

Pseudo-Pseudo-Dragon: Pseudo-Pseudo-Dragons look just like Pseudo-Dragons, but they're not. They are twisted and evil. They have the same powers, although there is 100% chance the victim will die while in a coma, because the Pseudo-Pseudo-Dragon will be sure to finish it off. The Pseudo-Pseudo-Dragon does not like to be touched and is 30% likely to attack anything or anyone who touches it.

HABITAT/SOCIETY: Pseudo-Dragon: These creatures can communicate with any intelligent creature within 240 yards via a limited form of telepathy. They make excellent companions for good magic-users and often become life-long friends, frequently being sought as familiars because of their magic resistance and friendly nature. Like real dragons, they enjoy collecting a hoard of shiny objects.



Pseudo-Dragon

Pseudo-Pseudo-Dragon: These creatures can also communicate with any intelligent creature within a 240-yard radius, but usually won't. They are complete jerks and must be enslaved by evil magic-users to provide magic resistance. They often pose as Pseudo-Dragons (but they are not Pseudo-Dragons) and then turn on their "friends", striking just after opportunity does.

Like real dragons (mostly the evil ones), these false wyrms like killing people and enjoy taking their money.

ECOLOGY: Pseudo-Dragons and Pseudo-Pseudo-Dragons are born from eggs as are real dragons, although they are not. The Pseudo-Pseudo-Dragons may have been created when an adventurer decided to test a Helm of Opposite Alignment on his familiar. Wary (and thorough) PCs will attack both types of creatures just to be safe.

YIELD:

Medicinal: Pseudo-Dragon steaks are delicious. In a blind taste test, even culinary experts thought Pseudo-Pseudo-Dragon steaks tasted remarkably similar to the finest dragon meat.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q x 10

Other: Pseudo-Dragon and Pseudo-Pseudo-Dragon blood can be used to make ink for scribing Scrolls of Protection from Magic. One creature provides enough ink for a single vial.

Pseudo-Undead

DESCRIPTION: Pseudo-Undead are creatures that look like undead, but aren't. They are, in fact, an extremely ugly race of human, each of whom merely resembles some type of undead creature. They are sometimes encountered in large, Pseudo-Undead armies with creatures such as Adherer Mummies and Faux Liches. They have few actual powers, although a small number of them (about 1%) possess psionics. If caught unprepared, they can be found wielding weapons, eating mutton and/or drinking mead.

COMBAT/TACTICS: Pseudo-Ghoul: These creatures have the claws and fangs of a Ghoul, but not the paralyzation touch. Typically, they are not cannibals, but they carry a bag of bones and 20% of the time, fake rotting limbs. Pseudo-Ghouls rely on their claw attacks, but 25% of them use daggers tipped with a paralyzing poison remarkably similar to that of real Ghouls.

Pseudo-Ghast: Pseudo-Ghasts have the stench power of the true Ghasts and they are immune to it (other Pseudo-Undead are not). Victims within 10 feet of the thing must save vs. poison or suffer -2 to hit for as long as they are in the radius and for 1-4 rounds afterward. Pseudo-Ghasts rely more heavily on their abilities and sometimes actually lead groups of Pseudo-Undead.

Pseudo-Wight: The Pseudo-Wight is actually one of the weakest of the Pseudo-Undead. 75% will be wearing extra armor and all carry 1-4 melee weapons of random type. They have no special abilities.

Pseudo-Wraith: Although these creatures appear to be floating, it is an illusion. Pseudo-Wraiths can move silently 75% of the time. Because of their illusionary facade, weapons hidden on their person go unnoticed 85% of the time. Pseudo-Wraiths avoid sunlight, not because it harms them, but because 95% of the time it reveals the illusion.

Pseudo-Undead	Pseudo-Ghoul	Pseudo-Ghast	Pseudo-Wight	Pseudo-Wraith	Pseudo-Specter
AKA:	Ghoulman	Ghastman	Wightman	Wraithman	Specterman
HACKFACTOR:	2	6	3	5	9
EP VALUE:	125	175	125	175	420
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Uncommon	Uncommon	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Gangs	Gangs	Gangs	Gangs	Gangs
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low to Avg. (5-10)	Low to Avg. (5-10)	Low to Avg. (5-10)	Low to Avg. (5-10)	Low to Avg. (5-10)
ALIGNMENT:	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil
NO. APPEARING:	2-24	1-4	2-16	2-12	1-6
SIZE:	M (6' tall)	M (6' tall)	M (4' to 7')	M (6' tall)	M (6' tall)
MOVEMENT:	9"	15"	12"	12"	15"
PSIONIC ABILITY:	Possible	Possible	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Possible	Possible	Possible	Possible	Possible
MORALE:	Pliant (10)	Brave (14)	Average (11)	Average (11)	Brave (14)
ARMOR CLASS:	6	4	5	4	2
NO. OF ATTACKS:	3	3	1	1	1
DAMAGE/ATTACK:	1d4-1/1d4-1/1-6	1d4-1/1d4-1/1-6	1-4	1-6	1-8
SPECIAL ATTACKS:	Nil	Stench	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	2	4	4+3	5+3	7+3

Pseudo-Specter: Much like the Pseudo-Wraith, the Pseudo-Specter appears to be floating and transparent. It can move silently 85% of the time. They sheathe their weapons on their backs because even though they appear transparent, they are not and the weapons will not be seen. Pseudo-Specters like to fight with two hacking weapons simultaneously. They effectively have a 15 Dexterity, so they fight with no penalty for the main weapon and -2 with the off-hand.

HABITAT/SOCIETY: With a little make-up and the right lighting conditions, Pseudo-Undead can make themselves look passably human. They often do this to come to town and spend their money on ale and prostitutes.

Pseudo-Ghoul: Pseudo-Ghouls often work with bandits posing as clerics. The bandits pretend to turn the Ghouls and save a group of travelers or PCs. If the PCs reward the cleric monetarily, the band will be on their way. If the PCs do not reward them, they will demand payment or the "Ghouls" will get them. When not posing as the undead,



Pseudo-Ghoul

Pseudo-Ghouls can be found fishing and picking their crooked teeth.

Pseudo-Ghast: Pseudo-Ghasts attack just like normal Ghasts, except they will usually incapacitate victims and rob them. Pseudo-Ghasts like to use their money to buy perfumes to cover their awful stench. (So far, this has never happened.)

Pseudo-Wight: 25% of all Pseudo-Wights shave their heads, put on make-up and clothes and

mix free amongst human society. In Pseudo-Undead organizations, they are often used as the go-betweens to the nearest towns. They often know inhabited areas better than their brethren.

Pseudo-Wraith: Pseudo-Wraiths are difficult to work with and other Pseudo-Undead complain about them behind their backs. Most are whiny complainers that are the first to flee when an ambush goes bad. They have no problems blaming their companions if they are captured and will willingly surrender information to save their pathetic lives.

Pseudo-Specter: These creatures are violent and like to attack. Unfortunately, most of them are under the mistaken impression that Specters are the same way. Pseudo-Specters are bullies and they like to spill the drinks of tavern customers, then reveal their "true" nature. Most Pseudo-Specters consider themselves ladies' men, even though most have never been with a female without paying for it.

ECOLOGY: Pseudo-Undead are rumored to be descendants of a group of humans that were Polymorphed by an evil magic-user. To delay a group of adventurers from reaching his castle, the magic-user Polymorphed the inhabitants of a nearby village to look like undead creatures. It is rumored that this spellcaster was eventually imprisoned in a crystal, but never died. His spell could not be undone, so the villagers tried to go on with their lives. They were eventually ostracized and alienated by surrounding communities. After generations, the survivors took refuge amongst Garweeze World's outcasts. Bandits all over Garweeze World work with Pseudo-Undead as allies, since their powers can help the bandits to fleece their victims more quickly.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: A

Other: Nil

Pseudo-Vampire

DESCRIPTION: Pseudo-Vampires are part of a vampire cult. Most are willing participants, while others were turned into Pseudo-Vampires through combat. Like true vampires, Pseudo-Vampires appear pale and withered when they haven't fed, but will appear to be a normal human, demi-human or humanoid after feeding.

Cult members usually dress in warrior garb. When expressing their allegiance with the Pseudo-Vampire cult known as the Brotherhood of Blood, they will be dressed in white, black and blood red clothes and prominently wear a fanged skull amulet (made from any metal but silver); the symbol of the brotherhood.

COMBAT/TACTICS: Pseudo-Vampires share common traits and weaknesses. The longer they go without human blood, the more pale and feral their appearance. Pseudo-Vampires that have gone a week or more without blood lose their regeneration abilities and have only 75% of their total hit points. If they go a month or more without human blood, they begin to rot and wither. They will be at 50% of their total hit points and will enter a state of hibernation until a suitable victim comes within 60 feet. It takes 1-3 rounds to awaken from hibernation and the Pseudo-Vampire immediately enters into a Blood Rage.

Should human blood be available while the Pseudo-Vampire is in either of these states, he will Blood Rage. While in Blood Rage, the Pseudo-Vampire must attack the nearest human or demi-human and attempt to drink his blood. The creature temporarily gains +4 to strength and initiative and double damage to all bites. For every 2 points of damage the monster inflicts, it regenerates 1 hit point (not exceeding its total). Once total hit points have been regenerated, the Pseudo-Vampire ceases the Blood Rage and regains its healing abilities.

The grip of a feeding Pseudo-Vampire is difficult to break. Anyone successfully attacked by one of these bloodsuckers strikes at -2 to-hit, unless they spend an action breaking the creature's grip.

Pseudo-Vampires can tolerate exposure to sunlight, although they prefer darkness. A wooden or silver stake driven through the creature's heart will incapacitate it until the stake is removed, providing the total hit points are not reduced to 0 when the stake is driven into the creature. Pseudo-Vampires recover from stake wounds in 1-8 rounds. Should a Pseudo-Vampire take enough damage from silver or magic weapons to reduce its hit points to 0, it must make a Constitution check (15 or under on a d20). If this succeeds, the creature regenerates 1 hit point per day, otherwise it is dead forever.

Pseudo-Vampires lose one third of their hit points when immersed in running water. After 3 rounds, the creature dissolves away, forever dead. Holy water does 1-6 points of damage per vial.

In sunlight, Pseudo-Vampires cannot heal damage and lose all bonuses to initiative and attack. They lose 1 hit point per round of exposure and cannot heal damage for 1 hour after being exposed to the sun. Pseudo-Vampires suffer additional penalties in the sunlight according to their power. It is rumored that some Pseudo-Vampires have developed magic items to protect themselves from sunlight and can operate at peak efficiency so long as these magic items are on their person.

Pseudo-Vampire	Least	Lesser	Greater	Lord
AKA:	Thrall	Lackey	Minion	Sharjani
HACKFACTOR:	9	22	34	50
EP VALUE:	420	650	1400	3000
CLIMATE/TERRAIN:	Any Dark	Any Dark	Any Dark	Any Dark
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Cult	Cult	Cult	Cult
ACTIVITY CYCLE:	Night	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	3 to 18	6 to 18	12 to 18	18 to 20
ALIGNMENT:	Non-good	Non-good	Any Evil	Chaotic Evil
NO. APPEARING:	2-12	1-8	1-2	1
SIZE:	M	M	M	M
MOVEMENT:	12"	12"	13"	14"
PSIONIC ABILITY:	Possible	Possible	Possible	Possible
ATTACK/DEFENSE MODES:	Possible	Possible	Possible	Possible
MORALE:	Brave (14)	Daring (15)	Foolhardy (16)	Defiant (17)
ARMOR CLASS:	7	5	3	1
NO. OF ATTACKS:	1	1	1	3
DAMAGE/ATTACK:	1-3	1-4	1-6	1-2/1-2/1-8
SPECIAL ATTACKS:	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text
MAGIC RESISTANCE:	See text	See text	See text	See text
HIT DICE:	4	5+1	6+1	7+2

Least Pseudo-Vampire: Least Pseudo-Vampires receive a +3 AC bonus, a bite attack, Blood Rage and the weaknesses described above. They only regenerate 1 hit point every other round and only while feeding on human blood. They have 60-foot infravision and receive +4 on all saving throws.

Least Pseudo-Vampires look the most human, even when weakened or while standing in direct sunlight. Their fangs are only noticeable during a Blood Rage. Even when losing hit points in the direct sunlight, the creatures appear to be 90% human, demi-human or humanoid. Least Pseudo-Vampires receive -1 on initiative rolls in direct sunlight.



Lesser Pseudo-Vampire (aka: Lackey)

They are most often employed as daytime guards and go-betweens. Least Pseudo-Vampires receive a 10% experience point penalty.

Lesser Pseudo-Vampires: Pseudo-Vampire Lackeys have the same abilities as Pseudo-Vampire Thralls, except the AC bonus is 5. There is also a 20% chance per bite, plus 5% per bite after, that a bitten victim will become paralyzed (saving throw vs. paralyzation). Anyone drained to 0 hit points by a Pseudo-Vampire attack must make a System Shock check at 50% the normal roll, minus the amount of damage done to the victim by the Pseudo-Vampire. Victims who miss the roll rise immediately as a Least Pseudo-Vampire.

Lesser Pseudo-Vampires are immune to sleep, poison, paralysis and mind-influencing spells, except for those cast by a Greater Pseudo-Vampire or Pseudo-Vampire Lord. Lesser Pseudo-Vampires get -2 to saving throws vs. spells cast by Lords. All other saving throws are made at +4 and the Lesser Pseudo-Vampires gets +2 to Strength and Constitution scores. These creatures receive -2 on initiative rolls in direct sunlight. They can regenerate 1 hit point per round.

Greater Pseudo-Vampires: These Pseudo-Vampires have an additional 2 AC bonus and have double the chances of infecting a victim through a bite. They also can Spider Climb at will and receive -4 on initiative rolls in direct sunlight. Greater Pseudo-Vampires regenerate 2 hit points per round.

Pseudo-Vampire Lord: A Pseudo-Vampire Lord can Fly at will, in addition to all the powers of the lesser Pseudo-Vampires. He gets two claw attacks and has a triple chance of infecting a victim bitten. Lords are 50% resistant to cold and electrical attacks. They regenerate 3 hit points per round and suffer no ill-effects due to pain. In full sunlight, a Pseudo-Vampire Lord can do nothing but move out of the sunlight in the most direct route possible.

HABITAT/SOCIETY: Pseudo-Vampires are created by the ancient cult known as the Brotherhood of Blood. Legends tell us that these minions were created the cult so that a supernatural vampire monarch could rule a conquered kingdom in the night as well as the day. This vampire monarch himself is said to reside in a place so secret and terrible that none have survived to tell of its location. The Pseudo-Vampire Lords are considered demi-gawds by their followers. Pseudo-Vampires like to invite victims for overnight stays in the decaying luxury of their gloomy castles. Pseudo-Vampire Lords always adopt the title of "Count" even if they never had the title in life.

ECOLOGY: In times of crisis, Pseudo-Vampires may drink the blood of lower ranked Pseudo-Vampires to sate their Blood Rage. Blood of equal or higher ranked Pseudo-Vampires acts as poison, causing 1-4 points of damage per point of blood drained.

Least Pseudo-Vampires can be created through bites or the partaking of a special Blood Ceremony. This ceremony involves drinking a mixture of an elder Lord's blood and that of a select group of high-ranking Pseudo-Vampires. Lesser, Greater and Pseudo-Vampire Lords must be created in a similar ceremony using a Pseudo-Vampire of one level lower and a mixture of blood from everyone higher. Lords are said to drink the blood of the ancient vampire himself.

Any human, demi-human or humanoid can attempt to become a Pseudo-Vampire. However, upon drinking during the Blood Ceremony, the victim must make a saving throw vs. magic with the following modifiers: -2 for chaotic neutral or neutral evil, -4 for chaotic

good or lawful evil, -6 for neutral good or lawful neutral and -8 for lawful good. Victims failing their save are permanently dead. Only a Wish spell or a gawd can bring a character back to life. In the ceremony for Greater Pseudo-Vampires or Pseudo-Vampire Lords, the saves are made at an additional -2 and -4 and only a gawd can bring the character back to life. PCs who wish to become a Pseudo-Vampire can continue to rise in experience, but suffer the following penalties: 10% (Least), 20% (Lesser or Greater) and 50% (Lord). Pseudo-Vampires cannot be turned by clerics.

YIELD:

Medicinal: Anyone foolish enough to drink Pseudo-Vampire blood deserves their fate.

Spell Components: It is rumored that the blood of a powerful Pseudo-Vampire can be used to make protective magic circles against them.

Hide/Trophy Items: Nil

Treasure: 50% of U (Least), U (Lesser), Z (Greater), B, E (Lord)
Ignore all silver results under treasure for Sharjani.

Other: Nil

Pudding, Black

DESCRIPTION: Black Puddings are black, amorphous creatures composed of very large cells. They have no bones, can flow under openings as little as one inch high and travel equally well on walls, floors or ceilings. They sometimes are colored chocolate brown, off-white vanilla or pistachio green.

COMBAT/TACTICS: If chopped, struck or hit by lightning, the creature splits into two separate creatures with half the hit points and twice the hunger. Cold and acid does not affect a Black Pudding, but they avoid fire as it causes full damage.

Using their dissolving saliva, Black Puddings ooze on whatever they want to eat. Given enough time, a Black Pudding can dissolve anything other than stone, mithril or adamantite. Typical rates for dissolving material are as follows:

Substance	Time
2" of wood	One round
4" of bone or ivory	One round
6" of light wood	One round
12" of sack cloth	One round
chain mail	One round*
plate mail	Two rounds*

(*add one round for each plus on magic armor)

Pudding, Black

AKA: Jelocus-pudinlum, Black Blob

HACKFACTOR: 24

EP VALUE: 5,000

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Scavenger

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

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

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-24

SPECIAL ATTACKS: Dissolve wood/metal

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 10



Black Pudding

HABITAT/SOCIETY: Black Puddings are scavengers and hunters, wandering subterranean places in search of food. Their territories are often spotless, as they have absorbed all the debris in their path. Dungeon keepers obtain at least one Black Pudding to keep the place clean.

ECOLOGY: Black Puddings reproduce by osmosis and combat. Their saliva does not affect stone or glass. Black Puddings are non-intelligent, non-verbal and not opinionated. Their reply to open discourse is to lunge in the direction the sound is coming from, hoping to eat the questioner before anyone realizes that they had no ready reply.

YIELD:

Medicinal: Distilled Black Pudding saliva can remove warts.

Spell Components: A piece of the Pudding is perfect for a Wood Shape spell. The saliva is excellent for tanning leather for enchanted items, especially armor. Leather armor constructed with Black Pudding-tanned material has a 10% chance of being immune to acid attacks. Dead Black Puddings fetch 100-400 gp from magic-users and a live Black Pudding can fetch 1000-4000 gp, provided the hunter has a means of holding the creature.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Pudding, Deadly

DESCRIPTION: Deadly Puddings resemble large blobs of fast-moving quicksilver. They eat through any type of metal and will always be encountered underground.

COMBAT/TACTICS: Victims struck by a Deadly Pudding suffer no damage from its strike. However, the creature is quick and will strike twice against the PC with the largest amount of metal on his person (usually metal armor).

Metal struck by a Deadly Pudding must save versus acid at -2. If the metal makes its save, the creature will attempt to consume something

else. Should the metal fail its save, the metal is consumed and the reaction releases a poisonous gas in a 10-foot radius. All living creatures in the radius must save vs. poison or suffer 3-18 points of damage as lungs and exposed skin burn. Those who fail this save also pass out for 1-6 rounds (minus the victim's Constitution bonus to save vs. poison, if any – see PHB Table 1C). Victims that make their save suffer 1-6 points of damage from the burning fumes.

Any spells that affect metal will certainly affect a Deadly Pudding. Heat Metal and similar spells cause it double damage (no save), but its touch then does the normal amount of (per round) damage to anyone it touches.

HABITAT/SOCIETY: Deadly Puddings are non-intelligent and spend most of their time underground. They are attracted to large amounts of noise, movement or metal. Within a 100-foot radius, they can “sense metal” in quantities of ten pounds or more.

Deadly Puddings can move quite fast and have been known to strip an armory bare in a matter of hours.

ECOLOGY: Deadly Puddings are highly toxic and leave behind a trail of industrial sludge as they move. Any normal plants exposed to this toxin will die. Druids will attempt to direct these Puddings back into the subterranean pits. Anything or anyone that touches the creature will be coated with the deadly sludge.

Pudding, Deadly

AKA: Quicksilver Pudding

HACKFACTOR: 20

EP VALUE: 1,400

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Metalivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (5' around)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Poison gas

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 8



Deadly Pudding

YIELD:

Medicinal: Eating any amount of a Deadly Pudding will kill the consumer instantly.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Alchemist sometimes use portions of Deadly Puddings in their experiments and many will pay 100-800 gp per corpse.

Purple Death Bloom

DESCRIPTION: Purple Death Blooms resemble branchless trees with giant purple flowers at the top. These flowers droop so they hang about four feet off the ground.

COMBAT/TACTICS: The entire inside of the flower is poisonous and this poison drips to the ground beneath the hanging petals. Anyone walking near or under the flower has a 25% chance of touching the poison. Victims must save vs. poison or die immediately, falling to the base of the plant and rotting at its roots.

HABITAT/SOCIETY: Purple Death Blooms are all about procreation. They have no art, no culture, no political systems, no economic bases, no

Purple Death Bloom

AKA: Violet of Doom, Twilight Plant

HACKFACTOR: 3

EP VALUE: 175

CLIMATE/TERRAIN: Temp. to Tropical

FREQUENCY: Very Rare

ORGANIZATION: Groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-5

SIZE: L (8' to 12' tall)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8

NO. OF ATTACKS: See text

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+8

military, no art scene, no festivals, no Giant Beaver farms, no religious holidays, no families and no guilt. Most Purple Death Blooms are happier than humans.

ECOLOGY: Purple Death Blooms can be grown in nearly any temperate or tropical soil, although they don't like too much sun. Magic-users often grow these awful blooms near the entrances of their lairs or in their tower gardens and have Quaggoths tend to them.

YIELD:

Medicinal: The poison from the Purple Death Bloom must be kept in an air-tight container within one hour of harvesting or it will evaporate. If salvaged after that hour, victims save at +2. In either case, the poison becomes useless after 7-14 days.

Spell Components: Purple Death Bloom petals can be used in lieu of other material components for a Death Spell with only a 20% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Purple Death Bloom seeds can only be harvested in the early days of spring.

Purple Gilly

DESCRIPTION: Purple Gillies are large purple flowers that grow to two to four feet tall. Distantly related to the common sunflower, the concave bloom is actually a receptacle for spores that grow exclusively on the flower's pollen.

COMBAT/TACTICS: When a warm-blooded animal gets within three feet of a blossoming flower, it fires a patch of spores in the direction of the warmth. All those within a 10-foot radius must save vs. poison or become infected.

The spores produce an insidious, euphoric feeling that everything is right in the world, no matter what the current circumstances. Additionally, the unfortunate victim will feel nothing but love and good will toward the first living being that he sees. (not necessarily romantic love – it could be the special kind of love that exists between a knight and his horse or even the love of a man for a fine cigar.)

Victims want nothing more than to settle down near the bloom, build a sweet little cottage, start a family and care for the flowers the rest of their lives. There is a base 20% chance that three to eight victims is living happily together within 30 yards of the plants.

The spores can be removed with a Neutralize Poison spell, but the victim will not willingly submit to the spell unless it is a matter of life or

Purple Gilly

AKA: Inhibition Bulb, Love Bloom

HACKFACTOR: 2

EP VALUE: 35

CLIMATE/TERRAIN: Any Mountains

FREQUENCY: Very Rare

ORGANIZATION: Grove

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-16

SIZE: S (2' to 4' tall)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: Spores

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 2



Purple Death Bloom



Purple Gilly

death. Other spells that affect plants will affect the spores. Elves, half-elves and gnomes get +2 on their saving throws against the spores.

HABITAT/SOCIETY: It is said that the Purple Gilly is a secret ingredient in the manufacture of Fairy Dust. If this is true, the fairies aren't talking. All true fairie-kin (Pixies, Fairies, Sprites, Leprechauns, etc.) seem to be immune to the plant's affects.

ECOLOGY: Except for the spores, Purple Gillies are harmless. Under extremely controlled conditions, the plants can be raised without the mold. Attempts to grow the mold without the Purple Gilly pollen have failed – although those conducting the experiments swear they experienced euphoric results.

YIELD:

Medicinal: Nil

Spell Components: Purple Gilly petals can be used in lieu of other material components in Charm spells. For those Charm spells that do not require a material component, saving throws will be made with a -1 penalty and this only results in a 3% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Pyro Snake

DESCRIPTION: Pyro Snakes appear as legless reptiles colored blood red to orange, but are in fact creatures from the Elemental Plane of Fire. They will always be found in a fire when on the Prime Material Plane.

COMBAT/TACTICS: Pyro Snakes surprise their victims 6 times in 10. Their bite contains a weak form of venom that forces a victim to make a save vs. poison or be paralyzed for two to eight turns. Their bite itself

inflicts 1-4 points of damage and will ignite any flammable materials such as paper, leather and skin.

Pyro Snakes take double damage from cold attacks.

HABITAT/SOCIETY: On the Prime Material Plane, Pyro Snakes always stay with their fires. They are usually only encountered in large, long-term fires. If the fire is somehow extinguished, the Pyro Snake will move to the next nearest fire or attempt to ignite a new one. If, for some reason, the creature cannot find a fire within one turn, it dies.

ECOLOGY: Fire Snakes like to collect gems and scrolls.

Unfortunately, they very rarely get to read the scrolls, since they burst into flame upon contact. If not for this handicap, Pyro Snakes might be extremely smart and learned. Their gems are very hot until removed from the flames, but they are usually not destroyed.

Pyro Snake

AKA: Fire Serpent, Singe Viper

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Fire

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Fire

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (2' to 3' long)

MOVEMENT: 4"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 + paralyzation

SPECIAL ATTACKS: Paralyzation

SPECIAL DEFENSES: Fire immunity

MAGIC RESISTANCE: Standard

HIT DICE: 2

YIELD:

Medicinal: Pyro Snake meat is already cooked and can be eaten as soon as the snake stops moving. It is extremely spicy and is 80% likely to cause heartburn.

Spell Components: The scales of Pyro Snakes can be used in lieu of other material components for fire-based spells. Such spells



Pyro Snake

inflict +1 point of damage per die but take two extra segments to cast and only add a 5% chance of spell mishap.

Hide/Trophy Items: Pyro Snake hide can be used to make excellent gauntlets that are ideal for enchantment up to +5 and completely immune to fire.

Treasure: Q

Other: Pyro Snakes are worth 50 gp dead and 200 gp alive.

Quaggoth

DESCRIPTION: Quaggoths are bear-like bipeds with long, shaggy white hair covering their entire bodies. They stalk the NetherDeep's subterranean caves hunting for prey. They are armed with claws or stone axes. Quaggoth that have been enslaved by the drow carry steel battle axes and two-handed swords.

Quaggoth Jalds are the leaders of their kind; they are slightly larger than Common Quaggoth and always wear at least some fine leather armor. Thonots serve as the Quaggoth shamans (clerics) who often wear colorful feathers, leaves and a lot of crudely-crafted bone jewelry.

COMBAT/TACTICS: Quaggoths are immune to all poisons.

Common Quaggoths: 70% of Common Quaggoths carry no weapons and use their claws in battle. The remaining Quaggoths carry stone clubs or axes. If a Quaggoth is reduced to 25% of its maximum hit points, it enters a berserk frenzy that grants it +2 to hit and damage. The rage lasts until all its opponents or the Quaggoth is dead.

Jald: For every 12 Quaggoths there is a Jald. Jalds gain +1 damage due to Strength and will direct battles with uncanny efficiency despite their limited intellects.

Thonot: These creatures have the following psionic abilities:

Psychokinesis: Science: Telekinesis; Devotions: Control Flames, Molecular Agitation

Psychometabolism: Science: Shadow Form Devotions: Cell Adjustment, Expansion, Reduction

The Thonots use these abilities to heal other Quaggoths and attack their enemies.

HABITAT/SOCIETY: Quaggoths are fearless nomadic hunters. Females are equal in strength and number to the males. There will be one Quaggoth young for every adult. Young are 1+1 Hit Die and AC 6. If Quaggoths win a battle, they take all the bodies of their victims back to their lair for feasting.

Quaggoth Thonots control the religious life of the Quaggoths. There are numerous rituals for every aspect of their everyday lives such as daily hunting, coming of age and death. Quaggoths mate year round and are sometimes (30% chance) "engaged" if surprised on their own turf. Quaggoths are a very happy, if primitive, people.

Quaggoth	Common	Jald	Thonot
AKA:	Shag Demons	Shag Berserkers	Shag Shamans
HACKFACTOR:	1	3	4
EP VALUE:	175	270	1400
CLIMATE/TERRAIN:	Subterranean Caves	Subterranean Caves	Subterranean Caves
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Tribal	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	2-24	1-2	1-2
SIZE:	L (7'+ tall)	L (7'+ tall)	L (7'+ tall)
MOVEMENT:	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	50 PSPs
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	C/G
			3rd level psionicist
			Dis/Sci/Dev 2/2/5
MORALE:	Daring (15)	Foolhardy (16)	Foolhardy (16)
ARMOR CLASS:	6	5	6
NO. OF ATTACKS:	2 or 1	2 or 1	2 or 1
DAMAGE/ATTACK:	1-4/1-4 or by weapon	1-4/1-4 or by weapon	1-4/1-4 or by weapon
SPECIAL ATTACKS:	Berserk rage	Berserk rage	Berserk rage
SPECIAL DEFENSES:	Immune to poison	Immune to poison	Immune to poison
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	2+2	3+3	2+2

For reasons that are unclear at the moment, Quaggoths hate surface dwarves and elves and will attack them on sight. They produce few items, but some can make necklaces of wood, bone or stone beads.

ECOLOGY: Quaggoths are very savage, but the drow often capture the young to raise them as good slaves. Very few escape back to their tribes, but those that don't are highly loyal to the drow if fed regularly. Because of their poison immunity, drow employ Quaggoths as "Spider Wranglers" to keep their pets and guards in line.



Common Quaggoths

Some sages believe the Quaggoths are a race of humans that forgot to shave. They were then punished by their gawd for their slovenly ways.

YIELD:

Medicinal: Nil

Spell Components: Quaggoth eyes can be used in lieu of other material components to cast an Infravision spell that takes only five segments to cast, though the range is only 30 feet.

Hide/Trophy Items: Quaggoth hide can be used to make fashionable jackers.

Treasure: O, R (in lair only)

Other: Nil

Quarrel Mite

DESCRIPTION: Quarrel Mites are flea-like insects and appear as nothing more than black dots to the naked eye. They infest quivers, bows, arrows, bolts, quarrels and ballistae loads.

COMBAT/TACTICS: These creatures are too small to attack anything larger than themselves. Instead, they feed upon the dead cellulose in the wood of missile weapons. Quarrel Mites are attracted to these specific types of wooden items because of a very common glue used by most fletchers across Garweeze Wurld.

Once an archer's equipment is infested with Quarrel Mites, each Mite weakens one projectile so that it is at -1 to-hit and to damage per day, cumulative. Only one Mite can weaken a single arrow or bolt at a time. Five Mites are required to weaken a ballistae load. Eventually, the creatures will move on to bows. Once infested, the bow has a 5% chance of snapping when pulled back, causing 1-4 points of damage to the user.

HABITAT/SOCIETY: Quarrel Mites are non-intelligent and can feed on any dead cellulose, but their infestation is usually only noticed when the missile weapons they have ravaged are needed in battle. They are extremely common in abandoned ruins across Garweeze Wurld.

ECOLOGY: Quarrel Mites reproduce in warm, damp environments. For every five arrows the creatures destroy, there is a 25% chance that it lays eggs that will hatch into two to eight more Mites in 2-5 days.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Quarrel Mite

AKA: Fletcher's Bane, Arrow Biter

HACKFACTOR: 0

EP VALUE: 1

CLIMATE/TERRAIN: Any non-arctic

FREQUENCY: Common

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: T (less than 1")

MOVEMENT: 3" Fly (A)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: n/a

NO. OF ATTACKS: n/a

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: See text



Quarrel Mites

Quasi-Elemental Lightning Ball

DESCRIPTION: Quasi-Elemental Lightning Balls inhabit a sub-plane between the Elemental Plane of Air and the Positive Material Plane. During violent thunderstorms, they sometimes get drawn into the Prime Material Plane. They appear as balls of lightning two feet in diameter.

COMBAT/TACTICS: During storms, the creature can leap up to 60 feet instantly, jumping to a metallic object that weighs more than five pounds. The creature discharges electricity at the rate of 1-6 points of damage +1 point per Hit Die, damaging any creature in contact with it (wearing metal armor, for example) unless it is immune to electricity. It can also shoot small balls of lightning that can float for 6, 9 or 12 rounds (depending on the thing's Hit Dice) until a large quantity of metal or conductive material wanders by. It then arcs toward that mass and explodes in a flash of electrical energy for 1-4, 1-6 or 1-8 points of damage, again, based on Hit Dice.

The balls are only harmed by +1 or better weapons. Metal weapons conduct the electricity very well, thus any creature that strikes the

Quasi-Elemental Lightning Ball

AKA: Ball o' Lightning, Spark Beast

HACKFACTOR: 14/21/28

EP VALUE: 975/1,400/2,000

CLIMATE/TERRAIN: Any Storm

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Unknown

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (chaotic)

NO. APPEARING: 1

SIZE: S

MOVEMENT: 18" Fly (A) (See text)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6+1 per Hit Die

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 6, 9 or 12

*Quasi-Elemental Lightning Ball*

Quasi-Elemental with one suffers 1-4 points of damage with each hit. Victims in metal armor are treated as AC 10 and studded leather as AC 8. Fire and acid do only half damage to the Quasi-Elemental. Water does 1-8 points of damage per gallon, damage-inflicting water spells such as Ice Storm deal double damage. Rain inflicts 2 points of damage for each tenth of an inch, but the creature can ignore 2-16 points of damage from a storm every other round. The creatures are immune to lightning and actually gain the damage in hit points if subjected to such an attack. In this manner they can garner more than their normal maximum hit points, but the excess only lasts for 1-3 rounds.

HABITAT/SOCIETY: Quasi-Elemental Lightning Balls often zap non-energy creatures. They believe they should be worshipped as gawds and see this action as a "blessing". They even try to build temples, but trees tend to catch fire when the creatures attempt to cut them down.

ECOLOGY: Quasi-Elemental Lightning Balls are created on the sub-plane of Electricity and in Garweeze World during extremely powerful storms near areas of strong magic on the Prime Material Plane. Contrary to the popular gnomish rumor, touching a Quasi-Elemental Lightning Ball will not cure baldness.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Quay Lurker

DESCRIPTION: Quay Lurkers resemble miniature Aquatic Trolls. They are tiny fiends that pull their victims under the shallow water underneath the docks. Their hides are green and blue and their nails are

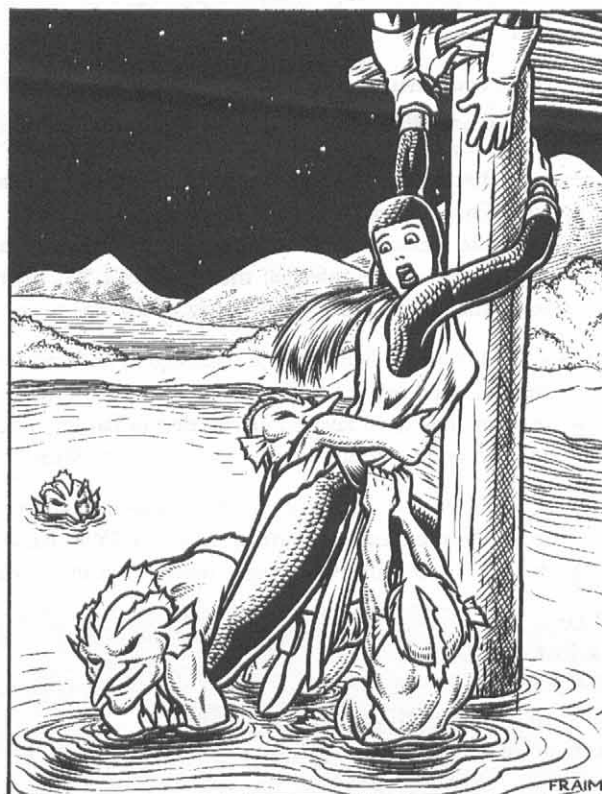
always black. They are most often encountered at night, but can operate equally well in the day.

COMBAT/TACTICS: Quay Lurkers wait until a lone victim is on the dock then leap up to attack, gaining surprise 6 in 10 times. Their attack counts as a wrestling attack. On a successful hit, victims will be pulled underwater and held until they drown. A potentially drowning victim may hold his breath for a number of melee rounds equal to twice his Constitution. After this period of time, the creature must make a Constitution check every melee round in order to remain conscious.

Each round, a +1 penalty to the Constitution check applies. In the round the victim fails the Constitution check he becomes unconscious. In the following round his lungs fill with water and he is reduced to zero hit points. The next round he dies.

Resolve any attempts to break the Quay Lurker's hold using the wrestling rules in the PHB. If the Quay Lurker encounters significant resistance, it will fight with its claws. Quay Lurkers breathe equally well in air or water. They will die of suffocation if forced to breathe fire or earth.

Quay Lurker

AKA: Dock Fiend, Moor Beast**HACKFACTOR:** 2**EP VALUE:** 125**CLIMATE/TERRAIN:** Any Coastal**FREQUENCY:** Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Low to Average (5-10)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 2-8**SIZE:** S (3.5' tall)**MOVEMENT:** 9", 12" Swim**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Pliant (10)**ARMOR CLASS:** 7**NO. OF ATTACKS:** 2**DAMAGE/ATTACK:** 1-4/1-4**SPECIAL ATTACKS:** See text**SPECIAL DEFENSES:** See text**MAGIC RESISTANCE:** Standard**HIT DICE:** 2+1*Quay Lurker*

Quay Lurkers sink when dead but while in water they regenerate one hit point per turn. If slain and the victim gets away, a Lurker will regenerate and move its lair as quickly as possible.

HABITAT/SOCIETY: Quay Lurkers collect valuables from their victims. They have been known to do certain jobs for thieves' guilds that operate in major cities. They work cheap, but cannot be trusted. If a lone thief goes to pay them, he will probably find himself pulled under the dock, too.

ECOLOGY: Quay Lurkers are distantly related to Trolls. They dislike light, but tolerate it and can function normally in it. They have a taste for alcohol and sometimes venture on land to procure booze.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, Q, Z

Other: Nil

Quickwood

DESCRIPTION: Quickwoods are living guardians that vaguely resemble Treants. If examined closely, perceptive observers can make out a distorted human-like face in the bark. It can change its position, but prefers to attack with its roots.

COMBAT/TACTICS: A Quickwood can use 2-8 oak trees as its host within 35 feet. Beyond 30 feet, the face is 90% unnoticeable (within 10 feet if the creature closes to hide its presence). If discovered, it may pose as a friendly Treant to get the upper hand against PCs. The creature has 120-foot infravision.

On a successful hit, the Quickwood's root grabs a victim and holds anyone under 1000 pounds fast. This attack does no damage, but the victim can be brought up to the Quickwood's mouth and bitten for 3-12 points of damage the next round. It has 7-12 roots that can attack. Each root can sustain 10 hit points of damage before being severed, but this damage is not subtracted away from the tree. Once six roots are severed it will withdraw them and play dead.

Quickwoods perspire greatly because they are nervous and self-conscious about being trees. It is immune to fire attacks and lightning bounces harmlessly off its hide. Quickwoods can absorb spells if they make a successful saving throw and the magic-user misses a save vs. spells. The Quickwood can then rechannel the spell energy into a Fear spell with a radius of 10 feet per level of spell absorbed.

Quickwood

AKA: Spy Tree, Bark Boy

HACKFACTOR: 20

EP VALUE: 420

CLIMATE/TERRAIN: Temperate Land

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1 (90%) or 2-4 (10%)

SIZE: L

MOVEMENT: 1" (3" for roots)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 5

NO. OF ATTACKS: See text

DAMAGE/ATTACK: 3-12 (bite)

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Never surprised

MAGIC RESISTANCE: See text

HIT DICE: 5-10 (minimum 5 hit points per Hit Die)



Quickwood

HABITAT/SOCIETY: Quickwoods are used as guardians of treasure. They hold the treasure in their trunks. Quickwoods passionately hate squirrels and will fling them great distances if they can get a hold of them. PCs may be able to befriend a Quickwood if they slaughter all the squirrels in the immediate area and offer it a chance to fling them.

ECOLOGY: Magic-users and druids create these beings to guard treasure, whether that is a pile of valuables or a grove of sacred trees. A mandragora root is used in the Quickwood's creation and a great deal of magic is involved in the process. The rituals used in creating these monstrous trees are a closely guarded secret.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: (Depends on the creator, but they will always be guarding something.)

Other: Nil

Quivering Disembowler

DESCRIPTION: Quivering Disembowlers are a slightly more evolved form of Gelatinous Cube. They have two pseudo-pods capable of grasping and wielding weapons. Additionally, they are intelligent predators that know how to use their abilities to maximum effect.

COMBAT/TACTICS: Quivering Disembowlers have essentially the same powers as Gelatinous Cubes. They are 90% invisible due to the transparent nature of their bodies. Any victim coming into contact with them must save vs. paralyzation or become paralyzed for 5-20 rounds.

Additionally, these cubes can form limbs that are crude in appearance, but well-suited to defense. They use these limbs to increase their move-

ment (max. 11") and to wield up to two weapons. Quivering Disembowlers take weapons from former victims and attempt to hack apart those who make their saving throws and remain free from paralyzation.

HABITAT/SOCIETY: Quivering Disembowlers are semi-intelligent creatures. They know when to keep still and when to attack. If a PC party passes them by, they will follow the party, slowly and at a distance, and trap them in a dead end. Then they will push forward, paralyzing and dissolving everyone they can.

ECOLOGY: These creatures are actually incredibly ancient and evolved Gelatinous Cubes. They have no clear means of communication, though some victims who have escaped death by a hair's breadth report hearing them exclaim "Die! Die! Die!" in the common tongue.

YIELD:

Medicinal: Nil

Spell Components: A vial of cube gelatin is good for a Paralyzation spell that adds a material component and can be delivered to an individual by touch with a to-hit roll. Victims struck get -4 to their saving throw.

Hide/Trophy Items: Nil

Treasure: H

Other: Nil

Quivering Disembowler

AKA: Gelatinous Slasher

HACKFACTOR: 12

EP VALUE: 975

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' cubed)

MOVEMENT: 9"-11"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 8

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Paralyzation, Surprise
5 in 10

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 5+2

Rabbit

DESCRIPTION: Common Rabbits are cute, fuzzy, harmless little herbivores that live in small burrows close to the surface. Giant Rabbits appear to be larger, cuter and fuzzier herbivores. Predatory Rabbits resemble normal-sized rabbits and are indistinguishable in every way from the normal rabbit until they attack in a violent fit of rage.

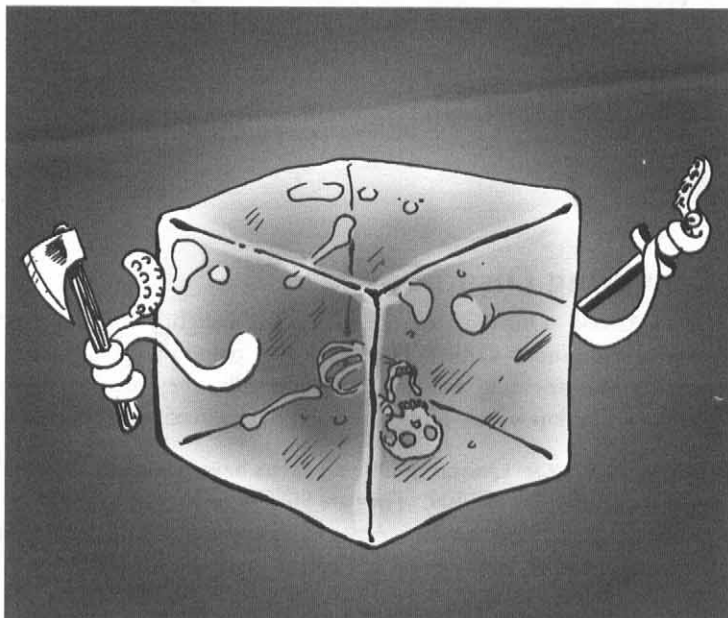
COMBAT/TACTICS: **Common Rabbit:** These Rabbits have been found to be, under normal circumstances, non-aggressive. If handled very roughly, there is a 25% chance they will bite for one point of damage.

Giant Rabbit: Giant Rabbits are slightly braver than their normal cousins. In groups of three or more, they can be spooked into a "panic hop". The Giant Rabbits will run in every direction, bumping into each other and PCs. Victims caught in the center of this frenzied activity must make a saving throw vs. death magic at -4 or get knocked over for 1-6 points of trample damage.

Predatory Rabbit: Predatory Rabbits are incredibly vicious, but they appear to be harmless bunnies. During a melee round, they can leap 200 feet, bouncing off of opponents to complete the movement when necessary. Despite their tiny teeth, they inflict 1-100 points of damage and, if they successfully hit on any roll of 17, they decapitate their opponents. Their AC of -2 is largely due to their incredible speed.

HABITAT/SOCIETY: **Common Rabbit:** Common Rabbits are all about procreation and survival. They respond to almost every form of communication or attack by running away. Rabbits are extremely skittish and must make a morale check every round or run away. Rabbits are frequently hunted for their meat, skins and feet (which are believed by many bipedal races to be lucky – perhaps because rabbits are known for their prolific procreation. Of course, any species that is regularly hunted and killed for its feet can't be all that lucky in the first place.).

Giant Rabbit: Giant Rabbits are slightly more stable. They need only make a morale check if there is a loud noise or sudden movement. Giant Rabbits are hunted by giants for their meat, skins and their feet.



Quivering Disembowler



Giant Rabbit

Rabbit	Common	Giant	Predatory
AKA:	Fluffy	Hoppy	Vorpal Bunny
HACKFACTOR:	0	1	18
EP VALUE:	7	35	1,400
CLIMATE/TERRAIN:	Temperate	Temperate	Any
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Family	Family	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Chaotic Evil
NO. APPEARING:	4-12	2-8	1
SIZE:	S (2' long)	M (5' long)	S (2' long)
MOVEMENT:	12"	18"	12" (See text)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Weak (3)	Coward (5)	Fanatic (20)
ARMOR CLASS:	8	9	-2
NO. OF ATTACKS:	1	1 or 1	3
DAMAGE/ATTACK:	1	1-4	1-100
SPECIAL ATTACKS:	Nil	Panic hop	Decapitation
SPECIAL DEFENSES:	Nil	Nil	See text
MAGIC RESISTANCE:	Standard	Standard	See text
HIT DICE:	1-3 hp	3	5

Predatory Rabbit: Predatory Rabbits know no mercy. Their lairs are littered with the bleached bones of their previous victims. A Predatory Rabbit can strip the meat from a buffalo carcass in less than a turn. It will attack anyone and anything that approaches it within 30 feet. Predatory Rabbits cannot be controlled or charmed in any way.

ECOLOGY: Common and Giant Rabbit: These creatures are part of the natural ecology of Garweeze Wurd. They provide food for carnivores and omnivores. Rabbits are extremely prolific and spend 80% of their time mating or attempting to mate.

Predatory Rabbit: Predatory Rabbits may be the embodiment of vengeance from some gawd. The terrible, cute fiend is the stuff of hor-



Predator Rabbit

rible, adorable nightmares. Its thirst for flesh and blood is insatiable and make it an opponent to be feared and avoided.

YIELD:

Medicinal: Rabbit meat is delicious, especially when cooked in a well-spiced hasenpfeffer.

Spell Components: Rabbit fur can be used in lieu of other material components for a Jump spell. If Giant Rabbit fur is used, the spell's area of effect and duration is doubled with only a 5% chance of spell mishap. If Predatory Rabbit fur is used, the distance one can jump is immediately increased to 200 feet, but the recipient will have a powerful urge to eat undercooked meat for the next three or five days.

Hide/Trophy Items: The hides of all Rabbits can be used to make clothing. The hide of a Predatory Rabbit can be used to make enchanted clothing.

Treasure:

COMMON: Nil

GIANT: Nil

PREDATORY: H (Incidental)

Other: The blood of several Predatory Rabbits is needed in the construction of weapons with Vorpal and Sharpness properties.

Rabid Hummingbird

DESCRIPTION: Rabid Hummingbirds are actually normal hummingbirds that have contracted a rare form of rabies. Despite their size, the disease turns them into murdering psychopaths until their eventual death.

COMBAT/TACTICS: These birds will fearlessly attack any living thing. Armored opponents will be attacked through eye visors and wherever else they are vulnerable. These creatures are so small and so fast they gain +6 to hit. If a victim is heavily armored, the first hit does no damage, but the bird successfully gets inside the suit. Thereafter, the victim is AC 10 to the bird.

Victims struck by the Rabid Hummingbird's beak must save vs. poison or become infected with rabies (see the GMG, Table 1Q for diseases and rules: general, brain/nervous system, acute).

HABITAT/SOCIETY: Rabid Hummingbirds live only a few weeks due to their increased metabolism and the ravages of the disease. They can be fooled by illusions of the most basic type.

ECOLOGY: Rabid Hummingbirds are merely normal hummingbirds that became infected with rabies.

Rabid Hummingbird

AKA:	Diseased Nectar Junkies
HACKFACTOR:	1
EP VALUE:	35
CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Very Rare
ORGANIZATION:	Flock
ACTIVITY CYCLE:	Day
DIET:	Herbivore
INTELLIGENCE:	Animal (1)
ALIGNMENT:	Neutral
NO. APPEARING:	2-8
SIZE:	T (3" long)
MOVEMENT:	12" Fly (A)
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Fanatic (20)
ARMOR CLASS:	2 (due to speed)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d6-3
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	1-4 hit points

*Rabid Humminbird***YIELD:**

Medicinal: Eating Rabid Humming Bird automatically gives the eater rabies.

Spell Components: Due to their diseased nature, the creatures can be used in the spell Cause Disease to give the target rabies. This adds a material component to the spell and two segments to the casting time, but the victim gets -2 to save against it.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Radiation Elemental

DESCRIPTION: Sages theorize that somewhere between the Elemental Plane of Earth, the Demi-Plane of Lightning and the Positive Material Plane there lies a Plane of Elemental Radiation. The inhabitants are believed to appear as vaguely bipedal figures made of glowing green energy. Any plant within a three feet of a Radiation Elemental wilts immediately.

COMBAT/TACTICS: Radiation Elementals are mostly made of energy, so only weapons of +3 or better can harm them. Radiation Elementals cause 50-200 points of damage to any unprotected living thing within one foot of them, 2-8 points of damage per round to any unprotected living

Radiation Elemental

AKA: Photonimal
HACKFACTOR: 35/52/70
EP VALUE: 6,000/10,000/14,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Unknown
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 0
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 50-200
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See text
HIT DICE: 8/12/16

creature within 5 feet and 1-2 points of damage (no penetration damage) to anyone within 10 feet. Additionally, any material coming in contact with a Radiation Elemental will become contaminated with radioactivity. Any material so contaminated by the elemental will cause 1d4-2 points of damage per round to unprotected creatures in a five-foot radius for 3-12 weeks.

Contaminated materials can be cleaned by scrubbing them with water or a similar liquid for 1-6 rounds. Additionally, for every point of damage a Radiation Elemental does to a living thing, that thing has a 1% cumulative chance of developing cancer. Use Table 1Q Disease (Or Disorder) in the GMG to determine the part of the body affected. Roll 1d100 and divide by two. Also add +5 to the Ailment Virulence Factor roll. Persons protected by standard types of metal armor will suffer one less point of damage per round from the radiation effects of a Radiation Elemental. Those wearing a full suit of lead armor may reduce damage completely but will probably be unable to move. Radiation Elementals are unaffected by mortal magic except for those spells that move them between planes.

For every hour the elemental spends on the Prime Material Plane, it loses 1 HD and .5 AC. Eventually, the creature will decay into an inanimate pile of radioactive slag.

HABITAT/SOCIETY: Radiation Elementals act just like other elementals. They are anxious to complete their task and return to their home plane. When destroyed, the elemental does not truly die, but cannot return to the Prime Material Plane for 10 years. Magic-users all over Garweeze Wurd are researching spells that would specifically target a Radiation Elemental. As of yet, it is only known that a Plane Shift spell can send it back to its home plane.

ECOLOGY: Radiation Elementals primarily emit high energy gamma rays. They are dangerous to summon and everything they touch becomes contaminated with radioactivity for at least 3-12 weeks.

*Radiation Elemental*

Legends say that the first conjuror to summon one of these fiends died as a result of the summoning. His tower and the village where he used to live have been abandoned – some think haunted – for years.

YIELD:

Medicinal: Sages have theorized that radiation elemental can be used to actually cure certain diseases but knowledge in this area is in its infancy.

Spell Components: A bit of Radiation Elemental can be used by druids to cast a variation of a Heat Metal spell. This spell effectively heats the victim inside the armor, but not the metal itself. The armor, the magic-user and the recipient will be contaminated with radioactivity at the end of the spell's duration. It is a rarely used spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Raging Bucentaurus

DESCRIPTION: Bucentauri resemble Centaurs, except that they are half-bull rather than half-horse. Additionally, they have a pair of large horns set into their foreheads that they use primarily for charging. Bucentauri are normally armed with large spears and other pole arm weapons. The male of the species normally has a large brass ring through his nose.

COMBAT/TACTICS: Bucentaurus males are extremely aggressive and unpredictable. Any PC wearing more than one square foot of red will be attacked 65% of the time, regardless of how powerless or harmless he seems. Females are less aggressive, attacking only 64% of the time.

Bucentauri prefer pole arms and spears in combat. They use these in a charge for double damage. If a weapon is not available or broken, they charge with the horns on their heads for 2-8 points of damage, double that on a natural 20 (in addition to the puncturing critical hit effects in the GMG). Female Bucentauri only do 2-5 points of damage on a charge with their smaller horns. Herd leaders have maximum hit points and do an additional point of damage with each attack.

HABITAT/SOCIETY: These creatures are nomadic, traveling in herds to wherever the grazing is good. Bucentaurus males are highly protective of the females and will fight to the death to protect their mates. Females outnumber males two to one and the young number as many as the entire population of the adults.

Raging Bucentaurus

AKA: Bull Man, Bovintaur
HACKFACTOR: 4
EP VALUE: 272
CLIMATE/TERRAIN: Plains, hills
FREQUENCY: Rare
ORGANIZATION: Herd
ACTIVITY CYCLE: Temperate
DIET: Herbivore
INTELLIGENCE: Low to Average (5-10)
ALIGNMENT: Neutral (Chaotic)
NO. APPEARING: 4-40
SIZE: L (5' at shoulder)
MOVEMENT: 18"
PSIONIC ABILITY: Possible
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Courageous (13)
ARMOR CLASS: 6
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: 2-8/2-8 or by weapon +2
SPECIAL ATTACKS: Charge
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 4+1

Bucentauri are enemies of Red Crested Snow Vultures, Blood Golems, Great Red Marauding Beavers, Insidious Ichors, Red Caps, Red Dragons, Red Crested Amber Bellied Dragons, Ruby Fiends, anyone with red hair and anyone bearing the nickname "Red."

ECOLOGY: Sages theorize that the Bucentauri are another possible result of crossbreeding humans and Minotaurs. How this crossbreeding is achieved is said to be the work of either "magic" or "fabrication". Whatever the case, these creatures are best left alone.

YIELD:

Medicinal: One dozen men could feed for a week from the steak, ribs, liver and other delicacies found on just one male.

Spell Components: Nil

Hide/Trophy Items: Nil

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

Other: Bucentaurus heart can be used in the creation of a Potion of Heroism. The brass ring of a leader Bucentaurus can be used in the making of a Ring of the Ram.

Rakshasa

DESCRIPTION: Rakshasa are a race of malevolent spirits encased in flesh. They hunt, torment and annoy humanity. Rakshasas are six to seven feet tall and weight 250 to 300 pounds. They are bipedal creatures with the features of beasts, usually tigers or apes. Most have hands whose palms curve backward, away from the body. Rakshasas are always richly dressed in clothing of the highest quality.

COMBAT/TACTICS: Rakshasa savor fresh human meat and will do everything in their power to acquire it.

Common Rakshasa: These Rakshasas have a limited form of ESP that allows them to disguise themselves as someone whom the victim trusts. When the victim lets his guard down, the Rakshasa strikes. The creature must drop the illusion to attack, so it prefers to wait until it reaches a private spot alone with its chosen victim.

Rakshasas can cast four 1st level magic-user spells, three 2nd, two 3rd and three 1st level cleric spells. They use spells as 7th level casters and are immune to all spells lower than 8th level. Rakshasas can only be harmed by +1 or better magic weapons and any weapon below +3 does only half damage. A hit by a Blessed crossbow bolt kills it instantly.

Ruhk: These creatures have the same abilities as Common Rakshasas. 15% of all Rakshasa are Ruhks (or "Knights"). They can only be hit by +3 magic weapons or better and any weapon below +6 inflicts half damage. They use spells as 9th level casters.

Rajah: 15% of all Rakshasas are Rajahs (Lords). They have the same abilities as Ruhks, but cast spells as a 6th level cleric and 8th level magic-users, with 11th level ability.

Maharajah: Only 5% of Rakshasas are Maharajahs (Dukes). They have the same abilities as Ruhks, but use magic-user spells as 13th level casters and cleric spells as 9th level casters.

HABITAT/SOCIETY: Rakshasa society is bound by a rigid caste system and each is born into a role that lasts a lifetime (or longer). Females (known as Rakshasi) can only be consorts; they achieve honor by their faithfulness and the fighting ability of their children. There will be 1-3 females for every male. Rakshasas wage war against humanity

Rakshasa	Common	Ruhk	Rajah	Maharajah
AKA:	Felinus-Tonius	Knight	Lord	Duke
HACKFACTOR:	29	44	48	79
EP VALUE:	3,000	7,000	7,000	11,000
CLIMATE/TERRAIN:	--- Tropical or Subtropical forest, jungle or swamp ---			
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Very (11-12)	High (13-14)	High (13-14)	Exceptional (15-16)
ALIGNMENT:	Lawful Evil	Lawful Evil	Lawful Evil	Lawful Evil
NO. APPEARING:	1-4	1-3	1-2	1
SIZE:	M (6' tall)	M (6'-7' tall)	M (6' tall)	M (6' tall)
MOVEMENT:	15"	18"	18"	18"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Foolhardy (16)	Daring (15)	Defiant (17)
ARMOR CLASS:	-4	-5	-5	-5
NO. OF ATTACKS:	3	3	3	3
DAMAGE/ATTACK:	1-3/1-3/2-5	1-6/1-6/2-10	1-6/1-6/2-10	1-6/1-6/2-10
SPECIAL ATTACKS:	Illusion	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text
MAGIC RESISTANCE:	Special	Special	Special	Special
HIT DICE:	7	8+16	8+16	13+39

because they believe humans taste good and have horrible taste in clothing. Rakshasa consider themselves refined and cultured and seek to purge the fashion community of mismatched human fools. On the flip side, well-dressed humans (especially bards) have been known to survive encounters with Rakshasa due to their fashionable attire.

Rakshasas are insufferably arrogant and become enraged if their smoking jacket is not perfectly creased. They do prefer their human meat



Rakshasa

cooked and served on silver plates with white wine, though they have been known to chew raw chunks off of living individuals when ravenously hungry or in fits of rage.

Rakshasas drift from wild self-indulgence to strict fasting and sacrifice in their quest for perfection. They are honorable creatures, but will twist the wording of any agreement to their own ends, hardly maintaining the letter of the agreement and rarely the spirit. Even though they are brave and forthright in battle, they prefer to manipulate humans with their illusions.

Common Rakshasa: These Rakshasas are on the bottom of their society and 30% are complete outcasts or beggars. The rest will answer to a Ruhk and may have a specific mission to undermine a local government, religion or book club – whatever humans value.

Ruhk: This warrior class is responsible for the security of the Rakshasa race. They are sometimes sent to kill another Rakshasa that has exposed himself or has let humans see his true form.

Rajah: Each Rajah rules a clan of Rakshasas. Their job is to enforce the will of the Maharajah, while keeping all rakshasa in their chosen station. Rajahs sometimes pose as humans and ensconce themselves at the head or near the head of a seat of government or power.

Maharajah: These dukes reside in great fortresses on Acheron. There they rule hundreds of Rakshasas who serve as minions to evil gawds. Each presides over many Rajahs who do his bidding on the Prime Material Plane. When a Maharajah comes to the Prime Material Plane, it spells death and doom for a large group of humans.

ECOLOGY: Rakshasas are so long-lived that they are virtually immortal and produce a new generation every century solely to replace slain Rakshasas. Contrary to a popular half-elf rumor, having the skill "Interior Decorating" does not impress a Rakshasa. Even pretentious scholars have come to believe that Rakshasas are the most arrogant race in existence.

YIELD:

Medicinal: Nil

Spell Components: Rakshasa fur can be used in lieu of other material components for any illusion spell, giving the viewers -2 on saving throws and attempts to disbelieve, as well as adding 20% to the duration of the spell.

Hide/Trophy Items: Rakshasa hides are highly magical and can be used to create clothing with powerful enchantments and bold fashion statements.

Treasure:

COMMON: F

RUHK: B, F

RAJAH: B, Fx2

MAHARAJAH: Bx5, Fx10

Other: The essence of a Rakshasa can be used for a Potion of

Delusion. The more powerful the Rakshasa, the more powerful the potion will be.

Ram

DESCRIPTION: Contrary to the popular human rumor, Rams are not merely male sheep, but a different species entirely. Some Rams ("Ram rogues") push around common sheep and force themselves upon them for fun. Females are called "She-Rams" and are equal to the males. 25% of encounters in the wild will be with lone "Ram rogues" and the rest will be with a herd of 1-6 males leading 3-18 females and half as many young Rams.

Giant Rams are merely larger version of the common type. They are raised mainly by giant shepherds. Battering Rams look like Giant Rams, except that their heads and neck have been reinforced with extra horn, muscle and bone.

COMBAT/TACTICS: Rams can muster quite effective offensive strategies, but their defensive proficiency appears to be limited.

Common and Giant Ram: When threatened or attacked, Rams can charge. When charging, they get +1 to hit and inflict double damage for every full increment of 20 feet covered before the hit. Those who wear horns on their helmets are 30% likely to provoke an attack as soon as the Ram spots the rival "male".

Battering Ram: These rams are infuriated by man-made structures of any kind. A Battering Ram can smash into solid stone without injury and does structural damage with each hit (1-3 structural points). A

Ram	Common	Giant	Battering
AKA:	Horned Sheep	Big Horned Sheep	Door Smasher
HACKFACTOR:	1	4	8
EP VALUE:	35	270	650
CLIMATE/TERRAIN:	Sub Arctic to Temp	Sub Arctic to Temp	Sub Arctic to Temp
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1 or 1-6	1 or 1-6	1 or 1-6
SIZE:	M	L	L
MOVEMENT:	15"	18"	18"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Daring (15)	Foolhardy (16)
ARMOR CLASS:	6	6	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d4-2	1-8	2-16
SPECIAL ATTACKS:	Charge	Charge	Charge
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	2	5	6

herd of these creatures can dismantle a castle in a matter of hours. Moats are the only thing that will keep them at bay, which is why almost every castle has one.

HABITAT/SOCIETY: Common and Giant Ram: These Rams have a herd mentality that is common in many herd animals. They are normally docile, but become enraged if threatened or attacked. They obey shepherds who use a special "Ram herder's crook". If a PC brazenly presents one, there is a 30% chance a charging Ram will stop.



Battering Ram



Giant Ram

Battering Ram: These Rams were originally designed as living siege weaponry. They are now completely wild and thankfully, only exist in remote regions. Herds act exactly as normal rams until they come in sight of a man-made structure. No matter how small or large, the creatures will attack it until there is no piece larger than themselves.

ECOLOGY: Common Rams and Giant Rams are born, live and die just like normal herd mammals. They would make excellent warriors and guards if they were able to wield weapons.

Battering Rams were created by druids for a powerful ruler during his war against the Southern Orc League. In return for their fine work, this ruler promised to protect the druid's sacred grove, but later betrayed the druids by allowing human villages to be built in the area. In response, the druids cast a spell making the Battering Rams completely untrainable and twice as powerful. The king's formerly glorious kingdom paid the price for its ruler's betrayal, and has become known far and wide as a dangerous, haunted ruin.

YIELD:

Medicinal: Ram is delicious and tastes like mutton.

Spell Components: Nil

Hide/Trophy Items: The horns of any Ram can be used to create a Ring of the Ram. The horns of a Battering Ram can be used to create enchanted siege weapons. The wool from Rams can be used to create clothing similar to that made from sheep.

Treasure: Nil

Other: Nil

Ram'Koaran

DESCRIPTION: Ram'Koarans are mountain-dwelling beasts that have a ram's horns, a human's upper torso and the body of a goat. They are slightly smaller in stature than Centaurs and much more gruff in personality.

COMBAT/TACTICS: Ram'Koarans can fight with their hooves and one weapon. 70% of them will be armed with clubs and the rest with spears. Females are equal in ability to males and all herds will have at least half as many young as the total number of adults.

Ram'Koarans can charge an opponent, head butting for 2-12 points of damage, and the victim must make a saving throw vs. death magic or be stunned for 1-4 rounds. Ram'Koarans sometimes forego the damage to hurl victims 2-12 feet, especially if they can toss the victim over a cliff. These creatures grow up in the mountains and can climb with a 95% chance of success with any sort of ledges whatsoever.

Ram'Koaran

AKA: Ramtaur, Goat Boy

HACKFACTOR: 3

EP VALUE: 125

CLIMATE/TERRAIN: Any Mountains

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Avg. to High (8-12)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 4-16

SIZE: M (4' tall at shoulder)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 1-4/1-4/by weapon
or charge (2-12)

SPECIAL ATTACKS: Charge

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3

Ram'Koarans will be led by a male with 4+4 HD, maximum hit points and +2 on damage rolls. He will be accompanied by 2-4 males with 4+1 HD and +1 on damage. There is also a shaman equal to a 1st to 6th level cleric. These shamans are granted a special power called "Mountain Breath". When using Mountain Breath, the shaman actually sucks oxygen from a 10-foot radius. Victims in the area of effect are unable to withstand the high altitude and pass out for 1-6 rounds, unless they make a Constitution check against half their Con. The shaman will probably then push the victim off the nearest cliff.

HABITAT/SOCIETY: Ram'Koarans are mountain people that do not take kindly to intruders. Unless the PCs can quickly establish peaceful intent and show proper respect, the Ram'Koarans will attack and throw the defeated PCs off the nearest cliff.

A show of tremendous raw power or an offering of rare, edible plants can get the creatures' attention. Even then, there is a 10% chance the Ram'Koarans will feign interest, invite the PCs back to their lair, wait for them to fall asleep and then throw them off a cliff.

ECOLOGY: Ram'Koarans suffer from perpetual migraines that make them irritable and unpredictable. Their stomachs are capable of digesting almost anything and they are just as likely to eat the package that their food comes in as the food itself. Ram'Koarans all have similar names - "Billy", "William", "Bill", "Billy-Bob", "Billo", "Willy", "Wild Bill", "Buckin' Bill", "Cliff" and "Bubba".

YIELD:

Medicinal: Ram'Koarans are edible and taste like goat. Ram'Koaran milk, though, is thoroughly disgusting.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: M, Q (individuals), D, I (in lair)

Other: Nil



Ram'Koaran

Rambumatta

DESCRIPTION: Rambumattas are fierce orangutan warriors that guard the sacred temples of the Ape Gawd during times of war or during important rituals. They dress in ceremonial armor made from the bones of previous sacrifices. Rambumattas carry large spears used to skewer the unworthy.

COMBAT/TACTICS: In battle, these courageous primates will either pound with their mighty fists and powerful bite for 2-7/2-7/3-8 points of damage or use large (double-sized) obsidian spears for 2-12 points of damage (add +2 to hit and +2 damage for Strength). Rambumattas are straightforward in their tactics, believing that their strength can overpower most enemies. When faced with a powerful foe, these creatures sometimes take to the trees, using their superior movement to avoid attacks.

HABITAT/SOCIETY: Rambumattas are chosen at birth to guard the sacred temples of the Ape Gawd. Beast Shamans (according to their alignment) feed baby orangutans a special mixture of 16 herbs and spices (if good) or the blood and flesh of 16 enemies (if evil). If the

Rambumatta

AKA: Orangutan Overlords

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Subtropical to Tropical

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low to Very (5-12)

ALIGNMENT: Chaotic (50% Good, 50% Evil)

NO. APPEARING: 3-12

SIZE: M (5' tall)

MOVEMENT: 6", 9" Brachiation

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 4 (7)

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 2-7/2-7/3-8 or by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

young primate survives a saving throw vs. poison, he eventually grows into a powerful Rambumatta.

During a coming of age ceremony, the monkey receives its spear, bone armor and a sacred charge to protect the Ape Gawd and his temples. Rambumattas are given names like "Shamalama", "Bobiddibob" and "Oooweeoooweeoo".

ECOLOGY: Rambumattas look like normal orangutans when they are out of their armor and aren't carrying weapons. However, a careful observer can recognize them by their slightly more erect stature and slightly larger brainpans.

YIELD:

Medicinal: Nil

Spell Components: If any part of a Rambumatta is used as a spell component, there is a 2% chance that individual will incur the wrath of the Ape Gawd.

Hide/Trophy Items: Nil

Treasure: R, S, T

Other: The brain of a Rambumatta can be used to make a potion that will cause any creature with an Intelligence lower than 5 to gain 1-3 points of Intelligence points. All other creatures that drink the potion lose 1-3 points of Intelligence.

Rat, Common etc.

DESCRIPTION: Rats of the common sort are the most prolific, common and numerous mammal species on Garweeze Wurd. They all share one thing in common: they're all disgusting little vermin. Rats found near water and in sewers are excellent swimmers, but further inland, they climb rather than swim. Large Rats are bigger than Common Rats, Giant Rats are bigger than Large Rats. Sand and Sewer Rats look like normal rats, although Sand Rats are all beige. Sewer Rats will be covered in several layers of indescribable filth and fecal matter.

COMBAT/TACTICS: All Rats like to line their nest with shiny objects. They are likely to steal these objects in lieu of attacking, as long as they are not hungry. Rats can fit through openings half their size by dislocating bones and squeezing their bodies through.

Common Rat: Rats are scavengers, so they will eat almost any organic material. Unless controlled, driven by hunger or panicked by movement or bright lights, Rats are unlikely to attack. Common Rats can be distracted by throwing a significant amount of food in their direction. (This may encourage the Rats to follow the PCs, looking for more food. When no food is forthcoming and the Rats are hungry, they attack!) Common Rats fear fire, but can overcome this fear if hungry enough (Morale check with 25% bonus). Any injury delivered by a Rat has a 5% chance of infecting the victim with a random disease.

Large Rat: Large Rats are just like Common Rats, except they are larger and do more damage. They are slightly more aggressive and their bites have a 7.5% chance of causing disease.

Giant Rat: Giant Rats are even larger than Large Rats and inflict more damage. They are slightly more aggressive and their bites have an 8.5% chance of causing disease.

Sand Rat: Sand Rats roam the desert in search of food. Because of the scarcity of food in the desert, they are extremely aggressive and are 80%



Rambumatta

likely to attack on sight. Sand Rats can camouflage themselves by hiding in the sand, making themselves 75% invisible. They prefer to attack camps at night, when PCs are asleep. They will attack the PCs' food supply first and move silently at 65%. (The sounds of Rats munching on stale iron rations usually gives their position away.)

Sewer Rat: Sewer Rats are extremely aggressive and their bites are 20% likely to cause disease. Sewer Rats smell like human waste and will often be encountered floating in sewage.

HABITAT/SOCIETY: Common

Rat: Common Rats can be found any place there is unguarded and accessible food. Rats kept as pets are only as loyal as their next meal, although they are still friendlier and more trainable than felines. PCs who are prone to dying frequently (at least once a week) may be followed (10% chance) by a pack of Rats.

Large Rat: Large Rats grow to this size due to plentiful food supplies. They sometimes lead packs of Common Rats. If a Speak with Animals spell is used on a Large Rat, it has no problem divulging everything it knows in return for a morsel of food. Evil creatures know better than to discuss sensitive plans in front of Large Rats.

Giant Rat: Giant Rats result from Common Rats coming into contact with great amounts of magic or evil. Some of these creatures are so vicious they have been known to make even fierce tomcats and proven mousers flee in terror.

Rat	Common	Large	Giant	Sand	Sewer
AKA:	Rodentia-Verminus	Big Rat	Really Big Rat	Desert Rat	Filth Rat
HACKFACTOR:	0	0	0	0	0
EP VALUE:	5	7	9	7	6
CLIMATE/TERRAIN:	Any	Any	Any	Desert	Sewer
FREQUENCY:	Common	Common	Common	Common	Common
ORGANIZATION:	Pack	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Night	Night	Night	Night	Night
DIET:	Scavenger	Scavenger	Scavenger	Scavenger	Scavenger
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral (evil)	Neutral (evil)	Neutral (evil)	Neutral (evil)	Neutral (evil)
NO. APPEARING:	1-100	1-100	5-50	5-50	5-500
SIZE:	T (1' long)	T (2' long)	S (3' long)	T (1' long)	T (0.5' long)
MOVEMENT:	15"	15"	12", 6" Swim	15"	15", 12" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Wuss (2)	Weak (3)	Coward (4)	Coward (4)	Unsteady (8)
ARMOR CLASS:	7	7	7	7	7
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	1	1d4-2	1d6-2	1d4-2	1d4-2
SPECIAL ATTACKS:	Disease	Disease	Disease	Surprise	Disease
SPECIAL DEFENSES:	Nil	Nil	Nil	Camouflage	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	d4+3 hp	d4+4 hp	d4+8 hp	d4+4 hp	d4+3 hp

Sand Rat: The only good thing about Sand Rats is that sighting a pack usually means that a source of potable water exists within one quarter of a mile. Travelers caught in harsh desert sandstorms are 40% likely to find whatever shelter they stumble upon crowded with the little beasts. Because of this, pest removal in pyramids and desert temples is an exceedingly difficult job.

Sewer Rat: Sewer Rat packs, although listed as 5-500 in number, can actually number in the millions depending on the size of the city. These prolific vermin carry disease and pestilence wherever they go. Sewer Rats can sense when rain is about to flood a tunnel or methane has been ignited in the sewer. If Sewer Rats begin to flee en masse, this is a sign of an impending flood. If they dive in the sewage en masse, this is a sign that fire is coming.

ECOLOGY: Rats are extremely prolific and can double their population in a matter of weeks. Fortunately, the larger varieties require more food and they are not smart enough to move when it runs out.

YIELD:

Medicinal: Rats are edible, and as long as the meat is cooked to well-done, the chance of disease drops to 1%.

Spell Components: Nil

Hide/Trophy Items: Rat hide clothing never caught on in Garweez World and it is rarely made.

Treasure:

COMMON: Nil



Common Rats



Sand Rats

LARGE: 10% of Q
GIANT: C in lair
SAND: C in lair
SEWER: 50% chance of C in lair
Other: Nil

Rat, Dire Albino

DESCRIPTION: Dire Albino Rats are giant white rats used by drow elves to collect useful objects in the dark, cavernous regions of the NetherDeep. Domesticated Rats are branded with the clan symbol of the drow elf who owns them.

COMBAT/TACTICS: If cornered, a Dire Albino Rat can bite for 1-4 points of damage. However, its greater purpose in life is to collect, not to fight. If the creature can grab an item weighing less than 10 pounds, it will flee and return to its lair. The rats will travel up to 5 miles to find new objects to steal.

HABITAT/SOCIETY: Most Dire Albino Rats are trained by the drow to make their lairs in or near their homes. In return for bringing the drow interesting trinkets, the rat is fed and housed in comfort. Dire Albino Rats in the wild have lairs that they share with the entire pack. These rats are not discrimi-

Rat, Dire Albino

AKA: Blanco-Rodentia, Drow Dawg
HACKFACTOR: 0
EP VALUE: 15
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Pack
ACTIVITY CYCLE: Night/Darkness
DIET: Omnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 4-16
SIZE: S (2' to 3' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1

nating about what they pick up and most of their lairs are full of junk. If cornered in their lair and more than 75% of the pack is slain, each rat will grab one item and abandon the lair.

ECOLOGY: Dire Albino Rats are highly intelligent for rats and have infravision to 40 feet. Leaders, usually the most intelligent of the pack, can sometimes speak a few words of Drow or the Common Tongue. Bright lights annoy them and they must make a morale check at +10% or flee. These rats make excellent pets for PCs who spend their lives underground or are nocturnal.

YIELD:

Medicinal: Dire Albino Rat tastes like furry basilisk.

Spell Components: Nil

Hide/Trophy Items: The pelt of a Dire Albino Rat is worth 5 gp to surface merchants, but it is worthless to drow or merchants who already live underground.

Treasure: A, J thru N, Q (all in lair)

Other: Dire Albino Rats are worth 10 gp each to an animal handler who trains and sells rats.

Rat, Uncommon etc.

DESCRIPTION: The uncommon varieties of Rats come in a variety of colors, shapes and sizes, but they all have one thing in common: they're repulsive vermin. Rats that are found near water and in sewers are excellent swimmers, but further inland, they prefer to climb rather than swim. Carnivorous, Ravenous and Vapor Rats all look like normal rats, although Vapor Rats are almost all gray. Carnivorous and Ravenous Rats are usually covered in slightly less filth and fecal matter than common varieties. Osquips are the size of the average dawg.

COMBAT/TACTICS: Carnivorous Rat: These Rats are the same size as Common Rats, but their razor sharp teeth do more damage. They are often found in the lairs of evil creatures that control their movements. Carnivorous Rats are 75% likely to attack. They will turn on each other if not fed regularly. Carnivorous Rats can "swarm attack" large opponents, climbing into their armor and inside helmets. For every 10 rats, the victim's is effectively worsened AC by 1.

Ravenous Rat: Ravenous Rats are cursed with never-ending hunger. They attack any creature, including undead, on sight. These Rats have smaller teeth, but due to their ferocity their "swarm attack" lowers the AC of a victim by 1 for every five Rats.

Osquip Rat: Most Osquips have 6 legs, although 25% have 8 and 5% have 10. Osquips tunnel into graves and consume newly buried corpses. These creatures are not afraid of fire, but drown 50% of the time if thrown into water. Osquips add a -5 penalty to opponents' surprise rolls when they are in or near their tunnels.

Vapor Rat: Vapor Rats are usually encountered in the Cloud Castles of Cloud Giants. They act just like Common Rats, but will turn gaseous if threatened. If a Vapor Rat is killed, it dissolves into gas with the same effect as that of a tiny Stinking Cloud in the immediate area (it only affects one person). Vapor Rats do not cause disease with their bites, but they do collect shiny objects.

HABITAT/SOCIETY: Carnivorous Rat: These Rats are usually found in dungeons and other places where they might acquire a taste for various types of meat. They are the Rat of choice for Vampires' lairs and are



Dire Albino Rat

often contaminated with vampiric blood. They must make a morale check whenever they see or smell fire.

Ravenous Rat: Ravenous Rats are "too vicious" for most evil creatures, but they are favored by Wererats, who are immune to their attacks. Vampires normally do not use them, as they will devour minions if left unattended even for two minutes.

Osquip Rat: Some magic-users, especially necromancers, use Osquips as pets and guards. They are also good for undead hunters, since they can Detect Undead in a 10-foot radius at will. Most communities with large graveyards or cemeteries have an Osquip problem. The standing bounty for their destruction is 2 gp each.

Vapor Rat: Vapor Rats are actually very clean and of all the varieties of Rat, they make the best pets. Unfortunately, they are more prone to stealing shiny objects for their nests. Because of their relatively high Intelligence, they can be reasoned with and sometimes bribed to leave an area.

ECOLOGY: Rats are prolific breeders. Fortunately, larger varieties of Rat require much more food than their smaller cousins and often cannot support their population without resorting to cannibalism.

Rat, Uncommon	Carnivorous	Ravenous	Osquip	Vapor
AKA:	Meat Eating Rat	Cannibal Rat	Mutant Rat	Ghost Rat
HACKFACTOR:	0	0	2	2
EP VALUE:	7	8	120	65
CLIMATE/TERRAIN:	Any	Any	Subterranean	Any
FREQUENCY:	Uncommon	Uncommon	Uncommon	Rare
ORGANIZATION:	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Night	Night	Night	Night
DIET:	Carnivorous	Carnivorous	Carnivorous	Scavenger
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Low (5-7)
ALIGNMENT:	Neutral Evil	Neutral Evil	Neutral	Chaotic (neutral)
NO. APPEARING:	5-50	5-50	2-24	2-16
SIZE:	T (1' long)	T (2' long)	S (2' high at shoulder)	S (3' long)
MOVEMENT:	15"	15"	12", 3" Burrow	12", 6" Burrow, 1" Fly (D)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Brave (14)	Hesitant (7)	Timid (6)
ARMOR CLASS:	7	7	7	7
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d6-3	1d4-2	2-12	1d4-2
SPECIAL ATTACKS:	Swarm	Swarm	Nil	Stinking cloud
SPECIAL DEFENSES:	Nil	Nil	Nil	Gaseous form
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	d4+3 hp	d4+4 hp	3+1	2

YIELD:

Medicinal: Rats are edible, though difficult and time-consuming to prepare. As long as the meat is cooked to nearly charcoal black, the chance of disease drops to 2%.

Spell Components: Nil

Hide/Trophy Items: Rat hide clothing never caught on in Garweeze World and it is rarely made.

Treasure:

CARNIVOROUS: Incidental

RAVENOUS: Nil



Osquip Rat



Vapor Rat

OSQUIP: D in lair

VAPOR: 25% chance of J, K, L, M, N

Other: An entire Vapor Rat is one of the prime ingredients needed for a Potion of Gaseous Form.

Rath Lord

DESCRIPTION: Rath Lords appear as undead clerics; they are animated, rotting corpses dressed in the uniform of their former office. Most still bear the wounds of the final deathblows. Some are in such bad shape that they must reattach body parts or carry them wherever they go.

COMBAT/TACTICS: Rath Lords have the spell casting ability of a 9th level cleric (minimum). Rath Lords are able to control undead as a cleric four levels higher, and all undead that fall under their sway are permanently under their control. Rath Lords use this ability to amass huge undead armies and then wreak havoc on nearby civilized lands.

Additionally, if the Rath Lord is not in combat, it can "counter-turn" the efforts of good clerics by rolling higher than the cleric's turning roll on a d20. Clerics half the Rath Lord's level or lower automatically fail when attempting to turn undead under the control of a Rath Lord. Intelligent undead get a saving throw against permanent control, but most intelligent undead like the protection a Rath Lord can provide, and will voluntarily stick around if the action looks promising.

Rath Lord

AKA: Grave Runner

HACKFACTOR: 45 plus 5 per level over 9th

EP VALUE: 6,000 plus 1,400 per level over 9th

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Avg. to Genius (8-18)

ALIGNMENT: Any Evil

NO. APPEARING: 1

SIZE: M (4' to 6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Possible

MORALE: Fearless (19)

ARMOR CLASS: 1

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: 35%

HIT DICE: 9+

The touch of a Rath Lord drains 1-8 hit points from a victim and adds them to the Rath Lord's total (if it is injured). Victims cannot regain these hit points through cleric magic. Spells that directly target undead do not affect a Rath Lord and any undead under his control gain +2 to saving throws against such spells. Holy objects and magic items that target undead do double damage against Rath Lords.

HABITAT/SOCIETY: Rath Lords are the embodiment of revenge. Most Rath Lords were evil in life, but, very rarely, a good cleric cut down in his prime becomes a Rath Lord to "right" a wrong. Unfortunately, two wrongs don't make a right, so the new Rath Lord quickly becomes corrupted and evil in 2d6 days.

Some Rath Lords are extremely ancient and have developed unique spells that target undead and increase their power. Intelligent undead will often make deals with a Rath Lord in order to increase their own personal power.

ECOLOGY: Rath Lords are not part of any normal ecological system. They do not exist on a food chain nor are they hunted by any natural predators – outside of Ravenous Rats and Osquips. Rath Lords are unable to mate, although it is conceivable one of them would try.

YIELD:

Medicinal: Nil

Spell Components: The dust of a Rath Lord can be used in lieu of other material components in a necromantic spells of any kind.

Hide/Trophy Items: Nil

Treasure: H, T, Z

Other: Nil

Ratweiller

DESCRIPTION: These horrible dawg-rats resemble rat-like dawgs, or rats with canine features. They are muscular and vicious, attacking any warm-blooded creature it sees. Ratweillers make excellent guard animals if fed regularly and if the handlers keep their distance. They have an excellent sense of smell and can track as well as a first level ranger, even in the sewers.

COMBAT/TACTICS: Ratweillers are used by evil creatures as guard dawgs. Wererats have been known to use them to hunt prey in the sewers. Depending on how they are kept or where they are encountered, their bites have a 1-10% chance of causing disease.

HABITAT/SOCIETY: Another product of the Orc "forced mating" program, these creatures are thankfully sterile. Anyone who has inquired as to why normal rotweiller dawgs are not vicious enough for Orcs, has

Ratweiller

AKA: Bad Bad Rat, Dirty Dawg

HACKFACTOR: 3

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivorous

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-6

SIZE: M (3' high at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Rath Lord



Ratweiller

been set upon by a pack of Ratweillers. These individuals refuse to speak of the occurence thereafter.

ECOLOGY: It is thought that Ratweillers are related to Draats, but no one has been able to compare them. The moment they see one another, the Draat and Ratweiller immediately seek to viciously tear one another apart.

YIELD:

Medicinal: Ratweiller meat is edible, though anyone consuming it has a 5% chance of contracting a random disease.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil



Death Ray

Death Ray: Death Rays are smaller than Giant Manta Rays, but they have a gray marking on the back that closely resembles the classic Jolly Roger-style skull and crossbones. Death Rays shoot an evil ray of death through their eyes.

COMBAT/TACTICS: Giant Manta Ray: These Rays lurk on the bottom of the ocean and wait for prey to pass over them. They engulf most non-giant creatures if their to-hit roll is 2 above what is needed. Any creature swallowed dies in 6 rounds, but can attack from inside with dagger-sized or smaller puncturing weapons. Victims get a cumulative -1 to hit per round until dead. In addition to its bite, the Giant Manta Ray can strike with its tail spine for 2-20 points of damage. Victims struck must save vs. paralyzation or be stunned for 2-8 rounds. The Ray can only use this weapon against opponents to their rear.

Ray

DESCRIPTION: Nearly all wings and tail, the large, graceful, ocean-going creatures known as Rays glide through tropical waters in search of small aquatic prey.

Giant Manta Ray: Giant Manta Rays are enormous. They have black tops and white underbellies. Manta Rays swallow victims whole.

Pungi Ray: The backs of Pungi Rays are greenish to brown colored to help them blend in with the ocean floor. Their backs are also covered with poisonous spines.

Sting Ray: These Rays are the most common type in Garweeze World. They look like Giant Manta Rays, only smaller. Sting Rays lash at victims with their tail spines.

Ray	Giant Manta	Pungi	Sting	Death
AKA:	Bat Fish	Spine Fiends	Pretentious Fish	Sea Reaper, Pirate Ray
HACKFACTOR:	8	5	0	10
EP VALUE:		90 per Hit Die	270	15 975
CLIMATE/TERRAIN:	Tropical Oceans	Tropical Oceans	Tropical Oceans	Tropical Oceans
FREQUENCY:	Uncommon	Rare	Common	Very Rare
ORGANIZATION:	Solitary	Small School	Small School	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Scavenger	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral Evil
NO. APPEARING:	1	1-3	1-3	1
SIZE:	G (32' to 44' across)	L (15' across)	S (2' to 4' across)	H (20' to 30' across)
MOVEMENT:	18" Swim	12" Swim	9" Swim	18" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Brave (14)	Timid (10)	Fearless (19)
ARMOR CLASS:	6	7	7	6
NO. OF ATTACKS:	1 and 1	1-12	1	1
DAMAGE/ATTACK:	3-12 and 2-20	1-4 each	1-3	2-12
SPECIAL ATTACKS:	See text	See text	See text	See text
SPECIAL DEFENSES:	Nil	Nil	Nil	Immune to Death Spells
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	8 to 11	4	1	8

Pungi Ray: Pungi Rays are found in shallow water. They are 90% unnoticeable to creatures above the waterline. Victims struck by the Pungi Ray's spines must save vs. poison or die instantly. If the Ray is attacked it flees. If the victim dies, the Ray immediately feeds on it.

Sting Ray: Sting Rays are bottom feeders, but they too can become 90% invisible to creatures above the waterline. If they are stepped on, they will lash out with their tail for 1-3 points of damage. Victims struck by the Sting Ray's tail must save vs. poison or be paralyzed for 5-20 turns and suffer 1 point of damage each turn they are paralyzed.

Death Ray: Death Rays have the same attacks as Giant Manta Rays, but their tail is softer and cannot do damage. It instead has a pair of blood-red eyes that fire a yellow "Death Ray". Anyone struck by the death ray must save vs. death magic or die. Victims struck on a natural roll of 20 must make two saving throws or die.

If the Death Ray does not feel threatened, it will zap the dead victim again, draining the rest of its life essence and regenerating 1-10 hit points (not exceeding its maximum number of hit points). Victims struck a second time wither to a husk. The Death Ray's death ray has a short range of 10 yards, medium range of 20 yards and long range of 30 yards.

HABITAT/SOCIETY: Giant Manta Ray: Giant Manta Rays can swallow almost anything, so over the course of their life span, their gullets become a repository for all sorts of indigestible treasure. These Rays are non-intelligent and do not understand the value within their gullets. They are easily distracted by shiny objects and food.

Pungi Ray: Pungi Rays do not talk. Even with a Speak with Animals spell, Pungi Rays assume the spellcaster is talking to someone else.

Sting Ray: Sting Rays are blissfully ignorant and giggle uncontrollably under a Speak with Animals spell. Every time the spellcaster asks it a question, the Sting Ray will splash him with water and laugh harder.



Death Ray

Death Ray: Death Rays are a sinister concoction of power, agility and pure predator instinct. They do not know the difference between living and non-living creatures, and have been known to use their death ray on undead, golems, statues, bas reliefs that resemble humans, rocks that roughly resemble faces and figureheads on ships. Death Rays have been known to attack even when it is painfully obvious that they will not be able to retrieve the body and eat it.

ECOLOGY: The Giant Manta, Pungi and Sting Rays are normal animals that live and die in warm, tropical oceans. The Death Ray, however, is an invention of an evil Sahuagin shaman who was jealous of the power of a rival. Unfortunately for him and his Sahuagin followers, the creatures he created were not only deadly, but would ruthlessly attack anyone and everyone.

YIELD:

Medicinal: Nil

Spell Components: The eyes of a Death Ray can be used in lieu of other material components to cast a Death Spell. If the eyes are preserved properly, they can be re-used for up to 12 castings of the spell.

Hide/Trophy Items: Nil

Treasure:

MANTA: J thru N (x10), Q (x5), X

PUNGI: Nil

STING: Nil

DEATH: J thru N (x5), Q (x5), X

Other: The tail of a Manta Ray can be crafted into a bastard sword suitable for enchantment.

Reaving Dervish

DESCRIPTION: Reaving Dervishes are flightless avian bipeds that dress in outlandish clothes. When they fight, they whirl and dance. They are most often encountered on or near mountains.

COMBAT/TACTICS: All Reaving Dervishes have the skills of tumbling, jumping, dancing and mountaineering. When they attack, they whirl around, using both weapons simultaneously such that if one blade hits, the other automatically hits as well. Reaving Dervishes prefer scimitars and other bladed weapons with one sharp edge.

Additionally, thanks to years spent dancing, these creatures gain double the normal bonuses for Dexterity to AC.

The average Reaving Dervish has a Dexterity of 17-20.

Reaving Dervishes can be fighters or magic-users. 1 in 4 are magic-users of 2nd to 8th level. For every 10 Reaving Dervishes there is one

Reaving Dervish

AKA: Prancing Pillager

HACKFACTOR: 5

EP VALUE: 175

CLIMATE/TERRAIN: Any Mountains

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Avg. to Exc. (8-16)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 20-50

SIZE: M (5' tall)

MOVEMENT: 12", 15" Dancing

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Possible

MORALE: Daring (15)

ARMOR CLASS: 5 (+ Dex)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon/by weapon

SPECIAL ATTACKS: Whirling

SPECIAL DEFENSES: Resistant to Cold

MAGIC RESISTANCE: Standard

HIT DICE: 2



Reaving Dervish

4th level fighter, for every two 4th level fighters there is a 6th level fighter. Reaving Dervish tribes are led by a 9th level fighter or higher, with 1-4 bodyguards each of 7th or 8th level.

HABITAT/SOCIETY: Females are equal to males in Reaving Dervish society, but they only fight to protect the young. Their population is equal to the males and the young population is equal to the total number of Reaving Dervishes. Females are adept at weaponsmithing and other domestic skills.

Reaving Dervishes love magic items, especially ones that allow the user to fly. They raid settlements (human, demi-human, humanoid and otherwise) during the winter to get food and supplies. They are not malicious and will not kill unless their hand is forced.

ECOLOGY: Reaving Dervishes are resistant to cold; they take no damage from cold-based attacks if they make their save and only half damage if they fail. They are an extremely unpredictable species, but they take delight in festivals of all kinds. Reaving Dervishes have no religion or gawd of their own and many are curious about the religion of those who live "below the mountain".

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: R, S, T, U (individual) B, D (in lair)

Other: Unhatched Reaving Dervish eggs are worth 10 gp each. Reaving Dervishes make excellent servants if raised in captivity, but free Reaving Dervishes abhor slavery and will not rest until they have freed all known captives.

Relic Devourer

DESCRIPTION: The Relic Devourer appears as a tall, human magic-user with wrinkled gray skin and a very long white beard. He has eyes that have sunk so far in his head they appear to be black empty sockets. The Gray Wretcher wears a cloak that is so filthy with age it has

turned black and a hat that just happens to also be black. The Relic Devourer's beard contains the crumbs of relics he has eaten before.

COMBAT/TACTICS: The Relic Devourer is only interested in eating relics and artifacts. He does not seek combat, but will fight anyone that tries to stop him from eating. The Gray Wretcher must make a called shot at -4 to grab the relic, if it is being wielded in combat. He is completely immune to the effects of all relics and artifacts.

Should the Relic Devourer get his hands on a relic, he will immediately begin to consume it. Relics and artifacts must save vs. crushing blow at -4 from his bites. Only gawdly magic items, such as Thor's Hammer, get an unmodified saving throw.

Additionally, the Relic Devourer gains the abilities of the relic or artifact he consumes for 24 hours.

HABITAT/SOCIETY: The Relic Devourer was once a powerful magic-user who expressed a poorly worded Wish for gawdly powers. The

Relic Devourer

AKA: Gray Wretcher

HACKFACTOR: 125

EP VALUE: 25,000

CLIMATE/TERRAIN: Any Remote

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Relicivore

INTELLIGENCE: Exceptional (15)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (7' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: -10

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 5-10/5-10

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Immune to relics and artifacts

MAGIC RESISTANCE: 70%

HIT DICE: 131 hit points



Relic Devourer

gawds punished him for his arrogance, cursing the magic-user to feed on relics and artifacts of great power. The Relic Devourer is immortal and his -10 AC is due to his skin, so it applies to attacks from behind as well as the front and flanks.

ECOLOGY: The Gray Wretcher wanders Garweeze World in a half daze. He can sense artifacts and relics from one full mile away and will relentlessly pursue them until he is destroyed or until another more powerful artifact or relic enters his radius.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The crumbs from the beard of the Relic Devourer can be used to make a scroll which will provide protection against relics and artifacts for 4-20 rounds when read. There are enough crumbs for 1-2 such scrolls.

Remorhaz

DESCRIPTION: A Remorhaz will only be encountered in the most remote, unforgiving arctic wastes. It has a segmented body, winged head, large eyes and tiny, chitinous legs on each segment. Its entire body is ice blue, except for the white streak down its back.

COMBAT/TACTICS: During combat, the Remorhaz will beat its wings to lift the front quarter of its body. (If a wing or both wings are severed, the worm gets -2 and -4 on all to-hit rolls, respectively.) On any unmodified roll of a 20, the Remorhaz swallows its prey whole (this effect supersedes the critical hit tables in the GMG). Victims inside the Remorhaz are killed in 1-4 segments by the incredible heat of the creature's innards. Non-magical weapons melt upon contact with its back, magic weapons must save vs. magical fire or melt and any living thing touching the creature's back suffers 10-100 points of damage.

HABITAT/SOCIETY: Remorhazi live in ice tunnels – there is a 5% chance of encountering a mated pair. They maintain 60 square miles of hunting territory, but will tolerate other Remorhazi only if prey is plentiful. Remorhazi use their incredible body heat to help them burrow quickly through snow and ice, where they remain hidden until they can surprise their prey. They have 60-foot infravision.

Remorhazi will attack anything, including but not limited to: humans,

Remorhaz

AKA: Ice-a-pillar, Snow Borer

HACKFACTOR: 51

EP VALUE: 5,000 + 1,000 per Hit
Die over 9

CLIMATE/TERRAIN: Artic Plain

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: G (21' to 42' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 0 (head 2, underbelly 4)

NO. OF ATTACKS: 1

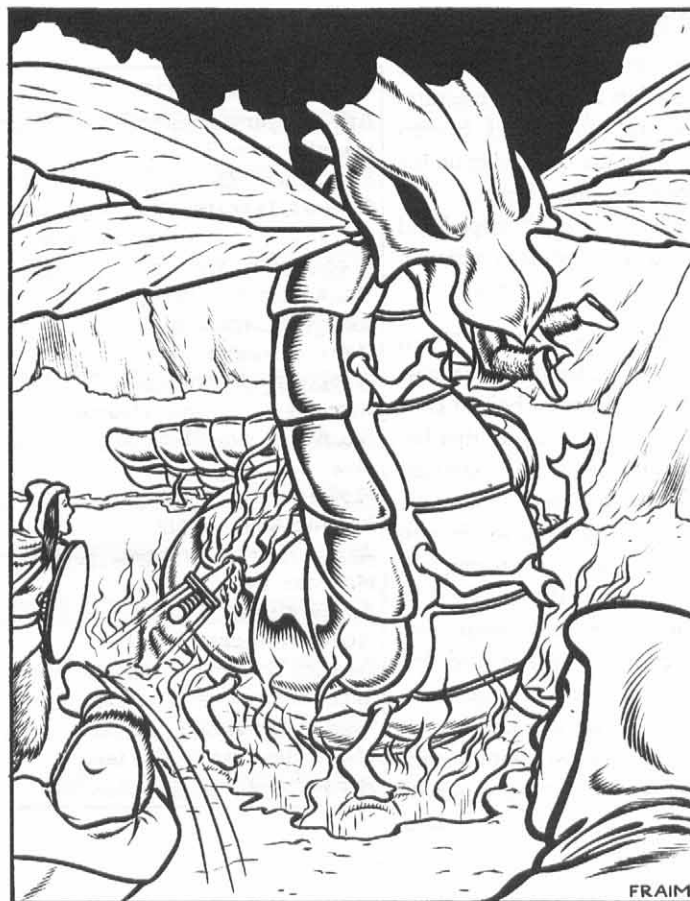
DAMAGE/ATTACK: 4-24 (7-8 HD),
5-30 (9-12 HD), 6-36 (13-14 HD)

SPECIAL ATTACKS: Swallow whole,
heat lash

SPECIAL DEFENSES: Melt metal

MAGIC RESISTANCE: 75%

HIT DICE: 7 to 14



Remorhaz

demi-humans, humanoids, Frost Giants, White Dragons, Blizzard Bears, Albino Snow Elk, Pleistocene Deer, Polar Bears, Ice Elementals, ice formations that look like Ice Elementals, snow banks, ice formations resembling nothing in particular, rocks and their own reflections.

ECOLOGY: Remorhazi mate once per year, but only produce offspring 3 or 4 times during their lifetime. The female lays 1-2 eggs that must be constantly tended and warmed until they hatch (failing to warm the eggs for even one minute means they will not hatch). The young have 1 Hit Die at birth and grow to 7 Hit Dice in four months. Immature Remorhazi at 1-3 Hit Dice (Dmg 2-12) are AC 2 (4 for the head, 6 for the underbelly), while 4-6 Hit Dice worms (Dmg 3-18) are AC 1 (3 for the head and 5 for the underbelly).

Thankfully, the creatures live only 30 years. These creatures make powerful, although nearly uncontrollable, pets and guards. A Remorhaz guard must be constantly fed or it will attack its master. A Remorhaz pet will burn its master's slippers, couch and anything else left lying about by the average careless pet owner.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: D

Other: Remorhaz eggs are worth 500 gp each. The "thrym", or heat secretion of a Remorhaz can be used for heat-related magic items and can be sold to an alchemist for 5-10 gp per flask. Each Worm contains 10 flasks per Hit Die.

Repeller, Electric

DESCRIPTION: Electric Repellers are bizarre creatures that resemble small beavers with a single odd antler on the front of their heads. The antler is vaguely Y-shaped and when the creature is agitated, it sparks with electricity.

COMBAT/TACTICS: When threatened, this easily irritable creature shoots a bolt of electricity from its antler that has a range of 40 feet. Victims get no saving throw, though the Repeller must roll to-hit with the bolt. The Teleporting bolt will hit something – the GM must determine what gets Teleported, if not the PC (based on line of trajectory). Only Dexterity adjustments to Armor Class count against this attack. Victims struck are Teleported in a random direction as shown:

Roll (1d100)	Direction/Distance
1-10	North 1-100 feet
11-20	East 1-100 feet
21-30	South 1-100 feet
31-40	West 1-100 feet
41-50	Down 10-60 feet
51-60	Up 10-60 feet
61-70	The middle of the nearest body of water
71-80	The middle of the nearest arctic region
81-90	The middle of the nearest desert region
91-100	GM's choice or roll for ten times the distance

Those struck by more than one of the creatures simultaneously may (50%) find themselves in one spot and their equipment in another. If the victim has not harmed the Repeller or its kin, the victim is automatically shunted to the nearest open space. If the Repeller has been injured or the opponent attempted to strike or use an offensive spell against it, roll for a Very Familiar Destination on the table shown in the Teleport spell description in the PHB to see if he appears above or below ground. For every 5 points of damage done to the Repeller or one of its kin, move one destination down the chart (e.g. 10 points becomes "seen casually" rather than "familiar").

There is a 25% chance that opponents, striking the Repeller, will bring their melee weapon near enough to the antler that it will be Teleported. Spells that create balls of energy or matter such as Fireball or Wall of Stone have a 40% chance of touching the Repeller's antler and being Teleported (the Repeller suffers no damage).

These creatures are immune to Dimension Door, Teleport, Teleport Without Error and similar spells and effects cast by non-Repellers. Spells that protect the target from electrical attacks make an opponent

Repeller, Electric

AKA: Lightning Beaver
HACKFACTOR: 6
EP VALUE: 175
CLIMATE/TERRAIN: Any non-Arctic or non-Desert
FREQUENCY: Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 2-8
SIZE: S (2' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-4 or see text
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See text
HIT DICE: 2



Repeller, Electric

immune to the Electric Repeller's attacks. Electric Repellers can target each other to flee opponents. When Teleporting their own kin, they can choose the destination as with a Teleport Without Error spell.

HABITAT/SOCIETY: Electric Repellers are an unpredictable species. They seem to enjoy the chaos and confusion they create, but have been known to make deals with powerful creatures both good and evil.

Electric Repellers speak Common. They always make boastful claims that they are doing very important things. However, they never appear to do more than collect gold and Teleport people. If confronted with this fact, the Electric Repeller will shift its weight awkwardly for one round, then Teleport the confronter away to a "never seen" destination.

ECOLOGY: These beasts shed their antler each winter before hibernating. They sleep until warm weather returns, unless disturbed. Their antler grows back as they sleep, and is fully formed just 1d8 weeks after the shedding of their old antler.

Electric Repellers are a creation of Slaad Lord Ygori. He felt that normal beavers were boring. Electric Repellers make interesting pets if the owner happens to be immune to Teleportation magic.

YIELD:

Medicinal: Nil

Spell Components: Repeller antler shavings can be used, in lieu of other material components, for Teleportation-related spells. This eliminates the verbal component, but adds both a somatic and a material one.

Hide/Trophy Items: The hide of an Electric Repeller can be used to craft magic items that provide protection against Teleportation and electricity.

Treasure: U, Y

Other: The antler of an Electric Repeller can be used to build a Wand of Teleportation or a Ring of Teleportation. Each antler is worth 500 gp to a magic-user.

Repulser

DESCRIPTION: Repulsers are a race of creatures that are rumored to have crash-landed on the surface of Garweeze World eons ago. Most sages agree that they are immortal and have gone completely insane after being trapped on this "primitive" world for so long. They appear as humanoids with cracked gray skin, large blood-shot eyes and wild hair.

COMBAT/TACTICS: When threatened, the Repulser shoots a beam of energy that has a range of 100 feet. Victims get a saving throw vs. spell to avert the gaze attack.

Those struck are Teleported in a random direction as shown in the chart:

Roll (1d100)	Direction/Distance
1-10	North 100-10,000 feet
11-20	East 100-10,000 feet
21-30	South 100-10,000 feet
31-40	West 100-10,000 feet
41-50	Down 100-600 feet
51-60	Up 100-600 feet
61-70	One continent away
71-80	North Pole
81-90	South Pole
91-100	GM's choice or roll for ten times the distance.

Repulser

AKA: He-Who-Maketh-Ye-Disappear
HACKFACTOR: 10
EP VALUE: 270 (if defeated)
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night/Darkness
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1
SIZE: M (5' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 10
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: By weapon or gaze
SPECIAL ATTACKS: Teleporting gaze
SPECIAL DEFENSES: Teleporting gaze
MAGIC RESISTANCE: Standard
HIT DICE: 4

Additionally, there is a 60% chance the creature is armed with a crude wooden club, otherwise it wields whatever weapon is most common in the region where the Repulser is encountered.

HABITAT/SOCIETY: Repulser language has been, so far, impossible to understand and all attempts to decipher it or to teach the creatures the Common Tongue have failed. It is rumored that they once had advanced technology, but the items decayed long ago.

Repulsers now roam the countryside, usually begging for food and water. They babble to themselves and talk to imaginary people. Occasionally (20%) a Repulser will hold an important clue to a dungeon crawl or be used as a pawn by a powerful magic-user. It is rumored that those who show the creature kindness sometimes find them to be helpful allies.

ECOLOGY: The race of Repulsers cannot die, at least not on Garweeze World. If the creature is struck with a fatal blow, it disappears the instant before the strike would have killed it, Teleporting to a safe place, usually many miles away.

YIELD:

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

Retch Plant

DESCRIPTION: Retch Plants are related to palm trees, except that instead of coconuts they grow large fruits that are blue, violet or lilac, depending on their ripeness. When ripe (lilac), these fruits fall and burst upon impact. The foul fluid inside the fruit can be smelled at a distance of 200 yards.

COMBAT/TACTICS: The tree does not attack, but there is a 20% chance that a fruit will fall if the tree or the area around it is disturbed. Victims splashed by the fruit's foul insides will vomit and retch for 3 rounds (no save) and be at 50% strength for the next hour due to nausea. The smell is attractive to carnivores and doubles the chance of a wandering monster encounter. Bumping the tree or climbing it is 40% likely to bring 2-5 of the fruits down. There are 5-8 fruits per tree.

HABITAT/SOCIETY: Goblins in tropical climates hurl the fruits of the Retch Plant at their opponents. The plants have few tactical maneuvers. Most of their combat skills involve just standing there appearing to be immobile (since they are immobile, they do this quite well).

Retch Plant

AKA: Gag Tree, Nausea Nut
HACKFACTOR: 7
EP VALUE: 270
CLIMATE/TERRAIN: Any Warm
FREQUENCY: Rare
ORGANIZATION: Grove
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 2-20
SIZE: H (16' to 24' tall)
MOVEMENT: Nil
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 8
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See text
HIT DICE: 5 to 8



Repulser



Retch Plant

ECOLOGY: The smell of a Retch Plant can be washed away with alcohol (wine, beer, brandy, whiskey, cognac, etc). Contrary to the popular dwarven rumor, drinking the alcohol will not improve a victim's smell (although it may improve a victim's tolerance for it). Only humanoids can stomach the taste of Retch Plant fruit.

YIELD:

Medicinal: Retch Plant fruit can be mashed, smoked, dried and pulverized to produce powerful smelling salts.

Spell Components: Retch Plant fruit can be used in a Stinking Cloud spell in lieu of other material components. The spell takes one additional segment to cast and victims receive a -2 on their saving throws.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Retriever

DESCRIPTION: Retrievers are a race of creatures that were once human, but were corrupted by powerful magics that they couldn't control. The corruption manifests itself in variations of evil alignment. Retrievers appear to be malnourished, slime-covered humans with distorted features. They all have one

thing in common: They all carry a powerful magical artifact that has, over time, turned them evil.

COMBAT/TACTICS: Retrievers have the following abilities: Regenerate 2 hit points per round, infravision/ultravision of 80 feet, Climb Walls 89%, Hide in Shadows 69%, Move Silently 59% and two dozen random skills available to thieves and fighters. All Retrievers have a primary concern to protect their magic artifact, but they have no problems with expanding their treasure hoards. However, if so much as a copper piece is stolen from them, they will track down the thief for revenge. All Retrievers have the ability to operate any magic item, regardless of class restriction and command words. They cannot use good-aligned or neutral-aligned magic items.

Retrievers will be specialized in any weapon they are carrying, having spent at least a century using it. All retrievers fight as a fighter equal to their hit dice.

Reckless Retriever: Reckless Retrievers are Chaotic Evil and they do not care who gets hurt, as long as they have their magic artifact and personal belongings. When seeking revenge, a Reckless Retriever becomes near-suicidal. They have been known to light a building on fire that they and their quarry occupy. They will sink the ship or crash the flying carpet on which they and their quarry is a passenger. These creatures think nothing of poisoning the water supply of thousands of people just to get revenge on one. As long as it destroys their quarry, they do not care.

Relentless Retriever: Relentless Retrievers are cowards and avoid combat whenever possible. To achieve their goals, they use intermediaries and hirelings. They are amazingly patient and have been known to wait for months and even years to gain their revenge. Relentless Retrievers will keep careful track of their quarry's enemies, uniting them in hatred until their power is sufficient to overwhelm the victim.*

Ruthless Retriever: Ruthless Retrievers consider loosing any piece of their treasure a personal insult to their honor. It is not enough simply to recover the missing items, but they must humiliate, maim and pub-

Retriever	Reckless	Relentless	Ruthless
AKA:	Hominid-Carelessae	Hominid-Determinae	Hominid-Insultedae
HACKFACTOR:	--- 33 (plus 4 per level over 9) ---		
EP VALUE:	--- 2000 (plus 1000 per level over 9) ---		
CLIMATE/TERRAIN:	Any Remote	Any Remote	Any Remote
FREQUENCY:	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Very (11-12)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Neutral Evil	Lawful Evil
NO. APPEARING:	1	1	1
SIZE:	M (6' tall)	M (6' tall)	M (6' tall)
MOVEMENT:	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Timid (6)	Brave (14)
ARMOR CLASS:	9	9	9
NO. OF ATTACKS:	2	2	2
DAMAGE/ATTACK:	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	See Below	See Below	See Below
SPECIAL DEFENSES:	See Below	See Below	See Below
MAGIC RESISTANCE:	35%	35%	35%
HIT DICE:	9 and up	9 and up	9 and up



Retriever

licly kill the offender. Ruthless Retrievers show little mercy to their quarry and they will torture friends and family members to get what they want. A typical tactic is for the Ruthless Retriever to take a hostage and demand that the offender face him in personal combat. If the fight goes against the creature, it will retreat and escape to fight another day. Nothing short of absolute surrender and complete victory will ever satisfy it.

HABITAT/SOCIETY: Retrievers were once human and the item that they guard over the years has made them nearly immortal, but also mostly insane. Retrievers will mumble and babble incessantly about what they have done, need to do and will do. At times, they can be almost civil and perfectly lucid. However, their self-imposed isolation has left them with few manners. Most Retrievers live alone in inaccessible corners of Garweeze Wurd.

Due to their questionable sanity, Retrievers may decide to hunt down a PC for taking a worthless an unimportant item from their location. This could be a family heirloom, a worthless piece of jewelry, a pointed stick, a three-day old fish, a bit of lint— Anything that the retriever might notice immediately after the PC leaves. In some cases, the retriever may mistakenly THINK the PC has taken something, only to find out years later that the object actually fell behind the couch.

Should the Retriever retrieve its favorite item and should the thief avoid the Retriever's revenge, there is a 1% chance per week it will return to its home. (The GM may modify this result to 0% if the PC humiliated the Retriever.)

ECOLOGY: Retrievers have withered and non-functioning genitals and can no longer reproduce. Their stink is offensive and they relieve themselves wherever they please. Retrievers have names like "Mollug", "Nudlum", "Blugnee", "Vlorpdoo" and "Denise".

YIELD:

Medicinal: Nil

Spell Components: Retrievers are highly magical and can be used in lieu of other spell components in vengeance spells. Their blood can be used in place of a magic-user's blood, but the retriever must be alive and a willing volunteer. Should the retriever die, the spell affect instantly ends.

Hide/Trophy Items: Nil

Treasure: B and one magic artifact with corrupting powers

Other: Nil

Retriever, Skullsplitter's

DESCRIPTION: These creatures are horrid spiders that stand on four hind legs and stab people with their other four legs. Their slobbering mandibles drips saliva and their bodies are covered in armor-like scales.

COMBAT/TACTICS: The mere sight of Skullsplitter's Retrievers cause any creature below 1 Hit Die to flee and any creature with 6 Hit Dice or less to make a saving throw vs. spells (fear) or flee. They have excellent vision (three times better than humans') and 120-foot infravision.

The creature's four eyes shoot rays of Fire, Cold, Lightning and Transmutation. Two of the eyes work every round and the other two every 6 rounds (randomly determined). The rays have a range of 60 feet. Victims struck with Cold, Fire or Lightning must save vs. breath weapon or take the creature's current hit points in damage (half if the victim makes it save). The Transmutation ray turns the victim (if it fails a save vs. spells) into mud, stone, lead or gold (equal chances, determine randomly).

Victims turned to stone can be restored with a Stone to Flesh spell. Victims turned to mud will first need a Transmute Mud to Stone spell, then a Stone to Flesh spell. Victims turned to lead or gold will need a Philosopher's Stone and an expert alchemist to transmute the material into stone then use a Stone to Flesh spell. (Victims can also be restored with a Limited Wish or Wish spell.)

The creatures cannot use their rays and attack with their arms in the same round, they must use one or the other. Usually, they open with a volley of rays then close in for attack.

HABITAT/SOCIETY: Skullsplitter's Retrievers are sometimes sent to the Prime Material Plane alone to retrieve someone that has offended the demon Skullsplitter or reneged on a deal.

ECOLOGY: If a Retriever is slain, it will not reform in the Abyss. Skullsplitter or his minions may seek revenge against the slayer. It is

Retriever, Skullsplitter's

AKA: Soul Nabbers

HACKFACTOR: 60

EP VALUE: 6,000

CLIMATE/TERRAIN: Abyss

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: L (12' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: -2

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 3-18 each

SPECIAL ATTACKS: Eye rays

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 10

unknown whether the half-orc rumors that some of these things have escaped Skullsplitter's control are true.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hide of these creatures can be used to make a shield worthy of powerful enchantment, up to +10.

Treasure: Z

Other: The eyes of the Retriever can be used to may a Wand of Fire, Cold, Lightning and/or Transmutation, respectively. Each would have the exact same powers as the appropriate eye.

Revenant

DESCRIPTION: A Revenant is a vengeful spirit that has risen from the dead to destroy its killers. It appears as a decayed version of the victim with pallid skin, cold flesh and sunken eyes. When a Revenant sees its killer or killers its eyes burn with an unnatural intensity. It is absolutely relentless in its pursuit of revenge.

COMBAT/TACTICS: All Revenant attacks are made against the victim's throat and inflict 2-16 points of strangulation damage. Once it has a grip on its killer it will not let go until the victim or it is destroyed. It never uses weapons.

If a revenant stares into a victim's eyes, the victim must make a save vs. spell or be paralyzed for 2-8 rounds. This power only affects the Revenant's killer or killers.

Revenants regenerate 3 hit points per round and severed body parts will act independently. The creature is immune to acid and gas attacks, although it cannot regenerate fire damage. It cannot be turned, Raised, Resurrected, harmed by holy or unholy water or holy or unholy objects. A Revenant cannot be given music lessons, even by the most skilled bards.

At the light of day, Revenants disappear. No amount of searching will allow its killers to find its body during the day. As soon as the sun sets, the Revenant reappears and begins its hunt anew. It can appear within one mile of its prey and has sometimes been known to appear right behind its prey, should they be elude normal pursuit. No amount of magic can hide a killer from its Revenant.

HABITAT/SOCIETY: Under exceptional circumstances, a PC who has died a violent death may rise as a Revenant to wreak vengeance on his killer or killers. The chance is 5%, but only if the character has an 18 Constitution, a Wisdom or Intelligence over 16 and a total score of 6 abilities over 90. If both Wisdom and Intelligence are over 16, the

chance is 10%. If Intelligence, Wisdom and Constitution are all 18 or higher, the creature has the additional power to shift into any freshly killed biped if the Revenant rolls a successful saving throw vs. death.

If the body of the deceased is too thoroughly destroyed to occupy, the Revenant will inhabit the nearest fresh corpse. The Revenant's killer will always see the person they killed when the creature comes for him.

Revenants retain the abilities it had in life and are, at minimum, equal to an 8 Hit Dice creature. Its alignment in death is always neutral. It will not speak except to cast a spell at its killer or to call the killer various obscenities in its original language.

Revenants can locate their killer or killers no matter where they may be. If there is a group of killers, the Revenant will always start with the least culpable in the conspiracy, such as accomplices. Revenants like to make public displays of these early kills to let the final victim fear their impending death.

Because the Revenant is dead, its body decays, although much more slowly than normal. Within 3 to 6 months a Revenant's body will decay completely and its spirit must either take up residence in another corpse or return to its soul's plane. Once a Revenant has killed all its victims, its body disintegrates and the spirit finally rests in peace.

Revenants do not attack innocent victims unless they get in the way or in self-defense. If necessary, the Revenant will use indirect means to get at its prey. Revenants have no problem with sacrificing innocent people if it guarantees the destruction of their killers.

ECOLOGY: Revenants are not part of any ecological niche. They exist due to sheer will and incredible anger. However, a Revenant is

Revenant

AKA: Revenge Spirits

HACKFACTOR: 30

EP VALUE: 3,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: N/A

INTELLIGENCE: See text

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (5' to 6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Paralyzation

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 8



Revenant

extremely cunning and if it knows it is up against a powerful opponent, it may use a group of PCs as pawns to achieve its goals.

YIELD:

Medicinal: Nil

Spell Components: The ashes of a Revenant can be used for a Bestow Curse spell, which adds a material component and gives the target a -6 to his saving throw. The curse thus bestowed must target a specific individual who has committed a great wrong against the caster (GM's discretion). Dark rumors persist that there are certain other powerful spells for which this fiend's ashes can also be used.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Revenger

DESCRIPTION: A Revenger resembles a demonic Hellhound of immense size. Its eyes glow with a sinister light and its teeth are large and sharp. Revengers have black to blood-red coats and very few have collars.

COMBAT/TACTICS: A Revenger has a terrible bite that does extremely painful damage and victims struck must make a Dexterity check or fall to the ground. Those who fall to the ground must make a second Dexterity check to see if they drop whatever they were carrying.

Revengers can track prey over any distance, but only by scent and not across planes. These evil canines are savvy enough, should a victim escape them, to return to a spot where a target is likely to return. Their patience is endless and they will not rest until their quarry is dead. However, it is possible to reason with the beast and convince it to change its target.

Revengers are immune to poison and take half damage from normal fire. Silver weapons do 1-4 additional points of damage per hit. Indeed, any silver object that touches the beast inflicts 1-4 points of damage. The dawgs can regenerate 1 hit point per turn, but cannot ever regenerate damage from silver. They can smell silver up to 400 yards away and will avoid it if at all possible. Revengers will not pursue prey over consecrated ground.

HABITAT/SOCIETY: These awful dawgs live in desolate wastes until they are summoned. It is rumored that anyone unfortunate enough to discover a Revenger lair will encounter 2-5 of the beasts in a pack. Although they do not live in Hell and have no means to get there, they prefer regions that have a similar décor and ambience.

Revenger

AKA: Reprisal Rover

HACKFACTOR: 29

EP VALUE: 3,000

CLIMATE/TERRAIN: Any (See text)

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: High (13-14)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1 (See text)

SIZE: M

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 10

Revengers are cunning and have a high Intelligence. Their greed knows no bounds, but they feel that if they are summoned, they must kill someone. A victim can attempt to bribe the beast, but only if there is another available target nearby. Revengers prefer magic and gold, and will demand treasure equal to 500 gp per Hit Die of the victim.

ECOLOGY: Legends say that a conjuror created the Revengers during a series of experiments involving the crossbreeding demons and dawgs. The result was a monster that was not quite nefarian nor dawg. It seems these creatures were designed to respond to a specific summoning spell, and then hunt down the conjuror's enemies. Unfortunately, the dawgs were too smart and were open to bribes. One of the conjuror's victims turned the tables on the conjuror and he was killed by his own creation.

Revengers do not need to eat or sleep more than once a month. They never suffer from fatigue or illness. It is rumored that the spell to summon a Revenger is a 9th level conjuration that requires a bit of Hellhound fur and an object belonging to the victim. The dawg has 3 rounds per level of the caster to kill the victim. After that, the creature is free to take bribes.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hide of a Revenger is suitable for enchanted clothing in the form of cloaks and hats.

Treasure: A, H (in lair)

Other: Nil



Revenger

Rhinoceros	White	Black	Wooly
AKA:	UniRhino	DuoRhino	Shag Rhino
HACKFACTOR:	6	7	8
EP VALUE:	975	1,400	2,000
CLIMATE/TERRAIN:	Savannah	Savannah	Subarctic
FREQUENCY:	Common	Common	Common
ORGANIZATION:	Herd	Herd	Herd
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal
ALIGNMENT:	Neutral (evil)	Neutral (evil)	Neutral
NO. APPEARING:	1-6	1-6	1-4
SIZE:	L (4' at shoulder)	L (4' at shoulder)	L (4' at shoulder)
MOVEMENT:	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Daring (15)	Foolhardy (16)
ARMOR CLASS:	6	6	5
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-8	2-12	2-12
SPECIAL ATTACKS:	Charge, trample	Charge	Charge
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	8	9	10

Rhinoceros

DESCRIPTION: Rhinos are aggressive herbivores that will attack any creature that invades their territory. They have a tough, gray hide and large, pointy horns. White Rhinoceroses have a single large horn, while Black Rhinos have two horns, one which is smaller and is set further up on the beast's forehead. These creatures all have a herd mentality; single encounters will be with rogue males.

Wooly Rhinos are prehistoric rhinos that are covered in thick fur as were the Wooly Mammoths. They are thought to be a throwback to the Pleistocene epoch – when primitive beasts needed such heavy coats of fur to protect them from the cold winters that had destroyed the dinosaurs of the Jurassic period.

COMBAT/TACTICS: Rhinos can charge opponents for double damage, followed by a trampling attack for 2-8 points of damage per foot that hits (maximum of four). Black and Wooly Rhinos trample for 2-12 points of damage for each foot that successfully strikes. Their skills as

military tacticians are limited at best. In general, Rhinos have poor eyesight and thieves get +20% to hide in shadows against them, even in the bright daylight. Rhinos have little in the way of treasure to steal.

HABITAT/SOCIETY: Rhinos are just like most herd herbivores. Herds are led by the largest male and most other mature males are driven out of the herd. Each herd will have at least 1-2 young that are 30 to 60% mature. Wooly Rhinos will only be encountered in the Pleistocene epoch or on islands time forgot.

Druids have an aggressive program to protect these creatures from poachers who go after their horns and hides.

ECOLOGY: Rhinos are born in the same manner as other large mammals. Attempts to domesticate them were recently abandoned after the discovery that Rhinos do not give milk was made, followed immediately by the destruction of several villages and the discovery.

YIELD:

Medicinal: In certain cultures, powdered Rhino horn is believed to function as a performance-enhancing aphrodisiac.

Spell Components: Nil

Hide/Trophy Items: Rhino hide makes excellent hide armor and can be enchanted up to +12.

Treasure: Nil

Other: Nil



Black Rhino



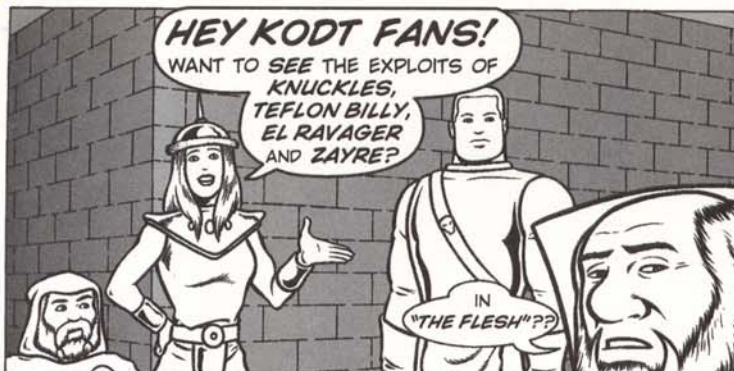
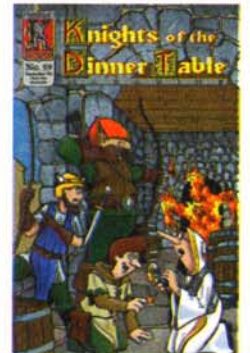
Wooly Rhino

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HACKLOPEDIA OF BEASTS - VOLUME VI: NEFARIAN: OTHER, SOUL SNATCHER TO RHINOCEROS

The Hacklopedia of Beasts: This comprehensive set of reference manuals is a must for HackMaster GMs. In this volume, terrifying monsters whose names begin with the letters Nef-Rh are described in sometimes-frightening scientific detail. Every monster in the Fourth Edition Hacklopedia has been revised, edited, and updated and they have had their HackFactors beefed up to bring them in line with the rest of the game. Among other features, readers will learn about monster social structures, activity cycles, diets, attack modes (including special attacks), morale and even how to make the most of their kills by salvaging potentially valuable monster remains.

Nowadays the quick march of events and the rapidity of new discoveries, the expansion of human activity and the additions of arcane learning require a work such as the Hacklopedia of Beasts. This book provides a detailed list of creatures both large and small from the flora and fauna of Garweeze World and beyond.

Piranha	Giant
AKA:	Gargantuan Razor Fish
HACKFACTOR:	1
EP VALUE:	65
CLIMATE/TERRAIN:	Tropical Water
FREQUENCY:	Very Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (I)
ALIGNMENT:	Neutral
NO. APPEARING:	2-20
SIZE:	M (4' to 6' long)
MOVEMENT:	15" Swim
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Pliant (10)
ARMOR CLASS:	7
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	feeding frenzy
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	2+2

Piranha

DESCRIPTION: Piranhas are fish with razor sharp teeth and love to eat flesh. Their bodies are short and wide and their mouths have a downward turn that resembles a frown. Piranhas are not happy fish.

COMBAT/TACTICS:
Common Piranha: There is a 75% chance that Piranhas will attack anyone that wades in their water. Once blood is drawn, the rest of the school goes into a feeding frenzy. The fish will go berserk, attacking twice per round. Up to 20 fish can attack a single target.



Cold Water Piranha: These creatures are the same as Common Piranhas, except that they can be found in cold waters. Evil humans sometimes fill their moats with them.

Giant Piranha: These fish attack in the same manner as their smaller cousins, but only 10 can attack a single target at once. Once per round, they can charge at full speed and leap out of the water up to 10 feet. They usually use this attack on birds, but sometimes target humans, demi-humans or humanoids.

HABITAT/SOCIETY: Piranhas of all types are carnivorous, flesh-eating maniacs. They are happiest when they are devouring a screaming biped. Piranhas can reduce a cow to a skeleton in less than five minutes, a screaming halfling in two and a dazed gnome in one. Experiments have shown that this time can be cut in half if the victims are coated with condiments.

ECOLOGY: Piranhas are just like other fish, except really, really angry. Contrary to the popular dwarven myth, Piranhas will attack drunken swimmers.

YIELD:

Medicinal: Piranhas are edible, but have a bitter taste.

Spell Components: The teeth of a Giant Piranha can be used to cast a Blade Barrier spell. This adds a material component, but cuts the casting time to 4 segments.

Hide/Trophy Items: The teeth of any piranha are sometimes sold to collectors, who turn them into very effective letter openers. The jaws are worth 1gp each.

Treasure: Nil

Other: Nil



ISBN 1-889182-43-5



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U.S. \$19.99 CAN \$29.99
 Printed in U.S.A. K&C2006