



HackMaster™

HACKLOPEDIA OF BEASTS – VOLUME VII

Ribsplitter to Tiger Fly



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 VII

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 VII. This is the seventh 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 snake might still be a snake, but in Garweeze World™ 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 HACKLOPÆDIA 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 World 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 World 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');
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 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.

Rib Splitter

DESCRIPTION: Rib Splitters are fearsome insects that are attracted to body heat. They are vaguely arrow-shaped, with wings and legs that fold flush against their armored bodies. Additionally, it has a whip-like tail that it uses to maneuver when on the ground.

COMBAT/TACTICS: Rib Splitters use darkness to hide from their prey. They can surprise victims 3 in 10 times. The creature flies directly at the victim, folding back its legs and wings, launching itself at the victim's heart. On a natural 20, the victim's heart is pierced and he dies instantly (this effect supersedes the critical hit tables in the GMG). Otherwise, the insect attempts to bore into the victim's heart. Should the victim's armor miss a saving throw vs. crushing blow, the creature can bore through the heart, unless pulled off, in two rounds. Cold attacks will stun a Rib Splitter 50% of the time.

HABITAT/SOCIETY: Rib Splitters are non-intelligent. They get their name from the way they devour a victim's heart, leaving an open, steaming rib cage. Rib Splitters tend to stay in small groups, but they are just as happy alone. They have very few pets, since they usually end up devouring the pet's heart.

ECOLOGY: Rib Splitters lay eggs in every third or fourth victim. These larvae devour the flesh of a man-sized corpse in one to four days, then crawl into the skull to gestate for 4-12 days. At the end of the last day,

Rib Splitter

AKA: Heart Devourer
HACKFACTOR: 4
EP VALUE: 125
CLIMATE/TERRAIN: Any Forest
FREQUENCY: Very Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-10
SIZE: M (4' long)
MOVEMENT: 6", 12" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 1
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Heart boring
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2+1

the skull bursts open and a single Rib Splitter emerges (having eaten the other larva for nourishment).

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Certain ambitious siege weaponeers use stunned Rib Splitters as the tips of ballistae shots. However, the insect must be kept cold or it will awaken and attack the nearest creature. In its dormant mode, each can be sold for 300 gp.

Rift Vortex

DESCRIPTION: A Rift Vortex is a tear in the fabric of the TeraVerse that manifests itself as a floating black hole one-foot in diameter. Anything that comes into contact with the hole is instantly pulled inside it and crushed to a size smaller than a molecule.

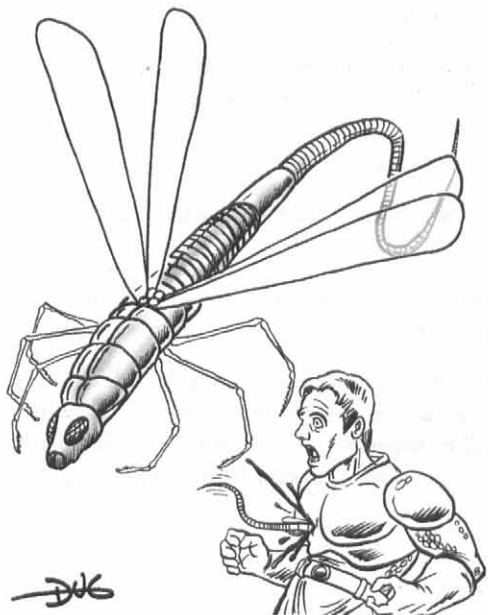
COMBAT/TACTICS: The Rift Vortex can pull energy and matter toward it. Anything within ten feet must make a successful bend bars/lift gates roll to avoid the pull. From 11 to 40 feet victims must make an open doors roll at +1 per foot above ten. Beyond 40 feet, the suction is merely a rather pleasant breeze. For every 100 hit points' worth of matter or energy (in the form of living creatures) it absorbs, the radius grows by 10%.

Rift Vortex

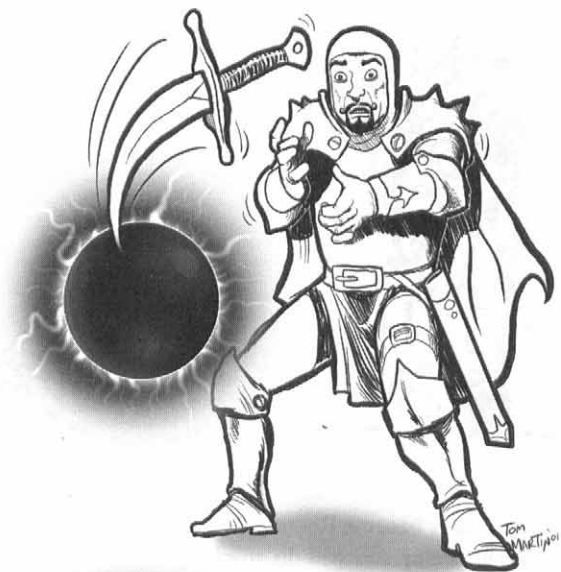
AKA: Rift of Destruction
HACKFACTOR: n/a
EP VALUE: n/a
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Any
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: S (1' around)
MOVEMENT: 9" to 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 9
NO. OF ATTACKS: n/a
DAMAGE/ATTACK: See text
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See text
HIT DICE: See text

Anything that comes into contact with the hole is crushed to a tiny little ball so minuscule – it cannot be seen with the naked eye. Spells such as Hold Portal can keep the rift from advancing for the duration of the spell. A reversed Knock spell will close it for 2-12 rounds. A Plane Shift spell can destroy the Rift Vortex or send it to another plane (50% chance of either).

Throwing a Bag of Holding (or similar mega-storage capacity item) into the rift will cause it and everything within a 40-foot radius to get sucked into the Ethereal Plane. Throwing a Portable Hole into the rift causes everything in a 40-foot radius to get sucked into the Astral Plane. Merely bringing either type of item within ten feet of the Vortex will cause a persistent "whooshing" noise and mild nausea. Attempts to move a Sphere of Annihilation into the rift will cause the rift to turn into a Black Hole one mile wide. This utterly destroys the current campaign world. (GMs are advised to avoid this.) Once the Rift Vortex has destroyed 10-1000 hit points worth of matter or energy, it disappears, never to return. (See page 202 of the GMG for hit points of items.)



Rib Splitter

*Rift Vortex*

HABITAT/SOCIETY: Rift Vortexes have no society and are a result of two alternate Prime Material Planes coming into contact in ways that the finest sages have not yet come to fully understand.

ECOLOGY: Rift Vortexes are being studied by some of the most learned sages and magic-users. It is said that if these phenomena could be harnessed, they would create an unlimited source of energy. Orcs have been known to throw their garbage and waste product into Rift Vortexes. It is unknown if Orcs have a better understanding of these phenomenon than other races, but we think not.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Righteous Avenger

DESCRIPTION: Righteous Avengers are the spirits of faithful lawful good believers who have been sent back to the Prime Material Plane to avenge a wrongful death, usually their own. They appear as angelic, armored paladins with feathery wings and the symbols of their gawds.

COMBAT/TACTICS: Righteous Avengers are armed with the weapon that most closely represents their gawd or appropriate retribution. Evil creatures take double damage from these weapons and those slated for retribution take triple damage. The Avenger can Detect Evil in a 200-foot radius and can detect murderers within one mile.

Those who participated in the grisly acts the creature is avenging may escape death by surrendering and dedicating their lives to good. Willing creatures touched by the Avenger's bare palm immediately turn lawful good for the rest of their natural lifetimes. After this, drifting to any other alignment causes death.

Spells such as Sleep, Charm or Hold do not work on a Righteous Avenger, but an Unholy Symbol presented boldly, will cause it to reel

for 1-4 rounds. Additionally, it cannot enter evil temples and places protected by evil clerics. Nor can it detect its targets while they are inside such places.

Righteous Avengers regenerate 1 hit point per round (even acid and fire damage) and are only permanently damaged by unholy weapons and spells. They have a Protection from Evil on them at all times and are immune to all special undead attacks (especially energy drains). They are not immune to damage caused by melee weapons, spells and magical weapons wielded by undead. Righteous Avengers turn undead as 2nd level clerics, but those who they turn immediately crumble into dust.

Righteous Avenger

AKA: Screamin' Redeemer

HACKFACTOR: 32

EP VALUE: 650

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Lawful Good

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon +4/
by weapon +4

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: See text

HIT DICE: 5+5

HABITAT/SOCIETY: Righteous Avengers come in two forms: those who appear immediately to avenge the undeserving death of the faithful and those who appear a short time later. The first type usually gains his retribution and disappears, while the second type may have to wage a campaign for years to achieve justice. GMs must use their judgment.

For instance, a group of evil PCs that desecrate a temple and slay its clerics, would probably prompt immediate retribution, while the destruction of a holy artifact, book or scroll that would have helped dozens of people would probably incite the latter. Righteous Avengers are only created when the crime is grisly and has far-reaching effects.

*Righteous Avenger*

Righteous Avengers always resemble the people from whose soul they were created. Very rarely, an Avenger spends years on the Prime Material Plane making friends and even falling in love. Should this happen, there is a 90% chance that the patron gawd will Resurrect the individual in recognition for his service.

ECOLOGY: Righteous Avengers are creatures created by good gawds. In the final battle between the outer planes of good and the lower planes, these creatures are the soldiers of the front line. If destroyed, the Avenger disappears along with all of his possessions.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Roaring Ghou

DESCRIPTION: Roaring Ghouls are extremely angry undead creatures. They are the spirits of angry, high-level adventurers who rolled a "1" on their saving throw vs. paralyzation against a pack of Ghouls. Roaring Ghouls prey on both the living and the dead.

COMBAT/TACTICS: As with normal Ghouls, the touch of a Roaring Ghou paralyzes humans and demi-humans (except elves) who fail a save vs. paralyzation. However, throwing holy water on a Roaring Ghou does no damage, but does cause the creature to stop to rub the water off. Breaking vials of holy water in the path of Roaring Ghouls will cause them to hesitate one round, then jump over or run around the spill.

Roaring Ghouls have a roar that starts as a cone two feet wide at the mouth, 30 feet long and 20 feet wide at the base. They may use it three times per day. Anything in the cone of the roar takes 1-6 points of damage outside and 2-12 points of damage inside. Additionally, the roar deafens all creatures in a 50-foot radius for 1-8 rounds. The roar weakens structures, causing them to collapse. For every point of damage the roar does, it collapses one square foot of stone, three square feet of wood or ten square feet of glass. Damage is cumulative and each additional Ghou in the pack adds a -1 to saving throws vs. crushing blow the structures must make. Roaring Ghouls have the same undead immunities as normal Ghouls.

HABITAT/SOCIETY: Roaring Ghouls are just like normal Ghouls, except they are extremely angry. Victims killed by the Ghou's roar rise as normal Ghouls the next night. Victims that are killed by the

Roaring Ghou

AKA: Breath of Death

HACKFACTOR: 24

EP VALUE: 975

CLIMATE/TERRAIN: Any land

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-8

SIZE: M (5'-6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (20)

ARMOR CLASS: 2

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 4-7/4-7/4-9

SPECIAL ATTACKS: Paralyzation,
roar cone

SPECIAL DEFENSES: Undead, immune
to holy water damage

MAGIC RESISTANCE: Standard

HIT DICE: 6



Roaring Ghou



Ghou's bites and claws become Roaring Ghouls. These creatures cannot stand the light of day and will do anything to avoid it. The roar of these creatures has no affect on consecrated ground and if a Roaring Ghou is forced to walk across such ground, it suffers 1-6 points of damage per round.

ECOLOGY: Ghouls and Ghosts are created from Ghouls and Ghosts. The original creatures were created by a Ghou King, who dwells somewhere in the lower planes. It is rumored that chaotic evil creatures who cannibalize the dead may turn into Ghouls. The dead on Garweeze Wurd are buried on consecrated ground to prevent Ghouls from defiling their corpses and turning them into Ghouls. It is not unusual to find Roaring Ghouls leading hordes of normal Ghou packs. Roaring Ghouls are turned as Wraiths.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B (x2), Q, R, S, T

Other: The location of a Roaring Ghou could be very valuable information to an evil cleric who could control it. With a few well-placed Silence 15' Radius spells, the creatures could be used as siege weapons. However, they will do anything to escape and kill their captors.

Robold

DESCRIPTION: Robolds are the unfortunate offspring of Kobold and Goblin cross-mating. These wild, tribal creatures have blue skin, pointed ears, wild black hair and pointed fangs. They dress in home-made armor and carry homemade weapons.

COMBAT/TACTICS: Robolds use their great numbers to overwhelm an enemy. This is especially true if a Robold sees a human or a group of humans. Like Goblins, they are adept at making cruel traps and like Kobolds, they are nasty little jerks who will stab you in the knee.

Robolds do 1d6-1 points of damage with a short sword and most carry two short swords in combat. The rest carry slings that do 1-4 points of damage per attack.

For every 20 Robolds there is one carrying a net, which he uses to grapple and hinder targets. For every 100 Robolds there is a leader type

with 2 Hit Dice and two short swords that each do 1-6 points of damage.

For every 150 Robolds there is a shaman equivalent to a 1st or 2nd level magic-user. The lair will contain a Robold leader type guarded by two lieutenants with 1 Hit Die and 8 hit points each.

HABITAT/SOCIETY: Robold lairs contain females and young equal to 100% to 200% of the males. Lairs will contain 3-30 giant rats that serve as guardians. Robolds sometimes work with Wererats for mutual benefit and they prefer to keep their tribes in caverns or dark forests.

Robold can speak goblin, kobold and their own unique language, which is an odd mixture of the two. 10% of all Robolds can speak halting common tongue.

Robolds have names such as "Able Azure", "Blue Bob", "Cerulean Cecil", etc. They enjoy taking prisoners to later be ransomed, torturing helpless prey and creating crude forms of needlepoint.

ECOLOGY: Robolds evolved into their own race after numerous Kobold and Goblin tribes merged due to a nearly total massacre at the hands

Robold

AKA: Koblin, Gobold
HACKFACTOR: 0
EP VALUE: 7 (individual), 35 (leaders)
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 40-400
SIZE: S (3' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 7
NO. OF ATTACKS: 2 or 2
DAMAGE/ATTACK: 1d4-1/1d4-1 or by weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1-1

of overzealous adventurers. These creatures are the direct result of PC interference in Garweeze World's ecological system. Very rarely, Robold, Kobold and Goblin tribes unite for mutual benefit.

YIELD:

Medicinal: Oil from Robold hair is said to soothe athlete's foot.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: K

Other: Nil

Roc

DESCRIPTION: Rocs are monstrosly huge birds that, in most cases, resemble hawks. However, the Marsh Roc is similar to a very large white heron and is a flightless bird giant. Like all avians, Rocs love to peck the flesh off the bones of their victims. They are descendants of the dinosaurs and act accordingly.

COMBAT/TACTICS: Rocs move and fly very quietly, surprising victims 6 times out of 10. Birch, Common and Ruhk Rocs have been known to pick up their prey, drop them from great heights and then feast on the splattered mess. All Rocs are immune to poison.

Birch Roc: Birch Rocs live in temperate climes and are domesticated for airborne travel. Many are trained to be "War Rocs" and will attack according to their rider's command. A Birch Roc can hold one rider with no penalty of movement, as long as the weight carried does not exceed 300 pounds. Above that amount, maneuverability drops to class D and flight speed to 16". If carrying more than 700 pounds, the creature moves at 8" and at maneuverability class E. The creature can hold up to four human-sized riders or 1,100 pounds.

In the wild, Birch Rocs attack any warm-blooded mammal smaller than a horse. They carry the victim back to their nests to feed. Victims struck with the talons (2-12/2-12 points of damage) have a 25% chance per successful talon strike of pinning one or both arms.

Common Roc: Common Rocs are rarely domesticated by humans but some giants have managed the feat. Most Rocs are wild and will attack creatures as big as elephants to feed. They can carry ten human-sized riders (up to three riders or 800 pounds before dropping to maneuverability class D and speed 20") or 2,500 pounds of weight. Between 1,500 and 2,500 pounds, they move at speed 10" and maneuverability class E. Common Rocs have a 35% chance per successful talon strike of pinning one or both arms.

Marsh Roc: Marsh Rocs are very rarely domesticated. Though they do not fly, they can flap their wings for one round, then continue to glide at the same movement rate, for up to 5 rounds. They attack with their beaks and talons simultaneously and unlike most Rocs, they do not attempt to capture prey, but rather eat it on the spot.

Ruhk Roc: These Rocs are immensely huge and have been known to attack dragons and Giant Apes. They can grab and lift ships the size of a galley and take them back to their nests to feed.

HABITAT/SOCIETY: **Birch Roc:** Birch Rocs make great transports, but they need a tremendous amount of food and constant animal handling. Birch Roc handlers make a healthy living shipping supplies and people great distances. War Rocs are sometimes outfitted with barding to



Robolds

Roc	Birch	Common	Marsh	Ruhk
AKA:	Punk Roc	Country Roc	Slow Roc	Roc of Ages
HACKFACTOR:	19	32	13	67
EP VALUE:	2,000	10,000	1,000	23,000
CLIMATE/TERRAIN:	Temperate	Subtrop. Mts.	Swamp	Subtrop. Mts.
FREQUENCY:	Uncommon	Rare	Rare	Very Rare
ORGANIZATION:	Flock	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-5	1-2	1-2	1
SIZE:	H (40' wingspan)	G (60' wingspan)	L (12' tall)	G (100' wingspan)
MOVEMENT:	3", 24" Fly (C)	3", 30" Fly (C)	15"	9", 90" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Average (11)	Average (11)	Daring (15)
ARMOR CLASS:	5	4	5	6
NO. OF ATTACKS:	2 or 1	2 or 1	3	2 or 1
DAMAGE/ATTACK:	2-12/2-12 or 3-18	3-18/3-18 or 4-24	1-6/1-6/2-16	5-30/5-30 or 8-48
SPECIAL ATTACKS:	Surprise 6 in 10	Surprise 6 in 10	Surprise 6 in 10	Surprise 6 in 10
SPECIAL DEFENSES:	Immune to poison	Immune to poison	Immune to poison	Immune to poison
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	12	18	9	35

increase their AC. Wild Birch Rocs are protective of their nests and will fight to the death. Nests have a 20% of containing between one and three eggs or non-combatant young. Birch Rocs get their name for their penchant for making their nest of slender birch trees.

Common Roc: Common Rocs are difficult to control as mounts, except for giants with the proper skills. Most of these creatures are wild predators with insatiable appetites. Nests of two or more Rocs have a 20% chance of including one or two eggs or non-combatant young.

Marsh Roc: Marsh Rocs love to feed on sheep, catfish, humans, Carnivorous Cave Crickets and Giant Rabbits but will eat almost any organic matter. Marsh Rocs refuse to be used as beasts of burden.

Ruhk Roc: Ruhk Rocs have a hunting territory that can extend to a 100-mile radius or more. They have been known to consume entire

Dragon Turtles in one sitting. There is a 10% chance that the Roc will have a mate and one or two young. If this is the case, the creature will grab ships and bring them back to the nest, shaking out its crew to feed its young, which are equivalent to Common Rocs. Ruhk Roc nests are rumored to contain vast amounts of treasure – and droppings. If someone attempts to burden a Ruhk Roc with supplies, it will invariably eat them.

ECOLOGY: Sages have been unable to come to a conclusion as to the origin of these gargantuan avians. Sages theorize it may be result of a Potion of Growth gone horribly wrong. Still, one drunken halfling has theorized that the creatures may be from an Elemental Plane of Birds and that their presence on Garweeze World is the first sign of the Apocalypse. The Third Horseman – known as "Destruction" has yet to comment on the halfling's theory.

YIELD:

Medicinal: Roc meat tastes a bit like Porculisk. If PCs can locate 1,000 pounds of cranberry sauce, they are in for quite a meal.

Spell Components: Nil

Hide/Trophy Items: Common Roc and Ruhk feathers can be used in the manufacture of Quetzalytochtli's Feather Tokens, Wings of Flying, Brooms of Flying and Feathers of Erotic Tickling (which are actually non-magical).

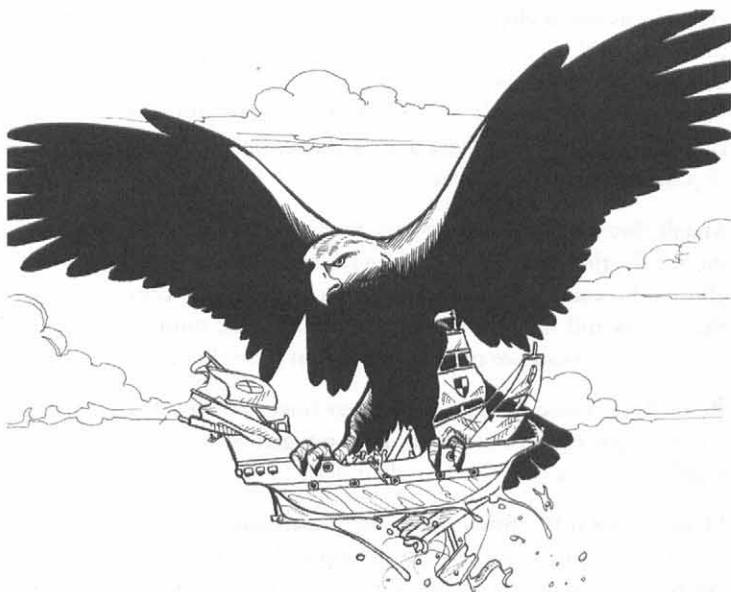
Treasure:

BIRCH: C (x1/2, in nest)

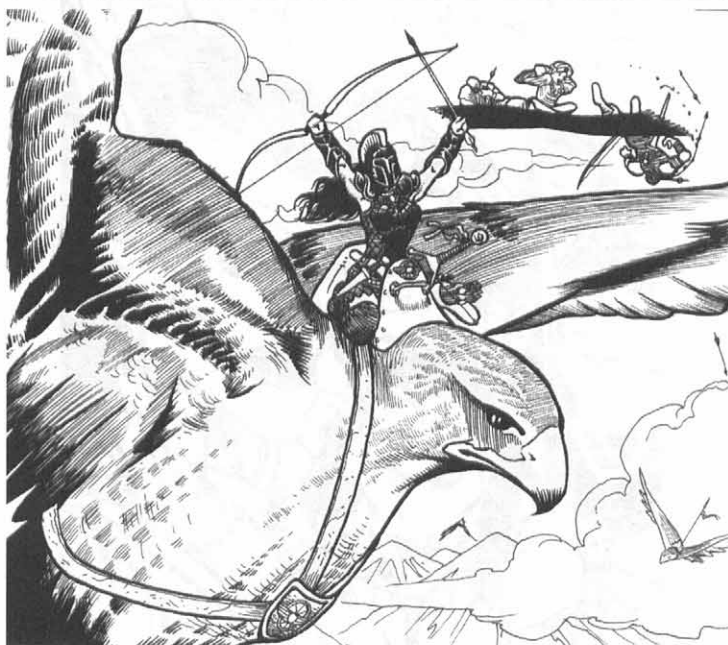
COMMON: C (in nest)

MARSH: Nil

RUHK: C (x10, in nest)



Ruhk Roc



Birch Roc

Other: The talons of Rocs are sometimes used as bases to hold extremely large Crystal Balls. Those who manufacture these ball grippers will pay 1 gp per hit point of the Roc, per talon.

Roc, Frost

DESCRIPTION: Frost Rocs resemble gigantic Giant Eagles with beautiful white plumage, white talons and white beaks. They like to carry off polar bears and freakishly huge penguins to feast on in their nests. Their nests are always located in high, windy peaks and are carved from ice and snow.

COMBAT/TACTICS: A Frost Roc silently stalks the skies, looking for likely prey to ambush for meals. It can swoop down upon prey, seize it in its talons and carry it back to the nest to feast. Due to its silent swoop ability, it surprises opponents 8 times in 10. If both talons successfully strike the prey, there is an 85% chance that the Frost Roc will carry the poor creature back to its nest. There is a 65% chance that if the Frost Roc hits a humanoid, both arms will be pinned. A

Roc, Frost

AKA: Snow Roc
HACKFACTOR: 29
EP VALUE: 10,000
CLIMATE/TERRAIN: Arctic and subarctic/Mountains
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: G (60' long+ wingspan)
MOVEMENT: 3", 30" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 4
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 3-18/3-18 or 4-24
SPECIAL ATTACKS: Surprise 8 in 10
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: Nil
HIT DICE: 18

Frost Roc will drop prey once it has taken 25% of its maximum hit points in damage. It can snag two targets at once if both are within ten feet of each other.

Frost Rocs are immune to cold attacks, but take +2 per die of damage from all types of fire attacks.

HABITAT/SOCIETY: Frost Rocs make their nests from ice and snow. They are never within 20 miles of another nest and there is a 15% chance that a nest holds 2-5 eggs. Frost Rocs fight to the death to protect their young and their eggs. Rocs eat three times per day and any incidental treasure will be scattered about its nest.

ECOLOGY: Frost Rocs are occasionally tamed by Frost Giants and used as guards. Frost Rocs prefer to eat Polar Worms, White Dragons, Albino Purple Ice Worms, fur-covered lizards and monstrosly huge walruses. Younger and smaller White Dragons sometimes employ adventurers as Frost Roc hunters in return for bits of treasure.

YIELD:

Medicinal: Frost Roc is edible. It tastes like cold chicken.

Spell Components: Nil

Hide/Trophy Items: Frost Roc feathers can be used for Feather Tokens, Wings of Flying and Brooms of Flying. The feathers from a single Frost Roc can be used to create a feathered cloak that provides protection against cold attacks (+4 on saves against cold attacks, reduces all damage by 50%).

Treasure: Incidental (C)

Other: Frost Roc talons and beaks can be mounted and sold for 5-50 gp. Frost Roc eggs are worth 200-1,200 gp each.

Rock Bear

DESCRIPTION: Rock Bears are large, mountainous grizzly bears that have discovered rock throwing as a very effective form of attack. They are most often encountered near giants, whose behavior they began to emulate over a period of time.

COMBAT/TACTICS: If the encounter is with more than one bear, it is most likely a Rock Bear teaching its fellows how to hurl stones. Bears have an effective 19 Strength and a rock throwing range of 40 feet long range, 30 feet medium range and 15 feet short range. These ranges can double or triple since Rock Bears are fond of climbing bluffs above paths; if they gain 20 feet the ranges double, at 35 feet the ranges triple.

HABITAT/SOCIETY: These creatures are found primarily in areas that are or once were populated with giants. They are often former pets or



Frost Roc

Rock Bear

AKA: Granite Ben
HACKFACTOR: 6
EP VALUE: 650
CLIMATE/TERRAIN: Any Mountain
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-6
SIZE: L (9' tall)
MOVEMENT: 9", 6" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 5
NO. OF ATTACKS: 3 or 1
DAMAGE/ATTACK: 2-6/2-6/3-12 or 2-20
SPECIAL ATTACKS: Rock throwing
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6+6



Rock Bear

guards of Stone Giants, whose behavior they like to emulate. Once a normal bear gets a taste of rock throwing, it is nearly impossible for the animal to stop.

ECOLOGY: Rock Bears are born just like normal bears, but like to throw rocks. Normal bear cubs can become Rock Bears if they are adopted into a Rock Bear family. More information on the Rock Bear phenomenon is said to be available in rare tomes located in the secret library in the inner sanctum of the Circle of Sequestered Magicks.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The pelt of a Rock Bear is worth 50-200 gp.

Rock Reptile

DESCRIPTION: These creatures have a lumpy, warty hide that resembles rock. Rock Reptiles are about the size of alligators, but they have heads shaped roughly like a triceratops without horns.

COMBAT/TACTICS: Rock Reptiles will sit perfectly still in rubble or rock and attempt to surprise a victim. Even close observation will fail to note their presence 90% of the time. Victims struck will be dragged back to the creature's lair to be devoured. Rock Reptiles prefer darkness, but will occasionally come into the light if hungry enough. If suf-

ficiently hungry, the creature can double its movement rate for two rounds (once per day) during an attack.

HABITAT/SOCIETY: These predators are solitary, meeting only to mate. Males are equal to females in combat ability and the two are difficult to distinguish, even for the Reptiles. This sometimes causes confusion during the mating process.

ECOLOGY: Rock Reptiles lay eggs that look exactly like rocks. Unfortunately, this has led to several instances in which inattentive Rock Reptile females have ended up sitting on an actual rock for months and some eggs have met tragic ends at the hands of Rock Bears. If raised from an egg, a Rock Reptile makes an excellent guard or pet.

Rock Reptile

AKA: Rockadile, Stonigator

HACKFACTOR: 5

EP VALUE: 420 (medium), 650 (large)

CLIMATE/TERRAIN: Any rocky area

FREQUENCY: Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: M to L (5' to 12' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Surprise 5 in 10

SPECIAL DEFENSES: Chameleon powers

MAGIC RESISTANCE: Standard

HIT DICE: 5 + 1-4 hit points per foot in length

YIELD:

Medicinal: Eating Rock Reptile meat will break 1-6 teeth.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, K, L, M, Q, S (25%), T (50%) in lair only

Other: Rock Reptile eggs are worth 50 gp each. There is a 10% chance of finding 1-2 per lair.



Rock Reptile

Rock Worm

DESCRIPTION: Rock Worms are large, fiery worms that can bore through solid rock. They exist on the Para-Elemental Plane of Magma, but sometimes find their way to the Prime Material Plane. They are known for their short bursts of speed.

COMBAT/TACTICS: Rock Worms can charge at an opponent at a rate of 48" during combat. The distance covered will be no more than 30 feet and the damage to those struck is 4-32. Simply touching a victim will cause 2-12 points of heat damage.

Any weapons, armor or other items that come into contact with the creature must save vs. magical fire or melt and/or burst into flame. Items struck as a result of the Rock Worm's charge save at -4. Heat-related attacks will either heal damage to the Rock Worm or temporarily grant it extra hit points for 1-4 turns. Cold attacks do double damage against the creature.

HABITAT/SOCIETY: As the Rock Worm travels through the earth, it leaves a red-hot tunnel three feet in diameter. On the first turn, this

Rock Worm

AKA: Lava Larva, Hot Snake

HACKFACTOR: 9

EP VALUE: 120

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Mineralivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: S (2' around, 8' to 12' long)

MOVEMENT: 12", 3" Burrow

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 2

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 4-32 and 2-12

SPECIAL ATTACKS: Charge, heat

SPECIAL DEFENSES: Heat attacks
heal damage

MAGIC RESISTANCE: Standard

HIT DICE: 3

tunnel glows and causes 4-14 points of damage to any creature touching it. On the second turn, the rock returns to normal color, but still does 2-7 points of damage. By the third turn, the tunnel has cooled enough to allow living creatures to climb down into it.

ECOLOGY: Sages have been unable to study the Rock Worm; two notable attempts have burnt down the Library of Knowledge in Stansford and the Intelligent Gentlemen's Club in Argyle City.

YIELD:

Medicinal: Eating Rock Worm meat causes 3-18 points of burning damage and it tastes like extremely hot chicken.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 10-60 gems of 10 gp value each.

Other: Nil

Roof Fiend

DESCRIPTION: Roof Fiends are distantly related to Imps, Quicklings and Brownies. They are said to dwell on the roofs of people who flaunt their wealth. Roof Fiends appear as two-foot tall high elves with filthy clothes and claws on their hands and feet. They have yellow skin, yellow teeth and very bad breath.

COMBAT/TACTICS: Roof Fiends are bitter and aggressive, but are cowards at heart. When cornered, they can claw opponents twice each round for 1d6-3 points of damage per attack. They can Polymorph themselves at will and often use this ability to escape strong opponents.

Roof Fiends prefer to be simply annoying. They delight in throwing debris, rotting fish and other objects up to five pounds in weight from roofs down on passersby. Additionally, they haunt the people who live in the house by skittering across the roof at night and watching maidens undress.

Roof Fiends hide during the day by Polymorphing into innocuous inanimate objects such as chimneys, weather vanes or small jewel-encrusted thrones. If the Roof Fiend can be located in the day and brought to the ground, it will stay Polymorphed until it is returned to a roof or until the person or persons who removed it is dead.

HABITAT/SOCIETY: Roof Fiends are evil spirits who live to torment mankind and annoy womankind. Most have unambitious goals involving annoying local people and frolicking on nearby rooftops. However, some Roof Fiends have been used as efficient agents and spies by evil creatures and magic-users.

Roof Fiend

AKA: Attic Attacker

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Inhabited

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night/Darkness

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: S (2' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 2 or 1

DAMAGE/ATTACK: 1d6-3/1d6-3 or
boulder damage

SPECIAL ATTACKS: Hurl debris

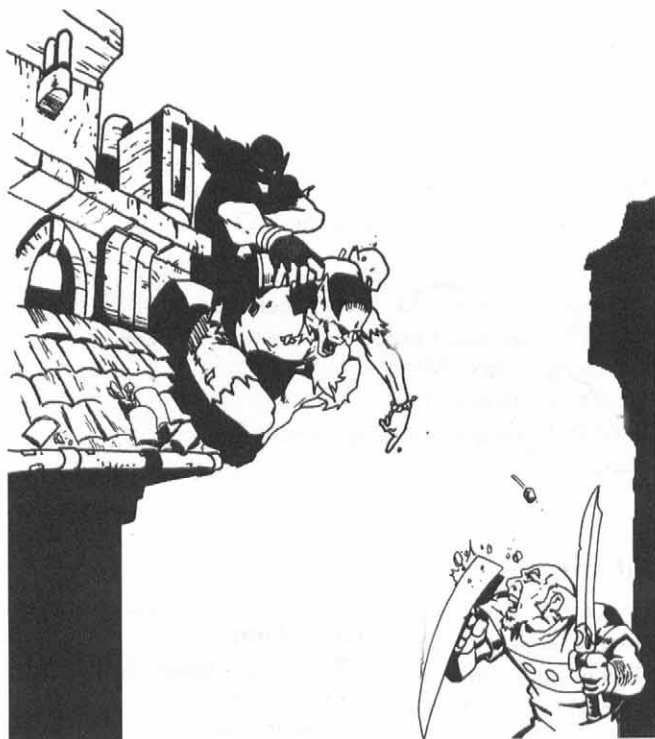
SPECIAL DEFENSES: Polymorph to
inanimate object

MAGIC RESISTANCE: Standard

HIT DICE: 2+1



Rock Worm

*Roof Fiend*

ECOLOGY: Roof Fiends are a product of the Realm of Faerie. Legend has it they were once peaceful sprites corrupted by an evil witch. Roof Fiends cannot freely enter a person's house unless they are invited or it is the Week of Long Shadows.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The corpse of a Roof Fiend can be fashioned into a scarecrow that is 50% likely to ward off other Roof Fiends.

Treasure: Nil

Other: Nil

Rook: Horned Raven

DESCRIPTION: Horned Ravens are evil and annoying. Appearing as large black birds with two tiny, red horns on the head, Horned Ravens are often found feasting on carrion.

COMBAT/TACTICS: Horned Ravens do not attack unless they feel a target is too weak to fight them. Otherwise, they are content to wait on the sidelines until something dies. Typical Horned Raven tactics include taunting a victim for several minutes, then leading him to a pit or the edge of a cliff. Once the victim stops moving, the Horned Raven will swoop down and begin feasting, starting with the eyes.

They have an uncanny ability to repeat anything they hear, but always in a mocking way. This is 25% likely to anger an NPC or hireling.

HABITAT/SOCIETY: Horned Ravens may have been the product of some evil magical research. They are always in the company of evil magic-users and humanoids. However, they will never be in the company of a creature with less than 7 Intelligence.

They make excellent spies, as they are able to exactly repeat one phrase or short sentence that they overhear. Horned Ravens cannot distinguish between phrases that are important, so they are just as likely to repeat, "The attack will happen at sundown," as, "My butt itches in this armor."

ECOLOGY: Horned Ravens are born from eggs that have little horns on them. Should a nest be located by enemies, the owners will fight to the death to protect their young. Horned Ravens like Kobolds (perhaps because they share similar-looking horns) and Kobolds have an easy time domesticating them. Like other ravens, they sometimes line their nest with shiny baubles.

Rook: Horned Raven

AKA: Daemon Bird, Imp Bird

HACKFACTOR: 0

EP VALUE: 15

CLIMATE/TERRAIN: Any Temperate

FREQUENCY: Rare

ORGANIZATION: Flocks

ACTIVITY CYCLE: Night

DIET: Omnivore

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-12

SIZE: S (2' high)

MOVEMENT: 3", 15" Fly (C)

INTELLIGENCE: Semi- (2-4)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 8

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4/1-4

SPECIAL ATTACKS: Mocking

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1

YIELD:

Medicinal: Horned Raven meat provides no nutrition if eaten but is not poisonous unless cooked with beets. (If cooked with beets, the consumer must save vs. poison or die.)

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 10% chance of a shiny object of value (5-20 gp).

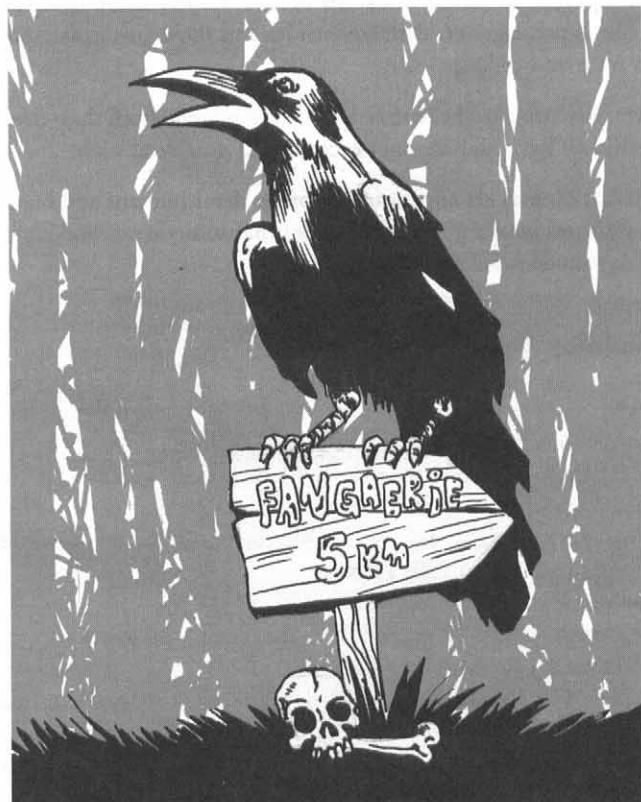
Other: Horned Raven feathers make good quills. Horned Raven horns can be crafted into rings suitable for enchantment into Rings of Flying.

*Rook: Horned Raven*

Rook (Raven)	Common	Huge	Giant
AKA:	Dire Crow	Doom Crow	Crow of Death
HACKFACTOR:	0	0	1
EP VALUE:	15	35	175
CLIMATE/TERRAIN:	--- Any but Arctic or Underground ---		
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Flocks	Small Flocks	Flocks
ACTIVITY CYCLE:	Day	Any	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Animal (I)	Low (5-7)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral Evil	Neutral
NO. APPEARING:	4-32	2-8	4-16
SIZE:	S (2' wingspan)	S (4' wingspan)	M (8' wingspan)
MOVEMENT:	1", 36" Fl (B)	1", 27" Fl (C)	3", 18" Fl (D)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Average (11)	Courageous (13)
ARMOR CLASS:	7	6	4
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1d4-2	3-6
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1-2 hp	1-1	3+2

Rook (Raven)

DESCRIPTION: Rooks have long been the subject of myth and considered an omen on Garweeze Wurld. It is said that if one of these jet-black birds flies into a building, someone within the walls will die before the next sunrise. There are tribes of Barbarians who believe that a Rook perched upon a horse signifies victory in battle, while a Rook screeching at midnight means a child will die unless precautions are taken. These tribes perform rituals of Rook appeasement for the protection of the village children every winter.



Giant Rook

The Huge and Giant varieties of this black bird are very similar to the Common Rook except for their size. Also, the Huge Rook has an evil nature due to its unnatural tendency to serve those who practice the black arts. Evil aligned magic-users keep dozens of these birds near their lonely towers because they know the effect the bird's raucous calls can have on suspicious adventurers.

COMBAT/TACTICS: Rooks attack with strong claws and long, sharp beaks, employing a grab and peck approach. There is a 10% chance that any attack by a Raven is aimed at an opponent's eye. A great helm or some form of special eye protection will automatically stop this attack. Should the attack be successful, the opponent loses the eye. Rooks will not normally attack unless trained to do so or if they sense a danger to the family, nest or another Rook.

HABITAT/SOCIETY: All birds of this type travel in flocks and the first encountered are solo scouts. Because of their excellent scouting and rampant paranoia, Rooks cannot be surprised in daylight.

Giant Rooks are easily trained if they are domesticated as fledglings. They make good flying mounts for small demi-humans or humanoids (halfling-sized or smaller). Huge Rooks have malicious dispositions and occasionally serve evil masters, although some have been known to serve good ones. Rooks generally spend their days scavenging for food near farmsteads and busy roadways.

During mating season, male Rooks will strut around and fluff up their crest and wing feathers in an effort to attract a mate. They mate for life and both the male and female Rook share in the duties of raising their four to six young each spring. Rooks possess a higher Intelligence than most birds and have been known to use tools such as rocks or twigs.

ECOLOGY: Rooks are omnivores and enjoy eating all types of grain and insects as well as carrion. Young Rooks help the rest of the flock by gathering nesting materials and guarding occupied nests.

There is a myth that at the beginning of time all Rooks were as white as snow, but after angering the gawds they were cursed and turned black. Whether or not such a tale is true, their color helps them spot one another in flight and hide from predators at night. It is said that a white raven will someday visit at the break of dawn and bring the favor of the gawds to whichever tribe it visits.

YIELD:

Medicinal: Nil

Spell Components: Feathers can be used for a Fly spell. A Rook's brain can be used in an Alarm spell.

Hide/Trophy Items: Properly stuffed Rooks go for 1 gp (common), 2 gp (huge) and 5 gp (giant). The price doubles for each type if the Rook is in a particularly fierce action pose.

Treasure: There is a 10% chance that a Rook nest contains shiny objects of value.

Other: Giant Rook claws are used by less discriminating magic-users as a cheap substitute for dragon's claws in crystal ball or staff decoration. Some magic-users will pay 50 gp per pair of claws.

Roper	Common	Storoper
AKA:	Sticky-fingers	Tar Roper, Stone Roper
HACKFACTOR:	41	22
EP VALUE:	6,000 to 8,000	1,400
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Darkness	Darkness
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	High (13-14)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1-3	1
SIZE:	L (9' tall)	M (6' tall)
MOVEMENT:	3"	1"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Daring (15)
ARMOR CLASS:	0	0
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	5-20	1-10
SPECIAL ATTACKS:	Strength drain	Strength drain, charm venom
SPECIAL DEFENSES:	See Below	Immune to normal missiles
MAGIC RESISTANCE:	80%	Suffer double damage from spells
HIT DICE:	10 to 12	6

Roper

DESCRIPTION: Ropers are a race of mobile stalagmites gone bad. Ropers look like stone pillars with one big eye, one big mouth and six tentacles. Ropers are extremely evil, intelligent and vile.

COMBAT/TACTICS: Ropers of all types have a natural camouflage ability that makes them 50 to 80% undetectable in subterranean situations, depending on the lighting and the terrain. They can shape themselves to look like stalagmites, rocks or a lump on a cavern floor.



Ropers

Opponents suffer a -2 penalty to surprise rolls. Ropers are immune to lightning and take half damage from cold attacks. They have a -4 save against fire.

Common Roper: Common Ropers shoot sticky strands at an opponent. They have 6 strands and can shoot one per round up to 50 feet. Each strand can pull up to 750 lbs. Victims struck must save vs. poison or lose half their current Strength (rounding fractions down). Strength loss occurs 1-3 rounds after each hit and last for 2-8 turns. Strikes are cumulative.

Victims are pulled 10 feet closer to the Roper each round. When the victim reaches the Roper, it bites the victim for 5-20 points of damage. A single strand can be pulled or broken off by a bend bars/lift gates roll. It can also be severed (AC 0, 6 HP each). A strand must be severed in a single hit by an edged weapon.

Storoper: Storopers shoot all six tentacles out during an attack and can attack up to two opponents at once. Victims struck are injected with a chemical rendering them immobile (no save) and appearing to turn them to stone. One round later, the victim recovers, but the venom confuses the victim and makes him fight for the Storoper. If the Storoper is killed, its victims wander aimlessly until the venom wears off 10 turns later.

The Storoper can only inject victims twice per day and thereafter it fights as a normal Roper. However, it is smaller and weaker, so victims get double their chance to bend bars/lift gates when trying to escape. Storopers are immune to normal missiles and all magic spells inflict double damage upon them.

HABITAT/SOCIETY: Ropers are evil and greedy and do not cooperate with each other. A cluster of the foul beasts are sometimes encountered in good underground hunting areas. They produce asexually, using common minerals found in cavern floors. Ropers move using large, cilia-like appendages on their undersides and move just as fast on the floor, walls and ceiling.

Ropers only come to the surface if forced to migrate from their caverns. They dislike light and are only encountered outside at night.

ECOLOGY: Ropers eat any meat, but prefer demi-humans and humans. The creatures have a gizzard-like organ that sometimes contains indigestible valuables the roper swallowed.

YIELD:

Medicinal: Nil

Spell Components: A Roper's Eye can be used in lieu of other spell components for a Wizard's Eye spell with twice the normal duration and only a 6% chance of spell mishap.

Hide/Trophy Items: It is rumored that some gnomes like to hollow out Ropers and fill them with mechanical devices that allow them to fight and move. Rumor has it that up to three gnomes could fit in such a device.

Treasure:

COMMON: 3-18 pp and 35% chance of 5-20 gems

STOROPER: M, N, Q x 2

Other: The glue from a Roper's or a Storoper's strands is prized by alchemists and worth 20-80 gp per strand. Its digestive acids are also valuable and are worth 20-160 gp per vial (1-4 vials per creature). The acid must be stored in platinum vials.

Rot Grub	Common	Candy-Striped	Giant
AKA:	Death Maggot	Mint Maggot	Larvae-Gargantulum
HACKFACTOR:	0	0	1
EP VALUE:	1	1	15
CLIMATE/TERRAIN:	Any Damp Land	Any	Any Damp Land
FREQUENCY:	Rare	Very Rare	Rare
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	5-20	10-100	1-4
SIZE:	T (2" to 4" long)	T (2" to 4" long)	S (2' to 4' long)
MOVEMENT:	1"	1"	6"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	9	9	8
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1	1	1-8
SPECIAL ATTACKS:	Burrow to heart	Burrow to heart	Burrow to heart
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1-2 hit points	1-3 hit points	1

Rot Grub

DESCRIPTION: Rot Grubs are large, maggot-like worms that voraciously burrow into the flesh of any warm-blooded mammal. Common Rot Grubs are two to four inches long and completely white. Candy-Striped Rot Grubs have red stripes and resemble candy treats. Giant Rot Grubs are two to four feet long and are only found in large mounds of offal and decaying animal matter.

COMBAT/TACTICS: Rot Grubs of all types will burrow into the flesh of any living being with which they comes into contact. Victims must apply fire for 1-6 points of damage (to Grub and victim) or a Cure



Rot Grubs



Giant Rot Grubs

Disease spell to kill them. If not, the Grubs burrow into the heart of the victim in 1-3 rounds, killing him instantly.

Common Rot Grub: Common Rot Grubs are found in piles of offal, dung, feces, animal wastes and decaying animal matter.

Candy-Striped Rot Grub: While Candy-Striped Rot Grubs are sometimes found with Common Rot Grubs, they are also found alone. They are fuzzy worms often mistaken for a rare and valuable species of caterpillar. In fact, they greatly resemble the caterpillar stage of the Butterfly Steed used by pixie fairies. When found on their own, these grubs appear docile and harmless, even allowing themselves to be cap-



Candy-Striped Rot Grubs

tured. However, they will attack PCs at the most inopportune times – such as when the PCs are sleeping. Old adventurers tell tales of losing many companions to this phenomenon.

Giant Rot Grub: Giant Rot Grubs only exist in large piles of decaying animal matter, such as a pile of bodies or a dead giant. The Grub can burrow into a human-sized host, inflicting 1-8 points of damage per round of burrowing. If the worm does 8 points of damage in one attack, the victim must save vs. death magic or die instantly as the worm consumes his heart. (Even if the victim succeeds, he is subject to penetration damage as normal.)

HABITAT/SOCIETY: Rot Grubs are non-intelligent larvae of giant flies and other giant insects. Sadly, there is no word in the Rot Grub language for “love”. Additionally, there are no verbs, nouns, pronouns, adjectives or dangling participles in the Rot Grub language. Some sages theorize that this is because the Rot Grub language does not exist, but that has never been proven.

ECOLOGY: Large flies and giant flies lay their eggs in dead animal matter. When they hatch, the maggots are Rot Grubs. Trolls love to eat Rot Grubs for snacks as the worms apparently cannot feed on their foul, regenerating flesh. Enterprising Liches and necromancers sometimes purposely infest their Zombies with these creatures. However, this practice will turn the Zombie into a Skeleton in 1-6 days.

YIELD:

Medicinal: Using Rot Grubs for medicinal purposes will kill a patient in 1-3 rounds.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dead Candy-Striped Rot Grubs are edible and have a sweet, minty flavor – if you can bring yourself to taste one.

Rothé

DESCRIPTION: Rothé (pronounced roth-ay) are shaggy water buffalo that dwell in caves. They have sharp horns and tangled masses of long, black hair. As they are shy creatures with an aversion to bright light, Rothé are only encountered underground or at night.

COMBAT/TACTICS: Bright lights force a Rothé herd to make a morale check. Failure means the herd stampedes. Those caught in the stampede must make a save vs. death magic or take 2-40 points of damage. They will only fight when cornered – biting or attacking with their horns.

HABITAT/SOCIETY: Rothé herds have a herd mentality

Rothé

AKA: Tunnel Ox

HACKFACTOR: 1

EP VALUE: 25

CLIMATE/TERRAIN: Subterranean/Cave

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Night/Darkness

DIET: Herbivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 2-20

SIZE: L (6' at shoulder)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Unreliable (5)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-8/1d4-1/1d4-1

SPECIAL ATTACKS: Stampede

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2



Rothé

and will always follow the largest male. They are hunted by humanoid creatures and sometimes domesticated for use as cattle. In the wild, their lairs will be situated near a steady water supply and healthy amounts of lichen and moss.

ECOLOGY: Rothé herds live and die just like other wussy herd animals. They are easily fooled by illusions. Rothé make poor pack animals, as they tend to flee at the first threatening disturbance. They have excellent infravision and can see 60 feet in almost total darkness. Some handlers know how to shape special Darkness spells to act as blinders for the beast. With this protection, a Rothé's morale increases to Average (11) and they can be used as pack animals equivalent to oxen.

YIELD:

Medicinal: Rothé meat tastes like Bulette.

Spell Components: Nil

Hide/Trophy Items: The hide of a Rothé can be used to make hide armor, but it can only be enchanted up to +2.

Treasure: Nil

Other: Nil

Rust Monster

DESCRIPTION: Rust Monsters are five feet long and three feet high at the shoulder. They have armor-plated tails ending in odd, bony projections that resemble double-ended paddles. A prehensile antenna is located under each eye. The hide is rough and covered with lumps. Common Rust Monsters are rust-colored, while magnetic ones are gray in color. Rust Monsters smell like wet, oxidized metal.

COMBAT/TACTICS: Rust Monsters are normally placid and happy creatures. However, when they get within 90 feet of metal, they become slobbering beasts. If the antennae strike metal it instantly rusts (any amount up to one full suit of armor per round). Magic items have a

Rust Monster	Common	Magnetic
AKA:	Oxidizus-Maximus	Oxidizus-Polelum
HACKFACTOR:	8	13
EP VALUE:	270	420
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Metalvore	Metalvore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	1-2
SIZE:	M (5' long)	M (6' long)
MOVEMENT:	18"	12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Courageous (12)
ARMOR CLASS:	2	2
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	Nil	Nil
SPECIAL ATTACKS:	Rusting	Rusting, magnetism
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	5	6

10% chance for each plus and power of resisting the rusting attack. The beasts feed on metal rusted by their touch.

Metal weapons that strike the Rust Monster are affected as though struck by the antennae. Metal magic items, except weapons, have a 20% chance of being unaffected by the rusting power.

Rust Monsters are easily distracted by a handful of iron spikes, a mace, a hammer, a codpiece, etc. They prefer ferrous and rare metals including iron, steel, magic steel alloys, mithril, adamantite, carbonite, ironite



Common Rust Monster

FRAIM



Magnetic Rust Monster

and adamantium, but will seek copper, silver, gold, etc. if that is all that is available. Such metals have a 20% chance to resist the rusting power. Rust Monsters must stop moving for at least one round in order to eat a rusted item. They can consume up to ten pounds of rusted metal in a single round.

Magnetic Rust Monster: Magnetic Rust Monsters are slightly larger and heavier. They have the ability to control magnetic fields and can make metal come to them.

Victims wearing metal within 40 feet of the creature must make a special open doors roll to resist the creature's pull. This chance is reduced by 10 minus the victim's AC. If the PC's open doors chance is 9 in 20 and his plate mail armor gives him an AC of 3, the roll would be 2 in 20. This formula assumes the victim is carrying metal or wearing metal armor. GMs can adjust this formula according to the circumstances.

Victims who fail their open doors rolls are pulled toward the creature at a rate of ten feet per round. Additionally, any metal item that is dagger-sized or smaller has a 25% chance of being pulled off the character's body and onto the Rust Monster each round. Once a victim is stuck to the Rust Monster, the creature can strike with its antennae at +4 to hit.

HABITAT/SOCIETY: There is only a 5% chance of encountering a Rust Monster with offspring. If two Magnetic Rust Monsters come into contact there is a 50% chance they will either lightly repel each other or lightly attract each other, depending on which end faces which.

Rust Monsters prefer refined ore, but will eat raw ore when refined ore is unavailable. Despite their peaceful nature, they are hated by dwarves, gnomes, blacksmiths and most adventurers.

ECOLOGY: It is not unusual to encounter a Rust Monster working with a Carrion Crawler to keep a dungeon clean. This is usually by design of some fastidious evil magic-user or anal-retentive Lich.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hide of a Magnetic Rust Monster is perfect for building weapon-attracting shields and armor.

Treasure: Q (x10)

Other: Rust Monster antennae can be enchanted to continue their rusting effects on metal even after death.

Sahuagin	Common	Mutant
AKA:	Sea Devil	Evil Surf Beast
HACKFACTOR:	3 (+1 per Hit Die)	4 (+1 per Hit Die)
EP VALUE:	120 per Hit Die	150 per Hit Die
CLIMATE/TERRAIN:	Any Ocean	Any Ocean
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)
ALIGNMENT:	Lawful Evil	Lawful Evil
NO. APPEARING:	20-80	1 per 216 common
SIZE:	M (95%) or L (5%)	M
MOVEMENT:	12", 24" Swim	12", 27" Swim
PSIONIC ABILITY:	Possible	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Foolhardy (16)
ARMOR CLASS:	5	5
NO. OF ATTACKS:	3 or 1	5 or 2
DAMAGE/ATTACK:	1d4/1d4-2/1d4-2 or by weapon	1d4/1d4-2 x4 or by weapons
SPECIAL ATTACKS:	Foot rake	Foot rake
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	2+2	2+2 or more

Sahuagin

DESCRIPTION: Sahuagin are a race of sea-dwelling bipeds – part fish and part reptile. The race is extremely well-organized and their militant upbringing makes them dangerous foes. It is rare to encounter a group of Sahuagin unarmed or unprepared.

COMBAT/TACTICS: Sahuagin can attack with their claws and bite. If they are underwater and both claws hit, they also rake with their feet for an additional 1-4 points of damage with each foot. Sea Devils do not wear armor, but do carry the following weapons:

- 15% spear and dagger
- 30% trident, net and dagger
- 10% heavy crossbow and dagger
- 10% spear, net and dagger
- 12% dagger and a very different dagger
- 17% trident, spear, net and dagger scabbard (left dagger at home)
- 6% spear, heavy crossbow and a note (reminder to order a new dagger to replace the lost one)

For every ten Sea Devils there is a lieutenant with 3+3 Hit Dice and for every standard tribe there is a chief with 4+4 Hit Dice. For every tribe over 60 individuals there is a baron of 6+6 Hit Dice with nine guards equal to lieutenants. Each tribe contains 30-120 females with 2 Hit Dice, 10-40 hatchlings of 1 Hit Die and 20-80 eggs.

There is a 10% chance per ten Sahuagins that there is a shaman equal to a 5th-8th evil cleric with 1-4 lesser clerics of 1st-4th level. Sahuagin lairs will be guarded by 2-8 trained attack sharks.

There is a 5% chance that any lair is actually a Sahuagin stronghold. Strongholds are led by princes of 8+8 Hit Dice with nine guards equal to chiefs. Additionally, there will be one 8th level cleric and four 4th level clerics. The population of this tribe is double the normal number and there will be 4-24 sharks.

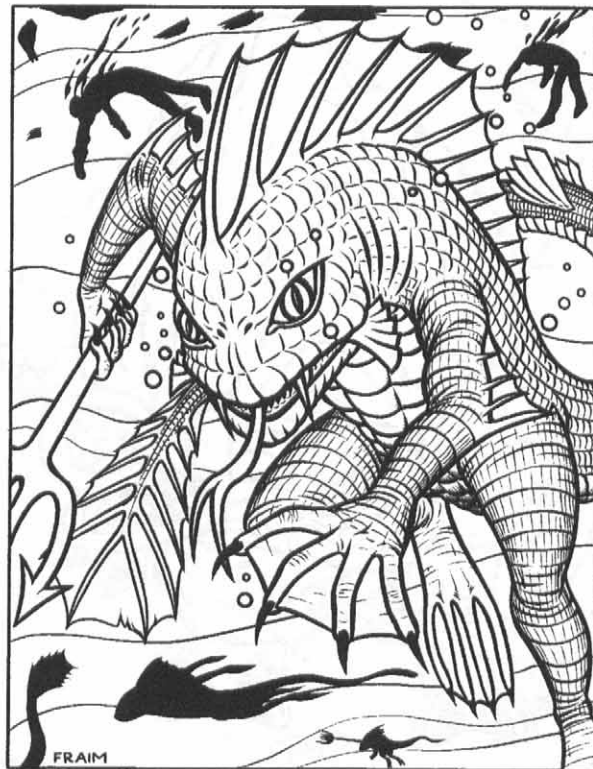
The king is rumored to be 10+10 Hit Dice with nine noble guards equal to princes. Additionally, he has nine 9th level clerics. The population at the capital city exceeds 10,000 Sahuagin and hundreds of sharks.

Mutant Sahuagin: Mutant Sahuagins are the same as normal Sahuagins except they are born with four functioning arms. They are often given special treatment and posts as warriors. All the princes and the king are mutants.

HABITAT/SOCIETY: Sahuagins have underwater villages and towns constructed of stone. If a human city falls into the sea, the Sahuagin often take over the buildings and the town. They attack ships and shoreline communities in carefully orchestrated raids. Captives are imprisoned, tortured and eaten (in that order). Larger Sahuagin communities have air-filled buildings, used to preserve surface dwelling prisoners for entertainment.

Sahuagins like to watch other creatures fight to the death in gladiatorial-style combat. Although the Sahuagins often promise the victor freedom, they rarely deliver on their promise and often hunt down the winning gladiator in a cruel, sadistic game.

Sahuagin live in a ruthless militaristic society where the weak are little more than slaves and the strong prevail. Severely injured Sea Devils are abandoned and those who do manage to return to their previous lairs are slain and eaten.



Common Sahuagin

The ultimate goal of the Sahuagin King is the complete subjugation of the ocean and surface world. Rumor has it the clerics under his command have a spell that will allow Sahuagin to stay out of the water for days at a time. Selling weapons to these creatures is usually punishable by death in shoreline communities.

ECOLOGY: Sahuagin can survive up to four hours out of the water. They will use this time to raid communities and then retreat to the sea. Sahuagin eggs gestate quickly, hatching in one month, growing into a hatchling in two and maturing in a mere 18.

YIELD:

Medicinal: Sahuagin taste like fluke, only more evil.

Spell Components: The gills of a Sahuagin can be used in lieu of other material components for a Water Breathing spell that takes 7 segments to cast but affects two creatures per casting with only a 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: N (individuals), I, O, P, Q (x10), X, Y (in lair x2 for princes, x10 for king)

Other: Nil

Salamander

DESCRIPTION: A Salamander resembles a snake from the waist down. It has a humanoid torso, muscular arms and a head like a hairless wolf. Its body is covered with wavy protrusions down the back, arms and behind the ears. Salamanders radiate immense heat and wield large spears. On the Prime Material Plane, these creatures are encountered almost exclusively in volcanic regions.

COMBAT/TACTICS: In addition to normal damage, any successful attack by a Salamander inflicts 1-6 points of heat damage. Thus, their spears do 1-6 for the weapon plus 1-6 for the heat. Their tails can constrict opponents for 2-12 points of damage per round, plus 1-6 points of damage per round for the heat. Flammable items within a five-foot radius of the creature burst into flames unless they succeed at a saving throw vs. normal fire.

The upper body of the creature has an AC of 5 while the lower body is AC 3. It can be struck only by magic weapons of +1 or better enchantment and is completely immune to all fire attacks. They are also immune to Sleep, Charm and Hold spells, but cold-related attacks do +1 point of damage per die against them.

HABITAT/SOCIETY: Salamanders are from the Elemental Plane of Fire and even that is sometimes a bit chilly for their tastes. They enjoy

Salamander

AKA: Lava Jockey

HACKFACTOR: 18

EP VALUE: 975

CLIMATE/TERRAIN: Elemental Plane of Fire

FREQUENCY: Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Any

DIET: Lavavore

INTELLIGENCE: High (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-5

SIZE: M (7' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 5/3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon/2-12

SPECIAL ATTACKS: Heat

SPECIAL DEFENSES: +1 or better weapons to hit, immune to heat and fire

MAGIC RESISTANCE: Immune to Sleep, Charm and Hold

HIT DICE: 7+7



Salamanders

impaling foes and watching them burst into flame. Salamanders prefer temperatures of 300 degrees Fahrenheit or more and keep their lairs at no less than 500 degrees. Salamanders enjoy light reading, but due to the heat, they rarely get past the first word of the title of a book.

ECOLOGY: Salamanders are born on the Elemental Plane of Fire and learn at a young age to complain about the cold.

YIELD:

Medicinal: Nil

Spell Components: Salamander ichor can be used in fire-related spells in addition to other material components, but the ichor is red hot and will burn through any container that is not fireproof. Such spells inflict +1 point of damage per die and take 1 extra segment to cast, but the caster must make a successful Dexterity check or suffer 1-4 points of heat damage.

Hide/Trophy Items: Salamander spears are a favorite trophy amongst fighters.

Treasure: F (but only items that can survive heat will remain)

Other: Nil

Samaritan

DESCRIPTION: Samaritans are humans, said to be the descendants of an ancient people who valued kindness and compassion as the highest ideals. They are incredibly nice to anyone they meet.

COMBAT/TACTICS: Samaritans never attack anyone, except in self-defense. Even then, there is only a 50% chance the Samaritan will retaliate, if the damage is not over 1 hit point. You could slap a Samaritan all day and he would just smile. Those who are goaded into fighting will usually wield clubs or other blunt, crushing weapons. Anyone who attacks a Samaritan will suffer -2 to his Honor, -4 if he kills him.

HABITAT/SOCIETY:

Samaritans are the epitome of lawful goodness. Whoever comes to their door, no matter what their condition, a good Samaritan will always offer food, clothing and shelter. These people will literally offer the shirt off their backs. Typically, Samaritans are poor, as many evilly aligned individuals frequently abuse their hospitality, seeking to restock free of charge. Many wily PCs murder Samaritans for being "suspiciously nice".

ECOLOGY: 25% of all Samaritans are clerics and 50% of them have taken vows of non-violence. GMs should discourage PCs from allowing Samaritans to travel with the party, as they make even Paladins gag.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J

Other: Nil

Samaritan

AKA: Gentlemen Villager

HACKFACTOR: 0

EP VALUE: 7 or more

CLIMATE/TERRAIN: Any

FREQUENCY: Uncommon

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Avg. to Genius (8-18)

ALIGNMENT: Lawful Good

NO. APPEARING: 2-200

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Possible

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 7 (10 without armor)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 or more

Samurai Jackal

DESCRIPTION: Samurai Jackals are jackal-like bipeds who have adopted the Samurai way of life. Most of these creatures retain their carnivorous instincts, making them doubly dangerous.

COMBAT/TACTICS: A Samurai Jackal fights with a special katana (Dmg 1-10, speed factor -1). Should the katana be lost or taken during combat, a Samurai Jackal will not rest until he retrieves it. Should the katana be dropped or broken during combat, the creature is adept in karate, giving him a natural AC 6 and two punch attacks for 1-6 points of damage each.

Unlike true Samurai, these creatures cannot wield a bow, as their forepaws do not allow for such complex movements.

HABITAT/SOCIETY: Samurai Jackals have adopted Samurai ways, but there are differences. Evilly aligned Samurai Jackals devour enemies, while neutral ones merely eat a symbolic piece of the foe. Good-aligned Samurai Jackals are rare, but fight fairly.

Samurai Jackal

AKA: Caninus-Katanalum

HACKFACTOR: 3 (plus 1 per level)

EP VALUE: 120 per level

CLIMATE/TERRAIN: Oriental Lands

FREQUENCY: Rare

ORGANIZATION: Squad

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Avg. to High (8-14)

ALIGNMENT: Any Lawful (60% evil, 30% neutral, 10% good)

NO. APPEARING: 4, 8, 12, 16, etc.

SIZE: M (4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3 (6 without armor)

NO. OF ATTACKS: 3/2 or 2

DAMAGE/ATTACK: 1-10 x3 or 1-6/1-6

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3rd to 7th level fighters



A Samaritan offers a bowl of soup to a needy stranger.



Samurai Jackals

Still, like all Samurai, these creatures do not believe in taking prisoners, as they consider that a fate worse than death. Even good Samurai Jackals will behead an enemy out of respect for his dishonor in defeat.

ECOLOGY: Samurai Jackals started as a bizarre bar bet between a jackal trader and a Wu Jen. The end result is no joke. Samurai Jackals are a powerful force for those willing to employ them. They are the ultimate mercenaries and almost completely fearless.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: U

Other: Nil

Sandling

DESCRIPTION: A Sandling looks like an amorphous mass of moving sand or an amoeba made of sand. They use their pseudo-pods to slash and lacerate opponents.

COMBAT/TACTICS: Sandlings attack with their abrasive pseudo-pods for 2-16 points of damage. They can sense heat, sound and moisture. They dislike water; ten gallons or more dumped on the creature has the same effect as a Slow spell and will halve its damage dealing capacity. The thousands of immature Sandlings that dwell near the lair of the adult have a 20% chance of tripping a PC during combat. They have no other combat ability.

Crushing and puncturing weapons do no damage against Sandlings unless magical. Even magical crushing weapons only inflict damage equal to the weapon's plus value with a successful strike.

HABITAT/SOCIETY: Adult Sandlings bud thousands of tiny Sandlings, six inches tall or smaller. The parents kill any bud that grows taller. When a parent dies, the largest infants fight for dominance. Sandlings find clambakes offensive and will attack participants on sight.

ECOLOGY: Sandlings originate on the Elemental Plane of Earth. They are always the same temperature as their surroundings and are invisible to infravision. There have been reports of Sandlings three times the standard size, but these reports are unsubstantiated and the drunken halfling that reported it had a tendency to giggle as he did so.

YIELD:

Medicinal: Sandling meat tastes gritty and dulls the teeth.

Spell Components: Sandling particles can be used to cast a Dust

Sandling

AKA: Grit Fiend

HACKFACTOR: 7

EP VALUE: 120

CLIMATE/TERRAIN: Beaches, Desert

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' across)

MOVEMENT: 12" (6")

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Immune to normal crushing/puncturing weapons

MAGIC RESISTANCE: Standard

HIT DICE: 4



Sandling

Devil spell with a mere 10% chance of spell mishap. This adds a material component to the spell, but the Dust Devil is twice as strong and the duration of the spell is tripled.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Satyr

DESCRIPTION: Satyrs, Fauns and Korreds are half-human and half-goat. They are goats from the waist down and humans from the waist up. Fauns are shorter than Satyrs and Korreds have leather britches and wild hair instead of horns. Satyrs and Fauns do not normally carry weapons unless expecting violence, but Korreds often carry cudgels.

COMBAT/TACTICS: Satyr and Faun: These creatures butt opponents with their sharp horns. 20% of Satyrs use +1 magical weapons, especially long swords, short swords, daggers and/or short bows. At least one Satyr in a group will have a set of pipes. These can only be played properly by a Satyr and cause all victims in a 60-foot radius to save vs. spell or be charmed, fall asleep or be affected as by Fear (Satyr's choice).

A group of Fauns will have the pipes 40% of the time, but those that do not have them always know the location of a Satyr band that does.

If there is a comely female (15 Comeliness or greater) in a group, the pipes will be used to charm. If the group is inoffensive and wimpy, they will put the group to sleep and steal their valuables. If the PCs are hostile, the pipes will be used to cause Fear. The effects last 1-6 hours or until dispelled. Any creature that successfully saves against the power of the pipes cannot be affected by them again for twelve hours. A bard's singing can nullify the music before it takes effect.

Satyr	Common	Faun	Korred
AKA:	Goat Boys	Deer Punks	Spirits of the Par-tay
HACKFACTOR:	17	6	23
EP VALUE:	975	420	1,400
CLIMATE/TERRAIN:	Sylvan Woodlands	Sylvan Woodlands	Sylvan Woodlands
FREQUENCY:	Uncommon	Common	Very Rare
ORGANIZATION:	Band	Band	Clan
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Very (11-12)
ALIGNMENT:	Neutral	Neutral	Chaotic Neutral
NO. APPEARING:	2-8	2-12	1-4
SIZE:	M (4' tall)	S (3' tall)	S (3' tall)
MOVEMENT:	18"	15"	9"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Unsteady (8)	Brave (14)
ARMOR CLASS:	5	5	5
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-8 or by weapon	1-6	3-6 or by weapon +4
SPECIAL ATTACKS:	Satyrical music	Music	See text
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	50%	35%	25%
HIT DICE:	5	3	6+1

Korred: Korreds have a +2 to-hit and +4 to damage due to Strength. They fight with cudgels (inflicting 1-6 points of damage against man-sized creatures), shears (1-4) or fists (1d4-2). They are able to hurl boulders up to 100 feet for 2-8 points of damage. Korreds can weave their hair into ropes and snares in a mere 1-4 rounds. Anyone attacked by the rope must save vs. spell or be Entangled as the spell.

Korreds can use a magical laugh three times per day. All those in a 60-foot radius must make a Charisma check or be stunned for 1-4 rounds. The powers of this laugh can be nullified by a bard's singing so long as he begins before the laugh. Korreds can use the following abilities at will: Stone Shape, Animate Rock, Stone Door (up to 30 feet), Shatter (as the 2nd level magic-user spell, but only affects rock), Transmute Rock to Mud and Stone Tell.

HABITAT/SOCIETY: Satyr: Satyrs are spirits of the forests. They spend their time chasing Nymphs, drinking wine, dancing and playing musical instruments. Typical instruments include the syrinx, the flute and the bagpipes. Satyrs will attempt to seduce any female with a 15 Comeliness or higher. However, the more they drink, the lower this minimum gets. Some Satyrs have been known to drink so much they wake up with females who have negative Comeliness scores.

Satyrs are on good terms with Fairies, Centaurs and other inhabitants of the Sylvan woods. They have a language of their own and can speak the tongue of Sylvan Elves. They are only interested in sport, frolicking, piping, prancing, voyeurism and other pleasures. Satyrs are depraved, drunken degenerates and can be bribed with wine (of no less value than 10 gp per bottle). Females charmed by Satyrs usually return to their former lives in 1-4 weeks (90% chance). Most females who have spent a few weeks with a band of Satyrs will not divulge what went on, saying only, "I was young and stupid then." Chaotic females who return often giggle uncontrollably when Satyrs are mentioned.

Faun: Fauns support Satyr bands. They arrange musical performances in Centaur lairs, fairy groves and other festive places. If a bard wishes to learn to play the pipes like a Satyr, he must first deal with the Satyr's Faun. Fauns demand maximum payment for their Satyrs, because

their income is derived from the Satyr's. A small number of Fauns create their own bands, but most creatures prefer the music of Satyrs.

Korred: Korreds live in loose clans within five miles of one another. They rarely tolerate outsiders except for rangers, druids and elves. Even these outsiders must never interrupt the Korred weekly dance. Those who do will be subject to the Korred's music. Victims must save vs. spell or dance vigorously, losing 1-4 hit points per round until dead, restrained or until the Korred stops playing and dancing.

All Korreds carry leather pouches containing hair, shears and other items. These items will turn to gold (50-200 gp value) if sprinkled with holy water. Korreds will not voluntarily give up the pouches.

ECOLOGY: Satyrs, Fauns and Korreds are spirits of the forest. They never hunt to excess and are in perfect harmony with nature. Sages believe the Dryad is the female counterpart to Satyrs, Fauns and Korreds. They do mate, frequently and without any sort of rhyme or reason. None of these creatures

wander more than ten miles from their home. They are always intimately familiar with the lay of the land and most chaotic females who live in the region.

YIELD:

Medicinal: Nil



Satyr

Spell Components: Powdered Satyr and Faun horn or Korred hair can be used as a material component for a Munari's Irresistible Jig spell that lasts for one extra round with only a 3% chance of spell mishap.

Hide/Trophy Items: The Satyr's musical instruments are extremely valuable to bards, who will pay 100-500 gp for them.

Treasure:

SATYR: I, S, X

FAUN: I, S

KORRED: E

Other: Nil

Satyr, She-

DESCRIPTION: Common She-Satyr and Great Horned She-Satyr look just like Satyrs except that they are obviously female, and the Great Horned ones have a huge rack of elk antlers. They are generally sullen creatures who detest debauchery. She-Satyr of all types are usually encountered looking for their degenerate mates.

COMBAT/TACTICS: Common She-Satyr have tiny horns, though they can still butt for 2-8 points of damage with their exceptionally hard heads. The Great Horned She-Satyr can butt for 2-16 points of damage. On a charge, these creatures do double damage. They are not malicious, but will attack any female they find with their Satyr husbands at +2 to-hit. She-Satyr bands always have a pair of magic bongos known as "Bongos of Sobering". When these special items are played, all victims in a 60-foot radius instantly become sober (and hungover if previously drunk). Additionally, it automatically breaks any Charm spell.

Satyr, She-	Common	Great Horned
AKA:	Satyrical-Partipooerus	Sylvan Shrew
HACKFACTOR:	12	20
EP VALUE:	975	2,000
CLIMATE/TERRAIN:	Sylvan Woodlands	Sylvan Woodlands
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Band	Solitary/Band
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Very to High (11-14)	Exceptional (15-16)
ALIGNMENT:	Neutral (lawful)	Neutral (lawful)
NO. APPEARING:	2-8	1
SIZE:	S (4' tall)	M (5' tall)
MOVEMENT:	15"	15"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Defiant (17)	Resolved (18)
ARMOR CLASS:	5	5
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	2-8	2-16
SPECIAL ATTACKS:	Charge	Charge
SPECIAL DEFENSES:	Sobering	Sobering
MAGIC RESISTANCE:	50%	75%
HIT DICE:	5	7+2

Only a Satyr or a properly trained bard can play these magical bongos. Male Satyrs despise these instruments and sometimes hire PCs to steal them from their wives.

HABITAT/SOCIETY: She-Satyr are sullen, not at all fun-loving and extremely suspicious. If one of these creatures suspects that a group of PCs is covering for her mate, she will attack and possibly torture the group for information about her husband's location.



She-Satyr



Great Horned She-Satyr

On rare occasions, female and male Satyrs congregate at well-planned official festivals. These tend to be very dry affairs that induce great happiness in the females, but a deep-seated boredom in the males. Male Satyr suicide rates during this time skyrocket by 200%.

ECOLOGY: She-Satyrs of all types are family-oriented creatures and bear sole responsibility for raising their young. Unfortunately, their males are wild, uncontrollable drunkards who never seem to capitulate and are completely irresponsible. PCs who find themselves in a domestic dispute between male and female Satyrs will find themselves in a very dangerous position that inevitably erupts into violence. Satyr divorce rates rank among the highest in Garweeze World.

YIELD:

Medicinal: Powdered She-Satyr horn can cure hangovers.

Spell Components: Nil

Hide/Trophy Items: A Great Horned She-Satyr's rack is prized by trophy hunters (50-100 gp per rack).

Treasure: I, S, X (x2 for Great Horned She-Satyrs)

Other: Nil

Scarab	Common	Giant	of Seeking
AKA:	Anubis Beetle	Ra Bug	Doom Digger
HACKFACTOR:	0	1	0
EP VALUE:	1	120	7
CLIMATE/TERRAIN:	Any non-arctic	Any non-arctic	Any
FREQUENCY:	Common	Rare	Very Rare
ORGANIZATION:	Swarm	Swarm	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Scavenger	Scavenger	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	10-1000	1-10	1
SIZE:	T (6" long)	M (4' long)	T (6" long)
MOVEMENT:	1", 3" Fly (C)	3", 9" Fly (C)	1", 3" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Daring (15)	Fanatic (20)
ARMOR CLASS:	8	4	8
NO. OF ATTACKS:	0	2	1
DAMAGE/ATTACK:	0	1-6/2-8	See text
SPECIAL ATTACKS:	Blinding	Nil	Boring
SPECIAL DEFENSES:	Nil	Nil	Reformation
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	3-12 hp	3+2	.5

Scarab

DESCRIPTION: **Common Scarab:** Common Scarabs are brightly colored beetles that are often found in royal tombs and always near the lairs of Mummies.

Giant Scarab: Giant Scarabs are merely larger versions of the common type. The males tend to be more aggressive than normal insects.

Scarab of Seeking: Scarabs of Seeking are indistinguishable from normal scarabs, but they have been enchanted with a deadly purpose.

COMBAT/TACTICS: **Common Scarab:** Common Scarabs will happily stand by and let PCs crunch them under foot. However, should someone create a loud noise or drop a bright light in their midst, they must make a morale check. If they fail, they will take flight and are 40% likely to blind anyone in the area. Scarabs will cover five cubic feet per ten Scarabs. Additionally, a great deal of movement, such as combat in their immediate area, is 50% likely to disturb them in a similar manner. Those who are covered by Scarabs are blinded for 1-4 rounds.

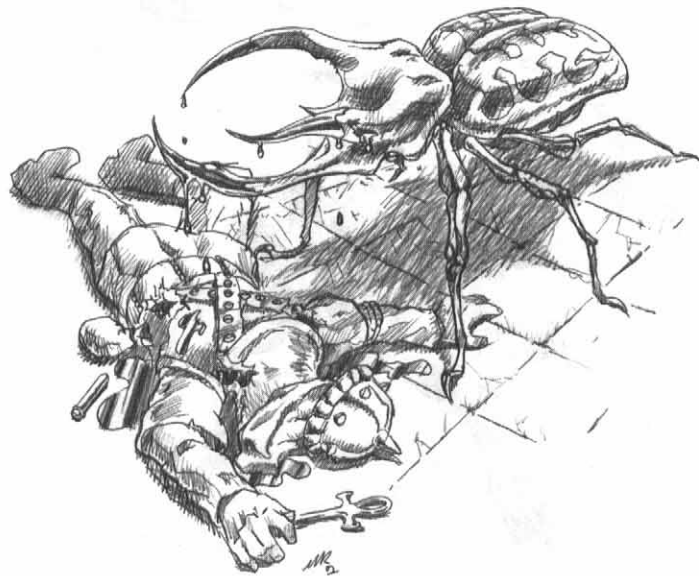
Giant Scarab: Giant Scarab males are equipped with two horns they can use to impale opponents, in addition to their bite attack. Females (50% of those encountered) do not have horns and only get the bite

attack. Should a foe leave the immediate vicinity of a Giant Scarab, the insect will not pursue. They are easily distracted by dropping one week's worth of rations.

Scarab of Seeking: Scarabs of Seeking are enchanted to target one specific individual. The Scarab will track that individual flawlessly. Its slow movement means that it might be months or years before it catches up with its prey. Once it does, it waits until the victim is asleep or unconscious. Then it crawls under the victim's clothes and bores into his heart. The boring takes two rounds and death is instantaneous at the end of the second round. During that time, the victim can escape death if a Remove Curse spell is cast upon him. This confuses the Scarab for 2-12 rounds. During that time, it can be removed, but not destroyed unless a cleric of 12th level or higher casts another Remove Curse upon it – it is then physically destroyed. Otherwise it reforms in 24 hours and again seeks its original target. The other way to truly destroy the Scarab is to return it to its creator.



Scarab of Seeking



Giant Scarab

HABITAT/SOCIETY: Common and Giant Scarab: These are mindless insects that eat, reproduce and survive. They are sometimes used as living warning devices by Mummies. It is rumored that Scarabs will obey a Mummy much like rats and bats will obey a Vampire.

Scarab of Seeking: A Scarab of Seeking has been especially enchanted to target an individual for death. It dies once it has completed its task.

ECOLOGY: Common and Giant Scarab: Common and Giant Scarabs lay their eggs in dung and in the soil. When they hatch, they are immediately on their own. Scarabs have a great many unresolved issues with their parents. They often achieve closure shortly before the end of their natural life cycle. Those that do not may rise to become Scarab Ghosts, but fortunately these insect apparitions only haunt other scarabs.

Scarab of Seeking: The creation of a Scarab of Seeking is a closely guarded secret. The Scarab is enchanted and the creator speaks the name of the individual. It then immediately crawls away to do its work. Sometimes the Scarab is programmed to target anyone who opens a specific tomb or temple. This subcategory type of Scarab of Seeking can be destroyed, but only after a Remove Curse is cast by a cleric of 12th level or higher.

YIELD:

Medicinal: Powdered Common Scarab will relieve the itching, but not the burning.

Spell Components: Scarabs are frequently a substitute spell component for clerics, but their use results in a 10% chance of spell mishap.

Hide/Trophy Items: Giant Scarabs are sometimes made into hide armor some clerics. It is suitable for enchantment up to +6.

Treasure: Nil

Other: The Scarab is believed by some devout clerics to be a symbol of immortality, thus it is an ingredient used in Mummy creation and in making Potions of Longevity.

save will stand placidly while the Scarecrow beats them for 1-6 points of damage per round (automatic hit each round). If the Scarecrow is destroyed, all of its victims immediately recover from the Charm.

CONSTRUCTION: Clerics must consult with an expert Scarecrow builder to create a scarecrow, unless they have a Manual of Building Evil Scarecrows. The following spells must be cast by a cleric of 9th level or higher: Animate Object, Quest, Prayer and Command. Construction takes three weeks and costs 1 gp per hit point.

TYPICAL ORDERS: The Scarecrow can obey simple commands, as long as it does not involve interpretation. Usually, they are placed in the fields abutting a temple or a sacred area. Typical orders include: "Attack anyone that approaches the temple", "Admire my biceps" and "You keep them busy while I empty the treasury". If the Scarecrow gets a conflicting message, its default order is to attack the nearest living thing other than its creator.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: A slain Scarecrow can be used as a crude bedroll, though it is itchy.

Treasure: Nil

Other: Scarecrows can be used to repel birds, causing Fear (as spell) against any avian creature within a 20-foot radius who does not successfully save vs. spell. The Fear lasts for 1-6 rounds.

Scarecrow

DESCRIPTION: Scarecrows are animated constructs made from actual scarecrows. Typically, they have pumpkin heads, bodies of sticks and straw and ragged clothes. Their malevolence and evil can be sensed by any intelligent creature present when the Scarecrow moves. These creatures are encountered on farms and in dungeons – near anything paved in yellow cobblestones.

COMBAT/TACTICS: Victims who meet the gaze of a Scarecrow or are touched by one must make a saving throw vs. spell or fall under a Charm. Those who miss their

Scarecrow

AKA: Straw Golem

HACKFACTOR: 9

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary/Small groups

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Non- (0)

ALIGNMENT: Evil (any)

NO. APPEARING: 1-8

SIZE: M (5' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6 and special

SPECIAL ATTACKS: Charm

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5



Scarecrow

ScareRaven

DESCRIPTION: ScareRavens are the ultimate scavengers. They can subsist on as little as one cubic inch of organic matter per week and can digest almost anything. ScareRavens are encountered almost exclusively in ruins.

COMBAT/TACTICS: A ScareRaven's primary ability is to make an opponent believe that he is being confronted with his worst fear. Victims that make eye contact with a ScareRaven must save vs. spell (adjustments to mental attacks for Wisdom apply) or cower in fear for 1-4 rounds. During this time, victims can be attacked at +4 to hit (unless the victim's fear happens to involve some sort of attack, in which case the ravens attack at -2).

The attack of ScareRavens is telepathic and those possessing psionics (or otherwise able to defend against mind attacks) can use any defense mode to stop the gaze power of the ScareRaven.

ScareRaven

AKA: Avianus-Sinistarae
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Wasteland/Remote Temperate
FREQUENCY: Uncommon
ORGANIZATION: Flock
ACTIVITY CYCLE: Any
DIET: Scavenger
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 5-20
SIZE: S (2' tall)
MOVEMENT: 3", 15' Fly (B)
PSIONIC ABILITY: See text
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Fear gaze
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1+2



ScareRaven

A scared victim will not fight back and will drop anything in his hands. ScareRavens often position themselves in precarious areas: unstable rope bridges, cliff ledges, etc. and are immune to all natural disease.

HABITAT/SOCIETY: ScareRavens love desolation and waste. Wherever life springs, ScareRavens seek to befoul it. They often nest near fresh water springs to foul its water with their wastes. ScareRavens make excellent companions for intelligent undead.

ECOLOGY: ScareRavens are a highly evolved form of raven. The first ScareRavens were created in an evil temple devoted to a gawd of fear.

YIELD:

Medicinal: ScareRaven meat is inedible.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, Q (in nest)

Other: ScareRaven eggs are worth 1 sp to evil creatures.

Scorpion

DESCRIPTION: Scorpions are vicious predators that can live in almost any environment, although they favor desert conditions. Scorpion colors range from black to yellow. The bitter smell associated with them probably comes from the venom. They make an unnerving scurrying sound as they scurry across dungeon floors. All Scorpions have two things in common: a poison sting and an acerbic wit.

COMBAT/TACTICS: Scorpions of all sizes use the same strategy: sting an opponent until it stops moving. Those who can speak scorpion will also hear it make several sarcastic remarks as it stings its victims to



Giant Scorpion

Scorpion	Common	Giant	Hell	Huge	Large
AKA:	Boot Biter	Gargantuan Poisoner	Scorpi-Demon	Stingy McSting	Bedroll Surprise
HACKFACTOR:	0	6	11	7	3
EP VALUE:	15	650	975	420	175
CLIMATE/TERRAIN:	Warm Wild. & Subter.	Warm Wilderness & Subterranean	Warm Wilderness & Subterranean	Warm Wilderness & Subterranean	Warm Wilderness & Subterranean
FREQUENCY:	Common	Uncommon	Rare	Common	Uncommon
ORGANIZATION:	Swarm	Swarm	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-12	1-4	1-4	1-4	1-6
SIZE:	T (4" long)	M (5' to 6' long)	M (5' to 6' long)	M (4' long)	S (2' long)
MOVEMENT:	3"	15"	12"	12"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Average (11)	Brave (14)	Pliant (10)	Unsteady (8)
ARMOR CLASS:	6	3	3	3	3
NO. OF ATTACKS:	1	3	5	3	3
DAMAGE/ATTACK:	1	1-10/1-10/1-4	1-10/1-10/1-4/2-7/1-4	1-8/1-8/1d4-1	1-4/1-4/1
SPECIAL ATTACKS:	Poison sting	Poison sting	Poison sting	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	0.25	5+5	5+5	4+4	2+2

death. The Hell Scorpion can grab victims with its tail pincher and strike them with its poison tail automatically. On a natural 20 to hit, the sting stuns an opponent for 1-6 rounds. This supercedes the effects of the critical hit tables in the GMG. A successful bend bars/lift gates roll is needed to escape the pinchers of a Giant or Hell Scorpion.

SCORPION POISON: Giant, Hell and Huge Scorpion poison is Class F (save vs. poison or die immediately). Common and Large Scorpion

poison is Class C. Victims of a Common Scorpion sting get +4 on saving throws, while those stung by Large Scorpions get +2. Scorpions are not immune to their own poison and may sting themselves to death if forced to by an opponent or if they roll a fumble.

HABITAT/SOCIETY: Scorpions are non-intelligent, so their acerbic wit is not actually all that biting. Each lair has a 20% chance of 5-20 eggs. Scorpions hate all living things, including other Scorpions, and

are 95% likely to attack anything near their lair (or far away for that matter). Giant, Hell and Huge Scorpions will drag prey back to their lairs to feast. Common and Large Scorpions like to climb into dark, moist places such as bedrolls, boots and dwarven socks – while they are still in use.

ECOLOGY: These insects are food for Purple Worms, Quaggoths and other subterranean creatures that like poison. Alchemists and assassins hunt Scorpions to harvest their poison. Scorpions can really ruin a camping trip.

YIELD:

Medicinal: Scorpion poison is worth 75 gp per vial for Class F and 18 gp for Class C.

Spell Components: Nil

Hide/Trophy Items: Giant, Hell or Huge Scorpions can be fashioned into armor, shields or bracers. These items are suitable for enchantment up to +5.

Treasure:

COMMON: Nil

GIANT: D

HELL: D

HUGE: D

LARGE: D

Other: Nil



Hell Scorpion

Screacher

DESCRIPTION: Screachers resemble lizards with the body-types of baboons and the heads of big-jawed gators. These creatures have gray, rocky hides and can climb even the smoothest of cliff faces.

COMBAT/TACTICS: Screachers live on mountains with unstable rocks and cliff faces. They hunt their prey by using their screech to cause rockslides and avalanches on their victims. Due to their rocky hides and tough lifestyle, the creatures take only 25% damage from crushing

weapons and rockslides. As they can survive without air for up to a day, they have little fear of being encased in an avalanche.

A single Screacher can cause an avalanche in a 30-foot radius for 1-6 points of damage in six rounds. Each additional Screacher adds 10 feet to the radius, 2 points of damage and reduces the time needed to cause an avalanche by one round.

HABITAT/SOCIETY:

Screachers are unambitious mountain dwellers that subsist on the meat of their prey. During lean times, they can exist on carrion and vegetation. Screachers like to gather trinkets and trophies from fallen victims, especially jewelry. They frequently make their lairs below that of dragons. For some unknown reason, evil dragons will tolerate the presence of Screachers, as long as they don't invade the dragon's inner lair.

ECOLOGY: Screachers are born from rock-like eggs and are able to screech within one month of hatching. They have infravision to 30

Screacher

AKA: Avalancher
HACKFACTOR: 4
EP VALUE: 270
CLIMATE/TERRAIN: Mountains/Hills
FREQUENCY: Rare
ORGANIZATION: Packs
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-6
SIZE: M (4' tall)
MOVEMENT: 9", 9" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1d4-1/1d4-1/1-10
SPECIAL ATTACKS: Screech
SPECIAL DEFENSES: One-quarter damage from crushing weapons and rockslides, survive without air
MAGIC RESISTANCE: Standard
HIT DICE: 4

feet and make loyal dungeon guards, but tend to collapse many of the tunnels they guard.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Screacher hide makes excellent armor for those dwarf-sized or smaller. It is perfect for enchantment up to +10 and protects the wearer against sonic attacks.

Treasure: U

Other: Nil

Screamin' Meanie

DESCRIPTION: Screamin' Meanies are dwarf-like creatures that roam in marauding bands across Garweeze World. They dress in skin tight leather armor and carry a variety of small weapons, especially daggers and slings. All Meanies carry a "pyro-kit" that contains at least two torches, a tinderbox and one flask of oil.

COMBAT/TACTICS: Screamin' Meanies attack human settlements by lighting buildings on fire and causing as much chaos and mayhem as possible. They are armed with daggers and slings and will have 1-3 oil bombs. During raids, they always carry torches to light their bombs, and because they do not have infravision. These bombs explode in a 10-foot radius, causing only 1d6-2 points of damage to creatures in that area but forcing all flammable materials to save vs. normal fire at -3 or burst into flame. Screamin' Meanies make a lot of noise when they attack, thus their name. They tend to pick on small villages but, very rarely, they will join humanoid armies to attack castles.

HABITAT/SOCIETY: Screamin' Meanies are roaming raiders and thieves of opportunity. They are 60% likely to be on horseback. Meanies are not opposed to working with bandits and other humanoids, but their suicidal attacks tend to make others hesitate to work with them. Screamin' Meanies are cruel and domineering. They are easily driven away with a show of force, but usually not before they burn down half the village. Dwarves hate Screamin' Meanies and attack them on sight.

ECOLOGY: Screamin' Meanies closely resemble dwarves, but they have little or no relation to them. They are a race unto themselves and may possibly descend from humans.

YIELD:

Medicinal: Chewing the vocal chords of a Screamin' Meanie can soothe a sore throat.

Spell Components: Nil

Screamin' Meanie

AKA: Wailin' Jennings
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-16
SIZE: M (4' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: By weapon or see text
SPECIAL ATTACKS: Oil bombs
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1



Screachers

*Screamin' Meanie*

Hide/Trophy Items: Nil

Treasure: Q, X, U

Other: Nil

Screaming Desert Tortoise

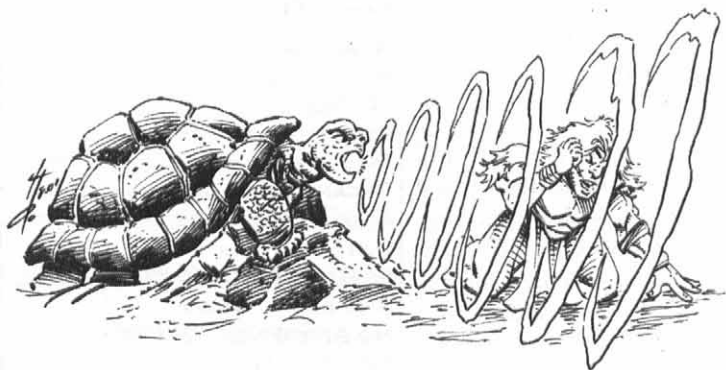
DESCRIPTION: Screaming Desert Tortoises are large turtles that have adapted well to desert climes. Their shells are beige colored, much like the desert sands and the constant blowing of the sands give the shells a fine sheen.

COMBAT/TACTICS: Screaming Desert Tortoises hide in the sand and surprise opponents 4 in 10 times. It immediately screams. The cone of effect is 1 foot wide at the creature's mouth, 30 feet wide at the end and 30 feet long and 10 feet high. Any living creature in the radius must save vs. Death Magic or be stunned for 4-12 rounds. It can scream only twice per day.

While its victims are stunned, the turtle will choose one victim (assuming its not being attacked) and

Screaming Desert Tortoise

AKA: Shell Shouter
HACKFACTOR: 15
EP VALUE: 420
CLIMATE/TERRAIN: Desert
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: M (5' long)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 2/5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Scream
SPECIAL DEFENSES: Surprise, shell
MAGIC RESISTANCE: Standard
HIT DICE: 6

*Screaming Desert Tortoise*

drag it back to its lair to feast. The turtle's lair will always be within a few hundred feet of the attack.

The Tortoise has an AC of 5 when its head and legs are out of its shell and vulnerable. However, the Tortoise can pull into its shell for an effective AC of 0. Once the shell is sealed, the creature takes no damage from piercing or slashing weapons and does not take damage from blunt weapons unless the shell misses a save vs. crushing blow at +2. Once the save is missed, the turtle will emerge and fight to the death.

HABITAT/SOCIETY: Screaming Desert Tortoises are not malicious creatures. They sometimes dwell in small groups, but are not very social. Nomadic desert dwellers use their shiny shells to signal to each other across the expanse of desert.

ECOLOGY: Screaming Desert Tortoises can go weeks without water, storing a supply of it inside their great shells for when they need it. Thirsty adventurers can use the tortoises as a temporary source of moisture, by drinking its thin blood. However, there is a 15% chance they will contract a disease unless the blood is purified.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The shell can be used to make a reflective shield. It can be enchanted.

Treasure: Z (Incidental)

Other: Nil

Scroll Devourer

DESCRIPTION: Scroll Devourers are one-inch-long gray worms that feed upon paper, especially magical imbued paper, in all its forms.

COMBAT/TACTICS: Scroll Devourers can smell scrolls, maps, arcane tomes and spell books up to 60 feet away. Their low AC is due to speed and ability to blend in with their surroundings.

Scroll Devourers surprise opponents 95% of the time. If the victim can see invisible objects, this is reduced to 50%. There is a 25% chance that a perceptive victim may notice the strange worm on his leg or climbing into a pack, otherwise it will go unnoticed until it starts to eat. Once it begins to feed, there is a 50% chance the victim will hear the Scroll Devourer. The creature will continue to feed until attacked, at which point it will leap ten feet and then crawl back to its lair.

A Scroll Devourer can burrow through dead wood or leather at three inches per round and through a leather scroll case or pack in one seg-

ment. It cannot consume living matter. It destroys spell books and scrolls at the rate of one spell level per round.

HABITAT/SOCIETY: Scroll Devourers infest libraries and other places that hold large amounts of paper. Typically, 0-90% of a library infested with Scroll Devourers will already be destroyed. Scroll Devourers prefer magic spell books and scrolls, but cannot distinguish between good scrolls and cursed ones.

ECOLOGY: Scroll Devourers developed from normal larva. Due to generations of consuming magical scrolls and tomes, the creatures evolved quickly. Metal or bone cases help protect important documents from Scroll Devourers.

YIELD:

Medicinal: Scroll Devourers are edible, but taste like paper.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 30% chance of 1-4 scrolls or other useful paper item not yet eaten.

Other: Nil

Scroll Devourer

AKA: Book Worm
HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Paper
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Paperivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-2 (10-40)
SIZE: T (1" long)
MOVEMENT: 12" (3")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 2
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Surprise, paper consumption
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 0.25

Scylla/Charybdis

	Scylla	Charybdis
AKA:	Dog Face	The Big Sucker
HACKFACTOR:	114	134
EP VALUE:	30,000	40,000
CLIMATE/TERRAIN:	Any Cave	Any Ocean
FREQUENCY:	Unique	Unique
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Very (12)	Semi (2-4)
ALIGNMENT:	Neutral Evil	Neutral (evil)
NO. APPEARING:	1	1
SIZE:	H (20' tall)	G (100' around)
MOVEMENT:	15", 12" Swim	See text
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fanatic (20)
ARMOR CLASS:	-3	0
NO. OF ATTACKS:	6	1
DAMAGE/ATTACK:	4-24 x6	See text
SPECIAL ATTACKS:	Sailor snatching	Watery consumption
SPECIAL DEFENSES:	Nil	See text
MAGIC RESISTANCE:	45%	See text
HIT DICE:	159 hit points (25HD)	243 hit points (29 HD)

Scylla and Charybdis

DESCRIPTION: **Scylla:** Scylla has six heads that resemble wolf heads at the end of their six long necks. Each head has three rows of sharp teeth and the hulking body has 12 webbed feet. The body is a mish-mash of reptile, mammal, fish, human and other creatures' torsos. Scylla lives in a cave across from Charybdis.

Charybdis: No one has seen the Charybdis and lived to tell the tale, but on the surface, it appears as a great whirlpool 100 feet across.

COMBAT/TACTICS: **Scylla:** When a ship passes by her cave (avoiding the whirlpool created by Charybdis) she sticks her necks out to grab six crewmen. Clerics and magic-users are her first targets, followed by men in general and then anyone else. Anyone struck by the creature will be trapped in its jaws, unable to escape unless they have a Strength of 20 or more. If left to dine unmolested, Scylla will let the ship pass.

If Scylla is made aware that there are clerics on board, she will hunt the ship until she or all on board are dead. Scylla is vulnerable to petrification magic and saves at -4, but unless the statue is destroyed, the dark sorceress Circe will unpetrify her in 24 hours.

Charybdis: Any ship within 100 feet of the whirlpool will be instantly drawn into it and pulled underwater in just three rounds. Those on board can attempt to leap to a small island near the whirlpool that contains a fig tree. Anyone on board the ship after the third round is pulled into the creature and destroyed. Three rounds later, the creature spews forth the seawater it pulled in along with its victims. During this time, the water is low enough that PCs can flee to Scylla's side, which is the mainland.

Only spells such as Wish or powerful weather-related spells (6th level or higher) can affect Charybdis. Only a being of gawd-like power, relic or artifact could slay him.

HABITAT/SOCIETY: Scylla and Charybdis live on either side of a narrow strait. In order to pass, ships must face one of the two creatures. Sages theorize that the easiest way to dispose of both monsters would



Scroll Devourer

*Scylla and Charybdis*

be to trick Scylla into falling into Charybdis's whirlpool. The foul meat of Scylla would surely slay Charybdis.

ECOLOGY: Scylla was once a beautiful maiden, transformed by Circe into a hideous monster. Only a gawd-like being could undo the transformation. Charybdis's origins are unknown, but said to be equally gawd-like. The twosome appears to be immortal.

YIELD:

Medicinal: Drinking the water from the Charybdis is said to remove a PC's quirks.

Spell Components: Nil

Hide/Trophy Items: Collecting any portion of Scylla's body would allow one to exercise some major bragging rights.

Treasure:

SCYLLA: H x 20, Z x 100

CHARYBDIS: Nil

Other: Nil

Sea Harker

DESCRIPTION: Sea Harkers are immense fish that use their bodies to cause whirlpools that sink ships. They look like a cross between a whale and a very ugly trout.

COMBAT/TACTICS: Sea Harkers can bite for 5-20 points of damage or slap with their fins for 3-12/3-12. Their favorite tactic is to create a whirlpool that can sink a ship up to 60 feet in length. It begins by swimming in a 100-foot radius at a movement rate of 15", increasing to 30" and eventually closing in at 40". The effect takes 5-8 rounds to establish and the creature must be near the surface to create the whirlpool. If it is struck by missile weapons or spells, it is 10% likely to submerge and attempt a different tactic or easier prey. Boats 30 feet in length or shorter can be capsized with a successful hit.

HABITAT/SOCIETY: Sea Harkers frequently make their hunting grounds in ship graveyards. These places already have plenty of rocks that can wreck a ship during the whirlpool. Several sages have claimed to have almost caught a Sea Harker, but none have actually proven their stories.

ECOLOGY: Sea Harkers can breathe both air and water. They eat anyone or anything they find in the water. They bite everything to see if it is edible. If a Sea Harker is dragged onto land or a ship's deck, it will continue to fight until dead or placed back in the water. It can live for 3-18 hours once out of the water.

Sea Harker

AKA: Afanc, Spin Pike

HACKFACTOR: 21

EP VALUE: 5,000

CLIMATE/TERRAIN: Ocean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1

SIZE: G (50' long)

MOVEMENT: 15" (see text)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: 5-20 or 3-12/3-12

SPECIAL ATTACKS: Whirlpool, capsize

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 15

YIELD:

Medicinal: Sea Harkers taste great when they are lightly fried with lemon and butter. The meat is worth 5 gp per pound and the fish itself weighs about 5,000 pounds. 40-90% of the meat can be recovered and dried.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The bones of these rare fish can be used to carve wands, rods, rings, blades and other items suitable for enchantment.

*Sea Harker*

Sea Lion

DESCRIPTION: A Sea Lion has the head and forepaws of a lion and the body and tail of a fish. It is one of a fisherman's many nightmares.

COMBAT/TACTICS: Sea Lions are extremely territorial and will attack anything that enters their domain, even sharks. They always attack the same opponent with all attacks. Any creature hit by both paws is mauled. Once mauled, an opponent must make an open doors roll to strike back. The mauled opponent can be struck with the Sea Lion's bite at +4 to hit.

The head of the Sea Lion is AC 5 and the body is AC 3. Their tremendous roar can be heard up to ten miles away underwater. Sea Lions are not as skilled at swimming as Sea Horses.

HABITAT/SOCIETY: Sea Lions are sometimes trained as mounts, although they are difficult to raise in captivity. Sea Horses and Sea Lions are almost never encountered in the same regions, because Sea Lions prefer shallower water.

Sea Lions will eat almost any type of meat, dragging themselves several yards onto land to acquire it if need be. Packs are led by the largest

Sea Lion

AKA: Maul Trout
HACKFACTOR: 6
EP VALUE: 420
CLIMATE/TERRAIN: Coastal Marine
FREQUENCY: Uncommon
ORGANIZATION: Packs
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 3-12
SIZE: L (15' long with tail)
MOVEMENT: 18" Swim, 1"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5/3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/2-12
SPECIAL ATTACKS: Mauling
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6

male, much like lion prides. Sea Lion packs sometimes unite to take down large prey, such as Dragon Turtles, but this invariably leads to a battle for leadership.

Sea Lions like to keep trophies of their kills. This is easy for them, as they always drag victims back to their lairs to feast.

ECOLOGY: Sea Lions hate sharks and go to great lengths to hunt them down. They never eat sharks, as the taste is awful to them. Sea Lions can stay out of the water for up to 24 hours without any ill-effects and it can last a week if it is constantly fed water into its mouth.

YIELD:

Medicinal: Sea Lion meat is too tough to eat.

Spell Components: Nil

Hide/Trophy Items: Sea Lion hide can only be made into vests and other small clothing. These items can hold minor enchantments that will allow the user to swim at 18".

Treasure: B

Other: Sea Lion pelts are worth 15 gp each.

Sea Monster

DESCRIPTION: Sea Monsters are the most common monsters of the ocean and all sea-going vessels fear them. They are monstrosly huge and have a head like a dragon. Their long serpentine bodies can crush ships and their fiery breath can toast a crew in seconds. All Sea Monsters have sea green-colored scales.

COMBAT/TACTICS: Sea Monsters need massive amounts of food to support their bulk. They attack any ships that annoy them, those that enter their territory or anything that sails the wide, blue ocean.

Sea Monsters can bite individuals for 10-100 points of damage or constrict a ship for 1-10 points of structural damage per round. Any creature caught in this constriction (25% chance) suffers 2-24 points of damage per round. A trapped creature must make a successful open doors check as against a magically held door to escape.

The Sea Monster also has a weak breath weapon that is only 10 feet wide at its mouth, 50 feet long and 30 feet wide at the base. Due to their watery nature, all opponents save vs. breath weapon at +2, though the Sea Monster can only use this weapon once a day.

Sea Monsters can be charmed, but even then they are difficult to control. They have amazingly short attention spans and once they submerge, they do not surface for 2-12 weeks.

Sea Monster

AKA: Map Fiend
HACKFACTOR: 306
EP VALUE: 90,000
CLIMATE/TERRAIN: Any Sea/Ocean
FREQUENCY: Common
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (400'+ long)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 3
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 10-100 or see text
SPECIAL ATTACKS: Constriction, breath weapon
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 100



Sea Lion



Sea Monster

HABITAT/SOCIETY: Sea Monsters spend most of their time eating. They occasionally swallow whole vessels and sometimes have crews living inside of them. Escape can only be achieved through braving the creature's jaws when it surfaces.

Fortunately, every sea-going adventurer down to the lowliest cabin boy knows that Sea Monsters are clearly marked on ocean maps. Ships that give such areas a wide berth can easily avoid them. Unfortunately, most maps are unreliable when it comes to locating Sea Monsters and many are purposely altered to sabotage a PC's journey.

ECOLOGY: Sea Monsters are common but are rarely seen, as most sailors know how to easily avoid them. Very rarely, sages hire daring PCs to study these beasts. Few have returned with anything more substantial about the creatures other than that they are very big. Contrary to the popular wood elf rumor, Sea Monsters are not "ocean-goin' wimps that can be wuss-slapped into towing any ol' ship".

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B (inside creature)

Other: It is rumored that Sea Monster body parts are just as useful in magic as dragon body parts.

Sea Stalker

DESCRIPTION: Sea Stalkers are bipedal sharkmen that hunt surface creatures on ships. They stand as tall as a man, but have a shark-like tails and heads. Sea Stalkers are as ruthless as they are heartless.

COMBAT/TACTICS: Sea Stalkers will grab passing ships and cling to them until the ship comes to a near stop or anchors. Then, when night

falls, they creep onto the ship, kidnap crew members (surprising them 5 times in 10) and eat them. If both claw attacks hit, the creature has grabbed its victim and will jump into the sea. Victims in armor will be left to drown, while others will be forcibly held underwater and repeatedly bitten. Breaking the creature's grip requires a successful open doors roll. It has an effective 17 Strength, so has +2 to-hit and +4 to damage on each attack.

HABITAT/SOCIETY: Sea Stalkers are solitary hunters that roam the seas. They virtually never venture more than five miles from their lairs to latch onto ships, though once latched they may stay with a vessel for hundreds of miles. However, they always return to the lair (usually on another ship). Sea Stalkers like to collect bladed weapons and are fascinated with them, but do not use them in combat.

ECOLOGY: A Sea Stalker may be a highly evolved shark. The creatures cannot stay out of water for more than a turn before starting to suffocate. If a Sea Stalker is kept out of the water for two turns it passes out and dies at the end of the third turn. Putting the creature back in the water

Sea Stalker

AKA: Poseidon's Lions

HACKFACTOR: 4

EP VALUE: 270

CLIMATE/TERRAIN: Any Ocean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 6", 18" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Surprise 5 in 10

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5



Sea Stalker

before the end of the third turn will revive it. Sea Stalkers never make deals with any creatures, but they sometimes locate their lairs near a powerful creature, such as a Dragon Turtle for extra protection.

YIELD:

Medicinal: Sea Stalker tastes like shark meat, only more evil.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: U, Z (magic weapons will all be bladed)

Other: Nil

Seagull

DESCRIPTION: Seagulls are flying vermin. They will consume almost any organic matter regardless of rot, infestation or odor. Most Seagulls are white with gray tipped wings. The gray is the result of their constant contact with filth – including their own fecal matter.

COMBAT/TACTICS: Seagulls do not attack living victims, unless they mistake them for dead ones. The touch of a Seagull is 2% likely to transmit a disease. This chance increases to 5% if anyone is foolish enough to feed these bacteria-coated dregs of the avian world. Additionally, a flock is 25% likely to begin excreting waste above PCs, striking as 1 Hit Die creatures. Though these attacks do no physical damage, those struck have a 1% chance of getting hit in their eyes or mouth. This increases the chance of disease to 8%.

Seagull

AKA: Avianus-Germus-Verminus

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Coastal

FREQUENCY: Common

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Scavenger

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 3-12

SIZE: S (1' long)

MOVEMENT: 3", 15" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d4-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-3 hp



Seagulls

HABITAT/SOCIETY: Seagulls are disgusting, feathered pests that make even Otyughs wretch. Sighting these birds from open water indicates land nearby, just as sighting the birds on land indicates that a source of water lies just over the horizon.

ECOLOGY: The female Seagull lays her clutch of eggs in a pile of filth. The young birds emerge filth-covered and ready to spread disease. Seagulls are not immune to their own diseases, but each stage lasts five times as long with them as with most creatures.

YIELD:

Medicinal: Eating Seagull meat will automatically give the eater dysentery and one random disease.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Seamier restaurants have been known to pay 1 cp for a bag of Seagull corpses.

Seahorse, Gaint

DESCRIPTION: The Giant Seahorse is a much larger variety of normal seahorse. They can be domesticated and are often used as loyal steeds by underwater races.

COMBAT/TACTICS: Giant Seahorses do not seek trouble, as they are incredibly shy beasts. They prefer to avoid all contact, unless an opponent directly confronts the herd. If forced into combat they head butt enemies for 2-8 points of damage. If their opponent continues to attack, the Giant Seahorse will slap with its tail for 2-5 points of damage. If at this point their enemy has not retreated, the frustrated Seahorse will scrape with its bony head crest for 1-4 points of damage, then flee back toward its herd.

HABITAT/SOCIETY: Giant Seahorses are used by aquatic races as steeds. When properly cared for by their rider, these creatures have a morale of Average (11) unless they lose their rider in combat. In general, Giant Seahorses follow their herd and do not make waves.

ECOLOGY: Abandoned by the female after mating, the male Giant Seahorse gives birth to the young, confusing druids and sages alike. By speaking with and studying these creatures, druids have found that Giant Seahorses have nagging questions about their own sexuality, but are afraid to discuss it openly.

YIELD:

Medicinal: Eating the eye of a Giant Seahorse is said to soothe sea sickness in some individuals, especially Dwarves.

Seahorse, Gaint

AKA: Wet Mount

HACKFACTOR: 0 (young)/0 (male)/1 (female)

EP VALUE: 65/120/270

CLIMATE/TERRAIN: Any Non-Arctic Ocean

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-20

SIZE: L (8' long)

MOVEMENT: 21" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 or 2-5 or 2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2/3/4



Giant Seahorse

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

Seal, Feral

DESCRIPTION: Feral Seals are thought by many druids to be the primitive ancestor of the modern seal. They look very much like a normal seal with a large jaw and thick, black fur.

COMBAT/TACTICS: Feral Seals are carnivorous, but won't attack any creature larger than a dwarf, unless provoked. The love to eat big fish that put up a bit of fight. Much like a shark, the Feral Seal prefers to attack prey that is either bleeding (60%) or thrashing about (40%) in the water. This creature is not malicious and can even seem playful, but will sever a limb on a natural 20 (this supercedes the effects shown on the critical hits tables in the GMG).

Seal, Feral

AKA: Neanderseal
HACKFACTOR: 3
EP VALUE: 120
CLIMATE/TERRAIN: Any Fresh Water
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal
ALIGNMENT: Neutral (Chaotic Good)
NO. APPEARING: 1
SIZE: M (6' long)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5



Feral Seal

These creatures cause Fear in any creature 4th level or lower that does not make a saving throw vs. wands at -2.

HABITAT/SOCIETY: Feral Seals mean no harm, but always seem to cause trouble along their coastal habitats. Frequently, they overturn boats because they want to see what's on the other side. Feral Seals like to smash the rudders on larger boats to see if the passengers will toss them fresh fish. They often bite dwarves simply to see what is inside them. Druids who manage to cast a Speak with Animals spell before they get an arm ripped off will find the creature friendly and amiable. Feral Seals have an odd sense of humor, to say the least.

ECOLOGY: Feral Seals are born like normal seals but do not congregate on beaches in large groups in the manner of their cousins. They have larger and more powerful jaws, allowing them to successfully catch larger fish in deeper waters than normal seals.

YIELD:

Medicinal: Feral Seal taste like Seal, only hairier.

Spell Components: Nil

Hide/Trophy Items: The hide of a Feral Seal can be made into supple leather jackets and pants suitable for framing.

Treasure: Nil

Other: Nil

Seawolf

DESCRIPTION: The Seawolf is a bizarre beast, combining features of both wolf and seal. Both varieties are agile swimmers with the fur-covered, fanged head of a wolf and the broad tail and fins of a large seal. The Greater Seawolf is larger (up to twice the size of a Lesser Seawolf) and far more cunning in combat. Lesser Seawolves roam in larger packs and are more often encountered near fishing villages, where they can scavenge an easy meal.

COMBAT/TACTICS: Greater Seawolf: Greater Seawolves are crafty enough to plan attacks, rather than rely on brute force to bring down a target. The pack swims in large, lazy circles for several minutes, allowing the alpha-wolf of the pack to size up prey before directing the group to strike. The beasts then surge in, just under the surface, at full speed to bite for 2-8 points of damage and slash with the claws on both fins for 1-4 points of damage each. Alternatively, Greater Seawolves swim quickly around an opponent and slap it with their broad, flat tails for 3-12 points of damage.

Seawolf:	Greater Seawolf	Lesser Seawolf
AKA:	--	--
HACKFACTOR:	10	2
EP VALUE:	1,400	120
CLIMATE/TERRAIN:	Any Water (incl. Arctic)	Temperate Water
FREQUENCY:	Very Rare	Rare
ORGANIZATION:	Packs	Packs
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Avg. to Very (8-12)	Semi- (2-4)
ALIGNMENT:	Chaotic Evil	Neutral
NO. APPEARING:	3-8	6-18
SIZE:	M to H (7' to 14')	M (6' to 7')
MOVEMENT:	9", 27" Swim	30", 9" Swim
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Foolhardy (16)
ARMOR CLASS:	4	6
NO. OF ATTACKS:	3 or 1 (tail)	1
DAMAGE/ATTACK:	2-8/1-4/1-4 or 3-12	2-8
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	9+2	2+2

Lesser Seawolf: Lesser Seawolves attack any prey on sight, lacking the brain-power to plan an assault. They bite with their large fangs for 2-8 points of damage. If driven by hunger, Lesser Seawolves will gnaw holes in the hulls of small ships in order to sink them and attack the crew in their own element.

HABITAT/SOCIETY: All Seawolves are nomadic hunters, traveling in packs led by the strongest male. They do not build lairs nor do they acquire treasure. During the day, they sleep on sunny beaches, in caves near the shore or in the abandoned homes of a seaside village (possibly the site of a previous meal).

Greater Seawolf: These vicious hunters do not associate with Lesser Seawolves – in fact, Greater Seawolves will range into the coldest and



The Lesser Seawolf lacks fin-claws, but remains a fearsome hunter.

deepest waters (thus their thick pelts) to hunt whales and other large sea creatures. They plan attacks on coastal fishing villages when water-borne prey is scarce. If a pack of Greater Seawolves is nowhere near the coast, they sleep during the day by floating on their backs (one remains awake to keep watch). Should a creature or ship approach to investigate, the Seawolves wait for the most opportune moment to attack.

Lesser Seawolf: Lesser Seawolves roam temperate climates and scavenge whatever fish and fowl into which they can sink their teeth. They despise sea lions, seals and Selkies and viciously attack them on sight.

ECOLOGY: Seawolves breathe air, but Lesser Seawolves can stay submerged for 20-27 (1d8+19) minutes, while Greater Seawolves can stay submerged for 25-39 (2d8+23) minutes. Failure to surface after that time causes the Seawolf to suffer 1-6 points of damage each round until it drowns.

Female Seawolves give birth to a single cub after a four-month gestation period. Seawolves lack parenting skills and abandon the cubs immediately. The cubs can swim and hunt from birth, but have difficulty keeping up with the adults. Only 10% of cubs reach adulthood.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Greater Seawolf pelts are worth up to 1,000 gp each, if properly tanned. Likewise, Lesser Seawolf pelts are worth up to 300 gp each.

Treasure:

Greater Seawolf: Nil

Lesser Seawolf: Nil

Other: Nil

Sedusa

DESCRIPTION: Sedusas are an extremely rare variety of Medusa born without snake-heads or a petrifying gaze. They instead have snake fangs and a snake's tongue. They use their attractive physical appearance to seduce their victims.

COMBAT/TACTICS: Sedusas have the spell powers of a 2nd-8th level cleric or a 4th-10th level magic-user. They use their spell abilities to mask their true appearance. Sedusas are extremely crafty, sometimes waiting weeks before biting a victim. Like Medusas, Sedusa only eat petrified meat, so all have become skilled alchemists. Using a mixture derived from their own blood, they will petrify victims post-mortem

Sedusa

AKA: Entice Nymphs

HACKFACTOR: 22

EP VALUE: 1,400

CLIMATE/TERRAIN: Temperate to Tropical Land

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Very to Exceptional (11-16)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Spells, poison bite

SPECIAL DEFENSES: Immune to poison

MAGIC RESISTANCE: Standard

HIT DICE: 9



Sedusa

to eat them. They are not immune to the petrification gaze of their sisters, but are immune to poison.

Anyone bitten by a Sedusa must save vs. poison or die. Those who make their save fall into a coma-like state for 1-6 rounds.

HABITAT/SOCIETY: Sedusas have been completely ostracized by their sisters – forbidden to participate in normal Medusa society. They are slightly more social toward humans, often making deals with evil-aligned humans for mutual benefit. Sedusas sometimes pose as Sirines and, very rarely, become companions to evil-aligned Sirines.

ECOLOGY: Due to the convoluted process the Sedusa must go through to obtain sustenance for herself, it is fortunate that the creatures only need to feed once a month.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B, U

Other: Using the Sedusa's blood and a special formula, it is possible to make a powerful Potion of Petrification (EP Value: 300, GP Value: 400) that will petrify any man-sized or smaller creature who drinks it.

Seeall

DESCRIPTION: Seealls resemble humans except that they have a ring of eyes all the way around their heads. They are adept warriors and always carry the best weapons and armor.

COMBAT/TACTICS: Seealls work best fighting with a group of their own kind. For every Seeall after the second, the group gets one auto-

matic parry (a strike that would otherwise have hit is completely blocked). This is the result of their amazing eyesight and lightning fast reflexes. The Seealls must be within six feet of each other for this bonus to take effect. Seealls are never surprised, but they save vs. spells designed to blind and gaze attacks at -4. Additionally, although they cannot see invisible objects or creatures, they are very good at spotting movements in dust and opening doors, gaining +20% to their chance to spot hidden or invisible objects. They may attack invisible creatures within a 20-foot radius at -2.

Seealls carry long swords (70%), daggers (90%) and short bows (40%). The rest

carry more exotic items, but each member of a Seeall gang generally carries the same type of weapon. Seealls can walk forward or backwards at the same rate and can change direction instantly. All Seealls get a +3 bonus to initiative rolls.

Seeall

AKA: Cornea Creep

HACKFACTOR: 11

EP VALUE: 420

CLIMATE/TERRAIN: Any Land

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Avg. to Exceptional
(8-16)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 2-8

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3 (8 without armor)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Initiative bonus

SPECIAL DEFENSES: Never surprised,
parry

MAGIC RESISTANCE: Standard

HIT DICE: 3



Seeall

HABITAT/SOCIETY: Seealls were ostracized from most societies eons ago because of their appearance. They despise humans and will only work with them under the most extraordinary circumstances. They work to bring down human civilizations, but never through spying, only through combat and by showing the humans that they are superior. Seealls are extremely arrogant to humans, but tolerate demi-humans and even befriend some.

ECOLOGY: Sages believe that Seealls originally descended from a single, unobservant guard. Due to this guard's inability to spot a sneaking enemy, an ancient city fell. As punishment, the gawds transformed the guard into a Seeall and he spawned the entire race. Seealls make excellent and loyal mercenaries, especially to those working to cause the downfall of humanity on Garweeze Wurld.

YIELD:

Medicinal: Some healers claim they can cure blindness by surgically implanting the eyes of a Seeall in the place of their patient's own faulty eyes.

Spell Components: The eyes of a Seeall can be used in lieu of other material components for a True Seeing spell with only a 10% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: U, Z

Other: Nil

Seeker, Nose

DESCRIPTION: Nose Seekers are leeches that hide in snuff-boxes and other places where noses go. They are 1-3-inch-long slimy worms – resembling nasty leeches with tiny, horrible teeth.

COMBAT/TACTICS: When a victim's nose gets near a Nose Seeker, it attacks, surprising victims 7 times in 10. Victims immediately feel the creature inside their nasal cavities, where it begins to drain blood at the rate of 1 hit point per round, up to 5 rounds. Additionally, there is a 25% chance that these asexual leeches will lay 1-10 fertilized eggs within the secure warmth of the nasal cavity.

The Nose Seeker's eggs will hatch in 1-4 days. On the fourth day, they begin draining blood at the rate of 1 hit point per day. Each week this amount increases until the leech is too large for the nostril and must leave (usually by the third week). If the victim dies during that time, the Nose Seekers will leave the victim's body. There is a 1% cumulative chance per day the victim will contract a blood disease from the Nose Seekers.

Seeker, Nose

AKA: Snuff Bane

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: T (1" to 3" long)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Surprise 7 in 10, blood drain

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 hit point

HABITAT/SOCIETY: Nose Seekers are purely survivalists who concern themselves mainly with reproduction, thus ensuring the future of their species. No one has yet encountered a Nose Seeker that writes, reads or enjoys any sort of poetry. Contrary to the popular dwarven rumor, Nose Seekers will not dig toward a person's brain. Forcibly pulling one out will cause 2-4 points of damage and there is a 20% chance the victim will suffer chronic nosebleeds afterwards.

ECOLOGY: Nose Seekers grow and reproduce just like other leeches, but can stay dormant for years before becoming active again. Dormant Nose Seekers take 1-6 turns to become fully active after sensing the presence of a warm nose nearby.

YIELD:

Medicinal: Nose Seekers are sometimes used to clear very serious cases of sinus congestion, although it is advisable to seek an expert in this practice.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Seeker, Orifice

DESCRIPTION: Ear and Eye Seekers resemble earwigs with wings. The Ear Seeker is a very slow flier, but absolutely silent. The Eye Seeker is quicker, but makes a low buzzing noise as it approaches. Seeping Gelatinous Seekers are small, transparent blobs that can ooze through openings as small as one inch around.

COMBAT/TACTICS: GMs should be wary of using these creatures too much. Wily PCs who bother to capture these creatures could find these creatures an easy tool for slaying giants and dragons and other non-undead monsters.



An Ear Seeker successfully takes down its chosen prey.

Seeker, Orifice	Ear	Eye	Seeping Gelatinous
AKA:	Ear Bursters	Cornea Crunchers	G-Seekers
HACKFACTOR:	0	0	0
EP VALUE:	7	7	15
CLIMATE/TERRAIN:	Temperate	Temperate	Subterranean
FREQUENCY:	Very Rare	Very Rare	Uncommon
ORGANIZATION:	Swarms	Swarms	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-4	1-6
SIZE:	T (6" long)	T (6" long)	S (3' around)
MOVEMENT:	1" Fly (A)	3" Fly (B)	6"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)	Fearless (19)
ARMOR CLASS:	9	9	10
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	See text	See text	See text
SPECIAL ATTACKS:	See text	See text	See text
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	3-18 hp	3-18 hp	2-24 hp

Ear Seeker: Ear Seekers need warm places to lay their eggs, so they will attack any warm blooded animal in an attempt to lay eggs in the creature's ears. If a victim is struck, the Seeker gets into his ear. The Seeker must make two consecutive successful attacks to get at PCs who are wearing helmets that protect the ears (although the second attack is made against AC 10). Once inside, the Seeker lays 9-16 eggs that hatch in 4-24 hours. They burrow towards the warmest area in the body (the heart) and kill the victim 90% of the time. Those that survive, recover in 1-4 weeks. A Cure Disease spell will rid the victim of all larvae and eggs.



A Gelatinous Seeker attacks an unprepared adventurer.

Eye Seeker: Eye Seekers need warm places to lay their eggs, but prefer the eyes over the ears. The same rules that apply to Ear Seekers apply to Eye Seekers, except the victim will be blinded in one eye should the attack succeed.

Seeping Gelatinous Seeker: G-Seekers paralyze victims who touch them or whom they strike with a successful attack. Victims must save vs. paralyzation or fall over, paralyzed for 5-20 rounds. The G-Seeker then oozes into the nearest orifice and after 1-3 rounds feeds on the victim from the inside out at the rate of 2-12 points of damage per round. PCs that plug all major orifices ahead of time will buy 2-8 more rounds while the G-Seeker looks for an opening. If all orifices are plugged, it will go through the eyes. Sticking a lit torch or pouring boiling oil after the G-Seeker is the only known way of killing it once it is inside a host (short of a Limited Wish or Wish spell).

HABITAT/SOCIETY: Seekers are not malicious, but their attacks seem so. They are non-intelligent and attack any warm-blooded creature that comes within a few feet. Ear and Eye Seekers live in old wood, feeding on cellulose until a better meal comes along. G-Seekers are related to Gelatinous Cubes and are found in similar climes.

ECOLOGY: Seekers of all types are favorites of torturers, who will keep a glass jar of these creatures on hand to finish off "clients" in the most painful way possible. Because of this, they often thrive in dungeons and ruins, surviving centuries after the torturers are dust. Contrary to the popular halfling rumor, Ear and Eye Seekers will not flee when confronted by joyful dancing.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Seekers can be sold to evil characters and torturers for 5 gp each.

Selkie

DESCRIPTION: Selkies are seal-like creatures that can shape change into human form. In their animal forms, they resemble seals. In human form they have slightly webbed hands and a small fin-like appendage on the back of the calf of their legs. When in human form, Selkies are gorgeous (equivalent Comeliness 21-26). Their transformation is not magical and only spells such as True Seeing will reveal their true nature.

COMBAT/TACTICS: Selkies are not aggressive people. They are unable to swim quickly with weapons and will be unarmed 90% of the time when encountered underwater. If on land in human form, they wield whatever weapons and wear any pieces of armor they have scavenged from nearby sunken ships.

Selkie leaders are venerable and can use each of the following spell-like abilities at will once per day (as 5th level casters): Augury, Cure Light Wounds and Cure Disease. Once per week they can cast Weather Summoning and Control Weather. Selkies fear the wrath of the sea

gawds and will not use the spells if there is any risk of offending such powers.

HABITAT/SOCIETY: Selkie society is such that females usually outnumber males. Males are hunter/gatherers and domestic duties are shared equally. Selkies build their lairs in huge underwater grottos in salt or fresh water. These grottos will have separate regions filled with air or water. Young Selkies are raised in air-filled environments for the first year.

Selkies are fascinated with the "overworld" or "land dwellers", often coming ashore for short excursions. They always explore sunken ships near their lairs and tribes will have many types of booty, especially pearls. Some Selkies have quite a lot of experience with the surface world and these members of the tribes will deal much more fairly with PCs. These Selkies also use magic items for the good of the tribe.

In their human form, Selkies trade for items needed by the tribe. Sometimes, during times of particular hardship, they trade for food. Their beauty is amazing, but alas, their manners are not equal. Selkies

Selkie

AKA: --
HACKFACTOR: 2 (6 for leaders)
EP VALUE: 175 (420 for leaders)
CLIMATE/TERRAIN: Cold to Subarctic waters
FREQUENCY: Very Rare
ORGANIZATION: Solitary or Tribal
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Avg. to Exceptional (8-16)
ALIGNMENT: Neutral (good)
NO. APPEARING: 1 or 12-30
SIZE: M (5' to 6' tall)
MOVEMENT: 12", 36" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 5 (10 in human form)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 or by weapon
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: Standard
HIT DICE: 3+3

usually give themselves away by eating huge amounts of raw seafood without utensils. There is an 80% chance that a Selkie will catch any ball thrown at it and balance the ball easily on its nose, even in human form.

Selkies participate in local politics whenever policies may threaten their environment. Dating a Selkie requires a great deal of patience. They are 5% likely not to understand innuendo or double entendres.

ECOLOGY: Selkies are omnivorous and love to eat fish, shellfish, crustaceans and seaweed. Some Selkies that have visited on the surface often acquire a taste for land-based cuisine. In their own environment, they harvest what they need to survive.

YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: A (magic only), R
Other: Nil

Serpent, Barbed

DESCRIPTION: Barbed Serpents are unusual snakes. In the thick undergrowth of their native habitat, they developed a row of razor-sharp barbs down the center of their backs. They use these barbs, in conjunction with constriction, to kill their prey.

COMBAT/TACTICS: Just like a boa constrictor, this serpent will drop from a tree and constrict with its body. However, its razor-like barbs cut into the victim, doing 2-12 points of damage per round. Additionally, the victim will bleed all over the snake.

Victims attempting to grapple the creature take 1-6 points of damage from the barbs.

HABITAT/SOCIETY: Barbed

Serpents are nocturnal hunters. They see at a 40-foot range with the equivalent of infravision and prefer prey elf-sized and smaller (although they can swallow a man-size opponent). Barbed Serpents are not normally aggressive, but they make poor pets. They have been known to cut down trees and rope bridges during shedding season.

ECOLOGY: Barbed Serpents live and die just like normal reptiles. A Barbed Serpent female lays her egg-seed in fertile soil, causing a Barbed Serpent plant to grow. When the fruit germinates, it bursts releasing 1-4 barbed serpents each. More information on the habits of reptiles such as the Barbed Serpent is said to be available in rare tomes located in the secret library in the inner sanctum of the Circle of Sequestered Magicks.

Serpent, Barbed

AKA: Razorback Boa
HACKFACTOR: 6
EP VALUE: 450
CLIMATE/TERRAIN: Subtropical to Tropical
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1-8
SIZE: L (10' to 14' long)
MOVEMENT: 6", 3" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Constriction
SPECIAL DEFENSES: Barbs
MAGIC RESISTANCE: Standard
HIT DICE: 5+5



The Selkie shape change into human form to trade and explore.



Barbed Serpent

YIELD:

Medicinal: Barbed Serpents are edible, provided the eater is careful not to cut himself.

Spell Components: Nil

Hide/Trophy Items: The skin of a Barbed Serpent and its barbs can be used to make barbed bucklers that do 2-8 points of damage per hit. These bucklers can be enchanted up to +5 and must be preserved with magic to maintain their sharpness. Otherwise, the non-magical buckler lasts only 10-20 hits.

Treasure: Nil

Other: Nil

Serpent, Cerastes

DESCRIPTION: A Cerastes Serpent is a highly poisonous type of snake, thought to be distantly related to the cobra. The reptile's most prominent feature is the pair of horn-like protrusions just above its eyes.

COMBAT/TACTICS: The creature buries itself in loose sand, leaving only the horny protrusions exposed. They are 80% invisible against the sand. Instead of delivering poison with its bite, the Cerastes Serpent lunges forward, stabbing with its barbs. Anyone stabbed with its horns must save vs. poison or die instantly. The poison is so deadly that a victim must make a saving throw against even the smallest scratch.

HABITAT/SOCIETY: This predator normally attacks small desert creatures that it can swallow, but anyone stepping on it will be attacked. The Cerastes Serpent does not value treasure.

Serpent, Cerastes

AKA: Sun Striker

HACKFACTOR: 2

EP VALUE: 175

CLIMATE/TERRAIN: Desert

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: S (3' to 4' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+1



Cerastes Serpent

ECOLOGY: Cerastes Serpents have a pair of glands that produce some of the most toxic poison that exists in a natural creature on Garweeze Wurd. The poison evaporates quickly once the serpent dies and is nearly impossible to harvest from a living serpent. Only an expert snake handler can extract the poison without nicking himself.

YIELD:

Medicinal: Due to the high toxicity of the creature's poison, the meat cannot be digested.

Spell Components: Nil

Hide/Trophy Items: The creature's skin is excellent for making leather items suitable for enchantment.

Treasure: Nil

Other: Cerastes Serpent poison is worth 1000 gp per vial. It vanishes 1 round after being delivered to a victim, leaving no trace. A single serpent provides only one vial (good for 1-3 doses).

Serpentine

DESCRIPTION: A Serpentine resembles an armadillo with the head of a snake and the tail of an iguana. Their hides range from light brown to green. These creatures prefer not to face any living being larger than themselves and frequently run away.

COMBAT/TACTICS: Serpentes are not normally aggressive beasts, but if they are cornered or run over by a horse cart, they will bite. Victims struck by the Serpentine's bite must save vs. poison or fall into a catatonic-like trance for 2-12 hours, then die. If the victim succeeds at his saving throw, the area struck will immediately swell painfully. If this area is on the victim's leg, the victim's movement rate is reduced by

Serpentine

AKA: Snake-adillo

HACKFACTOR: 4

EP VALUE: 65

CLIMATE/TERRAIN: Desert to Semi-arid Land

FREQUENCY: Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: S (4' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 5/3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Shell

MAGIC RESISTANCE: Standard

HIT DICE: 2



Serpentine

20%. If struck on an arm (or anywhere else), the victim suffers -2 to hit. These penalties will last 1-3 days.

If a Serpentine is injured, there is a 65% chance that it will retreat into its segmented shell, roll itself into a nearly sealed ball and hope the threat goes away. Further strikes will cause the ball to roll 2-12 feet.

HABITAT/SOCIETY: Serpentine have an odd habit of running and swerving when agitated. They are hunted by Sand Trolls who consider them a delicacy.

ECOLOGY: When a snake and an armadillo mate, a Serpentine is the result. For those who seek more information on Serpentine, it is said that the secret library in the inner sanctum of the Circle of Sequestered Magicks may contain a tome or two on the subject.

YIELD:

Medicinal: Serpentine poison keeps its potency for up to ten years and is excellent for coating weapons. 1-2 vials can be obtained from a single Serpentine.

Spell Components: Nil

Hide/Trophy Items: A Serpentine's body can be made into a hide helmet that is suitable for enchantment up to +10.

Treasure: Nil

Other: Because of their poison, live Serpentine are a favorite pet of many assassin and thieves guilds. They sometimes purchase these animals for 150 gp each on the black market. Most cities have made them illegal.

Sewer Grub

DESCRIPTION: A relative of the Rot Grub, the Sewer Grub lives in the dank sewers and thrives in fetid fecal matter.

COMBAT/TACTICS: Victims that waded through sewage with any open wound, no matter how small, have a chance of becoming infested with Sewer Grubs. The chance is 1% per point of damage from the wound. (GMs should check once per turn or fraction thereof.) Infestation will not be immediately apparent, as a single Sewer Grub will most likely swim into the wound. Victims will initially take one point of damage, which they have a 25% chance of noticing.

The Sewer Grub then lays eggs that will feed on the victim's flesh and leech the calcium from his bones. Over the next 1-6 hours, the victim takes 1-6 points of damage. Characters will notice this but not neces-

sarily be able to pinpoint the source (a successful healing skill check is required to notice the Sewer Grub infestation.) Should the infected area be stretched or put under strain, there is a 10-60% chance that the infected body part will rupture, causing 2-20 points of damage to the victim. The victim must also make a Constitution check or pass out from the pain for 1 turn. At this point, the Sewer Grubs can be removed through amputation or a Cure Disease spell.

If not removed, the new Sewer Grubs will continue to ravage the victim's body, eventually rupturing a vital organ and killing him in 2-4 days.

HABITAT/SOCIETY: Sewer Grubs can only survive in temperate to sub-tropical sewers. During the winter months, the Grubs lay dormant and during summer, if the temperature rises above 100 degrees Fahrenheit, they die.

ECOLOGY: The Sewer Grub is an evolutionary offshoot of the Rot Grub. Although more evolved, the Grub still cannot cast spells, wield weapons or play a musical instrument.

Sewer Grub

AKA: Outhouse Larva

HACKFACTOR: 0

EP VALUE: 1

CLIMATE/TERRAIN: Any Inhabited

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 10-40

SIZE: T (2" to 4" long)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: See text

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-2 hit points



The Sewer Grub can find a chink in any PC's armor.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Sewer Snapper

DESCRIPTION: Very rarely, adventurers bring home pets to remind them of their past glories. Unfortunately, evil-aligned (or sometimes merely neglectful) adventurers often tire of these pets and flush them into the sewers. A strain of piranha was just such a pet and it now thrives in many larger sewer systems across Garweeze World.

COMBAT/TACTICS: There is a 75% chance that Sewer Snappers will attack anyone who wades into their waters. Once blood is drawn, the rest of the school goes into a feeding frenzy. The fish go berserk, attacking twice per round and up to 20 fish can attack a single target.

Sewer Snapper**AKA:** Outhouse Devourer**HACKFACTOR:** 0**EP VALUE:** 7**CLIMATE/TERRAIN:** Any Inhabited**FREQUENCY:** Very Rare**ORGANIZATION:** School**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral**NO. APPEARING:** 5-50**SIZE:** T (3" to 6" long)**MOVEMENT:** 9" Swim**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Pliant (10)**ARMOR CLASS:** 8**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1d4-2**SPECIAL ATTACKS:** Frenzy**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 0.5

HABITAT/SOCIETY: Piranhas of all types are carnivorous, flesh-eating maniacs. They are happiest when they are devouring a screaming biped, though they will skeletonize cows and other quadrupeds. Sewer Snappers can strip a Sewage Giraffe to its bones in less than 4 rounds, a screaming dwarven sewer maintenance worker in 2 rounds. This time can be cut in half if the victims are coated with condiments.

ECOLOGY: Sewer Snappers are just like other piranha, except much smellier. Contrary to the popular Wererat myth, coating your genitals in butter will not drive off Sewer Snappers.

YIELD:

Medicinal: Sewer Snappers taste like sewage.

Spell Components: Nil

Hide/Trophy Items: The teeth of any piranha are sometimes sold to collectors, who turn them into very effective letter openers (+2 on to-hit rolls against paper). The jaws are worth 1 gp each.

Treasure: Nil

Other: Nil

Shadow

DESCRIPTION: Shadows are creatures from the Demi-Plane of Shadow or beings that have been imbued with that plane's essence.

Common Shadow: Common Shadows are vaguely bipedal, but otherwise almost formless. They dwell in darkness and shadowy torchlight.

Shadow Render: These shadow creatures can only exist in total darkness, but victims who have survived an attack describe them as feeling extremely sharp.

Shade: Shades are human, demi-human or humanoid individuals that have used arcane magic to gain shadow powers. The Shade and its equipment appear to be made from shadow stuff, although they are capable of wielding other weapons, armor and magic items.

COMBAT/TACTICS: All Shadows fear light and will avoid it if possible. In darkness, Shadows have a morale of Fanatic (20), this drops to Daring (15) under dusk or twilight conditions, Average (11) under medium illumination conditions and Timid (6) under bright light.

Common Shadow: Common Shadows are undead and are 90% undetectable in all but the brightest surroundings (Continual Light or bright sunlight). They primarily exist on the Negative Material Plane and their chilling touch drains 2-5 hit points and one point of Strength. Lost Strength returns in 2-8 turns. If a human or demi-human is reduced to 0 Strength or 0 hit points, it becomes a Shadow and will immediately join the roving band. Other creatures simply collapse from fatigue.

Shadows are immune to Sleep, Charm, Hold and all cold spells. Shadows can be turned by clerics.

Shadow Render: Shadow Renders are rumored to have such a horrid appearance that a victim would instantly become insane if he actually saw what one looked like. These creatures hate all life, especially good-aligned PCs and people who like puppies and rainbows. A Shadow Render works only in total darkness. Should the Shadow Render be exposed to even the smallest amount of light, it is immediately forced back to the Demi-Plane of Shadow. Clerics cannot turn a Shadow Render because it cannot be confronted directly.



Sewer Snapper

Shadow	Common	Render	Shade
AKA:	Dark Men	Hand of Darkness	Dark One
HACKFACTOR:	5	20	26 (variable)
EP VALUE:	420	1,400	Variable
CLIMATE/TERRAIN:	Ruins/Subterranean	Night/Darkness	Any
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Roving Bands	Roving Bands	Solitary
ACTIVITY CYCLE:	Night/Darkness	Night/Darkness	Any
DIET:	Living Beings	Living Beings	Nil
INTELLIGENCE:	Low (5-7)	High (13-14)	See text
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Any non-good
NO. APPEARING:	2-20	2-8	1-2
SIZE:	M (6' tall)	M (6' tall)	See text
MOVEMENT:	12"	12"	See text
PSIONIC ABILITY:	Nil	Nil	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Possible
MORALE:	See text	See text	See text
ARMOR CLASS:	7	0	See text
NO. OF ATTACKS:	1	1	See text
DAMAGE/ATTACK:	2-5	1-8/1-8/1-10	See text
SPECIAL ATTACKS:	Strength drain	See text	See text
SPECIAL DEFENSES:	+1 or better to hit, immune to cold	See text	See text
MAGIC RESISTANCE:	Immune to Sleep, Charm and Hold spells	Nil	See text
HIT DICE:	3+3	9+1	See text

Shade: Shades are equal in abilities to PCs and can progress in lev. els. Any human, demi-human or humanoid that follows the arcane formula for transformation can become a Shade. In addition to their abilities and spells, Shades are immune to disease, they can re-grow body parts (except the head) in 1-4 weeks and regenerate hit points at the rate of 1 per turn. These creatures have varying powers according to the lighting conditions (See the Shade Table on this page for details).

Shades can use Invisibility and become Ethereal at will. (Use Hit Dice as caster level.) Those Shades with psionics lose these abilities, but can Shadow Walk as casters 2 levels higher than their actual Hit Dice. For each year a creature is a Shade, there is a 10% chance that it will gain the ability to Shape Change. This ability will only work on the Demi-Plane of Shadow unless the Shade already possessed the ability.

Shades can alter their appearance to look just as they looked before they became Shades. The only features they cannot hide are their irises, which are dark gray flecked with purple, and their skin, which is a deep dusky gray.

HABITAT/SOCIETY: **Common Shadow:** Shadows travel in loosely organized packs and are usually found in ruins, graveyards and dungeons. They delight in terrifying victims. Contrary to the rumor popular among adventurers, Shadows do not hoard treasure but rather break it (if possible) and throw it away, since it reminds them of their former life. If Shadows did not attack every living thing in sight, they would happily give the treasure away.

Shadow Render: All attempts to study Shadow Renders have ended with the disappearance of the creature or the death of the sage studying it. One such sage screamed, "It's got my leg!" just before a Shadow Render killed him. Whether or not this means Shadow Renders have a special affinity for sage's legs is unknown, but wise adventurers carry a sage's leg just in case.

Shade: Evil Shades are happy with their existence. Being a Shade prolongs life indefinitely and makes it easy to commit evil acts. Neutral Shades are gloomy, for they realize they will be corrupted into evil. In general, Shades do not trust anyone they cannot bully. Those who become Shades spend more and more time on the Demi-Plane of Shadow – ultimately never to return. Another downside to "Shadeness" is that, as an extra-planar creature, Shades can be summoned and forced to perform services for the summoner.

ECOLOGY: **Common Shadow:** Common Shadows cannot become living beings without a Wish and a Cure All spell. (Without the Cure All spell, the character will be hopelessly insane.) Victims will have no memory of being a Shadow. It is unknown who or what created the original Shadow, but it is said to be a restless spirit of the dead.

Shadow Render: Shadow Renders are from the Demi-Plane of Shadow and rumor has it that they may be ancient Shades that can no longer hold their forms.

Shade: The arcane formula that can turn a living being into a Shade is lost. Assuming it could be rediscovered, those becoming a Shade will immediately turn neutral (if good) and eventually become evil.

YIELD:

Medicinal: Nil

Spell Components: A bit of Shade can be used in lieu of other material components to cast shadow-related spells. Such spells take an extra segment to cast, but targets make any saving throws at -2.

Hide/Trophy Items: Nil

Treasure:

COMMON: Nil

RENDER: Nil

SHADE: As per class and level

Other: Nil

Shade Table				
Lighting Conditions	Ability Scores	Magic Resistance	Hit Points	Special Abilities
Complete Darkness	Normal	Standard	Normal	None
Night/Dark	+1	5% per level	Normal	Shadow Walk at will
Shadowy Light	+2	5% per level	+1 per Hit Die	Shadow Walk and Mirror Image (3-7) at will
Twilight	Normal	5% per level	Normal	Shadow Walk at will
Average Light	-1	5% per level	-1 per Hit Die	None
Bright Light	-2	Standard, save at -4	-2 per Hit Die	None
Heart of the Sun	-100	Standard, save at -20	-5 per Hit Die	None

Shadow Fiend

DESCRIPTION: Shadow Fiends in their true forms are four feet high cylinders of gray-green flesh. They have one foot that is similar to a snail's suction cup and two flailing tentacles. The creature changes shape during combat.

COMBAT/TACTICS: During combat, a Shadow Fiend will slowly take the shape of its chosen opponent. Each round, its Armor Class and Hit Dice slowly change (up or down) to that of the chosen opponent, at the rate of one AC and one Hit Die per round. Once the creature reaches the opponent's Hit Dice and Armor Class, it becomes an exact match and the creature then fights on the same combat table as that opponent. No matter what shape the Shadow Fiend takes on, it only does 1-4 points of damage with each attack.

If reduced to 8 hit points or below, it begins to revert back to its original form at the same rate. If the original target dies, the creature will pick a new target, slowly morphing from one shape to another by the aforementioned process. Shadow Fiends regenerate 1 hit point per turn and sometimes play dead to escape.

Shadow Fiend

AKA: Mock Beast
HACKFACTOR: 12
EP VALUE: 650
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare (at best)
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: M (4' high)
MOVEMENT: 6" (See text)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (II)
ARMOR CLASS: 5 (See text)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: Advanced imitation
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: Standard
HIT DICE: 5 (see text)



Shadow Fiend

HABITAT/SOCIETY: Shadow Fiends are timid creatures who want nothing more than to be left alone. Unfortunately, they have been hunted nearly to extinction because their livers can make 1-3 drafts of a Potion of Polymorph Self. Druids everywhere will do anything in their power to protect this gentle creature.

ECOLOGY: A Shadow Fiend is related to the slug and may be an evolutionary offshoot. They make content, though boring, pets. Shadow Fiends can spot Mimics and Doppelganger-kin up to 30 feet away and can be trained to take a specific form (such as a guard dawg) to sniff out intruders.

YIELD:

Medicinal: Shadow Fiend tastes like escargot.

Spell Components: Nil

Hide/Trophy Items: A Shadow Fiend liver in good condition is worth 500 gp.

Treasure: Nil

Other: A captured Shadow Fiend is worth 1000 gp.

Shambling Mound

DESCRIPTION: Shambling Mounds appear as simple piles of rotting vegetation or as rotting plants in a roughly humanoid shape. Its six-foot girth tapers to two feet at the head. The brain is located in roughly the center of its chest.

COMBAT/TACTICS: Shambling Mounds are almost totally silent and invisible in their natural surroundings and opponents suffer -3 to their surprise rolls. They lie in wait in low water or sneak into the camps of travelers at night, attacking with their arm-like appendages. If a victim is hit with both arms, he becomes entangled and will suffocate in the Shambling Mound's slime in 1d4+3 rounds unless freed with a successful bend bars/lift gates roll or the Shambling Mound is killed.

Shambling Mounds are immune to crushing weapons and take only half damage from puncturing or hacking weapons. The creature is immune to fire and takes half damage from cold-related attacks even if it fails its save (no damage on a successful save). Lightning or electrical attacks cause the creature to grow one foot and gain 1 Hit Die.

Decapitating a Shambling Mound will not kill it, due to the location of its brain, and it can regrow a head in one round. A wounded Shambling Mound need only rest in a damp clump of foliage to heal. It rises again in 12 hours, fully healed and ready to suffocate people.

Shambling Mound

AKA: Coniferus-Suffocatus
HACKFACTOR: 26 (+3.5 per Hit Die above 8)
EP VALUE: 6,000 (+1,000 per Hit Die above 8)
CLIMATE/TERRAIN: Swamps/Wet Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-3
SIZE: L (6'-9' tall)
MOVEMENT: 6", 12" Swim
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 0
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-16
SPECIAL ATTACKS: Suffocation
SPECIAL DEFENSES: Stealth, see text
MAGIC RESISTANCE: Standard
HIT DICE: 8 to 11

*Shambling Mound*

HABITAT/SOCIETY: Shambling Mounds are solitary predators and rarely congregate. They tend to lair in abandoned ruins or wherever there is plenty of moisture and vegetation.

Contrary to the popular dwarven rumor, you cannot sing a Shambling Mound to sleep. You can, however, infuriate it with dwarven lullabies. Rumor has it that, because lightning causes it to grow, there are gigantic Shambling Mounds of 20 Hit Dice or more. These rumors cannot be confirmed or denied, but if true, the creature would deal 5-50 points of damage with each mighty blow.

ECOLOGY: Shambling Mounds are intelligent plants and thrive on compost. They enjoy variety in their diet, so they often try to kidnap the most exotic-appearing biped in a PC party. Exactly who this is depends largely upon the region in which the Shambling Mound is encountered. Shambling Mounds like to keep their victims in a pile of rotting compost, sometimes adding just a touch of ginger.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B, T, X

Other: A Shambling Mound brain can be used to concoct a Potion of Plant Control or a Potion of Charm Shambling Mound.

Shank Shrub

DESCRIPTION: Shank Shrubs appear to be normal low-growing green bushes, but their leaves are actually hard wooden growths that develop a razor sharp edge.

COMBAT/TACTICS: Victims passing through an area overgrown with Shank Shrubs are 78% likely to cut themselves on one as they wade through low undergrowth. For every point of damage a victim suffers, he is 11% likely to be infected with the plant's seeds. If that happens,

the wound will heal within a turn and the victim will regain the lost hit points.

Unfortunately, the next time the victim sleeps he must make a saving throw vs. poison. Failing the save means the victim continues to sleep for the next 24 hours. If the victim does not receive a Cure Disease spell or a Neutralize Poison spell during that time, the victim dies and a new Shank Shrub begins to grow from his corpse.

HABITAT/SOCIETY: Shank Shrubs grow in dense underbrush with other plants. Previous victims will be buried at the base of the Shrub. Certain cults and evilly aligned individuals like to plant Shank Shrubs around meeting places to deter intruders.

ECOLOGY: Herbalists who are familiar with the Shank Shrub know that there is a non-magical remedy for the Shrub's seed. The wound must be reopened and a thick poultice of ginger and sassafras root must be applied liberally. Additionally, the victim must stay awake for the next 48 hours to assure the cure's success. If these instructions are carefully followed, the victim is automatically cured.

Shank Shrub

AKA: Shiv Hedge

HACKFACTOR: 2

EP VALUE: 65

CLIMATE/TERRAIN: Any Forest

FREQUENCY: Uncommon

ORGANIZATION: Grove

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: S (3' tall)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 6

NO. OF ATTACKS: 2-8

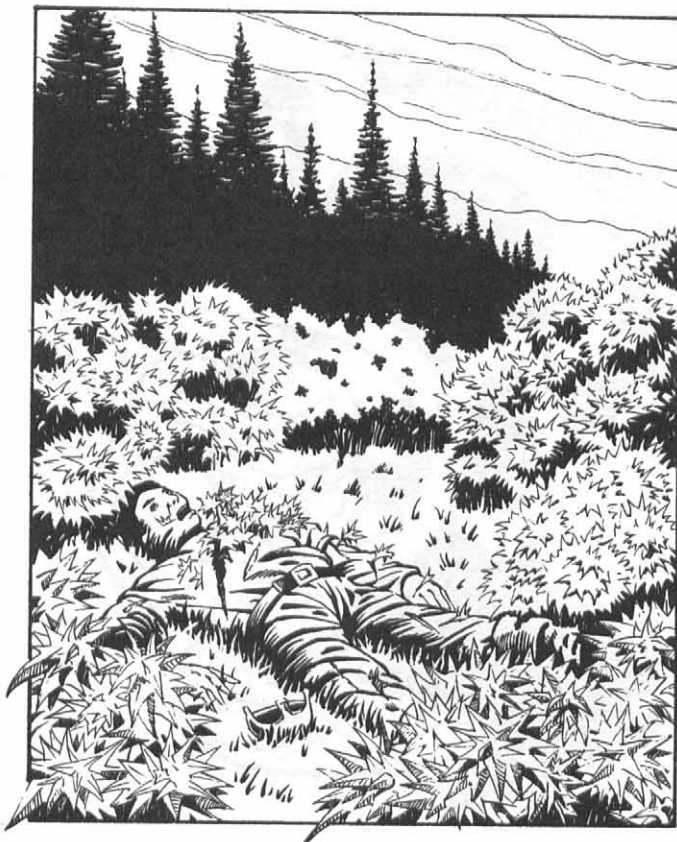
DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Seed infection

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+1

*Shank Shrub*

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items:
NilTreasure: 25% chance
each of incidental J, Q,
R, S, T and U on
corpses.Other: Shank Shrub
seeds must be delivered
the second a wound is
opened. They cannot
work without the plant.

Shark	Angel	Dawg Fish	Goblin	Megalodon	Wobbegong
AKA:	Holy Fish	Bark Fish	Goblinus-Fishus	Giant Shark	Reef Hunter
HACKFACTOR:	1	3	11	22	4
EP VALUE:	65	120	1,400	5,000	420
CLIMATE/TERRAIN:	Subtropical to Tropical Oceans	Temperate Oceans	Deep Oceans	Trop Oceans	Tropical Oceans
FREQUENCY:	Common	Common	Rare	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	10-1000	1-4	1-3	1-6
SIZE:	S (2' to 3' long)	S (3' to 4' long)	L (14' long)	G (30' to 50' long)	M (10' long)
MOVEMENT:	6"	15"	6"	18"	
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Fearless (19)	Fearless (19)	Fanatic (20)	Daring (15)
ARMOR CLASS:	8	6	5	5	6
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	2-5	1-6	1-12	6-24	1-8
SPECIAL ATTACKS:	Nil	Nil	Pointed snout	Swallow whole	Nil
SPECIAL DEFENSES:	Camouflage	Poison spine	Lightning resistance	Nil	Camouflage
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	2	4	8	15	6

Shark

DESCRIPTION: Sharks are voracious predators that are the unstoppable eating machines of the sea. Driven by their hunger, Sharks live purely by instinct and are thus generally considered non-intelligent.

Angel Shark: Angel Sharks resemble rays; they are flat creatures that live along the ocean bottom, feeding with their trap-like jaws.

Dawg Fish: These sharks are the most common and social of all sharks. They travel in huge schools and hunt in packs. A Dawg Fish has a spiny protrusion just in front of its dorsal fin.

Goblin Shark: Goblin Sharks are bizarre-looking sharks that live in the great depths of the ocean. Their snouts have long, pointed protrusions and they have long, whip-like tails.

Megalodon: The Giant Shark is actually a prehistoric ancestor of the common shark. It grows to immense proportions and must eat constantly to survive.

Wobbegong: This is a spotted predator that prowls the coral reefs of tropical waters hunting fish. Its coloration matches that of a coral reef.

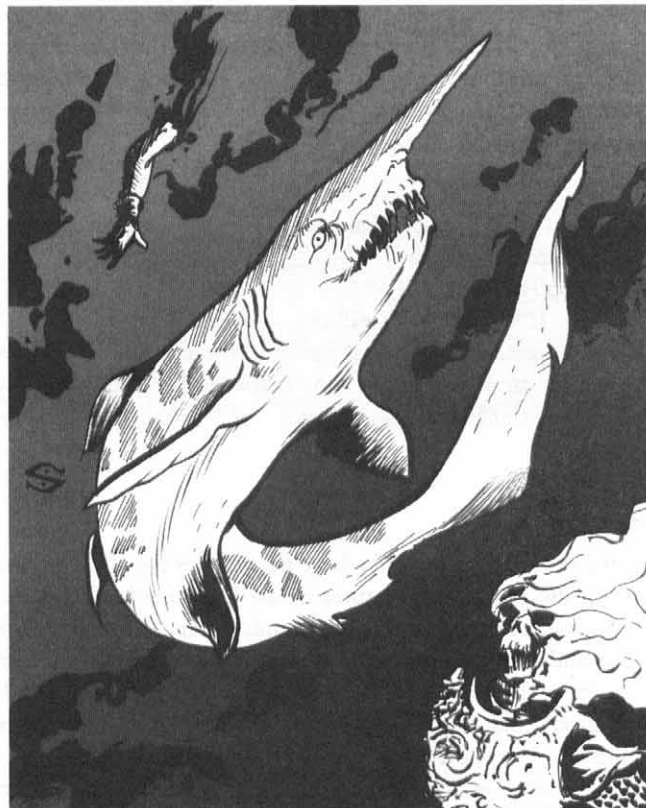
COMBAT/TACTICS: Angel Shark: An Angel Shark will not attack anything larger than itself. However, it is 80% invisible on the ocean floor and will bite any PC that steps on it.

Dawg Fish: Dawg Fish Sharks hunt just like dawg packs, picking out the weak, the ill and stupid. Contrary to the popular magic-user rumor, these sharks will not halt their attacks if you hit them on the nose with a rolled up scroll. These sharks can smell blood and sense vibrations up to a half-mile away. They have a poison spine in front of their dorsal fins. During combat, victims struck are 25% likely to be stuck by this spine. Victims must save vs. poison at +2 or suffer 15 points of damage (none if the save is successful).

Goblin Shark: Goblin Sharks sense their prey through electric impulses. The use of lightning and lightning-related spells will attract them to an area. However, bright light will drive them away. Goblin Sharks get +2 to save against lightning attacks and they can see in total darkness. On a natural attack roll of 20, a victim takes an additional 1-4

points of damage from the creature's pointed snout, in addition to critical hit effects as described in the GMG.

Megalodon: These monster sharks act just like great whites. They can sense vibrations and blood in the water up to two miles away. However, there is only an 85% chance the shark will come, unless the blood is in a sufficient amount to let the shark know that the potential meal is large. Megalodons swallow victims on a roll of 18, 19 or 20 (this effect supersedes the critical hit charts in the GMG).



Goblin Shark



A young Megalodon Shark eats constantly as it grows to adulthood.

Wobbegong: Like the Angel Shark, the creature does not normally attack bipeds, but is quickly provoked if stepped on or bumped. Like most sharks, it can sense vibrations and blood, but it usually limits its hunting ground to coral reefs. Its camouflage makes it 75% invisible.

HABITAT/SOCIETY: These creatures will hunt and eat anything that they can stick their teeth into. As long as there is no blood in the water, PCs are relatively safe from these sharks. Once even one drop of blood hits the water, the PCs may trap themselves in a never-ending cycle of shark attracting shark, attracting shark, attracting shark...

ECOLOGY: Angel Sharks are not angelic, Dawg Fish are not related to dawgs and Goblin Fish have nothing to do with Goblins. However, Wobbegongs do enjoy the sound of a gong, especially if submerged in the water. Unfortunately, their response to a gong is to eat the gong ringer and possibly bite the gong.

YIELD:

Medicinal: Shark meat is delicious.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 10% chance of swallowed, incidental treasure.

Other: Large shark teeth make great arrow and spear heads. A single shark can have as many as 50 usable teeth, though typically many are lost or broken in combat.

Shedu

DESCRIPTION: Shedus look like large horses with big, dwarven heads. Much like dwarves, these creatures always have beards. Their hair is bristly and curls into tight waves and bands. Every Sheddu wears a simple headband with a button. The more valuable a material the button is made from, the more powerful the Sheddu. Lesser Sheddu wear buttons of silver, gold or platinum, while Greater ones would not wear anything less than ruby, sapphire or diamond. Sheddu fight against all evil-aligned creatures and are most often encountered in desert climes.

Shedu	Greater	Lesser
AKA:	Equus-gawdus	Equus-demigawdus
HACKFACTOR:	77	36
EP VALUE:	15,000	8,000
CLIMATE/TERRAIN:	Any open region	Any hot
FREQUENCY:	Very Rare	Rare
ORGANIZATION:	Herd Leader	Herd
ACTIVITY CYCLE:	Hottest part of the day	Hottest part of the day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Genius (17-18)	Exceptional (15-16)
ALIGNMENT:	Lawful Good	Lawful Good
NO. APPEARING:	1-2	2-8
SIZE:	L (as draft horse)	L (as mule)
MOVEMENT:	15", 30" Fly (B)	12", 24" Fly (C)
PSIONIC ABILITY:	See text	See text
ATTACK/DEFENSE MODES:	See text	See text
MORALE:	Fanatic (20)	Foolhardy (16)
ARMOR CLASS:	2	4
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	3-18/3-18	1-6/1-6
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Ward Off Evil aura	Nil
MAGIC RESISTANCE:	50%	25%
HIT DICE:	14+14	9+9

COMBAT/TACTICS: In melee combat, the creatures will use their hooves, but prefer to use their amazing psionic abilities.

Greater Sheddu: These creatures radiate Ward Off Evil as the spell. Their telepathy is so powerful, they can even converse with plants. A typical Greater Sheddu has the following psionic powers:

Level	DIS/SCI/DEV	Attack/Defense	Score	PSPs
14	5/12/15	All/All	equal to Int	200

Common powers (*denotes powers they always have, + denotes innate abilities that are like the psionic powers, but require no point expenditures, @ denotes powers that 10% of Sheddu have and the other 90% of Sheddu wish they had):

DEFENSE: Mind Bar *+

CLAIRVOYANCE Sciences: Aura Sight, Clairaudience, Clairvoyance, Object Reading, Precognition

Devotions: Danger Sense, Sensitivity to Psychic Impressions, X-ray Vision@

PSYCHOMETABOLISM Sciences: Energy Containment, Metamorphosis

Devotions: Body Control, Ectoplasmic Form*+, Elastic Body@, Enlarge Body Parts@

PSYCHOKINESIS Sciences: Telekinesis

Devotions: Molecular Agitation, Molecular Manipulation

TELEPATHY Sciences: Domination, Mass Domination, Mindlink*+

Devotions: Contact*, Invisibility*+, Post-Hypnotic Suggestion, Lewd Suggestion@

PSYCHOPORTATION Sciences: Probability Travel*+, Teleport*+

Devotions: Dimension Door, Dimension Walk*+, Dimension Jog@, Dimension Run@

Lesser Sheddu: Lesser Sheddu have the following psionic powers:

Level	DIS/SCI/DEV	Attack/Defense	Score	PSPs
9	4/4/13	All/All	equal to Int	100

Lesser Sheddu have the five powers listed below and can use them without expending PSPs. A Lesser Sheddu also knows three sciences and five

devotions. Each creature will specialize in one discipline to complement the herd: Ectoplasmic Form, Contact, Empathy, Mindlink and Astral Projection.

HABITAT/SOCIETY: **Greater Shedu:** Greater Shedu speak shedu, lamia, lammasu, the common tongue and most human languages. They will be particularly impressed with anyone that can speak even a word of their language. Shedu herds fight evil and can wander the Prime Material, Astral and Ethereal Planes at will. Greater Shedus are known for making long, bombastic speeches to evil-aligned beings about how evil they are and how being evil is bad. Greater Shedus always fight fairly in combat, a trait that evil creatures often exploit.

Lesser Shedu: Lesser Shedu speak their own language and understand lamia, lammasu and most human languages. Lesser Shedu do not have the reputation of their leaders, so some are willing to forgo tradition in favor of more practical tactics (although not in front of a herd leader).

ECOLOGY: Shedu have secret lairs, usually located on the Ethereal Plane. There they conduct secret mating rituals and raise their young.

YIELD:

Medicinal: Shedu taste a like horse – with a hint of pork. Good-aligned characters lose 2 points of Honor for eating Shedu meat.

Spell Components: Nil

Hide/Trophy Items: Shedu hide can be used to make leather goods suitable for enchantment (up to +12), although good-aligned characters would never use them.

Treasure: Nil (Greater), G (Lesser)

Other: Nil

Sheep	Common	Giant	Carnivorous
AKA:	Bah Beast	Big Bah	Ram Fiend
HACKFACTOR:	0	1	2
EP VALUE:	35	120	125
CLIMATE/TERRAIN:	Temperate	Temperate	Any
FREQUENCY:	Common	Uncommon	Rare
ORGANIZATION:	Flock	Flock	Solitary
ACTIVITY CYCLE:	Day	Day	Night
DIET:	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral Evil
NO. APPEARING:	5-23	2-8	1
SIZE:	S to M (3' to 4' long)	L (6' at shoulder)	M (4' long)
MOVEMENT:	9"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Hesitant (7)	Resolved (18)
ARMOR CLASS:	7	7	7
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d4-2	1-4	1-12
SPECIAL ATTACKS:	Nil	Nil	Sever limbs
SPECIAL DEFENSES:	Nil	Nil	See text
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	2-12 hp	4	2+3

Sheep

DESCRIPTION: Sheep are wooly quadrupeds domesticated for their meat and wool. Giant Sheep are a very large variety often raised by giants. The Carnivorous Sheep looks exactly like a normal Sheep until it attacks. It has a maw of razor-sharp teeth used to devour victims.

COMBAT/TACTICS: **Common Sheep:** Common Sheep are never aggressive toward humans and flee from most threats. They do not fight well – or even flee well, being 30% likely to run in circles. Small groups of Common Sheep follow an elder female known as a bell-wether ewe. If the bell-wether is slain, the other Sheep will either run in circles (50%) or stand clustered together, bleating with terror (50%).

Giant Sheep: Giant Sheep are slightly braver than regular Sheep, but if faced with any kind of real danger, will also flee. Swinging weapons at them causes them to panic (if they fail a morale check) and they will frequently jump off the nearest cliff, plummeting to their deaths in just 1 round.

Carnivorous Sheep: This Sheep has a sinister intelligence that allows it to stalk its prey. By day, these creatures walk undetected amongst normal Sheep, but by night, they hunt any organic, non-Sheep crea-



Shedu



Carnivorous Sheep



Giant Sheep

ture. Their teeth are so sharp that on a natural attack roll of 20, they sever an arm (1-4 on d6) or a leg (5-6 on d6). This supercedes the effects on the critical hits tables in the GMG. Carnivorous Sheep often prey on beggars, drunks and other social outcasts because if their prey escapes them, no one will believe their story.

Once a Carnivorous Sheep gets a taste of blood, it saves at +4 against all poisons and magic. Additionally, it can fight to -3 hit points.

HABITAT/SOCIETY: Common Sheep: Common Sheep are only found in the wild 10% of the time and even these Sheep hope to be domesticated. They have been known to sneak onto farms and attempt to blend in with the domesticated livestock.

Giant Sheep: Giant Sheep are raised by giants. They are sometimes used by smaller races as pack animals, although they will flee at the first sign of danger. Smaller races tend to lose many Giant Sheep this way.

Carnivorous Sheep: The Carnivorous Sheep is a wily predator, capable of tracking prey for many miles over many days. Older Carnivorous Sheep sometimes develop a taste for a particular type of victim. On Garweeze Wurd, adventurers that want to keep breathing should slay Sheep first and ask questions later.

ECOLOGY: It is unknown how Sheep reproduce, as apparently there are no males. Sheep are often confused with Rams – a different species entirely. More information on Sheep and other mysterious beasts is said to be available in rare tomes located in the secret library in the inner sanctum of the Circle of Sequestered Magicks.

YIELD:

Medicinal: Sheep meat tastes remarkably like Ram. Carnivorous Sheep tastes like very tough, stringy Ram meat.

Spell Components: Nil

Hide/Trophy Items: Sheep wool is a precious commodity to weavers. If gathered in late spring and properly combed and carded, it can be sold for up to 10 gp per Sheep shorn.

Treasure: There is a 10% chance of finding incidental treasure inside a Carnivorous Sheep's gut.

Other: Nil

Sheet Undead	Ghoul	Phantom
AKA:	Blanket Zombie	Bed Ruiner
HACKFACTOR:	7	6
EP VALUE:	420	275
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night/Darkness	Night/Darkness
DIET:	Fleshivore	Life-ivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	1	1
SIZE:	M (5' to 6')	M (sheet sized)
MOVEMENT:	9"	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)
ARMOR CLASS:	2	3
NO. OF ATTACKS:	3	1
DAMAGE/ATTACK:	1d4-1/1d4-1/1-6	1-4
SPECIAL ATTACKS:	Acid squirt	Suffocation
SPECIAL DEFENSES:	Nil	Camouflage
MAGIC RESISTANCE:	--- Immune to Sleep, Charm and Hold spells ---	
HIT DICE:	4+2	3

Sheet Undead

DESCRIPTION: **Sheet Ghoul:** Sheet Ghouls appear very much like Ghouls, except that their nostrils are wider. They have filthy fangs and claws and armor and clothing in varying stages of decay, depending how long they have been dead, hang from their hideous forms.

Sheet Phantom: Sheet Phantoms look like evil sheets 11' to 16' wide and 7' to 12' long and one-quarter inch thick. These creatures hang on ceilings, then drop down on unsuspecting people to suffocate them.

COMBAT/TACTICS: Both creatures are undead. Sheet Ghouls are turned as Specters and Sheet Phantoms are turned as Wraiths. Both are immune to Sleep, Charm and Hold spells.

Sheet Ghoul: These creatures attack with their claws and fangs, but instead of paralyzing opponents they can shoot jets of acid from their noses. If any of the melee attacks hit, the acid automatically hits for an additional 2-7 points of damage. The squirt can also be used as a ranged weapon (though the Ghoul must forgo its melee attacks that round), affecting a single creature at a range of up to ten feet.

Sheet Phantom: These fiends drop down on victims and suffocate them for 1-4 points of damage per round. They can grab one man-sized victim per round and those inside can only fight back if they have a dagger or similar weapon handy. Opponents striking the Phantom



Sheet Phantom

automatically deliver equal damage to the victim inside. Victims killed by the Sheet Phantom will rise the next night as Sheet Ghouls.

HABITAT/SOCIETY: Sheet Ghouls serve the Phantoms that create them, even to the point of sacrificing themselves for their master. A particularly lucky Phantom may have dozens of Sheet Ghouls at its command. If a Sheet Ghoul can capture a victim, it will bring it to the Sheet Phantom to suffocate it.

Sheet Phantoms are evil undead that prefer old manor houses, linen closets and abandoned laundries. Until they attack, they are indistinguishable from normal sheets (although anyone attempting to sleep in a bed covered by a Sheet Phantom will notice that the sheet wraps them tighter and tighter).

Both these creatures will flee from natural sunlight, but they are not harmed by it. In life, most Sheet Ghouls were former chamber maids and linen launderers.

ECOLOGY: Sheet Ghouls and Sheet Phantoms are not part of nature. They do not bear young, bear fruit or have any sort of civilization. Contrary to a belief popular among initiate clerics, the Sheet Phantom will indeed attack those who have covered themselves with holy water within one turn of passing beneath the creature.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: It is possible to create a charm from any piece of a Sheet Undead that warns the wearer (by becoming ice cold) of the attack of a Sheet Undead one melee round before it happens.

Shirkmare

DESCRIPTION: The Shirkmare is comparable in size to an average riding horse, but appears frail and poorly muscled. In fact, they appear (to the non-greiv or non-grel eye) to be malnourished and even sickly. Such appearances are misleading to say the least.

COMBAT/TACTICS: Despite their scruffy appearance Shirkmares are powerful creatures. They are faster, have more hit points and deal out more damage than normal equines. Shirkmares have a rock steady morale and rarely bolt or shy away from battle. In combat, Shirkmares attack with a lightning-fast combination of teeth (1-6 points of damage) and both front hooves (1-8 points of damage each). A Shirkmare can strike out at opponents behind her with a vicious rear kick for 1-12 points of damage, in addition to her normal attacks.

HABITAT/SOCIETY: Because they have adapted to survival in dense forest and brushy undergrowth, they are nearly impossible to surprise. Obviously such an animal is highly sought after. Another reason Shirkmares are so desirable is that they are able to use power runes.

Shirkmare

AKA: WilderMare, ThunderHoof

HACKFACTOR: 11

EP VALUE: 650

CLIMATE/TERRAIN: Any but desert

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: L

MOVEMENT: 26"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-6/1-8/1-8

SPECIAL ATTACKS: Rear kick 1-12

SPECIAL DEFENSES: Never surprised

MAGIC RESISTANCE: Nil

HIT DICE: 6



FRAM

A Shirkmare – showing the lower jaw tusks rarely found in the breed.

Power runes are similar to the tattoo magic of pixie fairies/grels and, depending on the rune(s) applied to the horse, they can increase the horse's speed, hit points, Armor Class, etc.

Shirkmares are difficult to distinguish from normal horses. Only the grevan and grel elves seem to have a natural ability to peg them for what they are, but even grels must observe an animal for several days before they can ascertain if a suspected Shirkmare is the real deal. Even veteran horse traders have unknowingly let such animals pass through their hands, failing to recognize their finer qualities. Because Shirkmares fetch a high price, there are countless scam artists who make a good living passing off ordinary nags as Shirkmares.

Due to their vicious nature Shirkmares are often riddled with battle scars. To put it mildly, these beasts have an attitude. An old grel saying goes, "A rider doesn't choose a Shirkmare – she chooses a rider." These equines are impossible to control until a bond is established, which can take up to six weeks (10% cumulative chance per week that the horse will bond with the character). If the bonding process fails the Shirkmare will NEVER serve that character. Under no circumstances will a Shirkmare serve a dishonorable character. If a character bonded to a Shirkmare falls into dishonor, the horse immediately attempts to escape.

ECOLOGY: Each Shirkmare gives birth to just one foal during her entire lifetime. Truth be told – nobody can be sure of their exact numbers. A few Shirkmares (10%) have small tusks that grow upward from the lower jaw, hinting at the creature's fondness for meat. They also have intelligent eyes that some find unsettling.

Sages tell us that during the War Between the Pantheons, the gawd Arnuya defeated many of his brethren, including the elven gawd Shynora. In the thrill of his bloody victory, Arnuya claimed as his trophy Shynora's golden chariot and its three matched teams of horses. To his great annoyance, however, Arnuya soon learned that the horses refused to obey him or to pull the celestial chariot across the night sky. Even after being subjected to torture the beasts refused to yield. Finally Arnuya ordered his underlings to take the horses down to Aldraaar (Garweeze Wurld) and slay them on the steps of his temple in the ruins of the grel city, Aldonis, as a sacrifice in his honor.

Of the six horses, only five were sacrificed. When the underlings went to retrieve the last horse from its pen they were surprised to find that it had escaped. Fearful of their master's reaction to their failure, the underlings decided to keep the beast's escape a secret.

According to the beastarian Frigus, this solitary creature made its way to the Fargruss River Valley, where it mated with common wild horses, creating the fantastic equines known as Shirkmares. Many scholars scoff at this origin story of these rare horses, but for anyone who has encountered them firsthand there is little doubt that these creatures are touched with magic. At some point in time these mysterious creatures came into the hands of the grel and the grevan elven clans, who immediately recognized their potential as fearsome war horses.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The blood of a Shirkmare can be used in Potions of Healing, Extra-Healing or Longevity.

Shocker

DESCRIPTION: Shockers resemble bald humanoid with electricity erupting all around their bodies. A steady hum, which can be heard up to 200 yards away, accompanies the strange fiends.

COMBAT/TACTICS: The Shocker can deliver an attack by discharging electricity from its body. Victims struck must save vs. death magic or take 10 points of damage (half if the save is successful). Metal armor is treated as AC 10 for these attacks, but magic and Dexterity bonuses apply.

Only magical, hand held, metal weapons can hurt a Shocker and for these attacks the Shocker is treated as AC 10. Opponents will automatically be shocked on a successful strike. Against missile fire and non-metal weapons, it is treated as AC 0. Once a Shocker has discharged an amount of damage equal to its own hit points, it collapses to a fine, inert dust.

Shocker

AKA: Zap Fiend
HACKFACTOR: 3
EP VALUE: 120
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Gang
ACTIVITY CYCLE: Any
DIET: Unknown
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral (chaotic)
NO. APPEARING: 6-24
SIZE: M (6' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 0 or 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 10
SPECIAL ATTACKS: Electricity zap
SPECIAL DEFENSES: Immune to electricity, poison and paralyzation
MAGIC RESISTANCE: 50%, immune to Sleep and Charm spells
HIT DICE: 1+2



Shocker

Shockers are immune to electrical attacks, poison and paralyzation. They are not affected by Sleep or Charm and against all other magical attacks they have a 50% magic resistance.

HABITAT/SOCIETY: Shocker society is a complete mystery to sages, as the creatures never live long enough on the Prime Material Plane to complete an interview (such interviews often end with a pile of dust and a shocked interviewer).

ECOLOGY: Sages theorize that Shockers are from the Quasi-Elemental Plane of Lightning. It is unknown why they travel to the Prime Material Plane or if in fact they actually die after discharging or simply return to their home plane. If a Shocker surprises an opponent, it will dishonorably discharge.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 15% chance of Q inside Shocker

Other: Shocker dust can be used to coat items and enchant them to be resistant to lightning attacks. Resistance is 50% (half damage, no damage if a save is successful). Without appropriate enchantment, the dust will only work once or will blow away after one turn. The dust from one Shocker is enough to coat a single man-sized creature.

Shrew Klutcher

DESCRIPTION: Shrew Klutchers are the evil, undead spirits of greedy dwarven women. They appear as withered dwarven females clad in rags and move while levitating a few inches off the ground.

COMBAT/TACTICS: Shrew Klutchers are cursed to guard after death the treasure hoard that they so valued in life. Their tactics largely depend on the location of that hoard.

In desolate ruins and dungeons, Klutchers use available traps and natural terrain to wear down potential thieves, engaging them in combat when they are at their weakest.

Anyone touched by the Klutcher must save vs. paralyzation or be paralyzed. The paralyzation lasts until the Klutcher paralyzes someone else or the sun rises.

After a victim has been paralyzed, the Klutcher may attempt to "steal" the victim's "breath" or life. To do this it faces the victim and begins to draw out his life force. Victims must save vs. death or die. Those killed

Shrew Klutcher

AKA: Dwarven Banshee

HACKFACTOR: 2

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night/Darkness

DIET: Nil

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: S (3' tall)

MOVEMENT: 9" (Floating)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 10 (-10)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Paralyzing touch, life stealing

SPECIAL DEFENSES: Immune to non-magical or non-dwarf crafted weapons

MAGIC RESISTANCE: Standard

HIT DICE: .25



Shrew Klutcher

cannot be brought back to life until the Klutcher is destroyed. Those who make a saving throw lose one level.

Shrew Klutchers can only be slain by piercing their withered heart (thus the lower AC) with a dwarven or magic weapon. All other attacks will not actually hurt the creature, though the Klutcher may stagger, cry out or appear weakened.

HABITAT/SOCIETY: Shrew Klutchers were the worst sort of dwarven harpies in life, caring for little but their own wealth. Often, these shrewish women come back as Shrew Klutchers to terrorize and haunt their rich husbands, if they still live.

Sometimes Shrew Klutchers return to the location of hoards now in the possession of others. The Klutcher will hunt down the current possessors, attacking one each night until it owns the entire hoard for herself.

ECOLOGY: Shrew Klutchers cannot function during the day. When the sun rises, they fade away, returning at the next sunset. Shrew Klutchers can only be turned by dwarven clerics and are turned as Specters.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: H

Other: It is said that the dust from the Klutcher's withered heart can be used by dwarves to deliver a powerful curse.

Shrew Mouse	Common	Giant
AKA:	Rodentia-Minisculus	Rodentia-Gargantuan
HACKFACTOR:	-1	0
EP VALUE:	1	2
CLIMATE/TERRAIN:	Temperate Forests	Temperate Forests
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1-4
SIZE:	T (3" long)	T (10" long)
MOVEMENT:	1"	2"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Wuss (2)	Weak (3)
ARMOR CLASS:	10	9
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	.25	.5
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1-4 hit points	3-6 hit points

Shrew Mouse

DESCRIPTION: Shrew Mice are the forgotten members of the rodent species. Although small and inoffensive, they make up for this weakness by being completely willing to die. 35% of all Shrew Mice encountered will already be dead.

COMBAT/TACTICS: **Common Shrew Mouse:** The Common Shrew Mouse can attack if it makes three consecutive morale checks and is cornered with no place to flee. If it successfully bites the victim in the same spot four times, the victim takes 1 point of damage. If the Mouse misses its morale check it will flee. There is a 25% chance it will break its neck in the process.

Giant Shrew Mouse: These enormous Shrew Mice are larger and more vicious than Common ones. They need only make two consecutive morale checks and only have to bite a victim twice to inflict 1 point of damage. If it flees, the chance of accidental suicide is only 15%.

HABITAT/SOCIETY: Shrew Mice of all sizes have yet to develop much of a society, since even the smarter members of their race plummet to

their deaths from logs, chair seats, curbs and the edges of coins. If a PC druid talks to a Shrew Mouse, there is a 35% chance that it will be so startled that it will have a massive coronary and die on the spot.

ECOLOGY: Shrew Mice have an instinctual ability to confuse predators by killing themselves before the predator can do it. Shrew Mice of all sizes are adept at identifying poison plants and eating them. If a Shrew Mouse becomes rabid, it gains the ability to leap up to three feet and will use this skill to impale itself on the nearest PC's weapon.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: It is rumored that Shrew Mice are a key ingredient in cursed magic items.

Shriek, The

DESCRIPTION: Not many who have seen this monstrosity have lived to tell the tale, but there have been reports that the Shriek is nothing more than a shadow. Others say that it is an amorphous writhing mass of flesh. Regardless, it always leaves a slimy trail of blood and gore wherever it goes.

COMBAT/TACTICS: The Shriek is known to be a creature of vengeance, pure and simple. Most have come to believe that it is controlled by the highest ranking magic-user of the Circle of the Sequestered Magick. They say that for a fee he will unleash the Shriek upon a patron's worst enemies.

Only one victim per summoning can be targeted. Once someone is targeted by the Shriek's summoner, there is nothing, short of appeasing the angered party or quickly paying a hefty fee to the Circle, that will stop it. The Shriek relentlessly tracks down its target, letting nothing stand in its way. Its name comes not from the sound it makes, but from the eerie sound its victims make as it rends them limb from limb.

No man-made structure or armor can keep the Shriek at bay. Any sort of magical protection (such as a Ward Off Evil spell) has only a 25% chance of keeping the Shriek out. However, the fiend has endless reserves of patience – it will simply wait until the protection wears off. After all, it has all the time in the world.

Once the Shriek has a victim in its clutches (two successful attacks), it does 1d100 points of rending damage per round until the victim is not only dead, but torn into at least five pieces. No weapons can harm it,

Shriek, The

AKA: Call of Doom

HACKFACTOR: 21

EP VALUE: 5,000

CLIMATE/TERRAIN: Any

FREQUENCY: Unique

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: M (6.5' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/2-8

SPECIAL ATTACKS: Rending

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Immune to most magic

HIT DICE: 7+2



Giant Shrew Mouse

*The Shriek*

and it is immune to almost all magic. The only magic that affects the Shriek is the spell by which it is summoned. If the magic-user who summoned the creature is killed or voluntarily recalls the creature, the Shriek quietly slithers away into the shadows.

HABITAT/SOCIETY: The Shriek, they say, was discovered by one of the founders of the Circle of Sequestered Magicks.

ECOLOGY: There is only one such creature known to exist on Garweeze World. No one is sure where the Shriek came from. Most people are afraid to even speak of this horrible creature and there are chilling tales that it appears to kill anyone who mentions its name. It can only be summoned once a season (four times a year), but once summoned it will not go away until its mission is complete or it is recalled.

Some say that summoning this creature takes a year off the summoner's life – that is why such a hefty fee is charged. The fee is said to range anywhere from 50,000 gp to 1 million or more. The fee to call it off is reputed to be twice as much. When the controller of the Shriek dies, the ability to summon the creature is passed on to the magic-user who succeeds him.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Shrieker

DESCRIPTION: Shriekers are normally quiet, mild-mannered fungi that want nothing more than to grow and spread their spores. However, when they are disturbed, the mouths on these creatures become evident and they let out a loud shriek.

COMBAT/TACTICS: The shriek of a Shrieker can be activated by light (as intense as torch light or brighter) within 30 feet or movement within ten feet that covers more than one inch. The shriek lasts 1-3 rounds and has a 50% chance of attracting a wandering monster.

HABITAT/SOCIETY: Shriekers are used by humanoids and other underground creatures as natural alarm systems. Humanoid tribes often plant Shriekers near compost heaps at the entrances to key areas. Violet Fungi grow well near Shriekers.

Shrieker

AKA: Screaming Mold**HACKFACTOR:** 2**EP VALUE:** 120**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Common**ORGANIZATION:** Multicellular**ACTIVITY CYCLE:** Any**DIET:** Scavenger**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-4**SIZE:** M (4' to 7' tall)**MOVEMENT:** Nil**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 7**NO. OF ATTACKS:** 0**DAMAGE/ATTACK:** Nil**SPECIAL ATTACKS:** Shriek**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 3*Shrieker*

ECOLOGY: Purple Worms and Shambling Mounds greatly prize Shriekers as food. Smart PCs who hear the shriek of a Shrieker abruptly stop whatever they are doing and start running.

YIELD:

Medicinal: Shriekers taste like portobello mushrooms that have been dipped in ripe, steaming elephant dung.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Shrieker spores are used to make Potions of Plant Control.

Shrill Lancer

DESCRIPTION: Shrill Lancers resemble large humming birds with beaks as long as daggers. Normally placid and happy avians, these birds can turn lethal under very specific circumstances.

COMBAT/TACTICS: Shrill Lancers are normally very pleasant birds and some have been domesticated as pets. However, these birds cannot tolerate the sight of any non-avians in flight. Whether they are on the backs of other, giant winged beasts or using magical means, Shrill Lancers will attack anyone who flies without natural wings.

Shrill Lancers in the wild will attack anyone that invades their immediate territories or threatens their nests. They are not malicious and do not drink blood. However, in the heat of battle, they have been known to deeply impale themselves on victims. On a natural 20, the birds dig so deep that the impact knocks them unconscious (this is in addition to the effects in the critical hits tables in the GMG). Additionally, if the bird is removed, the gaping wound left by its beak will bleed for 1d4-2 points of damage per round.

Shrill Lancers warn members of their flock by screeching with their shrill screech. This can be heard up to three miles away. A flock of five or more birds that shrill together can cause deafness in a ten-foot radius (add two feet per bird after the fifth) for 1-6 turns (no save).

HABITAT/SOCIETY: Shrill Lancers can be taught to hunt by those who have expert animal handling skills. The birds themselves would rather eat seeds and small grubs. In the wild, Lancers use their beaks to drive other birds out of prime nesting areas.

ECOLOGY: Shrill Lancers are hatched from eggs, just like regular birds. Elves, especially the grel, love to eat the eggs of Lancers and occasionally keep these affable, though quick-tempered, creatures as pets.

Shrill Lancer

AKA: Screech Stirge

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Temperate Forest

FREQUENCY: Uncommon

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-20

SIZE: T (4" tall)

MOVEMENT: 2", 12" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Impaling

SPECIAL DEFENSES: Shrill

MAGIC RESISTANCE: Standard

HIT DICE: 3-18 hp



Shrill Lancers

YIELD:

Medicinal: Shrill Lancer eggs are edible, but only for elves. Non-elves must successfully save vs. death magic to keep them down.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Shrill Lancer eggs are worth 10 gp and young hatchlings are worth 15 gp each.

Simian Orc

DESCRIPTION: Simian Orcs are man-sized bipeds – the result of a bizarre mix of ape and Orc. No one cares to consider how the initial breeding took place, but the fact that they persist in large numbers leads scholars to conclude that they thrive as a viable new race.

They commonly display pointed ears, an upturned pig-like nose and protruding lower tusks. Their skin is a greenish brown color and their eyes have a reddish tint that appears to glow under torchlight. Females are about six inches shorter than males.

COMBAT/TACTICS: The unusually large hands of Simian Orcs and their great Strength (19 is typical) allow them to use weapons that most humans would consider unwieldy. They favor large broad swords, battle axes, morning stars and nice thick clubs. However, their weapons are often of very poor quality and weigh 20% more than standard weapons. In terms of damage, these competing factors tend to balance each other out such that the weapons of Simian Orcs can inflict the same amount of damage in combat as standard ones.

Although they can use crude melee weapons, Simian Orcs can bite opponents for 1d4-1 points of damage and pummel with their fists for 1d6 points of damage. They are also quite fond of wrestling and often revert to such natural attacks if their shabbily constructed weapons break in the middle of a battle. Simian Orcs do not use missile weapons as they prefer to enjoy their combat up close and personal.

HABITAT/SOCIETY: All Simian Orcs live lives of conflict, valuing battle-scars and inflicting pain on others. Simian Orcs have a reputation for toughness and cruelty.

They roam their territory in gang-like units of about a dozen thugs, looking for something to take from someone who is weaker than they are. Since they think everyone is weaker than they are, they will rob and assault just about anyone they come across. This can be a problem for Orcs, humans or anyone else who crosses their path.

Simian Orc

AKA: Pig-nosed Punks

HACKFACTOR: 1

EP VALUE: 120

CLIMATE/TERRAIN: Any Warm Land

FREQUENCY: Uncommon

ORGANIZATION: Tribe

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi to Low (2-7)

ALIGNMENT: Neutral Evil

NO. APPEARING: 30-300 or 9-16
(war party)

SIZE: M (7' tall)

MOVEMENT: 12", 3" Bc

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 8 or by armor type

NO. OF ATTACKS: 1 or 2

DAMAGE/ATTACK: By weapon or 1d4-1/1-6+7

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 3

Simian Orcs speak a language that is rooted in the lowest forms of orcish but has come to be dominated by shrill cries and primal grunts. Some of the more intelligent members of their race are capable of learning other languages but they usually do not have the attention span to stick to it. The fact that they have been known to torture their teachers has also hindered their progress.

Simian Orcs can become berserkers and advance up to 6th level as such. Often, these brutal beasts become the leaders of their tribe through sheer prowess in battle. Lesser members of the tribe seem content to follow such leaders as long as the tribe is prospering. If hard times fall, there will be internal battles to establish a new hierarchy.

Simian Orcs are extremely aggressive and believe that bullying and torturing others is part of the natural order. While their main motive for assaulting others is robbery, they often take prisoners to torture them just for pleasure or stage slave fights for entertainment.

The one skill other than prowess in combat that Simian Orc society values is that of making armor and weapons. Thus, craftsmen skilled in this area enjoy a high place in their tribes. Common armor types among tribe members include scale mail, ring mail and metal helmets. The rare suit of chain mail taken from the corpse of a fallen foe can even be encountered.

Simian Orcs are not a religious lot, but this does not stop both followers of the Ape Gawd and Orc high priests from trying to convert them into worshippers. More often than not, these religious figures have found that Simian Orcs are more trouble than they are worth.

Females are relegated to caring for young and providing meals, while the stronger males of the tribe either fight amongst themselves or go out and rob people. Males will sometimes hunt game animals but this is done more to alleviate boredom than for survival.

ECOLOGY: Simian Orcs have an average lifespan of 30 years and a gestation period of nine months. Infant mortality rate is very high, but births are frequent. They are considerably cleaner than their Orcish cousins, thanks to regular bloodbaths and brawling in muddy pits with one another. These creatures have been observed in their natural habitat grooming one another, though such grooming sessions often break into fist-fights. Simian Orcs enjoy eating game meats, livestock, fruits, nuts (shell and all) and berries.

Simian Orcs live in primitive encampments, where they use crudely tanned animal hide tents for shelter. They have been known to take up residence in natural caves or abandoned mines and have even been known to build crude tree houses. All Simian Orcs have 30-foot infravision. They do not like bright sunlight but are unaffected by it.

YIELD:

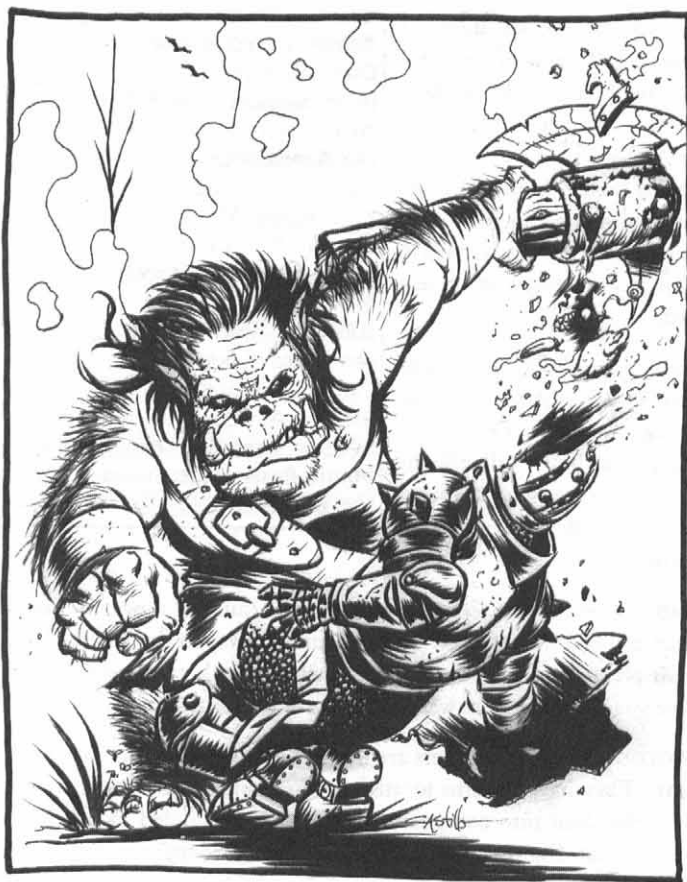
Medicinal: Nil.

Spell Components: Simian Orc muscle tissue can be used for a Strength spell in lieu of other material components with a mere 10% chance of spell mishap.

Hide/Trophy Items: Large Simian Orc hands are sometimes made into ashtrays.

Treasure: P (individual), E (lair)

Other: Nil



Simian Orc

Simurgh

DESCRIPTION: The Simurgh is a creature of legend that is said to live in the Tree of Knowledge. This tree is located somewhere in the outer planes. The Simurgh resembles an immensely huge winged lion with a wolf-like head. It sometimes takes the form of a great bird or has a human face. It is rarely seen on the Prime Material Plane, but a sighting of it is said to be an omen of good luck.

COMBAT/TACTICS: The Simurgh has a claw/claw/bite attack routine that is extremely powerful, but it rarely enters into physical combat. It can beat its wings with a powerful force that will knock over anyone in a 100-foot radius that does not save vs. death magic.

The touch of this creature can heal any wound, no matter how severe, as a 14th level caster: Restorative Cure-All spell. The Simurgh has the following powers, usable at will: Plane Shift, Holy Word, Fear (against evilly aligned creatures only) and Invisibility.

HABITAT/SOCIETY: The Simurgh is said to be so old that it has seen the destruction of the world three times. Because of this, it is extremely bored of destruction and will fight evilly aligned creatures.

Simurgh

AKA: Wolf Hawk
HACKFACTOR: 76
EP VALUE: 10,000
CLIMATE/TERRAIN: Tree of Knowledge
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Exceptional (16)
ALIGNMENT: Lawful Good
NO. APPEARING: 1
SIZE: G (50' wingspan)
MOVEMENT: 9", 36" Fly (B)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: -5
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-12/2-12/5-30
SPECIAL ATTACKS: Wing beat
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 144 hit points (18 Hit Dice)

It has been known to adopt children and raise them until they are old enough to fend for themselves. The creature has much wisdom and those who are raised by this creature automatically have an 18 Wisdom and a minimum 14 Intelligence.

ECOLOGY: Though the Simurgh has existed for millions of years, its origin remains a mystery. Sages believe that it may have hatched from an immensely old and large egg, still others claim the Simurgh came before the egg. Only the gawds that it serves can be absolutely sure. If the Simurgh is slain in combat, it re-materializes upon a branch of the Tree of Knowledge in a week. It can only be truly slain if it is killed while sitting on a branch of the Tree of Knowledge.

YIELD:

Medicinal: The Simurgh tastes like chicken.

Spell Components: A feather from the Simurgh can be used in lieu of other material components for a Regenerate spell (but not its reverse).

Hide/Trophy Items: Nil

Treasure: Nil.

Other: Nil

Sinewy Mugger

DESCRIPTION: Sinewy Muggers look like leafless tree trunks with six flexible, branch-like arms. The creature can shuffle on its roots.

COMBAT/TACTICS: The creature can attack six different targets with each of its arms, without penalty. Those held suffer 1 hit point of damage per round until dead. If a branch takes 4 points of damage the sinewy Mugger will let go of a victim. If it takes 6 points of damage, it is severed.

The Mugger holds its branches still until a victim gets close enough to grab. Only damage to the body will kill the creature, as severing branches does not affect its total hit points.

HABITAT/SOCIETY: Sinewy Muggers were hunted down by humans years ago and the only few that remain hid away in dungeons. Unlike most plants, Muggers do not like it when people talk to them. They have strangled many unwary botanists and florists.

ECOLOGY: Sinewy Muggers are intelligent plants, but not very intelligent. They have mouths located on their undersides that they use to chew the dead into compost. Muggers can be fooled by illusions or anyone that disguises themselves as a Sinewy Mugger in a dress with big eyelashes.

Sinewy Mugger

AKA: Branch Strangler
HACKFACTOR: 2
EP VALUE: 65
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 1
SIZE: S (many slender parts)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 1 (x6)
SPECIAL ATTACKS: Surprise 6 in 10
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2



Simurgh



Sinewy Mugger

YIELD:

Medicinal: Nil

Spell Components: Sinewy Mugger sap can be used in lieu of other material components for a Wood Shape spell with a mere 1% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: Nil

Other: The wood of a Sinewy Mugger is perfect for enchantment and worth 500 gp per chord (1-2 chords per Mugger).

Sirine

DESCRIPTION: Sirines are enticing but dangerous, especially when crude boorish types compare them to Dryads. They resemble human females with olive skin tones and sometimes have silver or green hair. Sirines never wear more than six square inches of clothing.

Most Sirines are shy and antisocial; convinced that guys only like them for their looks and not their great singing. Evil Sirines are teasers who lure sailors close to dangerous shore to wreck their ships. Some Sirines are desperate for social interaction and will lure humans or demi-humans to their lair for a period of time.

COMBAT/TACTICS: Sirines have 120-foot infravision, breathe both air and water, and speak their own language as well as one to four local languages. Lone Sirines have 6-7 Hit Dice, while those in groups will have 4-6 Hit Dice. Members of a group of Sirines will all have the same basic alignment.

Sirines have 18 Dexterity and most carry short swords (90%) or daggers (10%) and 30% also carry missile weapons. Each weapon has a 10% chance of being magical (magical missile weapons are most often Javelins of Lightning).

Sirines can use the following powers once per day, at will, as 11th level casters: Charm Person, Fog Cloud, Polymorph Self and Improved Invisibility. The charm ability is delivered through the Sirine's song and affects anyone within 30 feet, even if they are hostile and attacking.

If a Sirine touches an opponent, the victim must save vs. poison or be reduced to a 2 Intelligence. The touch is automatic for charmed individuals. A successful Dispel Magic against an 11th level caster will restore the victim's Intelligence, as will a Sirine's touch, if she wills it. Any Sirine can restore Intelligence lost to the touch of any of her kind. Sirines save as 11th level magic-users with a +2 bonus for poison. They are immune to gas attacks.

HABITAT/SOCIETY: Sirines never form lasting relationships. They are too obsessed with their singing. Young Sirines are more social and will live with their sisters, but as they age they become more reclusive.

Sirine

AKA: --

HACKFACTOR: 20

EP VALUE: 2,000 (+1,000 per Hit Die over 4)

CLIMATE/TERRAIN: Temperate to Tropical Water/Wilderness

FREQUENCY: Rare (Salt water), Very Rare (Fresh water)

ORGANIZATION: Solitary or Family

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: High to Genius (13-18)

ALIGNMENT: Any

NO. APPEARING: 1 or 2-8

SIZE: M (5' to 6' tall)

MOVEMENT: 12", 24" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

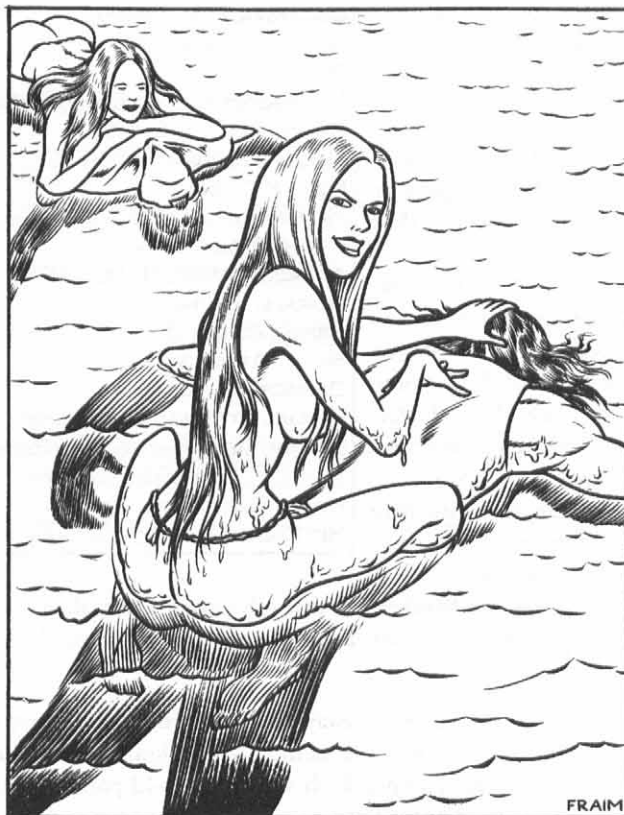
DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Song, stupidity touch, spells

SPECIAL DEFENSES: Spells, water-breathing, immune to gas

MAGIC RESISTANCE: 20%

HIT DICE: 4 to 7



Sirines

Sirines mate with extremely happy humans, elves, Tritons or Merfolk who dress well and flash a lot of money. Sirines are always female and are cared for by their mother until five years of age. Thereafter, they fend for themselves, reaching adulthood at ten. They can live to be 50, but always appear to be 18 years old.

Sirines enjoy singing and thinking about the sea. If deprived of their voices or the sea, they slowly wither (losing 1 Hit Die every four days) and die (at 0 Hit Dice). If returned to normal conditions, they recover Hit Dice at the same rate. Sirines have great knowledge of the history of the regions in which they live. They are always up on current events and are willing to trade this knowledge for companionship.

ECOLOGY: Sirines are not harmful to their environment and only kill enough to eat. They have few natural enemies, but an incredible number of male "friends". There is a 15% chance of catching a venereal disease from a Sirine.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: L, M, N, Q (X in lair)

Other: Nil

Sivian Banshee

DESCRIPTION: Sivian Banshees are the spirits of those who committed suicide out of despair. Somehow, these evil spirits became stuck on the Prime Material Plane. They seek to spread their misery to others. Sivian Banshees closely resemble Ghosts or Banshees.

COMBAT/TACTICS: Sivian Banshees have no physical attacks, but they can use their "Wail of Despair" against anyone in a 20-foot radius. Those who hear it must save vs. spells or become so despondent that they commit suicide. Lawful good creatures are immune to this wail, although it will make them sad. Victims that miss their saving throws immediately seek ways to destroy themselves, although the Banshee can delay this event and make unlimited Suggestions that can hinder, although not directly hurt, their new, brief-lived friends.

Sivian Banshees can be driven away by boldly presented holy symbols, so long as the presenter is of true faith (GM's option), and they cannot pass over consecrated ground. Holy water does 2-12 points of damage per vial to them. These apparitions are insubstantial and can pass

Sivian Banshee

AKA: Suicide Ghost, Hangman Spirit

HACKFACTOR: 51

EP VALUE: 3,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Despair

INTELLIGENCE: Average to High (8-14)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: 9", 12" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Wail of despair

SPECIAL DEFENSES: +2 or better (or blessed) weapons to hit

MAGIC RESISTANCE: Standard

HIT DICE: 12



Sivian Banshee

through any solid object that is not blessed or consecrated. Blessed, holy or +2 or better weapons will harm them. Burning the physical remains of a Sivian Banshee will immediately destroy it.

HABITAT/SOCIETY: Sivian Banshees dwell in the ruins of the places where they died. They cannot directly affect the physical world, but use their former victims to change the surroundings. Most victims of a Sivian Banshee continue to rot wherever they did themselves in.

ECOLOGY: Sivian Banshees are not part of nature. They can be turned as Ghosts. Using a Speak to the Dead to talk to a Sivian Banshee will depress the caster for 1-6 weeks.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C (Incidental)

Other: Nil

Skankgither

DESCRIPTION: Skankgithers are astral tracking dawgs used by Githyanki and Githzerai to hunt Mind Flayers and other victims chosen by their masters. They resemble Great Dane dawgs with sickly gray skin and huge misshapen teeth.

COMBAT/TACTICS: Skankgithers can flawlessly track anyone or anything by scent, even across planes. Their bite does 2-12 points of damage, but it is also psychically enhanced. Victims bitten must make a Constitution check or lose 1-10 PSPs from their total score. The loss is temporary and can be regained normally. Those without PSPs are unaffected.

Mind Flayers despise these creatures and the feeling is mutual. They will do anything within their power to destroy each other.

HABITAT/SOCIETY:

Skankgithers mix equally well with either Githyanki or Githzerai, but once they have chosen a "side" they stick with their own kind. Only animal handlers with psionic abilities can control Skankgithers. Without such control they will run wild. It is rumored that some Githyanki and Githzerai have ways of "mind wiping" the dawgs so that they forget their training and turn on their former masters.

ECOLOGY: Skankgithers are born just like normal dawgs, although they thrive in the Astral Plane. Very rarely, a Skankgither pup is given to a psionist by the Githzerai for extraordinary service in curtailing the Mind Flayer threat.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Skankgither pups are worth a fortune to the right buyer and usually sell for at least 3000 gp. The brain of a Skankgither can be used to make a Potion of Animal Control that works on all dawgs with no saving throw.

Skankgither

AKA: Illithid Ripper

HACKFACTOR: 8

EP VALUE: 270

CLIMATE/TERRAIN: Astral Plane

FREQUENCY: Very Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: M (3' tall at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: See text

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: Psychically draining bite

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+4

Skeleton

DESCRIPTION: Skeletons are the animate, undead skeletons of animals, bipeds, giants and monsters. Bipedal Skeletons carry the rusting weapons and wear the ragged armor or clothing they wore when they were alive. Skeletons are the most common undead creature on Garweeze Wurd because they are the easiest type to create.

Giant Skeletons are 12 feet tall and are actually human or demi-human skeletons that have been Enlarged. They sometimes carry shields to increase their Armor Class and have small magical fires burning within their chest. These mindless creatures obey the commands of their creator, even suicidal ones.

COMBAT/TACTICS: Skeletons are immune to Sleep, Charm and Hold spells, as well as to darkness, fear, cold-based attacks and verbal abuse. Hacking and puncturing weapons only do half damage against them, while crushing weapons and fire attacks do normal damage (except to Giant Skeletons). Holy water inflicts 2-8 points of damage against a Skeleton. Skeletons never need to check morale and the brave creatures will throw themselves in front of anything that might hurt their creator, so long as their creator remembers to command it.

Animal Skeleton: Animal Skeletons always bite their opponents, unless their claws do more damage. Some Animal Skeletons are used as support for undead armies. Horse Skeletons can be loaded with half as much equipment as a live horse. Clerics and paladins get +1 on rolls to turn Animal Skeletons.

Animated Skeleton: These are Skeletons of humans and demi-humans that fight with melee weapons. No matter what weapons they carry, they do 1-6 points of damage, whether it is a halberd in good condition or the hilt of a rusted sword. The only exception is when Skeletons operate siege weapons. However, they need constant supervision, because if the siege weapon should break or get turned in the wrong direction, the Skeletons will continue to fire until ordered to stop by their creator.

Giant Skeleton: Giant Skeletons are usually armed with bone-bladed scythes or spears. No matter what weapon they wield, they do 1-12 points of damage with it. Once per hour (6 non-melee turns), the Giant Skeleton can call forth a Fireball that inflicts 8d6 points of damage. In addition to normal Skeleton immunities, they are also immune to all fire attacks. They suffer half damage from cold attacks and only 1 point of damage from missile weapons. They can be turned as Mummies.

Monster Skeleton: These fearsome Skeletons are created from humanoids, including Bugbears, Orcs and Goblins. They are often able (depending upon their species) to wield larger weapons to inflict more damage, but do not get Strength bonuses.

Screaming Skeleton: Screaming Skeletons are human Skeletons, except that once per round they can scream, causing Fear (as spell) against anyone in a 40-foot radius who does not successfully save vs. spell. The Fear effect lasts 1-6 rounds. Opponents who save on the first round are immune to further screams from that band of Screaming Skeletons. Clerics who can turn or control undead get +2 on saving throws and paladins are immune to the effect. The fear effect is telepathic and is only in the victim's mind. A Silence 15' Radius spell stops the effect, and it is possible to block the scream using psionics. Screaming Skeletons are often positioned in an area so that those who run away will fall into a pit or a trap.



Skankgither

Skeleton	Animal	Animated	Giant	Monster	Screaming
AKA:	Bone Pet	Skinny	Slim	Stretch	Yelpin' Boner
HACKFACTOR:	1	2	12	11	2
EP VALUE:	65	65	975	650	175
CLIMATE/TERRAIN:	Any	Any	Any	Any	Any
FREQUENCY:	Very Rare	Rare	Very Rare	Very Rare	Rare
ORGANIZATION:	Band	Band	Solitary	Band	Band
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Nil	Nil	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-20	3-30	2-8	1-6	4-20
SIZE:	S-M (3' to 5')	M (6' tall)	L (12' tall)	L to H (7' to 15')	M (6' tall)
MOVEMENT:	6"	12"	12"	12"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	See text
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	8	7	4	6	7
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	1-4	1-6	1-12	1-10	1-6
SPECIAL ATTACKS:	Nil	Nil	Nil	Nil	Fear scream
SPECIAL DEFENSES:	See text	See text	See text	See text	See text
MAGIC RESISTANCE:	See text	See text	See text	See text	See text
HIT DICE:	1-1	1	4+4	6	1+2

TYPICAL ORDERS: Skeletons are mindless creations; therefore, they cannot be given more than one or two words of instruction such as "attack intruders", "guard this" or "hold that". Skeletons are notorious for botching complex orders. Should their creator die or abandon them, the Skeletons will follow their last orders to the letter, but after an extended period of time (8-10 years after the death of their creator) they usually default to attacking anything that they encounter.



Skeletons

Typically, they are used as a first line of defense in dungeon complexes, guards for lesser artifacts or as cheap labor.

CONSTRUCTION: Magic-users and clerics of high enough level can cast an Animate Dead spell on any Skeleton they find. For the best results, the Skeleton should have most of its major supportive bone structure intact. Good-aligned characters do not create undead unless they have the permission of the deceased and their gawd. Animating a Giant Skeleton is a deeply evil process that involves use of the following spells: Animate Dead, Produce Fire, Enlarge and Resist Fire.

When Skeletons reach 0 hit points, their bones clatter to the ground and cannot be re-animated. However, rumors persist in magical circles of a more powerful Animate Dead spell that would allow the Skeletons to reform after defeat.

YIELD:

Medicinal: Powdered Skeleton is often used to treat arthritis

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental (There is a 10% that chance a Skeleton is still carrying something valuable to it in its former life.)

Other: Nil

Skeleton, Intelligent

DESCRIPTION: Red-eyed Skeleton: Red-eyed Skeletons dress in the manner of the Grim Reaper with rotting black cloaks and large, rusty scythes. Two glowing red dots can be seen deep inside their eye sockets. Red-eyed Skeletons have a distinctly sinister aura about them.

Skeleton Warrior: Skeleton Warriors often look like normal human skeletons, except that they always have excellent weapons, armor and equipment. They fight expertly and use every tactical advantage available to them. Skeleton Warriors are undead lords whose souls are bound in a precious metal cirlet, created by evil, powerful magic-users, gawds or demi-gawds. Each Skeleton Warrior searches the Prime Material Plane for the magical cirlet that imprisons its soul. Anyone possessing the cirlet can control the Warrior.

COMBAT/TACTICS: Both Red-eyed Skeletons and Skeleton Warriors are immune to Sleep, Charm and Hold spells, as well as to darkness, fear and cold-based attacks. Hacking and puncturing weapons only do half damage against the Skeleton's bone structure, while crushing weapons and fire attacks inflict normal damage.

Red-eyed Skeleton: Red-Eyed Skeletons are inadvertently summoned via certain cursed magic items. Once the creature is summoned, it focuses only upon the individual that summoned it. Its goal is to kill that individual and, should it succeed, it will pick up the victim's body and drag it and its soul to Hell.

Skeleton, Intelligent	Red-eyed	Warrior
AKA:	Red Death	Bone Fighter
HACKFACTOR:	14	49
EP VALUE:	650	4,000
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Nil	Nil
INTELLIGENCE:	Semi- (2-4)	Exceptional (15-16)
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	1 (see text)	1
SIZE:	M (6' tall)	M (6' to 7' tall)
MOVEMENT:	12"	6"
PSIONIC ABILITY:	Nil	Possible
ATTACK/DEFENSE MODES:	Nil/Nil	Possible
MORALE:	Fanatic (20)	Fearless (19)
ARMOR CLASS:	2	2 or less
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-12	By weapon (+3 to hit)
SPECIAL ATTACKS:	See text	See text
SPECIAL DEFENSES:	See text	See text
MAGIC RESISTANCE:	Standard	90%
HIT DICE:	6	9+2 to 9+12 or more

Should anyone other than the summoner attack the Red-eyed Skeleton, another Red-eyed Skeleton will appear to face that opponent after the first Red-eyed Skeleton is destroyed. The Red-eyed Skeleton must be defeated by its summoner, alone, or more Red-eyed Skeletons will continue to be summoned. Red-eyed Skeletons pursue their quarry relentlessly, never sleeping, eating, taking naps or stopping to smell the roses.

Skeleton Warrior: Skeleton Warriors usually fight with two-handed weapons using their expert fighting ability. They often carry a variety of magic weapons and armor. Creatures with 5 or fewer Hit Dice will flee at the sight of a Skeleton Warrior (no save).

Skeleton Warriors are totally under the command of the person who wears its circlet and is within 240 feet of the Warrior's location. That person wears the circlet on his head and, at will, can choose to see what the Skeleton Warrior sees and command it to take any action that a Skeleton is physically capable of taking. When the controller is commanding the Warrior or seeing through its eye sockets, that person is unable to cast spells, move or take any other action. When he is not commanding the Warrior, the controller can take normal actions, but is unable to see through the Warrior's eye sockets. At this time, the Skeleton Warrior becomes inert.

Should the wearer remove the circlet or the Skeleton Warrior move beyond 240 feet, the owner of the circlet can no longer control the creature. If the creature was inert, it stays that way. However, if the creature is active, it can now operate on its own, provided it stays at least 240 feet away from the circlet. As long as the circlet remains in the possession of the controller, the Skeleton Warrior will seek a third party to eliminate the controller, being unable to get within range to directly harm that person.

If the controller loses the circlet, the Warrior immediately proceeds toward the controller at double its normal movement rate (12") and attempts to attack or destroy him. Should the controller or another person regain the circlet and come within 240 feet of the warrior, the creature is forced to obey. If the Skeleton Warrior gains possession of

the circlet, it will place it on its own head and immediately turn to dust along with the circlet. Obtaining the circlet is the Skeleton Warriors primary goal – it will abandon any plans of revenge against the controller to get the circlet and free itself of its controller's tyranny.

To establish control of a Skeleton Warrior, the controller must make a Wisdom check. During this time, the Skeleton Warrior will move toward the controller and attempt to destroy him before control is established. The controller can make a Wisdom check every three rounds until he succeeds.

HABITAT/SOCIETY: Red-eyed Skeleton: Red-eyed Skeletons are extra-planar undead that cannot be turned by clerics. A Dispel Evil will destroy them. These creatures are emissaries of death and can be bound to a magic item by use of a powerful Curse.

Skeleton Warrior: Skeleton Warriors are usually found in the areas where they spent their former lives. Most have a lifetime's worth of treasure, but they would trade it all in an instant for their circlets. They will use any magic items from their treasure hoards if at all possible, but keep most of it stashed in a secret place, sometimes retrieving it when commanded to do so.

ECOLOGY: Red-eyed Skeleton: It is rumored that Red-eyed Skeletons exist somewhere on the lower planes in the "Red-eyed Skeleton Chalet". Here, the Skeletons can relax and unwind until they are summoned to the Prime Material Plane. Red-eyed Skeletons vanish in a puff of smoke when defeated.

Skeleton Warrior: Skeleton Warriors are used by their controllers as bodyguards, servants, workers, miners, valets, housekeepers, busboys, target practice, masseuses and various other demeaning jobs. For every



Red-eyed Skeletons

year the controller uses the Warrior, there is a 2% cumulative chance that it will seek revenge against its controller ahead of freeing itself through the use of the circlet. In this case, should the Warrior obtain its circlet, it will hunt down and kill its controller before donning it and heading to the Great Beyond.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

RED-EYED: Nil

WARRIOR: A

Other: Nil

Skin Walker

DESCRIPTION: Skin Walkers are human shamans from primitive societies that can Shape Change, becoming different animals by wearing the appropriate skins. These druids are part of an extremely exclusive sect only open to the most dedicated and fanatic nature worshippers.

COMBAT/TACTICS: In their human forms, Skin Walkers are equivalent to 4th or higher level druids. Instead of armor, they wear the skins of dead animals.

A 4th level Skin Walker can Shape Change into one animal and those of higher level can add a new animal for every level above 4th that they possess. However, they can Shape Change into a new animal only if they wear the appropriate skin. High level Skin Walkers possess quilts of many animal skins and can Shape Change between species freely.

When in animal form, the Skin Walker takes on all the physical characteristics of the animal, including AC, HD and damage per attack. The Walker keeps his original hit points and heals 30% of his hit points with each change. Skin Walkers can remain in animal form indefinitely, but can only make the change to any particular form (including human) once in 24 hours.

HABITAT/SOCIETY: Skin Walkers are so dedicated to protecting nature that they have taken this drastic step to become a part of it. These druids are fanatic about protecting the territories of the animals whose shapes they borrow.

They actively seek out poachers and those who over-hunt a particular species. Those who hunt for survival or for food are given a strict

Skin Walker

AKA: Weredruoid**HACKFACTOR:** 5 (plus 1 per level after 4th)**EP VALUE:** 125 (4th level, add 125 per level after)**CLIMATE/TERRAIN:** Any**FREQUENCY:** Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** See text**DIET:** Omnivore**INTELLIGENCE:** Very to Exc. (11-16)**ALIGNMENT:** Neutral**NO. APPEARING:** 1**SIZE:** M (6' tall)**MOVEMENT:** 12"**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Brave (14)**ARMOR CLASS:** 6**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** By weapon**SPECIAL ATTACKS:** Spells**SPECIAL DEFENSES:** Spells, Shape Change**MAGIC RESISTANCE:** Standard**HIT DICE:** 4th level druid and up

Skin Walker

warning by the Skin Walker, but are usually left alone (although the druid is free to protect himself).

Skin Walkers sometimes have small treasure hoards, but care little for these items, unless they are magic items that can protect nature. PC druids cannot become Skin Walkers, as candidates quickly lose the desire for travel or adventure.

ECOLOGY: Skin Walkers spend so much time in animal form that they identify more with the animal species than other bipeds. Skin Walkers cannot take the shape of monsters – only normal, natural species. Very rarely, these druids achieve 9th level or higher. When a Skin Walker dies, his body reverts to that of his true human form, but it is said that he is instantly Reincarnated as a favorite animal by the nature gawds for his devoted service.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The skins worn by a Skin Walker are always excellently tanned and in good condition. They are worth an amount of gold as described in Chapter 13 of the GMG.

Treasure: C in lair

Other: Nil

Skink

DESCRIPTION: All Skinks are slender reptiles that resemble very long lizards. Skinks move swiftly and have limited regenerative abilities.

Blink Skink: Blink Skinks are friendly, yellow lizards.

Fink Skink: Fink Skinks are brown and consort with lowlives.

Stink Skink: Stink Skinks have black hides and a fearsome scent.

Think Skink: Think Skinks are incredibly intelligent and possess powerful psionics. They are blue and have enlarged brains.

Skink	Blink	Fink	Stink	Think
AKA:	Skinkus-Teleportus	Skinkus-Ratfacus	Skinkus-Nauseatum	Brain Skink
HACKFACTOR:	2	1	1	2
EP VALUE:	15	15	50	65
CLIMATE/TERRAIN:	Any Temperate	Any Temperate	Subterranean	Subterranean
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Packs	Solitary	Packs	Solitary
ACTIVITY CYCLE:	Day	Any	Night/Darkness	Night/Darkness
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	High (13-14)	Semi- (2-4)	Genius (17-18)
ALIGNMENT:	Chaotic Good	Lawful Evil	Neutral	Lawful Neutral
NO. APPEARING:	2-8	1	4-16	1
SIZE:	S (1.5' long)	S (1.5' long)	S (2' long)	S (1' long)
MOVEMENT:	6"	9"	9"	6"
PSIONIC ABILITY:	Nil	Nil	Nil	101-200
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	All/All
MORALE:	Brave (14)	Pliant (10)	Average (11)	Courageous (13)
ARMOR CLASS:	4	6	7	6
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d4-2	1d4-1	1-4	1d4-2
SPECIAL ATTACKS:	Nil	Nil	Stinking Cloud	Nil
SPECIAL DEFENSES:	Teleporting	Stealth	Immune to stink	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	1	1	1	1

COMBAT/TACTICS: Any strikes to a Skink's tail causes it to fall off but inflicts no damage – it regenerates in 2-12 days.

Blink Skink: Blink Skinks can Teleport Without Error at will. They are playful, non-aggressive creatures. If one of their kind is killed or injured, however, they will leap upon an opponent, collectively using their Teleport power to send the victim to a dangerous spot. Then they will Teleport themselves to safety.

Fink Skink: Fink Skinks are highly intelligent and speak 1-4 languages. They can hide in shadows 75% of the time and naturally move silently in any terrain 90% of the time. They will flee from combat (if possible), using their wit and guile to lie their way out of any situation.

Stink Skink: Stink Skinks do not attack creatures larger than themselves. Each one can spray a Stinking Cloud three times per day. (They are immune to the spell's effects, and to strong odors of any kind.) The Skinks use this power to stun giant insects and eat them.

Think Skink: Think Skinks are said to have evolved from a variety of subterranean Skinks that feasted on Intellect Devourer larva. The psionic Skink has the powers of a 10th level psionist using Contact, Invisibility and Telekinesis (use 18 for effective Constitution and Wisdom scores). 10% of all Think Skinks also have Body Control, which they use to change their appearance to that of a normal Skink.

HABITAT/SOCIETY: **Blink Skink:** Blink Skinks are playful creatures that like to run and scamper. They make great pets and love to do tricks to please their masters. Unfortunately, they tend to get into a lot of trouble running off and exploring on their own. They like to open containers and pour out the contents to taste them. Once loose, Blink Skinks are virtually impossible to catch. It is not recommended that ambitious magic-users ever get Blink Skinks as pets.

Fink Skink: Fink Skinks are a favorite pet of thieves, for the creatures love to spy and rat out bipeds. They are often painted to resemble Skinks of lower Intelligence, then left in a room to overhear a conversation. Fink Skinks are greedy and they have been known to double-cross one master in order to please a more powerful one.

Stink Skink: Stink Skinks are all about reproduction and survival. They care nothing for treasure and rarely take part in the affairs of bipeds.

Think Skink: Think Skinks are creatures that love order and organization. PCs who disrupt their lairs are attacked, while neat, orderly PCs who do not disrupt things will be left alone. These creatures rarely show themselves, preferring to stay invisible to all but other Skinks. Think Skinks are reputed to have a network of Fink Skinks, used to subtly manipulate human politics. It is rumored that Think Skinks have a committee not unlike the Dragon Committee.

ECOLOGY: Skinks are reptiles, preferring warm climes, although the species cited here can withstand temperate and even subarctic conditions for short periods. Cold attacks Slow (as per the spell) the Skinks for one round per level of the spell. Skinks make great pets and are sold on the open market.

There is a 10% chance of finding 1-6 Skink eggs in a Skink lair.

YIELD:

Medicinal: Skinks are edible, but they will scream when dipped into fire or boiling liquid of any kind.

Spell Components: Nil

Hide/Trophy Items: Skink hide can be used to make small items, such as gauntlets, suitable for enchantment.

Treasure:

BLINK: J, Q

FINK: J, Q, U, X, Z



Stink Skink

E. Leifgren

STINK: Nil

THINK: A, J, Q

Other: When sold as pets, Blink Skinks are worth 20 gp, Fink Skinks are worth 100 gp, Stink Skinks are worth 1 gp and Think Skinks are worth 1000 gp.

Skink, Giant

DESCRIPTION: Giant Skinks are large, agile, slender reptiles that vaguely resemble their smaller Skink cousins.

Clink Skink: Clink Skinks have shiny metal hides that are reflective after shedding and rust-colored just before. They are 12 feet long and have four-foot long tongues that they use to grab prey.

Drink Skink: Drink Skinks are about the size of dawgs and roam in packs. They live in coastal waters, especially near lakes.

Mink Skink: Mink Skinks are covered in white fur and live in arctic regions. They are about the size of small alligators and hunt prey under the cover of snow.

Pink Skink: Pink Skinks live in deep subterranean lairs that never see light. Hordes of the vicious creatures feast upon unfortunates that happen to encounter them. Pink Skinks are completely blind.

COMBAT/TACTICS: Any strikes to a Skink's tail cause it to fall off but inflict no damage to the Skink – it regenerates in 2-12 days.

Clink Skink: These extremely large reptiles use their four-foot-long tongues to grab prey. Victims struck with the tongue must save vs. death magic or be pulled into the creature's jaws, suffering damage every round automatically. Opponents who make their save have not yet been pulled into the Clink Skink's jaws. The tongue can be severed if more than 6 points of damage is done to it. The lizard will retract its tongue if it is in danger of being severed.

Energy-related spells such as Magic Missile and Lightning Bolt will bounce off the creature's hide and strike a random target within 30 feet. Heat Metal has no affect on these creatures.

Drink Skink: Drink Skinks get their name from their habit of hunting in packs and dragging their prey into the water to drown. At least four Drink Skinks will attack a man-sized opponent.

A hit means one of the creatures has locked its jaws onto one of the victim's limbs (determined randomly). The victim can make an open doors roll to break free, but for each additional Drink Skink, his chance of success is -4. Additionally, every round, the victim must make a Dexterity check or fall prone (-2 for each Drink Skink holding a victim). Should a victim fall prone, the Skinks drag him into the nearest body of water. Victims that cannot stand will drown, according to the drowning rules found on page 167 of the GMG.

Mink Skink: Mink Skinks are only found in the arctic, where they prey on just about any warm-blooded mammal. They can camouflage themselves in the snow, surprising victims 7 in 10 times. Mink Skinks

Skink, Giant	Clink	Drink	Mink	Pink
AKA:	Skinkus-Ferris	Skinkus-Drownus	Skinkus-Coatus	Skinkus-Pansius
HACKFACTOR:	17	2	3	1
EP VALUE:	1,400	120	270	65
CLIMATE/TERRAIN:	Any Desert	Any Coastal	Any Arctic	Subterranean
FREQUENCY:	Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Packs	Solitary	Packs
ACTIVITY CYCLE:	Day	Any	Day	Night/Darkness
DIET:	Omnivore	Omnivore	Omnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	3-9	1-4	3-12
SIZE:	L (12' long)	M (4' long)	M (6' long)	S (3' long)
MOVEMENT:	9"	9", 6" Swim	6", 3" Burrow	6"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Pliant (10)	Brave (14)	Daring (15)
ARMOR CLASS:	0	6	5	9
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	3-12	2-8	3-10	1-4
SPECIAL ATTACKS:	Tongue attack	Drowning	Surprise 7 in 10	Fighting blind
SPECIAL DEFENSES:	Nil	Nil	Camouflage	Immune to visual effects
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	7+3	2+3	4+1	1+4

are resistant to cold water and will sometimes hunt on or near thin ice. Victims will either be pulled under the water by the Skinks or left to die of hypothermia and retrieved later.

Pink Skink: Pink Skinks are ravenous little monsters with sharp teeth. They have lived so long in the darkness that they are blind, but do not suffer from any penalties when fighting prey in their own territory. Additionally, they are immune to visual illusions and blinding attacks. Loud explosions will confuse them for one round. Pink Skinks only attack targets that they greatly outnumber (at least 3 to 1).



Giant Clink Skink

HABITAT/SOCIETY: All of these Skinks drag their prey back to their lairs to feast. Thus, their lairs may be scattered with valuable items from their previous victims.

Clink Skink: Clink Skinks are solitary hunters. They occasionally like to bask in the sun. When they shed, their scales are extremely reflective and may blind opponents for one round if fighting in bright sunlight. Clink Skinks are only aggressive when they are hungry.

Drink Skink: Drink Skinks roam coastal regions for prey. They hunt in packs led by the largest male. Drink Skinks will not venture more than a half mile from a shoreline unless the water they inhabit dries up.

Mink Skink: Mink Skinks are solitary creatures in the wild, but they can be domesticated to live amiably in pairs. They are used as guards by White Dragons and Frost Giants.

Pink Skink: Pink Skinks hunt in swarms and they do not attack anything unless they think they can overpower it. Darkness spells do not affect them in any way, but they will attempt to run out of the area affected by a Silence 15' Radius spell.

ECOLOGY: Skinks are reptiles. There is a 10% chance of finding 1-6 Skink eggs in any Skink lair.

YIELD:

Medicinal: Skinks are edible and taste like snake.

Spell Components: Nil

Hide/Trophy Items: Clink Skinks can be used to make splint mail armor that is perfect for enchantment up to +8. Mink Skinks can be made into winter clothing or hide armor that is perfect for enchantment.

Treasure: Incidental (10% chance of each type per Hit Die) I, J, K, Q, U, X, Z

Other: Nil

Skithering Yith Monkey

DESCRIPTION: Skithering Yith Monkeys are some of the most terrifying primates on Garweeze Wurld. Blessed with incredible intellect, these creatures are capable of using magical powers. They often dress as magic-users and skither during combat. They no patience for those who do not know what "skither" means, and attack anyone who claims that they should be called "Skittering" Yith Monkeys.

COMBAT/TACTICS: Skithering Yith Monkeys prefer to use spells in combat, but will resort to small melee weapons such as daggers if cornered or desperate. These Yith Monkeys can only become 1st through 4th level magic-users, but can

Skithering Yith Monkey

AKA: Primatus-Magi

HACKFACTOR: 1 per Hit Die

EP VALUE: 120 per Hit Die

CLIMATE/TERRAIN: Any Land

FREQUENCY: Very Rare

ORGANIZATION: Cabals

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: High to Genius
(13-18)

ALIGNMENT: Lawful Evil

NO. APPEARING: 2-8

SIZE: S (3' tall)

MOVEMENT: 6", 9" Climb

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nii

MORALE: Average (11)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

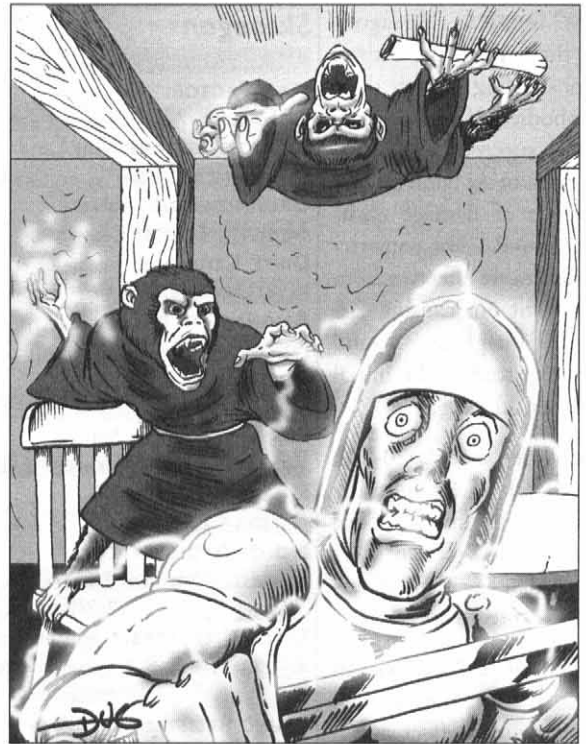
DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Spells

MAGIC RESISTANCE: Standard

HIT DICE: 1 to 4



Skithering Yith Monkeys

memorize double the normal number of spells each day. They are capable of using magic items, even ones that are restricted to magic-users. Their penchant for the odd movement known as skithering frightens and intimidates their opponents.

HABITAT/SOCIETY: Skithering Yith Monkeys live in small groups, or cabals, that plot the overthrow of mankind. They often have small legions of minions that are charmed or brought under their control due to their fearful skithering.

Currently, there are at least a dozen Skithering Yith Monkey cabals on Garweeze Wurld and all vie for dominance amongst the Yith Monkey population. Rumor has it that the most powerful of the Skithering Yith Monkeys has actually found a way to break the glass ceiling for primate magic-users and has achieved 6th level.

ECOLOGY: The ancient Lich Yith is said to have corrupted and taught the original Yith Monkeys. There are rumors that there are undead Yith Monkey Liches, but this has never been proven. Sages are at a loss to explain their skithering behavior and still debate exactly what it is.

YIELD:

Medicinal: Yith Monkeys taste like normal monkeys, except with more skithering.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: D

Other: Nil

Skraagon

DESCRIPTION: A Skraagon is a snake-like reptilian monster with a dozen legs and a crocodilian head. Its body is covered in band-like, bluish scales of great hardness and two large horns curve back along its body, primarily used for preening. The underbelly is pale blue.

COMBAT/TACTICS: Skraagons attack their prey by biting, then constricting it with their sinuous bodies. If the constriction attack succeeds, the victim is then open to six talon attacks (1-6 points of damage each) the next round. The constriction is also more effective from that moment on, causing 2-8 points of damage each round thereafter instead of the initial 2-5 points of damage.)

Skraagons can shoot a 20-foot long, five-foot wide Lightning Bolt from their mouth once each turn. The Bolt causes 24 points of damage (half if targets save vs. breath weapon).

On a roll of a 20, a victim (man-sized or smaller) is swallowed whole (this effect supercedes the critical hit tables in the GMG). The victim loses 15% of his hit points each round until dead or freed. After 12 turns, the victim will be completely digested and no one will be able to retrieve any of his parts or possessions. The inner AC of the creature is 7, but each round a victim is inside the creature, the damage he can inflict on the Skraagon is reduced by 1.

HABITAT/SOCIETY: Skraagons are solitary and only meet to mate. Females lay clutches of 1-4 eggs that hatch after eight months during which the female sits on the eggs, while the male hunts to feed both of them. Skraagons maintain hunting areas of about 400 square miles

Skraagon

AKA: Lightning Wyrm
HACKFACTOR: 43
EP VALUE: 7,000
CLIMATE/TERRAIN: Any Land
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1-2
SIZE: G (40' long)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 4
NO. OF ATTACKS: 2 or 7
DAMAGE/ATTACK: 1-8/2-5 or 2-8/1-6 x6
SPECIAL ATTACKS: Lightning Bolt
SPECIAL DEFENSES: Immune to electricity and poison
MAGIC RESISTANCE: Standard
HIT DICE: 12



Skraagon

and make their lairs in high cliff caves. They dislike dragons and will never knowingly enter a dragon's territory.

ECOLOGY: When Skraagons hatch they are about two feet long with 6-8 legs, and grow at the rate of eight feet per year until maturity, adding 2-6 new legs each year.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Scale armor from a Skraagon's hide is suitable for enchantment up to +10.

Treasure: Incidental (10% chance of Q, U and 1-8 pieces of jewelry)

Other: The horns can be used to brew ink for scribing a Lightning Bolt scroll. The talons can be used to make ink for a Neutralize Poison scroll. The heart can be used to make a Scroll of Protection from Poison.

Skulking Carcass

DESCRIPTION: Skulking Carcasses are undead thieves that continue their unfinished pilfering. In death, however, they steal the breath of their victims. They are dressed in the clothes they died in and carry a variety of typical thief weapons.

COMBAT/TACTICS: Skulking Carcasses have minimum hide in shadows and move silently abilities of 65% (these may be higher if the dead thief had a higher skill in life). The creature can choose to surprise their victims by garroting them or backstabbing them. Skulking Carcasses retain their backstab bonus (a minimum of one extra damage die). Very rarely (10%) Skulking Carcasses use poison, but not unless they did so in life.

They are immune to Charm, Hold and Sleep spells. Clerics turn Skulking Undead as Ghouls. If a Skulking Carcass is caught outside in the daylight, it immediately collapses, unable to move until sunset.

HABITAT/SOCIETY: Thieves' guilds all over Garweeze Wurd have been plagued, at one time or another, by Skulking Carcasses. This is why most guild houses have a cleric on standby. Skulking Carcasses often seek revenge against former business rivals. Skulking Carcasses continue to accumulate wealth. However, the wealth holds little meaning to them and they keep it to prevent others from enjoying it.

ECOLOGY: Skulking Carcasses are created from dead or dying thieves who were killed after being double-crossed or betrayed by a fellow guild member. Some Skulking Carcasses are quite powerful, as they

Skulking Carcass

AKA: Thieving Corpse
HACKFACTOR: 3
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Horde
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Evil
NO. APPEARING: 2-8
SIZE: M (5' to 6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 6
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6/1-6
SPECIAL ATTACKS: Stealth, backstab
SPECIAL DEFENSES: Undead
MAGIC RESISTANCE: Immune to Sleep, Hold and Charm spells
HIT DICE: 2+1



Skulking Carcass

retain much of the knowledge they had in life. Skulking Carcasses can function during the day if underground in complete darkness.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Z

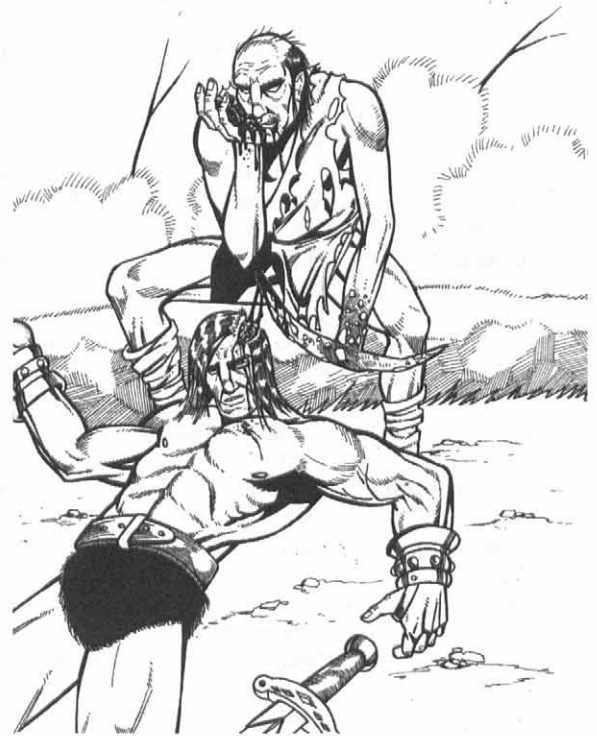
Other: Nil

Skullbreaker

DESCRIPTION: Skullbreakers are evil-looking, bald, green elf-like beings always dressed in rags. These creatures never carry weapons because of their natural ability to turn their hands into weapons.

COMBAT/TACTICS: Skullbreakers can instantly turn both their hands into pick axes, as per the Body Weaponry psionicist power. They use psionics as a 6th level psionicist and are not required to have any of the prerequisites. Skullbreakers use this ability to crack open the heads of their enemies and consume their brains. For every ten Skullbreakers encountered, there is one with 112 PSPs and 1-4 ran-

Skullbreaker

AKA: Cranium Miner**HACKFACTOR:** 2 (triple for leaders)**EP VALUE:** 120 (double for leaders)**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Rare**ORGANIZATION:** Tribal**ACTIVITY CYCLE:** Night/Darkness**DIET:** Carnivore**INTELLIGENCE:** Very (11-12)**ALIGNMENT:** Neutral Evil**NO. APPEARING:** 3-30**SIZE:** S (3' tall)**MOVEMENT:** 9"**PSIONIC ABILITY:** 56 PSPs, Body Weaponry**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Resolved (18)**ARMOR CLASS:** 7**NO. OF ATTACKS:** 2**DAMAGE/ATTACK:** 1-6/1-6**SPECIAL ATTACKS:** Weapon hands**SPECIAL DEFENSES:** Resistant to
shape change**MAGIC RESISTANCE:** Standard**HIT DICE:** 2+1

Skullbreakers

dom Devotions. For every tribe, there is a 12th level psionicist with appropriate powers.

Skullbreakers have 60-foot infravision and get +4 on saves against any type of Polymorph or other shape changing spell.

HABITAT/SOCIETY: Skullbreakers live deep within the earth. They are often lackeys and slaves to Mind Flayers and other powerful psionic creatures. Skullbreakers can subsist on any meat, but prefer the taste of fresh brains from intelligent creatures (Intelligence 11 or higher).

ECOLOGY: Skullbreakers were once a noble race but were enslaved by the Mind Flayers and forced to endure centuries of torture and abuse. They are a mere shadow of their former selves, but recently, some have risen to power. Although most Skullbreaker leaders soon find themselves delicacies on the menu of their Mind Flayer masters, rebellion amongst their kind continues to grow in strength.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J thru N (individual), Z (for leader types and in lair)

Other: Nil

Skunk

DESCRIPTION: Skunks are forest dwelling creatures that prefer to live in uninhabited areas. They have black coats and white tails. One in 1,000 Skunks will be albino, with a white coat and a black tail.

COMBAT/TACTICS: Skunks respond to any serious threat by spraying their musk. Common Skunk musk covers a ten-foot cubic volume. All within this volume must save vs. poison. Those who succeed must retreat immediately, avoiding the musk. Those who miss the save are nauseated for 1-4 rounds (-2 on all ability checks and to-hit rolls) and

Skunk	Common	Giant
AKA:	Stink Cat	Stench Kitty
HACKFACTOR:	0	3
EP VALUE:	7	270
CLIMATE/TERRAIN:	Temperate to Subtropical	Temperate to Subtropical
FREQUENCY:	Common	Uncommon
ORGANIZATION:	Family	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1 or 1-6	1
SIZE:	S (2' long)	M (6' long)
MOVEMENT:	12"	9"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Timid (6)	Pliant (10)
ARMOR CLASS:	8	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1	1-6
SPECIAL ATTACKS:	Stink musk	Stink musk
SPECIAL DEFENSES:	Stink musk	Stink musk
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3-12 hp	5

must immediately save again or be blinded 1-4 rounds. Giant Skunks cover a volume 20 feet wide, 20 feet high and 60 feet long. Victims of the Giant Skunk's musk, who fail their saves, lose 50% of Strength and Dexterity scores for 2-8 turns.

All items coated with the musk will continue to stink for 1-3 weeks unless washed thoroughly four or five times to alleviate the smell. Tomato juice can quickly remove the smell in one wash, after which the items will smell like tomatoes.



Giant Skunk

HABITAT/SOCIETY: Skunks of all kinds are normally non-aggressive but will bite if cornered. They make excellent pets if fed regularly, but handlers must be careful to avoid the musk.

ECOLOGY: Skunks are mammals. They are sometimes hunted for their pelts by trappers with a bad sense of smell.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: An albino Skunk pelt is perfect for enchantment. The skin can be made into vellum suitable for scrolls. The chance of failing to successfully scribe a Stinking Cloud spell on such a hide is one-half normal.

Treasure: Nil

Other: Skunk pelts are worth 2 sp each, Giant Skunk pelts are worth 2 gp each and albino pelts are worth 100 times the norm.

Slaad

DESCRIPTION: The Slaadi are horrible frog-like beings from the Plane of Limbo. Their true form is that of a large, bipedal frog, but many Slaadi polymorph themselves to appear as men. In their true form, their heads and jaws are large, their claws are sharp and their bodies are slimy. Each Slaad has a bizarre, irreproducible symbol tattooed to its forehead that signifies ... something.

COMBAT/TACTICS: In general, Slaadi are vicious and unpredictable in combat. Most will attack en masse with their claws and bite. They have been known to torment lesser beings. When Slaadi fight in groups, use the highest morale rating for the entire group.

Red Slaad: Red Slaadi attack with their claws and bite. Under the claws of these creatures are tiny egg pellets. These pellets have a 25% chance of being implanted on an opponent's body when struck. If this happens, the pellet makes its way to the victim's heart, gestates for three months and then bursts forth from the victim as a Red Slaad, killing the host. 24 hours before the new Slaad hatches, the victim becomes extremely ill. The Slaad can be located with a Detect Evil spell and destroyed with a Remove Curse or similar spell.

Red Slaadi regenerate 3 hit points per round and can attempt to Gate in 1-2 Red Slaadi twice per day (35% chance of success). Once per day a Red Slaad can emit a loud croak in a 20-foot radius that causes hearing victims to make a saving throw vs. petrification or be disabled (unable to move, as if stunned) for two rounds.

Blue Slaad: Blue Slaadi have two razor-sharp bone rakes sticking out from the back of each hand. This gives a Blue Slaad two additional attacks per round. Their bites do 2-16 points of damage and have a 10% chance of infecting the victim with a rotting disease. Blue Slaadi can use Hold Person (one target only), Wall Passage and Telekinesis (100 pounds weight) at will as 9th level casters. Four times per day, they can attempt to Gate in 1-4 Red Slaadi or 1-2 Blue Slaadi (40% chance of success). Blue Slaadi attack in swarms.

Green Slaad: Green Slaadi can only be hit by +1 or better weapons. They have the following magic powers, usable at will as 12th level casters: Telekinesis (125 pounds weight), Polymorph Self, Cause Fear, cause Continual Darkness 15' Radius, ESP, Detect Invisibility, Detect Magic, Locate Object and Produce Flame. Once per day they can

Slaad	Red	Blue	Green	Gray
AKA:	Heart Burster	Slasher	Bomber	Executioner
HACKFACTOR:	25	33	48	73
EP VALUE:	975	2,500	5,000	8,500
CLIMATE/TERRAIN:	Limbo	Limbo	Limbo	Limbo
FREQUENCY:	Uncommon	Rare	Rare/Very Rare	Very Rare
ORGANIZATION:	Group	Group	Group	Group
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Average (8-10)	Very (11-12)
ALIGNMENT:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
NO. APPEARING:	3-18	2-12	1-6	1-2
SIZE:	L (8' tall)	L (10' tall)	L (7' tall)	M (6' tall)
MOVEMENT:	6"	6"	9"	12"
PSIONIC ABILITY:	Nil	47	76	160
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/F,G	B,D/Nil	A,C,D/F,G,H
MORALE:	Average (11)	Confident (12)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	4	2	3	1
NO. OF ATTACKS:	3	5	3	3 or 2
DAMAGE/ATTACK:	1-4/1-4/2-16	2-16/2-12 x4	2-16/3-8/3-8	2-16/4-10/4-10 or by weapons
SPECIAL ATTACKS:	See text	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text	See text
MAGIC RESISTANCE:	30%	40%	50%	55% (see text)
HIT DICE:	7+3	8+4	9+3	10+6

generate a Delayed Blast Fireball for 12 HD and once per hour it can Gate 1-6 Red Slaadi, 1-3 Blue Slaadi or 1-2 Green Slaadi with a 50% chance of success.

Gray Slaad: Gray Slaadi have an effective 19 Strength and gain appropriate bonuses with melee weapons. In human form, they use swords and get two attacks each round. 75% of the time the sword will be a +2 weapon, the other 25% of the time it will be a more powerful sword such as a Sword of Sharpness. In human form, Gray Slaadi do not wear armor, but may carry one or two powerful magic items.



Several Blue Slaadi demonstrate their bone rake attack technique.

Once per melee round the Gray Slaad can use any of the following powers as 14th level casters: Cause Fear, Darkness 15' Radius (or less), Know Alignment, Infravision 60', create illusion (as wand), Flame Strike, Wind Walk, Shape Change (to Slaadi or human), Invisibility and generate a Ball of Lighting (maximum range 60 yards, radius five feet) for 8d6+6 points of damage. Once per day they can use a Symbol of Pain or Fear and Power Word: Blind.

They can create magic items using their Enchant an Item ability, although they need time and resources. Gray Slaadi can Gate 1-3 other Gray Slaadi (60% chance of success). They are immune to cold attacks and Disintegration spells.

HABITAT/SOCIETY: Slaadi can be bargained with one on one, but their chaotic nature makes them unreliable. Immortal, they forget that mortals have more immediate concerns. Most are greedy but impulsive. A Slaad often has an impressive array of treasure, but only a Gray Slaad is likely to carry it out of his lair.

Sages believe that the Slaadi race once had a society based on physical prowess in combat. The colors and symbols on the Slaadi denoted rank: Red below Blue, Blue below Green and Green below Gray. These days each Slaadi follows an independent path, and even those paths are as variable as the realm in which the Slaadi dwell. They exist purely as creatures of whim, recognizing no master and expecting no servitude (a constant frustration to Nefarians striving to control Limbo). Slaadi can be bullies, and indeed are known for having no patience, but do not go around simply killing and maiming everyone in sight. As living expressions of the chaos that infuses Limbo, they follow the will of the moment. They can work together for brief periods, but either side will leave any bargain if it suits them. Slaadi expect nothing else, and thus each prefers to have his hands directly on all things that concern it. They very rarely hire anyone for any reason.

ECOLOGY: Slaadi are native to the Plane of Limbo, a quicksilver realm of pure chaos. The terrain of Limbo is random and constantly shifting; boulder-strewn fields about jungles and frozen wastelands are interspersed with pillars of fire. It is not unusual for travelers to turn around and see a different road than the one they just traversed. The forces of Limbo can be manipulated by sentient beings, particularly by natives such as the Slaadi. Yet to call them masters of the plane is to misunderstand how their chaotic minds work. Magic-users sometimes risk summoning Slaadi to take advantage of their magic powers. Slaadi are even more difficult to control than Nefarians. Mortals find it difficult to wrap their limited intellects around these expressions of chaos.

Red Slaadi reproduce using the method listed above. Red Slaadi slain are forever dead, but Blue, Green and Gray Slaadi slain on the Prime Material Plane re-form within 24 hours back in Limbo. There they are "reborn" as a Slaad one color lower in rank than before. They must serve as that color for a year and a day before their color changes and they can return to the Prime Material Plane for revenge, if such is their whim. How they advance from one color to the next is a question that has left many a sage a screaming lunatic.

YIELD:**Medicinal:** Nil

Spell Components: Slaad body parts can be used in chaos and confusion-related spells, but this doubles the chance of a spell mishap. Even if there is no mishap, there is a 10% chance the spell affects the caster instead of the target. There is a 5% chance the spell affects both.

Hide/Trophy Items: To the powerful beings that hunt Slaadi, the symbols on a Slaad's forehead denote great prowess in battle.

Treasure:**RED:** F**BLUE:** Z**GREEN:** C, F, G

GRAY: Magic sword and two magic items plus 100-1000 gp and 200-500 pp.

Other: Slaadi blood from a Blue or higher ranking Slaad can be used to concoct ink for scribing scrolls that can protect the user from the confusing effects of Limbo. The more powerful the blood, the more powerful the scroll: Red – ten-foot radius for 1 turn, Blue – 15-foot radius for 2 turns, Green – 20-foot radius for 3 turns and Gray – 30-foot radius for 4 turns.

Slaad Lord

DESCRIPTION: Slaad Lords make normal Slaadi look like pansies with very organized closets. Of the six individuals that have actually seen a Slaad Lord close up and in combat, five died immediately. The sixth is dead as well. He was Raised, but committed suicide shortly thereafter.

Death Slaad: Thankfully, only four Death Slaadi are known to exist. These creatures have a sleek, muscular look and never need to wear armor. They carry swords of fantastic power.

Slaad Lord Ygori: Ygori resembles a great, emaciated, black Slaad with wings. He carries a large sickle as a weapon and will usually enter combat on the back of his pet, an ancient Brass Dragon named Shkiv. He sometimes commands armies of undead and/or Slaadi. On the plane of Limbo, his true form is that of a large, black Slaad, 15 feet tall.

Slaad Lord Stendam: Stendam resembles a large amoeba with three pseudo-pods and a large brain floating in the center of a translucent mass, or a man wearing no armor and carrying a black sword. On the Plane of Limbo, his true form is that of a large, golden Slaad.

COMBAT/TACTICS: Death Slaad: A Death Slaad's bite drains 1-3 levels of experience unless the victim succeeds at a saving throw vs. spells. When fighting with a sword, a Death Slaad uses nothing less powerful than a Sword of Wounding.

A Death Slaad can travel to any plane at will and can use any of the following powers at will, as a 16th level caster: Astral Projection, ESP, Fear, Darkness 15' Radius, Detect Invisibility, Detect Magic, Invisibility, Advanced Illusion, Cloudkill, Wind Walk, Locate Object, Shape Change (Slaad or human), Flame Strike and Ray of Enfeeblement.

Once per round they can Gate in another Slaad (red, blue, green or gray). Once per day they can use any Symbol or Power Word: Stun, Unholy Word, generate a Sidewinder Fireball Factor 6 (9d6 points of damage, half if a save vs. spell is successful) and use Phantasmal Killer.

Slaad Lord Ygori: Ygori fights with a large sickle with the word "Death" in Slaadi, written on the blade. Those struck must save vs. poison or die instantly. Those that save suffer 6-36 points of damage. The weapon is +5 and made of adamantite. Ygori can strike twice with the weapon in one round and only he and the Slaad Lord Stendam are immune to the sickle's death magic.

Ygori can use the following abilities at will, as a 19th level caster: ESP, Darkness 15' Radius, Symbol of Fear, Detect Magic, Know Alignment, Detect Invisibility, Blink, Sleep, Phantasmal Killer, Advanced Illusion, Symbol of Hopelessness, Flame Strike or Gate in any Slaad but the Lord Stendam.

Once per day Ygori can use Power Word: Kill, any Symbol and Unholy Word. He can use Astral Projection at will. Ygori can control undead as a 13th level cleric and his Steed is an ancient Brass Dragon that is also chaotic neutrally aligned.

Slaad Lord Stendam: Stendam wields his Black Sword in battle. Any victim struck by the sword is affected as if by a Power Word: Stun. His pseudo-pods drain 1-4 levels (half if save vs. magic, rounded down). While alive, he regenerates 3 hit points per round, can Shape Change or Plane Shift at will and has an effective 19 Strength. He can only be damaged by a +3 weapon or better. He may Gate in any other Slaad but the Lord Ygori at will.

Stendam has the following powers usable at will: Fear, Darkness 15' Radius, Blink, ESP, Know Alignment, Dispel Magic (32nd level), Detect Invisibility, Detect Magic, Locate Object, Flame Strike (double power), Ultravision (60' range), Mass Charm, Astral Projection, Symbol of Insanity and Death Spell. Once per day he can use Unholy Word and any Power Word. Once per day he can fulfill another's Wish.



Death Slaad

Slaad Lord	Death	Ygori	Stendam
AKA:	Wanna-be Lords	Lord of Entropy	Lord of the Insane
HACKFACTOR:	128	187	181
EP VALUE:	15,000	28,950	28,695
CLIMATE/TERRAIN:	Limbo	Limbo	Limbo
FREQUENCY:	Very Rare	Unique	Unique
ORGANIZATION:	Group	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Genius (17-18)	Supra-Genius (19)	Supra-Genius (19)
ALIGNMENT:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
NO. APPEARING:	1-2	1	1
SIZE:	M (6' tall)	L	M
MOVEMENT:	9"	18"	16"/19"
PSIONIC ABILITY:	207	379	379
ATTACK/DEFENSE MODES:	All/All	All/All	All/All
MORALE:	Fearless (19)	Fanatic (20)	Resolved (18)
ARMOR CLASS:	-4	-7	-6
NO. OF ATTACKS:	3 or 2	2	3 or 1
DAMAGE/ATTACK:	2-20/3-18/3-18 or by weapons	See text	2-16x3 + energy drain or special
SPECIAL ATTACKS:	See text	See text	See text
SPECIAL DEFENSES:	See text	See text	See text
MAGIC RESISTANCE:	75%	85%	85%
HIT DICE:	15+7	210 hit points (26 Hit Dice)	197 hit points (23 Hit Dice)

HABITAT/SOCIETY: These Slaadi Lords are anxious to bring chaos and disorder to the Prime Material Plane. They have achieved many goals in Limbo, ruling it as much as any being can (i.e. sometimes their direct orders are followed for several minutes after they depart).

Death Slaad: The four Death Slaadi vie for power in the plane of Limbo. Conquering new land is difficult in Limbo, as the land itself shifts from moment to moment. Precisely why these Slaadi are establishing domains is unknown, though it is possible that this is an expression of their hatred for each other. Hate is the one relative constant in the tumultuous minds of these beings. Each Death Slaad commands dozens of lesser slaadi and each attempts to usurp the other as they vie for power and for the favor of the two Slaad Lords.

Slaad Lord Ygori: Ygori seeks to spread anarchy through his minions on the Prime Material Plane. Fortunately, his forces are disorganized, so they rarely obtain lasting victories. It is rumored that Ygori is so powerful, he is secretly afraid of himself.

Slaad Lord Stendam: Stendam is known as the "Lord of the Insane" for good reason, he's completely bonkers. Stendam has been known to appear on the Prime Material Plane, appearing only to mental patients, children and village idiots. His motives are a mystery and the wishes he grants are designed to cause as much chaos as possible on the Prime Material Plane. He often takes the form of a village idiot and soils himself while begging for change. Wily PCs on Garweeze Wurld will be wary of crazy beggars with foul-smelling pants.

ECOLOGY: All these Slaadi are creatures of Limbo. If destroyed on the Prime Material Plane, they re-form in 1-4 days in Limbo. They can only truly be destroyed on their home plane.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

DEATH: Z (x8)

YGORI: P (x4), Z (x20)

STENDAM: A (x20), F (x20)

Other: Theoretically powerful spells, relics and artifacts can be created from the body parts of these creatures, but these theories are not likely to be tested soon.

Slapping Durnkin

DESCRIPTION: Slapping Durnkins resemble short humans with six nipples and no noses. They always wear a thick leather vest with a high, stiff collar. Their hands are twice as large as a human's and secrete a staining black ink.

COMBAT/TACTICS:

Slapping Durnkins are extremely arrogant and will slap anyone that they feel is too "high and mighty" for their station. Victims slapped will be stained with a henna-like ink that lasts for 1-20 days. During this time, the victim's Honor drops by 1 point for every slap. This loss of honor is largely a result of PCs getting defeated by a less than one Hit Die monster. Slapping Durnkins get +6 to hit. They especially like to humiliate knights and anyone with high Honor scores.

Slapping Durnkin

AKA: Honor Pirates

HACKFACTOR: 3

EP VALUE: 35

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 2-12

SIZE: M (4.5' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: -8

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d6-4/1d6-4

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-1



Slapping Durnkin

HABITAT/SOCIETY: Slapping Durnkins are said to be from the undiscovered Kingdom of Durnkinovia. Durnkin society has a rigid caste system and it is considered a grievous offense to deviate from it. The Slapping Durnkins encountered across Garweeze Wurld are outcasts, but still place their honor high above all others.

ECOLOGY: Durnkins may be distantly related to humans. According to sages, they are an honorable race that is so rigid in their thinking their society has not changed in 2,000 years. According to a drunken halfling, Durnkins spontaneously grow from moldy bread.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, K, L, Z

Other: The ink from a Durnkin can be used to stain others even after its death as long as the ink is stored in an airtight container. The ink is sometimes used for tattoos of shame. A single Durnkin body yields 1-3 vials of ink (an entire vial is needed to cover one man-sized creature with tattoos of shame).

Slaz'Stecek

DESCRIPTION: Slaz'Stecks are reptilian humanoids that were once a proud race. Currently reduced to a state of barbarism, they use primitive weapons and armor. Only their preference for the hand crossbow has survived as an indication that these creatures were once technologically superior.

COMBAT/TACTICS: Slaz'Stecks have excellent infravision (120 feet), but bright lights cause them to make a morale check or flee. Their hand crossbows can be fired once per round at a target up to 40 feet away and do 1-4 points of damage. They suffer no range penalties and can fire three times in four rounds.

HABITAT/SOCIETY: Slaz'Stecks have a primitive society ruled by shamans who are actually charlatans with no clerical powers. They are often found in places where they once ruled. Slaz'Stecks live in ancient ruins, sometimes worshipping the statues or monuments there, even though they do not understand the monuments' true meaning.

ECOLOGY: Slaz'Stecks are born from eggs and females are equivalent to the males. Their bloodline was weakened centuries ago, so their birth rate is now quite low. It is rumored that these powerful creatures once commanded technology that could bend time and space. Since most Slaz'Stecek cities are in ruins and are located in the heart of prehistoric jungles full of dinosaurs, sages have been unable to unlock the secret past of these creatures.

Slaz'Stecek
AKA: Slazstoids
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Any Prehistoric Jungles
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-6
SIZE: M (6' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1



Slaz'Stecek

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Their pelts can be made into colorful garments worth 5-50 gp, if the workmanship is excellent.

Treasure: J thru N, Q

Other: Nil

Slime, Green

DESCRIPTION: Green Slime resembles green-colored slime. It is a strange plant that does not move, but instead falls when it senses vibration.

COMBAT/TACTICS: This plant drops on whatever it senses underneath it. It will slowly turn a victim into Green Slime. It can eat through metal quickly, eating through plate mail in 3 melee rounds and lighter armors in less time. It takes one hour to eat through an inch of wood but dissolves flesh upon contact. Green Slime cannot eat through glass. Victims caught without protection by Green Slime will be turned into Slime themselves in 1-4 rounds.

Green Slime can be scraped off quickly (if the scraper is also dis-

Slime, Green
AKA: Dungeon Algae
HACKFACTOR: 0
EP VALUE: 35
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Group
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: S
MOVEMENT: 0"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 9
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Transformation
SPECIAL ATTACKS: Transformation
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Immune to most spells
HIT DICE: 2



Green Slime

carded quickly). A Cure Disease spell will kill Green Slime, but most spells do not affect it at all. Only spells and effects involving fire or cold will harm it, although such attacks also damage the victim.

HABITAT/SOCIETY: Much like wrestling fans, Green Slimes are mindless blobs, wishing only to consume. A Green Slime that is not eating is a very unhappy slime indeed. Their society is extremely exclusive and this may be the reason that all sages who have studied the Slime's society have never returned to fully report the phenomenon.

ECOLOGY: Green Slime grows in the same manner as mildew. After dropping from the ceiling, it consumes its victim, eventually growing back on the ceiling with the additional hit points gained. Contrary to the popular gnomish rumor, Green Slimes do not go away if you just close your eyes.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Green Slime can be transported in glass containers and thrown at creatures.

Slime, Olive

DESCRIPTION: Olive Slime looks very similar to Green Slime, except that the overall color scheme is more drab. Like Green Slime, Olive Slime cannot move on its own accord, but drops down on passers-by in dungeon settings. Slime Hosts are those that have been infected by Olive Slime. Some of these hosts appear relatively normal in the early stages, the slime only noticeable on the back near their spinal column, while in the later stages victims appear to be little more than slime creatures covered in Olive Slime and only vaguely humanoid.

Slime, Olive	Slime	Host
AKA:	Spine Blob	Slime Man
HACKFACTOR:	5	5/8/13
EP VALUE:	450	275/450/1,400
CLIMATE/TERRAIN:	Subterranean	Any Damp
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1-20
SIZE:	S	S/M/L
MOVEMENT:	0"	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Defiant (17)	Fearless (19)
ARMOR CLASS:	9	9
NO. OF ATTACKS:	0	1
DAMAGE/ATTACK:	Nil	1-4 or 2-8 or 4-16
SPECIAL ATTACKS:	Metamorphosis	See text
SPECIAL DEFENSES:	See text	See text
MAGIC RESISTANCE:	See text	See text
HIT DICE:	2+2	3+2/5+2/8+2

COMBAT/TACTICS: Both creatures are harmed by acid, freezing cold, fire or a Cure Disease spell (which kills the Slime and saves the victim). However, other spells will not affect them. Once a victim becomes an Olive Slime Host, a Cure Disease spell will not save the victim or affect the Olive Slime.

Olive Slime: Olive Slime is sensitive to vibrations and heat and will drop on a victim. The victim must save vs. poison or he will fail to



Olive Slime Host

notice the Olive Slime. The rest of his group has a collective 50% chance of noticing it, though this can be modified with magic.

Once on a host, the parasitic Slime extends tendrils into the body to draw out its liquid nutrients. Slowly, the host begins to change. He will eat double the normal rate and do everything in his power to protect the slime. If the victim cannot get enough food he wastes away at the rate of 10% of his total maximum hit points per day. After 7-12 days, the victim begins to metamorphose into a Slime Host.

Olive Slime Host: A Slime Host will fight with its arms, inflicting damage depending on its size (1-4 points of damage for a small or tiny Host, 2-8 for man-sized and 4-16 for large or larger). Each hit has a 10% chance of infecting another victim. These Hosts have a limited telepathy with each other in a 20-foot radius and use this to lay traps for new victims. Slime Hosts have an animal cunning that allows them to learn from their mistakes.

HABITAT/SOCIETY: For some unknown reason, spells that normally affect plants do not affect Olive Slime or Slime Hosts. These creatures exist only to reproduce and survive. Olive Slime and Slime Host can subsist on any organic material.

ECOLOGY: If a Green Slime and an Olive Slime come into contact with one another, they cancel each other out, becoming an inert brownish goo. Experiments combining Olive Slime with Black Pudding and other colorful blobs, greases, slimes, oozes and jellies have been halted (or at least a large number of scholars researching these strange phenomena have failed to report in some time).

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Sadistic PCs who wish to purposely infect victims with Olive Slime can carry the substance safely in a sealed glass or ceramic container. Assassins have been known to purchase Olive Slime for 100 gp.

Slithering Slasher

DESCRIPTION: Slithering Slashers are related to snakes and are most like the cobra in behavior and temper. They have two bony, sharp protrusions on their mouth. Their long, sinewy bodies are covered with a random number of barbed spikes (2d6 for each foot in length), giving the Slithering Slasher its name.

COMBAT/TACTICS: A Slithering Slasher's poison spit can be delivered up to 20 feet away, but is only deadly when spit into open wounds. If the spit gets into an open wound, the victim must save vs. poison or immediately die. If the spit hits an area that is not wounded, the victim must save vs. poison or become nauseated for 2-12 turns, suffering -2 on all to-hit rolls and -1 to damage rolls.

When the Slithering Slasher attacks, it swings its head from side to side to confuse its opponent. On a natural 20, roll an attack against a second victim within five feet, as the Slasher launches its coiled body. (This effect supercedes the critical hits tables in the GMG.) Once a victim begins to bleed from wounds caused by the barbed spikes, the snake retreats to a position ten feet away and spits poison. Each round,

there is a 25% chance a Slasher will parry any melee attack with its barbed spikes in lieu of its normal spitting attack.

HABITAT/SOCIETY: Slithering Slashers act like other snakes. They are ruthless carnivores that will do anything to survive. They have quite a nasty disposition and have been known to attack people walking by "just because".

ECOLOGY: Like most reptiles, Slithering Slashers hatch from eggs, though Slasher eggs come to a point at one end. Snake charmers rarely use them, as they are prone to poking holes in the baskets. More information on these snakes is said to be available in rare tomes located in the in the inner sanctum of the Circle of Sequestered Magicks.

Slithering Slasher

AKA: Saber Rattler

HACKFACTOR: 5

EP VALUE: 270

CLIMATE/TERRAIN: Temperate to Desert

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: S (3' to 6' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 1 or 1

DAMAGE/ATTACK: 2-8 or poison spit

SPECIAL ATTACKS: Poison spit

SPECIAL DEFENSES: Parry

MAGIC RESISTANCE: Standard

HIT DICE: 2+4

YIELD:

Medicinal: Slashers are edible, but their bones are sharp - 10% chance an eater will cut his tongue for 1 point of damage.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: The horns behind the Slasher's head can be mounted together to make a single dagger. This dagger can be enchanted into a Dagger of Speed, a +2 weapon with a speed factor of -5.



Slithering Slasher

Slithering Tracker

DESCRIPTION: Slithering Trackers are transparent slugs that are almost impossible to see. They may be related to Gelatinous Cubes.

COMBAT/TACTICS: Slithering Trackers will only be noticed 5% of the time. When encountered, it will usually (90% chance) bide its time before attacking. It will choose a random victim, then track the target to where the creature sleeps. It can flow through cracks as small as half an inch wide. The Slithering Tracker attacks by touching exposed skin and the victim must save vs. paralyzation or be paralyzed for one to two hours. If the paralyzation is successful, the tracker spends the next sixty minutes leeching out the victim's plasma. At the end of that time, the victim dies.

HABITAT/SOCIETY: Unlike Gelatinous Cubes, Slithering Trackers are very clever. If a target is "too exposed" when it sleeps and the Tracker is likely to be discovered, it may change its target. Trackers are not discriminating when it comes to plasma, so it would just as soon attack a horse or a pet as a person.

ECOLOGY: Slithering Trackers evolved in the subterranean tunnels that crisscross the lands of Garweeze World just beneath the surface. It is

Slithering Tracker

AKA:	Dungeon Jellyfish
HACKFACTOR:	9
EP VALUE:	270
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
ALIGNMENT:	Neutral
NO. APPEARING:	1
SIZE:	S (2.5' long)
MOVEMENT:	12"
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Defiant (17)
ARMOR CLASS:	5
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Paralyzation
SPECIAL DEFENSES:	Transparency
MAGIC RESISTANCE:	Standard
HIT DICE:	5

for this reason that many travelers sleep with tiny bells tied to the entrances of their tents. The bells act as an alarm system, waking potential victims.

YIELD:

Medicinal: Slithering Trackers can be used to make a balm that can cure any type of paralyzation in 2-12 rounds.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C (incidental)

Other: Nil

Sloggoblin

	Lesser	Greater
AKA:	Hominid-Grouchus	Slobbies
HACKFACTOR:	1	3
EP VALUE:	35	120
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribal	Tribal
ACTIVITY CYCLE:	Night/Darkness	Night/Darkness
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low to Very (5-12)	Low to Very (5-12)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	20-200	10-120
SIZE:	S (3.5' tall)	M (4' to 6' tall)
MOVEMENT:	9"	12"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Foolhardy (16)
ARMOR CLASS:	6	4
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon -1	By weapon
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Immune to disease	Immune to disease
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+2	3+1

Sloggoblin

DESCRIPTION: Sloggoblins look like Goblins, except they are covered in a truly extraordinary amount of filth. Greater Sloggoblins are slightly taller and stronger, but otherwise look the same. Sloggoblins wear makeshift armor and fight with used weapons. Like other humanoids, they detest sunlight and will rarely be encountered on the surface during the day.

COMBAT/TACTICS: All Sloggoblin weapons are poorly kept and suffer -1 to damage. Sloggoblins of both types are immune to disease and attacks involving stench, such as Stinking Cloud or the repulsive odor of a Ghost.

Lesser Sloggoblins: Lesser Sloggoblins are disorderly, loud and odiferous, so they can only surprise opponents 1 in 10 times. Sub-leaders (maximum hit points) often squabble amongst each other, especially over who gets the booty once an enemy is felled. There is one sub-leader for every 2-8 Sloggoblins. Sloggoblins do not build many traps, but rely on the horrible stench of their lair for security. 90% of Sloggoblin weapons are clubs, the rest are maces and morning stars, wielded by the leaders and sub-leaders. Lesser Sloggoblin leaders are equal to Greater Sloggoblins. There is one leader for every 50 Lesser Sloggoblins. Ruling over a band of Slobs is likely to degenerate into violent arguments, since they rarely attack foes as commanded.



Slithering Tracker



Slobgoblins

Greater Slobgoblins: Greater Slobgoblins are slightly better equipped and slightly smarter. These Slobgoblins wield weapons that do at least 1d8-1 points of damage against man-sized creatures, 90% are long swords. Although internal arguments are still frequent, most of these creatures know to wait until a more appropriate time and place than the battlefield to air their dirty laundry. Greater Slobgoblins are more ambitious and often concoct plots that involve tunneling into caches of gold from under a city's sewers. They are expert miners.

HABITAT/SOCIETY: Slobgoblins of both types are considered "lesser" races by other humanoids. Hobgoblins will have nothing to do with them, but some of the other races use them as expendable troops in raids against human settlements.

Some Slobgoblin tribes are nomadic, wandering from city to city, setting up shop in a sewer for a short time and raiding buildings at night. Females are equivalent to males in Strength, size and number. The young constitute about half the total population.

ECOLOGY: Slobgoblins were once Goblins that were forced to live in the sewers of an abandoned city that was taken over by an army of humanoids. Over the years, many of the Goblins died of disease, but those that survived learned to live in filth, becoming stronger and creating the Slobgoblin race.

Slobgoblins have no sense of smell, so lighting their lairs on fire is likely to kill them unless one happens to see the flames or smoke, since they will not be warned of the fire by the odor of smoke.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: LESSER: J, K, L (individual), U, Z (in lair)

GREATER: J thru N, Q (individual), B (in lair)

Other: Nil

Sloth	Greater Mossback	Prehistoric
AKA:	Clawed Ape	Greater Clawed Ape
HACKFACTOR:	10	6
EP VALUE:	420	975
CLIMATE/TERRAIN:	Temperate Land	Temperate Land
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Family	Family
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1-4
SIZE:	M (7' tall)	L (11' tall)
MOVEMENT:	3"	6"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Resolved (18)
ARMOR CLASS:	4	5
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-16/2-16	3-24/3-24
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Need magic weapons to hit	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	6	10

Sloth

DESCRIPTION: While most sloths are gentle, non-violent creatures, two sub-species of Sloth roam the lands terrorizing innocent (and guilty) travelers with their mean streaks and long claws. The Greater Mossback Sloth is a man-sized creature with a mossy outer covering and long, very sharp claws that glisten in the light. Prehistoric Sloths are enormous sloths that once commonly roamed Garweeze Wurd.

COMBAT/TACTICS: **Greater Mossback Sloth:** Although slow moving, these creatures are extremely patient and will sit in trees for hours until prey wanders by. What they lack in speed they compensate for with their



Greater Mossback Sloth



Prehistoric Sloth

ability to rend flesh with great effectiveness. The Greater Mossback has also adapted to the magic-rich environment of Garweeze Wurld and developed a natural, mossy defense against all non-magical weapons.

Prehistoric Sloths: These ancient sloths are bigger and more aggressive. Although they supplement their diet with plants, they prefer the taste of fresh meat. Prehistoric Sloths move with a lumbering gait and are 20% likely to knock over small trees while pursuing hapless prey.

HABITAT/SOCIETY: Sloths are lazy animals, but very family oriented. All encounters with two or more sloths will be with a mated pair and young that are 10-80% grown. Greater Mossback Sloths prefer to make their lair in trees, while Prehistoric Sloths enjoy dark, dank caves littered with bones. Sloths do not value treasure, even solid gold ottomans.

ECOLOGY: Sloths get their name from Frettryck of Sloth, the first sage to study and catalogue the beasts. Frettryck's work, although unfinished, was rumored to contain secrets for which kings would kill.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: A Greater Mossback's hide can be woven into a cloak that is suitable for enchantment as a Cloak of Protection.

Treasure: Incidental

Other: Nil

Slug, Giant

DESCRIPTION: Giant Slugs are giant mutations of garden slugs. Their mouth parts can easily chew through flesh, plants and screaming gnomes. Most are pale gray with pale, bone-white underbellies.

COMBAT/TACTICS: Giant Slugs bite for 1-12 points of damage, but they much prefer to spit acid. The spray of acid splashes in a 10-foot radius, inflicting 4-32 points of damage (half if save vs. breath weapon) and any organic items must also save vs. acid (whether their possessor

successfully saves versus breath weapon or not).

Giant Slugs can spit acid every round, but they are not very accurate. The first shot has a base 90% chance of hitting a target within 30 feet, and this chance is reduced by 10% for each additional 30 feet. If the spit misses, it will impact 10 feet away in a random direction. Giant Slugs are immune to their own acid.

Giant Slugs can batter down doors and wooden buildings. They have no bones and can squeeze through small crevices. The tongue allows the Slug to burrow through one foot of earth or six inches of wood per round. They are immune to crushing damage and blunt weapons.

HABITAT/SOCIETY: Giant Slugs can be found in any wet, dark environment. They are solitary and speak no language. Giant Slugs are barely sentient. When alone, they sometimes forget that they are not inanimate objects.

Giant Slugs are the epitome of stupidity, joking about them at local pubs has become a favorite activity. The annual, roving "Your Giant Slug is so stupid..." Contest attracts an array of gnomes and bards from every corner of Garweeze Wurld each year.

Slug, Giant

AKA: Doom Snail

HACKFACTOR: 45

EP VALUE: 5,000

CLIMATE/TERRAIN: Wet Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H to G (25' to 50' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-12

SPECIAL ATTACKS: Acid spit

SPECIAL DEFENSES: Immune to crushing weapons

MAGIC RESISTANCE: Standard

HIT DICE: 12



Giant Slug

ECOLOGY: Normal slugs die when their skin is exposed to salt. Giant Slugs, however, become incredibly annoyed when sprinkled with salt and will attempt to eat the one who sprinkled them. It would require approximately three cubic feet of salt for every Hit Die of the Giant Slug to actually kill it.

Common ale is said to make slugs drunk, but Giant Slugs can thrive on the stuff – replenishing their acid reserves.

Snake	Amphisbaena	Constrictor	Constrictor, Giant	Heway	Humongous
AKA:	Reptilius-Gemini	Squeeze Serpent	Gargantuan Squeezer	About 15 lbs.	Reptilius-Megalum
HACKFACTOR:	13	4	8	2	23
EP VALUE:	650, 1400 (elder)	175, 420 (elder)	650, 1400 (elder)	175, 420 (elder)	8000, 9000 (elder)
CLIMATE/TERRAIN:	Any Temperate	Any Warm	Any Warm	Desert Oases	Any Warm
FREQUENCY:	Very Rare	Uncommon	Uncommon	Uncommon	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Low (5-7)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-3	1-2	1-2	1-2	1
SIZE:	M (13' long)	M (10' to 20' long)	L (30'+ long)	M (12' long)	G (180'+ long)
MOVEMENT:	12"	9"	9"	12", 6" Swim	15"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Unsteady (8)	Average (11)	Timid (6)	Daring (15)
ARMOR CLASS:	3	6	5	7	5
NO. OF ATTACKS:	2	2	2	1	2
DAMAGE/ATTACK:	1d4-1/1d4-1	1/1d4-1	1-4/2-8	1d4-1	1-8/2-20
SPECIAL ATTACKS:	Poison	Constrict	Constrict	Poison/Charm	Constrict/Charm
SPECIAL DEFENSES:	Immune to cold	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	6	3+2	6+1	1+3	16

YIELD:

Medicinal: Giant Slugs cannot be eaten because their flesh will not cook, only shrivel and dry into a husk.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Snake

DESCRIPTION: Snakes are long, slender reptiles without legs that are found nearly everywhere. They are carnivores and like to swallow their prey whole. The two basic types of snakes are venomous and constrictors. Venomous snakes tend to be smaller, but their poison is deadly. Constrictor snakes are large creatures that squeeze their prey to death. In general, snakes have light colored underbellies and scales that match their environment. They shed their skin several times each year.

COMBAT/TACTICS: All snakes fear fire and will retreat from open flames, lit torches that are swung vigorously and panicky dwarves running about with beards aflame. If a snake sees any of these three things, it suffers -6 on morale checks.

Amphisbaena Snake: These snakes have heads at both ends, each with poisonous fangs. The creature can move by grasping its necks with the opposite head, stiffening its body into a circle and rolling like a hoop. Both heads can attack different targets. Victims struck must save vs. poison or die instantly. Amphisbaena are immune to cold attacks.

Constrictor Snake: These snakes hide in the branches of trees and slowly lower themselves onto prey or drop suddenly on victims. Once they strike successfully, the victim suffers damage automatically each round until freed. A successful Dexterity check indicates that both of the victim's arms are free. Constricted bipeds can attempt escape by making an open doors roll with a -1 penalty. Anyone attempting to free the captive by hacking at the snake is hampered by a 20% chance of striking the victim instead of the reptile.

Common Constrictor Snakes are anacondas, boas and pythons. Some are known as bird charmers and can mesmerize their prey by swaying slowly and steadily, while staring down their victims. Creatures of animal Intelligence or less must save vs. paralyzation or become paralyzed for as long as the snake sways and for 2-12 rounds after.

Giant Constrictor Snake: These snakes are the same as normal constrictors, only larger. A combined Strength of 60 is needed to pull a victim out of its coils. While normal constrictors tend to stick with prey of size S or smaller, Giant Constrictors have been known to swallow small giants and Ogres.



Snake: Amphisbaena

Snake	Venomous	Venomous, Giant	Sea, Giant	Snow Serpent	Spitting Serpent
AKA:	Reptilius-Venomae	Reptilius-Bigfangus	Ocean Viper	Ice Snake	Reptilius-Hockaloogius
HACKFACTOR:	2	7	14	19	5
EP VALUE:	175, 420 (elder)	420, 975 (elder)	3000, 5000 (elder)	4000, 5000 (elder)	650, 1400 (elder)
CLIMATE/TERRAIN:	Any Land	Any Land	Tropical Waters	Arctic Land	Tropical Land
FREQUENCY:	Uncommon	Uncommon	Uncommon	Very Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-6	1-8	1-2	1-4
SIZE:	S (5' long)	M (12' long)	G (50'+ long)	G (100'+ long)	M (8' long)
MOVEMENT:	15"	15"	12", 12" Swim	6"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Half-hearted (9)	Average (11)	Confident (12)	Average (11)
ARMOR CLASS:	6	5	5	6	5
NO. OF ATTACKS:	1	1	2	2	2
DAMAGE/ATTACK:	1	1d4-1	1-6/3-18	1-4/2-20	1d4-1
SPECIAL ATTACKS:	Poison	Poison	Poison/Constrict	Constrict	Poison spit
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	2+1	4+2	10	14	4+2

Heway Snake: These intelligent snakes have slimy, poisonous skins. After swimming in a body of water and releasing its poison, the Heway Snake hides nearby and waits for prey. Creatures drinking the water must save vs. poison at +2 or lose 30 hit points in 3-18 minutes and be paralyzed for 1-6 hours. Those who make their saving throw suffer 15 points of damage. Even surviving creatures often die of dehydration. Heway poison must be ingested to be effective. These snakes are true yellow-bellied cowards and will avoid combat if outnumbered.

Heways have a hypnotic stare. Any creature failing a save vs. spell against the stare will willingly follow the snake back to its lair. If the victim has a cooking skill, he is 30% likely to baste himself in tasty



Snake: Snow Serpent

spices for the snake. If the victim is too large to swallow, the snake will leave the creature, who will continue to stare into space for 1-6 hours.

Humongous Snake: These Snakes are huge constrictors powerful enough to crush guard towers. Humongous Snakes have been known to swallow dragons, giants, galley class ships, Rocs, mutant llamas, medium-sized keeps, small islands, whales, sloths, freakishly huge pigs and even rare white mice

with their own gravitational pull. Humongous Snakes have a charm power that only works on opponents size L or larger. If a Humongous Snake can find a tree large enough to support its massive bulk, it can drop out of the tree onto victims. Any creature of size L or smaller will take 4-40 points of crushing damage from such an attack.

Venomous Snake: Venomous snakes have a poisonous bite delivered through their needle-like fangs. To determine the effect of a snake's venom, roll on the Snake Venom Table on this page.

Varieties of venomous snakes include the asp, cobra, copperhead, coral snake, krait, mamba, puff adder, rattlesnake, sidewinder, black adder, sock cobra, asp of doom and crotch adder. Some venomous snakes hunt at night and track warm-blooded prey by body heat. They have the equivalent of 30-foot infravision. Black mambas are the fastest known snakes and can move at 30" across open ground.

Giant Venomous Snake: Giant Venomous Snakes are enormous varieties of Venomous Snakes. Their poison causes death in one round if the victim fails a save vs. poison and some snakes still cause 3-18 points of damage to those who make their saving throw. Giant cobras can

Snake Venom Table

Roll	Modifier	To Save	Damage*	Per	Effect Time**
1-4	+3		Debilitating for 2-8 days	—	1-4 turns
5-6	+2		Death	—	2-5 rounds
7-11	+1		1d4-2 points	round	2-12 rounds
12-14	None		1d4-1 points	round	1-6 rounds
15-16	-1		Debilitating for 1-4 days	—	2-8 rounds
17-18	-2		Debilitating for 1-12 days	—	1-4 rounds
19	-3		Death	—	1 round
20	-4		Death plus 1-6 points	—	Instantaneous

* A successful save vs. poison results in no damage. Note that characters only get one saving throw vs. each poisonous bite.

** For most of these poisons, this indicates how long it takes for the effects to work through the character's system. For poisons that do damage per round, this indicates for how many rounds the damage applies.

mesmerize prey just like bird charmers. They can eat an entire goat or a demi-human up to the size of a halfling or gnome. Some varieties of Giant Weasels hunt these creatures – giants who live in tropical regions consider them a delicacy.

Giant Sea Snake: Found in tropical waters and well-heated dungeon pools, the Giant Sea Snake is poisonous and can also constrict as a land-based Giant Constrictor. It will constrict small ships and can crush them in 10 rounds, though they only attack ships when they are very hungry (20% chance). Their bite kills in 1-4 rounds unless a save vs. poison is made. During mating rituals and seasonal migrations, Giant Sea Snakes gather in great floating masses of hundreds and thousands of snakes, often 100 yards across and 30 miles long.

Snow Serpent: Snow Serpents are Giant Constrictor snakes that have adapted to life in the arctic. They are covered with fur and reach lengths of 100 feet. They lie in wait beneath snow banks and then attempt to surprise prey. Those wrapped in the coils of a Snow Serpent are helpless and will be bitten for 2-20 points of damage per round. Snow Serpents have been known to swallow polar bears as snacks.

Spitting Snake: Spitting Snakes spit their venom at a single target within 30 feet. Their poison is identical to that of venomous snakes. Their spittle also blinds victims that fail a save vs. poison. The blindness wears off in 2-12 hours.

HABITAT/SOCIETY: Snakes are solitary carnivores, but it is not unusual to find a small clutch of the reptiles in the same hunting area. They will feed on each other under dire circumstances and sometimes even share the same lairs. Certain snakes have adapted to life in the trees or have lived an inordinately long time. These snakes are known as:

Elder Snakes: Elders are snakes that have gained an Intelligence of 2-7 over their years of experience. They gain one additional Hit Die and the ability to speak the prevailing local language, albeit with a lisp. Elder Snakes sound like sissies, but they are not. All saves against an Elder Snake's venom are made at -4 and death comes to those who fail the save in 1-4 rounds. They suffer no morale modifiers against flame and are likely to collect treasure for their lair.

Elder Snakes can hypnotize people as well as animals. There are rumors of a Grand Snakemaster, an immortal snake of enormous size with double Hit Dice and a hypnotizing power that forces anyone to save at -4. It is said that one who eats the shed skin of the Grand Snakemaster gains its knowledge. It is also rumored to have healing powers and an AC of 3. Whether or not this Grand Snakemaster exists is truly speculation. If it does exist, it gains +2 on initiative rolls.

ECOLOGY: Snakes are born from eggs and can thrive on their own from birth. Different cultures of all sorts view the snake as a food source, a pet, a source of evil, a source of good or a good source of poison. Much like cats, snakes enjoy the pain of others.

YIELD:

Medicinal: Snake meat is edible and delicious. Giant Snake meat goes for 1 gp per pound on the open market.

Spell Components: Snake parts are material components in various snake-related spells.

Hide/Trophy Items: The hides of Giant Constrictor snakes are excellent for making hide armor that can be enchanted up to +8. Snow Serpent hide makes excellent winter clothing and hide armor. The hide can be sold for 20-80 gp, depending on the rarity of the snake and the condition of its skin.

Treasure: Nil (except Elder Snakes, who have Type W)

Other: Snake venom can be sold on the black market (depending upon the alignment of the culture) for 10 to 1,000 gp per vial, according to its potency. Snake venom should be stored in airtight containers. Snake handlers can harvest 1-3 vials per normal snake and 3-12 vials per giant snake. Subtract the number of bites from that total, as each vial contains one dose. Captured normal snakes go for 10-60 gp each depending on their age, temperament and poisonousness.

Snake, Boalisk

DESCRIPTION: This tropical snake is similar to the boa in many respects, though it is larger. Its uniformly green scales exude a foul smell.

COMBAT/TACTICS: Besides biting and constricting prey, the Boalisk has a gaze attack. If the Boalisk gains surprise (3 in 10), the victim has met its gaze and gets no saving throw. Those failing a saving throw vs. petrification (or getting none) immediately become infected with a rotting disease. Characters can avoid the gaze by closing their eyes, but will suffer normal penalties for fighting blind while in melee with the creature.

Boalisks attempt to envelop opponents so they can squeeze them for 2-9 points of damage each round. They cannot constrict more than one opponent at a time. Victims who succeed at a bend bars/lift gates check can overcome this damage, but two consecutive successful checks are needed to escape the Boalisk's grasp. A successful Dexterity check indicates that the victim's arms are free.

Snake, Boalisk

AKA: Reptilius-Leprosyus

HACKFACTOR: 9

EP VALUE: 420

CLIMATE/TERRAIN: Tropical

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: L (up to 20' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4-1/2-7

SPECIAL ATTACKS: Gaze, constriction

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5+1



Boalisk Snake

HABITAT/SOCIETY: In tropical climes, constrictors will be encountered with Boalisks 25% of the time. A Boalisk lair will be surrounded by the rotting corpses of victims, as they enjoy the flavor of "aged" meat.

ECOLOGY: Boalisks are immune to their own gaze and the rotting disease that they cause. Two to eight leathery Boalisk eggs can be found near the lair 20% of the time. Young Boalisks are small (1 Hit Die) and do no damage against creatures taller than 12 inches but can use their gaze attack (though the victim receives a +4 bonus to saves).

A Boalisk, if raised from an egg, can be domesticated by a patient owner. Said owner, over several years, becomes immune to that particular Boalisk's gaze and gains +4 to save against the gaze power of others of its ilk.

YIELD:

Medicinal: Anyone consuming the meat of a Boalisk will be immune to the gaze of a Boalisk for two weeks and gain +1 to their saves thereafter.

Spell Components: Boalisk eyes are useful for Cause Disease spells. Adding it as a material component reduces the victim's saving throw by 4 with only a 5% chance of spell mishap.

Hide/Trophy Items: The skin of a Boalisk is excellent for binding magical tomes.

Treasure: Nil

Other: Boalisk eggs are worth 100-400 gp. Certain evil clerics may pay double this amount.

Snake Man

DESCRIPTION: Snake Men look like large snakes with arms and slightly humanized faces. They use their hands to carry weapons and sometimes shields. Snake Men are amazing climbers.

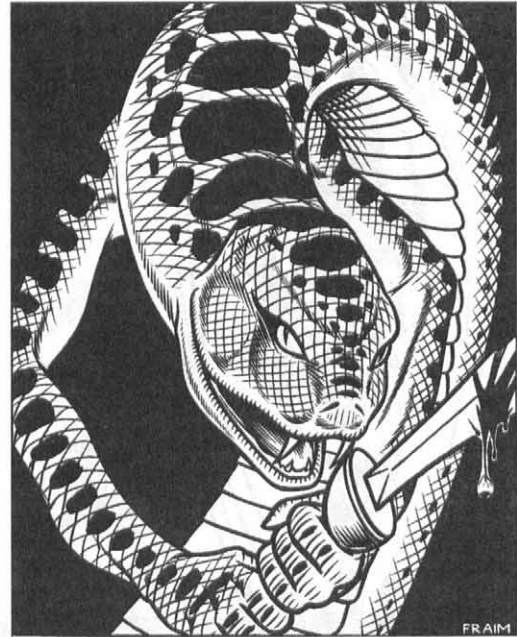
COMBAT/TACTICS: Snake Men fight with weapons, usually swords and sometimes magic items. They can attack with their weapons and bite in the same round. Their bite causes victims to save vs. poison or come down with a lycanthrope-like affliction that starts in 2-5 days and lasts for 8-16 days, ending with the creature becoming a Snake Man himself.

HABITAT/SOCIETY: Snake Men are lackeys and henchmen to Spirit Nagas and other evil, snake-like beings. They prefer magic items that are usable by fighters. Contrary to the popular human rumor, eating the Snake Man will not protect you from the transformation.

ECOLOGY: Snake Men are not natural creatures and they only reproduce through their bite. Snake Men are a creation of a now-dead snake

Snake Man

AKA: Were-Snake
HACKFACTOR: 5
EP VALUE: 270-420
CLIMATE/TERRAIN: Any Tropical Land
FREQUENCY: Uncommon
ORGANIZATION: Swarm
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low to Very (5-12)
ALIGNMENT: Chaotic (evil)
NO. APPEARING: 3-12
SIZE: M (6' long)
MOVEMENT: 9", 18" Climb
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 5 or better
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon and 1d4-1 (bite)
SPECIAL ATTACKS: Transforming bite
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3 to 4



Snake Man

gawd. This affliction was once punishment for servants who failed to carry out the gawd's commands. To stop the process of transformation, a victim needs a Cure Disease spell before the end of the 8-16 days.

YIELD:

Medicinal: Eating Snake Men meat automatically afflicts the eater with the Snake Man's lycanthrope-like curse.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: B for each group (magic items only)

Other: Nil

Snapper-Saw

DESCRIPTION: Snapper-Saws are low-growing shrubs with tough leaves shaped like sinewy ribs that radiate five to seven feet from the central plant. The bushy center hides 3-6 stalks with "traps" that snap shut on any PCs foolish enough to step on them. Snapper-Saws are green and dark green, with purple stalks.

COMBAT/TACTICS: The trapping is automatic if the hit is successful and the victim will be subject to 3-6 (1d4+2) attacks. Victims have a chance to pull free equal to their Strength times 5%. The leaves can withstand 9-16 points of damage and stalks 17-24, apart from the total hit points of the plant. Unless the central plant is killed, the

Snapper-Saw

AKA: Forester's Bane
HACKFACTOR: 9
EP VALUE: 270
CLIMATE/TERRAIN: Temperate
FREQUENCY: Very Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-2
SIZE: L (5' to 7' around)
MOVEMENT: Nil
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 4 (stalks), 7 (leaves), 9 (bush)
NO. OF ATTACKS: 3 to 6
DAMAGE/ATTACK: 2-5
SPECIAL ATTACKS: Traps
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5 (see text)



Snapper-Saw

stalks and leaves grow back in two to eight weeks, sharper than before and ready to trap a new victim.

HABITAT/SOCIETY: Snapper-Saws are a gardener's worst nightmare. The Snapper-Saw is a nasty weed that makes picking tomatoes extraordinarily difficult. Evil magic-user apprentices sometimes sell disguised Snapper-Saw seeds door to door.

ECOLOGY: Snapper-Saws do not grow well without sunlight. Their traps can only be triggered with at least 30 pounds of weight, so they make excellent guards in sylvan forests that mainly contain fairies.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Those with the set snares skill can make a snare that does 2-5 points of damage to victims using the leaves of a Snapper-Saw.

Snarl Beast

DESCRIPTION: Snarl Beasts are lion-like creatures with sharp horns and an incredibly developed upper body. They are five feet high at the shoulder and can tear a man in half with their bare forepaws.

COMBAT/TACTICS: A Snarl Beast's snarl paralyzes any creature below 1 Hit Die with Fear (as the spell), but those between 1 and 4 Hit Dice are allowed a saving throw vs. paralyzation. The Snarl Beast then leaps into the midst of its opponents, trying to strike as many foes as possible. If it does not draw blood in three rounds, it becomes confused (make a morale check). If the morale check fails, it retreats to its lair. Otherwise, it will fight until death and beyond: Snarl Beasts can fight up to -7 hit points before collapsing.

HABITAT/SOCIETY: Snarl Beasts only get together to mate. If there are two beasts in close proximity to one another, there is a 10% chance of one or two young at 10%-50% strength. Snarl Beasts fight to the death to protect their young.

These creatures drag prey back to their lair to feast – so these lairs will be strewn with items from former victims. Weapons and armor will be bent (the beasts like to pick their teeth) unless magical.

ECOLOGY: Snarl Beasts are a horrific result of evolution. Their strength is legendary, as is their viciousness. Snarl Beast trophies are considered great prizes by monster hunters everywhere. Snarl Beasts enjoy causing pain. Domestic cats dream of being Snarl Beasts.

Snarl Beast

AKA: Lion Fiend

HACKFACTOR: 12

EP VALUE: 3,000

CLIMATE/TERRAIN: Savannah

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: L (5' high at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 4

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 2-8/2-8/3-12/
2-7/2-7

SPECIAL ATTACKS: Paralyzing snarl

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 10

YIELD:

Medicinal: Snarl Beast meat is too tough to eat.

Spell Components: Nil

Hide/Trophy Items: Snarl Beast hide is perfect to make magic cloaks.

Treasure: D, E

Other: Snarl Beast horns can be carved into a variety of items, all of which are suitable for enchantment. Any item up to the size of a long sword can be carved from them. Snarl Beast heart can to make Potions of Heroism or Super-Heroism. Snarl Beast corpses go for 1000-8000 gp on the open market.



Snarl Beast

Snatcher, Map

DESCRIPTION: Created by the gawds of chaos, these creatures resemble two-foot high drow elves. They are always impeccably dressed in tight, form fitting clothes that allow them to run quickly. Map Snatchers are armed with short swords that are equal to daggers.

COMBAT/TACTICS: Besides their weapons, Map Snatchers can attack in a variety of ways. Its most devastating attack, however, is to steal a PC party's map in the middle of a dungeon crawl, leaving them stranded in the darkness. Map Snatchers can become invisible at will and move silently at 100%. They may follow a party for hours before stealing the map.

Additionally, these creatures are highly magic resistant. If a Map Snatcher makes its magic resistance against a spell that targets it, roll against its magic resistance a second time. If this roll succeeds, the spell rebounds against the caster. To make matters worse, the creature can cast a Maze spell and a Misdirection spell once per day. 50% are armed with magic items of an offensive nature.

Snatcher, Map

AKA: Cartographer's Bane
HACKFACTOR: 4
EP VALUE: 270
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Any Darkness
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-4
SIZE: S (2' tall)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Unreliable (5)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Snatching, spells
SPECIAL DEFENSES: Invisibility, stealth
MAGIC RESISTANCE: 45% (reflective, see text)
HIT DICE: 1-1

HABITAT/SOCIETY: Map Snatchers use their abilities to steal maps from PC parties – then sell them to the highest bidder. This explains why there are so many incomplete maps floating around Garweeze World. A Map Snatcher often has ties to a local thieves' guild and/or the evil creature responsible for the dungeon crawl in the first place.

Minotaurs hate Map Snatchers and will attack them on sight. Map Snatchers try to avoid dungeon crawls with a large population of these bovine bipeds.

ECOLOGY: These imps work together in small groups and it is unknown if or how they reproduce. Sages theorize that Map Snatchers have loose ties to the Realm of Faerie – if there is a pixie-fairy in a PC party, the creature is 50% likely to bargain for the return of the map. If the pixie-fairy is of the opposite sex, the chance increases to 85%, as most Map Snatchers have spent far too long alone in dungeons.

YIELD:

Medicinal: Nil

Spell Components: The pointy little tail of a Map Snatcher can be used in a Maze spell. This adds a material component and doubles the casting time, but increases the duration by 50%.

Hide/Trophy Items: Nil

Treasure: 50% chance of 1-2 offensive magic items, J thru Q

Other: The skull of a Map Snatcher can be used in the creation of a Ring of Spell Turning.

Snow Beast

DESCRIPTION: A Snow Beast is a large humanoid creature with white fur, sharp claws and horns. These creatures have muscular arms and legs used to travel and hunt in arctic climes. They do not have corncob pipes, button noses nor two eyes made out of coal.

COMBAT/TACTICS: Snow Beasts wait until prey happens by, then pounce upon it with terrible ferocity. They can blend in with any snow bank, surprising targets 5 times in 10, so long as they can hide in a snow bank beforehand. Snow Beasts are immune to cold attacks and have an excellent sense of smell.

Snow Beasts cannot necessarily see invisible creatures, though they can automatically see other creatures hiding against the snow and are immune to snow blindness.

Snow beasts typically have a 19 Strength which gives their claw attacks +3 to hit and +7 to damage.

HABITAT/SOCIETY: Snow Beasts are carnivores that hunt in frozen wastes. They will attack any living creature if hungry enough. Snow



Map Snatcher

Snow Beast

AKA: Hominid-Frostius-Wampus
HACKFACTOR: 12
EP VALUE: 420
CLIMATE/TERRAIN: Any Arctic
FREQUENCY: Rare
ORGANIZATION: Family
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-3
SIZE: H (13'+ tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4+7/1-4+7/2-8
SPECIAL ATTACKS: Surprise 5 in 10
SPECIAL DEFENSES: Immune to cold
MAGIC RESISTANCE: Standard
HIT DICE: 7



Snow Beast

Beasts are always hungry enough. Snow beasts who are not solitary can be encountered in small family units of two (a mated pair) or three (a mated pair with one offspring). Snow Beasts like to "cure" their meals, letting unconscious or dead victims hang upside down in their cave for 2-12 hours before eating.

ECOLOGY: Sages theorize that Snow Beasts are descendent from a common ancestor with Snow Monkeys and may be an advanced form of that primate. No one is quite sure how their enormous size and sharp horns came into the picture.

YIELD:

Medicinal: Powdered Snow Beast horn is said to cure headaches caused by eating ice cream too quickly.

Spell Components: Nil

Hide/Trophy Items: Snow Beast pelts can be made into winter clothing that is suitable for enchantment.

Treasure: Incidental

Other: Snow Beast pelts are quite warm and are worth 30 gp each.

Snow Strider

DESCRIPTION: Snow Striders are large, smelly beasts, distantly related to the yak. They have dirty white fur, huge clawed feet and two sharp but stubby horns on top of their heavy heads. Snow Striders are very bad-tempered and will charge any moving target on sight.

COMBAT/TACTICS: Snow Striders attack so quickly and ferociously that they get +2 to initiative rolls in their native environment. They are immune to cold and can see in the most blinding blizzards. A Snow Strider runs at its opponent head-down, then bites swiftly with its sharp teeth. It then kicks out with a massive, clawed foot. After its

initial charge, the Snow Strider will lash out with both front paws. Its movements are not in any way hindered by snow or ice.

HABITAT/SOCIETY: Snow Striders are solitary carnivores that get together only to mate. During this brief (one week) period that takes place every two years, the creature becomes completely passive. The snow seems whiter, the ice glistens and everything is right in the Snow Strider's world. Unfortunately, at the end of the week, the creatures separate and go berserk, attacking everything in their path (even inanimate objects) at +2 to-hit and to damage.

ECOLOGY: Sages believe the Snow Strider is a throwback to an ancestor of the yak, a sort of wooly Tyrannosaur.

Snow Strider

AKA: Ice Prowler, Floe Runner

HACKFACTOR: 33

EP VALUE: 4,000

CLIMATE/TERRAIN: Arctic

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: H (13.5' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 2

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 5-10/5-10/5-12/
1-3/1-3

SPECIAL ATTACKS: +2 to initiative

SPECIAL DEFENSES: Immune to cold

MAGIC RESISTANCE: Standard

HIT DICE: 13

YIELD:

Medicinal: Strider meat is edible only if cooked for 48 hours.

Spell Components: Nil

Hide/Trophy Items: Snow Strider hide is perfect for warm winter garments or hide armor that can be enchanted to +3.

Treasure: Incidental (H in lair)

Other: Nil



Snow Strider

Snyad

DESCRIPTION: Snyads are small bipeds with wiry limbs, bat-like ears, large noses and long arms. They live in the darkest dungeon corridors and rob any passing PCs of treasure. They are difficult to detect in their native surroundings and almost impossible to catch. Snyad skin is brownish to tan and their eyes are yellow.

COMBAT/TACTICS: Snyads always run away from a fight, despite their incredible natural AC. They never attack, they only steal. With their 22 Dexterity, they gain +6 on saving throws against anything that can be dodged (Fireballs, Lightning Bolts, most breath weapons, etc.) and +6 to initiative rolls. If a Snyad gains initiative by more than 4, it can grab an item (GM choice or random determination) and flee before PCs have a chance to swing with a melee weapon.

HABITAT/SOCIETY: Snyads live in tiny tunnels covered in loose rock. They are difficult to detect (base 1 in 4 chance without special abilities or magic), even by elves (base 1 in 3 chance). Snyads are cousins to Mites and often cooperate with them to rob PCs of hard-earned loot.

ECOLOGY: Snyads have no language that can be ascertained by scholars, but some sages theorize that their language may be a form of sign language. Snyads are not malicious, but they are greedy. Baiting a trap with gold is likely to attract them.

Snyad

AKA:	Pestie
HACKFACTOR:	3
EP VALUE:	33
CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Night/Darkness
DIET:	Omnivore
INTELLIGENCE:	Low (5-7)
ALIGNMENT:	Neutral
NO. APPEARING:	1-8
SIZE:	S (2 1/2' tall)
MOVEMENT:	21"
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Coward (4)
ARMOR CLASS:	-4
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon
SPECIAL ATTACKS:	+6 to initiative, stealing
SPECIAL DEFENSES:	Dodge bonus
MAGIC RESISTANCE:	Standard
HIT DICE:	1-1



Giant Solifugid

the victim will be struck with the jaws on the next round at +3 to hit. The only way for a victim to break free is to roll 3 or more above what he needs to hit – severing the arm and freeing the victim. The creature can either grip or bite each round.

Tempusfugid: In addition to these attacks, a Tempusfugid is born slightly out of phase. This causes time to stop for all others in a 30-foot radius every other round. The creature will use this ability to attack or to flee, if overpowered. Victims in the 30-foot radius get no saving throw and every other round will be affected as per the spell Time Stop. This effect cannot be controlled by the creature, even if it is charmed.

YIELD:

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

Solifugid

DESCRIPTION: Solifugids very much resemble spiders, but are not. In addition to their many legs, they are equipped with two claw-like forearms for gripping prey. Tempusfugids are solitary and have distinctive white hourglass designs on their underbellies. The bodies of solifugids range from brown to beige to black.

COMBAT/TACTICS: Instead of venom and webs, these creatures are equipped with two pincher-like forearms that grip prey. Should either of these forearms score a hit,

Solifugid

	Large	Huge	Giant	Tempusfugid
AKA:	False Spiders	Camel Spiders	Sun Spiders	Time Spiders
HACKFACTOR:	2	4	6	7
EP VALUE:	125	270	450	270
CLIMATE/TERRAIN:	Desert	Desert	Desert	Desert
FREQUENCY:	Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Swarms	Swarms	Swarms	Solitary
ACTIVITY CYCLE:	Night	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-6	1-4	1
SIZE:	M (4' long)	M (6' long)	L (9' long)	M (4' long)
MOVEMENT:	9"	9"	12"	9"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)	Fearless (19)	Fearless (19)
ARMOR CLASS:	6	5	4	6
NO. OF ATTACKS:	2 or 1	2 or 1	2 or 1	2 or 1
DAMAGE/ATTACK:	1d4-1/1d4-1 or 2-8	1-4/1-4 or 3-12	1-6/1-6 or 4-16	1d4-1/1d4-1 or 2-8
SPECIAL ATTACKS:	Grip	Grip	Grip	Grip, Time Stop
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	3+3	5+5	6+6	3+3

When a Tempusfugid dies, there is a 50% chance that it will expire out of phase, thus disappearing from the normal time stream.

HABITAT/SOCIETY: Solifugids of all types live in deserts. 95% are nocturnal and receive a -2 penalty to hit in bright light. They are non-intelligent and will eat almost any organic matter. When something moves, they decide to attack 100% of the time, unless already eating a previous victim. Solifugid menus are quite long.

Tempusfugid: These creatures live alone, haven eaten all their kin due to their powerful abilities. Tempusfugids are extremely rare and dangerous.

ECOLOGY: Solifugids are born like spiders and live like spiders, but are not spiders. For every one million Large Solifugids born, one is born a Tempusfugid.

YIELD:

Medicinal: Nil

Spell Components: Tempusfugids can be used for the powerful magic-user spell Time Stop. This adds a material component to the spell, but increases the radius to 30 feet with only a 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: (Incidental)

LARGE: Q

HUGE: Q, S

GIANT: N (x4), Q (x2)

TEMPUSFUGID: Nil

Other: A Tempusfugid body is worth 5000 gp to a magic-user of appropriate level. It is rumored that these creatures can also be used to make magic items that warp time.

Solitary Wasp, Giant

DESCRIPTION: Solitary Wasps are so named because of their reproduction cycles. They can appear to be any type of normal wasp, including yellow jackets. Giant Solitary Wasps are extremely large and scary.

COMBAT/TACTICS: All encounters will be with females, who have stingers. They seek out warm-blooded creatures to paralyze, then inject them with larva eggs. When the eggs hatch, the larvae slowly consume the living victim, killing him.

There is a 20% chance of encountering 1-4 male Solitary Wasps, they can do nothing but pick up potential victims and carry them to the female. They can carry up to 250 pounds. A successful Dexterity check indicates that both of the victim's arms are free. A successful

Solitary Wasp, Giant

AKA: Death Wasp

HACKFACTOR: 8 (female), 4 (male)

EP VALUE: 425 (female), 150 (male)

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1 or 1-4

SIZE: L (12' long)

MOVEMENT: 6", 15" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 (females only)

SPECIAL ATTACKS: Paralyzation (females only)

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Giant Solitary Wasp

Strength check indicates the victim has broken free. If the male Solitary Wasps succeed, the female gets +4 to sting the victim. All victims stung get a saving throw vs. poison to avoid paralyzation.

HABITAT/SOCIETY: Solitary Wasps are so named because they do not live in hives and do not socialize except to mate. They will dig nests anywhere in the ground or build them in trees. If encountered in a dungeon setting, there will always be a nearby exit to the outside.

ECOLOGY: Victims injected with egg larva can be cured with a Cure Disease spell. The paralyzation effect of the stinger lasts for 2-12 days.

YIELD:

Medicinal: Giant Solitary Wasp venom is one of the most sought-after poisons. 2-4 vials can be harvested from an average adult and they are worth 200-500 gp per vial on the open market.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Spasm Master

DESCRIPTION: Spasm Masters are 30 inch tall humanoids with scaly green skin and sharp bumps on their heads. Tiny, electrical sparks emanate from their fingertips. They are easily spotted in the dark.

COMBAT/TACTICS: A Spasm Master has two tiny claws, but its real attack is an electrical strike that disrupts the nervous system of the victim. Victims struck must save vs. poison or suffer the following effects according to the limb touched:

Roll (1d6)	Limb	Effect
1-2	Arm	Unable to hold anything or control arm
3-5	Leg	Half-movement (cumulative)
6	Head	Seizure, complete incapacitation

Victims rendered helpless will be robbed. If any of the Spasm Masters have been harmed, the appropriate victim will be scarred. If any of the Spasm Masters have been killed, the murderers will be slain. The spasms last for 2-8 turns and cannot be reversed or cured during that time. However, Protection from Lightning or similar spells will protect the victim from their attacks. Psionicists with Psychometabolism Sciences or Devotions are immune to the creature's power. Spasm Masters are immune to mind control of a psionic or non-magical nature.

HABITAT/SOCIETY: Spasm Masters live in small groups called "Enclaves" and they act very much like thief or bandit gangs. A Spasm Master Enclave sometimes makes deals with other gangs for "big scores". They have reputations for keeping up their end of any bargain, although once that bargain is complete anything goes.

ECOLOGY: Spasm Masters may be reptilian in origin. The creatures are relatively new to Garweeze World, so sages have had little time to study them. Rumor has it that there are more powerful members of their species that can actually control a victim's movements. These creatures are only rumor, but if they did exist, victims would get a saving throw and their stats would be: AC 5, HD 4, #AT 2, Dmg 1-6/1-6.

Spasm Master

AKA: Fit Mugger
HACKFACTOR: 3
EP VALUE: 125
CLIMATE/TERRAIN: Forest
FREQUENCY: Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 2-8
SIZE: S (2.5' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 7
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1d6-3/1d6-3
SPECIAL ATTACKS: Spasm strike
SPECIAL DEFENSES: Immune to non-magical mind control
MAGIC RESISTANCE: Standard
HIT DICE: 2



E. Lofgren

Spasm Master

YIELD:

Medicinal: The brain of one of these creatures can be mashed into an ointment that will cure paralyzation of all types.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: O, R, S, T

Other: Nil

Speckle Coated Horned Charger

DESCRIPTION: Speckle Coated Horned Chargers resemble overweight unicorns with stocky legs. Their coats are white with brown or black speckles. The creature normally walks with a lumbering gait, but can reach charging speeds under specific circumstances.

COMBAT/TACTICS: At close range, Chargers stomp opponents with their massive hooves for 1-6/1-6. However, if threatened, at a distance, the creatures will begin to charge. Each round their speed increases: 3" the first round, 4" the second, 6" the third, 10" the fourth and finally 18". On the fifth round, the creature has reached its maximum movement speed, which it can only

Speckle Coated Horned Charger

AKA: Hoofed Shuffler
HACKFACTOR: 6
EP VALUE: 400
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Herd
ACTIVITY CYCLE: Day
DIET: Herbivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-12
SIZE: L (5' at shoulder)
MOVEMENT: 3" up to 18" (see text)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: Charge or 1-6/1-6
SPECIAL ATTACKS: Charge, trample
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 5+10



Speckle Coated Horned Charger

sustain it for three rounds. The damage of the charge is 1-3 if it hits the victim in the first round, 1-4 the second, 1-6 the third, 1-10 the fourth and 3-18 on the fifth. Victims stuck on the fifth round are attacked at +2 to hit and must make a Dexterity check or be trampled for an additional 4-24 points of damage.

HABITAT/SOCIETY: Speckle Coated Chargers graze continually to maintain their massive bulk. They enjoy the company of other equines. Domesticated Chargers eat four times as much as the average horse and can carry as much as a heavy war horse.

ECOLOGY: Speckle Coated Chargers are distant cousins to the Unicorn, but have no magic abilities. Some sages theorize the Unicorn evolved from the Charger. Whether this is true or merely the speculation of used Speckle Coated Charger merchants is unknown.

YIELD:

Medicinal: The shavings from the horn of a Charger can be used to brew a drink that will ease the pain of malnutrition. The meat is edible, but extremely fatty and bad for the heart.

Spell Components: Nil

Hide/Trophy Items: Charger hide is sometimes cured into leather to make clothing and armor for obese adventurers.

Treasure: Nil

Other: Nil

Spectre	Standard	Bound
AKA:	Phantom Drainer	Phantom Bastard
HACKFACTOR:	30	46
EP VALUE:	3,000	4,000
CLIMATE/TERRAIN:	Any Desolate	Any Desolate
FREQUENCY:	Rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Darkness/Night	Darkness/Night
DIET:	Nil	Nil
INTELLIGENCE:	High (13-14)	Exceptional (15-16)
ALIGNMENT:	Lawful Evil	Lawful Evil
NO. APPEARING:	1-6	1
SIZE:	M (5' to 6' tall)	M (5' to 6' tall)
MOVEMENT:	15", 30" Fly (B)	15", 30" Fly (B)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Fearless (19)
ARMOR CLASS:	2	0
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-8	2-8
SPECIAL ATTACKS:	Energy drain	Energy drain
SPECIAL DEFENSES:	+1 or better to hit, undead	
MAGIC RESISTANCE:	--- Immune to Sleep, Charm and Hold spells ---	
HIT DICE:	7+3	8+4

Spectre

DESCRIPTION: Specters are semi-transparent apparitions that primarily exist on the Negative Material Plane. There is a 75% chance of recognizing a Specter's former identity from a painting or as a former friend, as it retains some semblance of its appearance in life.

COMBAT/TACTICS: Specters are completely powerless in the sunlight and avoid it at all costs.

Standard Specter: Standard Specters cause 1-8 points of damage and drain two experience levels with their touch. If a victim is completely

drained of levels by a Specter, it becomes a full strength Specter under the control of the creature that drained him. Specters can pass through solid objects as they are mostly insubstantial.

Specters are immune to Sleep, Charm and Hold spells, as well as cold-related attacks, poison and paralyzation. Holy water inflicts 2-8 points of damage. A Raise Dead spell instantly destroys a Specter.

Bound Specter: Bound Specters have the same powers as Standard Specters, plus they carry with them some sort of curse. Depending upon the circumstances of the Bound Specter's death, this curse could be famine, disease – anything that hurts the living on a large scale. However, the Bound Specter has an additional weakness in that it is bound to a specific place. However, should this place be destroyed, the Bound Specter is free to roam and wreak havoc.

HABITAT/SOCIETY: Specters hate light and life and are extremely cunning. Most are solitary, but those that manage to drain victims become Master Specters. Master Specters coordinate attacks using Specter minions. Anyone transformed by these minions falls under the control of the Master Specter. It is difficult to recover a victim once he has become a Specter, often requiring an epic quest. Each quest is unique, as is the method of freeing each Specter (no scholar has yet identified a single method of recovering Specter victims, not even a Wish spell).

ECOLOGY: People who live extremely evil and selfish lives become Specters in death. Bound Specters are created from souls of vile people who have committed great atrocities. Consult the atrocity chart when an evil PC or NPC dies:

Atrocity	Chance of becoming a Specter
Random Murder	2%
Random Multiple Murder	5%
Murdering a family for fun	15%
Murdering a family pet	add 1%
Shootin' a man just for snorin'	25%
Genocide	35%
Patricide	45%
Infanticide	65%
Best Friendicide	70%
Cabin Boyicide	35%
Helpless Grandmothericide	55%
Sickly Orphanicide	85%
Nunicide	63%
In-party thieves	79%

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

STANDARD: Q (x3), X, Y

BOUND: A, Q (x3), X, Y, Z

Other: Nil

Sphinx

DESCRIPTION: Androsphinx: These creatures have the bodies of winged, male lions and man-like facial features. Androsphinxes are at home in desert climes.

Criosphinx: Criosphinxes have the bodies of winged lions and the heads of rams. They are always male.

Sphinx	Androsphinx	Criosphinx	Gynosphinx	Hieracosphinx
AKA:	Sphinxus-Nobelus	Sphinxus-Cornum	Sphinxus-Datum	Sphinxus-Stinxus
HACKFACTOR:	44	18	23	14
EP VALUE:	7,000	5,000	3,000	1,400
CLIMATE/TERRAIN:	Warm Lands	Warm Woodlands	Warm Lands	Warm Hills
FREQUENCY:	Very Rare	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Exceptional (15-16)	Average (8-10)	Genius (17-18)	Low (5-7)
ALIGNMENT:	Chaotic Good	Neutral	Neutral	Chaotic Evil
NO. APPEARING:	1	1	1-4	1-6
SIZE:	L (8' tall)	L (7'+ tall)	L (7' tall)	L (7' tall)
MOVEMENT:	18", 30" Fly (D)	12", 24" Fly (D)	15", Fly 24" (D)	9", 36" Fly (C)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Foolhardy (16)	Resolved (18)	Courageous (13)
ARMOR CLASS:	-2	0	-1	1
NO. OF ATTACKS:	2	3	2	3
DAMAGE/ATTACK:	2-12/2-12	2-8/2-8/3-18	2-8/2-8	2-8/2-8/1-10
SPECIAL ATTACKS:	Roar, spells	Nil	Symbol	Swoop
SPECIAL DEFENSES:	Spells	Nil	Spells	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	12	10	8	9

Gynosphinx: This is the female counterpart to the Androsphinx. She has a winged lion's body and the head of a human female.

Hieracosphinx: These evil creatures have the bodies of lions and the wings and heads of hawks. They are always male.

COMBAT/TACTICS: Androsphinx: These creatures use their massive paws in melee and also have the spells of a 6th level cleric. Most of the cleric spells are healing and defensive spells. The creature can roar three times per day, but must be very angry to do so. The first time it roars all creatures within 360 yards must save vs. wands or flee in panic for three turns. If it is still angry enough to roar a second time, all within 200 yards must save vs. petrification or be paralyzed with fright for 1-4 rounds. Creatures within 30 yards will be automatically deafened for 2-12 rounds unless they take precautions (earplugs, Silence spells, etc.).

Any creature stupid enough to continue tormenting the creature will hear its third roar. Those within 240 yards must roll a save vs. spell or lose 2-8 points of Strength for 2-8 rounds. Opponents within 30 yards will be knocked over; unless they are eight feet tall or taller. Creatures

knocked over take 2-16 points of damage and must roll a save vs. breath weapon or be stunned for 2-12 rounds. Stone within 30 yards of the roaring creature cracks unless it saves vs. crushing blow.

Despite their power, Androsphinxes have been known to let their most hated enemies, the Hieracosphinxes, go free in the vain hope that they will change their ways. It is 80% likely to do the same for PCs, but will take their weapons away.

Criosphinx: Not only can it attack with its paws, it also butts with its head. These sphinxes are not clever, but can be bribed.

Gynosphinx: These creatures can attack with their paws, but prefer to parley with opponents. A Gynosphinx can use each of the following spells once per day: Detect Magic, Read Magic, Read Languages, Detect Invisibility, Locate Object, Dispel Magic, Clairaudience, Clairvoyance, Remove Curse

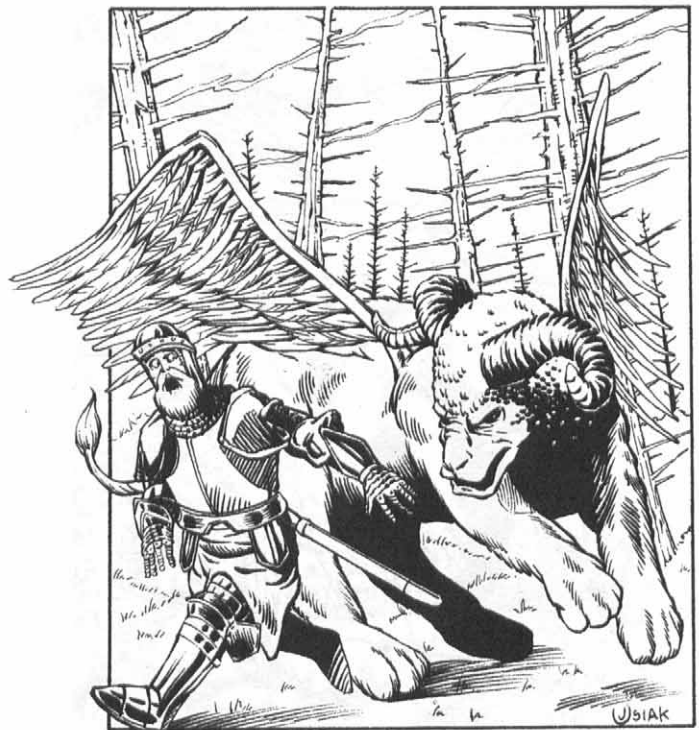
and Legend Lore. It can use each Symbol once per week.

Hieracosphinx: These creatures have powerful claws and sharp beaks. They swoop down on victims for double damage with their front claws. They attack any creature that does not look extremely powerful.

HABITAT/SOCIETY: Androsphinx: Androsphinxes are solitary. They are jealous of their female counterparts and find their neutral disposition a turn off. However, at least once in his life, an Androsphinx will get drunk enough to mate with a Gynosphinx. Androsphinxes despise riddles and do not communicate with humans willingly. Very rarely, they will parley with bipeds, but only to achieve information necessary



Androsphinx



Criosphinx



Gynosphinx

to combat evil sphinxes and maybe outshine a Gynosphinx. They are the least greedy of the sphinxes, which is still very greedy.

Criosphinx: These creatures love to extort wealth from passers by. Hefty bribes are required to appease them. Criosphinxes attack Gynosphinxes whenever they can. Typically, they will trap her in her lair, then butt heads, though often they begin head butting before actually trapping the Gynosphinx. Gynosphinxes are happy to abandon their treasure to these beasts, if it means an easy escape. Androsphinxes will immediately come to the rescue if notified about the presence of Criosphinxes. Criosphinxes are incredibly greedy.



Hieracosphinx

Gynosphinx: The Gynosphinx are solitary by nature, but not by choice. They spend 90% of their lives avoiding the vulgar advances of Criosphinxes (whom they detest) and Hieracosphinx (whom they fear) and searching high and low for an Androsphinx that will mate with them. They always know a great deal about the immediate region around their lairs – ruins, temples and mystical places. Gynosphinxes love riddles and use them to parley with PCs in hopes of gaining information on an Androsphinx. Even after mating with an Androsphinx a Gynosphinx will be anxious to know what the Androsphinx thought of her. During mating and for 2-12 days after, the Gynosphinx's Intelligence drops by 6 points. "Did he like my hair?", "When's he coming back?" and "What did he think of the food I made?" are typical questions of a Gynosphinx after mating. Generally, Androsphinxes flee this never-ending interrogation as soon as possible.

Hieracosphinx: These creatures prefer caves that overlook deserts in which to lair. They delight in evil, but are not very good at it. Hieracosphinxes hate Androsphinxes above all others and will abandon other opponents to attack them. If a pack of Hieracosphinxes has an Androsphinx at its mercy, they will rip it to pieces, as they do with most creatures. These creatures will inhabit a dead Androsphinx's lair in hopes that a Gynosphinx will return "in the mood".

ECOLOGY: Gynosphinx are the only females of the race and they bear all sphinxes for all four mutations. Fortunately, for them, sphinxes are nigh immortal and rarely need to reproduce. The original sphinxes are said to be creations of ancient, forgotten gawds and the sphinxes seem to have close ties to those temple ruins.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Sphinx hide is ideal for creating magical clothing and hide armor that can be enchanted up to +12. The more powerful the sphinx, the more enchantments the hide holds.

Treasure:

ANDROSPHINX: U

CRIOSPHINX: F

GYNOSPHINX: R, X

HIERACOSPHINX: E

Other: Even the lowliest sphinx is full of magical power and its blood is useful as scroll ink and its body parts have a variety of uses too long to be detailed here.

Spider, Giant

DESCRIPTION: Spiders are aggressive arachnids that drink the life juices of victims. Often confused with Vampires by blind or illiterate adventurers, most of these giant arachnids are venomous, some spin webs and others pounce on the unsuspecting. Giant Trapdoor Spiders are brown or beige with red stripes around their legs. Gargantuan Spiders are black with red eyes and gray stripes on their abdomens.

COMBAT/TACTICS: **Large Spider:** Large Spiders can be stepped on, if one is wearing tough boots. They depend on their large, sticky web traps to immobilize prey so they can bite them. Victims with a 19 or higher Strength are unaffected by the webs, but for every point of Strength below 19, a victim takes one round to break free. While the victim attempts to get untangled, as many spiders as possible will attack him at +4 to hit.

Spider, Giant	Large	Huge	Giant	Giant Trapdoor	Gargantuan
AKA:	Spidey	Jumpy	Webby	Arachnidis-Surprisus	Arachnidis-Immensus
HACKFACTOR:	1	2	6	8	24
EP VALUE:	175	270	420	975	3,000
CLIMATE/TERRAIN:	Non-Arctic	Non-Arctic	Non-Arctic	Non-Arctic	Non-Arctic
FREQUENCY:	Common	Common	Uncommon	Uncommon	Very Rare
ORGANIZATION:	Swarm	Pack	Nest	Solitary	Nest
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-20	1-12	1-8	1	1-6
SIZE:	S (2' across)	M (6' across)	L (8'-12')	L (8' -12' across)	G (20' across)
MOVEMENT:	6", 15" Web	18"	3", 12" Web	15", 12" Web	9", 12" Web
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Hesitant (7)	Unsteady (8)	Brave (14)	Average (11)	Resolved (18)
ARMOR CLASS:	8	6	4	4	4
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	1	1-6	1-8	2-8	2-12
SPECIAL ATTACKS:	Poison	Poison	Poison	Surprise, poison, entangle	Surprise 7 in 10, poison, web
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil	Stealth
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	1+1	2+2	3+3	4+4	8+8

Large Spiders have Class B poison. Unless the PC is a complete wuss (GM's decision), he gets a +2 to the save.

Huge Spider: Huge Spiders are larger than normal spiders and even bigger than Large Spiders. They prefer to hide in camouflaged holes and tunnels, then leap upon unsuspecting prey from as much as 30 feet away (surprise 8 in 10 times). Huge Spiders also have Class B poison, but victims get +1 to save.

Giant Spider: Giant Spiders are more huge than Huge Spiders, larger than Large Spiders and really, really big compared to normal spiders (even huge normal spiders). Some Giant Spiders are small enough to be considered huge, but huge Giant Spiders are very large. Giant Spiders spin webs like Large Spiders, but their poison is Class F (save vs. poison or suffer immediate death).

Giant Trapdoor Spider: Giant Trapdoor Spiders build tunnels and trapdoors to surprise prey, which they do 7 in 10 times. Victims hit by these spiders must make a Strength check at -2 or be dragged into the lair to be devoured. A group of people with a combined 25 Strength can pull the victim back out. The poison bite of a Giant Trapdoor Spider does 1-6 points of damage (immediately) or none if the victim saves vs. poison. It can also shoot a web up to 15 feet away that will entangle an opponent for 1-4 rounds (no save).

Gargantuan Spider: Gargantuan Spiders live in huge webs between massive trees or in humongous caves. A Gargantuan Spider can flatten itself to become 80% undetectable and it is so silent, it surprises victims 7 in 10 times. It will use its webbing to create false spiders or any other shape it has seen. It can make a web net to catch a foe and shoot web strands up to 25 feet to blind prey. Either attack is made as if the victim is AC 10, but it prevents the spider from making a melee attack that round. A victim caught in its web is treated as if he has been caught in a Web spell.

Victims bitten by the spider must save vs. poison at -2 or fall into a coma for 2-8 turns.

HABITAT/SOCIETY: Spiders do not prey on one another, but are essentially solitary and perfectly willing to sacrifice their fellows to scamper away with a meal. There is no loyalty amongst spiders. Spiders dislike fire, as it burns their webs. They also dislike being hit by weapons. Gargantuan Spiders can speak rudimentary common tongue and may be bribed or tricked, depending on their current situation.

ECOLOGY: Like all arachnids, spiders are born from eggs throughout the year. The mother spins a silken egg sac, which she will protect to the death, if necessary. There is a 50% chance that any spider will be guarding a nearby egg sac. After 10-14 days, all the

young spiders burst forth, immediately hungry. Gargantuan Spiders hide their egg sacs near their treasure in a hollow tree near their lair.

YIELD:

Medicinal: Spider poison can be extracted if the poison gland is not pierced. One vial per Hit Die may be extracted, less one for each spider bite within 12 hours before death. Consult the GMG for the market prices of poison. Trapdoor Spider poison is wimpy and sells for a measly 8 gp per vial. Gargantuan Spider poison can go for 100 gp per vial.

Spell Components: A bit of webbing for any of these spiders can be used for a Web spell that adds 10% to the duration and area of affect per Hit Die. Victims get -1 on saving throws. All this with only a 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure:

LARGE: J thru N

HUGE: J thru N, Q

GIANT: C

TRAPDOOR, GIANT: C

GARGANTUAN: E

Other: The web glands of these spiders can be used to construct magic items that simulate or are similar to Web spells.

Spider, Subterranean

DESCRIPTION: Subterranean Spiders are aggressive arachnids that prefer to live underground or in the shelter of caves.

Crab Spider: Crab Spiders have two large pinchers and a crab's exoskeleton. They are usually colored green or greenish blue.

Tarantub Spider: These are dull black tarantulas with bat wings.

Cave Spider: Cave Spiders have little or no hair and are black and brown in color.

Dire Cave Spider: These are larger, fiercer Cave Spiders.

COMBAT/TACTICS: Crab Spider: Crab Spiders prey on coastal communities. They wait in shallow water until a target comes near. Then, they will fire their webbing up to 40 feet, striking at +3 to hit. Victims hooked will be pulled to the ground and toward the spider at the rate of ten feet per round. A victim can easily sever the web if he makes a successful strike with an edged weapon against AC 9.

Should this first attack fail the Crab Spider will rush out of the water to attack. If both pinchers hit, the creature will attempt to drag the victim into the water. A Crab Spider's poison is relatively weak and victims save vs. poison at +2. Failure means the victim takes 30 points of damage, but success means the victim takes only 5.

Tarantubat Spider: These creatures work in swarms, sting an opponent for 1 point of damage plus poison. Victims must save vs. poison or lose 1 point of Strength for one turn. Should the stings reduce a victim's Strength to 0, the victim is paralyzed for 2-12 hours, during which the swarm will encase the victim in a cocoon. Strength points return at the rate of 10% of the Constitution per hour. Once the victim's Strength is 4 or more, the victim can attempt to escape with an open doors roll, but this will most likely alert the nearby swarm.

Cave Spider: Cave Spiders can fire their webs up to ten feet horizontally or 30 feet directly down. Victims struck are affected as if by a

Spider, Subterranean	Crab	Tarantubat	Cave Spider	Dire Cave Spider
AKA:	Pinch Spider	Batula	Neanderspider	Web Queen
HACKFACTOR:	11	1	9	18
EP VALUE:	420	35	370	1,600
CLIMATE/TERRAIN:	Coastal Caves	Any Caves	Subterranean	Subterranean
FREQUENCY:	Uncommon	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Swarm	Nest	Nest
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)	Semi- (2-4)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Lawful Evil	Lawful Evil
NO. APPEARING:	1-4	5-20	2-12	1
SIZE:	M (5' across)	T (3" to 5" across)	L (8' across)	H (12' across)
MOVEMENT:	6", 12" Swim	3", 12" Fly (B)	6", 12" Web	9", 15" Web
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Average (11)	Pliant (10)	Foolhardy (16)
ARMOR CLASS:	3	7	6	4
NO. OF ATTACKS:	3	1	1	1
DAMAGE/ATTACK:	1-6/1-6/1d4-1	1	1-8	3-10
SPECIAL ATTACKS:	Poison, netting	Poison, Web	Poison, Web	Poison, Web
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Immune to Charm spells
HIT DICE:	4+4	0.5	4+4	6+6

Web spell. Their poison causes victims to save or become nauseated for 2-12 turns, losing 1 hit point per turn. Those who save become mildly nauseated. Cave Spiders work under the direction of a Queen Krawler to gather victims for the nest.

Dire Cave Spider: Dire Cave Spiders are the only females in Cave Spider society and they rule with iron claws. They are larger and more deadly than normal Cave Spiders. Their webs have twice the range and their poison is Class F. Dire Cave Spiders are immune to Charm spells.

HABITAT/SOCIETY: Crab Spider: Crab Spiders like to lurk in shallow waters off coastal communities or wherever prey may travel. Their lairs are in air-filled caves that have underwater access.



Cave Spider



A hungry Crab Spider pursues its prey into the open air.



Tarantubats quickly surprise and overwhelm an opponent.

Tarantubat Spider: These creatures prefer darkness and are a favorite pet of Vampires. They make their lairs high in trees or caves, but they are forced to leave their victims where they fall.

Cave Spider: Cave Spiders live in caves and tunnels, rarely venturing to the surface, unless forced to hunt there. They obey their queen without question and have her morale in her presence. Cave Spiders will sacrifice themselves to save their queen.

Dire Cave Spider: These Spiders are conniving and devious, using Cave Spiders as their pawns. She will abandon treasure to save her clutch of eggs if faced with a superior foe. Dire Cave Spiders are savvy about using secret passages in dungeons where they reside.

ECOLOGY: Crab Spiders and Tarantubats reproduce like other spiders. Cave Spiders have a population that is overwhelmingly male. Consequently, Cave Spider caves are often a mess and full of Cave Spider dung. Females, or Dire Cave Spiders, are only born from 1 in 10 eggs and they are always larger and more powerful. If a Dire Cave Spider is killed, the rest of the nest will go berserk, concentrating their attacks on the killer and gaining +2 on all to-hit rolls against him.

YIELD:

Medicinal: Spider poison can be extracted if the gland is not pierced. One vial per Hit Die may be extracted, less one for each spider bite within 12 hours before death. Crab Spider poison goes for 35 gp per vial, Tarantubat poison goes for 100 gp per vial and Cave Spider poison sells for up to 120 gp per vial.

Spell Components: A bit of webbing from any of these spiders can be used as an additional material component for a Web spell that adds 10% to the duration and area of affect per Hit Die. Targets save at -1 against these Web spells. All this with only a 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure:

CRAB: Incidental

TARANTUBAT: Nil

CAVE: J thru N

DIRE CAVE SPIDER: C

Other: The web glands of these spiders can be used to construct magic items with powers that simulate or are similar to Web spells.

Spider, Uncommon	Phase	Water	Sea
AKA:	Anti-Spider	Moist Spider	Pirate Spider
HACKFACTOR:	14	5	14
EP VALUE:	1,400	420	975
CLIMATE/TERRAIN:	Any	Fresh Water	Salt Water
FREQUENCY:	Rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Nest	Nest
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Semi- (2-4)	Semi- (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	1-10	1-6
SIZE:	H (14' across)	M (6' across)	L (10' across)
MOVEMENT:	6", 15" Web	12", 12" Swim	15", 15" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Brave (14)	Defiant (17)
ARMOR CLASS:	7	5	4
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6	1-4	3-12
SPECIAL ATTACKS:	Speed, poison	Poison	Poison
SPECIAL DEFENSES:	Phase	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	5+5	3+3	7+7

Spider, Uncommon

DESCRIPTION: Uncommon Spiders are aggressive, poisonous arachnids that drink the life juices of their victims. Water Spiders look just like tarantulas, only bigger and wetter.

Phase Spider: A Phase Spiders has a raised thorax and a vaguely humanoid head. They are often confused with Driders, but are rarely confused with mashed potatoes, though their victims may be.

Water Spider: Water Spiders have more slender legs and smaller bodies in proportion to their land-bound cousins. Their black fur is tinged with dark blue and green highlights.

Sea Spider: Sea Spiders look much like Water Spiders, but are larger. Their fur is tinged with blue and very old Sea spiders sometimes have small white spots on their backs.

COMBAT/TACTICS: These spiders can spin webs and create traps.

Phase Spider: Phase Spiders shift in and out of the Prime Material Plane at will. This gives them -3 to their initiative rolls and if it beats its opponent's initiative by more than 4, it can attack and move away before an opponent can strike back. It often phases in behind a victim (75%), striking at +4 to hit. Phase Spiders can flee to the Ethereal Plane if faced with a superior foe. There they get -1 to initiative and can be attacked every round regardless of initiative. Phase Spider poison is Class F and victims suffer a -2 on their saving throw vs. the poison.

Water Spider: Water Spiders live at the bottom of lakes and walk along the bottom. They are air-breathers, but can hold their breath for up to 12 hours. Typically, they will nab a victim and drag him back to their lair to feast. Water Spider venom is Class F.

Sea Spider: Sea Spiders are larger and faster version of Water Spiders. Their bite causes victims to save vs. poison or become paralyzed.

HABITAT/SOCIETY: These spiders are more intelligent than their common brethren and therefore know that there is safety in numbers. They often work together – efficiently and quietly – to increase their chances of obtaining prey.

Phase Spiders can speak rudimentary common tongue and may be bribed or tricked, depending on their current situation.

Water and Sea Spiders are sometimes befriended by underwater creatures such as Nixies and aquatic elves. They are fed regularly and serve as guards in and around lairs.

ECOLOGY: Spiders are born from eggs. Contrary to the popular human belief, the eggs cannot be laid inside a woman's hair or inside candy. Water and Sea Spiders breathe air and build their airtight lairs from their own webbing.

YIELD:

Medicinal: Spider poison can be extracted if the poison gland is not pierced. One vial per Hit Die may be extracted, less one for each spider bite within 12 hours before death. Consult the GMG for the market prices of poison. Sea Spider venom sells for up to 150 gp per vial.

Spell Components: A bit of webbing from any of these spiders can be used for a Web spell that adds 10% to the duration and area of affect per Hit Die. Victims suffer –1 on their saving throws. All this with only 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure:

PHASE: C

WATER: J thru N, Q

SEA: Incidental



Phase Spider

Other: The web glands of these spiders can be used to construct magic items with powers that simulate or are similar to Web spells.

Spirit, Demented

DESCRIPTION: A Demented Spirit resembles a transparent version of the entity when it was alive, complete with clothes, weapons and favorite objects. Its hair, if it had any in life, is always frazzled and unkempt.

COMBAT/TACTICS: Demented Spirits exist only on the Ethereal Plane and cannot physically attack on the Prime Material Plane. On the Ethereal Plane, the Spirit has an AC ranging from 10 to 1, depending on its Dexterity and armor in life. It will not block attacks aimed at it. Destroying a Spirit causes it to disappear and reform in 1-6 days.

Once they encounter a PC, they will (80% of the time) "latch on", following him everywhere and babbling endlessly about crazy nonsense. This may provide important clues to certain areas in the adventure, but the PC will not get any sleep so long as the Spirit exists.

Sleep deprivation begins to affect a PC in 48 hours, canceling Strength and Constitution bonuses. In 72 hours, the victim begins to hallucinate and gets –1 to-hit and –1 to damage on all attacks. Chance of

Spirit, Demented

AKA: Crazy Wraith

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Nil

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 10 to 1 (see text)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 0 (see text)

SPECIAL ATTACKS: "Latching on"

SPECIAL DEFENSES: Ethereal

MAGIC RESISTANCE: Standard

HIT DICE: 2



Demented Spirit

spell failure increases by 10% and the chance of spell mishap increases by 2%. These effects continue to accumulate every six hours thereafter.

After 96 hours, victims must make a saving throw every four hours or become insane (Roll on Table 7H in the GMG). Should they go without sleep for 108 hours, the victim will be Feeble-minded. Once the hit and damage modifiers reach -10, the victim must make a system shock roll or die of exhaustion. (Potions or healing magic can delay this fate.)

The easiest way to get rid of a Demented Spirit is to outrun it. Once a victim is at least 200 yards away, the spirit sighs, then latches onto the next nearest victim. A Forbiddance spell releases a victim, but the Demented Spirit is free to "latch onto" others. Psionics can mask their minds to avoid being "latched onto" if they are aware of the spirit's presence in advance. A Raise Dead or Resurrection spell cast on the spirit's former body will bring it to life, although it will be insane until it dies again. A Reincarnation spell sends the spirit to its next life.

HABITAT/SOCIETY: Demented Spirits are nuts, but they have valuable information about the locations where they died. Occasionally, the Spirit's life may pertain to the PCs current adventure, but characters will have to speak the departed's language in order to get information.

ECOLOGY: These creatures are caught between this World and the afterlife. Usually, these are poor souls who worshipped now-dead and long-forgotten gawds. Demented Spirits can be turned as Wraiths, but turning them merely makes them switch to another victim.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Spirit Fiend

DESCRIPTION: In their true form, Spirit Fiends are invisible. To those using True Seeing (or some magical detection to spot invisible creatures), they appear as demonic apparitions.

COMBAT/TACTICS: Spirit Fiends can possess any living creature by touch. Victims get a saving throw vs. magic at -4, although characters of good alignments may apply Wisdom bonuses. Paladins and any creature under the influence of a Protection from Evil spell are immune to possession for the duration of the spell. Possessed individuals will not cross consecrated ground while possessed.

Spirit Fiends use the bodies of those they possess to attack others. They can use any of the abilities or magic items of those they

Spirit Fiend

AKA: Possessor

HACKFACTOR: 47

EP VALUE: 3,000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Evil Acts

INTELLIGENCE: High to Exc. (13-16)

ALIGNMENT: Any Evil

NO. APPEARING: 1

SIZE: M (4' to 5' high)

MOVEMENT: 9" (see text)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 0 (see text)

SPECIAL ATTACKS: Possession by touch

SPECIAL DEFENSES: Blessed, holy or +3 or better weapons to hit; invisible

MAGIC RESISTANCE: Standard

HIT DICE: 10



Spirit Fiend

possess, with the exception of clerical spells and cleric-only magic items. (They are fond of expending all charges on magic items.)

Possessed individuals can be freed of the Spirit Fiend by being reduced to negative hit points or having an Forbiddance spell cast on them. (Victims do not willingly participate in the spell.) Spirit Fiends can only be hurt by blessed or holy objects or weapons with +3 or better enchantment. Dispel Evil will causes 2-12 points of damage to the Fiend.

If a possessed victim is killed or the Fiend is driven out of the body by a spell, it can attempt to possess another victim within 500 yards. If no suitable victim is available, it becomes visible and vulnerable to attack. There are magic containers designed to capture and hold Spirit Fiends. Such containers have the true name of the Spirit Fiend written on them somewhere. Speaking the Fiend's name within 500 yards of it while holding the item forces the Spirit Fiend into the container. As long as the container remains closed, the Spirit Fiend is trapped.

HABITAT/SOCIETY: Spirit Fiends are said to be the evil spirits of creatures that were kicked out of the outer planes. Once good, these souls have somehow become twisted and evil. They have returned to the Prime Material Plane to spread as much evil and chaos as they possibly can. These spirits actually feed on evil and regain 1-3 hit points for each evil act they commit.

ECOLOGY: Spirit Fiends are not part of the natural order of life on Garweeze World. They cannot be turned by clerics unless the cleric knows the true name of the Spirit Fiend. In that case, the Fiends are turned as Vampires.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Spirits	Rogue	Vexing	Mass
AKA:	-	Pesky Poltergeist	Ghost Blob
HACKFACTOR:	8	8	230
EP VALUE:	120	120	25,000
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Groups	Solitary
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Spiritual Energy	Spiritual Energy	Spiritual Energy
INTELLIGENCE:	High (13-14)	Low to High (5-12)	Low (5-7)
ALIGNMENT:	Any	Any Chaotic	Chaotic Evil
NO. APPEARING:	1	1-3	1 (see text)
SIZE:	M	M	L
MOVEMENT:	12"	12"	Nil
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)	Fearless (19)
ARMOR CLASS:	2	2	0
NO. OF ATTACKS:	1	1	1 or 1
DAMAGE/ATTACK:	1-6	1-6	10-60 or Magic Jar
SPECIAL ATTACKS:	Dream Intrusion	Magic Jar, Fear, spells	Magic Jar
SPECIAL DEFENSES:	Insubstantial	Insubstantial	Insubstantial
MAGIC RESISTANCE:	25%	25%	90%
HIT DICE:	3	3	35

Spirits

DESCRIPTION: Rogue Spirit: It is said that the only things one is truly required to do in life is pay taxes and die. Rogue Spirits are incorporeal beings trying to avoid the latter. Rogue spirits are restless dead who have evaded extraplanar soul collectors in order to continue their existence on the prime material plane. They have the same alignment they had in life but share a propensity to try and "beat the system".

Vexing Spirit: Vexing Spirits are restless dead who have been trapped on the prime material plane by magical means or some other involuntary confinement. And they're not happy about it. While Rogue Spirits have intentionally ditched their journey to the promised land, Vexing Spirits just want to get on with it.

Mass Spirit: A Mass Spirit is a collection of Rogue and Vexing Spirits. Apart from the mass, both Rogue and Vexing Spirits appear as semi-transparent wisps of their former selves.

COMBAT/TACTICS: Rogue Spirit: Like a Ghost, it primarily exists on the Ethereal Plane and is insubstantial enough to pass through solid matter. Rogue Spirits have little to no power over the living. However, their chilling touch does 1-6 points of damage and they can intrude upon the dreams of the living. Dream Intrusion allows the Spirit to enter the dreams of a living creature to impart messages that are either misleading, important or merely annoying.

Vexing Spirit: Vexing Spirits are similar to Rogue Spirits except any creature of 2 Hit Dice or less must save vs. spell (Fear) if struck by one of these creatures. Additionally, the creature has the following powers: Magic Jar (once per week), Telekinesis 10 pounds weight and Dimension Door (small objects only, up to 50 feet).

Mass Spirit: A Mass Spirit is a group of spirits that have conjoined together for mutual protection. Without the mass to protect them, they are vulnerable to Spiritual Energy draining from individual spirits or collection by extraplanar beings who deal in souls. They only attack as a Mass if the entire mass is threatened with destruction. Each round the Mass Spirit is threatened, there is a 10% cumulative chance that it

will rise up and attack. Thereafter, it has a 100% chance (-10% for each round it was threatened) of stopping the attack. This is because the spirits do not really get along.

Should a victim be killed by the 10-60 point touch, his spirit is drawn into the mass and he becomes a Rogue Spirit (75%) or Vexing Spirit (25%). Alternatively, the Mass Spirit may use Magic Jar to inhabit a body for 1-6 rounds. This second power can only be used on living beings within 20 feet of the physical manifestation of their magical trap on the Prime Material Plane.

HABITAT/SOCIETY: Rogue Spirit: Rogue Spirits want very little to do with spirit matters and typically do not like to associate with other spirits unless they were friends with them in life. Newly formed Rogue Spirits spend a considerable amount of time just having fun with their new powers. They will often return to the places that they had once lived and check up on friends and relatives. They use their incorporeal nature to enter places that they are not supposed to just because they can. Some Rogue Spirits enjoy being supernatural pests, while others, by force of will, will stay on the Prime Material Plane until some deed is accomplished.

Vexing Spirit: Vexing Spirits are trapped on the Prime Material Plane, but rather than turning evil, many merely go insane. Though angry about their predicament, most are not malicious and if shown the proper route to an "after death destination" they immediately leave.

Mass Spirit: Joining into a Mass Spirit is not without risk. Mass Spirits are often trapped by a Lich or Demi-Lich for mysterious arcane purposes, perhaps as a reservoir of magical power. Their magical prisons always include some physical manifestation on the Prime Material Plane. Their escapes are not infrequent, but always leave those spirits in the Mass at least a bit wacky, if not totally insane.

Each Mass Spirit prison is a unique design of its creator. There will be at least one way to "turn off" the prison, freeing the spirits and souls



Spirit Mass

trapped inside, though each prison may have a different method. Spirits that make up the Mass Spirit may or may not have the information to destroy their prison. Once the Mass Spirit is freed from a prison, it splits apart into the dozens of spirits that comprised it. The spirits usually cause chaos for one to four evenings, then depart for their final resting places.

ECOLOGY: Rogue, Vexing and Mass Spirits are created from souls that remain on the Prime Material Plane after death.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Rogue or Vexing Spirits can sometimes be good sources of information.

Spirits, Wild

DESCRIPTION: Wild Spirits are restless dead who have been sent back to the Prime Material Plane by magical means. They appear only as semi-transparent wisps of their former selves.

COMBAT/TACTICS: Any creature of 2 Hit Dice or less must save vs. spells (fear) if struck by one of these creatures. Like a Ghost, it primarily exists on the Ethereal Plane and is insubstantial enough to pass through solid matter. The touch of the creature's hand is chilling and each inflicts 1-6 points of damage on a successful strike. Only Dexterity and magical bonuses to AC apply; normal armor does nothing. Additionally, the creature will have one of the following powers:

Spirit, Wild

AKA: Anarchist Apparition

HACKFACTOR: 6 (9 with energy drain)

EP VALUE: 270 (450 with energy drain)

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night/Darkness

DIET: Spiritual Energy

INTELLIGENCE: Semi- to Genius (3-18)

ALIGNMENT: Any

NO. APPEARING: 1-20

SIZE: M (4' long)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 0

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/1-6

SPECIAL ATTACKS: Fear, chill, spells

SPECIAL DEFENSES: Insubstantial, undead, immune to non-magical weapons

MAGIC RESISTANCE: Standard

HIT DICE: 3+1

- | | |
|--------|---|
| 1-10 | Telekinesis 10 pounds weight |
| 11-20 | Phantasmal Force three times per day |
| 21-30 | Chill Touch twice per day |
| 31-40 | Control undead as a 1st level cleric |
| 41-50 | Fear (as spell) by touch (creatures up to 8 Hit Die) |
| 51-60 | Telekinesis 50 pounds weight |
| 61-70 | Spiritual Hammer twice per day |
| 71-80 | Command twice per day |
| 81-90 | Magic Jar (two attempts per day) |
| 91-95 | Drain 1 Level by touch |
| 96-100 | Roll Twice, if rolled again, roll three times, if rolled again, roll four times, etc. |

The Wild Spirits will use these powers to accomplish some task or destroy those who oppose them. Wild Spirits reel for 1-4 rounds from



Wild Spirit

any Holy Symbol boldly presented by a faithful cleric. Additionally, they can be turned as Zombies, but cannot be turned to dust (treat destruction results as turns). Wild Spirits can only be hit by magic or blessed weapons and have the same immunities as all undead creatures.

HABITAT/SOCIETY: Wild Spirits are the spirits of people who have been killed and have returned to the Prime Material Plane to accomplish some deed on behalf of their gawd. Unfortunately, the person becomes undead as part of the process. Though a Wild Spirit can be any alignment, the conversion is so corrupting that he is 50% likely to convert to chaotic evil within a month. Unless his gawd was chaotic evil in the first place, it is extremely unlikely that he will accomplish the mission he was assigned. These poor souls remain on the Prime Material Plane with their own agenda of terror, deceit and destruction.

ECOLOGY: Wild Spirits are created from the souls of dead creatures trapped on the Prime Material Plane by ancient curses or bizarre magical accidents. Wild Spirits stay on the Prime Material Plane until they accomplish their mission, are destroyed or until a cleric casts a Find the Path spell on them.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Spriggan

DESCRIPTION: In their natural state, these evil gnomes look the same as ordinary gnomes, except that they do not smile. They wear loose clothing to facilitate use of their powers.

COMBAT/TACTICS: These creatures gain +1 to hit Goblins and Kobolds, their racial enemies. They have been known to carry swords

or maces, but never shields. All giant-class creatures (giants, Gnolls, Bugbears, Ogres, Trolls, etc) get -4 to hit Spriggans when they are in their small form.

Spriggans can make themselves giant-sized at will. Weapons, armor and other inanimate objects on their persons grow with them. During the round of transformation, they cannot fight or move more than 30 feet. When small, they can use the following powers at will: Affect Normal Fires, Shatter and Scare (opponents save at -2 due to their extreme ugliness). When giant-sized, they cannot perform magic, but they do have Strength scores of 19.

At either size, Spriggans have the following thief abilities: pick pockets at 75%, open locks at 78%, find and remove traps at 70%, move silently at 77%, hide in shadows at 64%, detect noise at 35%, climb walls at 81% and read languages at 40%. They can backstab for triple damage in small form. Spriggans like to run amok. Singly, they are clever, but in groups, they tend to get in each other's way.

HABITAT/SOCIETY: These gnomes are jerks. They travel in all-male packs, while females keep dismal burrows or secret dens in forgotten ruins. Females only have 7+4 Hit Dice in giant form and children are unceremoniously cast out of Spriggan homes upon reaching maturity. The Spriggan infant mortality rate is high.

Spriggans are also known as "anti-gnomes" and are enemies of the gnomish race. Even members of opposing clans unite to obliterate these creatures. Spriggans love none but their own kind and seek to rob, pillage and generally cause evil and commit mayhem. They greatly fear the gnome clans House Indigo and House Onyx and avoid areas where these clans are known to have a strong presence.

ECOLOGY: Spriggans eat almost any organic material, but prefer meat. They occasionally make alliances with evil creatures more powerful than they, but these alliances are always short-lived. Gnomes attack them on sight and the Gnome Protectorates have a standing bounty of 300 gp per head on Spriggans.

YIELD:

Medicinal: Nil.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: A

Other: Spriggan blood can be used in Potions of Diminution or Growth.

Spriggan

AKA: Giant Midgets
HACKFACTOR: 21
EP VALUE: 3,000 (male), 2,000 (female)
CLIMATE/TERRAIN: Wilderness
FREQUENCY: Very Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average to Exc. (8-16)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 3-12
SIZE: S (3' tall) or L (12' tall)
MOVEMENT: 9" or 15"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 3 or 5 (10)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-8/2-8 or by weapon +7
SPECIAL ATTACKS: Spells, thief abilities
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Nil
HIT DICE: 4 or 8+4

Sprite

DESCRIPTION: Sprites are mischievous fairy-kin with elven features. Common and Spite Sprites live in meadows and wooded glens, while Water Sprites are wingless and live in or near bodies of water. Sprites generally dress in bright colors. Water Sprites dress in see-through clothes and Spite Sprites dress in black, unless they are in disguise.

COMBAT/TACTICS: **Common Sprite:** Common Sprites fight with long, slim swords that do damage as daggers. They also use special bows with arrows that do 1d6-3 points of damage per hit and are coated with a special ointment. Those struck must save vs. poison or fall into a deep sleep for 1-6 hours. The Sprites will then take the victims to a place far away, confiscate their weapons and slay evil creatures.

Sprites can become Invisible at will and Detect Good or Detect Evil within 50 yards. When they are invisible, they get +2 to hit and opponents get -4 to hit them.

Water Sprite: Water Sprites are similar to Common Sprites except that they carry crossbows instead of regular bows. Three times a day they can cast Slow by touch as 5th level casters and once per day they can cast Airy Water as 10th level casters. They are 45% likely to be accompanied by 1-6 large carnivorous fish, such as barracuda. These fish will fight for the Sprites and protect them at all times.

Spite Sprite: Spite Sprites have the same weapons as Common Sprites, except that they take advantage of their sleeping victims. They will rob them of any valuables, steal clothes from any female and tattoo males with runes of shame. Spite Sprites will not kill their victims, as they consider that "too easy". They like to tie them up and torture them.

HABITAT/SOCIETY: **Common and Water Sprites:** Common and Water Sprites prefer to avoid other intelligent beings and live in places where they can have many gatherings, celebrations and wild parties in peace. They gather on moonlit nights for singing, dancing and depravity. Sprites speak their own language, common and elven. They naturally get along with most creatures native to their region.

Sprite	Common	Water	Spite
AKA:	--	--	Vengeance Fairy
HACKFACTOR:	1	2	1
EP VALUE:	270	270	270
CLIMATE/TERRAIN:	Meadows/Woods	Any Water	Meadows/Woods
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Tribe	Community	Clan
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)
ALIGNMENT:	Neutral (good)	Chaotic Neutral	Neutral (evil)
NO. APPEARING:	10-100	5-40	5-40
SIZE:	S (2' tall)	S (2' tall)	S (2' tall)
MOVEMENT:	9", 18" Fly (B)	6", 24" Swim	9", 18" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	6	6	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	Sleep poison	Slow touch	Sleep poison
SPECIAL DEFENSES:	Invisibility	See text	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1	1	1



Spite Sprites

Sprites are incredibly flighty – they have the attention spans of fruit flies. Sprites like druids and rangers and stay in contact with the former. They are loosely tribal.

Spite Sprite: Spite Sprites have been corrupted or wronged in some way. They usually hate druids, rangers and nature in general. They cannot stand other fairy-kin and are sick and tired of everyone treating them like they are cute and cuddly. Spite Sprites have chips on their shoulder the size of fortresses and they will take any opportunity to prove they are better and more powerful than their lesser brethren.

ECOLOGY: Sprites make their sleep ointment from mushrooms they grow in hollow stumps. They will not share the formula. Sprites are immortal, but due to their small size, delicate nature and the hunting habits of certain evil races, their populations are kept under control.

YIELD:

Medicinal: Nil

Spell Components: Common and Spite Sprite blood can be used by the unscrupulous in lieu of other material components for Faerie Fire and Invisibility spells. Water Sprite blood can also be used for Airy Water and Slow spells that take an extra segment to cast. Targets of such Slow spells get –1 to their saves.

Hide/Trophy Items: Nil

Treasure:

COMMON: C

WATER: D in lair

SPITE: C

Other: Sprites are sometimes sold on the black market for 125 gp each.

Sprite, Grig

DESCRIPTION: Grig Sprites are related to Grasshopper Men and Sprites, but they are closer in structure to Sprites. The creatures can leap great

distances and fly at amazing speeds. They often dress in green tights and carry daggers and tiny blow darts to use against intruders. Close up, the creatures resemble tiny humans with fairy wings, grasshopper antennae, muscular legs and bright red or orange hair.

COMBAT/TACTICS: Grig Sprites are non-violent unless one of their kind or their territory is threatened. Their daggers and blow darts only do 1 point of damage, but the creatures get –6 to initiative due to their speed. The darts are coated with a contact poison that causes the victim to save vs. poison at +4 or go to sleep. A Grig can fire two such darts each round.

Grig Sprites are naturally invisible and can become visible at will. Each Sprite will have 2-8 random cantrips and 1 in 10 will have the powers of a 1st to 4th level magic-user. When a Grig Sprite attacks, it does not have to become visible.

HABITAT/SOCIETY: Grig Sprites all resemble young humans and often act like human teenagers. They will (initially) refuse to speak with anyone older than a teenager. Grig Sprites have no single leader – often the loudest or most impulsive Sprite will sway the rest. These Sprites are emotional and impulsive, but make loyal allies once befriended. However, during a battle, it is wise not to give the Grig Sprites minimal instructions. These creatures like to play pranks on young or gullible people, convincing them they can fly and then letting them fall or convincing them they are invisible just to see what happens.

ECOLOGY: Like most fairy-kin, Grig Sprites spend their days frolicking, playing music and participating in raucous festivals.

YIELD:

Medicinal: Grig Sprites are a favorite delicacy of the grel because they are so hard to catch.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Z in lair

Other: Nil

Spry Gecko

DESCRIPTION: Spry Geckos are brightly colored lizards that have grown to the size of large dawgs. Thanks to gripping skin cells on their toepads, they can climb any surface.

COMBAT/TACTICS: Normally, Spry Geckos do not attack people unless they are under two feet in height. They will, however, use their tongues to snatch things from larger creatures. (The Geckos mistakenly think it is food.) Anything the size of a long sword or smaller, especially

Sprite, Grig

AKA: Weed Sprite

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Sylvan Woods and Meadows

FREQUENCY: Very Rare

ORGANIZATION: Tribes

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Avg. to High (8-12)

ALIGNMENT: Chaotic Good

NO. APPEARING: 3-18

SIZE: T (4" tall)

MOVEMENT: 3", 6" Jump, 9" Fly (A)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: -2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Sleep darts

SPECIAL DEFENSES: Spells, naturally invisible

MAGIC RESISTANCE: 30%

HIT DICE: .25

pouches of spell components, will be targeted by the creature's tongue. If it snags the item, the gecko will attempt to chew it as it runs away. It can climb straight up on almost any surface.

HABITAT/SOCIETY: Spry Geckos are merely larger gecko lizards. They are relatively harmless and will attempt to run away if attacked.

ECOLOGY: Spry Geckos are a common household pest in tropical and subtropical regions and will swallow just about anything. Like all reptiles, Spry Geckos are born from eggs and are cold-blooded, meaning that they are cold to the touch. For more information on reptiles, consult tomes hidden deep in the heart of the secret libraries located in the inner sanctum of the Circle of Sequestered Magicks.

YIELD:

Medicinal: Spry Gecko tastes like spicy, excitable chicken.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 20% chance that a useful item will be lodged inside a Spry Gecko. There is a 5% chance that the item is magical.

Other: Nil

Spry Gecko

AKA: Wily Lizard

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Tropical to Subtropical

FREQUENCY: Uncommon

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: M (5' long)

MOVEMENT: 12", 9" Climb, 6" Jump

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: Tongue snag

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2

Spry Railer

DESCRIPTION: Spry Railers are marsh birds that resemble an unfortunate cross between a seagull and a small crane. These inordinately stupid birds are pests to everyone that has ever had the misfortune of encountering them.

COMBAT/TACTICS: Spry Railers are too stupid to form any kind of organized attack. Instead, when startled by sudden movement or noise, the birds swarm. Victims caught within the swarm of birds will be struck at +3 to hit and suffer a -2 penalty to-hit, due to the birds' chaotic attack. If the victim stands motionless for one round, the swarm of birds attacking him are 85% likely to calm themselves.

HABITAT/SOCIETY: Spry Railers have a nasty habit of congregating on roads, bridges and other places where there are many passers by. If there is a nearby place or an object that is completely inappropriate for a bird to nest in, chances are, a Spry Railer will certainly decide to roost there (68% chance).

ECOLOGY: Spry Railers are amazingly prolific. This is balanced out by their high death rate. Magic-users who have encountered these imbecilic fowl often Fireball swamps in hopes of completely ridding the area of their menace. A single nest is home for two to eight Railers and can be placed almost anywhere. Young Spry Railers grow to maturity in about three months. Spry Railers make excellent pets for morons.

Spry Railer

AKA: Confusion Flock

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Marsh, Swamp

FREQUENCY: Uncommon

ORGANIZATION: Flock

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 10-100

SIZE: S (2' tall)

MOVEMENT: 3", 9" Fly (C)

PSIONIC ABILITY: -Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1d6-3

SPECIAL ATTACKS: Swarm

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3-18 hp



Spry Gecko



Spry Railer

YIELD:

Medicinal: Spry Railers are edible, but do not taste very good.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The thick skull of a Spry Railer is sometimes used as a head for a small hammer or tool.

Squealer

DESCRIPTION: A Squealer looks like it fell out of the "ugly tree" and hit every branch on the way down. These creatures have five limbs: two back feet with claws, two front talons and a fifth limb at the rear. They have dawg-like faces, a ridged snout and bumpy warts on their hunched back. They have distorted, sinewy arms and a bad smell. Squealers do not get chicks easily.

COMBAT/TACTICS: 10% of all encounters will be with a mated pair and up to two young. Young have 1-2 hit points per Hit Die and can bite for 1-4 points of damage.

Adult Squealers have Strength scores of 18 and weigh 400 pounds. They crouch on low branches and use their ability to

Squealer

AKA: Echoer

HACKFACTOR: 22

EP VALUE: 4,000

CLIMATE/TERRAIN: Temperate to Tropical Forests

FREQUENCY: Very Rare

ORGANIZATION: Small Groups

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1 or 2-4

SIZE: L (8' long)

MOVEMENT: 12", 9" (Bc)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 7-12/1d4-1/1d4-1

SPECIAL ATTACKS: Sound mimicry, surprise 5 in 10, squeeze

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 12

mimic voices and animal sounds. Squealers will use their extra arms to hold onto the branch and surprise a victim 5 in 10 times. Victims struck by all three attacks are held and take an additional 5-8 points of crushing damage.

Squealers are 75% invisible in their native surroundings and they gain +2 to hit and damage if a surprise attack is successful.

HABITAT/SOCIETY: Squealers live like Carnivorous Apes – though they tend to attack and eat Carnivorous Apes. They are vicious, heartless carnivores that care nothing for personal grooming. Squealers cannot be bribed because they do not value treasure. They are crass and stupid, thus a rapier wit is also useless against them.

ECOLOGY: Squealers were created by the evil magic-user Vandania using the dead remains of her dawg Zack. Vandania missed Zack and rather than burying him, she turned him into a horrid abomination. For a while, the Squealer made Vandania happy and prowled around her dungeon eating hapless victims. Unfortunately, one of her henchmen left the door to the dungeon open and Zack escaped to the wild. His progeny became the Squealer race.

YIELD:

Medicinal: Squealer meat is absolutely disgusting and has no nutritional value.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

Squid, Giant

DESCRIPTION: Giant Squids are immensely huge mollusks that defy belief. Once thought of only as bothersome pests of deep oceans, these creatures have evolved three other separate races, each more deadly than the last. Giant Squids are white, Giant Land Squids are off-white, Giant Arboreal Land Squids are greenish white, Giant Sand Squids are ivory-white and Giant Snow Squids are talc-colored.

COMBAT/TACTICS: **Common Giant Squid:** The Common Giant Squid does not normally come close to the surface and prefers to feast on whales, Dragons Turtles and the corpses of giants pulled into the ocean by very powerful undertows (or falling off giant ships). However, when there are big storms or the mood strikes, Giant Squids come to the surface of the water to crush ships and eat crew members like gnomish popcorn.

Victims hit by a tentacle initially take 1-6 points of damage, but 2-12 points of damage is inflicted each round thereafter due to constriction. PCs who are constricted by the Squid, roll on this chart:

1-20%	left arm pinned
21-40%	right arm pinned
41-60%	no arms pinned
61-80%	both arms pinned
81-100%	mouth and head covered by tentacle

Constricted characters can fight according to their situation. With one arm free, the victim strikes at -3 to hit, with both arms free victims fight at -1 to hit. A Giant Squid's tentacle can be severed if it takes 12 or more points of damage from slashing weapons.



Squealer

Squid, Giant	Common	Land	Land, Arboreal	Sand	Snow
AKA:	Arm Beast	Castle Crusher	Monkey Squid	Sinkhole Demon	Floe Fiend
HACKFACTOR:	31	33	9	38	38
EP VALUE:	5,000	5,000	2,000	5,000	5,000
CLIMATE/TERRAIN:	Deep Waters	Marsh	Jungle	Desert	Arctic
FREQUENCY:	Rare	Very Rare	Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Tribal	Tribal	Solitary
ACTIVITY CYCLE:	Any	Any	Day	Any	Any
DIET:	Carnivore	Carnivore	Omnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Animal (1)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1-6	1-12	1
SIZE:	G (60'+ long)	G (60'+ long)	L (10'+ long)	G (60'+ long)	G (60'+ long)
MOVEMENT:	3" Swim, 18" Jet	3", 9" Burrow	6", 12" Bc	6", 12" Burrow	3", 12" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Average (11)	Brave (14)	Brave (14)	Daring (15)
ARMOR CLASS:	7/3	5/3	6/3	6/3	6/3
NO. OF ATTACKS:	9	9	7	9	9
DAMAGE/ATTACK:	1-6 (x8)/5-20	1-6 (x8)/5-20	1-6 (x6)/2-12	1-6 (x8)/5-20	1-6 (x8)/5-20
SPECIAL ATTACKS:	Constriction	Constriction	Constriction	Constriction	Constriction, freezing spray
SPECIAL DEFENSES:	Ink jet	Stinking Cloud	Obscuring Cloud	Sand cloud, heat resistant	Immune to cold
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	12	12	6	12	12

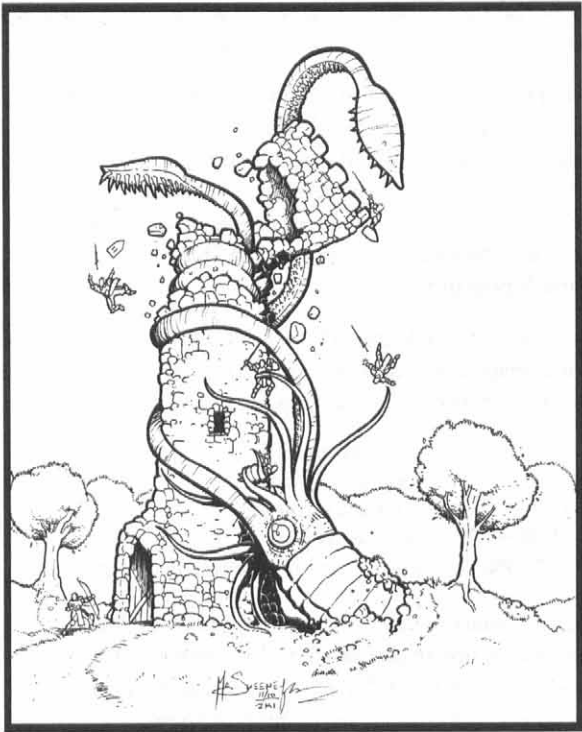
Giant Land Squid: Giant Land Squids attack small castles much like their water-borne cousins attack ships. Their tentacles can reach up to 60 feet (or even slightly more) and can be forced under walls to grab victims on the other side. Victims will be dragged down and popped into the creature's mouth. If it holds on with at least five tentacles for three consecutive rounds, it can crush small keeps and guard towers. Instead of ink, Land Squids can shoot a Stinking Cloud of the same size to cover their escape.

Giant Arboreal Land Squid: Giant Arboreal Land Squids, being significantly smaller than their

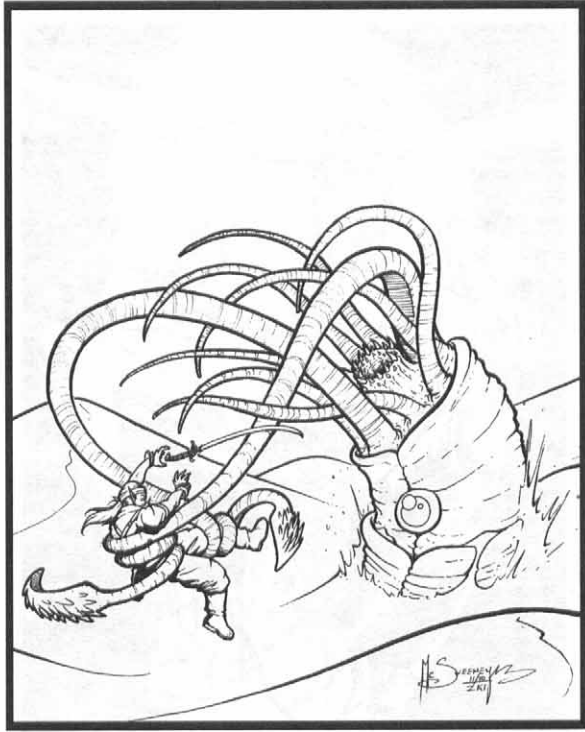
If four or more tentacles are severed, the monster is 80% likely to squirt its cloud of jet-black ink. The ink is 60 feet high by 60 feet wide and 80 feet long in the water. The Squid uses this jet to cover its retreat back to its lair to recover. The ink completely obscures all vision within the cloud.

Giant Squids can drag small ships to the bottom and can halt the movement of large ones in one turn. If a ship is squeezed by six or more tentacles for three consecutive rounds, the vessel suffers damage as if it has been rammed and begins to take on water and sink.

cousin, live in large trees. They use two of their tentacles to brachiate among the treetops as monkeys are apt to do. These tree-dwellers have developed a rudimentary intelligence beyond their monstrous kin but still live primarily to eat and reproduce. They use their tentacles in combat to grab and constrict victims much as other squids do but instead of burrowing or swimming up to prey, they drop their tentacles upon them from the trees above. Instead of ink, Arboreal Land Squids can shoot a cloud of vapor as an Obscurement spell at second level to cover their escape.



Giant Land Squid



Giant Sand Squid

Giant Sand Squid: Sand Squids swim through loose desert sands. Often their tentacles emerge to pull prey beneath the sand to feast. Victims pulled beneath the sand are effectively blind without eye protection. Sand Squids take half damage from heat-related attacks. Instead of an ink jet, Sand Squids shoot a blast of blinding desert sand to cover their escape.

Giant Snow Squid: Snow Squids inhabit the frozen wastes of the north. They are adept at swimming through bone-chilling waters and bursting through the ice to nab the unsuspecting. They are immune to all cold attacks, but take double damage from fire. Snow Squids will shoot a jet of cold water at a range of up to 30 feet. The spray affects one man-sized creature or splashes in a five foot radius if it does not hit a creature directly. Those struck must save vs. death magic or be frozen on the spot. Whether frozen or not, victims struck directly suffer 4-24 points of damage. Splashed victims suffer 2-12 points of damage. Those still alive can make an open doors roll to break the ice.

HABITAT/SOCIETY: Giant Squids are massive predators that need a constant influx of protein to survive.

Giant Land Squid: Land Squids lair in the open, but prefer to lair near massive trees when possible. They enjoy letting the morning dew coalesce on their bodies. They ignore prey that is smaller than one foot and are often driven out of their homes by angry fairie-kin.

Giant Arboreal Land Squid: Arboreal Squids make their homes in treetops, often right above their larger Land Squid bretheren. Another place they are often found to lair is within sight of primate colonies. Sages theorize that a really smart Land Squid once took to the trees in an effort to imitate a monkey and liked it so much he stayed there and multiplied. If the Arboreal Squids continue to imitate and adapt to the primate lifestyle, it could spell doom for Garweeze Wurd when they learn how to use tools and/or magic. Alarmist sages are carefully studying their development.

Giant Sand Squid: Sand Squids can stay buried under the sand for weeks. They can drink the water buried deep beneath the desert sands. Sand Squids will avoid man-made structures, as they tend to be built on soil that is too hard for them to dig through.

Giant Snow Squid: Snow Squids will attack almost anything and they are the most mindless of the mindless squids. They have been known to stay frozen in huge blocks of ice for eons. When they thaw out, they are immediately hungry and immediately attack.

ECOLOGY: Giant Squids of all types are a natural part of the ecosystem of Garweeze Wurd. For more information on giant squids, consult tomes hidden deep in the heart of the secret libraries located in the inner sanctum of the Circle of Sequestered Magicks.

YIELD:

Medicinal: A Giant Squid can make enough calamari for a city of 2,000 inhabitants.

Spell Components: Nil

Hide/Trophy Items: Jewelers are working on ways to turn Giant Arboreal Land Squid tentacles into expensive ashtrays.

Treasure: A (inside the beasts)

Other: Nil

Squirrel	Giant Black	Ordinary	Carnivorous Flying
AKA:	Dire Squirrel	Fluff Rat	Nut Junkies
HACKFACTOR:	0	0	0
EP VALUE:	35	1	20
CLIMATE/TERRAIN:	Temperate Forests	Temperate Forests	Temperate Forests
FREQUENCY:	Rare	Common	Rare
ORGANIZATION:	Family	Family	Swarm
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Herbivore	Herbivore	Carnivore
INTELLIGENCE:	Semi- (2-4)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral (evil)	Neutral	Neutral
NO. APPEARING:	1-12	1-6	3-18
SIZE:	S (2' long)	T (1' long)	T (6" long)
MOVEMENT:	12"	9"	9", 15" Fly (D)
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Timid (6)	Brave (14)
ARMOR CLASS:	6	8	7
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1d4-1	1	1d4-2
SPECIAL ATTACKS:	Nil	Nil	Surprise 6 in 10
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+1	1-2 hit points	1-1

Squirrel

DESCRIPTION: Squirrels are rodents with fluffy tails and an affinity for trees. The Giant Black Squirrel is two feet tall and black. The Ordinary Squirrel is gray and the Carnivorous Flying Squirrel looks just like a normal Flying Squirrel, except that its teeth are much sharper.

COMBAT/TACTICS: Giant Black Squirrel: Giant Black Squirrels are malicious and enjoy attacking weak and helpless creatures. They will steal small objects from careless individuals and secret them away in their nests.

Ordinary Squirrel: Ordinary Squirrels will flee from any threats, climbing the nearest tree or structure. If caught, they can bite for 1 point of damage. 3% of Squirrel bites will infect a victim with rabies.



Carnivorous Flying Squirrels

Carnivorous Flying Squirrel: Carnivorous Flying Squirrels do not actually fly, but glide on loose folds of skin. Their gliding range is five feet for every one foot of altitude they begin with. These Squirrels surprise opponents 6 in 10 times and they prefer to attack when the odds are 2 to 1 in their favor. When an opponent is in splint mail or better armor, these creatures use their first attacks to climb inside the armor, thereafter attacking as if the character had an AC of 10.

HABITAT/SOCIETY: Giant Black Squirrel: Giant Black Squirrels have lairs located 20 feet or more above the ground. They love to squirrel away shiny objects, especially ones that appear to be important to others. These Squirrels make great pets for NPC jerks.

Ordinary Squirrel: Ordinary Squirrels are jumpy and impulsive. Bands of foraging Squirrels can be pests, especially to PCs that are camping during the day. They are particularly hostile to non-Squirrels that attempt to mimic their noises.

Carnivorous Flying Squirrel: These Squirrels have developed a taste for flesh and are known to swarm down on opponents like hungry bees. Flying Carnivorous Squirrels will often click their teeth to frighten unintelligent opponents.

ECOLOGY: Squirrels are mammals found all over Garweeze World. They love to eat acorns and nuts.

YIELD:
Medicinal: Squirrel meat tastes like rat, only nuttier.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure:
 BLACK, GIANT: Incidental
 ORDINARY: Nil
 CARNIVOROUS, FLYING: Incidental
Other: Squirrel pelts can be sold for 1 cp each.



Giant Black Squirrel

Stag	Common	Giant
AKA:	Antler Beast	Hunter's Bane
HACKFACTOR:	2	4
EP VALUE:	120	420
CLIMATE/TERRAIN:	Temperate	Temperate
FREQUENCY:	Common	Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1-2
SIZE:	L (4' at shoulder)	L (7' at shoulder)
MOVEMENT:	24"	21"
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Average (11)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	1 or 2	1 or 2
DAMAGE/ATTACK:	2-8 or 1d4-1/1d4-1	4-16 or 1-4/1-4
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	3	5

Stag

DESCRIPTION: Common and Giant Stags are male herbivores found in temperate regions. During mating season they become extremely aggressive and use their impressive racks of antlers to attack anyone that appears to challenge them.

COMBAT/TACTICS: Common and Giant Stags attack by either charging with their antlers (2-8 or 4-16 points of damage) or attacking with their hooves. On a roll of a natural 20, victims are thrown into the air and land 2-12 feet away (Common Stags) or 5-40 feet away (Giant Stags) (In addition to the critical hit effects as noted in the GMG).

HABITAT/SOCIETY: Stags live in herds that include four to eight non-combatant females and young. Stags of all sizes are targets for larger



Giant Stag

predators. They have excellent senses of smell and will flee only if the rest of the herd has escaped.

ECOLOGY: Stags share habitat with common deer, and are often hunted. Giant Stags weigh about 1,500 pounds and are the frequent targets of human hunters looking for a challenge. Stags can be lured to a specific area by a salt lick, although is considered cheating by all but evilly aligned hunters.

YIELD:

Medicinal: Stag meat tastes like venison.

Spell Components: Nil

Hide/Trophy Items: Stag hide can be made into leather and is suitable for enchantment up to +6.

Treasure: Nil

Other: Nil

Stegocentipede

DESCRIPTION: These 18-foot long centipedes have armor plating covered with poisonous spines. They have mandibles on the front of their heads for biting. Stegocentipedes enjoy hugs.

COMBAT/TACTICS: Victims bitten by the Stegocentipede's mandibles must save vs. poison or die. Victims struck by the tail must save vs. poison or die. Those who fall against the armor must save vs. poison or die. On any successful strike, opponents are 75% likely to hit an armored section of the beast. If so, there is a 50% chance (with a small weapon, 40% medium weapon and 25% large weapon) that they are scratched by a spine and must save vs. poison or die. The Stegocentipede is so poisonous, plants wither and die in a two-foot radius around it. Due to its rapid defensive movements, opponents in melee are 25% likely to be hit by the armor spines for 1-6 points of damage and must save vs. poison or die. The creature's spiny armor gives its body an AC of 3. Its head is only AC 6, but it is no safer for opponents to strike than is the body.

HABITAT/SOCIETY: When two Stegocentipedes meet, they must save vs. poison or die. If they survive, they mate (requiring another saving throw). The female lays eggs that hatch 4-16 days later. All hatchlings must save vs. poison or die when they emerge from their eggs, as they crawl around and over their kin. If the creatures miss any saving throw, they immediately die. Surprisingly enough, sages have been unable to conclude just why the population of Stegocentipedes continues to dwindle, but thankfully, it does.

ECOLOGY: Stegocentipedes were developed on a far removed parallel world where people enjoy poison immensely. One of the creatures fell through a portal, made its save and procreated on Garweeze World.

Stegocentipede

AKA: Dinopede

HACKFACTOR: 36

EP VALUE: 2,000

CLIMATE/TERRAIN: Temperate to Tropical

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (18' long)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3/6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Spine armor

MAGIC RESISTANCE: Standard

HIT DICE: 9



Stegocentipede

YIELD:

Medicinal: Anyone who eats Stegocentipede must save vs. poison or die.

Spell Components: Anyone attempting to use any part of a Stegocentipede as a spell component must save vs. poison or die.

Hide/Trophy Items: Anyone wearing Stegocentipede armor must save vs. poison or die.

Treasure: Nil

Other: Nil

Stench Kow

DESCRIPTION: Stench Kows appear as evil-looking buffalo with misshapen horns and vile expressions on their bison-like faces.

COMBAT/TACTICS: For every five beasts encountered there will be a bull with 6 Hit Dice who never does less than 5 points of damage during an attack. Stench Kows can charge opponents, doing double damage and if they hit with a second to-hit roll, the victim is also trampled for 2-12 points of damage. At least ten feet is required for a charge.

Stench Kows are immune to all forms of cold, fire,

Stench Kow

AKA: Hades Bull

HACKFACTOR: 13

EP VALUE: 700

CLIMATE/TERRAIN: Lower planes

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 15-60

SIZE: L (bison-sized)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Charge, trample, breath

SPECIAL DEFENSES: Immunities (see text)

MAGIC RESISTANCE: Standard

HIT DICE: 3+3



Stench Kow

poison, poison gas, poison darts, poison flowers, poison cheese and poison wicker. In close quarters their breath is so foul, opponents must save vs. poison or be affected as by a Stinking Cloud spell. Saves must be made every three rounds.

HABITAT/SOCIETY: Stench Kows roam the wastes of Hell feeding off poisonous growths from its vile terrain. Herds will include 5-30 non-combatant young.

ECOLOGY: Very, very bad cows go to Hell and become Stench Kows. In life, these cows trampled farmers' crops, ate their farmer's straw hat and/or generally ran wild all over the farm. In death, these evil Kows are food for hungry nefarians.

YIELD:

Medicinal: Stench Kow meat is poisonous to anyone but a native of the lower planes and no amount of barbecue sauce will cover its horrid taste.

Spell Components: Nil

Hide/Trophy Items: Stench Kow hide can be crafted into evil leather armor or evil hide armor suitable for enchantment up to +8. Either way, it smells very bad.

Treasure: Nil

Other: The horns of Stench Kows can be carved into items suitable for evil enchantment.

Stirge

DESCRIPTION: Common and Humming Stirges are blood drinkers. Both varieties have pincher-like legs used to land on victims and a needle-like beak that they use to jab an artery and drink blood. Humming Stirges have humming bird wings and are much faster, but very small.

COMBAT/TACTICS: **Common Stirge:** Due to their ability to find and attack weak points, Stirges attack as 4 Hit Dice monsters. Their noses

Stirge	Common	Humming
AKA:	Blood Bird	Avianus-Leechus
HACKFACTOR:	1	0
EP VALUE:	175	15
CLIMATE/TERRAIN:	Forest/Subterranean	Forest/Subterranean
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Clusters	Swarm
ACTIVITY CYCLE:	Night	Night
DIET:	Blood	Blood
INTELLIGENCE:	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	3-30	20-120
SIZE:	S (2' wingspan)	T (6" wingspan)
MOVEMENT:	3", 18" Fly (C)	1", 24" Fly (A)
PSIONIC ABILITY:	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Hesitant (7)
ARMOR CLASS:	8	2
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1d4-1	1
SPECIAL ATTACKS:	Blood drain	Blood drain
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+1	1 hit point

inflict 1d4-1 points of damage on a hit and then drain 1-4 points every round thereafter. When a Stirge drains 12 points of blood, it is bloated and flies away to digest.

If anyone other than the victim attempts to strike a Stirge, he must roll against the AC of the victim at -2 (in addition to his normal attack roll). If he succeeds, he avoids hitting the victim as well as the Stirge. If he fails, he hits the victim (whether he hits the Stirge or not).

Humming Stirge: Humming Stirges are smaller and very difficult to hit. They will fly inside helmet visors if able. They drain only 1 hit point per round and once they drain 4 hit points' worth of blood, they are bloated and fly away to digest. An attack by a flock of Humming Stirges will be preceded by their loud humming.



Common Stirge

*Humming Stirge*

HABITAT/SOCIETY: Stirges and Humming Stirges make nests much as birds do, but they hang upside down to sleep as bats do. They can be bred in captivity, but need a constant source of blood. Stirges will abandon their hunting territory to larger predators, as they prefer to prey on the weak. Contrary to the popular gnomish rumor, Stirges do not accept surrender.

ECOLOGY: A Stirge has an acute sense of smell and infravision out to 200 feet (100 feet for Humming Stirges). Creatures with a natural AC of 3 or better are immune to both Common and Humming Stirge attacks. Stirges, therefore, often nest near dragons and other creatures that are immune to their attacks and will tolerate their presence. Stirge flocks hunt an area in a one mile radius around their nests, but they usually move their nests before they are discovered.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: D

Other: Nil

Stirge, Wingless

DESCRIPTION: Wingless Stirges have the same gripping feet and needle-like beaks as Common Stirges, but have a much tougher hide and more developed legs. The leathery skin of a Blood Gorgier is rusty-red to dark brown.

COMBAT/TACTICS: These creatures hide in the shadows or in darkness waiting for warm-blooded creatures to stumble upon them. They can jump up to four feet and once they score a hit (for 1d4-1 points of damage) they begin draining 1-4 hit points per round.

After draining 12 points, they drop off and scuttle away to digest. Wingless Stirges prefer shorter victims, as their vital arteries are closer to the ground.

HABITAT/SOCIETY: These creatures live in packs, much like rats. Wingless Stirges generally make their nests in rotting filth or under deep piles of underbrush.

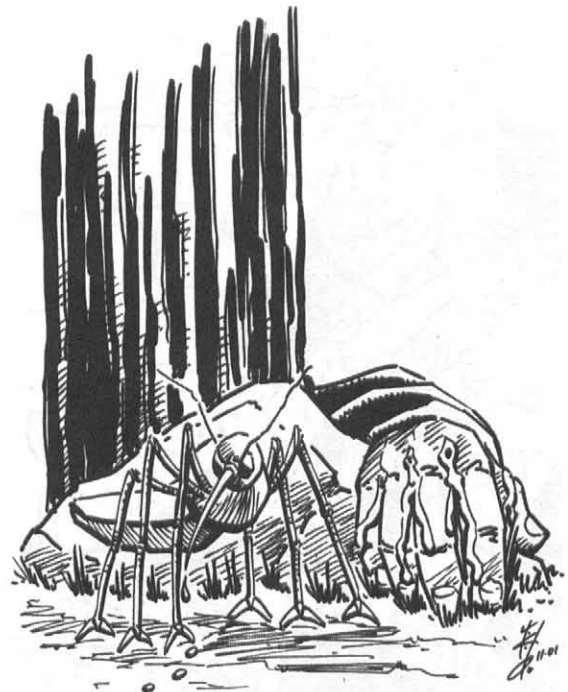
ECOLOGY: Blood Gorgiers live approximately three years and reproduce by leaving their eggs in a sac in the manner of spiders. They are attracted to shiny objects and sometimes line their nests with them. Previous Wingless Stirge victims are left to rot wherever they fall.

Stirge, Wingless**AKA:** Blood Gorgier**HACKFACTOR:** 0**EP VALUE:** 35**CLIMATE/TERRAIN:** Subterranean/Forest**FREQUENCY:** Uncommon**ORGANIZATION:** Packs**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Animal (1)**ALIGNMENT:** Neutral**NO. APPEARING:** 3-30**SIZE:** S**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Half-hearted (9)**ARMOR CLASS:** 6**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1d4-1**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Nil**HIT DICE:** 1+2**YIELD:**

Medicinal: Wingless Stirges have a gland that contains an anti-coagulant that is useful in unblocking arteries. This can be used as the principal component of a Potion of Healing (3-5 Stirges per vial).

Spell Components: Nil**Hide/Trophy Items:** Nil**Treasure:** Q (in lair)

Other: Wingless Stirge leg bones can be used for quills for scribing scrolls that hold 1st or 2nd level magic-user spells.

*Wingless Stirge*

Stone Guardian

DESCRIPTION: Stone Guardians are smaller, less powerful Stone Golems. They are built by cheap magic-users who cut corners trying to save money.

COMBAT/TACTICS: Stone Guardians are mindless automations that follow their instructions to the letter. However, because of the substandard parts used to construct them, there is a 20% chance that they will ignore their instructions when activated – instead attacking anything that moves. Stone Guardians mercilessly pummel foes with their fists.

Stone Guardians take one-quarter damage from edged weapons and are immune to normal missiles. They take half or no damage from electrical, cold or fire attacks. They cannot be poisoned, held, charmed, paralyzed, affected by fear or tricked into bad real estate deals. Stone Guardians can Detect Invisibility if the creator spends the extra money.

Stone to Flesh, Transmute Stone to Mud, Stone Shape or Dig spells will kill a Stone Guardian instantly (no saving throw).

Typical Orders: A Magic Mouth is used to activate the Stone Guardian. Typically, the mouth will say, "Attack the intruders!", "Get them!" or "Run away, you fool! Don't get yourself destroyed!" Stone Guardians attack until they are destroyed. Desperate magic-users dress them up and use them as "emergency dates" for social events.



Stone Guardian

Stone Guardian

AKA: Rock Watcher
HACKFACTOR: 15
EP VALUE: 650
CLIMATE/TERRAIN: Very Rare
FREQUENCY: Any
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Any
DIET: Nil
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: 75% M (6' tall), 25% L (9' tall)
MOVEMENT: 10"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 2
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-9/2-9
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: See text
HIT DICE: 4+4

Construction: A Stone Guardian is built similarly to a Figurine of Wondrous Power and requires the following spells: Enchant an Item, Transmute Mud to Stone, Magic Mouth, Detect Invisibility (optional) and Limited Wish or Wish. At the time of construction, a ring can be made that will protect the wearer and all within a ten-foot radius from the Guardian's attacks. The ring will only work for the Guardian or Guardians built at the same time. Each guardian costs 100 gp per hit point and requires the assistance of a sculptor (though he need not be an expert. In fact, he rarely is.). Add 400 gp to the cost if a Detect Invisibility is used and add 500 gp for a ring.

YIELD:

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

Stone Warbler

DESCRIPTION: Stone Warblers are every cartographer's worst nightmare. These creatures are brick-shaped and stone colored. They excrete a substance that is similar to mortar. They have very tiny, slit-like eyes that can only be seen by extremely close examination.

COMBAT/TACTICS: Stone Warblers absorb mildew and other molds from their surrounding habitat. They are non-violent but, if disturbed, the Warblers will "bond". This power allows them to hold together, combining their hit points as one entity to stay together. Anything short of their total destruction will not separate the Warblers.

However, the power takes a full round to activate. During this time, if a magic-user casts a Shatter spell or if a creature or object of sufficient mass hits the Warblers, they will break apart again into separate entities. In such a case, they will fling themselves at attackers for 1-4 points of damage with a minimum range of 20 feet.

Hacking and puncturing weapons only inflict 1 point of damage on a Stone Warbler – crushing weapons inflict only half damage against them (magical bonuses still apply, though Strength bonuses do not). Stone Warblers are affected by spells that affect stone. Stone to Flesh reduces their AC to 8. Transmute Stone to Mud causes them to save vs. death or be destroyed. Stone Shape can forcibly move them out of the way.

HABITAT/SOCIETY: Stone Warblers want nothing more than to survive. However, they have an annoying habit of changing position and block-

Stone Warbler

AKA: Cobblestoner
HACKFACTOR: 2
EP VALUE: 51
CLIMATE/TERRAIN: Any Damp
FREQUENCY: Rare
ORGANIZATION: Groups
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 20-80
SIZE: S (1' to 3' long)
MOVEMENT: 1"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Bonding
SPECIAL DEFENSES: Reduced damage from weapons
MAGIC RESISTANCE: Standard
HIT DICE: 1



Stone Warbler

ing corridors. Dwarves, gnomes and others close to the earth have a 40% chance (+3% per level) of talking the Warblers into moving. Minotaurs hate Stone Warblers and destroy them whenever possible.

ECOLOGY: Stone Warblers are from the Elemental Plane of Earth, but they prefer life on the Prime Material Plane. They can be spotted in dungeons by the fact that the Warblers will not necessarily match the other brickwork in the dungeon complex.

YIELD:

Medicinal: Stone Warbler meat tastes like gravel.

Spell Components: Powdered Stone Warbler can be used in lieu of other material components for an Animate Rock spell that affects 3 cubic feet per caster level, but takes two rounds to cast.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Stone Warbler is sometimes used as an active ingredient in golem manufacture.

Stork, Dire

DESCRIPTION: Dire Storks are very large and nasty storks. These evil avians are more likely to be eating a baby than carrying one.

COMBAT/TACTICS: The large evil birds can, after one round of gathering speed, run across water to attack prey. Movement across the water is very quick and silent 70% of the time. Victims are surprised 7 in 10 times by this sort of attack.

Dire Storks prefer to attack small sized creatures and will attempt to run away with dwarves, halflings and/or gnomes in their beaks to devour the little creatures at their leisure. A successful hit indicates the bird has bitten the victim and can run away with him. Victims may

attempt to pull themselves from the bird's beak, but only if there is something else nearby to grab onto. Victims must make a successful open doors roll to get free.

HABITAT/SOCIETY: Dire Storks roam marshlands feeding on Giant Toads, Giant Coconut Toads, Greater Mossback Sloths, Nar'Wasps, bloated dwarf corpses and iron rations. They prefer attacking PCs to NPCs.

ECOLOGY: These evil birds were created from the twisted imagination of the evil monk Schwang-Fo who employed magic-users and forced them to do his bidding.

YIELD:

Medicinal: Dire Stork meat is foul but edible. Rubbing a Dire Stork corpse on a rash will relieve itching, but this must be done for a full minute every half hour to be effective.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Dire Stork feathers can be used to make quills to pen scrolls.

Stork, Dire

AKA: Marsh Monster

HACKFACTOR: 5

EP VALUE: 270

CLIMATE/TERRAIN: Any Marsh

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-3

SIZE: M (6.5' tall)

MOVEMENT: 9", 15" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

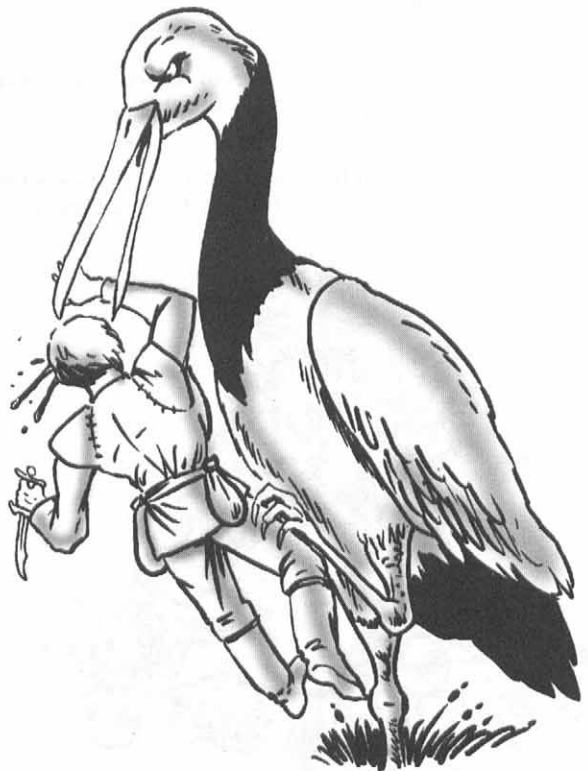
DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: Water running, surprise 7 in 10

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+2



Dire Stork

Strangle Plant	Tomato	Vine	Weed
AKA:	Choke Fruit	Gag Plant	Suffocation Ragweed
HACKFACTOR:	16	60	5
EP VALUE:	270 per Hit Die over 4	8,000	65 per Hit Die
CLIMATE/TERRAIN:	Temperate	Temperate	Warm Seas
FREQUENCY:	Uncommon	Rare	Common
ORGANIZATION:	Groups	Solitary	Groups
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Variable	Non- (0)	Animal (1)
ALIGNMENT:	Variable	Neutral	Neutral
NO. APPEARING:	1-4	1	3-12
SIZE:	M	L	S
MOVEMENT:	Nil	Nil	Nil
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Variable	Fearless (19)	Fearless (19)
ARMOR CLASS:	6	6/5	6
NO. OF ATTACKS:	3-12	8 or more	3-12
DAMAGE/ATTACK:	See text	1-4	See text
SPECIAL ATTACKS:	Strangulation	Strangulation	Strangulation, drowning
SPECIAL DEFENSES:	See text	See text	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	5 to 8	25 (see text)	2 to 4

Strangle Plant

DESCRIPTION: There are hundreds of varieties of strangle plants, but listed here are the three most common. Strangle Tomato Plants look like normal tomato plants, until you try to pick them. Strangle Vines grow to great lengths and can be found growing all over ruins. Strangle Weeds are kelp-like and only grow in warm seas.

COMBAT/TACTICS: Strangle Tomato: There are 3-18 fruits growing on each plant. These fruits are tiny brains and each one adds one point to the creature's Intelligence. The more intelligent the plant, the craftier it will be. Some Strangle Tomatoes have grown their roots into pots. These plants can move at 1" to 3" depending on the size of the pot.

Additionally, Strangle Tomatoes can take on different personalities. Some are evil and malicious, while some are nice. All Strangle Tomatoes jealously guard their fruits, for if they are damaged, their Intelligence drops. Each plant has 2-16 fronds that collectively have a Strength of 3-18. For every point of Strength the victim has above

that, there is a 10% chance of breaking free. For every point of the Strength the plant has over the victim's, the victim takes one point of damage per round. Creatures entwined attack at -2 to hit. Should the plant lose more than 3 points of Intelligence in a round, it must make an Intelligence check or become Confused (as the spell) for 1-4 rounds.

Strangle Vine: Strangle Vines are immensely huge and strong. Some of their fronds are as thick as tree trunks and over 100 feet long. Vines can move five feet in a round and can take 2-16 points of damage before being severed. The vines are attracted to movement and light. Victims are held for 1-4 points of squeezing damage per turn, with a 10% chance of being strangled to death.

Strangle Vines are immune to small flames and torches, but large fires do normal damage. Cold causes 1 point of damage per die and immobilizes sections of the plant for 2-5 rounds. Electrical attacks do no damage but double its movement and attacks for 2-5 rounds. Each branch is 9-16 feet long and grows to complete a full circle. Stems are AC 5 and the vines are AC 6. Damage to individual vines does not affect the plant itself. Small Strangle Vines have 1 hit point per Hit Die, while ancient ones have 8 per Hit Die.

Strangle Weed: The fronds on this plant are 7-12 feet long and spread around the stem in an oval. It attacks as a Strangle Tomato, except that in addition to its entanglement, it will drag victims underwater, drowning them in a number of rounds equal to the Constitution divided by three (see GMG page 167).

HABITAT/SOCIETY: Only Strange Tomatoes are smart enough to do anything other than reproduce and survive. At least one Strangle Tomato briefly led an Orc tribe and one actually wrote an extremely popular book called "Plant Like Me". Although some can be intelligent, a Speak with Plants is required to communicate with Strangle Plants. The Strangle Weed will say little and the Strangle Vine can only say "Meep!" in an ever-increasingly agitated voice. Gardeners that grow Strangle Tomatoes sometimes hire adventurers to weed the Strangle Vines and Strangle Weeds that might grow nearby.

ECOLOGY: Strangle Plants are related to Shambling Mounds and may actually be early cousins of the Shamblers. Eating the tomatoes from a Strangle Tomato Plant will temporarily boost the eater's Intelligence by 1 per tomato. This effect lasts 2-12 days. For every tomato eaten after the second within that period, the victim must make a system shock roll or suffer the permanent loss of 1 point of Intelligence. However, if the eater rolls exactly the system shock number needed, it keeps the Intelligence gain permanently. Without preservation, Strangle Tomatoes are good for up to eight days after harvesting.

YIELD:

Medicinal: (see above)

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

TOMATO: J thru N, Q, B, C

VINE: Nil

WEED: J thru N, Q, C

Other: Nil



Strangle Plant: Tomato

Straw Mound

DESCRIPTION: Straw Mounds are 90% indistinguishable from normal bales of hay. Viewers who note two angry eyes in the center of the pile of straw will spot the monstrous fiend that it is.

COMBAT/TACTICS: Straw Mounds attack by leaping on top of opponents and suffocating them. Victims struck take damage and must make an open doors roll (with a penalty equal to the creature's number of Hit Dice) to get out from under it. If this penalty is more than the victim's chance to open doors, the individual will be unable to move. Any victim under the beast will suffocate in a number of rounds equal to their Constitution divided by three (see GMG page 167). Once the victim stops moving, the Mound loosens its grip and stays on the victim until it rots. Victims that "play possum" for one round get +4 on their open doors to get out from under the Mound after it has loosened its grip.

The Straw Mound releases a mild acid that breaks down organic matter. The acid has no effect on armor, weapons or other metal equipment. The creature regurgitates these unwanted items one to four hours later. Straw Mounds take double damage from all fire-based attacks and will flee to the nearest water source if lit on fire.



Straw Mound

Straw Mound

AKA: Farm Fiend

HACKFACTOR: 6 plus 1 per Hit Die

EP VALUE: 125 plus 125 per Hit Die over 3

CLIMATE/TERRAIN: Any Temperate

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: S to L (3' tall to 12' tall)

MOVEMENT: 6" Jump

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6+1 per Hit Die

SPECIAL ATTACKS: Suffocation

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 per 1' of height (3-12 Hit Dice)

HABITAT/SOCIETY: Straw Mounds usually attack farms, stables and any place that holds bales of hay. They always attack victims they can completely cover. (A three-foot tall Straw Mound would not attack a human, but might attack a halfling.) Straw Mounds prefer animal targets over intelligent bipeds, but they will attack almost anything if they are hungry. They cannot distinguish undead from living beings and have been known to pounce on Zombies, Ghouls and other creatures.

ECOLOGY: The Straw Mound is a relative of the Shambling Mound, but inhabits drier, more temperate regions. Like the Shambling Mound, the Straw Mound's brain is located in the center of its body.

YIELD:

Medicinal: Nil

Spell Components: The Straw Mound's brain can be used in lieu of other material components for a Charm Plants spell that inflicts an additional -2 on an intelligent plant's saving throw.

Hide/Trophy Items: Nil

Treasure: Incidental (25% chance of J, 50% chance of Q, 10% chance of H)

Other: The Straw Mound's brain can be used to make a Potion of Plant Control.

Stump Horror

DESCRIPTION: In its dormant form, a Stump Horror resembles a cute, harmless bunny sitting on an innocuous tree stump. However, when a victim comes into range, the creature reveals its true nature. The "bunny" is actually a protrusion, the "stump" itself is the creature. It has two or three eyestalks that are four feet long and can turn in any direction. Its roots are actually branching tentacles used to grab prey and pull them into its maw.

COMBAT/TACTICS: All damage to the monster's appendages is separate from the body; appendages grow back in one to four weeks. Root tentacles have 19-22 hit points each, eyestalks have 13-16 and the "bunny" has 2-8.

The creature sits still until a victim gets within 12 feet. It gains surprise 9 times in 10. Breaking free from its tentacles requires at least a 14 Strength. Each point over 13 gives the victim a 5% chance of breaking free.

HABITAT/SOCIETY: Stump Horrors are rare forest carnivores that usually feed on other carnivores. Druids dislike these creatures intensely, as many of their kind have fallen prey to its trick. In any hunt of these beasts, 90% of all druids in the area are likely to participate.

Stump Horror

AKA: --

HACKFACTOR: 16

EP VALUE: 975

CLIMATE/TERRAIN: Temperate Land

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: S (effective)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3 (root tentacles), 5 (body), 7 (eyestalks)

NO. OF ATTACKS: 1-3

DAMAGE/ATTACK: 1-4 each

SPECIAL ATTACKS: Entanglement, surprise 9 in 10

SPECIAL DEFENSES: Camouflage

MAGIC RESISTANCE: Standard

HIT DICE: 9 (see text)



Stump Horror

ECOLOGY: Stump Horrors were created by a druid who achieved great power, but became infected with a mold that drove him insane. He created these creatures to "protect" the grove, but the druid lost control over them as he slowly lost his mind.

YIELD:

Medicinal: The "bunny" on a Stump Horror tastes like wood. It has no nutritional value to carnivores.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The wood can be carved into items suitable for enchantment. The corpse is worth 200 gp to a magic-user.

Stun Jelly

DESCRIPTION: Stun Jellies are related to Gelatinous Cubes. They have the natural ability to blend in with their surroundings, perfectly mimicking a section of wall.

COMBAT/TACTICS: Any creature that comes within two and a half to five feet of the Jelly will be attacked. Victims struck must make a save vs. paralyzation or be paralyzed for 5-20 rounds. Paralyzed victims are pulled into the Jelly to be digested.

Stun Jellies cannot be spotted in torch light. However, in the bright light of a Continual Light spell, there is a 50%

Stun Jelly

AKA: Stucco Stunner

HACKFACTOR: 5

EP VALUE: 270

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' square)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Paralyzation

SPECIAL DEFENSES: Wall mimicry

MAGIC RESISTANCE: Standard

HIT DICE: 4



Stun Jelly

chance that potential victims will notice items from previous victims floating inside the Jelly's body.

HABITAT/SOCIETY: Stun Jellies are dungeon predators. They are often encouraged to inhabit labyrinths full of lesser undead, as Stucco Stunners will ignore undead creatures and vice versa. However, Stun Jellies make poor guards and usually react to instructions by paralyzing their trainers.

ECOLOGY: Stun Jellies are semi-transparent if examined closely. Once they begin to move, their true nature becomes obvious. Stun Jellies avoid others of their kind and there will rarely be two Stun Jellies in the same area.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

Stygian Face Slapper

DESCRIPTION: Stygian Face Slappers are the duelers of Hell. They appear as strikingly handsome musketeers with small horns, red skins, thin beards, thin mustaches, foils and armored dueling costumes.

COMBAT/TACTICS: Stygian Face Slappers are professional duelers and fight as 9th level fighters. Their weapons include a special saber (Dmg 1-8, two attacks per round, speed factor -2) and a smaller blade-catcher such as a dagger. They can strike with this smaller weapon three times per round, but generally use it for parrying. 75% have one magic weapon. The other 25% have two.

It is a rare circumstance when a Slapper kills his opponent quickly. They prefer to prolong battle, taunting and humiliating opponents as long as possible, making a big show of finally dispatching their victims.

Stygian Face Slappers have the same immunities as devils and can only be hit by magic weapons or weapons wielded by true warriors (GM's

discretion). If, in battle, a Stygian Face Slapper is disarmed or out-taunted, there is a 5% chance per round that it will become angered, increasing its damage to +4, but lowering its accuracy to -2 to hit. If disarmed, they automatically become enraged and attack with their claws and bite.

HABITAT/SOCIETY: Not all disputes in Hell are fought with legions. In more civilized areas, Stygian Face Slappers are used to resolve disputes. The most expert of these creatures fight for the Nefarian Asmodeus. Stygian Face Slappers are arrogant and suffer terrible mental anguish if they lose a fight. Defeating a Slapper in combat is a huge disgrace – the creature is quickly demoted. Although these creatures do not openly cheat in combat, they bend any rules they can. For instance, they may coat their weapons with poison, unless the rules of engagement specifically forbid it.

ECOLOGY: Stygian Face Slappers are created from the souls of lawful evil fighters. Their abilities are based on skill. Very rarely, Stygian Face Slappers travel to the Prime Material Plane, dueling for Honor and/or tasty snack treats in exchange for magic weapons of great power.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C (in lair) plus those noted above

Other: Nil

Su-Monster

DESCRIPTION: Su-Monsters look like large, gray monkeys with bones that are too large for their bodies. They have long prehensile tails and big, smiling mouths full of sharp teeth. Each hand and foot has three fingers with sharp claws and an opposable thumb. The face and tail are black and the paws are blood red.

COMBAT/TACTICS: Su-Monsters are immune to telepathic attacks and they have the following psionic powers at 2nd level mastery:

Dis/Sci/Dev	Attack/Defense	Score	PSPs
3/1/3 (2/5)	C, D, E/Nil	equal to Int	120
Psychometabolism – Devotions: Enhancement (no cost)			
Metapsionics – Devotions: Psionic Sense (always on, no cost)			
Telepathy – Sciences: Psychic Crush			
Devotions: Mind Thrust, Psionic Blast			

In melee, Su-Monsters use their claws and bite, using their prehensile tails to hang from branches and gain all four claw attacks. The creatures hunt in packs and can surprise victims 6 in 10 times if said victims pass under an area where the beasts can attack from above.

Entire Su-Monster families fight together 50% of the time. That means there may be young (1-2, 40% chance) along for the hunt. If the young are attacked, the full-grown monsters attack as if under a Haste spell. This lasts for six turns for the female and four for the male.

HABITAT/SOCIETY: A Su-Monster is a very family-oriented monster. Both parents take active roles in teaching their young how to hunt and disembowel other life forms. Early Su-Monster memories will always be happy ones of the mother and father sitting around a steaming, flayed corpse. Many evil magic-users and clerics employ Su-Monsters as guards. Evil followers of the Ape Gawd consider these creatures “holy”. Su-Monsters hide their treasure in the boles of trees.

ECOLOGY: Su-Monsters were created by one of the earliest Ape Gawd cults to combat a force of psionically-enhanced warriors. Good-aligned followers of the Ape Gawd have been known to hire adventurers to slay them.

Su-Monster

AKA: Synap Chimp

HACKFACTOR: 14

EP VALUE: 650

CLIMATE/TERRAIN: Dark Wilderness/
Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Family/Clan

ACTIVITY CYCLE: Dawn and Sunset

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic (evil)

NO. APPEARING: 1-12

SIZE: M (ape sized)

MOVEMENT: 9"/9" Bc

PSIONIC ABILITY: 120

ATTACK/DEFENSE MODES: C, D, E / Nil

MORALE: Pliant (10)

ARMOR CLASS: 6

NO. OF ATTACKS: 5

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

SPECIAL ATTACKS: Surprise 6 in 10,
Haste rage

SPECIAL DEFENSES: Immune to psionic
attack

MAGIC RESISTANCE: Standard

HIT DICE: 5+5



Su-Monster

YIELD:

Medicinal: Su-Monster meat is mildly poisonous. Victims who consume it must save vs. poison or become ill, being unable to benefit from healing spells for a week.

Spell Components: Nil

Hide/Trophy Items: Su-Monster hide is coarse, but can be worked into leather garments suitable for enchantment.

Treasure: C, Y

Other: Nil

Subcutaneous Feeder

DESCRIPTION: Subcutaneous Feeders are horrid insects that resemble June bugs. They make a sinister clicking noise when they spot a victim. Feeders range in color from dried-blood to spurting artery blood red.

COMBAT/TACTICS: When a Subcutaneous Feeder swarm spots a warm-blooded animal, it immediately attacks. Victims struck initially take only 1 point of damage. However, if the creature is not killed or removed in that round, the insect burrows under the skin for 1-4 points of damage on the second round. On the third round, it bores into the victim's deep muscle tissue. Each round thereafter the victim automatically takes 4-7 points of damage

Subcutaneous Feeder

AKA: Agony Beetle

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Subterranean, Swamp, Marsh, Forest

FREQUENCY: Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 5-20

SIZE: T (2" across)

MOVEMENT: 1", 9" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Muscling boring

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1-3 hit points

and must make a Constitution check or pass out from the pain. The pain will revive the character on the next round, causing him to make another check. Victims can be alternately knocked out and revived.

HABITAT/SOCIETY: Subcutaneous Feeders are mindless creatures that feed and reproduce. They have been known to turn the mightiest giants into weeping pansy-boys, begging for death. Lawful evil creatures have been known to capture these horrid insects and use them as living torture devices on their victims.

ECOLOGY: Subcutaneous Feeders reproduce by laying their eggs in living victims. This is done during their reproductive cycle, which occurs during the months of Nardur'kiev through Sirin'sa. Instead of boring into the victim, the creature then lays its eggs and exits the body on the third round (only the first and second round damage applies).

The larvae can be removed with a Cure Disease spell or by amputation. If they are not removed, 2-20 larva hatch in one week and bore into the victim, killing him in 2-12 turns.

YIELD:

Medicinal: Ground Subcutaneous Feeder powder can be used to treat muscle aches. Eating live Feeders is 5% likely to infest the imbibor with viable eggs.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Subterranean Magna-Ferret

DESCRIPTION: Subterranean Magna-Ferrets are large ferrets that are fairly common in certain mountainous regions. They like to dig tunnels all over a mountain and feed upon grubs and tuberous plants. The Ferrets have large eyes and small mouths.

COMBAT/TACTICS: These creatures are not normally violent, but when provoked or threatened, they will attack. They often mistake mountain climbers for threats, especially when the climbers hammer pitons into the earth near their homes.

The creature will bite its victims for 1-8 points of damage. The Magna-Ferret may then lock its jaw on that victim and continue to bite for the same amount of damage each round. On the third round, the creature bites through the victim, leaving a gushing wound that bleeds for 1 point of damage per round and, eventually, a large and hideous scar. These creatures have been known to nibble at the ropes of mountain climbers.

Subterranean Magna-Ferret

AKA: --

HACKFACTOR: 1

EP VALUE: 120

CLIMATE/TERRAIN: Mountains

FREQUENCY: Uncommon

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral (chaotic)

NO. APPEARING: 3-12

SIZE: M (4' to 6' long)

MOVEMENT: 9", 6" Burrowing

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Jaw lock

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+1



Subcutaneous Feeder

*Subterranean Magna-Ferrets*

HABITAT/SOCIETY: Subterranean Magna-Ferrets are friendly if offered food. A Speak with Animals spell and a little patience will go a long way in keeping them from attacking. They make excellent pets, especially for dwarves and gnomes, who spend a lot of time underground. However, these Ferrets prefer a mountainous atmosphere and hate cities, so unless a PC is prepared to spend his life in the mountains, a Subterranean Magna-Ferret is probably not the right pet.

ECOLOGY: Subterranean Magna-Ferrets make excellent guards for those who bother to train them. They have short attention spans and are easily distracted by food. However, they are loyal and have been known to fight to the death for a kindly master. Additionally, because of their large eyes, they have excellent normal vision and infravision (twice as good as normal human vision, 80-foot infravision).

YIELD:

Medicinal: Subterranean Magna-Ferrets are not edible.

Spell Components: The eyes of these creatures can be used in lieu of other material components for a Detect Invisibility spell with a range of 11 yards per caster level, and only a 3% chance of spell mishap.

Hide/Trophy Items: Subterranean Magna-Ferret pelts are worth 60-110 gp each.

Treasure: Nil

Other: Nil

Sundew, Giant

DESCRIPTION: Giant Sundews appear as three to four-foot high mounds of gray-green tarry ropes or rags. They are fly-infested and smell disturbingly like sweet syrup. The rope-like tendrils can lash out and grab anything that moves within five feet.

COMBAT/TACTICS: Giant Sundews are able to detect vibrations and will attack anything that comes within five feet. Their bodies are covered with hundreds of tendrils that end in sticky gobs of sap. For every three tendrils that strike a victim, he gets -1 to hit the creature (the

effect is cumulative). On a natural 20, the victim's mouth and nose becomes covered and clogged with sap (this effect supersedes the critical hit tables in the GMG). The victim will suffocate in a number of rounds equal to his Constitution divided by three (see GMG page 167). In addition, the victim takes 1 point of damage per round from enzymes. Each tendril can be broken by making an open doors roll, although each roll must be made separately. Vinegar or alcohol will dissolve the sap. Missile weapons and fire-based damage do only half damage against the plant.

HABITAT/SOCIETY: Giant Sundews are predatory plants of the shady forests. They are not malicious and cease their attacks once they have a victim to consume. A Giant Sundew does not have a specific lair, but stays in the same area as long as prey is abundant and the shade is constant.

ECOLOGY: Giant Sundews grow in a manner similar to any plant that attacks and devours people. It first grows melons that attack and devour small animals. The melons eventually rot, freeing the seeds to attack and devour small insects. Eventually, these seeds sprout and become a whole crop of vivacious new Giant Sundews.

Sundew, Giant

AKA: Stick Bush

HACKFACTOR: 13

EP VALUE: 1,400

CLIMATE/TERRAIN: Forest (shade)

FREQUENCY: Uncommon

ORGANIZATION: Group

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: M (3' to 4' high)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-3 (see text)

SPECIAL ATTACKS: Sap, suffocation, enzymes

SPECIAL DEFENSES: Half damage from projectiles and fire

MAGIC RESISTANCE: Standard

HIT DICE: 8

*Giant Sundew*

YIELD:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Incidental
Other: Giant Sundew sap can be used to make Sovereign Glue.

Surgeon Beetle

DESCRIPTION: Surgeon Beetles are blood red and about the size of a gold piece. Each has one tiny, razor-sharp appendage known as a scalpel.

COMBAT/TACTICS: These insects feed on the organs of living hosts, using their scalpels. The scalpel of the Surgeon Beetle is almost invisible to the naked eye.

The Beetle burrows into a victim using its scalpel and feeds on internal organs. Tiny, precise wounds on the skin are signs of Surgeon Beetle infestations. More devastating effects appear soon after, although those with higher Constitution may not notice such effects as soon as those with lower Constitutions. Effects begin with rash and fever and progress to delirium, severe internal pain, organ failure and death in 1-6 days. If the organ attacked is the lungs, heart or brain, death is quicker (1-3 days). Surgeon Beetles that attack the brain cause insanity. Those that feed on the intestines cause a failure of bowel control. Those that attack the kidney or liver cause blood poisoning.



Surgeon Beetle

Surgeon Beetle
AKA: Needler Bug
HACKFACTOR: 0
EP VALUE: 5
CLIMATE/TERRAIN: Tropical
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Night
DIET: Internal organs
INTELLIGENCE: Animal
ALIGNMENT: Neutral
NO. APPEARING: 1-100
SIZE: T (less than 1')
MOVEMENT: 2"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See text
SPECIAL ATTACKS: Internal organ damage
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1 hit point

The dreaded Surgeon Beetles attack any warm-blooded creature they can find. They cannot penetrate metal armor. If victims wear leather armor, the Beetles have a tough time getting through (one or two rounds burrowing), and may be detected before they can cause injury. Many sleeping victims feel the first sting of a Surgeon Beetle attack and can use fire to destroy them, but those who sleep soundly may be in danger. The Beetles have been known to enter through the ears, nose, eyes or oral cavities. Once a victim has been infested with the bugs, he can be healed with a Cure Disease spell, if someone can identify what is wrong with him.

HABITAT/SOCIETY: Surgeon Beetles live underground, only emerging to feed when they sense body heat. They live only in the hottest of deserts. Swarms of these creatures live in underground hives, similar to ant colonies. The swarm shares prey when food is scarce. Humanoids are a particular delicacy for Surgeon Beetles.

ECOLOGY: Surgeon Beetle larva hatches from tiny egg sacs. Although as many as 100 egg sacs can be laid every Spring, only a fraction survive to become larva – an even smaller fraction survive to maturity. That is because adult Beetles often snack on their offspring when food is scarce. Some say this eliminates any extra competition for food.

YIELD:
Medicinal: Nil
Spell Components: A Surgeon Beetle can be used in addition to the standard material component for a Summon Swarm spell. The spell takes 4 segments to cast, but inflicts an extra point of damage per round. It will always consist of beetles. And only causes a 3% chance of spell mishap
Hide/Trophy Items: Nil
Treasure: Nil
Other: Nil

Sussurus

DESCRIPTION: A Sussurus resembles a thicket of thorns in the shape of a headless gorilla. Its exoskeleton is honeycombed with dozens of tiny passages. It is covered with pointy horns and apparently has no internal organs. Wind blows through the creature's body making a "dronesong" that has a variety of effects.

COMBAT/TACTICS: The creature can attack with both fists. Undead that hear the "dronesong" become placid and non-combative. This effect is equal to a 2nd level cleric controlling undead. If the undead creatures are attacked, they will "awaken" and defend themselves.

In windy areas, the Sussurus becomes immobile, taking in

Sussurus
AKA: Grabby Gus
HACKFACTOR: 12
EP VALUE: 650
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (8' and very broad)
MOVEMENT: 15"
PSIONIC ABILITY: Unknown
ATTACK/DEFENSE MODES: Unknown
MORALE: Resolved (18)
ARMOR CLASS: 4
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS: Hug
SPECIAL DEFENSES: Immune to mental attacks, dronesong
MAGIC RESISTANCE: Standard
HIT DICE: 8



Sussurus

air. It then becomes easier to surprise (4 in 10 chance). If the creature rolls a natural 20 with either attack, the victim is "hugged" for an additional 3-24 points of damage (this effect supersedes the critical hit tables in the GMG).

A Sussurus hates fire and will attack the source of the flames immediately. They are so alien in nature that mental attacks of a magical or psionic nature have no effect on them.

HABITAT/SOCIETY: When two of these creatures meet, they can alter their "dronesong" slightly and communicate. They appear to have no language and no other way to communicate. It is rumored that bards of the highest level who are experts with a flute or other wind instrument can communicate with them.

ECOLOGY: A Sussurus is an intelligent plant, although how the creature "stores" its knowledge is unknown since it appears to have no brain. They are rumored to have a lifespan of over 1000 years. Tailors of all races will refuse to fit them.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: A bit of Sussurus can be used to make an Potion of Undead Pacification (EP Value: 450, GP Value: 1,300) that will pacify undead (as the dronesong), but not control them. The potion must be thrown to function and affects all undead in a 20-foot radius for 2-8 turns.

Swamp Terror

DESCRIPTION: Few have seen a Swamp Terror and lived. Those who have lived, have not lived for very long. A Swamp Terror resembles a bipedal frog with four tentacles for arms, a 9-foot long tongue, two nostril stalks and a set of three eyes on a weird eyestalk that can tele-

scope in and out of the monster's head. Even Trolls call these creatures "fugly".

COMBAT/TACTICS: The tentacles have 19-22 hit points each and the tongue has 12-16. These hit points are separate from the creature's body, which has 16 Hit Dice.

A Swamp Terror enjoys sitting in the water and letting its eyestalks just break the surface. It can surprise victims 3 in 10 times. It usually lashes out with its tongue, which has an effective Strength of 19. Any victim struck with an attack roll of 19 or 20 (15 through 20 if small in size) is pulled into the mouth and swallowed on the following round (this effect supersedes the critical hit tables in the GMG). Those who are swallowed suffer 4-16 points of acid damage the first round, but can attack the creature's insides with short stabbing weapons. Swallowed victims also suffer 4-16 points of damage on subsequent rounds and will suffocate in a number of rounds equal to their Constitution divided by three (GMG pg. 167).

Severing the creature's tongue causes it to attack with its tentacles for double damage for the next 2-5 rounds, then flee if resistance continues. Normal fire does not harm a Swamp Terror, but magical fires do half damage and cause the creature to reel for 1 round (if it suffers more than 10 points of damage from the attack). Electrical attacks do only

Swamp Terror

AKA: Stagnant Sneaker

HACKFACTOR: 81

EP VALUE: 10,000

CLIMATE/TERRAIN: Swamp

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: H (18' long, 10' wide)

MOVEMENT: 2", 8" Swim

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 2 (tentacles),
4 (body), 6 (tongue)

NO. OF ATTACKS: 1 (tongue) or 4

DAMAGE/ATTACK: see text or 5-8 (x4)

SPECIAL ATTACKS: Tongue snare

SPECIAL DEFENSES: Immune to
non-magical fire, electricity resistance

MAGIC RESISTANCE: Standard

HIT DICE: 16 (see text)



Swamp Terror

1 point of damage per damage die, but slow the creature to one half its movement and attacks for 1 round.

HABITAT/SOCIETY: Due to its immense size and ugliness, the creature's only joy is to eat. It considers half-orcs "comfort food", but will eat any creature. Most Swamp Terrors are very depressed about their prospects for finding a mate.

ECOLOGY: Females lay 10-100 eggs, but 90% of these "Tadpole Terrors" die or are eaten before they reach adulthood. Immature Swamp Terrors grow one foot a month for 6 months, then the rate slows by about 60%. At this stage, the Swamp Terror looks more like a vicious fish and does only 2-8 points of damage with a bite. The tentacles take six months to grow and the young reach maturity in one year.

The sage Felix of Bedlam did an extensive study on the creature by raising one himself. Unfortunately, most of the information was lost when Felix was devoured by his subject. His last words were said to be, "Down boy! Down!"

YIELD:

Medicinal: Swamp Terror meat is foul and inedible.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental (usually equal to H for adults)

Other: Nil

Swanmay

DESCRIPTION: Swanmays and Bird Maidens are special shape changers that change form between that of a human female ranger and a swan or that of a human female cleric and a bird. Swanmays wear light armor and carry ranger equipment in human form (these items are unaffected by their shape shifting). Bird Maidens are clerics and teachers called kahina. They cannot wear armor heavier than hide or carry any type of shield, but they do carry a holy symbol at all times.

In their human forms, both creatures carry a token that is used in their transformation. For Swanmays it can be a ring, garment or feather token. For Bird Maidens it is a shawl or veil. These items change during the transformation, but other items do not and must be hidden.

COMBAT/TACTICS: Swanmay: In their human forms, Swanmays can attack as rangers of 1st-12th level. In swan form, the creature attacks with its wings, a flying leap and a bite. In its swan form, opponents need +1 or better weapons to harm a Swanmay.

Bird Maiden: A Bird Maiden can transform into many different bird shapes and at 8th level can turn into a Giant Eagle. In human form, they can fight with spears, darts and slings. They cannot turn undead. If the shawl or veil of a Bird Maiden is destroyed, it instantly dies.

HABITAT/SOCIETY: Swanmay: Swanmays form a sorority of sorts. Each token (ring, token or garment) functions only for a specific Swanmay and without that item she cannot transform. This sorority is secret and only human women can join. The requirements to join are unknown, but male sages theorize that it is some sort of "chick thing". It is likely that female rangers are asked to join after saving the life of a Swanmay. 50% of those who join give up adventuring.

Swanmays are always good-aligned and protective of nature. They are friendly with sylvan elves and Dryads, and avoid normal humanoids.

Swanmay	Swanmay	Bird Maiden
AKA:	Hominid-Avianus	Falconette
HACKFACTOR:	8	15
EP VALUE:	120 to 3,000	420 to 3,000
CLIMATE/TERRAIN:	Temperate Wetlands	Tropical Mountains
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Flock	Solitary
ACTIVITY CYCLE:	Any	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	High to Genius (13-18)	Avg. to Genius (8-18)
ALIGNMENT:	As Ranger	Any
NO. APPEARING:	1 or 2-5	1
SIZE:	M (5.5' tall)	M (5.5' tall)
MOVEMENT:	3" or 15", 19" Fly (D)	12" or 3", 36" Fly (C)
PSIONIC ABILITY:	Possible	Possible
ATTACK/DEFENSE MODES:	Possible	Possible
MORALE:	Daring (15)	Courageous (13)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	3 or as ranger	2 or as cleric
DAMAGE/ATTACK:	1/1/1d4-2 or by weapon	1/1d4-1 or by weapon
SPECIAL ATTACKS:	Nil	Spells
SPECIAL DEFENSES:	+1 or better weapons to hit	+2 or better weapons to hit
MAGIC RESISTANCE:	2% per HD	5% per HD
HIT DICE:	2 to 12	2 to 8

They attack poachers ruthlessly, often leaving their carcasses to rot in the forest as a warning to others. Their lairs are well-fortified and contain at least one escape route to the open air.

Bird Maiden: Bird Maidens are sisters to the Swanmay. Although some cultures believe that they are spirits of the dead, they are not. They have a loose association that is united by faith (usually Ikka Paatang). They believe in the divinity of all things and walk the land as teachers, protecting the land from despoilers.

Bird Maidens are sometimes forced to marry men who steal their shawls. Once the shawl is recovered, the Bird Maiden will slay any



Swanmay

sons and leave with the daughters (depending on alignment). Rumors tell of a great wooden fortress called "The Crown of All Feathers" where young Bird Maidens are taught their duties by great Bird Men.

ECOLOGY: Swanmays are normal humans that transform, although as they get older, they increasingly prefer their bird forms over their human forms. Bird Maidens are also normal female humans, but they devote their life to nature and eventually become part of it. Dating a Swanmay or Bird Maiden is difficult and requires a great amount of patience, birdseed and breadcrumbs. Contrary to the popular half-orc rumor, Swanmays are not 95% likely to enjoy being called "airheads".

YIELD:

Medicinal: Nil

Spell Components: It is rumored that a feather from one of these creatures can be used to cast a Charm Person spell that will give the targets a -2 on their saving throws. This adds a material component to the spell, and only a 5% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: As a ranger or cleric of the same level

Other: Nil

Sword, Perpetual Swinging

DESCRIPTION: Perpetual Swinging Swords are magical – designed to train fighters in secret battle techniques. They are highly magical weapons that can fight on their own.

COMBAT/TACTICS: The Sword's ability greatly depends upon its Intelligence and purpose. There are several types of Perpetual Swinging Swords:

1) **Rogue Sword:** This is nothing more than a Dancing Sword that continues to "dance" without a wielder. It fights at +1 to +5 as a normal Dancing Sword and will strike as its previous owner. Fighters of the same alignment can take possession of the Sword by defeating it. Defeating it requires 2-6 hits or a special called shot that "disarms" the Sword by lodging it in a nearby object. If an opponent attempts this attack and rolls over the Sword's Intelligence on a 20-sided die, he is the new owner, otherwise the fight continues.

2) **Basic Technique Sword:** These Swords were created by magic-users to train their troops without the aid of a high-level fighter. These Swords fight as 4 HD creatures. They are non-intelligent and will only attack if given specific command words to do so. The usual command words are "Fight", "Yield" (stop), "Pause" and "Kill". Swords found in abandoned ruins were often left on "Kill" mode.

3) **Advanced Technique Sword:** These Swords are always highly intelligent and were custom built for high-level fighters to practice their

Sword, Perpetual Swinging

AKA: Fencing Fiend

HACKFACTOR: Variable, at least 2

EP VALUE: Variable (see text)

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Non- to High (0-14)

ALIGNMENT: Variable

NO. APPEARING: 1

SIZE: S (sword sized)

MOVEMENT: 3" Fly (D)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/ Nil

MORALE: Fanatic (20)

ARMOR CLASS: 3

NO. OF ATTACKS: 1 to 2

DAMAGE/ATTACK: 1-8/1-8 (see text)

SPECIAL ATTACKS: See text

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: Standard

HIT DICE: 3 (see text)



Perpetual Swinging Sword

secret fighting techniques. These intelligent weapons will have a specific alignment and will only yield to a fighter of the same or nearly the same alignment. These swords may also have additional powers (see the GMG). Fighters that successfully defeat and wield these swords can gain 2,000-20,000 experience points, depending on the Sword's knowledge and the fighter's current abilities.

HABITAT/SOCIETY: Whether or not a Perpetual Swinging Sword is active will usually be based on how the sword was abandoned. Most weapons were designed with specific command words to fight, while the more intelligent ones were left to their own devices.

ECOLOGY: Perpetual Swinging Swords are magic items and therefore are vulnerable to attacks that affect magic. Attempts to destroy or break these swords require that a crushing blow be delivered (a hit of at least 4 above the score needed). If the Sword fails its save, it breaks and becomes non-magical and worthless. Rogue Swords gain a +2 on this save, Basic Technique Swords a +3 and Advanced Technique Swords a +4.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Perpetual Swinging Swords are considered treasure unto themselves. They are worth 500 gp per plus, 200 gp per Intelligence point and 1000 gp per additional power. They are worth an equal amount in experience points.

Other: Nil

Swordfish

DESCRIPTION: Swordfish are commonly found in the oceans of Garweeze Wurld. They are known for their bony sword-like noses used to skewer prey. The Long Sword Fish has a pointy nose, while the Bastard Sword Fish has a broader blade-edge. The Vorpall Swordfish has an amazingly sharp nose that can decapitate victims.

Swordfish	Long	Bastard	Vorpal
AKA:	Blade Trout	Stab Flounder	Knife Cod
HACKFACTOR:	0	1	5
EP VALUE:	35	65	270
CLIMATE/TERRAIN:	Ocean	Ocean	Ocean
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	School	School	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)	Animal (1)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-8	1-6	1
SIZE:	M	M	L
MOVEMENT:	24" Swim	24" Swim	24" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Brave (14)	Foolhardy (16)
ARMOR CLASS:	6	6	6
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	2-12	3-12	4-16
SPECIAL ATTACKS:	Nil	Nil	Vorpal attack
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	1+1	2+2	3+3

COMBAT/TACTICS: Swordfish are not very aggressive unless they are attacked, angered, controlled or trained to attack. Vorpal Swordfish have attacks that do 4-16 points of damage and Vorpal Sword capabilities. If sufficiently angered, they can slash a hole through the side of a ship in one round.

HABITAT/SOCIETY: Swordfish serve as guards for aquatic elves. Without this direction, they are essentially dumb animals. Fishermen hunt Swordfish on a regular basis and brave fishermen may hire PCs to parry with a Vorpal Swordfish until it can be pulled into the boat.

ECOLOGY: Bastard Swordfish are born to Long Swordfish one time in four and Vorpal Swordfish are born 1 in 1000 times. The bony blades of Vorpal Swordfish can be enchanted into Vorpal Swords. Even if not enchanted, the blade will function as a Sword of Sharpness for up to ten hits or two weeks.

YIELD:

Medicinal: Swordfish is delicious.



Bastard Swordfish

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: A Vorpal Swordfish's nose-blade is worth 2000 gp and can be enchanted into a Vorpal Sword, although the blade is made of bone and must be mounted to be wielded properly. It will also reek of dead fish for up to a year.

Sylph

DESCRIPTION: Sylphs resemble gorgeous females with fairy wings. They have a fondness for sheer, alluring garb, but are most often encountered with no clothes at all (75% of the time). Sylphs are thought to be distantly related to Nymphs.

COMBAT/TACTICS: Sylphs have the spell casting abilities of 7th level magic-users. Most of their spells are air-related. In addition to their normal spells, they can turn Invisible at will and summon an Air Elemental once per week. They can use weapons suited to magic-users and medium size flying creatures, but rarely do.

HABITAT/SOCIETY: Sylphs speak their own language and occasionally use the common

Sylph

AKA: Wind Spirit

HACKFACTOR: 6

EP VALUE: 420

CLIMATE/TERRAIN: Mountains/Air

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Exceptional (15-16)

ALIGNMENT: Neutral (good)

NO. APPEARING: 1

SIZE: M (5' tall)

MOVEMENT: 12", 36" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

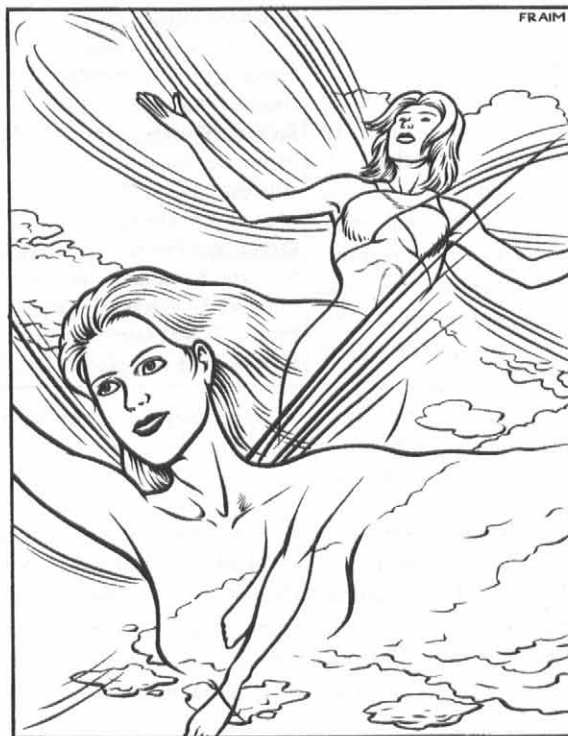
DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Spells, Invisibility

MAGIC RESISTANCE: 50%

HIT DICE: 3



Sylphs

tongue, if they encounter someone interesting enough. They are 20% likely to befriend good-aligned creatures. They love to glide along on the many thermals and wind gusts of the highest mountaintops and daydream for hours as they stare at cloud formations.

Sylphs have been known to dally with humans and demi-humans, especially elves. Ultimately, however, the Sylph will lose interest and wander off one windy day without a backward glance. There is a 5% cumulative chance per day that a Sylph will abandon her suitor, twice that if the sun is shining and a soft wind is blowing.

ECOLOGY: Sylphs are flighty creatures who tend to wander as they daydream, and are 75% likely to be found a great distance from their lairs. Their homes are located on inaccessible cliffs or in the tops of gigantic trees. The incredible beauty of a Sylph never fades, though they may live 80 years. They are attracted to big, handsome adventuring males.

YIELD:

Medicinal: Nil

Spell Components: Using a lock of Sylph hair while summoning a creature from the Elemental Plane of Air will reduce the chance of the creature "turning" on the summoner by 50%.

Hide/Trophy Items: Nil

Treasure: Q (x10), X

Other: Nil

Symbiotic Tapeworm

DESCRIPTION: Symbiotic Tapeworms are the most desired parasites in all of the Hacklopedia. They are sickly white, have one milky eye and can grow from 1-20 feet long.

COMBAT/TACTICS: Those fortunate enough to be infested with these beneficial intestinal parasites gain the following benefits: +2 to Strength, +4 to Constitution and one-half sleep requirements. Also, there is a telepathic link between the Worm and its host, so the creature can offer advice. Additionally, the creature acts as a guard while the host is sleeping, instantly waking up its host if danger rears its head.

On the downside, hosts must eat three times the normal amount of food and will age twice as fast as normal for his race. The Tapeworm also has a taste for fatty, greasy foods, especially cooked venison and very aged grease drippings.

HABITAT/SOCIETY: Symbiotic Tapeworms always have the best interest of their hosts in mind – making their advice very conservative. "Don't cross that rope bridge, it's dangerous!", "Fight a dragon?! Are you nuts?" and "We should sir this one out and eat that deer we saw by the path earlier," are common Tapeworm safety suggestions.

Symbiotic Tapeworm

AKA: Parasitus-Improvus

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Special

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: S (1' to 20' long)

MOVEMENT: 1" (special)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 10

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Intestinal cramps

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1

In rare instances, the Worm and its host become hopelessly at odds with each other. In this case, the Worm may attempt to dominate the host by causing internal cramps and threatening to kill him.

ECOLOGY: Tapeworm threats are empty at best. Once they grow beyond one foot in length, they cannot leave their hosts until death. If given a choice, a Symbiotic Tapeworm will always infest the host with the longest potential life span.

YIELD:

Medicinal: Nil

Spell Components: It is rumored that the Symbiotic Tapeworm taken from a host that had the Worm for more than a year can be used as a "Voodoo Tapeworm" to cause the victim stomach cramps, even at great distances. The only known cure is the destruction of the dead Tapeworm's corpse.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Tainter

DESCRIPTION: Tainters resemble walking corpses with dried leathery skin, tattered clothes and long fingernails. They are undead creatures cursed because of some great transgression committed against their gawds.

COMBAT/TACTICS: Tainters curse and "taint" anything that they touch. Any object touched, including magic items and especially armor, must make a saving throw vs. spell or become "tainted". Tainted objects either become cursed magic items (if magic) or rot and rust away, depending on their materials. Valuable objects such as gold, jewelry and gems, become worthless.

Any holy item they touch instantly becomes corrupted and no longer holy. These creatures can even corrupt consecrated ground. A Remove Curse spell cast on the magical or holy object will instantly restore it, but normal items will simply have to be replaced. A Remove Curse spell cast on the Tainter will have no effect unless cast by a cleric of 16th or higher level or gawdlike being. In that case, the creature instantly crumbles to dust.

Tainters only have 4 Hit Dice worth of hit points, but they can continue to fight and move even at negative hit points. Unless they are utterly destroyed, either by burning or immersion in acid, the body parts will continue to move and spread their corruption. A Protection from Evil or similar spell keeps a Tainter at bay; it cannot touch any creature under such influence or his belongings. Paladins are thus immune. These creatures can be turned by clerics as Ghosts.

Tainter

AKA: Hex Giver

HACKFACTOR: 10

EP VALUE: 270

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Unknown

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-6

SIZE: M (6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1d4-1/1d4-1

SPECIAL ATTACKS: Taint

SPECIAL DEFENSES: Fight at negative hit points

MAGIC RESISTANCE: Standard

HIT DICE: 4



Tainter

HABITAT/SOCIETY: Tainters are cursed to walk Garweeze World spreading their corruption. They are usually the dead spirits of evil clerics or clerics who turned away their own flock when they needed help. Tainters will usually be encountered in ruins.

ECOLOGY: Any creature slain by a Tainter immediately withers, becoming a Tainter himself in 1-3 rounds.

YIELD:

Medicinal: Nil

Spell Components: The dust of a Tainter can be used for a Bestow Curse spell. This adds a material component. If the recipient of such a spell dies while under its influence, he rises immediately as a Tainter.

Hide/Trophy Items: Nil

Treasure: A (all tainted)

Other: Tainter dust can be used in the construction of cursed magic items.

Tangle Web

DESCRIPTION: Tangle Webs are the root systems of an evil species of maple tree. The tree part looks like an innocuous maple, while the root system resembles a giant spider web. They are the rarest plant in the Hacklopedia, as they only flourish under specific circumstances.

COMBAT/TACTICS: When victims encounter a Tangle Web, they usually see only the root system and not the tree itself. Victims that touch the Tangle Web become entangled as per the Web spell. A saving throw vs. poison made on the first round allows a victim to pull free, but only if he leaves behind the piece of clothing that is stuck to the web. Further struggling and the victim must make a saving throw each round, with a cumulative -2 penalty each round. Eventually, after 2-8 rounds, the victim becomes so entangled that he can no longer free himself without assistance. Those assisting can attempt a saving throw vs. poison to free the victim. If they fail, they become entangled them-

selves. At this point, the tree secretes a dissolving agent that slowly dissolves organic matter at the rate of 1 hit point per round. If the victim is stuck by his skin rather than a piece of clothing, he suffers 1-6 points of damage when he does pull free. Unlike real spider webs, Tangle Webs take only one-eighth damage from fire. The webs themselves are AC 9, but the tree is AC 3.

Tangle Web roots have 6 Hit Dice - this is separate from the tree's total of 8 to 14. If the roots are completely cut away, the evil maple will leave the area in 1-10 rounds and try to find a new home. It takes two weeks to regrow its root system. The Tangle Web can encompass one man-sized victim per Hit Die and may have multiple webs in a 50-foot radius from its base.

HABITAT/SOCIETY: Tangle Webs can only grow above dungeons with ceilings that are within 20 feet of the surface. The plant cannot reach deeper dungeons with its root system. Incidental treasure will be found in or near its webs. The plant does not distinguish between living beings and undead and has been known to consume low level undead creatures like Zombies.

ECOLOGY: Tangle Roots are rumored to be the creation of Zyandal, the demon Queen of Spiders, but most sages agree that this is a myth cre-

Tangle Web

AKA: Tangle Root

HACKFACTOR: 25

EP VALUE: 650 plus 350 per Hit Die after 8

CLIMATE/TERRAIN: See text

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1

SIZE: L to H (8' to 15' tall)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 3 (tree)/9 (roots)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Entangle

SPECIAL DEFENSES: One-eighth damage from fire

MAGIC RESISTANCE: Standard

HIT DICE: 8 to 14



Tangle Web

ated by ignorant adventurers. Wise sages know the Tangle Root was actually created by magical seeds cursed by a group of pixie magic-users (who had grown weary of adventurers crossing through their forest).

YIELD:

Medicinal: Nil

Spell Components: A Tangle Web is often used, in lieu of the normal material components, for a Web spell by vegetarian magic-users.

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Due to the rarity of its wood, objects carved from a Tangle Web are suitable for enchantment. The wood is worth 100 gp per Hit Die.

Tanuki

DESCRIPTION: These whimsical creatures appear to the casual observer as nothing more than common raccoons. In fact, Tanuki are clever illusionists in a compact, fur-bodied form. Their small brown eyes glitter with intelligence and their shaggy gray fur contrasts with the "mask" of brown across their eyes and around their necks.

COMBAT/TACTICS: When cornered, Tanuki can bite for 1-6 points of damage, or claw with both front paws for 1-4 points of damage each. However, some Tanuki are accomplished illusionists (30%), and prefer to fool their opponents into walking off cliffs or into a patch of nettles or other voracious plants.

Their downfall is that they often get caught up in the "cleverness" of their own tricks. They can take on the appearance of other forms of approximately their size – animate or inanimate – but only for five minutes. Afterwards, they collapse in total exhaustion for 1d6 rounds.

About one third (30%) of all Tanuki can cast any spell of the illusion/phantasm school. They generally use these mischievously, to confuse opponents (not necessarily to injure them). A single Tanuki casts illusions as a 2nd level caster, but groups of Tanuki can work together to cast one illusion: for each Tanuki casting an illusion, add two levels to the total caster level. Using this illusion power takes the creature's full concentration and prevents it from any other action during that round. Drunken rumors abound of barren wastelands suddenly turning into verdant hillsides of exotic flowering plants, or run-down shacks instantly becoming palaces peopled by enormous fairy-folk and their ilk, parading in glorious finery to music of otherworldly beauty.

Tanuki

AKA: Clever 'coons

HACKFACTOR: 1 (normal), 3 (illusionist)

EP VALUE: 65 (normal), 175 (illusionist)

CLIMATE/TERRAIN: Forested mountains

FREQUENCY: Rare

ORGANIZATION: Tribes

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Good

NO. APPEARING: 2-6 (6-14 tribe)

SIZE: S (3' high)

MOVEMENT: 6", 9" Burrow

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 9

NO. OF ATTACKS: 3 or 1

DAMAGE/ATTACK: 1-6/1-4/1-4 or
see text

SPECIAL ATTACKS: Illusions (30% of
population)

SPECIAL DEFENSES: Illusions (30% of
population), transformation

MAGIC RESISTANCE: Standard

HIT DICE: 2



Tanuki

HABITAT/SOCIETY: Every autumn when fruit and berries are plentiful, the Tanuki celebrate a harvest festival. All the Tanuki eat as much as they can to build up a layer of fat for the long winter hibernation. After such a large meal, the tribe dances in huge circles – to the rhythm of the older Tanukis slapping their paws on their full bellies. Many druids claim to have spoken with these creatures or even have witnessed these revels, but druids are known to be unreliable. What is known is that Tanuki rarely talk to common folk.

ECOLOGY: The majority of Tanuki (70%) do not have the ability to cast illusions. These skilled Tanuki serve to protect the entire tribe with their clever tricks. They will also seek to recover Tanuki trapped by "civilized" types (or the bodies, if any are killed). Tribes consist of 2-6 males, twice as many females as males and as many young as males. Two to four Tanuki cubs are born each spring, after the Tanuki emerge from their winter hibernation. All Tanuki love to play pranks and are often encountered in small groups planning their next trick. Tanuki humor has been described as "peculiar".

YIELD:

Medicinal: Tanuki meat is tender and best when roasted slowly over an open flame.

Spell Components: The whiskers of a female Tanuki can be used in a Veil spell, adding a material component and extending the casting time to 8 segments. This increases the duration of the spell to 3 turns/level, with only a 3% chance of spell mishap. No part of a male Tanuki may be used in this way.

Hide/Trophy Items: The fur of the Tanuki is prized for its rich softness and warmth. A single small pelt can fetch as much as 200 gp on the open market.

Treasure: Incidental

Other: All druids are taught to revere the Tanuki as protectors of the regions where they reside. The very sight of Tanuki fur trim on a coat or the carcass of one of these rare creatures will drive a druid into a righteous rage.

Tarrasque

DESCRIPTION: The legendary Tarrasque is, fortunately, unique. It is the most dreaded two-legged monster native to the Prime Material Plane. The scaly biped has two horns on its head, a lashing tail and a reflective hide. Its teeth are sharp enough to bite through dry steel.

COMBAT/TACTICS: The Tarrasque is an unstoppable killing machine that will eat anything and everything for miles including antelope, brick, cantaloupe, dwarf, poison, giant mutant sloths, trees, rock and various objects thought to be inedible even by supernatural standards. When it attacks, the Tarrasque resembles a screaming, slobbering, small tornado of fury. Its savage bite inflicts 5-50 points of damage and inflicts nasty critical hits (+10 to severity level).

Once per turn, the normally slow-moving creature can rush forward at 15", doubling the damage of its horn attacks (from 1-10 each to 2-20 each) and trampling anyone underfoot for 4-40 points of damage.

The mere sight of the creature causes creatures of less than 3 levels or Hit Dice to be paralyzed with fright (no save) until it is out of their

Tarrasque

AKA: Ragnarocker
HACKFACTOR: 577
EP VALUE: 107,000
CLIMATE/TERRAIN: Any Land
FREQUENCY: Unique
ORGANIZATION: Solitary
ACTIVITY CYCLE: See text
DIET: Omnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (50' long)
MOVEMENT: 9", 15" Rush
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Immune to psionics
MORALE: Daring (15)
ARMOR CLASS: -3
NO. OF ATTACKS: 6
DAMAGE/ATTACK: 1-12/1-12/2-24/ 5-50/1-10/1-10
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 300 hit points (70 Hit Dice)

vision. Creatures with 3 to 6 Hit Dice flee in panic and creatures of 7 Hit Dice or more get a saving throw vs. paralyzation. Those that save can choose to fight, but most run anyway.

Bolts, rays and cones such as Lightning Bolts, Lygg's Cone of Cold and Magic Missiles bounce off its hide (1 in 6 bounce back at the caster). The creature is immune to heat and fire and can regenerate 1 hit point per round. Only magic weapons of +1 or better can harm it and it is totally immune to all psionics.

HABITAT/SOCIETY: Typically, the monster comes forth to ravage the countryside for a week or two, then hides for 5-20 months before coming forth again. Every decade or so, the creature runs amok for three to five months, then goes dormant for 4-16 years. The ratio of activity to dormancy is 1 to 30.

ECOLOGY: Even the slightest piece of Tarrasque can regenerate it to full power. It is said that if the monster is reduced to below 30 hit points, a Wish spell can slay it. Legend has it that the beast itself is a treasure trove and that if the upper portion of its body is treated with acid and heated in a furnace, it will produce 10-100 diamonds with a base value of 1000 gp each. If its underbelly material is mixed with blood and adamantite, it can produce metal that can be forged only by master dwarven blacksmiths. This metal can produce up to four shields of +5 enchantment or better. It takes two years to make one such shield.

Sages believe that the Tarrasque was sent to Garweeze Wurd to wipe out an ancient civilization that angered their gawd. Contrary to popular gnomish belief, the Tarrasque is not afraid of gnomes that boldly present a loaf of bread.

YIELD:

Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: (see above)
Treasure: Nil
Other: Nil



The Tarrasque

Tasloi

DESCRIPTION: Tasloi are monkey-sized beings with green skin, pointed ears and cats eyes. These humanoids have flat heads and crouch when they walk. Tasloi smell like burnt chimp hair.

COMBAT/TACTICS: Tasloi warriors like to hide in treetops and drop down on to the weak and unwary. Quick and nimble in the branches, they are klutzes on the ground.

Tasloi target humans and elves, as they crave their flesh. They are fond of hit-and-run tactics against superior opponents. Tasloi will steal the enemy's dead if the opportunity arises. Tasloi are armed as follows:

small shield and javelin	AC 5	15%
club and javelin	AC 6	40%
small shield and short sword	AC 5	10%
javelin and net	AC 6	15%
short sword and net	AC 6	10%
javelin and lasso	AC 6	5%
javelin and dead monkey's arm *	AC 6	5%

* 60% right arm, 40% left

In the shadowy jungle, Tasloi surprise victims 6 times in 10 and hide in shadows with a 75% chance of success. Their infravision extends to 90 feet, but they hate daylight and suffer -1 to-hit in bright light.

HABITAT/SOCIETY: In a band of 50 or more, there will be a Chieftain with 5 Hit Dice and a huge dead monkey's arm as a weapon (there is a 25% chance that this will be a dead Carnivorous Ape arm). There is a 30% chance of a Shaman equivalent to a 1st-5th level cleric. Tasloi shaman will be dressed in robes and speak in what they consider a dramatic dialect, "Kill you I will!", "Ah, it is treasure you seek!" and "Foolish the humans are!".

In their lair, there will be females numbering 70% of the total number of males and young numbering 50% of the number of males. Females fight as males, but the young are non-combatants. Lairs consist of one to six large trees with 4-24 platforms built 50-100 feet above the ground. The trees will be connected by vines and rope bridges designed to support a 20-40 pound Tasloi. If a larger creature tries to use one of these, it is 1% likely to break for every pound above 40. There is a 60% chance a lair has 1-6 trained Giant Spiders and a 20% chance that it includes 2-8 trained Giant Wasps. Tasloi are able to ride the wasps into combat – the spiders help in the construction of dwellings.

Tasloi

AKA: Jungle Goblin
HACKFACTOR: 1 (8 Chieftain, 9 Shaman)
EP VALUE: 35
 Chieftain: 270
 Shaman: 420
CLIMATE/TERRAIN: Tropical Jungles
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Low to Avg. (5-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 10-100
SIZE: S (2' to 3' tall)
MOVEMENT: 9", 15" Bc
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 5 (6)
NO. OF ATTACKS: 2 or 1
DAMAGE/ATTACK: 1d4-1/d4-1 or
 by weapon
SPECIAL ATTACKS: Surprise 6 in 10
SPECIAL DEFENSES: Hide in shadows
MAGIC RESISTANCE: Standard
HIT DICE: 1

ECOLOGY: Tasloi are native to deep jungles where sages assume that they originally spawned. They often set traps near the lairs of large jungle beasts in hopes of capturing victims as they flee. Despite their size, Tasloi can boast of many more trophies than most humanoids.

YIELD:

Medicinal: Tasloi meat tastes like gamy chimp.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q (x5) in lair

Other: Nil

Taunter

DESCRIPTION: Taunter are humans and demi-humans, usually spell casters, that have sold their souls to the creatures of Limbo in exchange for immortality. These agents appear as non-descript, average individuals of 6th level and higher.

COMBAT/TACTICS: Taunters will have the abilities of a 6th or higher level characters with appropriate magic items. In addition, their chaotic lords have given them the following powers:

Immunity to Taunt,

Confusion, Chaos and any Limbo-related affects.

Ability to cast Confusion by touch, three times/day.

Ability to cast the Taunt and Shift Blame spells simultaneously at will.

Chaotic beings save at -2

versus all mental spells cast by a Taunter.

Taunter

AKA: Anarchy Affirmed
HACKFACTOR: 14 plus 2 per level
 over 6th
EP VALUE: 650 plus 250 per level
 over 6th
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Genius (17-18)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 5
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 6 and up



Tasloi

HABITAT/SOCIETY: Taunters are secret agents of chaos and disorder. They systematically work to bring down organizations, topple governments and promote anarchy. Taunters believe in "hiding in plain sight", so they are often not difficult to find, just difficult to identify. They enjoy using laws to protect themselves, while simultaneously undermining the very political body that created the laws. Once a sufficient amount of anarchy has been established in a region, the Taunter will close up shop and move onto the next.

ECOLOGY: The chaotic lords that give the Taunters their power are often slaadi of great power. Sometimes, the Taunter will be on a specific mission to retrieve a great artifact or relic that can spread chaos faster. These Taunters will be at least 12th level and have several specialized magic items to protect them. Very rarely, these agents work together and can identify each other by the use of the number "86". 8 is the infinity symbol turned sideways and 6 is the minimum level needed to become an agent. Most are highly intelligent and those that are not quickly get smart or are eliminated.



Taunter

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: G

Other: Nil

Tavern Lice, Giant

DESCRIPTION: Giant Tavern Lice are bumble-bee sized, flesh-eating insects. These creatures were once normal-sized insects, but due to a magical accident, they achieved tremendous size (for lice). The Lice are white and will be encountered in inhabited areas.

COMBAT/TACTICS: Giant Tavern Lice will only attack sleeping, unconscious or non-moving victims. They make their lairs in the rafters and dark alcoves of inhabited buildings, especially inns. When they attack, the creatures burrow into the flesh, doing 1d6-3 points of damage on the first round. By the end of the second round, they get under the victim's skin and drink blood at the rate of 1 point per round. Once they have drunk 2 points,

Tavern Lice, Giant

AKA: Canine-mandibled Lice**HACKFACTOR:** 0**EP VALUE:** 1**CLIMATE/TERRAIN:** Any non-Arctic**FREQUENCY:** Rare**ORGANIZATION:** Swarm**ACTIVITY CYCLE:** Night**DIET:** Carnivore**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 3-12**SIZE:** T (1" long)**MOVEMENT:** 6" Fly (B)**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fearless (19)**ARMOR CLASS:** 3**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1d6-3**SPECIAL ATTACKS:** Burrow, blood drain**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 1-3 hit points

Giant Tavern Lice

they burrow out, inflicting another for 1d6-3 points of damage and go digest their meal. There is a 30% chance that the insect will also lay 2-20 eggs inside the victim. Unless a Cure Disease spell is cast on the host, the eggs hatch in one week, each burrowing out of the victim's flesh for 1d6-3 points of damage.

HABITAT/SOCIETY: Giant Tavern Lice have spread across Garweeze World due to prostitutes who would rather take the minor damage than pay for a Cure Disease spell. The insects are mindless and will attack any warm-blooded creature.

ECOLOGY: Giant Tavern Lice were created by a group of filthy adventurers who were infected with lice. The group's magic-user cast an Enlarge on the infected warriors, enlarging the lice as well. During that time, the lice laid eggs and although the spell wore off for the original lice, the eggs hatched giant-sized lice. The infestation was once so bad in the city of Holdensin that clerics eventually had to torch half the city and all of its brothels to wipe them out. Unfortunately, an infected high level NPC trollop survived and spread the insects.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Teether

DESCRIPTION: Teethers are ancient Articulated Masticators or Subterranean Masticators. Their great age has caused all their teeth to fall out and they basically resemble toothless mouths with tiny feet.

COMBAT/TACTICS: Teethers are just as vicious as Masticators, but fortunately, are not nearly as powerful. However, their jaws are still strong and can cause 1-12 points of damage due to blunt force trauma. Some

magic-users have been known to fit these fiends with false teeth that can do 4-16 points of damage. However, there is a 5% cumulative chance per bite during combat that the teeth fall out. There is a 40% chance that the beast's body still exists on the Ethereal Plane (see Articulated Masticator). Victims bitten by this creature will be covered in saliva. This makes holding weapons difficult; after two rounds of fighting, an opponent must make a successful Dexterity check or fall down and/or drop his weapon (40% chance of either, 20% chance of both).

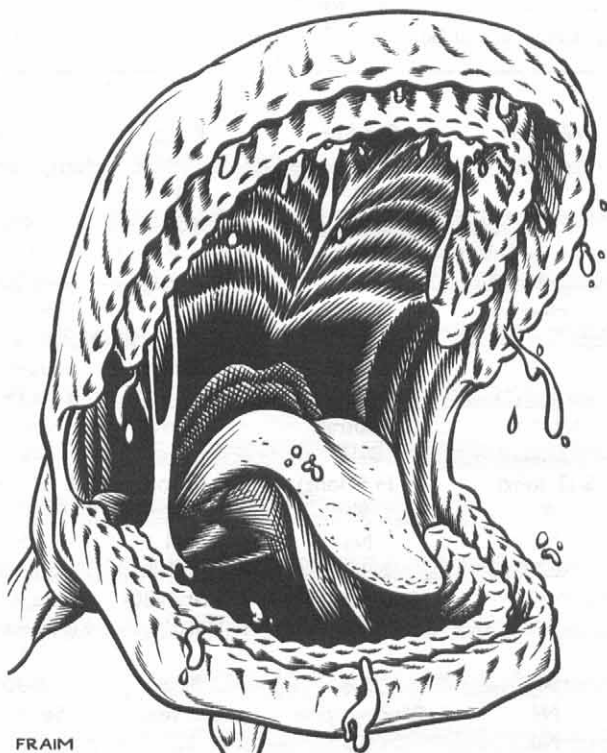
HABITAT/SOCIETY: Most Teethers are monsters left over

in a dungeon that is past its prime. The old monsters have lost their edge and are more willing to parley, especially if they have been cooped up in a dungeon for a century or more. Teethers like to talk about the old days and to relive combat scenarios with famous adventurers they bit in bygone days. They enjoy bragging to "young whipper-snappers" about their fabulous treasure and the various horrible monsters that await explorers in the dungeons they currently occupy.

ECOLOGY: Teethers can Plane Shift into the Ethereal Plane once per week, but rarely do this as they consider the Ethereal Plane "for the

Teether

AKA: Elder Masticator
HACKFACTOR: 8
EP VALUE: 650
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Neutral (Evil)
NO. APPEARING: 1
SIZE: M (4' to 7' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-12
SPECIAL ATTACKS: Saliva
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6



FRAM

Teether

young". Rarely, a wily old fiend actually takes over a whole labyrinth, sometimes perpetuating the mythical lifespan of its previous master.

YIELD:

Medicinal: Nil

Spell Components: The lips of a Teether can be used to create a permanent Magic Mouth, although the caster must be a magic-user of 7th level or higher and the spell takes a full round to cast.

Hide/Trophy Items: The jaw bones of a Teether are worth 20-120 gp to collectors.

Treasure: F, Z

Other: Nil

Tenta-Kill

DESCRIPTION: A Tenta-Kill resembles a giant brain with a beak and ten writhing tentacles beneath its mass. It floats at the rate of 12". Its brain is five feet around and its tentacles are six feet long.

COMBAT/TACTICS: The Lurking Brain can attack with all ten arms. They have tiny little spines that can inject a victim with venom. Victims must save vs. poison at +4 or become paralyzed. Each round thereafter, a paralyzed victim will be automatically squeezed with two tentacles (for another 1-4 points of damage each) and slowly pecked at by the beak as the creature begins eating its prey.

Any hit on a tentacle renders that tentacle numb and inoperable for one or two days, but this does not subtract from the Tenta-Kill's total hit points. It is immune to lightning for some unknown reason.

HABITAT/SOCIETY: Tenta-Kills live underground or in abandoned ruins. They attack anything smaller than themselves that is not undead. These creatures are clever and will use the local terrain to hide, biding their time until they can pick off a straggler. The fiends can hover at any height and move completely silently. Most victims do not have time to warn their comrades and usually only get to scream, "Look out, a Lurking— Argh!"

ECOLOGY: Tenta-Kills have exposed, unprotected brains and save at -4 against all mental attacks, especially psionic ones. If it is struck by a crushing weapon for more than 5 points of damage and has nothing to anchor it in place, it will float away 2-12 feet.

YIELD:

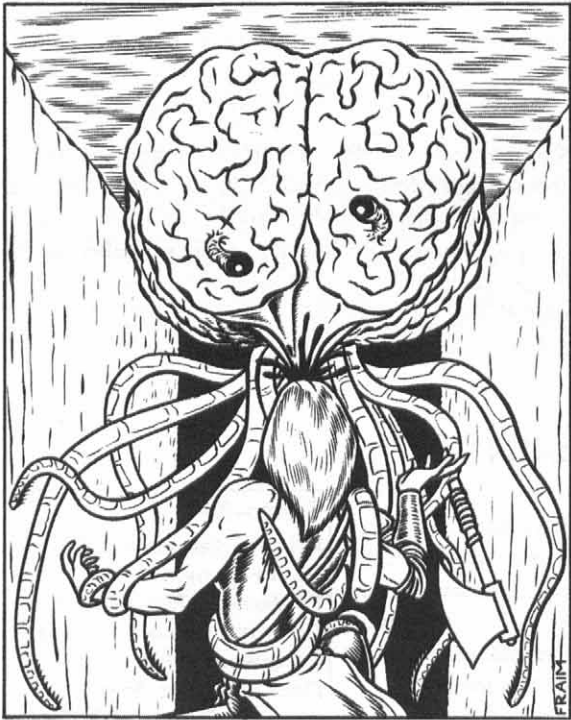
Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Tenta-Kill

AKA: Lurking Brain
HACKFACTOR: 15
EP VALUE: 975
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Evil
NO. APPEARING: 1
SIZE: L (9' tall)
MOVEMENT: 12" Fly (D)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 4
NO. OF ATTACKS: 11
DAMAGE/ATTACK: 1-4 x 10/1-6
SPECIAL ATTACKS: Paralyzing poison, constriction
SPECIAL DEFENSES: Immune to lightning, move silently
MAGIC RESISTANCE: Standard
HIT DICE: 5



Tenta-Kill



Giant Harvester Termites attacking a Treant.

Treasure: Nil
Other: Tenta-Kill brain can be used for cheap Potions of Levitation. They work 85% of the time, but take only half the time and cost to make.

Termite, Giant Harvester

DESCRIPTION: Giant Harvester Termites are giant insects native to tropical and subtropical regions. They live in huge mound-like hives deep in the jungles, surrounded by a swath of devastation that is a bane to any wooden home's owner or wood farmer.

COMBAT/TACTICS: The insects are nocturnal and shun bright light. A group of 30 or more Workers will be accompanied by 3-16 Soldiers. Workers can bite for 1d4-2 points of damage, but Soldiers bite for 1-4 points of damage or spew a streak of irritating fluid that forces any creature struck to save vs. poison or be blinded for 5-20 rounds. This fluid is flammable and burns for 5-16 points of damage if exposed to sparks or flame. Soldiers can spit up to ten feet once per turn.

In the nest, Workers outnumber Soldiers ten to one. The royal chamber contains a King whose bite inflicts 3-18 points of damage and who can spit every other round at a range of 20 feet. Queens bite for 5-30 points of damage. The royals are always guarded by 2-8 Soldiers and 4-24 Workers with maximum hit points. Any Termites defending eggs or the royal family get +1 to-hit and to damage. Egg chambers will have 5-30 Workers and 2-12 Soldiers.

Termites can reduce any wooden structure to splinters within a matter of minutes. Attacks are

prefaced by threats such as "What a shame no one wants this tasty wooden house!". However, as only insects can understand the Termite language the vast majority of these threats are misunderstood. Nonetheless, the Termites threatening tones persist.

HABITAT/SOCIETY: Giant Harvester Termites are the sworn enemies of the Antmen and these two species are constantly at war with one another. Giant Termite lairs are massive stone-hard mounds 300 feet around and 200-500 feet tall, with an entrance at the top.

Each lair will contain an area for dumping mineral items that cannot be digested. It will be located in the royal chamber and include any

Termite,				
Giant Harvester	Worker	Soldier	King	Queen
AKA:	Termenite	Big Burl-biter	Lord Bite	Nasty Nibbler
HACKFACTOR:	0	2	5	9
EP VALUE:	35	65	650	1,400
CLIMATE/TERRAIN:	--- Subtropical and Tropical Forests and Subterranean ---			
FREQUENCY:	Uncommon	Rare	Very Rare	Very Rare
ORGANIZATION:	Hive	Hive	Hive	Hive
ACTIVITY CYCLE:	Night/Darkness	Night/Darkness	Night/Dark	Night/Darkness
DIET:	Herbivore	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Semi- (2-4)	Semi- (2-4)	Low (5-7)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	6-60	3-18	1	1
SIZE:	S (3' long)	M (4.5' long)	M (6' long)	L (9' long)
MOVEMENT:	9"	9"	6"	3"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Resolved (18)	Fearless (19)	Fanatic (20)	Average (11)
ARMOR CLASS:	2/10 (Head/Body)	2/8 (Head/Body)	5 (Head/Body)	4 (Head/Body)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	1d4-2	1-4	3-18	5-30
SPECIAL ATTACKS:	Nil	Blinding spray	See text	See text
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	1-2	2+2	6+6	8+8

incidental treasure. When Antmen attack Termites, the Termites immediately retaliate, targeting the Antmen's known allies. The Termite/Antmen war has lasted for thousands of years with each side losing and gaining territory, but no decisive campaigns. Legends speak of a "Boss of Bosses" that will one day unite the insects into a unified swarm that will swallow the planet, but few insects believe in it.

ECOLOGY: Termites communicate via their antennae by a special form of telepathy. Although it is impossible for humans and demi-humans to understand this language, psionics with telepathic disciplines may attempt to "disrupt" communications by using Defense Modes to mask the Queen, who gives the orders. This will cause all Giant Termites to be affected as by a Confusion spell as long as the Defensive Mode is up. The Queen will know who is responsible for the disruption and immediately attack the psionist. If the Queen is killed, the Termites must make a morale check or flee the hive.

YIELD:

Medicinal: Termite fluid can be sold to tanners for 10 gp per vial. A single vial can be harvested from each Worker and Soldier, while the royals each provide two to four vials.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

Teroth

DESCRIPTION: Teroths are Guardian Devils summoned to guard one item of value, usually in a large treasure hoard. In its dormant stage, the Devil will appear as an innocuous, worthless item such as a rock, a pile of rags or debris. However, in its true form, it resembles a winged devil-beast the size of a man and with the features of an ugly Bugbear, horns and leathery wings.

COMBAT/TACTICS: When Teroths are in their dormant stage, they can only be detected by a Detect Evil spell cast directly at them. Teroths are only be harmed by magical or blessed weapons, so no amount of kicking or tapping will awaken the fiend unless it is damaged by a magical weapon. A Detect Magic spell will reveal some sort of aura in the general vicinity, but nothing more. Teroths have the same immunities as devils.

A Teroth is bound to guard a particular item of treasure. Should that item be removed from the Teroth by more than 30 feet, it will awaken in 1-8 rounds. On the first round, it opens its eyes and begins to transform. On the second round, it is fully formed and will attack. Wing

Teroth

AKA: Guardian Devil
HACKFACTOR: 13
EP VALUE: 650
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Unknown
INTELLIGENCE: High (13-14)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1
SIZE: M (6' tall)
MOVEMENT: 12", 15" Fly (C)
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 3
NO. OF ATTACKS: 5
DAMAGE/ATTACK: 1d4-1/1d4-1/ 1-4/1-4/1-6
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Disguise, only hit by magical or blessed weapons
MAGIC RESISTANCE: Standard
HIT DICE: 4+4



Teroth

slashes (1d4-1/1d4-1), claws (1-4/1-4) and bite (1-6) are its main attack forms. It can also use Telekinesis (up to 30 pounds weight), Pyrotechnics three times per day and once per month it can use Guards and Wards. It uses these spells as a 12th level caster.

HABITAT/SOCIETY: Teroths are summoned by means similar to those that summon a Guardian Daemon. The Teroth, though, guards only one item and will not transform if that item is left untouched. Also, if the item and the dormant Teroth are kept within 30 feet of each other, the Teroth will not transform.

Should the Teroth recover the item after it is stolen, it will attempt to return the item to its owner. Failing that, it will return it to its original location. If both the owner and the original location are destroyed, the Teroth is free and returns to the lower planes with its treasure.

ECOLOGY: Guardian Devils are the lawful evil souls of guards who failed their masters. They have been doomed to "guardian status" for 1000 years for every day of shame their masters had to endure.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil (see above), F (in lair on lower planes)

Other: Nil

Thatcher, Banded Crest

DESCRIPTION: Banded Crest Thatchers are portly game birds – fatter than turkeys and dumber than chickens. They resemble overweight pheasants. Thatchers rarely reach the age of seven, as they usually grow too fat to move and, ironically, eventually die of starvation.

COMBAT/TACTICS: Banded Crest Thatchers can bite for 1-6 points of damage, but only against creatures with a movement rate below 6" (any higher and its attack is easily avoided). Once engaged in combat, it is

ridiculously easy to fight. The typical strategy of a flock is to scatter in every direction and hope for the best. However, once a Banded Crest Thatcher is injured it lets out a piercing, plaintive wail that attracts any predator within three miles. The predators arrive 1-4 rounds later. Any fire attacks against the bird cause a pleasant smelling smoke that can attract predators up to five miles away. Predators often (50% of the time) attack the bird's enemies so they do not have to share their meal.

HABITAT/SOCIETY: Banded Crest Thatchers are born from eggs that are very high in cholesterol. Reaching maturity in less than a year, they soon develop a voracious appetite and eat anything. By the end of its second year, the creature's weight more than doubles. Predators love to hunt Thatchers because they are easy to kill and their meat is juicy and delicious. There is a 20% chance of finding a nest with a mated pair and up to four eggs.

ECOLOGY: Due to their greasy meat, Thatchers are hunted primarily for their blubber, which can be used much like whale blubber and turned into lantern oil. The creatures are slow moving, easy to kill and hunting them does not require any whaling vessels. With a little diet and regular exercise, the creature makes a pleasant and delicious pet.

YIELD:

Medicinal: Banded Crest Thatchers are edible, but extremely fatty. They are frequently roasted in the houses of nobles.

Thatcher, Banded Crest

AKA: Avianus-Bloatae
HACKFACTOR: 0
EP VALUE: 175
CLIMATE/TERRAIN: Temperate Woods
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1-6
SIZE: M (5' around)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Pliant (10)
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-6
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Attracting predators
MAGIC RESISTANCE: Standard
HIT DICE: 5

Spell Components: Nil

Hide/Trophy Items: Banded Crest Thatcher feathers are used in ladies' hats.

Treasure: Nil

Other: The corpse of an average Banded Crest Thatcher is worth 100 gp. The eggs are worth 20-50 gp each and a mated pair is worth 1000 gp.

Thessalhydra

DESCRIPTION: Thessalhydras are a nightmarish mix of lizard, Hydra, snake and crab. The creature looks like a large lizard with six snake-like Hydra heads surrounding its huge central maw. It has a pincher-like claw at the end of its tail and, just like a housecat, it enjoys the pain of others.

COMBAT/TACTICS: Each head can bite for 1-6 points of damage. Victims struck must save vs. poison or suffer another 1-6 points of damage. The large mouth does 1-20 and victims must save vs. poison or suffer another 1-20 points of damage due to acid. Finally, the tail pincher does 1-12 points of damage and is capable of grasping an opponent and throwing him into the mouth during the same round.

Thessalhydra

AKA: Uber Hydra
HACKFACTOR: 64
EP VALUE: 7,000
CLIMATE/TERRAIN: Any Remote
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: G (36' long, 20' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Daring (15)
ARMOR CLASS: 0
NO. OF ATTACKS: Up to 10
DAMAGE/ATTACK: 1-6 (x6)/1-12/1-20
SPECIAL ATTACKS: Acid
SPECIAL DEFENSES: Immune to acid
MAGIC RESISTANCE: Standard
HIT DICE: 16 (body)



Banded Crest Thatcher



Thessalhydra

The snakehead can take 12 points of damage before being severed or destroyed. Killing all the heads does not kill the beast. It can shoot a glob of acidic saliva with a 4-foot radius from its mouth up to 30 feet distant. Victims struck take 12-72 points of damage (half if a successful save vs. poison is made). Items placed in the creature's maw must save vs. crushing blow and acid or be destroyed.

HABITAT/SOCIETY: Thessalhydras are not as powerful as dragons, but considerably more deadly than cats. They are powerful predators that do not take any guff and will not let anyone sleep in their favorite spot. Their lairs are often littered with the half-eaten corpses of their previous victims.

ECOLOGY: Thessalhydras are the result of the intervention of the Norse gawds. It is said that Thor, jealous of the many monsters populating the ancient Greek pantheon, created the Thessalhydra to show them up. Reportedly, the Greek gawds disguised themselves as ridiculous and fantastic beasts of all kinds – mocking Thor's efforts. As a result, Thor does not create monsters anymore.

YIELD:

Medicinal: The meat of a Thessalhydra is poisonous to anyone that eats it.

Spell Components: Nil

Hide/Trophy Items: The hide of the Thessalhydra is perfect for making scale mail suitable for enchantment up to +10 and resistant to acid attacks (+2 to saves, quarter damage on successful saves, half even if save is failed or not allowed).

Treasure: Incidental (60% chance of A, 30% chance of B, 15% chance of C)

Other: Nil

Thessilkrat

DESCRIPTION: A Thessilkrats is a small, Oriental dragon with wings, a barbed tail and a snake-like body. They come in a variety of outlandish colors and are non-violent creatures that almost never lose their cool.

COMBAT/TACTICS: Thessilkrats are calm and methodical and they make excellent companions for lawful neutral magic-users. They can fire barbs from their tails with deadly accuracy, striking at +4 to hit. The dragons will often target a victim's weapon hand or face, striking at only +2. Thessilkrat barbs have a range of 40 feet and they will use this fact to their maximum advantage. If cornered, they can bite for 1d4-1 points of damage.

Thessilkrats are experts at the Oration skill (76-100% mastery) and often use this skill to soothe unruly crowds. In the wild, they will use a "hit and run" strategy

Thessilkrat

AKA: Mandarin Manticore

HACKFACTOR: 6

EP VALUE: 175

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1

SIZE: S (2' to 4' long)

MOVEMENT: 6", 12" Fly (B)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 1-4 or 1

DAMAGE/ATTACK: 1 each or 1d4-1

SPECIAL ATTACKS: Projectile barbs

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: 20%

HIT DICE: 2



Thessilkrat

against superior opponents. They can regenerate 1 hit point per turn, but not if reduced to -10 hit points and not after being decapitated.

These creatures can share their abilities and telepathically communicate with their magic-user masters up to 100 yards away. They are anxious to serve a master and can detect lawful neutral creatures in a 25-foot radius. Thessilkrats that have a master will defend him to the death, even sacrificing themselves to save their master's life.

HABITAT/SOCIETY: Thessilkrats are, in many ways, the ultimate familiar. However, they will only serve lawful neutral masters. They will abandon a lawful neutral master who changes his alignment.

Thessilkrats are coldly logical and do not hesitate to point out mistakes to their masters. They will go to almost any length, save endangering a master, to prove their point. These creatures can be incredibly bossy unless put in their place by a creature of superior Intelligence.

ECOLOGY: Thessilkrats are in high demand as familiars, but are difficult to locate. 70% already have masters and the remainder are actively seeking one. Because of their dedication to a master and to logic, many Thessilkrats never mate and thus, their population is dwindling. Thessilkrats expect a full share of any party's treasure and expects to be treated as an equal in all enterprises. They speak their own language and up to three human or demi-human tongues.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C

Other: These creatures are highly magical and there are a variety of uses for their body parts. Their barbs can be used to tip magical darts. Their hides have been known to protect spell books. The effectiveness of such items, however, depends on the skill of the item's maker.

Thought Eater

DESCRIPTION: Thought Eaters look much like emaciated platypuses with webbed feet and weird teeth on their beaks. They are natives of the Ethereal Plane and die instantly if they come to the Prime Material Plane.

COMBAT/TACTICS: If encountered on the Ethereal Plane, these creatures are helpless and can be slain easily. Their psionic powers extend to the Prime Material Plane as well as others, though they physically exist on the Ethereal Plane. On the Prime Material Plane, these creatures are invisible and can pass through solid objects. Any psionic or mental defense mode will keep the creatures from feeding, even those from magical or psionic objects.

Thought Eaters have 101-200 PSPs with a power score of 18 for Psionic Sense. The power operates continually at no cost to the Thought Eater. Thought Eaters can absorb any psionic energy within 60 feet. Victims with psionics lose 10 PSPs per round. Additionally, they can absorb memorized spells (two spell levels per round) and can feed upon Intelligence at the rate of 1 point per round. They will feed until victims die or escape.

Thought Eaters are immune to telepathic attacks and can only feed on one victim at time. They will choose victims in the following order:

Thought Eater

AKA: Synap Gourmet
HACKFACTOR: 6
EP VALUE: 1,400
CLIMATE/TERRAIN: Ethereal Plane
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Thoughtivore
INTELLIGENCE: Not ratable
ALIGNMENT: Neutral
NO. APPEARING: 1-3
SIZE: S (3' long)
MOVEMENT: 6" (Ethereal Plane only)
PSIONIC ABILITY: See text
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 9
NO. OF ATTACKS: 0
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Mental absorption
SPECIAL DEFENSES: Immune to mental attack
MAGIC RESISTANCE: Standard
HIT DICE: 3

psionics with the most PSPs (until gone), wild talents with the most PSPs (until gone), spells (until gone) and finally Intelligence, starting with the smartest PC. The Intelligence loss is permanent, but can be restored with a Restoration spell or Psychic Surgery. Spells and PSPs can be recovered normally.

HABITAT/SOCIETY: Though Eaters are not malicious and must absorb power to survive. One sage (Blendor of Sussex) theorizes that Thought Eaters are actually what psionics are fated to become after they die. Considering that Blendor's ex-wife was a well-known psionist who bitterly divorced him, this theory is suspect at best.

ECOLOGY: When a Thought Eater dies, it materializes on the Prime Material Plane. Unfortunately, by that time, the victims of its attacks are too stupid to know what it is.

YIELD:

Medicinal: Eating a Thought Eater floods the consumer with the millions of thoughts the Thought Eater absorbed. A system shock roll must be made at half normal chances (round down). If successful, the eater gains 2-20 PSPs or a wild talent. If unsuccessful, the victim's Intelligence drops to 2.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Thought Ghoul

DESCRIPTION: Thought Ghouls look like normal Ghouls except that their claws are longer and their teeth are shorter. They are often dressed in the tattered remnants of the clothes they wore when alive.

COMBAT/TACTICS: Thought Ghouls attack with two claws and a bite. For every strike with the claws, a victim must save vs. spell or lose 1 point of Intelligence. The victim also loses his memories of the past 24 hours (this may include experience points). If the victim's Intelligence drops below zero, he immediately becomes a Thought Ghoul.

Victims damaged by the Thought Ghoul's attack can recover lost Intelligence at the rate of 1 point per turn. A Bless spell instantly restores a victim's memories and up to 4 Intelligence points.

Thought Ghouls cannot attack paladins and lawful good creatures receive a +4 bonus on their saving throws. Sometimes, a lawful good character will allow the Thought Ghoul's attack to succeed and fill the creature's head with "pure thoughts". Should this happen, the Thought Ghoul must save vs. spells or its head will explode, destroying the creature. Holy water inflicts 1-6 points of damage per vial.

Thought Ghoul

AKA: Synap Sucker
HACKFACTOR: 6
EP VALUE: 270
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-12
SIZE: M (5' to 6' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: 4
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-6/1-6/1d4-1
SPECIAL ATTACKS: Mental drain
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 3



Thought Eater



Thought Ghoul

HABITAT/SOCIETY: Thought Ghouls are a variation of Ghoul. They are flesh-eating maniacs that prefer brain matter above all else. They have forgotten their former lives and now use their power to experience the lives of others.

ECOLOGY: A Thought Ghoul that has not tasted human flesh can be cured with a Restoration or a Raise Dead spell. Psionist may attack Thought Ghouls as if they were psionists and as if they had already established contact. Thought Ghouls turn as Ghouls (-1 to the roll).

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: W (per pack)

Other: Nil

Thrasher

DESCRIPTION: Thrashers are demonic-looking pitbulls that have grown to extraordinary size. Their jaws are proportionately almost twice as big as a pitbull's and their terrible teeth can chew through steel. Thrashers have beige, brown or black fur. Very few wear collars.

COMBAT/TACTICS: The creature's massive jaws lock onto anything that it successfully bites. On the second round, it thrashes its prey for 2-16 points of damage, causing the victim to make a save vs. death magic or become stunned for 1-3 rounds. If the victim fails his first save, the victim must make a system shock check or the canine bites all the way through, killing the victim and removing a large chunk of flesh.

Fortunately, these creatures have one great weakness: magic. Any spell cast at these beasts automatically succeeds – no saving throw. Thus, the creatures make poor guards against anyone with the appropriate spells.

HABITAT/SOCIETY: Thrashers are most often used as guard animals by extremely stupid or extremely intelligent creatures. Wise creatures will

take steps to ensure that magic will make little difference when the dawgs attack – dumb masters are often not aware of the dawg's weakness. As long as the Thrashers get fresh meat from someone, they do not care.

ECOLOGY: Thrashers were created as guard dawgs for the Temple of Yiders, the gawd of Strength, two centuries ago. Their magic resistance was purposely lowered so that all the clerics at the temple could control them. Eventually, this was their undoing as a powerful, good-aligned magic-user took control of the beasts and single-handedly raided the temple. Devout clerics of Yiders who attempt to charm the creatures can do so in half the casting time.

Thrasher

AKA: Witch Dawg

HACKFACTOR: 9

EP VALUE: 420

CLIMATE/TERRAIN: Any non-desert

FREQUENCY: Rare

ORGANIZATION: Pack

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Semi- (2-4)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-8

SIZE: L (5' high at shoulder)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-16

SPECIAL ATTACKS: Thrash

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Vulnerable
(see text)

HIT DICE: 6

YIELD:

Medicinal: Thrasher meat tastes like spicy Pitbull.

Spell Components: Nil

Hide/Trophy Items: The hide of a Thrasher can be made into clothing suitable for enchantment, but the items will always fail their saving throws against magic.

Treasure: Nil

Other: The teeth of a Thrasher are large enough to make throwing daggers that are suitable for enchantment. However, these daggers automatically fail their saving throws against magic.

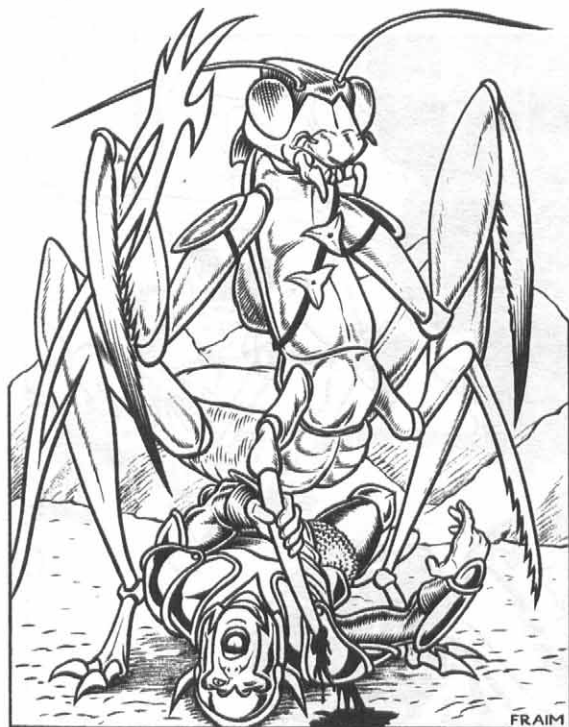


Thrasher

Thri-Kreen

DESCRIPTION: The Thri-Kreen are a race of insect warriors with light green exoskeletons, two legs and four arms. They dress in light armor and carry specialized weapons of their own design. Their preferred melee weapon is a pole arm that can be used to slash as a glaive or thrown as a spear. Mantis Warriors also use large, three-pronged throwing stars carved from a crystalline substance. Because of their exoskeletons, their weapons can be sharp without any chance of harming themselves.

COMBAT/TACTICS: The Thri-Kreen's throwing stars do 3-6 points of damage. They have a maximum range of 90 feet and return to a proficient thrower on a miss. Each Mantis Warrior carries up to ten. Additionally, Thri-Kreen can jump up to 20 feet straight up or 50 feet forward and are so agile that they can dodge missiles that would otherwise have hit them 11 in 20 times. Their pole arms do 3-8 points of damage. Anyone struck with a natural 20 suffers the same affects as a Sword of Sharpness, although the weapons cannot remove heads. If unarmed, the insects can claw for 1-4 per hand and bite for 2-5 points of damage. Anyone bitten by the creatures must save vs. poison or become paralyzed for 2-16 rounds. They are immune to their own bite.



Thri-Kreen

Thri-Kreen

AKA: Mantis Warrior
HACKFACTOR: 15
EP VALUE: 975
CLIMATE/TERRAIN: Desert/Dry Grassland
FREQUENCY: Rare
ORGANIZATION: Small Groups
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 2-12
SIZE: M' (6' tall)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5
NO. OF ATTACKS: 5 or 3
DAMAGE/ATTACK: 1-4 x 4/2-5 or by weapon +2
SPECIAL ATTACKS: Severe criticals, paralyzing poison
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 6+3

HABITAT/SOCIETY: Thri-Kreen society is warrior-based – they consider elves to be animals upon which they feed. Mantis Warriors are arrogant and believe their race to be supreme. They live in small, lightless burrows and are not social creatures. Under unusual circumstances Thri-Kreen will parley and even negotiate, but they will refuse to barter with an elf (they may speak with a party that includes elves, so long as they do not have to speak directly to an elf).

ECOLOGY: Mantis Warriors are born from eggs that take six months to mature. Young Warriors grow to maturity in two months. During this time, they have half of the abilities of an adult and grow 10% every 12 days. Mantis Warrior children grow up with emotionally distant parents. They overcompensate in their personal lives by hacking elves (especially drow) into tiny pieces.

YIELD:

Medicinal: Thri-Kreen spittle can be used to coat weapons and paralyze other opponents. A single Thri-Kreen can provide up to five such uses.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Q

Other: Nil

Throat Grappler

DESCRIPTION: Throat Grapplers are half snake, half lizard and all bad. These creatures lurk in shaded trees or dark rises. Each has a barbed, whip-like tail capable of striking targets up to 12 feet away.

COMBAT/TACTICS: When the creature strikes, it lassos a victim's throat for 1-4 points of damage. On the second round, it pulls itself toward the victim, biting and clawing to release large amounts of blood. It strikes victims in this manner at +4 and any attack rolls that are 4 or more above what the monster needs to-hit will leave the victim's vocal chords permanently damaged. These victims will always speak in a whisper thereafter, should they survive. Additionally, wounds gape and bleed for 1d4-2 points per round until closed. Strikes against the creature while it is wrapped around a victim will hit the victim if the attack roll is 4 or more below the number the character needs to hit the creature's AC.

HABITAT/SOCIETY: Throat Grapplers are messy carnivores and signs of their previous victims will be splattered all about their lairs. They leave corpses wherever they fall and move their lairs when the stink becomes overwhelming. There is at least one clan of Vampires that finds the creatures so amusing they keep several Grapplers as pets.

Throat Grappler

AKA: Tonsil Tickler
HACKFACTOR: 3
EP VALUE: 65
CLIMATE/TERRAIN: Temperate to Tropical Land
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Semi- (2-4)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 1-10
SIZE: S (5' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 7
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-4 or 2-8
SPECIAL ATTACKS: See text
SPECIAL DEFENSES: See text
MAGIC RESISTANCE: Standard
HIT DICE: 2+3



Throat Grappler

ECOLOGY: Throat Grapplers enjoy moonlit nights and long walks on beaches – and ripping out the throats of their victims. Sages who have studied them whisper that the creatures cannot be domesticated by anyone who is warm-blooded.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The creature's whip-like tail stiffens after death. If properly straightened before rigor mortis sets in, it can be shaped into a spear suitable for enchantment up to +4.

Throat Leech

DESCRIPTION: These creatures are tiny – one inch long and all black. 10% of all fresh, unfiltered drinking water contains Throat Leeches

COMBAT/TACTICS: Victims that swallow a Throat Leech will be drained for 1-3 hit points per round. Each round, there is a 50% chance the victim will choke for an additional 1-4 points of damage. If the victim chokes for a number of consecutive rounds equal to his Constitution divided by three, he chokes to death.

There are many ways to kill a Throat Leech: drinking deadly poison, swallowing acid, slitting

Throat Leech

AKA: Choker**HACKFACTOR:** 0**EP VALUE:** 1/6**CLIMATE/TERRAIN:** Any Fresh Water**FREQUENCY:** Common**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Carnivore**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-6**SIZE:** T (1" long)**MOVEMENT:** 1", 1" Swim**PSIONIC ABILITY:** Nil**ATTACK/DEFENSE MODES:** Nil/Nil**MORALE:** Fearless (19)**ARMOR CLASS:** 10**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 1-3**SPECIAL ATTACKS:** Choke**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 1 hit point

Throat Leech

one's own throat and eating a Fireball are easiest. The most common cure, however, is to place a hot metal iron inside the victim's throat and touch the Leech, causing it to burst. Victims of this treatment suffer 1-4 points of damage if the rescuer misses his Dexterity check.

HABITAT/SOCIETY: Throat Leeches are mindless bloodsuckers. They rarely dance, even when the music is good.

ECOLOGY: Throat Leeches spawn in small ponds or lakes. They can be avoided by filtering the water. If a Throat Leech starves to death in a canteen, the water becomes foul-tasting. This is likely to happen in the heat or after the water has been stored for more than a week.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Thunderherder

DESCRIPTION: Thunderherders are distantly related to Purple Worms. They burrow through the loose sand in great numbers and resemble gigantic, brown worms.

COMBAT/TACTICS: Thunderherders are not aggressive against individuals, but they do a tremendous amount of damage to non-permanent structures. These creatures will bite at anything that is stuck into the ground, i.e. tent stakes, hitching posts, fences, etc. While they nibble at them, they continue to burrow, dragging tents, steeds and anything else that happens to be attached. Victims dragged along with these items suffer 1-6 points of damage each round that they are dragged. Loud explosions will cause the creature to burrow downward, dragging any unfortunates and burying them 10-60 feet below the sand. Buried victims suffocate in a number of rounds equal to their Constitution divided by three.

Desert natives know to avoid these creatures by camping on solid ground, rock, near water supplies or permanent structures. Any herd numbering more than 20 will cause an Earthquake in the area for 2-12 rounds, as per the spell cast by a 14th level caster.

HABITAT/SOCIETY: Herds consist of dozens, sometimes hundreds of Thunderherders. They will consume any roots, tubers or organic materials they can get their teeth on. In one known instance, an entire herd of Thunderherders stumbled into an Egyptian tomb and consumed all the corpses and mummies inside.

ECOLOGY: Thunderherders are dumber than most cows, but smarter than most Purple Worms. If attacked, they moan pitifully for one round, then attempt to burrow in a different direction.

YIELD:

Medicinal: Thunderherders are edible, but taste terrible. Desert natives only eat them in dire emergencies.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Thunderherder

AKA:	—
HACKFACTOR:	11
EP VALUE:	420
CLIMATE/TERRAIN:	Desert
FREQUENCY:	Rare
ORGANIZATION:	Herd
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Semi- (2-4)
ALIGNMENT:	Neutral
NO. APPEARING:	10-100+
SIZE:	H (20' long)
MOVEMENT:	20", 9" Burrow
PSIONIC ABILITY:	Nil
ATTACK/DEFENSE MODES:	Nil/Nil
MORALE:	Timid (6)
ARMOR CLASS:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6
SPECIAL ATTACKS:	See text
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	7

Tick, Giant

DESCRIPTION: Giant Ticks of all varieties are larger versions of the tiny parasites. These creatures are blind, but use sensory pads on their feelers to sense heat.

COMBAT/TACTICS: Blinding attacks do not work on Giant Ticks, but flashes of heat from Pyrotechnics or like spells will cause them to reel and hesitate for one round.

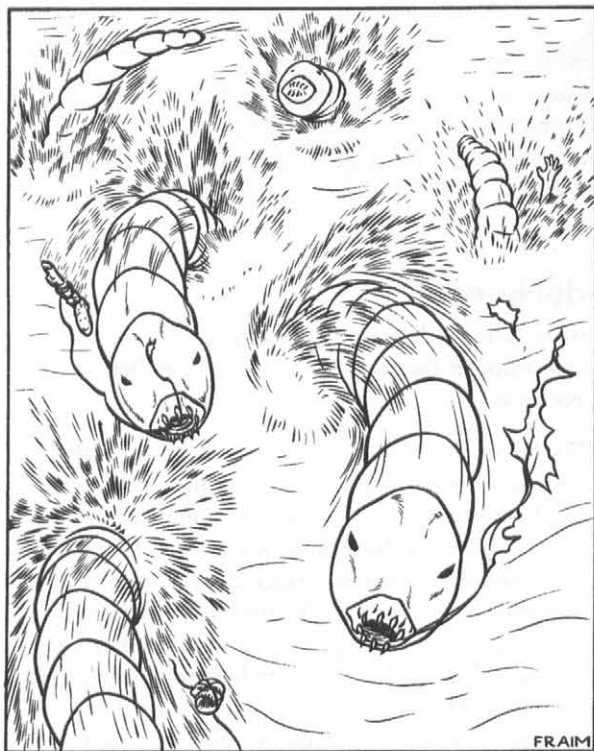
Common Giant Tick: When a warm-blooded creature comes within ten feet of any Giant Tick it leaps down from its tree to attack. Victims struck suffer 1-4 points of damage, plus 1-6 points of blood drain damage each round thereafter. Once it has drained its own maximum number of hit points in damage, the Giant Tick will drop off and crawl away to digest its meal.

Any creature bitten has a 50% chance of contracting a fatal blood disease from the bite (Each stage lasts 1-2 days, Stage One Virulence Factor: 5, symptoms: dizziness, low energy; Stage Two Virulence Factor: 9, symptoms: tiredness, fever, -1 to Strength, Dexterity and Constitution; Stage Three Virulence Factor: 13, symptoms: bedridden, sever fever; Stage Four Virulence Factor: 17, symptoms: death). Giant Ticks can be removed with the application of fire, acid, lightning, Fireballs or siege weapon fire. Contrary to popular human rumors, Giant Ticks will not fall off if immersed in water and they can hold their breath for up to 24 hours.

Giant Groin Tick: Groin Ticks always target the crotch and get -4 to hit. Victims struck must make a Constitution check every round or pass out from the pain.

Giant Mottled Tick: These are just like Giant Ticks, except they are larger and live in dungeons. They always dwell in darkness and prefer to hide in magical darkness, when they can stumble across it.

HABITAT/SOCIETY: All Giant Ticks are mindless bloodsuckers. These creatures gorge themselves nearly to the point of immobility. PCs that wait until the Ticks have finished feeding can acquire an easy kill.



Thunderherder

Tick, Giant	Common	Groin	Mottled
AKA:	Parasitus-Giganticus	Crotch Crab	Spotted Leech Fiend
HACKFACTOR:	3	5	4
EP VALUE:	65/120/175	120/175/270	120/175/270
CLIMATE/TERRAIN:	Forests	Forests	Subterranean
FREQUENCY:	Rare	Very Rare	Rare
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3-12	2-8	3-12
SIZE:	S (2' long)	S (2' long)	S (2.5' long)
MOVEMENT:	3"	3"	3"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)	Fearless (19)
ARMOR CLASS:	3	3	3
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	1-4	1-4
SPECIAL ATTACKS:	Blood drain	Blood drain, Painful bite	Blood drain
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	2 to 4	2 to 4	3 to 5

*Giant Groin Tick*

ECOLOGY: 13% of adventurers who have been attacked by Groin Ticks enjoy the experience immensely. 87% refuse to discuss it.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Tiger Fairy

DESCRIPTION: Tiger Fairies resemble one-foot long tigers with transparent fairy wings. These rare, winged felines prey on the weak and helpless fairies, controlling their population. Like all felines, Tiger Fairies enjoy causing their prey to suffer, especially fairies.

COMBAT/TACTICS: Tiger Fairies surprise their opponents 4 in 10 times, but can surprise all fairie-kin 7 in 10 times. They like to pounce upon helpless Sprites and rip them to tasty, meaty shreds. Against a mixed party of PCs, they will always target pixie-fairies, gnomes and then elves, but only if they are exceptionally hungry. If its front two paws hit, the Tiger

Tiger Fairy

AKA: Pixie Hunter

HACKFACTOR: 5

EP VALUE: 270

CLIMATE/TERRAIN: Woodlands and
Sylvan Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: S (1' long)

MOVEMENT: 6", 9" Fly (C)

PSIONIC ABILITY: Nil

ATTACK/DEFENSE MODES: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 6

NO. OF ATTACKS: 3 or 5

DAMAGE/ATTACK: 1d4-1/1d4-1/1-4 or
1d4-1/1d4-1/1d4-1/1-3/1-3

SPECIAL ATTACKS: Surprise 4 in 10
(fairy-kin 7 in 10), rear claw rake

SPECIAL DEFENSES: Immune to Pixie
Dust and fairy-kin poisons

MAGIC RESISTANCE: 25%

HIT DICE: 2

Fairy can rake with its back claws for 1-3/1-3 at +4 to hit. Tiger Fairies are completely immune to Pixie Dust and fairy-kin poisons of all kinds.

HABITAT/SOCIETY: Tiger Fairies are the only natural predators of the prolific and overabundant fairies and all their kin. The spritely cats consume twice their weight in fairies every two days. Additionally, they target small, weak, sick and injured fairies, making the surviving fairies stronger (though every now and then they enjoy the challenge of hunting a fairie in its prime). Fairies sometimes bribe or charm adventurers to slay these beasts for them.

ECOLOGY: Shortly before Allweather the great Druid Lich went completely insane, he created the Tiger Fairy to control the exploding population of noisy, frolicking Pixie-Brownies near his grove. These creatures continue to multiply at a very healthy pace – they are a favorite pet amongst the grel elves.

PC magic-users can attempt to make a Tiger Fairy their familiar, gaining the creature's magic resistance whenever it is in contact with the master. Additionally, it provides the bonus of being immune to Pixie Dust and fairy-kin poisons.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The pelts of these creatures are highly valuable (500 gp) and suitable for various enchantments.

Treasure: Nil

Other: Nil

*Tiger Fairy*

Tiger Fly	Male	Female	Larva
AKA:	Felinus-Waspus	Waspetta	Grub Cub
HACKFACTOR:	12	8	0
EP VALUE:	420	175	35
CLIMATE/TERRAIN:	Non-Arctic	Non-Arctic	Non-Arctic
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Day	Day	Any
DIET:	Carnivore	Carnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	3-18	3-18	3-18
SIZE:	M (5' tall)	M (5' tall)	S (3.5' to 4' long)
MOVEMENT:	6", 18" Fly (C)	6", 18" Fly (C)	6"
PSIONIC ABILITY:	Nil	Nil	Nil
ATTACK/DEFENSE MODES:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Fearless (19)	Fearless (19)
ARMOR CLASS:	4	4	9
NO. OF ATTACKS:	2 or 1	4 or 1 (see text)	1
DAMAGE/ATTACK:	1-8/1-8 or 4-24	0 or 4-16	2-8
SPECIAL ATTACKS:	Poison	Paralyzing poison	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard
HIT DICE:	6	4	1-1

Tiger Fly

DESCRIPTION: Tiger Flies are a race of non-intelligent, Giant Wasps with human faces.

Male Tiger Fly: Males are colored a dull red and have two bladed forearms that they use to attack.

Female Tiger Fly: Females are colored just like a wasp and although they lack the bladed forearms, they can sting for a considerable amount of damage.



Tiger Fly

Tiger Fly Larva: These grubs are the young Tiger Flies that resemble giant maggots with horned, black heads and mandibles.

COMBAT/TACTICS: Male Tiger Fly: The male will attack with its forearms, inflicting 1-8 points of damage with each. However, it may also (in the same round) grasp with its other two hands (requiring two to-hit rolls). If both arms hit, the insect then stings its victim automatically the next round, forgoing all other attacks. The sting does 4-24 points of damage and the victim must make a saving throw vs. poison or die. The male will not release the victim until it or he is dead. Tiger Flies can sting up to eight times per day.

Female Tiger Fly: Female Tiger Flies attempt to grab victims for a sting (roll for four attacks, if two successfully hit, the sting is automatic the next round). The damage for the female's sting is 4-16 and the victim must save vs. poison or become paralyzed. Victims will be paralyzed for 3-12 hours. During that time, the female will lay 1-3 eggs in the victim. These eggs hatch into larva in 13-24 hours whether the victim is dead or not. Only very powerful spells such as Cure All can remove the eggs, otherwise, the victim suffers massive internal hemorrhaging as the larva burrow out of the body.

Tiger Fly Larva: Larva will attack anything that moves, biting once each round with their cute little mandibles for 2-8 points of damage. However, they have poor eyesight and are easily distracted.

HABITAT/SOCIETY: Tiger Flies have a hive mentality, although they have neither queen nor an actual hive. The insects will defend their lairs to the death and to the last Tiger Fly. They are non-intelligent and will continue to throw themselves at opponents despite the odds. Even against a golem that they cannot damage, Tiger Flies will valiantly sting until dead.

ECOLOGY: Tiger Fly Larva grow at a phenomenal rate, reaching maturity in one month. Fortunately, the lifespan of these creatures is less than a year and they often run out of food before their population has a chance to explode. Once established near inhabited areas, these creatures can become a deadly menace, doubling and tripling their population in a matter of three months. It is unknown why they have faces or why they are called "Tiger Flies" when they are neither tigers nor flies. Despite classifying them as "wasps", sages have suggested names from "Cougar Beetle" to "Hawk Bug", but they have yet to catch on.

YIELD:

Medicinal: Tiger Fly venom is extremely valuable. The male's venom is worth 500 gp per vial and the female's venom is worth 300 gp per vial (each vial provides one dose). From 1-8 vials (minus one per sting used in combat that day) can be harvested from the male Tiger Fly and 1-6 (minus one per used sting) from the female Tiger Fly.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C in lair

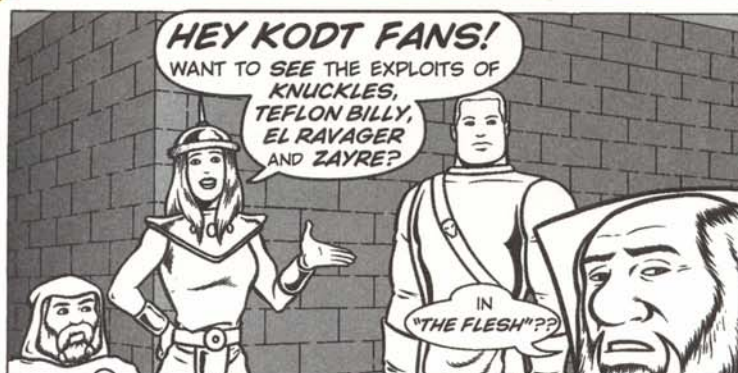
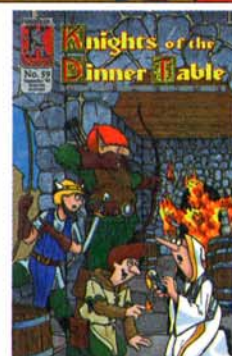
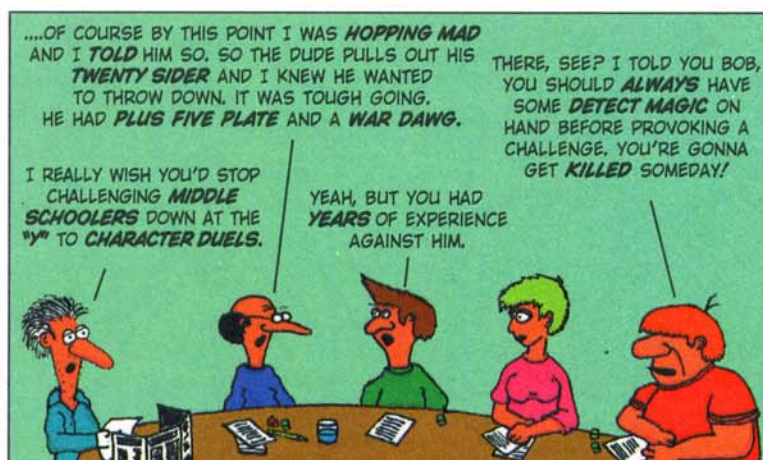
Other: Nil

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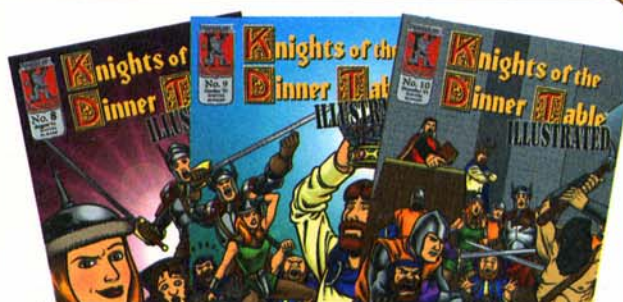
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HACKLOPEDIA OF BEASTS - VOLUME VII: RIBSPLITTER TO TIGER FLY

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 Rib-Tig 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.

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Scroll Devourer

AKA: Book Worm
HackFactor: 0
EP Value: 7
CLIMATE/TERRAIN: Paper
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Paperivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-2 (10-40)
SIZE: T (1" long)
MOVEMENT: 12" (3")
PSIONIC ABILITY: Nil
ATTACK/DEFENSE MODES: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 2
NO. OF ATTACKS: Nil
DAMAGE/ATTACK: Nil
SPECIAL ATTACKS: Surprise, paper consumption
SPECIAL DEFENSES: Camouflage
MAGIC RESISTANCE: Standard
HIT DICE: 0.25

Scroll Devourer

DESCRIPTION: Scroll Devourers are one-inch-long gray worms that feed upon paper, especially magical imbued paper, in all its forms.

COMBAT/TACTICS: Scroll Devourers can smell scrolls, maps, arcane tomes and spell books up to 60 feet away. Their low AC is due to speed and ability to blend in with their surroundings.

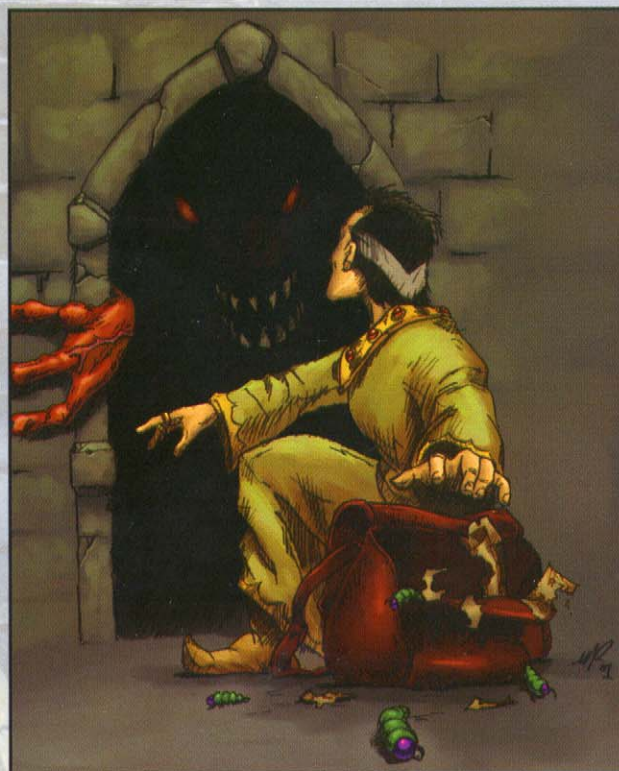
Scroll Devourers surprise opponents 95% of the time. If the victim can see invisible objects, this is reduced to 50%. There is a 25% chance that a perceptive victim may notice the strange worm on his leg or climbing into a pack, otherwise it will go

unnoticed until it starts to eat. Once it begins to feed, there is a 50% chance the victim will hear the Scroll Devourer. The creature will continue to feed until attacked, at which point it will leap ten feet and then crawl back to its lair.

A Scroll Devourer can burrow through dead wood or leather at three inches per round and through a leather scroll case or pack in one segment. It cannot consume living matter. It destroys spell books and scrolls at the rate of one spell level per round.

HABITAT/SOCIETY: Scroll Devourers infest libraries and other places that hold large amounts of paper. Typically, 0-90% of a library infested with Scroll Devourers will already be destroyed. Scroll Devourers prefer magic spell books and scrolls, but cannot distinguish between good scrolls and cursed ones.

ECOLOGY: Scroll Devourers developed from normal larva. Due to generations of consuming magical scrolls and tomes, the creatures evolved quickly. Metal or bone cases help protect important documents from Scroll Devourers.



Scroll Devourers (Highlighted in Purple-and-green)

YIELD:

Medicinal: Scroll Devourers are edible, but taste like paper.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 30% chance of 1-4 scrolls or other useful paper item not yet eaten.

Other: Nil



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