

Hack Master™

HACKLOPEDIA OF BEASTS – VOLUME III

Elemental to Hippopotamus

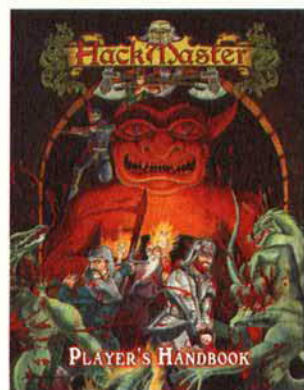




HACKMASTER™ BOOKS

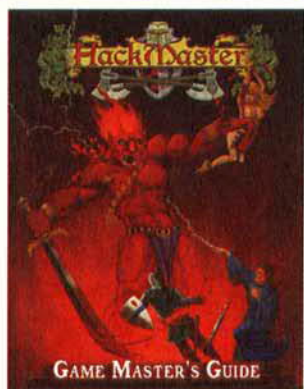
Player's Handbook

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 III

SPECIAL REFERENCE WORK

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

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

Head Researcher and Archivist (written by): Tony 'Eeeeww, that's disgusting...' DiGerolamo

Expedition Coordinator: Brian 'It blinded me - I can't tell WHAT color it is!' Jelke

Beast Wrangler/Tamer (field notes edited by): Barbara 'Look at the size of that thing!' Blackburn,
Don 'No way am I goin' near the Fleshpecker cage!' Morgan, Scott 'Where's my dice? I'm takin' this thing out!' Lusk

Steve 'I ain't talkin'!' Johansson, Brian 'the Gagwaller ate my homework' Jelke

Safari Navigator : Jolly 'this looks like a job for the 10-foot pole' Blackburn

Art Director: Bob 'Grappling Thrasher' Burke

Artist Tamer: Mark 'Back! Back! Stay back!' Plemmons

Graphic Design: Jiffy 'Last one out cleans the cages!' Burke

Cover Artist: George Vrbanic

Back Cover: Brian Fraim, Brendon Fraim, colors by Tom 'wild man' Martin

Wild Life Illustrators: Brendon Fraim, Brian Fraim, V. Shane Colclough, Doug Curtis, William Hammock,
Eric Johns, Nick Laing, Mark Pennington, Darryl Sheakley, Mike Simon, Manny Vega, George Vrbanic

Hard Eight Enterprises Token Representative: Jo Jo Zeke

Correction: Brad McDevitt created the back cover art for HOB 2

On Site Field Studies and Additional Research: Jiffy Burke, Tracy Casper,
Glenn Harris, Kevin Kasper, Noah Kolman, Don Morgan, Mark Plemmons, Todd Weaver

* FOR GAMEMASTER'S EYES ONLY! *

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

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Questions, Comments, Product Orders?
Kenzer and Company
25667 Hillview Court
Mundelein IL 60060

Phone: (847) 540-0029
Fax: (847) 540-8065
E-mail: questions@kenzerco.com
Visit our website: www.kenzerco.com

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PUBLISHER'S NOTE:

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

Foreward

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

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

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

"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 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 III. This is the third book in a gargantuan undertaking of publishing 1600 monsters in 8 volumes. Just like Gary™ Jackson® wanted. Oh, and keep in mind this is HackMaster™. A rose by any other name might still be a rose but when it comes to the Hacklopedia™, one should never, ever dismiss the appearance of the ordinary. A frog might still be a frog but in Garweeze Wurld™, it's likely to pack a bit more bite than you're used to.

Game on!

Jo Jo Zeke

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

Reality Check

A DISCLAIMER:

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

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

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

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

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

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

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How To Use This Book

Introduction

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

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

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

Other Worlds?

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

The Monsters

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

HACKFACTOR™: A monster's HackFactor is an indication of how tough the creature is measured by its ability to give as well as take damage in combat. This HackFactor can range from zero up to 400

or more! The GM would do well to refer to the HackFactor when planning a balanced campaign.

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

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

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

Very rare = 4% chance
Rare = 11% chance
Uncommon = 20% chance
Common = 65% chance

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

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

DIET: Every creature on Garweeze Wurld has to eat, and here you will find the food most suitable to that particular being. Carnivores eat meat, herbivores eat plants and omnivores will eat either. Scavengers primarily eat carrion, but tend not to be picky. If a monster does not fit any of these categories, the substances it requires for sustenance are described in more detail in the body text of the entry.

INTELLIGENCE: This score is the equivalent of a human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following

Intelligence ability scores:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SPECIAL DEFENSES: The creatures of Garweeze Wurld have evolved with skills and instinctual behaviors that are perfectly suited to self defense. Special defenses are listed in this field entry for easy reference, and are more fully detailed in the monster description.

MAGIC RESISTANCE: The magic resistance is listed here as a percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw

allowed. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

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

HIT DICE: The number of hit points of damage a creature can withstand before being killed is measured with this entry. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). To determine the creature's starting hit points, roll the number of Hit Dice indicated in this field entry, and add the results to 20.

Some creatures have specific hit points (or a range) instead of Hit Dice, and some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4+20 hit points (28-56 total).

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

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

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

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

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

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

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

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

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

as spell components. It is important to note whether special steps must be taken for the components to retain their potency.

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 HACKLOPÆDIA 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.

Elemental	Earth	Air	Fire	Water
AKA:	Elementalus-Igneous	Elementalus-Cumulus	Elementalus-Magmus	Elementalus-Aquarius
HACKFACTOR:	14/21/28	18/27/35	18/27/36	18/27/36
EP VALUE:	2000/6000/10,000	2000/4000/10,000	2000/6000/10,000	2000/6000/10,000
CLIMATE/TERRAIN:	Any	Any	Any	Any
FREQUENCY:	Very Rare	Very Rare	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Elementivore	Elementivore	Elementivore	Elementivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil
NO. APPEARING:	1	1	1	1
SIZE:	L to H	L to H	L to H	L to H
MOVEMENT:	6"	36" Fly (A)	12"	6", 18" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Defiant (17)	Defiant (17)	Defiant (17)	Defiant (17)
ARMOR CLASS:	8	8	8	8
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	4-32	2-20	3-24	5-30
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	+2 or better to hit	+2 or better to hit	+2 or better to hit	+2 or better to hit
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	8/12/16	8/12/16	8/12/16	8/12/16

Elemental

DESCRIPTION: Magically conjured from their native plane, Elementals are beings rarely encountered on Garweeze World. Physically strong but often mentally lacking, these beings would prefer to remain in their native habitat, the Elemental planes of Earth, Air, Fire and Water. Each of the four types of elementals have different Hit Dice, depending upon the method of their conjuring. The weakest are conjured through an item such as a staff, while those brought into the

Prime Material Plane through a conjuring device are somewhat stronger. The strongest Elementals are those conjured by spell. The individual types of Elemental are discussed in detail below.

Earth: These creatures appear as humanoids made from dirt, stones, precious metals and/or gems. They have cold, expressionless faces and two eyes that sparkle like brilliant, multi-faceted gems. Their voices are the silence of deep tunnels, the rumblings of earthquakes and the grinding of stone. Their personalities are dull and stubborn.

Air: Appearing as amorphous, shifting clouds or whirlwinds of intense power, Air Elementals speak in high-pitched shrieks that sound like a tornado or the low moans of a midnight storm. Their personalities

are extremely flighty. There are Air Elementals who can take the rough forms of various flying creatures as well.

Fire: Fire Elementals appear as tall sheets of flame with two arm-like appendages on either side. The entire body of a Fire Elemental flickers and its eyes are two glowing patches of brilliant blue flame. The voice of a Fire Elemental can be heard in the crackle and hiss of a large fire. Their personalities are incredibly hot-tempered.

Water: Appearing as a crested wave with two crested waves as arms, two green orbs of water serve as the elemental's eyes. Their voices can be heard in the crashing waves on rocky shores and the howl of an ocean gale. Water Elementals are incredibly moody, changing their tune from one minute to the next.

COMBAT/TACTICS: **Earth:** Relentless but slow, Earth Elementals can travel through solid rock, but can never go through bodies of water (though they can go under or around them). Earth Elementals will always fight on the ground and their fists do 4-32 points of damage to





any creature standing on the ground. Earth Elementals make effective siege monsters, as they do great damage to structures. If forced to fight in the air or water, Earth Elementals get -2 damage per die (minimum of 1 point per die).

Air: In aerial battles (when both combatants are airborne), Air Elementals get +1 to hit and +4 damage. The most feared power of an Air Elemental is its whirlwind, which looks like an inverted cone 10 feet wide at the bottom and 30 feet wide at the top. The greater the Hit Dice, the taller the cone (8HD is 40', 12HD is 60' and 16HD is 80'). A whirlwind lasts for one melee round, those hit by it are swept up and killed if they have under 3HD, otherwise they take 2-16 points of damage. If blocked by overhead obstructions, the damage is 1-8 and the whirlwind kills all creatures 2HD and under that it hits. An Air Elemental can use this special attack once a day.

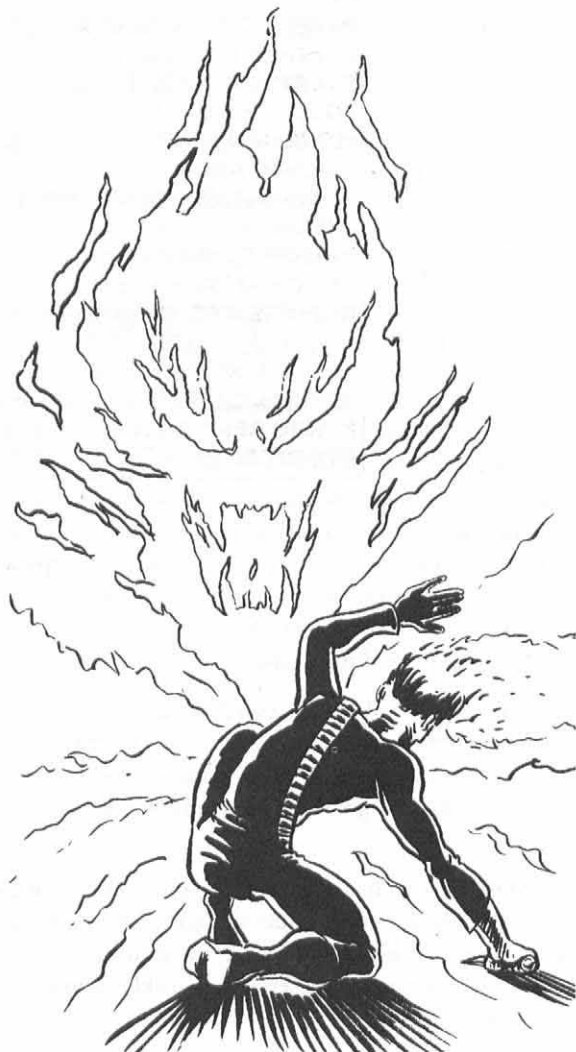
Fire: Fire Elementals attack savagely, burning creatures for 3-24 points of damage. Any object struck by the elemental must save vs. spell at -2 or immediately begin to burn. Fire Elementals cannot cross water or non-flammable liquids.

Water: Preferring to fight in large bodies of water, Water Elementals cannot fight more than 60 yards from the water they were conjured from and 1 point of damage per die (minimum of 1) is subtracted from their rolls when fighting outside of water. However, the huge wave-like arm of the Water Elemental can do 5-30 points of damage. Water Elementals can also flip a ship equal to their Hit Dice or less in tons and larger ships will be slowed according to the ratio of tonnage.

HABITAT/SOCIETY: Elementals exist on the Elemental Planes of Earth, Air, Fire or Water. These planes are the epitome of these elements, thus the Elemental Plane of Earth is rocky, the Elemental Plane of Air is windy, the Elemental Plane of Fire is hot and the Elemental

Plane of Water is wet. Few elementals enjoy being pulled away from their native dimension and when conjured to the Prime Material Plane, most will perform their tasks as quickly as possible. Should they be able to interpret the instructions given to them by their conjurer in a manner that will provide them with a quicker exit, they will do so. About 2% of elementals enjoy occasional visits to the Prime Material Plane and have established amicable relationships with the casters that conjure them.

ECOLOGY: For magic-users, conjuring an elemental requires a large amount of the element in question. Earth Elementals require dirt, stone, metal and/or gems, Air Elementals require great amounts of wind, Fire Elementals require a large fire and Water Elementals require a large water source. It is rumored that certain more intelligent elementals that reside on the Elemental Planes are not only immune to being conjured off their plane, but they have also learned how to cast some magic spells. Thus, spell casters who conjure elementals risk a 1% chance per conjuring that one of the rare elementals with mage abilities will conjure the magic-user himself back to its Elemental Plane. Those unfortunate souls will usually be required to perform some task (spell casters thus conjured will be protected from the plane's elements through the magic of the reverse conjuring). The task may be on par with the one the conjurer assigned to the elemental on his previous conjuring. Magic-users can avoid conjuring by a successful save vs. magic. Conjurers make the save at -2.



YIELD:**Medicinal:** Nil

Spell Components: Elementals can be used as spell components in spells with their elements in the title in order to double the range or damage inflicted. Earth Elemental dirt can be used for a Flesh to Stone spell (reverse of Stone to Flesh), Air Elementals can be used for a Wind Walk spell, Fire Elementals can be used for fire-based attacks and Water Elementals can be used for spells such as Water Walking. 16HD elementals can be used to create Rings of Elemental Control.

Hide/Trophy Items: Some Earth Elementals (20%) may contain 1-6 gems of 10 gp-100 gp value.

Treasure: Nil**Other:** Nil

Elemental, Greater Periodic

DESCRIPTION: Greater Periodic Elementals are made up of all the elements of the periodic table in their natural form. These creatures dwell in a sub-section of the Elemental Plane of Earth and may actually be an advanced form of Earth Elemental. Their colors vary according to the elements that bubble to the surface.

COMBAT/TACTICS:

The Periodic Elemental can cause damage by mixing various parts of its body together and causing a small explosion, touching victims with a caustic substance or simply bashing them with various parts of their bodies. The mire of elements is constantly shifting. In addition, anyone who spends one turn within 30 feet of the Elemental will be affected by radiation poisoning, unless a save vs. poison is made every round thereafter. Cure Disease can stop the poisoning, but without it, the victim will die in 20 years minus 1 year for every turn exposed to the Elemental after the saving throw is missed.

Periodic Elementals can only be hit by +2 or better weapons and any weapon that hits them must make a saving throw vs. magic or become a part of the Elemental's mass. (Magic items save with their pluses.) Absorbed magic items will grant the Elemental the temporary powers of the item.

HABITAT/SOCIETY: Like all elementals, they hate being conjured from their home plane. Most know the effect they have on living organisms, and will not bother informing the conjuring mage if he is ignorant. They will perform their service as quickly as possible so they can return home.

Elemental, Greater Periodic

AKA: Beast-of-all-Matter; Maximus-Neutronis**HACKFACTOR:** 53**EP VALUE:** 14,000**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Any**INTELLIGENCE:** Low (5-7)**ALIGNMENT:** Neutral**NO. APPEARING:** 1**SIZE:** L (9' tall)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Resolved (18)**ARMOR CLASS:** 4**NO. OF ATTACKS:** 6**DAMAGE/ATTACK:** 1-4/1-6/1-8/1-10/

1-12/1-20

SPECIAL ATTACKS: See below**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** Standard**HIT DICE:** 16

These Elementals can be appeased by offerings of extremely rare minerals. Sometimes they are conjured to use their explosion and caustic abilities to destroy a fortress. They move slowly and generally do not perform well against an army.

ECOLOGY: These Elementals are made up of every element in existence, but the longer they stay on the Prime Material Plane, the more they begin to mix their substances together. Periodic Elementals lose 1 Hit Die per day until they are returned to the Elemental Plane of Earth (after 16 days have passed). Periodic Elementals continue to emit radiation for years after they are dead and must be shielded in a lead container to avoid radiation poisoning.

YIELD:

Medicinal: Other than the potentially rare elements found in its body, nil.

Spell Components: Some specific elements such as sulfur can be used for spells.

Hide/Trophy Items: Nil**Treasure:** Nil

Other: The body of a Periodic Elemental is quite valuable to alchemists. They will pay 100 gp per Hit Die remaining. (The body will decay at 2HD per day unless its elements are properly separated.)

Elephant

DESCRIPTION: Elephants are large, gray-skinned mammals that can be found frolicking in savannahs, forests and under circus tents. Each has a prehensile appendage known as a trunk and large floppy ears. All elephants have tusks made from ivory, except for the Sabre-Toothed Elephant, which instead has a large maw of fangs. Club-Trunked Elephants have a large, heavy, knobby trunk that resembles a blunt morning star.



Elephant	Small Eared	Standard	Sabre-Toothed	Club-Trunked
AKA:	Pachyderm-Asianus	Pachyderm-Africanus	Pachyderm-Fangulus	Pachyderm-Thunkus
HACKFACTOR:	10	11	15	12
EP VALUE:	1400	1400	2000	1500
CLIMATE/TERRAIN:	Savannah/Forests	Savannah/Forests	Savannah/Forests	Savannah/Forests
FREQUENCY:	Common	Common	Rare	Uncommon
ORGANIZATION:	Herd	Herd	Pride	Herd
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Herbivore	Herbivore	Carnivore	Omnivore
INTELLIGENCE:	Semi (2-4)	Semi (2-4)	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-20	1-12	1-6	1-12
SIZE:	L (9' tall)	L (11' tall)	L (10' tall)	L (10' tall)
MOVEMENT:	12"	15"	15"	12"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Half-hearted (9)	Confident (12)	Timid (6)
ARMOR CLASS:	6	6	6	6
NO. OF ATTACKS:	5	5	3	5
DAMAGE/ATTACK:	2-12x5	2-16x2/2-12x3	2-16x2/4-24	2-12x4/7-12
SPECIAL ATTACKS:	Nil	Nil	See below	Nil
SPECIAL DEFENSES:	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	10	10	10	10

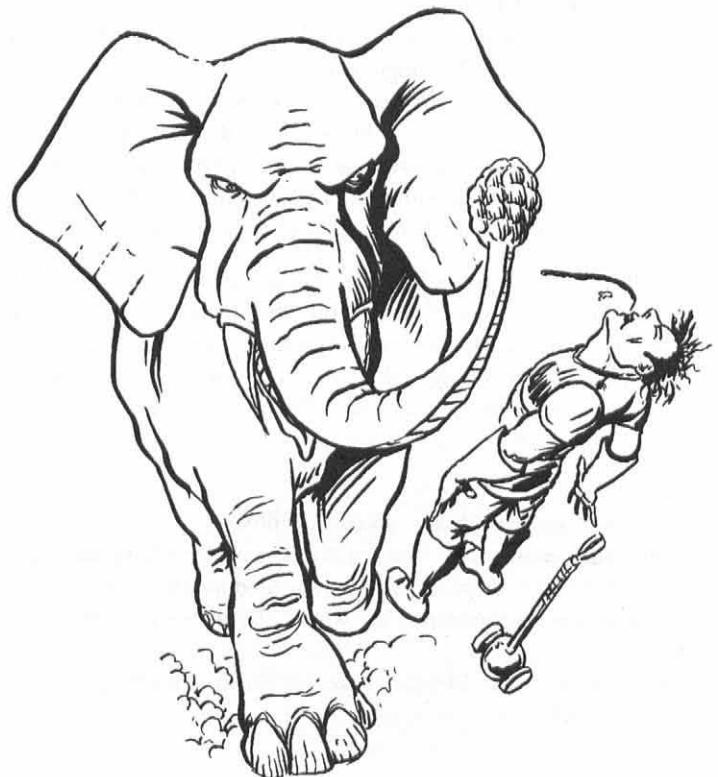
COMBAT/TACTICS: **Small Eared Elephants:** Often used as mounts, these creatures can push open gates and trample enemies, but they are smart enough to know when a gate is spiked or an enemy is made of fire. They fear fire and must make a morale check or flee if they see it. (Trained elephant mounts will have morale scores of Brave - 14.) Elephants can gore with their tusks, crush with their two front feet and squeeze with their trunks. As a special attack, elephants can pin opponents, crushing them to death at a rate of 2-24 hit points per round. (PCs that pretend not to move for 1 round may [20% chance] fool the elephant into moving on.)

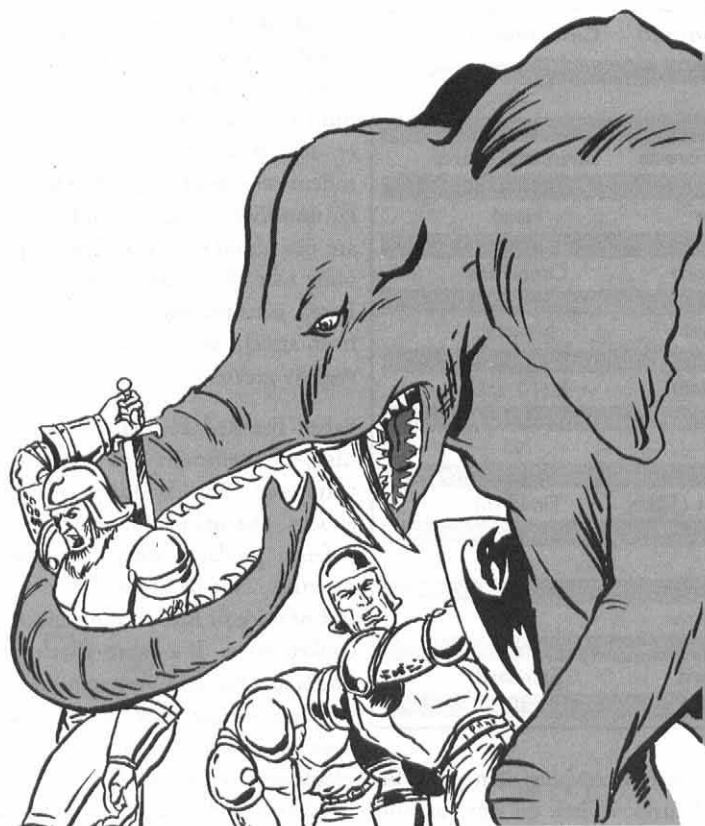
Standard Elephants: Deathly afraid of mice, Standard Elephants make fine mounts, except that they must make a morale check whenever seeing a rodent. However, rodents are small and 50% likely to go unnoticed. Standard Elephants are not afraid of fire and make the same sort of attacks as their Small Eared cousins, except the damage from attacks made with their feet is slightly greater (2-16).

Sabre-Toothed Elephants: A prehistoric remnant of one of Garweeze Wurlds more vicious epochs, this man-eating elephant is a feisty predator with an endless appetite. Not only does it have no fear of mice or fire, it will gladly eat cooked mice. If a Sabre-Tooth can find a low rise and prey standing in the appropriate spot, it will leap upon them (at -2 to hit) for 10-60

points of crushing damage. These elephants are distinct for their lack of tusks. They do not eat other elephants and will actively pursue hunters. They sense their territory over miles, using their heightened smell. Sabre-Toothed Elephants are afraid of flowers and a nice fragrant bouquet causes them to make a morale check.

Club-Trunked Elephants: Similar to Small Eared and Standard Elephants, the Club-Trunked Elephant is a near-perfect war machine, smashing opponents with its large, morning-star-like trunk for 7-12





points of damage. Armies sometimes mount small catapults and ballistae to the backs of Club-Trunks because they can defend the weapons while the siege team fires. It takes incredible training efforts, though, for this technique to be used with any accuracy. In the wild, Club-Trunked Elephants use their clubs to break off the branches of small trees to get at leaves. Club-Trunked Elephants are afraid of kittens, especially black ones, and must make a morale check upon sighting them.

HABITAT/SOCIETY: If more than one half of the maximum number of elephants is encountered, 1-4 will be young with 20-70% of the hit points of an adult. If a single animal is encountered it will be a rogue bull, with no fewer than 6 hit points per die. It will be very aggressive and attack on sight. While it is true that an elephant never forgets, it never really has anything very important to remember. Adventurers able to speak with animals can find out where the best tasting leaves grow and/or where there is safe water to drink.

ECOLOGY: Elephants are born much like cattle. Young elephants can walk from the moment they are born and already have 20% of the Hit Dice and damage capabilities of the adults. Elephants fight to the death to protect their young and have been known to track slayers of their young to the ends of Garweeze World for revenge. Elephants make great guard animals, if the dungeon hallways are big enough.

YIELD:

Medicinal: Elephant brain can cure senility.

Spell Components: Elephant ear can be used for Clairaudience and shavings from elephant tusks can be used for an Identify spell in lieu of other components, but with a 3% chance of spell mishap.

Hide/Trophy Items: Elephant tusks are worth 100-600 gp each.

Treasure: Nil

Other: Nil

Elf

DESCRIPTION: High: High Elves, also known as common Elves, are smaller and slighter of frame than most humans. The features of an Elf are delicate and finely chiseled, and they speak in melodic tones. Legends of incredible elven beauty abound in Garweeze World and many races either love or hate Elves for such. Other common features of most Elves are pale skin and pointed ears. Common Elves can be found anywhere PCs go and their personalities and alignments can also vary.

Aquatic: These Elves have gill slits on either side of their throats and greenish-silver skin. Their hair is stringy and ranges from emerald green to deep blue. Males cut their hair short, but females keep their hair long. Unlike Mermen, Aquatic Elves have legs and they wear clothes made from plants and reeds. Female Aquatic Elves wear very skimpy outfits and the least attractive of them has a Comeliness of 17.

Grey: Grey Elves have silver hair and amber eyes or golden hair and violet eyes. They are considered noble and regal and dress appropriately. They value very highly the qualities of intelligence, independence and nature. They are sometimes seen mounted on Hippogriffs (70%) or Griffons (30%). Those who develop relationships with Grey Elves often consider them to be high maintenance.

Wood: These Elves value strength over intelligence. Their hair colors range from yellow to copper-red and they wear a lot of earth tones. Wood Elves lean toward neutrality rather than good, and often follow the will of nature.



High Elf

Elf	Aquatic	Grey	Wood	High
AKA:	Sea Elf	Noble Elf	Sylvan Elf	Common Elf
HACKFACTOR:	2	2	2	2
EP VALUE:	420	420	420	420
CLIMATE/TERRAIN:	Oceans	Temperate to Subtropical forests	Temperate to Subtropical forests	Temperate to Subtropical forests
FREQUENCY:	Uncommon	Very Rare	Uncommon	Common
ORGANIZATION:	Clans	Clans	Clans	Clans
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Hi to Genius (11-18)	Ex to SG (15-20)	Hi to SG (11-20)	Hi to SG (11-20)
ALIGNMENT:	Chaotic Good	Chaotic Good	Chaotic Good	Chaotic Good
NO. APPEARING:	20-120	20-120	20-200	20-200
SIZE:	M (6'+ tall)	M (5'+ tall)	M (5'+ tall)	M (4 1/2' + tall)
MOVEMENT:	6", 9" Swim	12"	12"	12"
PSIONIC ABILITY:	Possible	Possible	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Courageous (13)	Courageous (13)	Courageous (13)	Courageous (13)
ARMOR CLASS:	6 (9)	5 (10)	5 (10)	5 (10)
NO. OF ATTACKS:	1 or 2	1	1	1
DAMAGE/ATTACK:	by weapon	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below	See below
HIT DICE:	1+2	1+1	1+1	1

3rd/3rd/3rd fighter/magic-user/thief and a 5th/5th fighter/cleric.

Aquatic: Aquatic Elves don't have mages, so use the chart above, but eliminate the magic-user class. Aquatic Elves employ dolphins in combat and there is a 50% chance of 1d3 dolphins in a group of 20 or more Sea Elves. Aquatic Elves are experts at three-dimensional fighting when underwater, and will attack opponents from underneath to gain an advantage (+4 to hit). Additionally, their lairs will contain numerous defensive traps designed to drive away predators.

Grey: Grey Elves always have top of the line equipment for themselves and their Hippogriff or Griffon mounts. Add +1 level to all Grey Elf leaders. Most races fear Grey Elves.

Wood: Wood Elves are not nearly as well equipped as most Elves and wear studded leather or ring mail. They will all have bows, but only 20% have swords and the rest will have spears. They will guard their camps with 2-8 giant owls (80%) or 1-6 giant lynxes (20%). Wood Elves are on good terms with Treants and the plants may come to their rescue if Wood Elves are attacked.

HABITAT/SOCIETY: High: These Elves mix freely in human and demi-human society, except for cases where some kingdoms have launched attacks against elven kind. Most Elves value their independ-



Aquatic Elf

COMBAT/TACTICS: All Elves can move through their native habitat silently and without being seen. Opponents get -4 to surprise rolls. Elves are 90% immune to Sleep and charm spells (and they still get a saving throw, if all else fails). They get +1 to hit with a short sword, long sword or bow (except crossbows). Because of their agility, they can move, fire a bow and move again in the same round. Elves have infravision effective to 60 feet. For a more detailed listing of elven abilities, consult the HackMaster Player's Handbook.

High: A common Elf's strategies will largely depend upon his particular occupation. Elves use their natural abilities to their advantage and 80% use the weapons for which Elves get bonuses. Elves generally do not ride in combat and most wear scale mail or chain mail and carry shields. 10% of all Elves encountered will be multi-classed. For every 20 Elves there is a 2nd to 3rd level fighter, for every 40 a 1st or 2nd level magic-user, for every 100, two 4th level fighters, one 8th level magic-user and a 4th/4th/4th fighter/magic-user/thief and, finally, for 160 Elves or over, add two 6th/6th/6th fighter/magic-user/thieves, a 4th/5th fighter/magic-user, a



Wood Elf



Grey Elf male and female (with Elven Wardawg)

ence, but still recognize an allegiance to an elven king or queen. Elven camps are well-hidden and protected, usually by 2-12 giant eagles and various traps. In addition to the other leaders, for every 40 Elves there is a 4th level fighter, a 4th level cleric and a 2nd/2nd/2nd fighter/magic-user/thief. Additionally, leading the camp will be a 4th/7th fighter/magic-user, 5th level fighter, 8th level fighter and 7th level cleric.

Because of their long life spans, Elves perceive Garweeze World differently than other races. They are compulsive procrastinators and don't understand why others are in such a rush. They enjoy music, nature and the company of other Elves. They love magic, especially obscure magic items. Elves find dwarves dour and unpleasant, but recognize their craftsmanship. They think more highly of humans, but are dismayed by those that race after wealth and fleeting power.

Aquatic: Living in communities of 30-300, Aquatic Elves are tougher than your standard Elves. Communities are lead by a 10th to 12th level fighter with eight 7th level bodyguards, all of who will be heavily equipped with useful magic items. Aquatic Elves avoid other races, even good-aligned ones, as they see them as transitory peoples. When they deal with non-elves, they can be a bit snobbish and get highly insulted if anyone expresses a lack of confidence in the Aquatic Elf culture. Aquatic Elves always keep their promises – even after death, the tribe will work to fulfill those promises. However, they do not accept promises from non-elves.

Aquatic Elves enjoy the company of dolphins, of which there will be 5-20 in a community. Occasionally, Aquatic Elves and land Elves mate. Half-breeds can equally breathe water or air and 65% prefer the oceanic lifestyle. Aquatic Elves are curious about the land, but uncomfortable out of water.

The Aquatic Elves hate Sahuagin and dislike surface fishermen because they can become tangled in their nets. Aquatic Elves have legends that

speaking of Sea Elves that can shape change into sea otters and dolphins. Still other legends state that they actually are sea otters and dolphins that can change into Elves. No such Elves, otters or dolphins have been found.

Grey: The regal Grey Elf fights fiercely to maintain his independence and has little to do with the world outside his forest. A Grey Elf camp will have a standard elven compliment plus 3-12 Griffon guards tended by 2-12 female groomers.

Wood: These Elves speak only elf and the language of forest animals and Treant. They too will kill those that stumble into their lairs. But in general, they avoid contact with strangers and keep to themselves.

ECOLOGY: Elven culture produces the finest clothing and jewelry, the most brilliant poetry, the loveliest music and even more beautiful specimens of both genders. Within the world of their forests, the Elves keep at bay any dark forces that would attempt to destroy them.

Aquatic: All bands of Aquatic Elves are self-sufficient; farming the ocean floor and hunting for fish. They love to scavenge the ocean floor and have been known to trade magic items, artifacts, rare items, decorative items and tidbits of knowledge gleaned from sunken ships for metal weapons and tools.

YIELD:

Medicinal: Nil

Spell Components: Aquatic Elf gills can be used for Water Breathing spells of double duration.

Hide/Trophy Items: Nil

Treasure:

High: N (individual) G, S, T in lair

Aquatic: K, Q (individual) I, O, X, Y in lair

Grey: N (individual) G, S, T in lair

Wood: N (individual) G, S, T in lair

Other: Elf blood can be used in a Potion of Longevity. Elf brain can be used for a Potion of Elf Control, but each potion is specific to the sub-species and the cost of creating it is tripled, as compared to other control potions. Elves still get saving throws against it at +4.

Elf, Grunge

DESCRIPTION: **Grugach:** Cousin to the Grel, these Wild Elves are completely barbaric, living beyond the far fringes of human and elven civilization. They are a bit xenophobic and tend to kill all non-elves on sight. They dress proudly in the tanned hides of animals they have killed with their bare hands.

Hunter Grel: The average Grel will be a hunter. Hunter Grel wear light armor and earth tones that blend into the environments in which they live. They carry short bows for hunting and knives for skinning and cleaning animals. They are fierce looking Elves, often sporting mohawks and displaying many body tattoos.

Shadow Grel: These are the warrior class of the Grel. They are better armored and always carry at least two war clubs and a long bow. They often use camouflage make-up to better hide against elven enemies.

Grel Clerics: These Elves lead the Grel tribes, worshipping Arnuya exclusively. They are often dressed in more elaborate clothes than their Grel clansmen and always carry ceremonial daggers. They will have at least two Shadow Grel as bodyguards at all times.

Elf, Grunge	Grugach	Hunter Grel	Shadow Grel	Grel Clerics	Grel Mages
AKA:	Wild Elf	Shadow Hunter	Grel Assassin	Arnuya's Elves	Overlord Grel
HACKFACTOR:	3	6	10	9	2
EP VALUE:	175	420	830	975	975
CLIMATE/TERRAIN:	Any non-inhabited	Any	Any	Any	Any
FREQUENCY:	Very Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribal	Clans	Clans	Clans	Clans
ACTIVITY CYCLE:	Day	Day	Day	Day	Day
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low to High (5-12)	Avg to High (8-12)	High to Very (11-14)	Very (13-14)	Very (13-14)
ALIGNMENT:	any Chaotic	Chaotic Evil	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-24	2-24	2-12	1-4	1-6
SIZE:	M (5'+ tall)	M (5'+ tall)	M (5'+ tall)	M (5'+ tall)	M (5'+ tall)
MOVEMENT:	15"	12"	12"	12"	12"
PSIONIC ABILITY:	Possible	Possible	Possible	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Fearless (19)	Daring (15)	Defiant (17)	Foolhardy (16)	Brave (14)
ARMOR CLASS:	6	6	4	6	7
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	by weapon	by weapon	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below	See below	See below
HIT DICE:	2+2	4+1	6+1	5+1	7+1

Grel Mages: Often vying with the Grel Clerics for power over the tribe, Grel Mages work to further the tribe's goals, so long as it helps their agenda for personal power. They are in charge of the slaves and will be dressed in dark cloaks, carrying staves and daggers.

COMBAT/TACTICS: All Grunge Elves can move through their native habitat silently and without being seen. Opponents get -4 to surprise rolls. Like all Elves, they are 90% immune to Sleep and charm spells, though (if all else fails) they still get a saving throw. They get +1 to hit with a spear or bow (except crossbows). Because of their agility, Grunge Elves can move up to one half of their normal movement, fire a single shot from a bow and then move again to the limit of their movement rate in the same round. Grunge Elves have infravision effective to 60 feet. They have a fierce war scream that causes victims to save vs. fear [petrification] at -5 or lose the first attack. They can use this ability once per day. For a more detailed listing of elven abilities, consult the HackMaster Player's Handbook.

Grugach: These barbaric Elves often fight with crude spears (75%) or stone axes (45%) or short bows (65%). For every 10 Grugach, there will be a leader with maximum hit points and for every 20 individuals, there will be a chief with double maximum hit points. Chiefs also act as tribal religious leaders, but have no spells.

Hunter Grel: If they outnumber a group by more than 2 to 1, Hunter Grel are likely to attack for the purpose of capturing slaves. There is a 30% chance one or more slaves will be currently accompanying them. Grel Hunters prefer to use their short bows, but in close combat, they switch to knives or use their bows as clubs.

Shadow Grel: Helping to maintain order in the clan, these Grel often ambush opponents. They never take slaves outside of their lairs, as it slows their ability to fight. Besides a long bow, Shadow Grel carry ceremonial war clubs that do 1-6 points of damage, whether thrown or used in melee.

Grel Clerics: The shamans of the Grunge Elves are oppressive despots, who rule the clans with an iron fist. They often have the abilities of

5th level clerics and will let their two Shadow Grel bodyguards fight while they cast spells. Typical spells for a Grel Cleric include: Command, Cure Light Wounds, Sanctuary, Flame Blade, Silence 15' Radius, Spiritual Hammer and Animate Dead (50%) or Curse (50%). Grel clerics will have 1-4 initiates with 1st - 4th level cleric abilities. If they have Animate Dead, they will have 1-8 Skeletons or 1-4 Zombies guarding their houses. Grel Clerics usually keep any decent magic items owned by the clan, unless they can only be used by mages.

Grel Mages: Grel Mages will force slaves to fight for them and will always have 1-4 on hand. Grel Mages are often 7th level or higher and



Grugach

will have 1-6 initiates of 1st - 6th level with them. Typical Grel Mage spells include: Charm Person, Magic Missile, Sleep, Spider Climb, Mist of Corraling, ESP, Detect Invisibility, Fly, Lightning Bolt and Polymorph Other. These Mages will have the second best magic items the tribe possesses, or the magic items only usable by mages. Sometimes the mages lie about the greater powers of certain items and manage to keep them from the Grel Clerics. Mages will sacrifice all of the slaves to save their own skin.

HABITAT/SOCIETY: Grunge Elves believe in strength and survival of the fittest. They admire bravery in their enemies and love defiance in the face of overwhelming odds. When a Grel clan is on the warpath, they will beat their war drums for 24 hours leading up to the battle. Led by the Clerics, Grel Hunters gather food, while Shadow Grel protect the tribe. (They are also responsible for returning any escaping slaves.) Grel Mages are responsible for the clan's slaves – the more slaves a clan has, the higher its status among other tribes.

Using charms made from stone moss, Grel Mages charm many slaves to serve the clan and obey all Grel unless the charm is removed or a saving throw vs. spell is made (one chance every 6 months). Slaves are expected to kiss the toe of the boot of any Grel who approaches them, or at least give some indication of subservience. For every Grel Mage, the clan will have 2-12 slaves, mostly humanoids native to the area. Grels have been known to treat their slaves with respect so long as the slaves do not try to escape.

Every six years, when pixie magic reaches its peak, Grel hunt and eat pixie fairies, believing that ingesting them will make them strong and give them powers. A Grel that consumes a pixie during this time will gain the ability to use one pixie fairy tattoo type.

Grugach: Wild Elves are usually Elves that degenerated into barbarism due to the destruction of their forest or isolation from elven society for



Hunter Grel

longer than two generations. Tribes of Grugach are small and they will often be found integrated into other Elf tribes. Grugach tribes are led by the strongest warrior, whose primary goal is the survival of the tribe. Grugach speak their own primitive elven dialect.

ECOLOGY: Grugach and Grel are as long-lived as other Elves. They are almost never found in civilized elven, human or demi-human lands. Grel dislike drow intently and will unite with almost any other drow enemy to hunt them.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

Grugach: J, K

Hunter Grel: K, M

Shadow Grel: R (in lair)

Grel Cleric: W

Grel Mage: T, W (magic items that are not mage-only will be with clerics 50% of time)

Other: Elf blood can be used in a Potion of Longevity. Elf brain can be used for a Potion of Elf Control, but each potion is specific to the sub-species and the cost of creating it is tripled, as compared to other control potions. Elves still get saving throws against it at +4.



Grel Mage



Grel Cleric

Elf, Half-

DESCRIPTION: Half-elves are the result of both human and elven parents. They are always handsome folk and mingle freely with both races.

COMBAT/TACTICS: Although their skills vary from occupation to occupation, half-elves make excellent bards, thieves, fighters, magic-users and multi-classed PCs or NPCs. Most have easy-going temperaments and rarely start fights. Those that get into trouble usually find ways to avoid combat and flee the area in high roguish style.

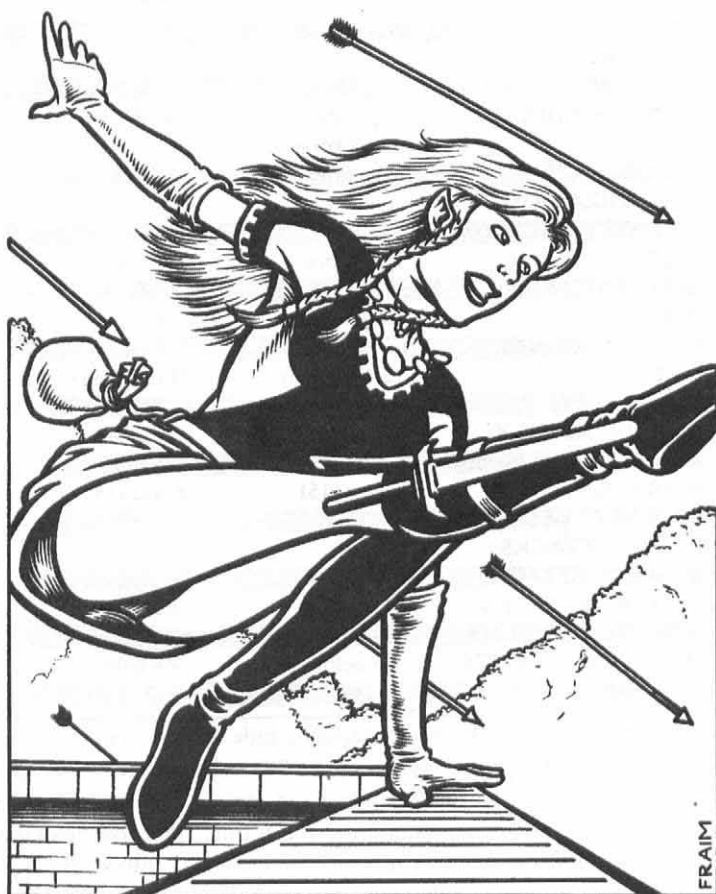
HABITAT/SOCIETY:

Half-elves have no society of their own. From early childhood, they live in either human or elven society, but they truly belong in neither. Most Half-elves are therefore wanderers and may be able to provide important clues to adventurers they meet. They are often shifty and may use their charm to scam PCs for every last copper. Still, most are good-natured even when caught.

ECOLOGY: Half-elves have 60 foot infravision, 30% resistance to Sleep and charm spells and can detect secret passages 2 out of 6 times.

Elf, Half-

AKA: Demi-Elf
HACKFACTOR: 1
EPVALUE: 120
CLIMATE/TERRAIN: Any
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Semi to Genius (4-18)
ALIGNMENT: Chaotic Good
NO. APPEARING: 1
SIZE: M (5 1/2' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 5 (9)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 1+1



They typically weigh about 150 pounds, and live to be about 250 years old. Half-elves tend to have a lot of friends and it is 35% likely that friends of a Half-elf will come to his aid.

YIELD:

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

Elf, Valley/Shadow

DESCRIPTION: Valley Elf: Possibly an offshoot of Grey Elves, Valley Elves live in very secluded areas. They are environmental extremists and get along with few races other than gnomes. Their dress is subdued, practical and perfectly suited to their lifestyle in the forest.

Shadow Elf: Shadow Elves are an offshoot of the elven race. So secluded and so well hidden are these Elves, that not even they are sure if they truly exist. When they are seen, Shadow Elves always dress in dark clothes that are usually years out of style.

COMBAT/TACTICS: Both Valley and Shadow Elves have all the abilities of High Elves in addition to those described herein. They are both strictly NPC races for all sanctioned HackMaster games.

Valley Elf: Aside from the standard weapons, they also use Elven Cats as guards. They will often ambush prey by hiding in dense foliage in the treetops and raining down arrows on them.

Elf	Valley	Shadow
AKA:	Whisper Elf	--
HACKFACTOR:	2	5
EP VALUE:	120	650
CLIMATE/TERRAIN:	Temperate to Subtropical Forests	Any Forests
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Clans	Solitary
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Hi and up (11-20)	Ex to SG (15-20)
ALIGNMENT:	Chaotic Neutral	Neutral
NO. APPEARING:	10-40/40-240	1-6
SIZE:	M (5 1/2' tall)	M (5' tall)
MOVEMENT:	12"	12"
PSIONIC ABILITY:	Possible	Possible
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Daring (15)	Brave (14)
ARMOR CLASS:	4 (10)	4
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
HIT DICE:	1+2	2+2

Shadow Elf: Shadow Elves can naturally hide in shadows (85% even in non-forest settings) and gain surprise 80% of the time in daylight. During dawn or dusk, Shadow Elves can regenerate 1 hit point per round, so they usually stage ambushes at this time. (Shadow Elves that fall below -3 hit points stop regenerating.) Shadow Elves have been touched by the Plane of Shadow and take half damage from shadow creature attacks. They are motivated by a desire to protect the elven race and will attack creatures accordingly.

HABITAT/SOCIETY: Valley Elf: The reclusive Valley Elf resents intrusion of any kind and will usually respond in force. They have been known to raid human and demi-human settlements to kill those who discover



Valley Elf



Shadow Elf

their secret camps. Valley Elves are more militaristic and paranoid toward outsiders, often accusing them of wild behavior. This is ironic considering the chaotic outlook that most Valley Elves have on life.

Shadow Elf: These Elves are sometimes known as the "Hand of Vengeance," for they avenge those who attack the elven race. For every elf killed there is a 2% chance the incident will attract the notice of a group of Shadow Elves. Should there be a massacre of some size, as many as 2-20 Shadow Elves may respond. Their goal will be to avenge the elves killed or injured and they will do so without mercy. They will ignore anyone else, unless they are blocked from their task.

Shadow Elves will follow murderers into inhabited cities, where their powers continue to protect them. When the bodies of those who suffer the wrath of the Shadow Elves are found the next day, it is evident who did the deed. Rarely, a Shadow Elf's victim will survive just long enough to gasp that he was overcome by a lethal female in a black outfit.

ECOLOGY: Whereas the rest of Elven culture produces fine clothes, brilliant poetry and beautiful music, Valley and Shadow Elves are extremely secretive with outsiders. It is known that Valley Elves are flighty and they often trifle with their partners' affections.

SHADOW: Despite the fact these mysterious Elves have been touched by the dark forces of the Plane of Shadow, they seem to maintain their neutrality, operating only when the elven race is in danger and always in secret. Sages believe that these Elves may be immortal. When a Shadow Elf dies, his body collapses into his clothes and disappears.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure:

Valley Elf: N (individual) G, S, T in lair

Shadow Elf: G

Other: Elf blood can be used in a Potion of Longevity. Elf brain can be used for a Potion of Elf Control, but each potion is specific to the sub-species and the cost of creating it is tripled, as compared to other control potions. Elves still get saving throws against it at +4.

Elk, Dire

DESCRIPTION: The standard elk is extremely sensitive to magical energies, especially evil magical energies. Dire Elks are normal elks that have absorbed some of this evil energy. While most elks are calm and lethargic, these elks are aggressive and quick. Their coats have turned dark from the normal brown to a dark grey brown to nearly black. Their rack of antlers is larger than that of normal elk. The sound of the Dire Elk call during mating season is an extremely sinister bellow.

COMBAT/TACTICS: Dire Elks will attack almost anything in their territory except other elks, other Dire Elks and other antlered beings. They attack by charging with their spread of bony antlers. Dire Elks need at least a 30-foot running start to attack effectively and suffer a +3 penalty on initiative rolls when doing so. Victims struck by a to-hit roll of 20 become stuck on the antlers of the beast and can be thrown 3-24 feet for an additional 1-12 points of damage. If a Dire Elk does not have 30 feet of running space to charge, it can still gore with its antlers in melee, but it only does 2d6-6 points of damage when doing so.

HABITAT/SOCIETY: Dire Elks do not value treasure, but they tend to establish their territories in areas containing evil temples, abandoned evil ruins or anywhere dark magic is strong.

ECOLOGY: A normal elk becomes infused with evil magic energy after one year of living next to an evil altar, statue or any sort of magic edifice that radiates evil. Thereafter, all of that elk's offspring will be born as Dire Elks. A Dispel Evil will return a Dire Elk to a normal elk, but there is a great deal of debate in the druidic community about whether or not the Dire Elk is a natural creature.

(Hack Secret: PCs can use the sighting of a Dire Elk to navigate towards a dungeon. It is a sure sign that they are getting close to the ancient site they are seeking. In Module CN17, "The Temple of Ornamental Evil", the three Dire Elks encountered in Area B are a sign that the PCs are on the right path.)

Elk, Dire

AKA: Antlered Doombeast

HACKFACTOR: 3

EPVALUE: 175

CLIMATE/TERRAIN: Temperate to Subarctic forests and hills

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-6

SIZE: L (6' tall at shoulder)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12

SPECIAL ATTACKS: Impaling

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 4+1

**YIELD:**

Medicinal: Nil

Spell Components: Dire Elk fur can be used in a Magic Mirror spell to enhance a mage's chances of seeing into the evil edifice in the elk's territory by 10%.

Hide/Trophy Items: A mounted Dire Elk head is worth 20 gp and will radiate a faint aura of evil. Merchants sometimes use them to discourage solicitors.

Treasure: Nil

Other: Nil

Elven Pony

DESCRIPTION: These sleek animals are faster and more agile than the average equine. Elven Ponies have light-colored buckskin or grey coats and distinctive, pointed ears. They are amazingly smart (for ponies) and make excellent steeds for expert horsemen.

COMBAT/TACTICS: When cornered, an Elven Pony will attack, but is better suited for riding than fighting. An Elven Pony can move through the forest just as quietly and unnoticed as an elf, even when carrying a rider. Additionally, these steeds have great hearing and cannot be surprised. However, a rider must have a 76% skill mastery or above in Land-based Riding to share this ability.

For the purposes of encumbrance, Elven Ponies are equal to Light War Horses. They have infravision of 50 feet, but they dislike going into dungeons or underground. They will grudgingly go in for short trips, but are likely (25% chance) to bolt at the first sign of combat. Elven Ponies are immune to the spell Entangle and get +2 to their saves and

their rider saves vs. spells that involve holding or stopping. Elven Ponies are immune to Sleep spells, charm spells and the touch of a Ghoul.

HABITAT/SOCIETY:

These creatures dwell in the forest glades with elves and are friendly to elves and most good-aligned creatures. If cared for properly, they make excellent mounts, but they can be high maintenance. They require fresh food, which costs double the norm, and they require specially fitted reigns and saddles that also cost double.

ECOLOGY: Like all other equines, these creatures breed both in the wild and under domesticated care. Elves don't bother to raise large herds of Elven Ponies, as even the most wild ones have friendly dispositions and are easily tamed.

YIELD:

Medicinal: These creatures are edible, but stringy and tough. An elf will never eat an Elven Pony, even if starving. Orcs love eating Elven Ponies and have been known to torture elves by force-feeding them some of the meat.

Spell Components: A bit of fur can be used for a Conjure Mount spell.

Hide/Trophy Items: Elven Pony hide can be made into leather, well-suited to enchantment.

Treasure: Nil

Other: Nil

Elven Pony

AKA: Equus-Elvanus

HACKFACTOR: 3

EP VALUE: 270

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (good)

NO. APPEARING: 2-12

SIZE: L

MOVEMENT: 36"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3

humans and will attack them unless otherwise ordered by their master. They are remarkably loyal to their owners and will gladly sacrifice themselves to save their owners' lives if necessary. Wardawgs' great intelligence makes them excellent guards, couriers and even scroll caddies. An Elven Wardawg in the wild does not stay in the wild for long. It prefers comfortable but natural surroundings.

ECOLOGY: Elven Wardawgs live about half as long as elves and, very rarely, serve humans or half-elves. These creatures will tolerate dwarves, but only if the dwarf has trained the Wardawg constantly from birth. Elven Wardawgs are 20% likely to have pups in their lair. If so, they will defend them to the death.

Elven Wardawg

AKA: Caninus-Elvanus

HACKFACTOR: 4

EP VALUE: 125

CLIMATE/TERRAIN: Temperate forests and hills

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Good

NO. APPEARING: 2-8

SIZE: M (4' long)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

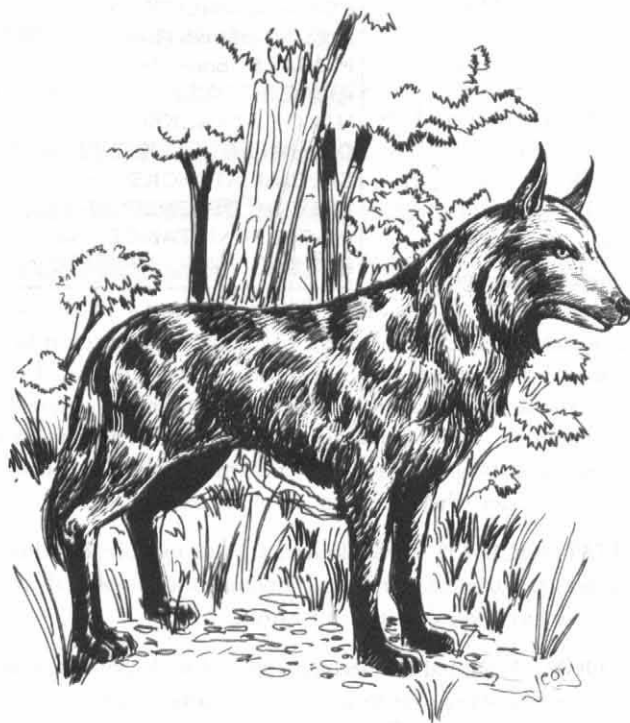
DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: As an elf

HIT DICE: 3+1



Elven Wardawg

DESCRIPTION: Elven Wardawgs resemble a common herding dawg with 6" long ears. These creatures are remarkably fast and intelligent. Their coats are often spotted or brindled in a pattern of light beige to deep brown. Elven Wardawgs are remarkably loyal, even to a master who treats them poorly.

COMBAT/TACTICS: In combat, the Elven Wardawg can deliver a vicious bite for 1-8 points of damage. Besides having the same spell resistance as an elf, the Wardawg can cast the following spell-like affects: Pass Without Trace (three times per day), Entangle (once per day) and Dimension Door (via a tree, like a Dryad to another tree within 100 feet, once per day). Elven Wardawgs have limited telepathy. They will chide their masters for bad behavior.

Elven Wardawgs have 50 foot infravision and can smell a humanoid from 100 yards away. They flawlessly track humanoids (as a 10th level ranger) and can locate most other trails (as a 5th level ranger for all other trails).

HABITAT/SOCIETY: Elven Wardawgs hate all non-elven demi-

YIELD:

Medicinal: Elven Wardawg saliva can sometimes cure ear infections in dwarves.

Spell Components: The teeth of an Elven Wardawg can be used, in lieu of other spell components, for Pass Without Trace.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Enchanted Door

DESCRIPTION:

Enchanted Doors are sentient magic items created by magic-users to guard their dungeons and strongholds. Their design and personality varies according to the magic-user who constructed them. The larger the door, the more expensive it is to construct, so most will be similar to the rest of the doors in the same building.

COMBAT/TACTICS: The door's tactics and powers will largely depend upon its orders and location. All Enchanted Doors can slam on victims for 1-6 points of damage, but this attack is easily avoided if the PCs are aware of the door's sentience.

All Doors can Wizard Lock themselves at will. Enchanted Doors can Change Self into a different type of door, appearing to be normal, locked or trapped.

For every point of Intelligence above 9, the door can cast one additional magic spell per day. The level of these spells can never be higher than one-quarter of the door's Intelligence rounded up. Most spells that Enchanted Doors use will be designed to keep PCs from getting into or getting out of the places the Doors protect. Useful spells

Enchanted Door

AKA: Magic Egress, Living Portal

HACKFACTOR: 10+

EPVALUE: 420 + 120 per 1' over 6'
or 1 Intelligence point over 8

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Low to Exceptional
(5-16)

ALIGNMENT: Variable

NO. APPEARING: 1

SIZE: M to L (6' to 15' tall)

MOVEMENT: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6+1 per 1'
over 6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 5+1 per 1' over 6' tall

include: Grease, Detect Magic, Phantasmal Force, Sleep, Detect Evil, Wall of Fog, Containment, Fog Vision, Grow, Hold Person, Fireball, Lighting Bolt, Slow and Wall of Ice.

Some doors have permanent protection from fire, acid, missiles, etc. A Mending spell can heal 1-6 points of damage to an Enchanted Door.

CONSTRUCTION: Doors cost 100 gp per hit point and must be built by an expert carpenter. For every point of Intelligence add 1000 gp, plus an additional week of time after 9, and an additional two weeks for every point after 13. Each spell the door can cast costs 500 gp per spell level and adds one day to the construction time per spell level. Additionally, each defensive spell placed on the door (which may include Animate Object, Geas and any additional protection spells like Protection from Fire or Protection from Normal Missiles) adds 1000 gp per level of spell and two weeks to construction time. Base construction time to build the door is three weeks. The door must be in place when the final spell is cast. After that, any attempt to move the door destroys it. A magic-user must be at least 12th level to construct an Enchanted Door and all spell effects will be cast at the creator's level.

TYPICAL ORDERS: The door's alignment will match that of the creator and that will usually determine its orders. Doors that are designed as traps might conceal their true identity until the PCs are in the room. They will then slam shut, Wizard Lock and spring the trap. Most doors guard treasure, so they usually do everything in their power to keep PCs out.

Very rarely, Enchanted Doors are used to screen potential guests for the magic-user; then report their findings.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil



Enigma Lice

DESCRIPTION: Enigma Lice are parasites that are similar to normal lice, except that they are larger and colored blue. Enigma Lice are only found on sentient creatures with Intelligence scores of 4 or higher.

COMBAT/TACTICS: When a creature infected with the Lice comes in contact with another, or when a PC comes in contact with an object infested with the Lice, roll 5d10. This is equal to the % chance of the victim becoming infected per round of contact. Within one hour of infecting a host, the Lice will begin to collect on the victim's scalp. The emanation from the Lice disrupts synaptic functions of the brain. The side effect is that the victim can only speak in gibberish until the Lice are removed or destroyed. Victims infected by the same swarm, however, will still be able to understand each other.

Spells with verbal components will automatically fail, as will any charm spell or spells that allow the caster to communicate. A Repel Insects removes the Lice. A Cure Disease spell kills them. Shaving off all the victim's body hair or bathing him in lye removes all the Lice in 2-20 rounds and returns the victim to normal in one hour minus two minutes per Intelligence and Wisdom point. Unfortunately, bathing in lye has an effect similar to bathing in acid.

A beneficial side effect of the Lice is that the victim is completely immune to all mental attacks, including psionics. Psionics, however, will be rendered completely powerless until the Lice are removed. Enigma Lice will kill an Intellect Devourer in 1-6 rounds.

HABITAT/SOCIETY: none

ECOLOGY: Like normal lice, there is a 25% chance that Enigma Lice will spread some sort of disease in addition to the effects described herein. The Lice will spread any disease affecting the blood, but not diseases of a magical nature. Those infected with rotting flesh of any kind are immune to Enigma Lice.

Enigma Lice

AKA: Code Fleas, Verminus-Confusus
HACKFACTOR: 0
EP VALUE: 1 per 10
CLIMATE/TERRAIN: Any non-artic
FREQUENCY: Rare
ORGANIZATION: Swarm
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 5-50
SIZE: T (less than 1")
MOVEMENT: 1"
PSIONIC ABILITY: See below
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 1 hit point



YIELD:

Medicinal: Nil

Spell Components: Enigma Lice are perfect for a Nondetection spell in lieu of the other components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Enigma Lice are perfect for creating a potion which grants the imbiber temporary immunity from mental attacks and psionics for 2-8 turns. However, this potion can only be used by non-psionics. Psionics and wild talents that drink the potion lose 10-100 PSPs for 2-8 turns and 1-10 PSPs permanently.

Enslaver of the Deep

DESCRIPTION: Enslavers are plump, fish-like amphibians 20 feet long. They have bulbous heads, fluked tails, blue-green skin with gray blotches and toothless, rubbery mouths. It has three primitive eyes on its head, protected by bony ridges and arranged vertically. Four pulsating orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It has four 10-foot-long leathery tentacles that it can use to drag itself on land or swim in water.

COMBAT/TACTICS:

Victims struck by Enslaver tentacles take 1-6 points of damage and must save vs. spell or have their skin transformed into a clear, slimy membrane (losing 2-8 points of Comeliness to all but aquatic creatures). The victim must then keep its skin moist or suffer 1d12 points of damage per turn. A Cure Disease spell cast within 2 rounds stops the transformation and Cure Serious Wounds returns the skin to normal.

Enslavers can create at will realistic illusions with audible, olfactory and other sensory components. Any creature within 30 feet of the Enslaver can be enslaved (Enslavers can do this three times per day, one creature each time). Victims who miss a save vs. spells will obey all the Enslaver's telepathic commands, although the victim will not fight on the Enslaver's behalf. Enslavement can be lifted by a Remove Curse, Dispel Magic, the death of the Enslaver or separating the victim from the Enslaver by more than a mile (new saving throw).

When underwater, Enslavers are surrounded by a cloud of mucous twelve inches thick, which causes any victim who comes in contact with it to save vs. magic or be unable to breathe air. Victims will only be able to breathe water for 1-3 hours. This effect can be renewed upon contact with the cloud. Victims attempting to breathe air suffocate in 2d6 rounds. Wine or soap dissolves the mucous.

HABITAT/SOCIETY: Enslavers build great underground cities with the help of their slaves. They prefer human slaves. Enslavers retain their ancestral knowledge, which is rumored to be ancient and vast. Enslavers hide their best treasure in the gray mud at the bottom of the ocean that smells like their slime.

ECOLOGY: Enslavers have both male and female organs and reproduce every five years. Newborns take 10 years to mature and during that time they obey their parent without question. Enslavers are born with all the knowledge of the parent.

Enslavers can nourish themselves by eating almost any organic matter including algae and micro-organisms, but they also enjoy absorbing

Enslaver of the Deep

AKA: Submerged Slaver
HACKFACTOR: 21
EP VALUE: 5000
CLIMATE/TERRAIN: Tropical/
 Temperate Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Brood
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: High (13-14)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1-4
SIZE: H (20' long)
MOVEMENT: 3", 18" Swimming
PSIONIC ABILITY: 250 PSPs
Attack/Defense Modes: A,E/F,I,J
 8th level psionics 3/5/16, Power Score =
 Intelligence - Telepathy: False Sensory
 Input, Mindlink, Mass Domination
MORALE: Courageous (13)
ARMOR CLASS: 4
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-6x4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Slime
MAGIC RESISTANCE: Standard
HIT DICE: 8



information from intelligent prey such as aquatic elves, librarians, alchemists, botanists and cabin boys. Enslavers have no natural enemies and all aquatic creatures avoid them.

YIELD:

Medicinal: Eating the brain of an Enslaver will cause one of the following affects (roll 1d8):

- 1= System Shock or die
- 2= Save vs. poison or die
- 3= Gain 1-2 Intelligence points
- 4= Gain 2-8 knowledge related skills in knowledge that the Enslaver would know.
- 5= Roll for psionics again
- 6= Roll for psionics at double the chance
- 7= Roll on the Wild Talent Table
- 8= Roll twice more on this table at -1 each

Spell Components: Enslaver slime can be used in Water Breathing spells of double duration or potions.

Hide/Trophy Items: Nil

Treasure: F

Other: Nil

Enveloper

DESCRIPTION: Envelopers resemble bipedal humanoids made of malleable flesh. They never wear clothes nor do they have a use for any kind of armor.

COMBAT/TACTICS: Envelopers attack with their fists (1-8/1-8) and whatever abilities it has gained. Envelopers gain the abilities of their victims by absorbing them after they die. Should a PC or monster fall below 0 hit points, the Enveloper will fall on him, consuming his body but leaving all equipment behind. (The Enveloper cannot attack during that round.) During the next three rounds, the Enveloper can attack as normal, but after that it can employ any of its

consumed victim's abilities, including memorized spells (no spell components necessary). Additionally, it can speak and act in the manner of its victims. The Enveloper also takes on the victim's alignment after consuming him completely.

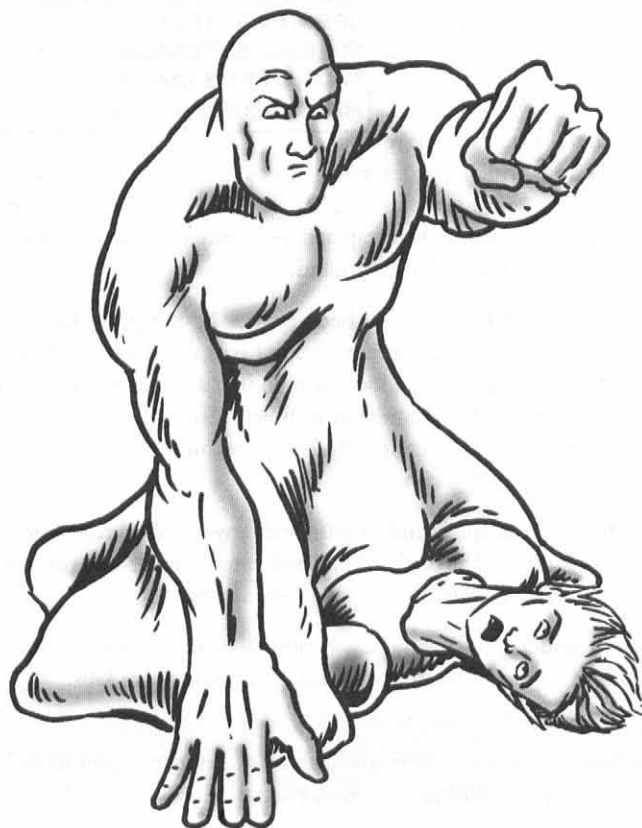
Envelopers gain 1-3 hit points per level of the victim. They gain two Hit Dice every five years.

HABITAT/SOCIETY:

Envelopers have no known society and may have actually been created from one initial creature. Most envelopers go insane once they have consumed too many conflicting personalities. In their natural state, Envelopers are neutral.

Envelopers that become "good" by consuming good-aligned creatures have been known to turn vegetarian and sometimes resume the life of its victim. At least one Enveloper currently serves the Blind Gawd Luvia in one of her churches in Garweeze World.

ECOLOGY: Envelopers may be from the same plane as Doppelgangers and may actually be a form of Doppelganger Predator. Envelopers will attack Doppelgangers in favor of all other targets. Theoretically, there is no upper limit to how many PCs or NPCs an Enveloper may consume.



Enveloper

AKA: Eater of Souls

HACKFACTOR: 3 and up

EPVALUE: 420 and up

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Variable

ALIGNMENT: Variable

NO. APPEARING: 1

SIZE: L (8' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Variable

Attack/Defense Modes: Variable

MORALE: Variable

ARMOR CLASS: 4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Variable

HIT DICE: 3, 5, 7, etc.

YIELD:

Medicinal: Eating Enveloper meat can cure anyone under a Polymorph Self or Polymorph Other spell, whether the effect is permanent or temporary.

Spell Components: Enveloper can be used as an ingredient in a Shape Change spell instead of other components with only a 10% chance of spell mishap.

Hide/Trophy Items: Nil

Treasure: E

Other: Nil

Ettercap

DESCRIPTION: Standing six feet tall and sporting a sloping gait and hunched shoulders, Ettercaps have short, spindly legs, long arms and large, pot-bellies. They have a thumb with three large fingers that end in claws. Their bodies are covered with tufts of fur and their skin is dark and thick. Ettercaps have large, reptilian eyes, long, equine heads and a mouth full of sharp teeth.

COMBAT/TACTICS:

Besides their claws, Ettercaps can bite for 1-8 points of damage. Their bite also injects a lethal poison (save vs. poison or die in 1-4 turns). They prefer, however, to capture live foes in cruel traps.

Like spiders, Ettercaps have silk glands from which they excrete a strong silken fiber, used to construct nets, trip wires, garrotes, etc. Traps will usually be designed to immobilize prey until the Ettercap arrives to bite it. Ettercaps are just cunning enough to use what is at hand.

HABITAT/SOCIETY: Having been beaten by the proverbial "ugly stick", Ettercaps lair in the darkest, deepest part of a forest. Their lair will be either underground or located high in a sturdy tree, but always near paths frequented by game and hunters. Ettercaps do not collect treasure, but they will occasionally leave treasure near one of their traps, to lure potential victims.

ECOLOGY: Ettercaps found in pairs will always be mates. Ettercap young are abandoned at birth. They will eat any meat and can eat as much as a deer or a large humanoid at one sitting.

Monstrous spiders (2d4) will occasionally (40% of the time) cooperate with an Ettercap in the setting of traps. They will share kills.

YIELD:

Medicinal: Ettercap poison glands hold one ounce of poison and are worth up to 1000 gp on the open market.

Ettercap

AKA: Venom Men, Arachnidus-Bipedalus

HACKFACTOR: 9

EP VALUE: 650

CLIMATE/TERRAIN: Heavily wooded forests

FREQUENCY: Rare

ORGANIZATION: Solitary or Pairs

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to Avg. (5-9)

ALIGNMENT: Neutral evil

NO. APPEARING: 1-2

SIZE: M (6' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: Traps

MAGIC RESISTANCE: Nil

HIT DICE: 5



Spell Components: Ettercap glands can be used in a Web spell with double the area of effect. A tuft of their hair can be used for Spider Climb instead of other components.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Ettercaps bones are good for making Wands of Web Shooting (as Web spell, with charges.)

Ettin

DESCRIPTION: Ettins resemble giant, two-headed orcs. They are often accused of dressing in the same manner as the common Hill Giant.

COMBAT/TACTICS: Ettins are difficult to surprise, as one head will take watch while the other head sleeps. Their heads each direct an arm during an attack, with the left arm doing 2-16 points of damage and the right arm 3-18 points of damage. Ettins prefer to use huge, nasty-looking clubs with several spikes embedded in the business end. Ettins can throw small boulders for 2-12 points of damage at the rate of two per round.

HABITAT/SOCIETY: Ettins seek lairs in darkness and dwell in the more remote areas

Ettin

AKA: Double-Orc, Duo-Fiend

HACKFACTOR: 12

EP VALUE: 1400

CLIMATE/TERRAIN: Temperate Forest to Subterranean Mountain

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Night

DIET: Carnivorous

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic evil

NO. APPEARING: 1-4

SIZE: H (13' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-16/3-18

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Surprised only on a 1

MAGIC RESISTANCE: Standard

HIT DICE: 10



of Garweeze Wurld. Due to their considerable Strength, they may sometimes bully other chaotic evil humanoids into submission, but usually don't know what to do with them afterwards. Ertins are notoriously greedy, but horrible leaders and tacticians. They have been known to order their armies straight into the maws of death and then follow them right in with a rousing battle yowl.

ECOLOGY: Males and females are equally ugly in the world of Ertins. Females can be distinguished by a small flower or carefully-placed ribbon in the hair. Baby Ertins are statistically equivalent to orcs but with two attacks. Ertins will accept gifts of food or gold as bribes, but sometimes attack anyway, despite whatever bargain has been struck. Ertins mistake compliments for insults 30% of the time.

YIELD:

Medicinal: Ettin kidneys can be used to cure Hepatitis.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: O, Y (individual) C in lair

Other: Ettin sweat can be used to make a Potion of Hill Giant Strength that also allows the imbiber two attacks per round (one with each hand) with no penalty. During the duration of the potion, the victim will grow another face on the side of his head. There is a 5% chance that the second face will not disappear after the potion wears off. This cuts the imbiber's Charisma in half, but allows him to keep the double attacks.

Eye, Floating

DESCRIPTION: This bizarre fish-like aquatic creature has a translucent body that looks like a giant eyeball, usually 1 foot in diameter.

COMBAT/TACTICS: Anyone that gazes at the eye must save vs. paralyzation or become hypnotized and remain stationary. Floating Eyes do not use blunt weapons, bladed weapons, pole arms, cleaving weapons or missiles weapons of any kind.

HABITAT/SOCIETY: These fish are always followed by larger predator fish, such as sharks. The predatory fish rend the flesh of the helpless victim and eat their fill, while the silent Floating Eyes content themselves with scavenging for the scraps.

ECOLOGY: These creatures are distantly related to flounder and reproduce similarly. They float near the surface of the water when hungry and sometimes hypnotize small prey. They can eat smaller shore creatures and fish. Some evil mages will keep these creatures in decorative containers within their studies, the better to hypnotize friend and enemy alike.

Eye, Floating

AKA: Hypno-Fish, Trance Trout

HACKFACTOR: 1

EPVALUE: 35

CLIMATE/TERRAIN: Any Salt Water

FREQUENCY: Rare

ORGANIZATION: School

ACTIVITY CYCLE: Day

DIET: Scavenger

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-12

SIZE: T (1' long)

MOVEMENT: 30" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Weak (3)

ARMOR CLASS: 9

NO. OF ATTACKS: Nil

DAMAGE/ATTACK: Nil

SPECIAL ATTACKS: Hypnotism

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 10 hp

YIELD:

Medicinal: Eating the raw meat of a Floating Eye will provide nutrition for a man-sized humanoid for up to one week.

Spell Components: A Trance Trout can be used in a Hypnotism spell with a -1 modifier to saving throws.

Hide/Trophy Items: Floating Eyes are worth double their weight in silver at open fish markets.

Treasure: Nil

Other: The eye of a Floating Eye can be used to make a Necklace of Hypnotism.



Fairy, Carnivorous	Wild	Glitter	Seasoned	Hunter	Hardcore
AKA:	Savage Fairy	Prissy Fairy	Veteran Fairy	Ranger Fairy	Death Fairy
HACKFACTOR:	0	0	1	1	1
EP VALUE:	35	65	65	120	170
CLIMATE/TERRAIN:	Any Forest	Any Forest	Any Forest	Any Forest	Any Forest
FREQUENCY:	Uncommon	Rare	Very Rare	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low to High (5-12)	Avg. to Very (8-14)	High (11-12)	High (11-12)	Very (13-14)
ALIGNMENT:	Chaotic Evil	Neutral Evil	Neutral Evil	Lawful Evil	Chaotic Evil
NO. APPEARING:	2-12	1-6	1-10	1-8	1-6
SIZE:	T (3"-6" tall)	T (3"-6" tall)	T (3"-6" tall)	T (3"-6" tall)	T (3"-6" tall)
MOVEMENT:	6", 12" Fly (A)	6", 12" Fly (A)	6", 12" Fly (A)	6", 12" Fly (A)	6", 12" Fly (A)
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Brave (14)	Courageous (13)	Daring (15)	Foolhardy (16)	Resolved (18)
ARMOR CLASS:	5	5	4	4	3
NO. OF ATTACKS:	1	1	1	1	1
DAMAGE/ATTACK:	by weapon	by weapon	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	20%	80%	60%	40%	60%
HIT DICE:	12 hp	6 hp	1	1+1	1+2

Fairy, Carnivorous

DESCRIPTION: Carnivorous Fairies are sylvan creatures from 3" to 6" tall, with a sinister bent. Like all fairies, they are miniature, winged elf-like creatures with pointed ears, antennae and amazing beauty. The ugliest fairy ever born had a Comeliness of 19. All fairies have ocean teal eyes.

Wild: Wild Carnivorous Fairies are 75% likely to pass for normal fairies, as they have yet to fully incorporate the corrupted belief system of the other carnivores. One certain way to tell Wild Fairies apart from standard fairies is that they will be more heavily armed than the average fairy and may have clothes that are splattered with blood.

Glitter: Glitter Fairies are more devious and will always look like standard fairies. They depend upon their magic to kill their prey and they carry an array of magic weapons at all times. Glitter Fairies will often be scantily clad or naked so as to distract opponents.

Seasoned: These fairies are more grizzled and will always be heavily armed and armored. Seasoned Fairies still retain some small bit of the "happy fairy" in them, but their sense of humor is dark and disturbing.

Hunter: Hunters have lost almost all their delicate fairy nature and lust only for combat. They sometimes organize other fairies into hunting packs. They are heavily armed, heavily armored and heavily scarred.

Hardcore: Hardcore Fairies will be obvious, as they will be dressed in black leather and chains while sporting tattoos and piercing jewelry. They are extremely dark and sinister, often leading an entire army of carnivorous fairies.

COMBAT/TACTICS: All fairies are naturally invisible to all non-fairy folk, even when attacking, unless they wish to allow themselves to be seen. Fairies that gain initiative can attack and move their full movement in a round without penalty. Should a fairy die during combat, there is a 5% cumulative chance the other fairies will stop to devour the meat.

Wild: Wild Fairies will swarm an opponent, attacking with whatever weapons they can lay their hands on. Fairy weapons do 1d4-2 points of damage. Additionally, Wild Fairies can use a Rose Prick spell once per day, doing 1 point of damage to any target within 20' (no save).

Glitter: These fairies are all equipped with a fairy-sized Black Wand, which does 1d4-2 points of burning damage to anyone that the fairy points to, up to 10 feet away. (elves take +2 points of damage and half-elves and gnomes +1). These fairies can also cast Rose Prick twice per day and Gust of Wind once per day. Once per week, Glitter fairies can cast one Corkscrew Magic Missile spell for 2-5 points of damage, but if they do so, they cannot cast another spell for 1 day. In lieu of a Rose Prick spell, a fairy may heal one point of damage. Black Wands need to be dipped in blood once a week to continue to function.





Wild Fairy



Glitter Fairy

Seasoned: These fairies are more sophisticated with their attacks. They will be armed with a small brownie bow and 12 arrows, which cause 1 point of damage with each hit. For melee weapons, Seasoned Fairies prefer blades and there is a 20% chance one of the seasoned fairies will be wielding a Vibro-Master. The handle of the Vibro-Master contains the re-animated heart of a mouse. It does 1d4-2 points of damage and is +2 vs. fairie-folk (including elves) and +1 vs. half-elves and gnomes. In the hands of a fairy, the wielder gets two attacks and the first attack always strikes before the fairy's opponent. Seasoned fairies can cast Rose Prick twice a day or opt to heal one point of damage to themselves in lieu of a spell.

Hunter: Hunters sometimes lead packs of fairies, digging large pits to trap prey. They will always have a bow and a Vibro-Master, although there is a 25% chance they will be carrying a Sprite-Carver (60%) or a Crystal Blade (40%). Sprite Carvers are +3 vs. fairies and elves, +2 vs. half-elves and gnomes and do 1-4 points of damage. On a natural 20, elves must save vs. magic or lose one point of Strength for one turn. Crystal Blades have the same enchantment, but they are made of glass

steel and do a base damage of 1-6. Hunters can cast Rose Prick three times per day or heal themselves up to three hit points. They can cast Entangle in a 10-foot radius once per week.

Hardcore: Hardcore Fairies never attack with missiles and are equipped with Press-on Claws and Gremlin Teeth. (The Gremlin Teeth bond to the fairy's own teeth and act as fangs.) This fairy gets three attacks at 1d4-2/1d4-2/1d6-3 +1 vs. fairies and elves, doing 11 points of damage. 20% will instead fight with a Faeslayer, a black blade that does 1-6 points of damage and is +4 vs. fairies and elves, +3 vs. half-elves and gnomes. On a natural 20, an elf struck by this weapon must save vs. magic or die. Even an elf that saves still suffers a drain of two points of Strength and one point of Dexterity for one turn.

Hardcore fairies can cast Rose Prick four times a day, heal themselves up to four points, cast Entangle once a day, Gust of Wind once a day, Magic Missile once a day and Dancing Lights once per week.

HABITAT/SOCIETY: These corrupt fairies live apart from normal fairy society. They are rumored to have their own Evil Faerie Realm. The normal fairies want to be rid of these insidious killers, but war parties sent to do the job have either been eaten or corrupted. Fortunately, the cannibalistic urges of these fairies serve to keep their numbers low and their armies disorganized. Carnivorous fairies desire fairy meat above all else, but will also devour elf, half-elf, gnome and other flesh, in that order. They cannot control their cravings and sages are unable to come to a consensus on how these fairies might be cured.

ECOLOGY: The first Carnivorous Fairy was named Merryzot. After eating a strange mushroom, she became overwhelmed with the urge to eat meat, fairy meat in particular. Soon, all fairies were doing it and the corruption spread to the Realm of Faerie. Although the good King and Queen were able to drive the corruption from their realm, it escaped to many others, including Garweeze Wurld.

YIELD:

Medicinal: Drinking corrupted fairy blood will dispel any magic spells cast on the imbiber, but the victim must save vs. magic or become evil and suffer from a form of insanity that causes compulsory cannibalism once a day. Eating fairy meat has the



Seasoned Fairy



Hunter Fairy



Hardcore Fairy

same effect, but additionally, the eater gains the fairy's powers. Unfortunately, the alignment change and compulsory cannibalism is automatic. Nothing short of a Wish can cure a victim affected in such a way.

Spell Components: Wings of corrupted fairies can be used to create a Fairy Shield (3rd level magic-user spell), which keeps fairies at bay in a 10-foot radius for 1 round per level of caster. (Range: 0; Components: V, S, M; Casting Time: 1 segment; Saving Throw: None)

Hide/Trophy Items: Nil

Treasure: Besides the unique magic items listed above, these fairies will often collect the magic of their victims, especially death magic. However, due to their size, it will always be in their lair:

Wild: J, K

Glitter: U

Seasoned: J, K, R

Hunter: J, K, R, W

Hardcore: Z

Other: Fairy magic items can only be used by fairies, but are worth 50-200 gp a piece to a collector.

Fairy, Standard

DESCRIPTION: Fairies resemble gorgeous, miniature, winged humans or elves with distinctive ocean teal eyes. They wear very little clothing and are an extremely happy people.

COMBAT/TACTICS: These non-violent fairies do not seek combat, but if pressed will defend themselves with tiny swords that do one point of damage. They prefer, however, to throw Fairy Dust into the face of an opponent. (Fairies strike opponents with the dust as if they were AC 10.) Those struck with the dust must save vs. magic or fall asleep for 1-4 hours. Those who do save must make a second saving throw or stop attacking for one round. Fairies that are outnumbered will flee. They are naturally invisible and may remain so even when attacking. They can reveal themselves to others at will. Fairies can heal themselves 1-6 hit points three times per day and they can also cast Plant Growth once a day.

HABITAT/SOCIETY: Fairies speak their own language and can communicate with all woodland creatures, elves and gnomes. They tend to smile all the time. Fairies enjoy sweet foods such as fresh cream, strawberries and chocolate.

Standard: All Standard Fairies frolic in the forest, drinking from honeysuckles and dancing on mushrooms. If befriended, they will be more than happy to aid good-aligned PCs, especially those PCs that are hunting evil creatures.



Gorge Fairy

Fairy	Standard	Water Crested	Gorge
AKA:	Generic Fairy	Moist Fairy	Crevice Fairy
HACKFACTOR:	0	0	0
EP VALUE:	35	35	35
CLIMATE/TERRAIN:	Temperate Woodlands	Any Temperate Fresh Water	Temperate Mountains
FREQUENCY:	Rare	Very Rare	Very Rare
ORGANIZATION:	Clans	Clans	Clans
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Herbivore	Herbivore	Herbivore
INTELLIGENCE:	Avg. to High (8-14)	Avg. to High (8-14)	Avg. to High (8-14)
ALIGNMENT:	Lawful Good	Lawful Good	Lawful Good
NO. APPEARING:	2-12	2-8	2-8
SIZE:	T (3"-6" tall)	T (3"-6" tall)	T (3"-6" tall)
MOVEMENT:	6", 12" Fly (A)	6", 9" Fly (B), 12" Swim	9", 12" Fly (A)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Half-hearted (9)	Half-hearted (9)	Confident (12)
ARMOR CLASS:	5	5	5
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	35%	35%	35%
HIT DICE:	3 hp	6 hp	9 hp

Water Crested: These fairies are aquatic and can Water Breathe at will. They do not like walking on dry land and will avoid it. They are happy to assist good-aligned PCs to the best of their abilities.

Gorge: These fairies are a bit more seasoned than their brethren. They dwell in tiny caves and will often know the location of several evil creatures in the area. They will gladly give this information to good-aligned PCs or anyone willing to trade them pastries, so long as they do not act overtly evil.

ECOLOGY: All fairies are connected to nature and the regions in which they dwell. Should these regions be devastated, it can cause the



Water Crested Fairy

fairies to become sick and eventually die, if they cannot return to the Realm of Faerie. All fairies are subjects of the King and Queen of Faerie. Should harm befall any of their subjects, it will eventually get back to the King and Queen, who may (25% of the time) send a force of Gremlins or Sprites to plague PCs, depending on the severity of their crimes. An Honor penalty should be applied to any PC who hurts or kills a fairy.

YIELD:

Medicinal: Drinking the blood of fairies grants the drinker the magic resistance of the fairy for 1-6 turns. Eating the meat of a fairy grants a non-fairie-kin the effects of a Potion of Speed. Elves, half-elves and gnomes gain the Speed bonus, plus Invisibility for the duration.

Spell Components: Fairies are highly magical and most spells can be enhanced (typically -1 to saving throws or a similar effect) with the use of any part of the fairy. However, good-aligned magic-users can only use fairy parts with the permission of the fairy.

Hide/Trophy Items: Nil

Treasure: Fairies do not value treasure unless it's aesthetically pleasing. They are 50% likely to have one art object and 20% likely to have an incidental valuable or magic item. They are likely to trade it away for something pretty.

Other: Nil

Felarn

DESCRIPTION: Felarn are cat men. Their bodies are long and lean, covered with fine fur, usually beige to black. Most of the Felarn shamans are all black or all white, as this is a sign of "magic" in their culture.

COMBAT/TACTICS: Felarn are unparalleled at hunting in the jungle. There they can move silently, hide in shadows and detect traps 90% of the time. They are extremely adaptable, becoming proficient in any weapon after three rounds of combat or one day of practice with it.

HABITAT/SOCIETY: Felarn avoid non-felines and consider trade demeaning. Their lairs will contain an equal number of males, females and children.

The females are equal to the males. Young are equal to 1/2 Hit Die creatures that do 1/1d4-2 points of damage. Felarn speak their own

Felarn

AKA:	Cat Man, Felinus-Sapien
HACKFACTOR:	1
EP VALUE:	35
CLIMATE/TERRAIN:	Tropical Jungle
FREQUENCY:	Rare
ORGANIZATION:	Pride
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	2-8
SIZE:	M (6 1/2' tall)
MOVEMENT:	15"
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Confident (12)
ARMOR CLASS:	6
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-3/1-3/1-3 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	2



language and a smattering of Common tongue. Also, Felarn hate getting wet and avoid water.

ECOLOGY: Felarn enjoy sleeping, eating and being left alone. They sometimes run out of the room for no discernible reason. They are extremely unpredictable, being friendly on one day and perhaps very violent the next. Felarn shamans have no spell capability, but they cultivate catnip gardens and use the substance to get "visions" from the Felarn gawd. Offerings of catnip can entice Felarn to work as scouts, but they are notoriously unreliable and abandon employers whenever they get bored or feel endangered.

YIELD:

Medicinal: Felarn tail can cure an inner ear infection.
Spell Components: A bit of Felarn fur is perfect for an Invisibility to Animals spell of twice the normal duration.
Hide/Trophy Items: Nil
Treasure: 5% chance of a magical weapon
Other: Nil

Ferret, Man-eating

DESCRIPTION: A Man-eating Ferret closely resembles the standard ferret, a cousin to the weasel family with fur and sharp fangs. Man-eating Ferrets have gone completely feral and often have filthy, matted fur and saliva dripping from their little maws.

COMBAT/TACTICS: When a Ferret bites, it locks onto an opponent and does not let go. A bite does 1-4 points of damage, then 1 point every round after. If the ferret is ripped off a victim (on a successful bend bars/lift gates check), the victim suffers 1-6 points of damage. Ferret teeth are strong enough to bite through scale mail. Should

the Ferret's vicious bite strike scale mail or lesser armor of any kind, the armor must save vs. crushing blow or be torn (and lose an additional 1d4-2 armor points).

HABITAT/SOCIETY: Initially, these creatures will appear timid and gentle, but they always attack within 3 rounds. Man-eaters love the taste of human flesh and have been known to attack camps at night. Another favorite tactic is to wait in a tree and leap upon a victim as it attempts to gallop by on horseback (surprise 5 in 10).

ECOLOGY: Although not as smart or dangerous as a lemur, this species of Ferret has acquired the taste for human blood. Developed by a twisted evil magic-user to guard his honeybees, the evil Ferrets eventually turned on their master and escaped to the wild. They travel in family units attacking anything they can sink their sharp little teeth into.

Ferret, Man-eating

AKA: Weasel Fiend, Fleshrippers
HACKFACTOR: 1
EP VALUE: 35
CLIMATE/TERRAIN: Temperate
FREQUENCY: Uncommon
ORGANIZATION: Family
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: S (2' long)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Jaw Lock
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 1+1

YIELD:

Medicinal: Man-eating Ferrets' meat is tainted and unhealthy.
Spell Components: A bit of the fur for Monster Summoning I to III with twice the normal duration.
Hide/Trophy Items: Man-eating Ferret pelts fetch 1 gp each.
Treasure: Nil
Other: Man-eating Ferrets are favored as pets by berserkers.



Festering Reaver

DESCRIPTION: Festering Reavers are rocky creatures that are indistinguishable from rocks when they are asleep or not moving. They have two very small, deep-set jewel-shaped eyes.

COMBAT/TACTICS: Metal does not exist for a Reaver. They cannot be harmed by common metal weapons, except those of artifact or relic status. Any other material that is fashioned into a weapon will hurt the Reaver, but may break on its rocky hide (save vs. crushing blow on to-hit rolls of 19 or 20.) Reavers strike opponents wearing metal armor as if they had none.

Opponents get -2 to successfully hit the Reaver's craggy stone surface. Additionally, all Reavers are suffering from a strangely debilitating disease (thus the "Festering" part) from breathing in sulfurous gas in their cave lairs. If the Reaver draws blood, the victim must save vs. poison or acquire an infectious disease that causes a loss of Strength, Dexterity and Constitution (1 point per week until death or cured). Death occurs when the disease reduces any one of the above abilities to zero.

Festering Reaver

AKA: Mineral Mashers

HACKFACTOR: 41

EP VALUE: 6000

CLIMATE/TERRAIN: Volcanic
Mountains

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Mineral

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M (6' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 3-36

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 12

Festering Reavers take double damage from all fire-based attacks. The heat of a Fireball, for instance, will cause the Reaver's skin to become molten and sag.

HABITAT/SOCIETY: Festering Reavers are solitary creatures, wanting only to consume the minerals found near volcanoes. They are often hunted for their eyes. They will collect shiny objects to line their lairs, but never anything metal.

ECOLOGY: The Festering Reaver is a creation of the gawd Luvia. The original Reaver was an evil miser named Baath, who defied Luvia and abandoned the gawd's teachings. In the Book of Luvia, Baath was turned into a Festering Reaver as penance for his miserly ways. Whether Reavers somehow reproduce or are all created by Luvia is still being determined by the sages.

YIELD:

Medicinal: Nil, Festering Reavers are diseased and rocky.

Spell Components: Cause Disease (the same disease mentioned above).

Hide/Trophy Items: Nil

Treasure: C (no metal items)

Other: The eyes of a Festering Reaver are worth 4000 gp each and are perfect for enchantment.

Fire Ants

DESCRIPTION: Fire Ants are voracious insects that inhabit warm regions. They appear as normal ants with red carapaces and very noticeable mandibles. They are named for the burning pain of their bites.

COMBAT/TACTICS: Red Ant swarms will attack anything in their path or anything that attacks the nest. On a successful hit, victims get 1-100 ants on their bare skin. The ants will bite, collectively doing 1 point of damage for every 10 ants. Additionally, they have a mild poison. If more than 20 ants bite a victim, he must save vs. poison or lose one point each of Dexterity and Strength. This effect is cumulative. Should a swarm of ants render a victim immobile (either one of those abilities reduced to zero), they will swarm over the victim, stripping him to the bone in one turn.

Victims can crush 1-100 ants per round by rolling on the ground (subjecting themselves to further ant attacks if the swarm is near). They can drown all the ants in four rounds by immersing themselves in water (attacks will be half as effective each round, ending by the fourth). Using both hands, they can crush 1-10 ants per round. Immersing a



Fire Ants

AKA: Carnivorous Red Ants

HACKFACTOR: 0

EP VALUE: 1/10

CLIMATE/TERRAIN: Tropical,
Sub tropical, Temperate

FREQUENCY: Uncommon

ORGANIZATION: Swarm

ACTIVITY CYCLE: Night

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 100-1000

(5% of 1000-100,000)

SIZE: T (less than 1" long)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1/10

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 1 hp



victim in fire immediately kills all the ants, as does immersing a victim in acid, poison, an Ice Storm or a Cloudkill. Jumping off a cliff will kill one-half of the ants on a person's body upon impact.

HABITAT/SOCIETY: Ants are able to function as a cohesive unit due to a hive mind that is controlled by a queen. Every few years a nest becomes so large, it begins to devastate huge tracts of land. They will eat all organic matter in their path and can only be stopped temporarily by natural obstacles such as water and fire.

ECOLOGY: Fire Ants are attracted to sweet smelling things. Dipping a PC in honey and shoving him into a swarm of Fire Ants is a sure way to distract the hive from the rest of the party. If the queen of a hive is killed, it will confuse the swarm for 2-12 rounds, then cause the swarm to disperse. Contrary to the popular dwarven rumor, even the most talented pipe player will have no affect on a swarm of Fire Ants.

YIELD:

Medicinal: Fire Ants are edible and nutritious in any quantity.

Spell Components: Fire Ants can be used to cast a Summon Swarm spell with double the damage and duration.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Fire-Monk

DESCRIPTION: The Fire-Monk resembles a baboon with one very important difference: it is 2" taller. They also breathe fire and the area around their lairs will show obvious signs of scorching. Fire-Monks have an orange tinge to their fur.

COMBAT/TACTICS: When a tribe of Fire-Monks is threatened, these primates will either throw rocks (1-4/1-4) or breathe fire on opponents (20-foot range, 1 target, save vs. breath weapon for half damage) for 2-12 points of damage. Fire-Monks are resistant to fire, taking half damage from fire and fire-related spells (none if a save is made). These primates realize the damage their breath does to their territory, so they will attempt to target creatures in areas where the fire cannot spread.

HABITAT/SOCIETY: Fire-Monks are loosely tribal and led by the strongest male (2+6 HD, 3-18 damage with breath). Fire-Monks enjoy the company of other fire-breathing creatures. Red Dragons sometimes adopt the rarer Neutral Evil Fire-Monks as pets. If an opponent falls, the tribe will gather around it, roasting the victim with their breath until the meat is cooked to their satisfaction.

ECOLOGY: Fire-Monks can breathe fire three times per day. They dislike the cold, but are not adversely affected by it. Local humanoid

Fire-Monk

AKA: Flamin' Monkeys

HACKFACTOR: 2

EPVALUE: 75

CLIMATE/TERRAIN: Tropical,
Sub tropical

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 6-24

SIZE: S (3' 2" to 4' 2" tall)

MOVEMENT: 9", 12" Climb

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Unsteady (8)

ARMOR CLASS: 8

NO. OF ATTACKS: 1 or 2

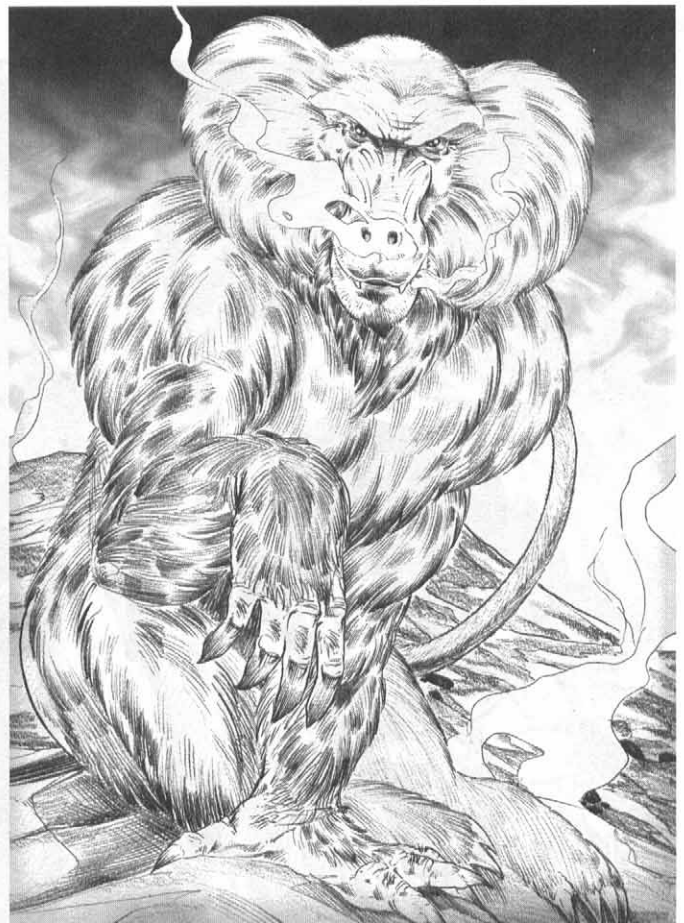
DAMAGE/ATTACK: 2-12 or 1-4/1-4

SPECIAL ATTACKS: Fire Breath

SPECIAL DEFENSES: Resistant
to Fire

MAGIC RESISTANCE: Standard

HIT DICE: 1+4



tribes sometimes collect the heads of these creatures and turn them into explosive weapons using a special boiling process. The heads have a thrown range of 3" and do 3-18 points of damage to everyone in a 20-foot radius upon impact.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hides of Fire-Monks can be used to create enchanted clothing items that are resistant to fire.

Treasure: Nil

Other: The raw heads of Fire-Monks are worth 25 gp each.

Firedrake

DESCRIPTION: These creatures resemble miniature Red Dragons, but with fewer spines and calmer temperaments. They are to true dragons as pet cats are to lions.

COMBAT/TACTICS: If disturbed, the Firedrake will attack 50% of the time and growl fiercely from a distance the other 50%. It can bite for 2-8 points of damage or breathe a cone of fire 60-feet long and 20-feet wide [at its base] for 2-16 points of damage (half if a save vs. breath weapon is made).

HABITAT/SOCIETY: Firedrakes live in loose packs led by the largest Dragonet. Some gullible evil creatures attempt to serve Firedrakes, mistaking them for young Red Dragons. Firedrakes can be befriended like all animals, but are loyal only to those who feed them regularly. Firedrakes are especially fond of sheep.

ECOLOGY: The breath weapon of a Firedrake is actually a small amount of its blood reacting with the air. There is a 30% chance a Dragonet will burst into flame when it is killed.

YIELD:

Medicinal: Swords dipped in the Firedrake blood will burn like Flame Tongues for 3-6 rounds, although on each hit there is a 2% cumulative chance of breaking the sword. Firedrake blood can be kept inert in water, washing a sword after use resets this cumulative chance.

Spell Components: Firedrake blood is excellent for a Wall of Fire spell that deals +1 damage to those it affects.

Hide/Trophy Items: Firedrake scales can be made into armor, that saves vs. fire at +2.

Treasure: Nil

Other: A stuffed Firedrake is worth 100 to 160 gp on the open market.

Firedrake

AKA: Dragonet, Draco-Miniaturae

HACKFACTOR: 5

EP VALUE: 420

CLIMATE/TERRAIN: Rocky Areas

FREQUENCY: Rare

ORGANIZATION: Brood

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: M (6' long)

MOVEMENT: 6", 18" Fly (C)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Breath Weapon

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Firefly, Dire

DESCRIPTION: The Dire Firefly is a forest-dwelling insect of unusual size, usually seen glowing sinisterly in the night. Their multi-faceted eyes stare devilishly at anyone that meets their gaze.

COMBAT/TACTICS: Dire Fireflies bite with their oversized mandibles for 1-2 points of damage. Once per turn the Firefly's abdomen bursts forth a green bolt of electrical energy for 5-20 points of damage (half if a save vs. wand is made) at a range of 14 feet. If attacked it will fly above an opponent, but will remain within the range of its own special attack.

HABITAT/SOCIETY: Dire Fireflies do not enjoy associating with humanoids, but much prefer to rip the limbs off of helpless gnomes or to slowly devour living prey. An inscrutable creature, Dire Fireflies appear in small groups at dusk, and will fly lazily along the path of potential prey.

Firefly, Dire

AKA: Giant Firefly, Firefoe

HACKFACTOR: 4

EP VALUE: 300

CLIMATE/TERRAIN: Temperate

FREQUENCY: Very Rare

ORGANIZATION: Small Swarms

ACTIVITY CYCLE: Night

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1-4

SIZE: S (2'+ long)

MOVEMENT: 3", 15" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 4

NO. OF ATTACKS: 1

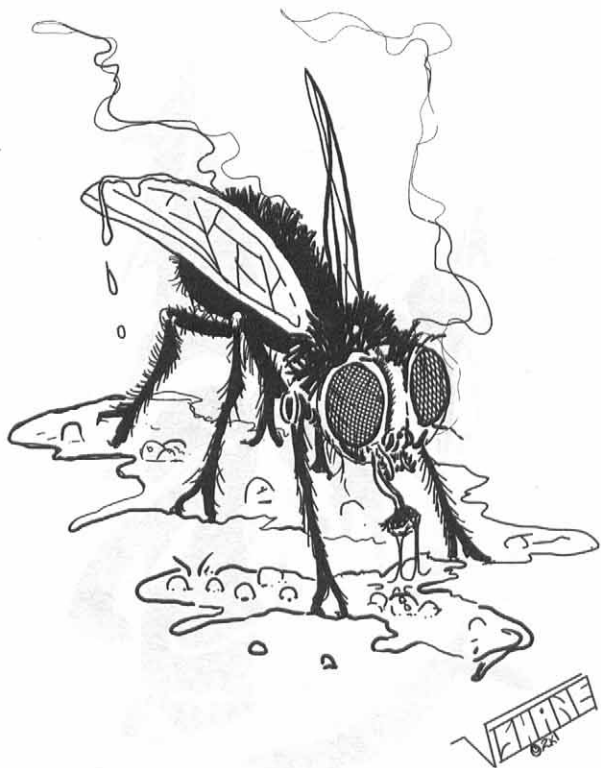
DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to electrical and fire attacks

MAGIC RESISTANCE: Standard

HIT DICE: 1+4



ECOLOGY: These menacingly large insects glow with the luminosity of a torch. Great numbers of them gather each harvest to attract mates with intricate displays of their glowing abdomens. The amount of light they generate attracts attention from a great distance. Their young hatch in the spring and grow to full maturity by age 2. They live an average of 10 years.

YIELD:

Medicinal: Nil

Spell Components: Dire Firefly abdomen juice can be used as a material component for a Continual Light spell with double the area of effect. However, the juice loses this effect 1 day after extraction from the beast.

Hide/Trophy Items: Dire Firefly abdomens will continue to glow for 2-12 hours after their death.

Treasure: Nil

Other: Nil

Firenewt

DESCRIPTION: Firenewts are distant relatives of Lizardmen and resemble a combination of salamanders and men. They thrive in the extreme heat of volcanic conditions. Their flesh is dry and colored a mottled sepia brown to red, with white underbellies. Females are slightly shorter in stature than their male counterparts.

Firenewts are always encountered heavily armed and in groups. Firenewt Striders are the loyal mounts of those who hold a high position within the tribe. They resemble an overgrown combination of featherless ostrich and giant lizard, with a lizard tail, no wings and two large talons on each of their four feet.

COMBAT/TACTICS: All Firenewts can breathe fire once per turn for 1-6 points of damage (half if a save vs. breath weapon is made). The range of the breath weapon is 5 feet. Firenewts save at +3 vs. fire

attacks and take -1 point of damage per die. However, they save at -3 vs. cold attacks and take +1 point of damage per die.

Common: Common Firenewts wear chain mail, carry a shield and wield a spear and sword (45%), sword only (25%), spear and handaxe (20%) or battle axe (10%). Firenewts do not fight as a cohesive unit, as they are each anxious to acquire whatever booty they can lay their hands on. They will unite to defend their lair.

Elite: For every 10 Common Firenewts, there will be a stronger and faster Elite Firenewt warrior. They will be armed with the same weapons. When an Elite Firenewt known as a Battlenewt is present, he may order the group to fight as a unit. Killing the only Elite Firenewt in the group causes the Common Firenewts to make a morale check. There is a 20% chance that the Battlenewt is mounted on a trained Strider.

Cleric: Cleric Firenewts, or Eftpastors, will always be guarded by three Elite Firenewts, who act as personal bodyguards. Firenewt clerics are considered druids. They wear leather armor, carry scimitars and can use the following spells once per day: Animal Friendship, Faerie Fire, Predict Weather, Produce Flame, Heat Metal and Pyrotechnics. Clerics are always mounted on Striders and their Battlenewt guards are 60% likely to be mounted as well.

Overlord: Overlords are the leaders and most powerful of the Firenewt tribe. These NewtRegents will always be mounted, as will their five Elite Firenewt bodyguards. The Overlord has first dibs on any of the tribe's magic items. His Battlenewt bodyguards will use what is left, followed by the Eftpastor, his bodyguards, then the other Elites and then the rest. Overlords strike at +1 to hit and +2 damage due to their Strength. They will be specialized in their weapon of choice and get two attacks every other round.



Firenewt	Common	Elite	Cleric	Overlord	Strider
AKA:	Newtrooper	BattleNewt	Eftpastor	NewtRegent	Talonewts
HACKFACTOR:	3	5	6	11	5
EP VALUE:	120	170	270	720	370
CLIMATE/TERRAIN:	Volcanic hills	Volcanic hills	Volcanic hills	Volcanic hills	Volcanic hills
FREQUENCY:	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Tribe	Tribe	Tribe	Tribe	Herd
ACTIVITY CYCLE:	Any	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Average (8-10)	Very (11-12)	High (13-14)	Semi (2-4)
ALIGNMENT:	Neutral Evil	Neutral Evil	Neutral Evil	Neutral Evil	Neutral
NO. APPEARING:	10-100	2-20	1-6	1	2-12
SIZE:	M (4' tall)	M (5' tall)	M (5' tall)	M (6' tall)	L (7' long)
MOVEMENT:	9"	9"	9"	9"	15"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Brave (14)	Confident (12)	Daring (15)	Half-hearted (9)
ARMOR CLASS:	5	3	5	1	6
NO. OF ATTACKS:	1	1	1	3/2	2
DAMAGE/ATTACK:	By weapon	By weapon	By weapon	By weapon	1-4/1-4
SPECIAL ATTACKS:	Fire breath	Fire breath	See below	Fire breath	Nil
SPECIAL DEFENSES:	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard	Standard
HIT DICE:	2+2	3+3	3+3	5+5	4

Striders: The Strider Firenewt, also known as a Talonewt, will not attack unless ordered to do so. They are trained to defend their masters to the death, fighting with both front pairs of the talons which are their namesake. While mounted in combat, they can only attack with one talon at a time with a -2 to hit.

HABITAT/SOCIETY: Firenewt society is cruel and domineering. They delight in torturing victims and then burning them alive. Firenewt society dictates that Firenewts must obtain personal power and wealth in order to acquire a good mate and status within the tribe. To Firenewts, the ends always justify the means. A favorite tactic of Firenewts is to pretend to be extremely friendly and helpful to PCs, offering to act as guides, only to lead them to a dead end and then slaughter them.

They speak their own language, which is a dialect combining Lizardman and some of the Common tongue. They will lie, cheat and steal to achieve their goals and have been known to turn on each other for profit. Clerics and Overlords are always watching for new rivals, often executing those who pose a potential threat.

ECOLOGY: Firenewt lairs contain 70% more females (1+1 Hit Dice) than males, 150% non-combatant young and 200% eggs. The nursery will be a closely guarded secret and the chamber itself will be guarded by 1-4 Battlenewts. The clergy teaches that the closer the eggs are to the heat, the smarter the Firenewt will be when it hatches. Firenewts need volcanoes to stay alive. Should a volcano cool, the Firenewts would strike out on a quest to find a new home.

YIELD:

Medicinal: Nil

Spell Components: A Firenewt tongue can be used for a Flame Blade spell in lieu of other components.

Hide/Trophy Items: Firenewt hide makes excellent fireproof leather for small items like pouches, satchels and backpacks.

Treasure: K, M (individuals) F (in lair)

Other: Six Firenewt tongues are required for a Potion of Fire Breathing.

assailant with a Fireball as it flees. Immersing a Firetoad in water causes it to save vs. poison or die.

HABITAT/SOCIETY: Firetoads gather in slightly elevated lairs and will keep everything near their brood will be bone dry. A dry hill with brown vegetation in a dense swamp is a sure sign that a Firetoad brood inhabits an area. These odd amphibians will collect random debris to form their nests, becoming attached to a certain color, so the objects in each nest will reflect that. (For instance, a Firetoad that enjoys gold will only have gold coins and gold-colored objects in its treasure.)

ECOLOGY: Firetoads reproduce similarly to normal amphibians, except that they bury their eggs in dry or (even better) heated sand to hatch. Hawthorne the Warlock created the original Firetoads after a failed attempt at a similar experiment with frogs. Firetoads, if well fed, make excellent guard pets. However, it is four times more expensive to feed the toads than to feed the average dawg, unless the owner happens to live in an area where Firetoads are native.

YIELD:

Medicinal: Firetoad warts are hallucinogens and are sold on the black market for 5 gp a pound. They are highly addictive.

Spell Components: The tongue of a Firetoad can be used in any Fireball spell for +1 point of damage per die.

Firetoad

DESCRIPTION: This large toad is colored a striking red with purple warts all over its body. It will be encountered in dry regions and the beast shuns water.

COMBAT/TACTICS: Firetoads are immune to fire and can breathe Fireballs that deal damage equal to their current hit points (save vs. magic for half damage). The blast radius is 5 feet and the range is 30 feet. Firetoads are only 20% likely to attack, unless defending themselves or their treasure. Throwing water at a Firetoad drives it away, but also enrages the beast. The Firetoad will blast its

Firetoad

AKA: Toads o' Fire, Amphibious-Flamus

HACKFACTOR: 4

EP VALUE: 270

CLIMATE/TERRAIN: Arid, land & subterranean

FREQUENCY: Rare

ORGANIZATION: Brood

ACTIVITY CYCLE: Any

DIET: Insectivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-6

SIZE: S (3' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Weak (3)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

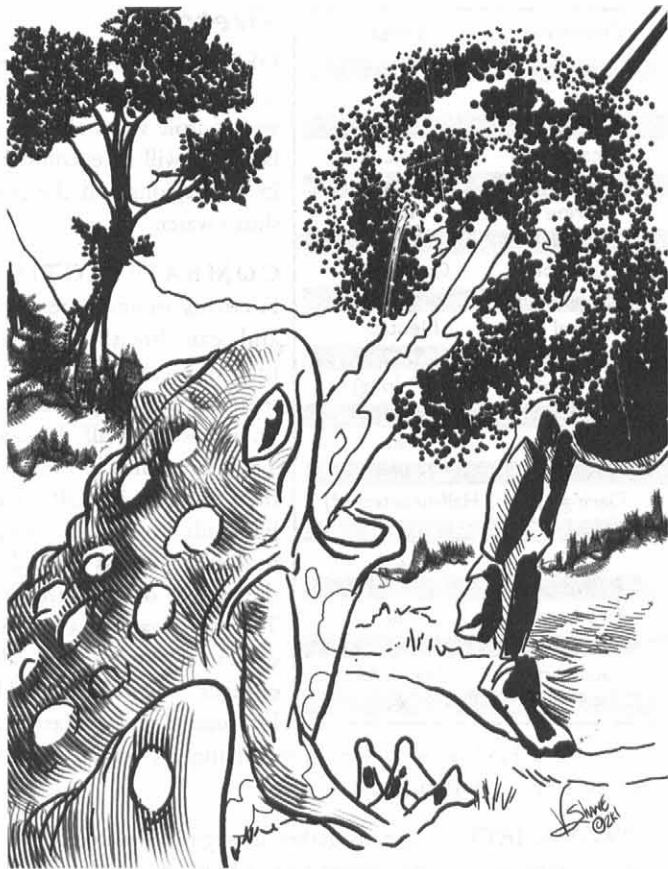
DAMAGE/ATTACK: Variable

SPECIAL ATTACKS: Fire breath

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4+1



Hide/Trophy Items: Nil

Treasure: C (only 10% of the coinage)

Other: The spine of a Firetoad is perfect for a Wand of Fireballs.

Flail Snail

DESCRIPTION: Flail Snails have muscular tentacles that oddly enough resemble morning stars. They flail wildly about at anything that threatens them. The snail shell is highly colored and acts as a Robe of Scintillating Colors.

COMBAT/TACTICS: Flail Snails can retract their bodies inside their shell, making the bodies -8 AC. Each tentacle represents one Hit Die. Once they have all been severed, the snail retreats into its shell to die in 1-3 rounds, during which time it utters a unique piercing wail that has a 50% chance of attracting nearby predators.

In addition to its properties as a Robe of Scintillating Colors, the shell of a Morning Star Mollusk has magic resistant properties against spells cast at the creature.

Flail Snail

AKA: Morning Star Mollusk
HACKFACTOR: 8 to 13
EP VALUE: 420 to 1000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Herbivores
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (8' tall)
MOVEMENT: 3"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 4 (-8)
NO. OF ATTACKS: 4 to 6
DAMAGE/ATTACK: 1-8 per tentacle
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 4 to 6

d100 Roll

01-10

11-50

51-70

71-100

Spell Effect

Spell turned back at the caster

Malfunction (mishap)

Total failure (spell is used but with no effect)

Spell works normally

HABITAT/SOCIETY: Flail Snails are solitary, lonely creatures. Any attempt at communication with other species usually results in a fatal bludgeoning. Even amongst their own kind, there is a 50% chance that they will accidentally pummel each other to death when attempting any sort of affection.

ECOLOGY: Flail Snails are extremely rare and thus highly valued. In some cultures, they are even worshipped and a bruise from the snail is considered a blessing. Sages have chronicled a tribe which has a small stone temple devoted to a Flail Snail, to which they bring offerings of palm leaves and molds.

YIELD:

Medicinal: Flail Snail meat is considered the rarest of delicacies. However, it tastes extremely foul, although it is not poisonous.

Spell Components: A bit of shell can be used for a Prismatic Sphere with a 25-foot diameter.

Hide/Trophy Items: Flail Snail shells weigh 250 lbs and retain their abilities for 1-6 weeks after the death of the occupant. The shells can be enchanted to permanently keep this ability. They are worth at least 5000 gp.

Treasure: Nil

Other: A bit of the shell powder is required in the creation of a Robe of Scintillating Colors.



Flailing Wailer

DESCRIPTION: Flailing Wailers are strange and unpredictable creatures that are insane practically from birth. They have four arms each, but are essentially bipedal. They have a wild mane of black hair and gray skin. Flailing Wailers are usually covered with bruises. Each muscular arm ends in a club-like hand used for pummeling opponents.

COMBAT/TACTICS: There is a 52% chance that a Flailing Wailer will attack regardless of the circumstances. They are just as likely to stand around staring at nothing, since they are stark, raving mad. When a Flailing Wailer attacks, it screams loudly and has a 46% chance of attracting wandering monsters. Any attack against the creature has an 88% chance of causing it to attack. While it is fighting, its tough flailing arms are 39% likely to deflect any non-magical missile attacks. Victims struck by the Wailer's attacks are 1% likely per hit point of damage, to fall unconscious for 2-12 rounds.

Flailing Wailer

AKA: Clubbing Thumper
HACKFACTOR: 6
EP VALUE: 270
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Small Hordes
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Neutral
NO. APPEARING: 2-12
SIZE: M (6 1/2' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 4
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2-7 x4
SPECIAL ATTACKS: Stun
SPECIAL DEFENSES: Missile Deflection
MAGIC RESISTANCE: Standard
HIT DICE: 3



Flailing Wailers have infravision and can fight as if they had the blind-fighting talent. Casting a Silence 15' Radius spell is 67% likely to cause the Flailing Wailer to become Confused, as per the spell.

HABITAT/SOCIETY: Wailers are born completely unhinged. Their crude language has 12 words for "madness", but most Wailers know only 1. Anyone speaking directly with these creatures using Speak with Monsters has a 13% chance of going insane.

ECOLOGY: Young Wailers are born in the Spring and quickly go insane from their parents' upbringing. Wailers are often encountered ramming their heads into a wall, attempting to stop the voices.

YIELD:

Medicinal: Nil

Spell Components: A Flailing Wailer brain can be used to cast a Feeblemind spell in lieu of other spell components.

Hide/Trophy Items: Nil

Treasure: I

Other: The arms of a Flailing Wailer can become excellent (if somewhat bloody) makeshift clubs.

Flesh Thrasher

DESCRIPTION: Flesh Thrashers are undead horrors constructed from the bones of dinosaurs and other monstrous creatures. The skeletal figure is humanoid, but in place of hands it has two skulls from large-jawed creatures such as lions, tigers, bears, or dinosaur predators.

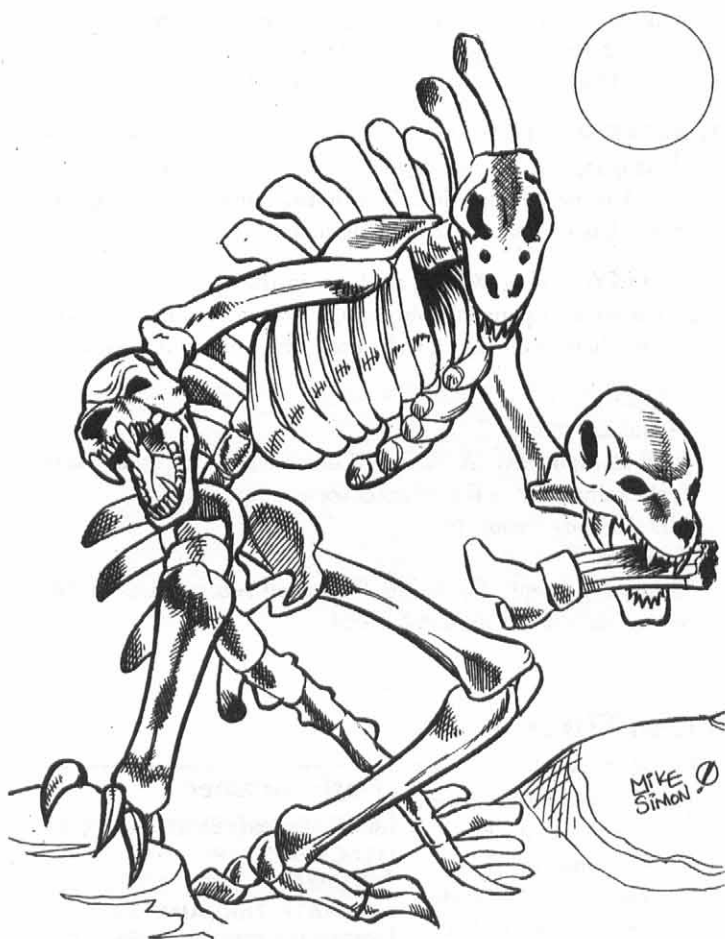
COMBAT/TACTICS: Flesh Thrashers are designed to cause as much pain as possible. Victims struck must save vs. poison or lose their attack if they haven't attacked yet. If a PC has already attacked, the PC automatically loses initiative next round; so painful are the bites. When first encountered, a Jaw Beast can appear as merely a pile of bones. When someone approaches within 10 feet, its bones assemble and attack. Flesh Thrashers get their name from their habit of grabbing victims and throwing them about. Victims hit with 2 or more attacks will be thrown 30 feet for an additional 2-12 points of damage, unless they have acrobatics or some similar skill that allows them to land safely.

Hacking and piercing weapons do only one point of damage (plus bonuses) to these Jawbone Beasts. Crushing weapons do normal damage and Blessed crushing weapons do double damage.

HABITAT/SOCIETY: Flesh Thrashers usually patrol necropolises or other places of the dead. They are a favorite creation of Liches and are usually ordered to guard a treasure hoard.

Flesh Thrasher

AKA: Jawbone Beast
HACKFACTOR: 20
EP VALUE: 2000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: L (10' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 2
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-8/2-8/3-36
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 10



ECOLOGY: Thrashers are created from the bones of predators and animated with a predator's soul, usually a dinosaur of some sort. Five thousand gp worth of materials are required to create a Thrasher, as well as an Animate Dead spell cast by a 14th-level or higher spell caster. The blood of a highly magical creature such as an evil dragon, arch-devil or major demon is further needed to complete the spell.

Thrashers are usually limited to a specific area (80% of the time) and will not leave it under any circumstances, unless their original orders allow them to leave. Very rarely a Thrasher is sent to destroy a good aligned individual, concentrating its attacks on that person and destroying anything in its way. Flesh Thrashers are turned as Ghosts. They can be destroyed with a Holy Word or Resurrection (although the Resurrection is 70% likely to bring the dinosaur and several other predators back to life).

YIELD:

Medicinal: Nil

Spell Components: The powdered bones of a Flesh Thrasher are perfect for Animate Dead spells resulting in +1 hp to each animated creature.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Necromancers will pay premium coin (up to 2000 gp) for a Flesh Thrasher skeleton.

Fleshpecker

DESCRIPTION: The Fleshpecker resembles the common woodpecker. Their eyes glitter with anger above their menacing beaks. These foul Blood Jays are most often encountered near places of intense evil.

COMBAT/TACTICS: When a flock of Fleshpeckers spots a warm-blooded mammal, they attack en masse, swarming over the poor victim from every direction (+4 to hit from behind, +2 to hit from the side). On a roll of a natural 20, the Fleshpecker has poked the victim's skull, causing the victim such intense pain that he must make a Constitution check or fall to the ground unconscious for 1-4 turns. The wound from such a "Skull Poke" is fatal in 2 turns if left untreated (i.e. healed magically or treated by someone with first aid, healing or similar skills).

HABITAT/SOCIETY: Fleshpeckers are actually closely related to woodpeckers, but are tainted with the corruption of an evil place or gawd. Vampires have been known to use these birds as guard pets.

Fleshpecker

AKA: Blood Jay

HACKFACTOR: 0

EP VALUE: 15

CLIMATE/TERRAIN: Temperate

FREQUENCY: Uncommon

ORGANIZATION: Flock

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 6-24

SIZE: T (6-8" tall)

MOVEMENT: 15" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Hesitant (7)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Skull Poke

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3-8 hp



Fleshpeckers love to make their nests in the skull of their victims and will move the skull to a nearby tree to nest. One clever cleric took control of a flock of Fleshpeckers and instructed them to make their nests inside the skulls of a group of animated Skeletons, making his servants doubly deadly.

ECOLOGY: Fleshpeckers have been hunted to extinction in most inhabited areas, so they will only be encountered in ruins and remote regions. The mark of a Fleshpecker is considered bad luck in some societies. Some enterprising Kobolds have managed to train these birds to attack on command. Unfortunately, during lean times, this invariably ends in the death of the Kobold master who ran out of food. Fleshpeckers will not eat meat that has been dead more than 24 hours.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 15% chance of incidental treasure.

Other: Fleshpecker feathers are sometimes used in ladies' hats and go for 5 sp per bird.

Fly, Giant (Horsefly)

DESCRIPTION: Giant Horseflies are just that: really, really, really big flies. They develop from equally large maggots, perhaps spawned in the trash of giants.

COMBAT/TACTICS: Giant Horseflies are extremely aggressive and enjoy the taste of blood. On a successful hit, they coat their victim with a disgusting mass of digestive enzymes which causes 2-16 hp of acidic damage. Subsequent attacks on the same target, after it has been marinated, involve attempting to consume its flesh and only do 1-4 hp of damage. It will focus on eating its meal (limiting its attacks to the first victim) unless attacked by someone else. Flies get a -5 bonus to initiative rolls, but lose this bonus if the temperature drops below 50 degrees. Giant Flies can be surprised as normal.

HABITAT/SOCIETY: Giant Flies fear fire, because they instinctively know it can burn their wings off. If a Giant Fly suffers six or more hp of damage from fire, its wings will be damaged to the point where it can no longer fly. Merely waving a torch at a fly is 65% likely to drive it away.

ECOLOGY: Giant Horseflies are spawned by giant maggots, possibly at the bottom of giant outhouses or other giant piles of feces. The excretions of magic creatures sometimes cause normal flies to mutate into giant ones.

Fly, Giant (Horsefly)

AKA: Offal Eater

HACKFACTOR: 5

EP VALUE: 370

CLIMATE/TERRAIN: Any non-artic

FREQUENCY: Very Rare

ORGANIZATION: Swarm

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: L

MOVEMENT: 6", 27" Fly (D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

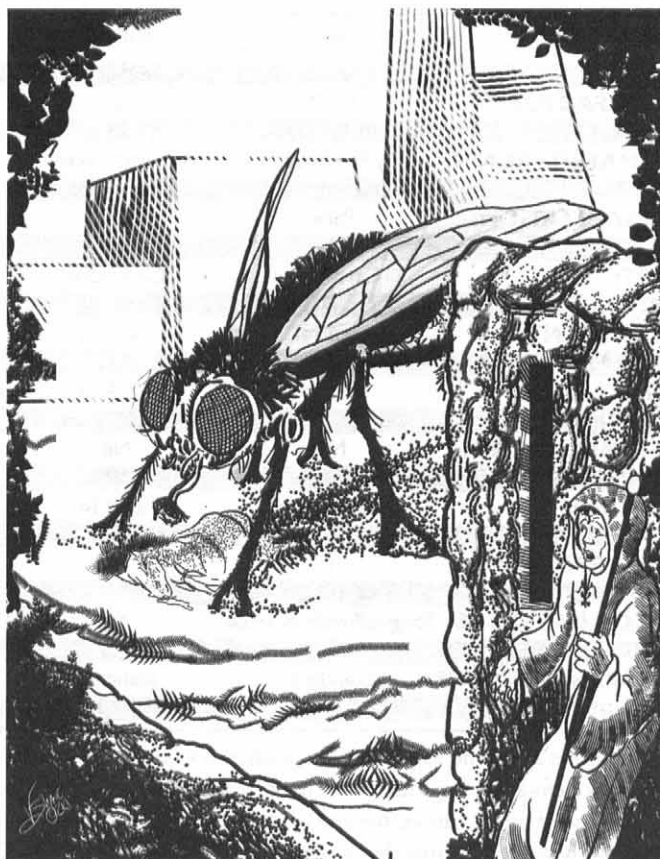
DAMAGE/ATTACK: 2-16 or 1-4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Jump

MAGIC RESISTANCE: Nil

HIT DICE: 6



YIELD:

Medicinal: Nil

Spell Components: A Fly spell cast using the wing of a Giant Horsefly can affect one creature in addition to the caster.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Due to its amazing reflexes, a Giant Horsefly's legs are perfect for Potions of Speed.

Frog, Giant

DESCRIPTION: Giant Frogs: These frogs resemble their normal cousins, except that they are very large and often have a hand or foot dangling from their mouths. They can range in size from two to six feet in diameter and 50 to 250 lbs. The color of most Giant Frogs is a shade of green that will camouflage the frog in its native environment.

Killer Frogs: Similar to their Giant Frog cousins, these frogs are slightly smaller in size, but have viciously sharp teeth and three talons on each foot. Killer Frogs are especially fond of human flesh.

Poisonous Frogs: These unusually large frogs can bite and secrete a lethal poison through their skin pores. Poisonous Frogs look like smaller versions of the Giant Frog, with the exception of their brilliant coloring. These color schemes serve to warn predators of the poison coursing through the veins of these amphibians.

Chain Reaction Frogs: These bloated frogs are about 2 feet long and weigh an average of 50 lbs. each. Chain Reaction Frogs have a bright orange tint to their underbellies, but otherwise appear as Giant Frogs.

COMBAT/TACTICS: Giant Frogs: Opponents get -3 to their surprise rolls when being attacked by these vicious amphibians. The Giant Frog's

Frog	Giant	Killer	Poisonous	Chain Reaction
AKA:	Amphibious-Gigantus	Amphibious-Morte	Amphibious-Venomae	Amphibious-Explodus
HACKFACTOR:	1/1/2	1	1	1
EP VALUE:	120/175/270	35	65	175
CLIMATE/TERRAIN:	Any fresh water	Any fresh water	Any fresh water	Any fresh water
FREQUENCY:	Uncommon	Very Rare	Rare	Very Rare
ORGANIZATION:	Pack	Pack	Pack	Pack
ACTIVITY CYCLE:	Any	Any	Any	Any
DIET:	Carnivore	Carnivore	Insectivore	Insectivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	5-40	3-18	2-12	5-40
SIZE:	S to M	S (3' long)	T (6" to 1')	S (3' long)
MOVEMENT:	3", 9" Swim	6", 12" Swim	3", 9" Swim	3", 9" Swim
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Unsteady (8)	Timid (6)	Timid (6)	Timid (6)
ARMOR CLASS:	7	8	8	7
NO. OF ATTACKS:	1	3	1	1
DAMAGE/ATTACK:	1-3 or 1-6 or 2-8	1d4-2/1d4-2/5	1	1-6
SPECIAL ATTACKS:	Tongue/Swallow Hole	Nil	Nil	Exploding
SPECIAL DEFENSES:	Nil	Nil	Poison	Nil
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	1 to 3	1+4	1	2

tongue strikes at +4 and can be used to ensnare a victim. If the tongue is not struck before the frog's attack on the next round, the victim is reeled in. The size of the victim vs. the size of the frog will determine how fast the victim is eaten. Victims that weigh twice as much as the frog will be released, but others will suffer automatic bite damage each round.

Any creature under three feet long hit by a natural 20 will be swallowed and will only have four rounds to escape before suffocating. Successful escape requires a dagger-sized, edged weapon and damage equal to 33% of the frog's maximum hit points. Escaping in this way kills the frog.

Killer Frogs: These ferocious hunters will attack anything that smells good and humans always smell good to Killer Frogs. Killer Frogs will

attack areas that are not as heavily protected by armor after the first successful attack (+1 to successive attacks after a hit).

Poisonous Frogs: The bite and contact poison on these frog causes a victim to save vs. poison at +4 or die in 1-6 rounds. The frogs will not attack unless threatened or frightened by sudden movement or loud noises.

Chain Reaction Frogs: These frogs prefer giant insects for food, but will attack at once if disturbed by PCs. Observant PCs will notice the angry frog inflating itself during combat (this takes three rounds to complete). Should a swollen Chain Reaction Frog be struck with a natural 20 or for six hit

points or more in a single attack, it explodes for 2-12 points of damage in a 10-foot radius (save vs. breath weapon for half). Should this explosion do six or more points of damage to another Chain Reaction Frog, it too will explode, possibly setting off the entire pack.

It is rumored that some people have attempted to train Chain Reaction Frogs for use in warfare, or at the very least attempt to herd them, so that they can send them into the midst of their enemies and "set them off" from afar using missile weapons.



Giant Frog



Poisonous Frog

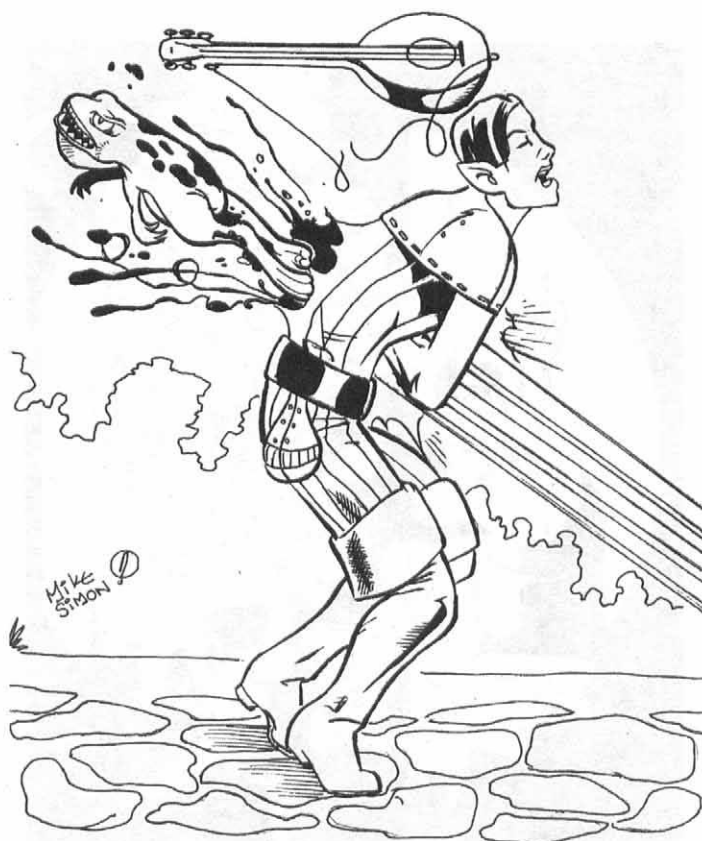
Frog, Yellow

DESCRIPTION: Yellow Frogs are among the rarest amphibians known to Garweeze World. They appear to be small tree frogs with a distinctively bright yellow skin. The wide pads on their feet allow them to cling to vertical surfaces, such as tree trunks and marsh reeds.

COMBAT/TACTICS: Yellow Frogs are extremely skittish and will dive into the nearest water at the first sign of trouble. If cornered, they can bite for 1 point of damage, but can easily be held so they do not bite. Anyone bitten by the Yellow Frog must save vs. magic or suffer the affects of a random potion for 1-6 turns.

Should the same victim lick the Frog, the GM should roll a second random potion affect and then roll on the potion miscibility chart in the HackMaster GM's Guide.

HABITAT/SOCIETY: Yellow Frogs live just like normal frogs, but they are highly sensitive to magic and magical creatures. For instance, a Yellow Frog that lives near a Red Dragon might sport tiny red horns



Killer Frog

HABITAT/SOCIETY: Frogs live in groups that have little social structure. These amphibians thrive in swamps all across Garweeze World. Some frogs will hide among the rushes along the water's edge, while others croak lustily from lily pads floating on the water. They will eat insects, fish, small mammals, drunken pixies and wingless fairies.

ECOLOGY: Frogs are amphibians and are extremely sensitive to both pollution and magic. This sensitivity has spawned the Giant and Killer Frogs and increased the lethal potency of Poison Frogs. Chain Reaction Frogs were Hawthorne the Warlock's creation, who was working to create a race of fire-breathing frogs. Unfortunately, he failed to take into account the amphibian's close association with water, which prevents the breath weapon from actually igniting. However, the internal pressures of the chemicals inside the frog are volatile and explode when released.

YIELD:

Medicinal: Frogs are edible, especially the legs. Poisonous Frogs should be avoided as a food source.

Spell Components: Giant Frog legs can be used for a Jump spell of double duration. The Chain Reaction Frog's breath weapon gland can be used for Scatter Blast Fireballs or normal Fireball spells that do +1 point of damage per die.

Hide/Trophy Items: The skin of a Giant Frog can be tanned into leather armor that is waterproof and can be enchanted up to +2, with leaping abilities.

Treasure: Nil

Other: The eggs from Chain Reaction Frogs can be used to recharge a Wand of Fireball (one charge per egg). The poison on Poisonous Frogs is worth 50 gp per frog, if it can be collected safely.

Frog, Yellow

AKA: Banana Frogs, Tongue Ticklers

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Tropical, Sub tropical

FREQUENCY: Very Rare

ORGANIZATION: Brood

ACTIVITY CYCLE: Night

DIET: Insectivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: T (4" long)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Weak (3)

ARMOR CLASS: 10

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 2-8 hp



similar to the dragon's. The Yellow Frog that lairs near a Beholder might have eyestalks or other odd enlarged eye features.

ECOLOGY: Yellow Frogs are highly sensitive to magic and need magic to spawn. Pouring a potion or spilling the blood of a highly magical creature in a pond inhabited by Yellow Frogs is 20% likely to cause them to spawn.

The Yellow Frog was an accidental creation of Hawthorne the Warlock, who located his lab in a jungle and threw away magical by-products into a nearby pond. The frogs inhabiting that pond became the first Yellow Frogs on Garweeze Wurd. Hawthorne was unable to catch any of these frogs because they migrated to even warmer swampland. He has been trying to locate a Yellow Frog ever since.

YIELD:

Medicinal: Nil

Spell Components: Only chaos wizards (AKA wild mages) can use the Yellow Frog in their spells. It is unknown exactly how this affects a chaos wizard's chances of spell mishap but it does add +10 to chart rolls for level variation and wild surge results.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Yellow Frogs are highly valued by academic communities, both mundane and magical. Additionally, there is a group of druids trying to protect the Yellow Frog. A single, live Yellow Frog is worth a minimum of 2000 gp, possibly more if the frog is properly auctioned.



Fungi	Violet	Violent
AKA:	Fungus-Purplelum	Fungus-Fightus
HACKFACTOR:	3	4
EP VALUE:	270	420
CLIMATE/TERRAIN:	Subterranean	Subterranean
FREQUENCY:	Rare	Very Rare
ORGANIZATION:	Colonies	Colonies
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-4	1-4
SIZE:	S to M	S to M
MOVEMENT:	1"	6"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	1-4	2
DAMAGE/ATTACK:	Rots Flesh	See below
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
HIT DICE:	3	3+3

Fungi

DESCRIPTION: **Violet Fungi:** These bizarre mushrooms can shoot tendrils from their caps to rot the flesh of anything they touch. They are always found in colonies, and are 75% likely to be encountered with other types of giant fungi. They range from 4 to 7 feet tall, with tendrils that are a vivid purple in color and are 1 to 5 feet in length.

Violent Fungi: These fungi are an offshoot of the Violet Fungi; they are also equipped with two floppy arms on either side of their main stalk that swing from side to side to pummel victims. Their rotting tendrils are located near their base, which are actually pseudopods used for running after prey.

COMBAT/TACTICS: **Violet Fungi:** These shrooms lie in wait for prey in huge fungus patches. Once a foe comes too close (8 feet), the tendrils strike. Each hit causes rotting flesh unless a save vs. poison is made. Rotting flesh decays quickly, causing 1 point of damage the first round, then 2, then 4 every round thereafter until the victim dies. Eventually the victim collapses in a rotting heap at the base of the fungi. A Cure Disease stops the rotting flesh immediately. Fortunately, it is easy to outrun these shrooms.

Violent Fungi: Upon sensing any heat within 10 feet, Violent Fungi rush to attack and begin pummeling a victim for 1-6/1-6 points of stunning damage. Each round there is a % chance equal to the cumulative pummeling damage that the victim falls unconscious for 1-4 rounds. During this opportunity, the fungus will leap upon the unconscious victim, using its tendrils to begin rotting its flesh in the same manner as the Violet Fungi (automatically hitting with 2 tendrils).

HABITAT/SOCIETY: Fungi are virtually mindless and are primarily concerned with survival and reproduction. They often leave glaring evidence of their previous kills and the Violent Fungi will run straight into traps, even a Wall of Fire. Violent Fungi do not pursue prey that run beyond 20 feet of their location.

ECOLOGY: Fungi grow primarily in moist places. They reproduce

using spores. Although fungi are not adversely affected by sunlight, they will avoid it in favor of a darker locale. Violent Fungi are the result of an experiment by Glendabus the Mage. Like all truly mad creators, he was brought down by his own folly, then raised from the dead in a horrifying encounter.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Nil

Fungroid

DESCRIPTION: Fungroid are huge, puffball-like fungi with a thick, leathery skin and the ability to roll rapidly in any direction. When observed in their natural habitat, 50% of all Fungroids are a solid leather brown color and the other 50% have a bold stripe around their middle.

COMBAT/TACTICS: They like to rush at enemies and knock them down. Victims suffering a full-speed direct hit by a Fungroid will suffer 2-24 hp of damage. When these Rolling Rotballs are stopped, they must build momentum to achieve their full movement rate of 12" (3" each round) again. Once they reach this speed, they can maintain it for hours.

Fungroid

AKA: Tumble Fungus, Rolling Rotball**HACKFACTOR:** 15**EP VALUE:** 1400**CLIMATE/TERRAIN:** Subterranean**FREQUENCY:** Very Rare**ORGANIZATION:** Multi-cellular**ACTIVITY CYCLE:** Night**DIET:** Scavenger**INTELLIGENCE:** Semi (2-4)**ALIGNMENT:** Neutral (evil)**NO. APPEARING:** 1**SIZE:** M to L (5' to 10' diameter)**MOVEMENT:** 12" (see below)**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Daring (15)**ARMOR CLASS:** 3**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** See below**SPECIAL ATTACKS:** Spore Jet**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** Nil**HIT DICE:** 6+6

In combat, Fungroids shoot forth 30-foot long, 1-foot diameter jets containing millions of spores once per round. They will always aim their spores at the opponent who does the most damage to them. Victims must save vs. poison or die of an internal infection in 1-4 rounds. Those who save are blinded and choking for 1-4 rounds and cannot attack nor do they get any shield or Dexterity bonuses during that time (although they can run away). Fungroids can make eight such attacks before their internal spore reservoir is depleted. It takes one full day per spore cloud expelled to replenish itself.

Puncturing weapons damage Fungroids as they would vs. small opponents. Hacking weapons do 1 point of damage and crushing weapons do no damage against the Fungroid's tough hide. All Fireball and lightning effects and damage are halved. Mental attacks have no effect on them.

HABITAT/SOCIETY: These fungi seem to derive primitive pleasure in knocking other folk down. If a victim stays prone for one turn, the fungi will become bored and roll away.

ECOLOGY: Victims killed by the Fungroid's spores will be eaten away internally, leaving only bones. One new Fungroid will roll out of the victim's chest cavity in 1-6 days, depending on the humidity.

**YIELD:****Medicinal:** Fungroid spores are dangerous if ingested.

Victims die in 2-16 days, no save if a vial's worth or more is digested. However, harvesting the spores is 45% likely to cause an attack, even after the fungi is dead. (Thieves may use their Find and Remove Traps abilities to avoid this.)

Spell Components: A bit of Fungroid can be used to cast a modified version of the Confusion spell that only affects intelligent plants but has a saving throw modifier of -4.

Hide/Trophy Items: Nil**Treasure:** Nil**Other:** Nil

Fungus Rot (Disease/Parasites)

DESCRIPTION: Fungus Rot looks like fuzzy green, gray or yellow moldy substance. It can grow quite rapidly in the right conditions and can sometimes entirely cover an infected host.

COMBAT/TACTICS: Fungus Rot will always be encountered on a corpse or on the body of another live opponent. Some truly malicious and evil clerics will cover their Zombies with Fungus Rot. When anyone comes within 3 feet of the fungus, the spores are released and the victim must make a save vs. poison or become infected.

Infected creatures can stave off the symptoms of Fungus Rot by keeping themselves dry and clean. Unfortunately, as soon as the spores come in contact with moisture and flesh, they begin to grow, consuming 1 hit point per hour. Fungus Rot often grows under armor, in all those sweaty areas that are so difficult to reach.

After taking 10% of their maximum hit points in damage, victims fight at -1 to-hit and -1 to damage, and this effect is cumulative for every

10% of their hit points that are eaten. The fungus can be stopped with a Cure Disease, but the victim begins to lose Comeliness at the rate of 1-4 points for each 10% of hit points eaten after the first. A Regenerate or similar spell is required to restore these lost points of Comeliness.

Additionally, anyone that has lost 10% or more of their hit points due to Fungus Rot can infect others. The fungus can be spread through physical contact (cumulative 20% chance per round of contact) with the infected person.

HABITAT/SOCIETY:

Those individuals who are infected with Fungus Rot are not permitted entry in any civilized city. There is a 40% chance of admittance if the city knows nothing about Fungus Rot. Victims can attempt to hide their debilitating condition, but they risk spreading it everywhere they travel.

ECOLOGY: Fungus Rot is a common malady among adventurers all across Garweeze Wurld. The disease is also known as Goblin's Footrot. On Goblins the growth of Fungus Rot is relatively harmless and does not devour their flesh, instead causing intense itching. Fortunately, there is no Goblin who knows this vital information or they would be a very deadly species indeed.

Fungus Rot (Disease/Parasites)

AKA: Flesh-eating Mold
HACKFACTOR: 0
EP VALUE: 0
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Colonies
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-12 colonies
SIZE: S
MOVEMENT: n/a
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: n/a
ARMOR CLASS: 9
NO. OF ATTACKS: 1
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: n/a

YIELD:

Medicinal: According to a human rumor, those infected up to 30% with Fungus Rot are immune to level draining creatures. (This is completely untrue.)

Spell Components: Fungus Rot spores can be spread to those affected by a Cause Disease spell with a 40% chance of success.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Gagwaller

DESCRIPTION: Little is known about the fiendish race known as Gagwallers. What is known is that they are covered in a hard, dark-colored hide that serves as natural armor (AC 3). They are a highly advanced species, possessing alien technology that far surpasses what is found on Garweeze Wurld. Their hides range from ebony black to deep blue.

COMBAT/TACTICS:

Gagwallers attack with a wand-like weapon (actually a gun that blast forth lethal microwaves) which do 2-12 points of heat damage plus the victim's AC if he is wearing metal armor. The Gagwaller's "wands" have a

maximum of twelve charges and a range of 1000 yards (although wielders who are not Gagwallers may not be able to see that far). All flammable materials struck by a blast from the wand must save vs. fire or immediately burst into flames. Additionally, the largest Gagwaller will be carrying a Belt of Plane Shifting (a dimensional traveling device), which allows Gagwallers to surprise foes 7 times in 10.

Due to the complexity of their brains, Gagwallers are immune to all forms of mental attacks, including psionics. However, Gagwallers take double damage from all forms of magical attack, including magical weapons (double the plus bonus).

HABITAT/SOCIETY: Sages speculate that the fiendish Gagwallers are here in Garweeze Wurld to study its inhabitants. Gagwallers live in a realm that is located 100,000 light years away and can only be accessed via the Belt of Plane Shifting. Gagwallers will destroy the belt rather than let it fall into enemy hands. If given the opportunity, Gagwallers will steal magic items to return to their home realm for further study. They have little use for precious metals and gems.

Captured PCs may (75% chance) be tortured (i.e. dissected alive) or taken back to the home realm for further study (25%). No one has ever returned from a Gagwaller lair alive. No one has yet been able to communicate with these creatures due to the complexity of their brains.

Gagwaller

AKA: Dimension Demons
HACKFACTOR: 8
EP VALUE: 660
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Brood
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Avg. to Genius (9-18)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-12
SIZE: M (6' tall)
MOVEMENT: 6" or 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 3





ECOLOGY: The Gagwaller is a secretive and fiendish creature. Their true nature has eluded the sages for eons, although many theories have been put forward. Rumors abound that Gagwallers have kidnapped victims and taken them to their home realm for unspeakable experiments. Gagwaller lairs found on Garweeze Wurd are merely crude outposts that will be abandoned. Gagwallers do not have magic-users or clerics, cannot cast spells and cannot use magic items (yet).

YIELD:

Medicinal: Unknown

Spell Components: Unknown

Hide/Trophy Items: Unknown

Treasure: special

Other: A sage familiar with Gagwallers would pay upwards of 1000-4000 gp for the corpse of a Gagwaller.

Galeb Duhr

DESCRIPTION: Galeb Duhrs are boulders with no arms and two stubby feet. They have rocky faces and are usually covered with the same plants and fungi that covers the surrounding rock. If they remain immobile, they are indistinguishable from other large rocks.

COMBAT/TACTICS: Galeb Duhrs only attack if their mountain is threatened. Galeb Duhrs can cast Move Earth, Stone Shape, Wall Passage, Transmute Stone to Mud and Wall of Stone at will as 20th level magic-users. They can kick for 2-16 points of damage or roll into people for 3-18, but prefer to animate 1-2 boulders (AC 0, MV 3", HD 9, Dmg. 4-24). They will stand aside while the boulders fight for them, entering combat only when they are directly attacked.

Duhrs save at -4 against cold and take double damage. They take no damage from natural heat, fire, lightning or magical lightning attacks. They save at +4 vs. magical fire and suffer only half damage.

HABITAT/SOCIETY: The Duhrs take an extremely long view of things and they are incredibly ancient. They enjoy feasting on rare minerals and can be enticed with the promise of more. Duhrs will know extremely detailed information about the regions in which they live, but little beyond a 1/2 mile distance. They hate to move farther than that and generally require powerful motivation. In fact, in order to get a Duhr to move more than 1/2 mile, it will have to be bribed heavily and it will whine the entire way, making a sound much like a rockslide.

ECOLOGY: Sages theorize that these creatures are from the Elemental Plane of Earth. No young Galeb Duhrs have been identified, so it's unknown how or if these creatures reproduce. Galeb Duhrs have many aches and pains because they have brittle bodies. On a long journey,

Galeb Duhr

AKA: Mountain Men

HACKFACTOR: 29-37

EP VALUE: 8-10,000

CLIMATE/TERRAIN: Mountains

FREQUENCY: Very Rare

ORGANIZATION: Family

ACTIVITY CYCLE: Any

DIET: Dirt

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral

NO. APPEARING: 1-4

SIZE: L (8' to 12' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: -2

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-16/3-18

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 20%

HIT DICE: 8 to 10



they will complain in minute detail about each ache and every pain and each individual crack on their bodies.

YIELD:
Medicinal: Galeb Duhr meat tastes like rock and will break the teeth of anyone who eats it.
Spell Components: A bit of Galeb Duhr can be substituted for the material components of any of the spells listed under their powers.
Hide/Trophy Items: Galeb Duhr armor, while highly magical, is impossible to move in.
Treasure: Qx3, X
Other: Magic items that affect stone or earth can be created from Galeb Duhr's internal organs.

Gar, Giant

DESCRIPTION: Giant Gar are gargantuan fish with long toothy maws perfectly suited to swallowing prey. They inhabit only large, deep lakes or rivers as they are freshwater creatures.

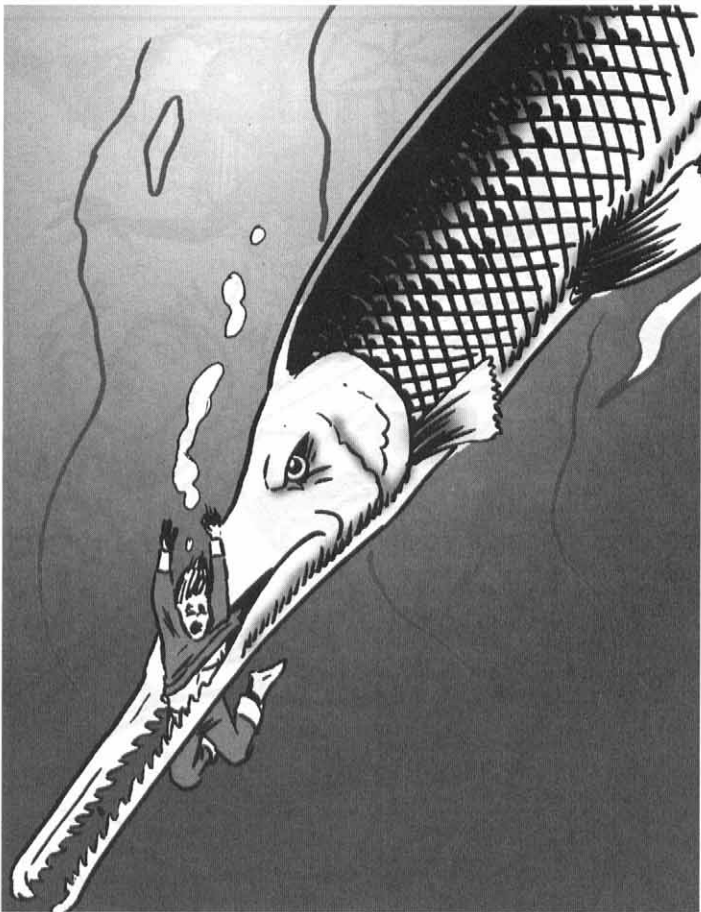
COMBAT/TACTICS: Giant Gar swallow prey whole on a natural 20, if the victim is man-sized or smaller. Creatures swallowed have a 5% cumulative chance of dying each melee round. Only creatures that have dagger-sized weapons or smaller can cut their way out. Swallowed victims must inflict damage equal to 25% of the Gar's maximum hit points to get free. Puncturing attacks against the Gar have a 20% chance of also damaging a swallowed victim inside. Fortunately, Gar usually swim away once they have swallowed a victim. Unfortunately, the victim will need to make a system shock roll (in addition to surviving the 5% cumulative chance of dying) to survive the pressure depth after 3 rounds.

HABITAT/SOCIETY: Giant Gar are mindless eating machines. Gar will bite anything moving in the water just to determine if it is actually food. These gargantuan fish will swallow things without hesitation, as their digestive system is tough enough to sort food from debris.

ECOLOGY: Gar spawn much like their smaller fish cousins, except the process takes much longer. Fortunately the Gar's population is kept in check by its immense size. Few lakes on Garweeze Wurld are deep enough for more than a small school of these fish. Giant Gar are prized as both live and trophy creatures by many intelligent species.

Gar love to eat live meat, which is why they target moving objects before they investigate non-moving ones. Orcs have been known to hang a live gnome as bait for the Giant Gar. It must be noted that,

Gar, Giant	
AKA:	Barracuda Beast
HACKFACTOR:	13
EP VALUE:	1300
CLIMATE/TERRAIN:	Any Fresh Water
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Non- (0)
ALIGNMENT:	Neutral
NO. APPEARING:	1-6
SIZE:	G (21' to 30' long)
MOVEMENT:	30" Swim
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Daring (15)
ARMOR CLASS:	3
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	5-20
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	8



contrary to peasant rumors, Giant Gar do not fear swimmers that kick or strike at their eyeballs.

YIELD:
Medicinal: Giant Gar is delicious, but those who fail a Dexterity check must save vs. poison or choke.
Spell Components: Nil
Hide/Trophy Items: A mounted Giant Gar is worth 450 gp.
Treasure: Nil
Other: Nil

Gargoyle

DESCRIPTION: Gargoyles are demonic-looking beings, vaguely humanoid in form, with bat-like wings and gray skin. Kapoacincths are aquatic and have a slight green-blue tinge to their hides. Gargoyle Lords are larger, fiercer Gargoyles with subtle red highlights.

COMBAT/TACTICS: Whether by land or by sea, Gargoyles attack anything 90% of the time. The other 10%, the Gargoyles may attempt to banter with PCs or confuse them with complex riddles. They enjoy walking along beaches on devilish hot days and torturing helpless prey nearly to death.

Gargoyles have the ability to sit motionless and use their granite gray skin to appear as statues. These vicious creatures usually inhabit ancient ruins or caverns deep underground. However, Gargoyles have often been found in the vicinity of cathedrals and other holy places, where they lurk about the uppermost crenelations. Kapoacincths lair near sunken ships or submerged cities, where they terrorize other aquatic species and seaside-dwelling humanoids.

Gargoyle	Common	Kapoacinth	Lord
AKA:	Gargoylus-Proletarius	Gargoylus-Aquaticus	Gargoylus-Nobilitus
HACKFACTOR:	4	5	17
EP VALUE:	420	425	1500
CLIMATE/TERRAIN:	Subterranean caves/cities	Subterranean caves/cities	Temperate Forests
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Tribe	Tribe	Solitary
ACTIVITY CYCLE:	Night	Night	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	High (13-14)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-16	2-8	1
SIZE:	M (6' tall)	M (6' tall)	L (9' tall)
MOVEMENT:	9", 15" Fly (C)	9", 12" Swim	12", 15" Fly (B)
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)	Daring (15)
ARMOR CLASS:	5	4	0
NO. OF ATTACKS:	4	4	4
DAMAGE/ATTACK:	1-3/1-3/1-6/1-4	1-3/1-3/1-6/1-4	1-3/1-3/1-6/1-4 (+7 for 19 STR)
SPECIAL ATTACKS:	Nil	Nil	See below
SPECIAL DEFENSES:	+1 or better to hit	+1 or better to hit	+2 or better to hit
MAGIC RESISTANCE:	Nil	Nil	20%
HIT DICE:	4+4	4+6	8+8

Gargoyles use their immense leathery wings to swoop down and surprise opponents from above. Aquatic Gargoyles can only do this in the water, using their wings to swim as fast as Common Gargoyles fly.

Gargoyle Lords are from the lower planes and they are said to be the "original" Gargoyles. They will engage in riddle challenges when it amuses them. All Gargoyles will automatically obey a Gargoyle Lord, even fighting to the death. Gargoyle Lords have the following powers:

Plane Shift (usable only when summoned), Pyrotechnics 3 times per day and Flesh to Stone by touch once per day. A Gargoyle Lord that is exposed to direct sunlight will turn to stone and crumble to dust.

HABITAT/SOCIETY: Gargoyles live in small groups and spend their time looking for intelligent creatures to terrorize. They will keep the majority of their treasure under a rock in their lair. Common Gargoyles make their lairs in caves or on the highest points of abandoned ruins. Aquatic Gargoyles prefer sea caves, usually with an entrance that can only be accessed by water. Gargoyles of all types will serve evil masters if provided with a steady stream of hapless victims.

Gargoyle Lords are creatures of the lower planes. They serve only the most evil and powerful magic-users, and will never answer a summons in the light of day. Gargoyle Lords will be encountered in greater numbers on the Ethereal and Astral Planes.

ECOLOGY: Originally built as building edifices, the Gargoyles were brought to life by a powerful and evil wizard whose name is now forgotten. Gargoyles do not breathe, eat or sleep, and they dislike sunlight



so they avoid it. Gargoyle Lords are hollow and use the interior of their bodies to store their treasure. Gargoyles enjoy the pain of others.

YIELD:

Medicinal: Nil

Spell Components: Dust from a Gargoyle Lord can replace the normal material components for a Flesh to Stone spell.

Hide/Trophy Items: Nil

Treasure: M x 10 (individual Gargoyle/Kapoacinch) C (in lair), C (Gargoyle Lord)

Other: The horn of a Gargoyle is a key ingredient in Potions of Invulnerability and Potions of Flying. Gargoyle Lord horns are suitable for enchantment and can be hollowed out to make a musical instrument.

Gas Spore

DESCRIPTION: Gas Spores closely resemble Beholders, except that their eyestalks are actually root-like growths that do not move independently. These mottled greenish pod-beings are encountered near Beholder lairs.

COMBAT/TACTICS: Gas Spores are 90% likely to be mistaken for Beholders at any distance greater than 10 feet. At any distance closer than that, the chance of mistaken identity drops to only 25%. Another tip off for PCs is the automatica initiative they gain when the Gas Spore attacks.

Should the Gas Spore be struck for 1 point of damage or more, it explodes in a shower of spores doing 6-36 points of damage to everyone in a 20-foot radius (half if a saving throw vs. wands is made). The spores will begin to consume any exposed flesh, and the victim will die in 24 hours if a Cure Disease spell is not cast.

HABITAT/SOCIETY: Gas Spores are mindless things simply attracted to body heat. They have no art, culture, literature or recognizable government. The Gas Spore floats clumsily along in search of an optimum place for its load of spores. The noisy burst of a Gas Spore alerts nearby Beholders to the PC's presence.

ECOLOGY: When a victim dies from the effects of an exploding Gas Spore, 2-8 more Gas Spores will grow out of the corpse. Gas Spores are thought to be created from the waste material of Beholders and are very likely (80% chance) to be encountered there. The Beholders are immune to the burst of spores, but they find the Gas Spore gives off a distinct, unpleasant musty odor. Beholders do not fight alongside of Gas Spores under any circumstances.

Gas Spore

AKA: Beholder Decoy

HACKFACTOR: 0

EP VALUE: 120

CLIMATE/TERRAIN: Subterranean (Beholder's Lairs)

FREQUENCY: Rare

ORGANIZATION: Groups

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1-3

SIZE: M (Beholder-sized)

MOVEMENT: 3" Fly (E)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

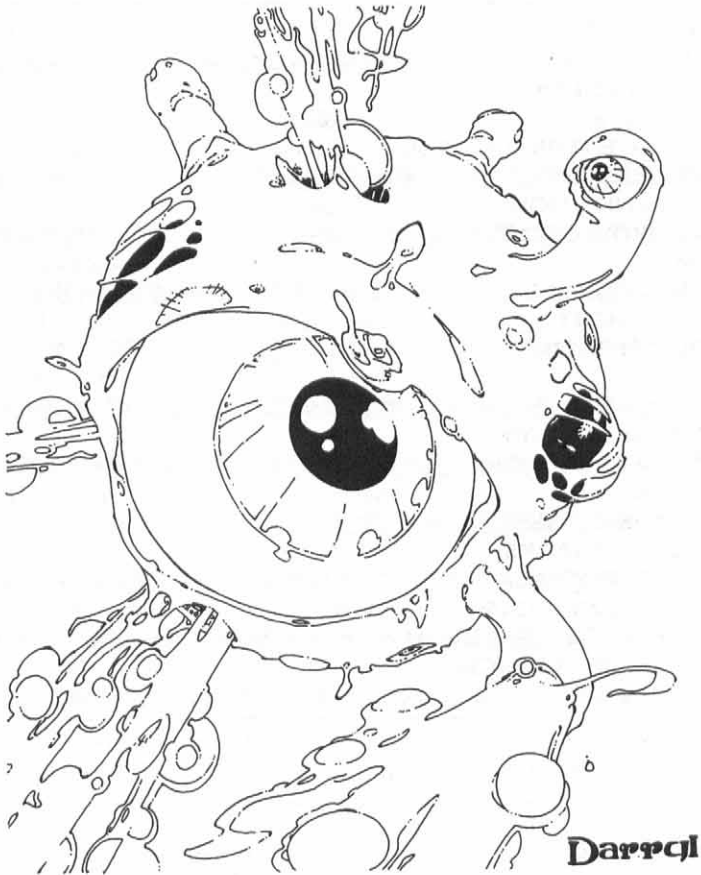
DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 1 hp



YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Gelatinous Cube

DESCRIPTION: In their normal form, Gelatinous Cubes resemble large cubes of nearly transparent gelatin. They may have strange objects floating inside their bodies.

COMBAT/TACTICS: A Cube surprises victims 5 times out of 10. It will either wait for a creature to blunder into it or wait to attack when a victim is near. Anyone struck must save vs. poison or become paralyzed for 5-20 rounds. Paralyzed victims are drawn into the Cube's mass to be slowly digested. Any inorganic materials will stay inside the Cube for weeks before being cast out.

The Gelatinous Cube is immune to cold damage, but if it misses a save it is slowed by 50% and takes 1-4 points of damage. All Gelatinous Cubes are immune to electricity, fear, hold spells, paralyzation, polymorph and sleep-based attacks.

HABITAT/SOCIETY: Gelatinous Cubes are not intelligent, and instinctively want nothing more than to eat and to survive. These strange organisms are most often encountered in underground cavern or dungeon settings, where they find an odd array of things to eat. The Cube is not a picky eater, and will gather in all sorts of animal, vegetable and mineral items.

They do not recognize the value of treasure, a good education or good grooming. The strange objects floating within a Cube may be the belongings of previous victims, or simply items swept up by the Cube's movement. It is thought that the first Cube was created by a lazy magic-user's apprentice for the purpose of cleaning floors, walls and windows all at once.

ECOLOGY: Gelatinous Cubes are asexual and have little personality. When a Cube accumulates enough mass, it splits into two smaller Cubes and each will go a separate way. Cubes will rarely be encountered within 100 yards of each other.

YIELD:

Medicinal: Nil

Spell Components: A vial of Cube gelatin can be used for a Paralyzation spell that affects a 30-foot by 30-foot area.

Hide/Trophy Items: Nil

Treasure: Incidental, 60% chance of A thru Z, roll randomly.

Other: Nil

Gelatinous Cube

AKA: Dungeon Sweeper, Clarus Glutinium

HACKFACTOR: 8

EP VALUE: 725

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Scavenger

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' cubed)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Paralyzation, Surprise 3 in 6

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 4

Ghost

DESCRIPTION: Ghosts are Ghoulish undead who reek of carrion, which helps to distinguish them from their Ghoulish brethren.

COMBAT/TACTICS: Usually found with Ghouls, Ghosts look exactly the same as Ghouls, except that they exude a carrion stench in a 10-foot radius. All those in the radius must save vs. poison or become nauseated and attack at -2 to-hit.

Due to their similarity to Ghouls, Ghosts paralyze by touch (the touch of a Ghost does affect elves). Ghost paralyzation lasts 5-10 rounds or until negated by a cleric with a Remove Paralysis or similar spell. Although they are similar to Ghouls in many respects, turning Ghosts is much harder. They take double damage from cold iron, but Protection from Evil does not keep them at bay unless it is used in conjunction with cold iron.

HABITAT/SOCIETY: Ghosts are found in graveyards or wherever there are plenty of bodies. One in every 10,000 Ghosts retains some of its Intelligence and may be able to cast spells (if a spell caster) or use

Ghost

AKA: Corpse Diner

HACKFACTOR: 8

EP VALUE: 650

CLIMATE/TERRAIN: Any land

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Night

DIET: Corpses

INTELLIGENCE: Very (11-12)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4 (w/Ghouls)

SIZE: M (5'-6' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 4

NO. OF ATTACKS: 3

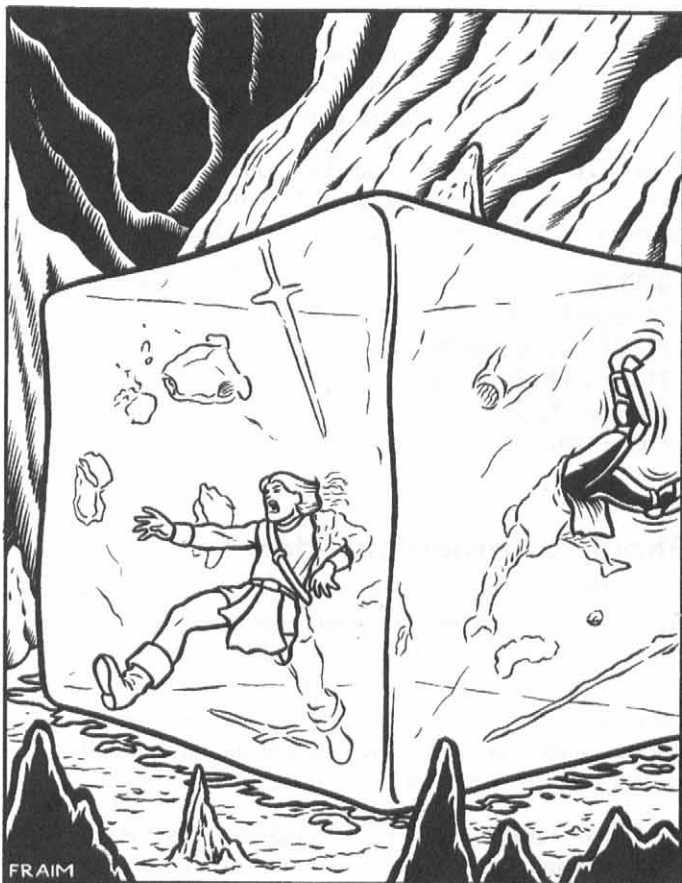
DAMAGE/ATTACK: 1-4/1-4/1-8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 4



some magic items it wielded in life. However, even these undead will still be overcome with the desire to feast on carrion and will be unable to conduct civilized conversation without munching on carrion first.

ECOLOGY: So far as any civilized folk know, Ghosts can only be created by other Ghouls and Ghosts. The original undead creatures are believed to have been created by the Ghouls King, who dwells somewhere in the lower planes. It is rumored that chaotic evil creatures that cannibalize the dead may turn into Ghouls. It should be noted, that many of the dead on Garweeze World are buried on consecrated ground to prevent Ghouls from defiling their bodies or turning them into Ghouls.

YIELD:

Medicinal: Nil

Spell Components: Ghosts may be ground up to make Potions of Ghost Control. A Potion of Ghost Control will work on Ghouls, although the Ghouls get +2 to save. The reverse is also true, but the Ghosts get +4 to save.

Hide/Trophy Items: Nil

Treasure: B, Q, R, S, T

Other: Nil

Ghost

DESCRIPTION: Ghosts are the spirits of deceased beings of great evil or those whose deaths were so traumatic, they have been cursed to roam the lands of the living. Most Ghosts are encountered at night or in darkness. These spirits hate goodness, life and people who read aloud to themselves. They hunger for a living essence and for their fondly remembered former lives.

COMBAT/TACTICS: Ghosts are ethereal, but can be seen by non-ethereal creatures. The mere sight of the Ghost causes a victim to age 10 years and flee in panic for 2-12 turns unless a save vs. spell is made. Clerics higher than 6th level are immune to this effect and all other humanoids above 8th level get +2 to saving throws.

Any creatures within 60 yards of the Ghost can be attacked by its Magic Jar spell. If the victim makes its saving throw, the Ghost will instead materialize and try to touch the victim (aging him by 10-40 years). Ghosts can only be attacked by spells that affect the ethereal undead. Any human or demi-human killed by a Ghost is forever dead.

On the Ethereal Plane, a Ghost is AC 8. It can be damaged by holy water (2-8 per vial) and can be turned by clerics of 7th level or higher.

HABITAT/SOCIETY: Ghosts are usually confined to the area where

Ghost

AKA: Sheet Being, Spiritus Umbra

HACKFACTOR: 14

EP VALUE: 7000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: None

INTELLIGENCE: Highly (13-14)

ALIGNMENT: Lawful Evil

NO. APPEARING: 1

SIZE: M (5'-6' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: See below

ARMOR CLASS: 0 to 8

NO. OF ATTACKS: 1

DAMAGE/ATTACK: Age 10-40 yrs

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 10



they died or where they spent most of their lives. They usually haunt an area for revenge or because of an improper burial. Sometimes the object of a Ghost's desire can cause it to disappear forever, should a specific set of circumstances be fulfilled.

In rare circumstances, more than one Ghost will haunt the same location. There are rumors of entire Ghost crews haunting Ghost ships with ghostly rigging, Ghost cabin boys and ghostly cargo.

ECOLOGY: In the undead food chain, Ghosts are outside the norm. They do not interact with other undead and most undead creatures will talk about Ghosts behind their backs. Most Ghosts are quiet loners.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: E, S

Other: Nil

Ghoul, Common/Lacedon

DESCRIPTION: Common Ghouls are undead humans who feed on the flesh of corpses. They are vaguely recognizable as the humans they once were, but have become horribly disfigured. Ghouls have long, forked tongues, sharp, elongated teeth and strong claws. All Ghouls look vaguely similar and may continue to wear the tattered remains of whatever clothes they had in life. Ghouls are slobbering, flesh-eating maniacs, but they hunt with an evil cunning.

Lacedons are aquatic Ghouls and although they have webbing between their fingers and toes, they are in every way just like Ghouls.

Ghoul	Common	Lacedon
AKA:	Flesh Eater	Aquatic Flesh Eater
HACKFACTOR:	4	4
EP VALUE:	175	175
CLIMATE/TERRAIN:	Any land	Any water
FREQUENCY:	Uncommon	Very Rare
ORGANIZATION:	Packs	Packs
ACTIVITY CYCLE:	Night	Night
DIET:	Corpses	Corpses
INTELLIGENCE:	Low (5-7)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-24	2-24 or 1-6
SIZE:	M (5'-6' tall)	M (5'-6' tall)
MOVEMENT:	9"	9" Swim
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fearless (20)	Fearless (20)
ARMOR CLASS:	6	6
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1d4-1/1d4-1/1-6	1d4-1/1d4-1/1-6
SPECIAL ATTACKS:	Paralyzation	Paralyzation
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Nil	Nil
HIT DICE:	2	2

COMBAT/TACTICS: While Ghouls feast only on dead flesh, they have no problem with killing something to make it edible. Breaking vials of holy water in the path of Ghouls will cause them to hesitate one round, then jump over or run around it.

Common: Ghouls attack en masse, swarming over prey and digging in with their filthy claws and biting with their fangs. Their touch paralyzes humans and demi-humans (except elves) unless a save vs. paralyzation is made. Paralysis lasts for 3-8 rounds or until negated by a cleric.

Any human or demi-human (except elves) killed by a Ghoul becomes one unless Blessed or completely devoured. Ghoul packs are completely fearless and will attack until destroyed. Ghouls are immune to Sleep and Charm spells. Clerics can turn them, while a Protection from Evil keeps them completely at bay.

Lacedon: Lacedons are the marine form of a Ghoul. They will use the water to their advantage, pulling prey down and drowning it if able.

HABITAT/SOCIETY: Ghouls are found in graveyards or wherever there are plenty of bodies. One in every 100,000 Ghouls may also retain some Intelligence. However, even these undead will still be overcome with the desire to feast on carrion and will be unable to conduct civilized conversation without munching on carrion first.

ECOLOGY: So far as any civilized folk know, Ghouls can only be created by other Ghouls and Ghosts. The original undead creatures are believed to have been created by the Ghoul King, who dwells somewhere in the Lower Planes. It is rumored that chaotic evil creatures that cannibalize the dead may turn into Ghouls. It should be noted, that many of the dead on Garweeze World are buried on consecrated ground to prevent Ghouls from defiling their bodies or turning them into Ghouls.

YIELD:

Medicinal: Nil

Spell Components: Ghouls may be ground up to make Potions of Ghoul Control. A Potion of Ghost Control will work on



Ghouls, although the Ghouls get +2 to save. The reverse is also true, but the Ghosts get +4 to save.

Hide/Trophy Items: Nil

Treasure: B, T (Ghouls/Lacedons)

Other: Nil

Giants: An Introduction

Giants are very large humanoid. Most of them are descendants from the true Giants who migrated from Asgard. These true Giants include Storm Giants, Fire Giants, Cloud Giants, Frost Giants, Stone Giants and Hill Giants. All other Giants are, technically, Giant-kin and have developed separately from the Asgardian ones.

Giant-kin include all other humanoid giants: Firbolg, Fog, Fomorian, Gorge, Mist, Mountain, Prairie, Scorn and Verbeeg. In addition to those, Ogres, Ogre Magi, Ettin, Trolls and any large humanoid race are also included in the extended family of Giant-kin.

Giants and Giant-kin are the sworn enemies of dwarves, gnomes, rangers, Vikings and most humans and demi-humans of rival alignments, especially those that worship the Norse gawds. There are a few good Giants and even the ones listed as evil may have divergent alignments depending on their backgrounds.

All true Giants speak their own language, while the Giant-kin may or may speak a dialect of one of the true giant languages. Some Giants, like the Frost and Fire Giants, even have their own gawds.

Most Giants can be very cunning. If approached from a position of strength, even the most evil Giants can be tricked or bargained into a mutually beneficial agreement. It is not unusual for a Giant to agree to share in an adventure (although evil ones will usually find a way to double-cross PCs later).

Many Giants carry a large sack with them. As a rule, Giants like to carry extra boulders, food, mundane items and one to six thousand coins, usually gold, which they prize above all other coinage.

When fighting, most giants prefer to pelt their opponents with boulders, resorting to large melee weapons only when their foes have foolishly closed to combat. Ranges for hurled boulders will be the maximum range divided by thirds. For example, Cloud Giants throw boulders up to 240 yards. Short range is 0-80 yards, medium range is 81-160 yards and long range is 161-240 yards.

Most large Giants are surprisingly nimble, and can catch large missile weapons that are shot at them from catapults or other siege equipment. In addition, Giants are often hired as mercenaries or even as siege weaponry, but only certain Giant races are likely to participate in the minor wars of smaller humanoid.

Giants have Strength scores ranging from 19 to 25. Magic items that give this sort of Strength are closely connected to Giants and creating such powerful magics usually requires a body part or two from a Giant.

The Giants in the following listings are the most common types found on Garweeze Wurd, but the list is by no means complete. GMs are encouraged to come up with their own variations in their own campaigns, however, GMs should refrain from changing the stats of those Giant-kin listed here.

Giant, Cloud

DESCRIPTION: These giants consider themselves equal to Storm Giants and above all others. They have muscular builds and handsome features. Males are about 24 feet tall and weigh 11,500 pounds, while females are 1-2 feet shorter and 1000-2000 pounds lighter. Their skin is milky white to sky blue, their hair is silvery white or brass and their eyes are iridescent blue.

Cloud Giants have a natural AC of 0 and always dress in the finest clothes and jewelry. They leave most of their treasure in their lair and will only have food, rocks, 10-100 coins and a musical instrument on their person. Cloud Giants are notorious hedonists and spend most their time trying to sate their lusts for food, alcohol, romance, art, music or other "noble" pursuits.

Giant, Cloud

AKA: Giganticus-Cumulus

HACKFACTOR: 45

EP VALUE: 10,000

CLIMATE/TERRAIN: Any mountains or magic cloud islands

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Special

INTELLIGENCE: Average to Very (8-12)

ALIGNMENT: Neutral (good 50%, evil 50%)

NO. APPEARING: 1-10

SIZE: H (24' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by weapon (6-24+11)

SPECIAL ATTACKS: Hurling Rocks 2-24

SPECIAL DEFENSES: Surprised only on a 1

MAGIC RESISTANCE: Nil

HIT DICE: 16+2-7

COMBAT/TACTICS: Cloud Giants consider battle to be beneath them but occasionally (20% chance) will participate just for the exercise. When they do fight, they are quite organized and always attack their opponents from above, barraging them with rocks and spells. Cloud Giants can hurl rocks up to 240 yards and prefer to fight using intricately carved clubs in melee. One in ten of these giants has a magic weapon and 1 in 20 has a magic item to improve his Armor Class. Some Cloud Giants are also proficient in the magical arts (10% are magic-users and 5% clerics). Their proficiency ranges from 1st to 4th level. Cloud Giants cannot be multi-classed spellcasters.

Magic Skill	EP	HackFactor
1st level spell caster	11,000	46
2nd level spell caster	11,000	48
3rd level spell caster	11,400	51
4th level spell caster	11,800	54

HABITAT/SOCIETY: Cloud Giants live in clans of six or less and they know the location of at least 1-8 other clans. The clans gather for celebrations, battles or trade. Usually the oldest giant in this circle is the clan leader and a 4th level magic-user or a 4th level cleric. Cloud Giant children are [for combat] statistically equivalent to Ogres and Cloud Giant adolescents are statistically equivalent to Fire Giants.

Cloud Giant lairs are on cloud-covered mountains in temperate or sub-tropical climes. 10% of good Cloud Giants live in castles on magic clouds. Those giants are able to Levitate their own weight plus 2000 pounds (three times per day), create a Fog Cloud three times per day and a Wall of Fog once a day (as 6th level magic-user).



Lairs will be guarded 60% of the time by 1-4 Spotted Lions, 2-5 Owlbears and 1-2 Wyverns (for evil giants) or 2-5 Griffons (for good giants). There is a 50% chance that evil giants will have 1-20 human and demi-human slaves. If the lair is in the air, there is an 80% chance of guards (2-5 Griffons, 2-8 Hippogriffs or 2-5 giant eagles).

Cloud Giants speak their own language and 60% also speak Common.

The lairs of Cloud Giants are fantastic places full of giant-sized gardens, with humongous fruit trees and enormous birds and bees. Some Cloud Giants mine their cloud islands for small chunks of the purest silver. Most Cloud Giants think they are above work and waste a tremendous amount of food, clothing and resources. They have been known to dump their garbage over the side of their cloud islands with little regard for the creatures below.

ECOLOGY: Cloud Giants spend hours preparing their food with exotic spices and sauces, finishing them with elaborate garnishes. They always have an extensive wine collection and 20% are alcoholics. Cloud Giants trade with human and demi-human communities for food, wine, jewelry, board games, silverware, glassware, toiletries, sandals and unique pieces of art. Good giants use their abilities to protect communities, while evil ones raid the community for whatever they desire. Good giants will move their cloud island over various favored communities to provide shade during the summer, while evil giants will move over a city so they can spit on the little people below.

YIELD:

Medicinal: Cloud Giant lungs that are filled with water make natural humidifiers. They are worth 1500gp per set.

Spell Components: Cloud Giant hair or sweat can be used to enhance any Fog-related spell by 50%.

Hide/Trophy Items: Nil

Treasure: E, Qx5

Other: Cloud Giant sweat can be used for Potions of Giant Strength, while Cloud Giant brain can be used for Potions of Giant Control.

Giant, Firbolg

DESCRIPTION: Firbolgs are the most dangerous of giant-kin because of their cunning, magic power and charm. Firbolgs look like humans, except that they are over ten feet tall and weight 800 pounds. They wear their hair and beards long, with blonde and red being the most common coloring. Firbolg flesh is dense and their voices are smooth, deep and very bass with thick, rolling consonants.

COMBAT/TACTICS: Firbolgs can use any large weapon, but dislike using armor. They typically fight with a two-handed sword or halberd using one hand. Firbolgs inflict double damage when wielding their weapons with both hands (the Strength bonus damage is not doubled).

With one hand free, Firbolgs can bat away up to two large missiles per round (anything spear-sized or smaller). A roll of 6 or better on a 20-sided die means success. Weapons caught can be returned at -2 to hit.

Firbolgs have the following powers usable once per day at will, but not during combat: Detect Magic, Diminution (double the potion), Fool's Gold, Forget and Alter Self. There is a 5% cumulative chance per Firbolg present that there is a shaman of 1st to 7th level ability as both a magic-user and cleric.

Firbolgs avoid humans and demi-humans as a rule, but when engaged in battle, they will work amicably with them. 10% of the time 4-16 Firbolgs will be encountered on a specific mission or en route to an enclave. Firbolgs have an extremely disarming air about them, so most creatures that can communicate, even violent ones, often leave them alone.

HABITAT/SOCIETY: Most Firbolgs live in remote forests and hills. They distrust all but druids and faerie-folk. They do not attack or kill without reason, but enjoy pranks, especially those that involve robbing PCs.

Firbolgs live like nomadic clans and are very family oriented. Lairs are huge single story wooden houses with a central fireplace. Once a year, during the fall equinox, the clans meet in an enclave. Disputes are settled, marriages arranged, recipes are traded and there is much rejoicing.

Giant, Firbolg

AKA: Giganticus-Bombasticus

HACKFACTOR: 24

EP VALUE: 8000 (9000 Shaman)

CLIMATE/TERRAIN: Temperate hills and forests

FREQUENCY: Very Rare

ORGANIZATION: Clan

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average to Genius (8-18)

ALIGNMENT: Neutral (Chaotic Good)

NO. APPEARING: 1-4 or 4-16

SIZE: L (10' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by weapon, +7 STR bonus

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: Swat away missiles

MAGIC RESISTANCE: 15%

HIT DICE: 13+7



ECOLOGY: Clans do not keep fields for harvest, but hunt and gather what they need. Occasionally, they will work with local natives in exchange for food. Most woodland creatures do not hunt Firbolgs and the Firbolgs avoid all true giants, except Storm Giants. They aggressively repel other giant-kin.

YIELD:

Medicinal: The vocal chords of a Firbolg can be used to make a stew that will cure a mute.

Spell Components: Firbolg hair can be used for Potions of Diminution or Reduce spells.

Hide/Trophy Items: Nil

Treasure: E, Y (individual) Mx10, Q (in lair)

Other: Firbolg blood is highly magical and can be used in the creation of a Girdle of Hill Giant Strength.

Giant, Fire

DESCRIPTION: Fire Giants resemble oversized dwarves with red skin. Males are 18 feet tall, 12 feet of which is their muscular torso, and weigh 7500 pounds. They can live to be about 350. They prefer wearing banded mail and metal helmets, and carry all their belongings in a large, smelly sack.

COMBAT/TACTICS: Fire Giants are immune to non-magical fire and heat, as well as Red Dragon breath. Magic fire does -1 hp per die of damage. Adults can hurl rocks up to 200 yards and can catch large missiles 50% of the time. They are organized warriors and will use their rock hurling ability to maximum effect. They like to set up ambushes by waiting in hot lava pools and throwing superheated rocks which cause an additional 1-6 points of damage from the heat.

Fire Giants favor two-handed swords that are sized for giants and do double the normal damage to all opponents, plus the Fire Giant's +10 damage bonus for Strength.

HABITAT/SOCIETY: Fire Giants are ruthless and bent on conquest. They live in large castles or caverns. Tribes contain 13-20 giants, half of whom are immature. Their lairs are protected by alert guards and large traps. Typical traps include deadfalls that do 5-30 points of crushing damage and large crossbow devices that fire 1-3 bolts for 2-16 points of damage each.

Giant, Fire

AKA: Giganticus-Vulcanus
HACKFACTOR: 45
EP VALUE: 8000
CLIMATE/TERRAIN: Any temperate, subtropical, tropical
FREQUENCY: Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Low to Average (5-10)
ALIGNMENT: Lawful Evil
NO. APPEARING: 1-8
SIZE: H (18' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: -1 (5)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8 or by weapon (2-20+10)
SPECIAL ATTACKS: Hurling rocks 2-20
SPECIAL DEFENSES: Resistant to Fire
MAGIC RESISTANCE: Nil
HIT DICE: 15+2-5



A few highly intelligent Fire Giants rule clans 2 to 3 times normal size. They will call themselves Kings and wield a magic weapon of +1 to +3 enchantment. There is a 20% chance that any band of Fire Giants has a magic-user/cleric shaman. If the clan is led by a King, the chance is 80%. Fire Giants can attain 4th level as a magic-user/cleric shaman. Fire Giant children are [for combat] statistically equivalent to Ogres and Fire Giant adolescents are statistically equivalent to Frost Giants.

Magic Skill	EP	HackFactor
1st level Shaman	9000	46
2nd level Shaman	10,000	47
3rd level Shaman	10,000	50
4th level Shaman	12,000	53

There is a 50% chance a lair will have 1-4 Nefarious Hell Hounds as guards. For bands of 30 or more, there is a 30% chance of 2-5 Trolls and a 20% chance of 1-2 Red Dragons of age category 2-5 (very young to young adult). There is a 25% chance of 1-20 captives or slaves. Fire Giants love to take slaves simply to prove they can. Favored slaves are rewarded with decorative brands.

King Fire Giants always look to add land to their territory. PCs with tactical information will be subjected to horrible tortures until they give up the information. Fire Giants speak their own language, but leader-types and spell casters speak the Common tongue.

ECOLOGY: Fire Giants live where it's freakin' hot; usually volcanic regions or places where there are natural hot springs. They sometimes share their lairs with Salamanders and Fire Elementals. They prefer to eat meat and bread, but can hunt and kill their own meat. They raid human and demi-human settlements for grain, captives and treasure. Fire Giants do not trust one another and carry all their personal belongings on their person at all times.

YIELD:

Medicinal: Fire Giant pancreas can be used in treating burned nerve endings.

Spell Components: Fire Giant sweat can be used for Resist Fire spells of double duration.

Hide/Trophy Items: Nil

Treasure: E

Other: Fire Giant sweat can be used for Potions of Giant Strength, while Fire Giant brain can be used for Potions of Giant Control.

Giant, Fog**DESCRIPTION:** Fog

Giants are the land-based cousins of Cloud Giants. They have huge, over-developed muscles and milk-white skin that helps them blend into fog 80% of the time. They are hairy and prefer to wear no armor, but will occasionally wear leather making them AC -2. One band of Fog Giants is known to have armor made from White Dragon hide. They love massive, ornate clubs made from bleached and polished bone and wood. Fog Giants are the strongest jocks of giant kind and they refuse to use any "sissy magic".

COMBAT/TACTICS: Fog Giants hunt in groups of 2-5 individuals and sometimes join Cloud Giants for a hunt. They will attack from fog-shrouded cover and hurl boulders, sometimes (15%) attempting to lift boulders that are larger than normal. Normally, their boulders have a range of 240 yards and do 2-24 points of damage. The larger ones have a range of 100 yards and do 3-36 points of damage, but are -2 to hit. Fog Giants have a 45% chance of catching large missiles with their brawny hands. They prefer to fight opponents directly in melee and a few even wield two-handed swords of remarkable quality (+1 to +3 enchantment).

Fog Giants get +2 on surprise rolls because of their heightened senses.

HABITAT/SOCIETY: Fog Giants enjoy prodigious tests of strength, including "Copsi" which involves the giants tossing larger and larger rocks at one another. They often casually slap each other on the behind in manly gestures of camaraderie. They sometimes can be found taking relaxing saunas in natural hot springs near their lairs.

Fog Giants are boisterous and rather sexist. Fog Giants bear a deep distrust of "women folk" and will only seriously address male PCs. Fog Giants will openly mock females who carry weapons. Fog Giant clan families live in caves, canyons or deep forest thickets. Young males can-

Giant, Fog

AKA: Giganticus-Obscurus

HACKFACTOR: 22

EP VALUE: 5000

CLIMATE/TERRAIN: Temperate/Swamps, marshes, boggy forests & coasts

FREQUENCY: Very Rare

ORGANIZATION: Clan, Hunting Party

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Average to High
(8-14)

ALIGNMENT: Neutral (good 50%,
evil 50%)

NO. APPEARING: 1-4 (rarely 1-6)

SIZE: H (24' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 1

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by
weapon (3-18+11)

SPECIAL ATTACKS: Hurling rocks

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 14



not choose a mate for themselves until they obtain a large ornament of silver, so the young giants are often hot to raid treasure-laden PCs. Female Fog Giants are reclusive and very little is known about them.

They easily anger people, but happily barter for goods and silver. Fog Giants love to cook and eat all manner of red meat, including: horses, cows, deer, elk, Centaur, Dwarven War Horses, Bison V'yders, Greater Mossback Sloths and even the occasional Minotox. They like to cook meat by skewering it with a great spear and holding it over a fire. Evil Fog Giants prefer to do this while the meal is still alive. Fog Giants like fruit and will have many sweets for dessert. They tend to drink huge quantities of home-brewed ale from fine goblets. They enjoy smoking fresh milkweed pods in wooden pipes, and will be hungry again afterwards.

ECOLOGY: Fog Giants need an amazing amount of food to survive, so their territories are well marked. Unfortunately, the boulders and logs they use are not easily recognized as such and Fog Giants become very angry when any of these items are moved.

YIELD:

Medicinal: Fog Giant endorphin glands can be used to ease muscle aches.

Spell Components: Fog Giant sweat can be used to double the area of effect of fog-related spells.

Hide/Trophy Items: Nil

Treasure: E, R

Other: Fog Giant sweat can be used for Potions of Giant Strength, while Fog Giant brain can be used for Potions of Giant Control.

Giant, Fomorian

DESCRIPTION: The average Fomorian is a grossly deformed giant. The GM has the option of choosing deformities that will help or hinder each giant. Possible deformities include: misplaced and/or misshapen limbs, misplaced facial features, hunchbacks, drooping flesh, larger or smaller body part, large snouts and extra eyes, nostrils, mouths and fingers. Relatively few (10%) Fomorian Giants achieve Genius Intelligence, and just 10% of these will have the extra gray matter necessary to become malignant super-geniuses plotting the destruction of lesser races who have disturbed them during their long lives.

Most Fomorians have thick hides and wear whatever makeshift bits of armor will fit their grotesque forms. They are usually covered with growths, open sores and warts and generally have pale skin.

COMBAT/TACTICS: Fomorians normally use blunt instruments such as crude clubs for weapons. They cannot throw boulders due to their deformities, but some have superior armor and shields giving them a possible AC 1. Older Fomorians employ their advanced knowledge in combat, and will develop convoluted plots to surprise their opponents (-2 to surprise roll). Fomorians are only surprised 1 in 10 times. Fomorians will have 1d10 Kobolds armed with short swords and small shields serving them as bodyguards.

HABITAT/SOCIETY: Fomorians become more deformed as they age, although the nature of their deformities do not change. (i.e., a Fomorian with four arms, a hump and club feet will not suddenly develop open sores and halitosis as he ages.) Rarely (1%) a Fomorian's deformities will progress at the same rate as his intelligence, until he is left an embittered and immobile evil super-genius. These rare Fomorians use telepathy to communicate due to the loss of physical speech. The Kobolds serving these horrifying giants revere them as demi-gawds, changing their bedding and preparing the finest gruel for their cruel master.

Fomorians enjoy capturing and torturing victims to death and then devouring them. Fomorians lair in remote caverns away from prying eyes. Their territory is often marked with the corpses of enemies, from whom they accumulate treasure. Fomorian Giants appreciate music and fine art, and will command their servants to aid them in arranging skulls, bones and rib cages into complex sculptures.

ECOLOGY: These giants can live for weeks with no food, although they will strike out in sudden, spiteful rage at any who dare to disturb

Giant, Fomorian

AKA: Giganticus-Deformicus

HACKFACTOR: 24

EP VALUE: 6000

CLIMATE/TERRAIN: Any mountain or subterranean

FREQUENCY: Uncommon

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: High to Supra-Genius (14-20)

ALIGNMENT: Neutral Evil

NO. APPEARING: 1-4

SIZE: H (13' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 3

NO. OF ATTACKS: 1

DAMAGE/ATTACK: By weapon x 2 (+8 Strength bonus)

SPECIAL ATTACKS: Surprise

SPECIAL DEFENSES: Only surprised on a 1

MAGIC RESISTANCE: Nil

HIT DICE: 13+3



their lairs. Most Fomorian Giants are deeply embittered by their physical limitations and develop creative ways to overcome their deformities. Their considerable strength wanes as they age; just as their always acrid temperaments become ever more volatile. The thought of a Fomorian carrying a grudge is terrifying to many of the other giant-kin.

YIELD:

Medicinal: Nil

Spell Components: Powerful evil clerics can cast a Harm spell that gives a victim a permanent deformity using Fomorian blood.

Hide/Trophy Items: Nil

Treasure: D, Qx10

Other: Fomorian Giant sweat can be used for Potions of Giant Strength, while Fomorian Giant brain can be used for Potions of Giant Control.

Giant, Frost

DESCRIPTION: Frost Giants are large and muscular, standing 21 feet tall and weighing 8,000 pounds. Females are slightly smaller in stature, but otherwise identical in appearance. They have snow-white or ivory skin with a tinge of blue. Their eyes glitter an icy blue under their bushy brows. Their hair is a wild mane of dirty yellow and their long tangled beards will have huge icicles among the hairs.

Frost Giants dress in the fashion of the classic Vikings of legend and are AC 5 unarmored, but AC 0 if armored. They wear crudely tanned skins and pelts of the many animals they have killed, along with all the jewelry they own. Their huge helmets will be adorned with antlers and

horns of many beasts. They like to carry all their personal belongings in a dirty, smelly sack.

COMBAT/TACTICS:

Frost Giants are immune to cold and hurl rocks or large chunks of ice for 2-20 points of damage (range 200 yards.) They can catch missiles with their huge hands 40% of the time. They like to hunt and attack prey when it is crossing thin ice or where they can bury it in the snow for later use.

Warriors favor huge battle axes, clubs and other classic Viking weapons.

HABITAT/SOCIETY:

Frost Giants emulate the Vikings of legend. Small bands of Frost Giants usually consist of a chief and his followers. Sometimes they will occupy ancient castles in the frozen wastes beyond the reach of most humanoid civilization, or inhabit a cave or castle made from ice. Half of all Frost Giants encountered will be immature (roll 1d4, 1-3 is adolescent, 4 is child). Frost Giant children are [for combat] statistically equivalent to Ogres and Frost Giant adolescents are statistically equivalent to Hill Giants.

Frost Giants have developed other adaptations to their climate. When encountered away from their lair, they may (75% chance) be equipped with skis that allow them to move at double normal movement rate over the snowy terrain. They have also mastered the art of ice fishing.

Stronger and more intelligent chieftains command clans 3 or 4 times the normal size. If there are 20 or more Frost Giants in the clan, the chief will be called a "Jarl". Jarls always have better than normal armor and magic weapons of +1 to +3 enchantment.

There is a 20% chance that a band of Frost Giants will have a shaman (80%) or witchdoctor (20%). Shamans are 7th level clerics and will cast normal or reversed spells of healing, charm, protection, divination or weather-related types. Witchdoctors are 7th/3rd level cleric/magic-users that prefer magic-user spells such as Unseen Servant, Shocking Grasp, Detect Magic, Throw Voice, Deep pockets, ESP, Mirror Image and Invisibility.

Magic Skill	EP	HackFactor
Shaman	8000	35
Witchdoctor	10,000	39

Frost Giants like to capture and tame arctic animals as guards. There is a 50% chance of 1-6 Winter Wolves (check for every eight giants). Bands of 20 or more have a 30% chance of 1-4 Blizzard Bears and a Jarl's band has a 20% chance of 1-2 subdued White Dragons of age cat-

Giant, Frost

AKA: Giganticus-Frigidulum

HACKFACTOR: 31

EP VALUE: 7000

CLIMATE/TERRAIN: Arctic Lands

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low to Average
(5-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-8

SIZE: H (21' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 0 (5)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 or by
weapon (2-16+9)

SPECIAL ATTACKS: Hurling rocks
2-20

SPECIAL DEFENSES: Impervious to
cold

MAGIC RESISTANCE: Nil

HIT DICE: 14 + 1-4

egory 2-5. There is also a 15% chance of 1-20 captives being held as slaves for ransom or scullery duties (check for every eight giants).

Frost Giants are 80% likely to be unaware of recent events in the rest of Garweez World. Clever PCs may use this information to their own advantage and bamboozle the giants.

ECOLOGY: Frost Giants live in the deepest frozen wastes. They mostly eat salted fish and turnips and consequently raid human and demi-human settlements for tastier food and other booty especially strong drink. They worship the evil gawds of the Norse Mythos and are the bitter enemies of any who encroach on their expansive hunting grounds.

As the old Viking saying goes, "There is nothing colder than the heart of a Frost Giant". Frost Giants have been known to strip victims bare and send them out onto the freezing tundra. It is said that the Frost Giant Jarl Snowbane would carry victims out into the snow, then pour water over them and watch them freeze into twisted statues, which he then stored in his icy Treasure Room.

YIELD:

Medicinal: Frost Giant breath can cure a fever.

Spell Components: Frost Giant hair or sweat can be used to enhance any cold-related spell by 50%.

Hide/Trophy Items: Nil

Treasure: E

Other: Frost Giant sweat can be used for Potions of Giant Strength, while Frost Giant brain can be used for Potions of Giant Control.



Giant, Gorge

DESCRIPTION: Gorge Giants are incredibly adaptive creatures. They like to mimic other races and cultures, turning their own weapons and spells against them. Gorge Giants resemble very large humans and have been known to pass themselves off as Storm Giants. They are extremely clever bullies.

COMBAT/TACTICS:

Gorge Giants will always attempt to take the high ground. If they fight with weapons, they will usually use the large two-handed weapons of the same types often used by human or demi-human races, one-handed. If those are not available, they will use trees as clubs or ballista bolts as spears and darts. Gorge Giants can catch large missiles in their massive hands 65% of the time.

10% of Gorge Giants are spell casters (equal chance for clerics or magic-users). They can progress to 6th level as clerics and 5th level as magic-users.

HABITAT/SOCIETY: Gorge Giants like to bully other giant races into their service. There is a 20% chance of 1-4 other evil giants serving them and a 5% chance of 1-2 good giant slaves. They will use their servants or slaves as fodder or decoys for attacks.

Industrious Gorge Giants take an oath never to harm another member of their clan unless the rest of their clan sanctions it. Giants who reach the venerable age of 300 are stoned to death unless they can continue to prove their mettle in battle.

Gorge Giants always lair in ancient ruins long-abandoned by other cultures, as they have no construction abilities of their own. They have also been known to adopt some elements of the culture and religion of long-dead ancient societies.

Gorge Giant lairs are often decorated with the hides or heads of slain enemies. Their favorite leisure activity is to force slaves to run a gauntlet of Gorge Giants, as they throw boulders and other objects at the hapless victims.

ECOLOGY: The Gorge Giant race is said to be an evil branch of Storm Giant that was cast down to the darkest regions of Garweeze World. Gorge Giants and Storm Giants will attack each other on sight.

Gorge Giants are eager mercenaries and are loyal just so long as they are promptly paid and their employer shows no sign of weakness. Weak employers will be robbed, beaten and killed.

Giant, Gorge

AKA: Giganticus-Victorious
HACKFACTOR: 23 (32 for spell casters)
EP VALUE: 8000, 12,000 for spell casters
CLIMATE/TERRAIN: Any Land
FREQUENCY: Very Rare
ORGANIZATION: Tribal
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Average to Exceptional
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-16
SIZE: H (25' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Foolhardy (16)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-12 or by weapon (2-24+11)
SPECIAL ATTACKS: missiles
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 16+1



YIELD:

Medicinal: Gorge Giant pancreas will cure bowel infections.

Spell Components: The cerebral cortex from a Gorge Giant's brain can be used in a Spell Turning spell that turns 1d4 additional spell levels.

Hide/Trophy Items: Nil

Treasure: C

Other: Gorge Giant sweat can be used for Potions of Giant Strength, while Gorge Giant brain can be used for Potions of Giant Control.

Giant, Hill

DESCRIPTION: These giants are slow-witted brutes that are vaguely simian and barbaric in appearance. They are 16 feet tall and weigh 4500 pounds. Females have the same build as males. Hair is brown or black and the eyes are black. Hill Giants live to be about 200 years old.

COMBAT/TACTICS: Hill Giants always carry a bag of rocks and whatever meager treasure they have. They usually use oversized clubs for melee and they can throw rocks 200 yards. 30% of the time they can catch large missiles. Hill Giants wear animal skins for armor, but a few have metal armor (yielding AC 1).

HABITAT/SOCIETY: A typical lair will contain 9-16 Hill Giants, usually an extended inbred family. Half will be male, a quarter female and the rest immature giants. Those of near-average Intelligence are usually the leaders. These leaders will call themselves "chiefs" and lead

clans of 2-4 times the normal number of giants. Hill Giant children are [for combat] statistically equivalent to Bugbears and Hill Giant adolescents are statistically equivalent to Verbeeg Giants. There is a 50% chance the Hill Giants will have guards: 2-8 Dire Wolves (50%), 1-3 Giant Lizards (30%) or a group of 2-8 Ogres (20%).

Hill Giants will destroy magic items whenever the opportunity presents itself. These brutes also ritually sacrifice any humanoid or creature that uses magic. However, anyone who speaks Hill Giant can usually talk them out of it, provided they can give directions to a nearby source of treasure.

Giant, Hill

AKA: Giganticus-Imbecilus

HACKFACTOR: 14

EP VALUE: 3000

CLIMATE/TERRAIN: Any hills or mountains

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-12

SIZE: H (16' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 4 (1)

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6 or by weapon (2-12+7)

SPECIAL ATTACKS: Hurling rocks 2-16

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 12+1-2

The skins Hill Giants wear are a source of pride and status. The tougher the animal the skin comes from, the more status the giant has. Armored foes are considered very high status trophies indeed.

ECOLOGY: Hill Giants love meat, especially that of young Green Dragons. They sometimes trade with Ogres, whom they consider allies. It is an understatement to say that Hill Giants have a reputation for poor decision making.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: D

Other: Hill Giant sweat can be used for Potions of Giant Strength, while Hill Giant brain can be used for Potions of Giant Control.

Giant, Mist

DESCRIPTION: Mist Giants look like Fog Giants, only shorter. They are cousins to both Cloud and Fog Giants, but are a distinct type of giant. Mist Giants are always coated with a light film of dew.

COMBAT/TACTICS:

Mist Giants are busy fisherman and normally avoid combat. They are always armed with large pieces of driftwood that they use as clubs (2-16+9). If in their lairs, they will have a pile of driftwood to throw (range 50 yards), which does 2-12 points of damage and has a 10% chance of impaling a victim for 2-16 more points of damage.

Mist Giants are also armed with hand-made fishing poles, which they can use to hook opponents on a roll to hit at -4. The range is 60 feet, but woe be to the person that damages a Mist Giant's fishing pole. Damage is 1-8, plus the victim will be pulled into the air, unable to attack and 50% likely to fail when attempting to cast any spell.

Mist Giants can cast Cloud of Mist, once per day. This creates a misty cloud 30' high, 60' long and 40' wide. Fire-based spells cannot be cast inside the cloud and everyone in the cloud takes half damage from fire and heat attacks. Mist Giants take -1 die of damage from cold attacks.

HABITAT/SOCIETY: Mist Giants are all about fishing. They make their lairs near or above good fishing holes. If their alignment matches local monsters', they will work together for mutual protection. If their

Giant, Mist

AKA: Giganticus-Indistincticus

HACKFACTOR: 28

EP VALUE: 4000

CLIMATE/TERRAIN: Temperate Coasts and Shorelines

FREQUENCY: Very Rare

ORGANIZATION: Clan, Hunting Party

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Average to High (8-14)

ALIGNMENT: Neutral (good 50%, evil 50%)

NO. APPEARING: 1-4

SIZE: H (20' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 2

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 or by weapon (2-16+9)

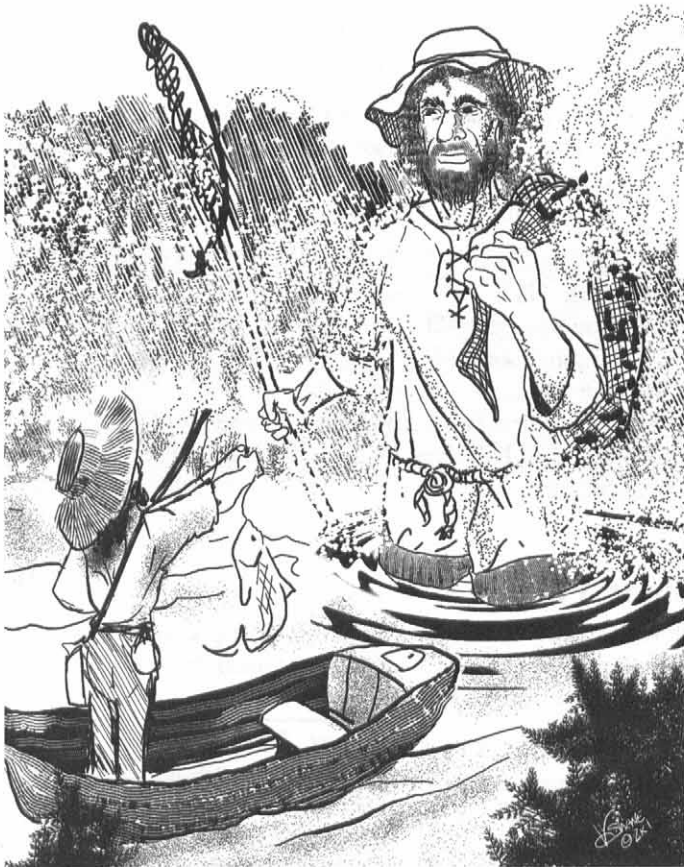
SPECIAL ATTACKS: Hurling driftwood

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 13





alignments conflict, they will be on guard and constantly fighting.

A Mist Giant's fishing pole is a symbol of pride. Should anyone damage or destroy a Mist Giant's pole, he will become enraged, attacking the transgressor at +2 to-hit. A Mist Giant will not rest until his fishing pole is avenged.

A very few Mist Giants have giant-sized fishing boats; many simply wade out into the water in specially made water-proof animal-hide boots. Mist Giants of all alignments respect other fishermen and will generally have good reactions toward them.

ECOLOGY: Mist Giants are very conscientious about their fishing areas. They never over fish them and predators that do will be hunted and eliminated. Mist Giants get along well with rangers and druids. They distrust dwarves, believing them to be dishonest.

Rumors abound about a group of Mist Giants who combined their tribe with a group of Mountain Giants, forming the Misty Mountain Giants. However, these rumors were spread by a drunken halfling bard, who was overcome with a fit of giggles when he told the tale.

- YIELD:
- Medicinal:

Mist Giant kidney can be used to cure the mumps.
- Spell Components:

Mist Giant sweat can be used for Resist Cold spells.
- Hide/Trophy Items:

Nil
- Treasure:

E, R
- Other:

Mist Giant sweat can be used for Potions of Giant Strength, while Mist Giant brain can be used for Potions of Giant Control.

Giant, Mountain

DESCRIPTION: The typical Mountain Giant stands 14 feet tall and weighs 2000 pounds. They greatly resemble Hill Giants, but are slightly larger in stature. They wear hairy, ragged animal skins and carry huge clubs or rocks. Mountain Giants dislike bathing, so they reek day in and day out, and their stench is easily detected from several hundred feet away.

COMBAT/TACTICS: When they are not seeking out trouble, Mountain Giants love to sit in unassailable spots and throw boulders at people (range 200 yards). They rarely take cover during combat, and can catch large missiles 30% of the time. Mountain Giants have incredible strength equal to that of Fire Giants.

Giant, Mountain		
AKA:	Giganticus-Obnoxiousae	
HACKFACTOR:	24	
EP VALUE:	7000	
CLIMATE/TERRAIN:	Any mountains	
FREQUENCY:	Very Rare	
ORGANIZATION:	Family	
ACTIVITY CYCLE:	Any	
DIET:	Omnivore	
INTELLIGENCE:	Average (8-10)	
ALIGNMENT:	Chaotic Neutral	
NO. APPEARING:	1-4	
SIZE:	H (14' tall)	
MOVEMENT:	12"	
PSIONIC ABILITY:	Nil	
Attack/Defense Modes:	Nil/Nil	
MORALE:	Foolhardy (16)	
ARMOR CLASS:	4	
NO. OF ATTACKS:	1	
DAMAGE/ATTACK:	1-8 or by weapon (4-40+10)	
SPECIAL ATTACKS:	Hurling rocks 2-20	
SPECIAL DEFENSES:	Nil	
MAGIC RESISTANCE:	Nil	
HIT DICE:	15+3	

Mountain Giants have a limited ability to summon and control monsters. Their summons call 6-15 Ogres (70%), 4-9 Trolls (20%) or 1-4 Hill Giants (10%). Control is very loose and the monsters will fight for the giant, but value their own lives more than his. Summoned monsters stay with the Mountain Giant who summoned them, unless they are killed, sent away or another summoning is made.

Magic Skill	EP	HackFactor
Shaman	8000	26
Shaman Leader	9000	27

HABITAT/SOCIETY: There is a 75% chance that summoned monsters are also the guards in the Mountain Giants' lair. Females stay in the cavern and are polygamous, usually living with several males. 75% of the population is male, so there is only a 50% chance of encountering a female and only a 25% chance of an immature giant. Mountain Giant children are [for combat] statistically equivalent to Ogres and Mountain Giant adolescents are statistically equivalent to Hill Giants.

There is a 20% chance that one of the giants is a shaman. Roll 1d6: 1-4 indicates 1st level, 5-6 indicates 2nd level. Shamans can cast spells related to animals, charms, combat, the elements and healing, as well as Bless and Purify Food & Drink. Shaman also have the innate ability to find caves and caverns within a half mile, unless they are magically hidden.

Several families over a mountain range make up a tribe, which is led by a 3rd level shaman. Shaman leaders live only with summoned monsters and the meeting of a tribe is very rare.

Mountain Giants are not very thorough when searching for a new home, and routinely set up lairs in caves that turn out to be occupied by other creatures. The giants try to avoid other creatures, but often come into contact with them, as they rarely consider the consequences



of their actions. Mountain Giants will carelessly dump dead sheep carcasses into rivers or step on people's houses when they're not at home.

ECOLOGY: Mountain Giants are foragers and hunters whose favorite food is mountain sheep. They can never eat just one and can go through nearly an entire herd in a week's time. Mountain Giants have short memories and are 70% likely to forget something they are told to remember.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: E

Other: Mountain Giant sweat can be used for Potions of Giant Strength, while Mountain Giant brain can be used for Potions of Giant Control.

Giant, Prairie

DESCRIPTION: Prairie Giants are essentially wanderers and their craggy, weathered faces resemble the dry canyon rock in which they dwell. Their skin is dark and swarthy and their eyes steely blue. Prairie Giants stand 17 feet tall and weigh 7000 pounds. Despite their size, they are a simple folk that don't abide by fussin' and a-fightin'.

COMBAT/TACTICS: Prairie Giants often collect gargantuan insects, hunt Rocs for the dinner table, keep herds of Giant Goats, and ride

huge oxen as steeds. They like to keep their throwing boulders handy (range 180 yards) and get +2 on initiative rolls. All Prairie Giants practice the skill of Fast Draw with their boulders and the fastest boulder hurlers command the most respect amongst the tribe. [Fast Draw allows the character to freely draw and sheathe a weapon, automatically drawing faster than someone without Fast Draw. BP Cost: 2; Relevant Ability: DEX; Mastery Die: 1d6; Prereq: None; Course Cost: 195gp; Course Difficulty: +5%]. Prairie Giants can catch large missiles 45% of the time and smaller missiles 15% of the time.

Giant, Prairie

AKA: Giganticus-Agriculturus

HACKFACTOR: 19

EP VALUE: 5000

CLIMATE/TERRAIN: Any prairie

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Lawful Neutral

NO. APPEARING: 1 or 2-20

SIZE: H (17' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 1

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by
weapon (2-12+7)

SPECIAL ATTACKS: Hurling rocks
2-16

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 13

In melee combat situations, Prairie Giants prefer huge scimitars, swords or spears. They do not attack unless provoked. Prairie Giant leaders (one in twenty giants) can summon a Dust Devil (as the spell) once per day.

HABITAT/SOCIETY: There are two types of Prairie Giants: settlers and drifters. Settlers colonize new farmland, usually in remote areas. They raise giant herd animals and keep to themselves. Drifters are Prairie



Giant warriors (40% are Lawful Neutral, while the other 60% are split evenly Lawful Good and Lawful Evil).

These drifter Prairie Giants are gruff and keep their business to themselves. They will occasionally hire themselves out to cities to keep law and order or to suppress the local populace. When two giants of opposing alignment meet, they will demand a standoff in the middle of the nearest main street; hurling boulders at one another until only one stands.

ECOLOGY: Prairie Giants are closely related to Stone and Mountain Giants. Generally, the settlers keep to themselves, but are willing to trade with humans or demi-humans. Prairie Giant drifters are commonly encountered in many cities across Garweeze Wurld. They keep their own counsel, very rarely talking to others. It is said that if you save the life of a Prairie Giant you have a friend for life.

YIELD:

Medicinal: Prairie Giant nose hair will cure baldness if mixed into a salve.

Spell Components: Prairie Giant eyes can be used to summon Dust Devils of 4 HD with AC 2.

Hide/Trophy Items: Nil

Treasure: B

Other: Prairie Giant sweat can be used for Potions of Giant Strength, while Prairie Giant brain can be used for Potions of Giant Control.

Giant, Scorn

DESCRIPTION: Scorn Giants are barbaric beings so fierce, so filled with rage that they cannot speak without screaming. Scorn Giants resemble large, angry cave men. They always fight with the largest clubs and rocks (range 200 yards) they can pick up, and always wear the skins of their many enemies.

COMBAT/TACTICS:

Scorn Giants attack without mercy and they take vicious delight in smashing their enemies into mush. Scorn Giants will always furiously attack the dead for 2-12 rounds after a battle. They never attempt to catch any missile weapons.

Scorn Giants can go into a battle frenzy, like berserkers.

This takes the Scorn Giant two rounds of normal combat. Thereafter, the giant can go enter a type of HackFrenzy, gaining an additional +4 to hit and +5 damage and suffering -8 to AC (making it 8). During this time, the giant can fight to -8 hit points before dropping. Scorn Giants are immune to Charm and Sleep spells.

Giant, Scorn

AKA: Giganticus-Furioso

HACKFACTOR: 23

EP VALUE: 4000

CLIMATE/TERRAIN: Any Land

FREQUENCY: Very Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 2-16

SIZE: H (21' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fearless (19)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10 or by
weapon (2-16+10)

SPECIAL ATTACKS: Hurling rocks
2-20

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 13



HABITAT/SOCIETY: Scorn Giants are evil and vindictive. Sages theorize that all Scorn Giants are born with a neverending buzzing sound in their heads that constantly irritates them. Lacking any sort of battle tactics, Scorn Giants fight viciously and will continue to attack down to the last giant.

ECOLOGY: Due to their habits, Scorn Giants are few and far between. Most other giants feel sorry for them and eagerly put them out of their misery. Normally, Scorn Giants are not found in arctic climes, but recently a small tribe of the monsters was discovered, so there may be a race of Arctic Scorn Giants.

YIELD:

Medicinal: Scorn Giant molars are perfect for filling very large cavities if carefully boiled.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Incidental

Other: Scorn Giant sweat can be used for Potions of Giant Strength.

Giant, Stone

DESCRIPTION: Stone Giants are lean, muscular, hairless and gray-skinned. They have sunken black eyes, and appear gaunt and grim.

Actually, Stone Giants are a curiously happy folk, they have just been bad at expressing it to others. Typical Stone Giants weigh 9000 pounds; females are slightly lighter. Their clothes are often drab gray or black and they can live to be 800 years old.

Stone Giants leave their most valuable objects in their lairs, but they all carry sacks of rocks with some valuables and common items.

COMBAT/TACTICS:

Thanks to the affinity they have with all types of rock, Stone Giants are experts at hurling rocks and their range is 300 yards. They can catch stones and similar missiles 90% of the time. In melee, they often use large clubs chiseled from stone.

One in 20 Stone Giants is considered an elder and is born with the ability to Stone Shape, Stone Tell and Transmute Stone to Mud (or reverse) once per day at 5th level casting ability. Additionally, one in 10 Stone Giants can cast spells as a 3rd level magic-user. These giants will always be clan leaders. 75% of the time, Stone Giants will have 1-8 cave bears as pets and guards.

Magic Skill	EP	HackFactor
Elder	9000	38
Spellcaster	9000	38

HABITAT/SOCIETY: Stone Giants live in deep caves on rocky, storm-swept mountains with their relatives. Clans have up to 10 giants and there are typically 2-8 clans in one mountain. In their lairs, 1/3 of the giants are female, 1/3 male and the rest are offspring. Of the offspring, 3 in 4 are adolescents, while the 4th is a child. Stone Giant children are [for combat] statistically equivalent to Ogres except that their AC is 0 and Stone Giant adolescents are statistically equivalent to Hill Giants except again that their AC is 0.

Stone Giants enjoy art (especially sculpture) and music but they are very bad at it. Stone Giant musicians are so awful they sometimes frighten game away from a region for weeks.

At night, Stone Giants enjoy a good game of rock tossing. The object of the game is to see which clan can most often hit the rival clan. Getting caught in the crossfire of this game can be deadly. Stone Giants speak their own language, as well as that of Hill Giants, Cloud Giants and Mountain Giants. 50% speak Common.

ECOLOGY: Stone Giants are omnivorous, but only eat fresh food. They use the skin of animals for blankets and trade what they do not need to human communities for bolts of cloth or herd animals. Most Stone Giant communities have a few giant goats, which supply milk,

Giant, Stone

AKA: Giganticus-Igneous

HACKFACTOR: 31

EP VALUE: 7000

CLIMATE/TERRAIN: Any temperate, subtropical/mountains

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral

NO. APPEARING: 1-10

SIZE: H (18' tall)

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8 or by weapon (2-12+8)

SPECIAL ATTACKS: Hurling rocks 3-30

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 14+1-3



cheese and butter. Most Stone Giants have dreams of attaining status in human art communities. They are easily befriended by bards and other artists.

YIELD:

Medicinal: Stone Giant tongue is a great skin exfoliator.

Spell Components: Stone Giant sweat can be used for Stone Shape spells that add +1 cubic foot per level of caster.

Hide/Trophy Items: Nil

Treasure: D

Other: Stone Giant sweat can be used for Potions of Giant Strength, while Stone Giant brain can be used for Potions of Giant Control.

Giant, Storm

DESCRIPTION: Storm Giants are the undisputed masters of all the true giants known on Garweeze Wurd. Towering 26 feet tall and weighing in at 15,000 pounds, they are giants among giants. Their dramatic skin color (pale green or violet) is highlighted by their dark green or deep blue hair and handsome albeit craggy faces. Storm Giants are always dressed well, usually in tunics and sandals of excellent quality and intricate decoration.

COMBAT/TACTICS: Storm Giants dislike combat and prefer to reach a reasoned and amicable resolution to disputes. However, if angered, a Storm Giant is a terrible foe. They use an enormous single-handed sword in melee and may also employ a massive composite bow with a 300 yard range, capable of injuring its target for 3-18 points of

damage plus the Storm Giant's Strength bonus (+12). There's a 10% chance the Storm Giant will wield an enchanted weapon. If given a chance to prepare for battle, these giants can wear armor, improving their AC to -6. Storm Giants prefer to use their spell-like abilities instead of closing in for melee. They can catch large missiles 65% of the time.

Juvenile and adult Storm Giants can cast Control Weather and Levitate (up to 4000 pounds) spells twice a day. Adults can also Call Lightning (3 bolts, 15d8 damage each), cast a Lightning Bolt (1 bolt, 15d6 damage) and use Weather Summoning once a day. 50% of these giants are born with the ability to Breathe Water and use all their abilities underwater without penalty.

HABITAT/SOCIETY: Storm Giants live in castles, usually built on cloud islands (60%), mountain peaks (20%) or underwater (20%). Land-dwelling Storm Giants are on good terms with Silver Dragons and good Cloud Giants. Aquatic Storm Giants have good relationships with Mermen and Bronze Dragons.

Encounters with a lone Storm Giant will be with a bachelor male. When groups of Storm Giants are encountered, they are typically (80% chance) families with loose ties to a larger community. The first two will be a male and female couple with the balance being their offspring (equally divided between children and adolescents). Storm Giant children are [for combat] statistically equivalent to Hill Giants and Storm Giant adolescents are statistically equivalent to Cloud Giants.

There is a 20% chance an adult Storm Giant is either a cleric (70%) or cleric/magic-user (30%). These giants can attain 9th level as clerics and 7th level as magic-users. Clerics use spells relating to animals, charms, combat, healing, plants, weather or light, as well as Create Food & Water and Glyph of Warding spells. Spells gained as a result of their magical training are in addition to those possessed naturally.

Storm Giant lairs are always protected by 1-2 Rocs (70%), which also serve as mounts, or 1-4 Griffons (30%). Underwater lairs are guarded by 2-8 Sea Lions.

ECOLOGY: Storm Giants are usually vegetarians. Many Storm Giants have a personal garden and will become quite upset if it is destroyed or damaged. They speak their own language, that of the Cloud Giants and a variety of others. 80% also understand the Common tongue. Storm Giants are perplexed by the destructive and warlike tendencies of their lesser evil kin and will often ally with the forces of good when the evil giants are on the warpath.

Giant, Storm

AKA: Giganticus-Thunderus
HACKFACTOR: 54 (59 for spell casters)
EP VALUE: 14,000, 17,000 for spell casters
CLIMATE/TERRAIN: Any mountains or magic cloud islands
FREQUENCY: Very Rare
ORGANIZATION: Solitary or Tribal
ACTIVITY CYCLE: Any
DIET: Vegetarian (usually)
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Good
NO. APPEARING: 1 or 2-5
SIZE: G (26' tall)
MOVEMENT: 15", 15" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 0 (-6)
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-10 or by weapon (3-30+12)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Immune to Electricity
MAGIC RESISTANCE: Nil
HIT DICE: 19+2-7



YIELD:

Medicinal: Storm Giant eyelids can be used to cure glaucoma.

Spell Components: Storm Giant eyelashes can be used to enhance any lightning-related spell by 50%.

Hide/Trophy Items: Storm Giant skin can be used to make a Girdle of Giant Strength.

Treasure: E, Qx10, S

Other: Storm Giant sweat can be used for Potions of Giant Strength, while Storm Giant brain can be used for Potions of Giant Control.

Giant, Verbeeg

DESCRIPTION: Verbeeg Giants look like very large humans. A few have disabling deformities, but most use human equipment and armor that has been adapted to their size. All Verbeeg are color blind and are often fooled by camouflaged opponents. Thanks to this color-blindness, a Verbeeg dressed for courting a mate is truly hideous to look upon.

COMBAT/TACTICS: Verbeeg have Strength scores of 18/55 to 18/100 (roll 5-50 and add it to 18/50). These Giants fight with spears that they can also throw for 1-6 points of damage plus their Strength bonus (+6). The spears have a range of 60 yards.

HABITAT/SOCIETY: Verbeeg hate humans and will often be encountered while hunting them in small groups (1-2 or 1-6). Verbeeg Giants sometimes join Hill Giants (40%) or Ogres (60%) to form massive hunting parties in search of victims. Verbeeg are capable of commanding a small force of Hill Giants and/or Ogres due to their high Intelligence, relative to these other creatures.

In lairs, Verbeeg live in groups of 5-30. There will be a leader with at least 45 hit points and 2 females per male. Young Verbeeg make up 50% of the total population. The tribe is 2% likely (per Verbeeg) to have a shaman equal to a 2nd to 7th level cleric. Females are equal to males in combat, while the young will be equal to Bugbears and Goblins in combat (50% each). Their lair will contain 2-8 wolf guards (75%) or 1-4 Worgs (25%). In arctic climes, the guards will be 1-3 winter wolves (25%) or 1-2 polar bears (75%).

Verbeeg craft makeshift armors and weapons from whatever they find or take. They will raid human settlements for what they need. In some cases, human settlements will make regular offerings to the Verbeeg to keep them from attacking.

Verbeeg use their color blindness to their advantage. They will often paint messages to each other on trees or other surfaces. These messages

Giant, Verbeeg

AKA: Giganticus-Behemothus
HACKFACTOR: 6
EP VALUE: 650
CLIMATE/TERRAIN: Any mountains or subterranean
FREQUENCY: Uncommon
ORGANIZATION: Tribal
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Avg. to Very (8-12)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 1-2, 1-6 or 5-30
SIZE: L (8 1/2' to 10' tall)
MOVEMENT: 18"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 4 or better
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon x 2 (+6 Strength bonus)
SPECIAL ATTACKS: Spear throw
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Nil
HIT DICE: 5+5

will be painted in swirling colors, but hues that the Verbeeg can easily read. Verbeeg use these messages to mark their territories or warn fellow Verbeegs of dangers. PCs can read these messages if they are also color blind or they view the message through opaque colored glass.

ECOLOGY: Verbeeg like to live in lairs that resemble human dwellings or abandoned ruins. Occasionally, they will make their lairs in caves or caverns. The Verbeeg consider themselves above Goblins, Ogres and Hill Giants and mock these lesser beings in crude charades. Verbeeg will often enslave demi-humans. They rarely enslave humans because they prefer to kill them.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: K, L, Mx5 (B in lair)

Other: Verbeeg sweat can be used for Potions of Giant Strength, while Verbeeg brain can be used for Potions of Giant Control.

Giant Desert Beaver

DESCRIPTION: Giant Desert Beavers are foul members of the rodent family that have adapted to life in extremely arid conditions. Rather than dam rivers, these creatures dam the natural flow of sand dunes to form their home lodges.

COMBAT/TACTICS: These desert dwellers are voracious carnivores and will attack any warm-blooded creature. They burrow in the sand and wait for prey, surprising their victims 6 in 10 times. They latch onto their victim with their large front teeth, biting for 2-12 points of damage. Those bitten are pulled under the sand to be devoured unless they make a successful Strength check.

When a Giant Desert Beaver is partially submerged, opponents get -4 to-hit unless they dig the creature out of the sand first.

HABITAT/SOCIETY: Giant Desert Beavers hunt in small packs and can go for several days without fresh water. Once they have brought down a chosen target, it is possible to distract the Beavers by throwing an open container of water their way. The creatures are 80% likely to stop and attempt to drink the water before pursuing victims.

ECOLOGY: Giant Desert Beaver are a favorite food of Blue Dragons and these large rodents fear the appearance of any dragon. These creatures watch the skies constantly when they are not seeking prey. Upon spotting a Blue Dragon, the Giant Desert Beaver will stop everything to burrow straight down into the sand.

Giant Desert Beaver

AKA: Dune Dammer, Desert Chomper
HACKFACTOR: 5
EP VALUE: 175
CLIMATE/TERRAIN: Desert
FREQUENCY: Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night/Darkness
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral (evil)
NO. APPEARING: 2-8
SIZE: M (6' long)
MOVEMENT: 9", 3" Burrow
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 4



YIELD:

Medicinal: Giant Desert Beaver meat is dry, but edible. Many desert nomads enjoy the taste of Beaver and eat it often.

Spell Components: Nil

Hide/Trophy Items: The pelt of a Giant Desert Beaver is worth 10 gp.

Treasure: Incidental

Other: Nil

Gibbering Mouther

DESCRIPTION: The Gibbering Mouther is a large yellow blob with many slobbering fang-filled mouths and distorted, angry eyes. They often change their body color to meld into the surrounding stone and will eat anything in their path.

COMBAT/TACTICS:

Mouthers move slowly (3"), except over mud or quicksand (6"). They prefer to lie in wait, melding into the stone to absorb its color and turning the surrounding 5 feet of stone into mush. When a victim steps within range, the Gibbering Mouther snaps open its many eyes and mouths to attack immediately.

The Mouther's unique spit reacts with all cold surfaces, bursting forth with bright flashes of light that can cause blindness for one round if the victim does not save vs. petrification. The GM should determine precisely where the PCs were looking at the time of the Mouther's flash attack.

The Mouther will slowly work its way up a victim's body, holding onto the victim with each mouth. Any victim hit by 3 mouths must roll 4 or less on 2d6 (Reaction Adjustment for Dexterity applies) or be knocked down. Victims knocked down will immediately be bitten by 12 mouths and the Mouther will continue to attack other prey.

Additionally, whenever the monster sees its prey it begins to babble incoherently. Victims within a 60-foot radius must save vs. spell or be confused. Roll 1d8 to determine the effect:

- 1 wander randomly for 1 round,
- 2-4 stand stunned for 1 round,
- 5 sing "I'm a little teapot" loudly for one round,
- 6 attack the nearest living creature,
- 7 attack the nearest piece of furniture or other inanimate object and
- 8 treat as a Fear spell, save at +2 or run away for 2 rounds.

Gibbering Mouther

AKA: Many-mawed Amoeba

HACKFACTOR: 9

EP VALUE: 420

CLIMATE/TERRAIN: Any cold
subterranean

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: M

MOVEMENT: 3" (6")

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 1

NO. OF ATTACKS: 6+

DAMAGE/ATTACK: 1 (x6) +1
per round

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 4+3



HABITAT/SOCIETY: Gibbering Mouther lairs are rather obvious, as they are completely devoid of all common objects, save a few gems (the only thing the monster cannot digest). Wary PCs will carefully check for the presence of Mouthers in any room that only contains gems.

Though Gibbering Mouthers talk all the time, sages have thus far been unable to translate any language, or even come to a consensus on whether they communicate using one or not.

ECOLOGY: Gibbering Mouthers are thought to be the spawn of an evil and nebulous blob gawd. They spawn at random when the mood takes them, splitting into 2-3 smaller Mouthers that immediately leave the area, seeking nourishment.

YIELD:

Medicinal: Nil

Spell Components: The spittle of a Gibbering Mouther can be used for a Dancing Lights spell.

Hide/Trophy Items: Nil

Treasure: Q

Other: The vital organ of a Gibbering Mouther is at the center of its body. The membrane around that organ is ideal for Potions of Delusion.

Gibbon

DESCRIPTION: Gibbons are the most agile and acrobatic tree-climbers of the primate kingdom. These gentle creatures are covered in black fur with distinctive white facial markings. Their long-fingered

hands are perfectly suited to manipulating the fruits and leaves a Gibbon eats, but are useless with weapons.

COMBAT/TACTICS: A Gibbon's first response to any perceived threat is to run away. Even if a PC does not see anything, he might hear the high, sharp cries of Gibbons panicking and rushing through the trees overhead. Additionally, there is a 90% chance per round in any given encounter that a Gibbon will run away, just to be safe. However, if caught or forced to fight in defense of its young, the Gibbon can bite for 1-4 points of damage.

HABITAT/SOCIETY: Gibbons commonly live in loosely organized tribes led by the least skittish male. This leader Gibbon will have only an 75% chance of running away from any given situation. The main objective of the leader is to have his tribe flee in as orderly a fashion as the Gibbon's limited brain will allow. The powerful and capricious gawd Kazaar-Freem considers the Gibbon to be his sacred animal. Gibbons are most often encountered near the gawd's most sacred temples across Garweeze World.

Gibbon

AKA: Primatus-Gentelium

HACKFACTOR: 1

EP VALUE: 15

CLIMATE/TERRAIN: Temperate/
Tropical

FREQUENCY: Common

ORGANIZATION: Tribes

ACTIVITY CYCLE: Day

DIET: Herbivores

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 5-40

SIZE: S (2' high)

MOVEMENT: 9", 9" Bc

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Timid (6)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Climbing Trees

MAGIC RESISTANCE: Standard

HIT DICE: 1-1

ECOLOGY: Gibbons are born singly or as twins each year. Gibbons cannot use crossbows, even ones that are specifically sized for use by primates. Hurting a Gibbon has a 10% chance of arousing the ire of Kazaar-Freem himself. Hurting a sacred temple Gibbon is 25% likely to arouse the gawd's ire. If this happens, the Gibbons will flee.

YIELD:

Medicinal: Gibbon brain is considered a delicacy.

Spell Components: Petting a Gibbon is part of a Commune spell for clerics of Kazaar-Freem. The gawd sometimes speaks to his clerics through these special primates.

Hide/Trophy Items: Gibbon pelts are worth 1cp.

Treasure: Nil

Other: Nil

Githyanki

DESCRIPTION: The Githyanki are an ancient race descended from a civilization once conquered by Mind Flyers. They are gaunt figures with rough yellow skin and gleaming black eyes. Their ears are have sharp points and are serrated at the back. They dress elaborately in deep blue-colored baroque armor and their high-quality weapons are intricately decorated.

COMBAT/TACTICS: As most human adventurers, Githyanki can achieve different classes and levels. See the table below for possible classes and levels. Magic-users and illusionists will have ACs of 10, while fighters will have ACs that start at 5 and go to 0 or lower. Knights will always have an AC of 0 or lower. Hit points and saving throws are calculated according to class.

Githyanki

AKA: Flyer Slayers

HACKFACTOR: Variable

EP VALUE: Per class and level

CLIMATE/TERRAIN: Astral Plane

FREQUENCY: Very Rare

ORGANIZATION: Dictatorship/
Monarchy

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Exceptional to
Genius (15-18)

ALIGNMENT: Any Evil

NO. APPEARING: 2-8 (away from lair)

SIZE: M (6' tall)

MOVEMENT: 12", 96" on Astral Plane

PSIONIC ABILITY: 151-250

Attack/Defense Modes: All/All, plus
psionicist powers

MORALE: Unsteady to Brave (8-14)

ARMOR CLASS: Per armor

NO. OF ATTACKS: Per class and level

DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: Spell use,
magic weapons

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: Per class and level



Roll d100	CLASS	Roll d100	LEVEL
01-40	Fighter	1-20	3rd
41-55	Magic-User	21-30	4th
56-80	Fighter/Magic-User	31-40	5th
81-85	Illusionist	41-60	6th
86-100	Knight	61-80	7th
		81-90	8th
		91-95	9th
		96-98	10th
		99-100	11th

Githyanki knights are the evil champions of the mysterious Githyanki Lich Queen, Gith Lyn Coln. These elite knights are extremely powerful

and revered throughout Githyanki society. They have all the abilities available to a dark knight.

Githyanki magic-users and illusionists will command the power of all the spells appropriate to their level. These spell casters will favor the most destructive spells possible.

Githyanki show great care for their weapons and armor. There is a 50% chance that any Githyanki of 5th level or higher has a +1 two-handed sword. At 7th level or above, there is a 60% chance that they fight with a +2 long sword. Knights of 7th level and above always carry a +3 Silver Two-Handed Sword that has a 5% chance of cutting an opponents silver cord on the Astral Plane. A supreme leader always carries a magical +5 sword that has the abilities of a vorpal weapon and also affects Mind Barred individuals.

Githyanki will never willingly part with a Silver Sword or allow one to stay in the possession of a non-Githyanki. Powerful raiding parties will be formed to recover one of these swords and failure to recover it means death at the hands of the merciless Lich Queen.

Githyanki can Plane Shift at will, but they rarely travel anywhere except the Astral or Prime Material Planes. Githyanki psionic abilities include: Astral Projection, Mind Bar, Probability Travel, and Energy Control.

HABITAT/SOCIETY: Githyanki progress in level as do humans. When a Githyanki reaches 9th level, the Lich Queen deems him worthy to be tested by his peers. Scholars say the grueling test involves surviving on one of the lower planes for weeks. Failure means a prolonged and painful death. When Githyanki reach 12th level, they are brought before the Lich Queen. She then absorbs the life-force of the victim to feed her ravenous hunger.



Githyanki live in huge castles on the Astral Plane. Travelers avoid these places, as the Githyanki have a reputation for violence and a propensity for torturing house guests. Githyanki strongholds are ruled by a supreme leader of 10th/8th level or an 11th/9th level fighter/mage. The supreme leader is an absolute overlord, holding the power of life and death over all who dwell there, except the supreme leader's wife.

Castles house 20-80 9th level knights who are fanatically loyal to the supreme leader. There will also be 1000 Githyanki of lesser status.

Githyanki are constantly at war with the Githzerai and the Mind Flayers, but the Githyanki have been known to occasionally raid human settlements for supplies or to train younger Githyanki in the art of war. A typical lair on the Prime Material Plane contains the following:

Supreme Leader	11th level fighter or 7th/8th fighter/magic-user
Two captains	8th level fighters or 7th/6th level fighter/magic-users
One knight	8th level fighter
Two warlocks	4th to 7th level magic-users
Three sergeants	4th to 7th level fighters
Two "gish"	4th/4th level fighter/magic-users
20-50 lower levels	Use the class table above, but all individuals are 1st to 3rd level
4 "guh"	Githyanki servants with 4 hit points and the keys to all the rooms in the lair.

Githyanki maintain a secret pact with a group of Red Dragons for mutual protection. These Red Dragons often act as mounts for the Githyanki. Outside the lair, a typical Githyanki unit consists of:

One Captain	8th level fighter
One Warlock	4th to 7th level magic-user
Five lessers	1st to 3rd level fighters

Usually a group this size will have two Red Dragons as steeds, transporting four to six Githyanki each. The dragons will fight for the Githyanki, but will not risk their lives, fleeing if the battle turns against them. It is unknown what the Githyanki give the dragons in return for service. Rumor has it that Githyanki help improve the Red Dragon race by enhancing their brain power using their own psionics.

The Githyanki officers and leaders have worked out an astoundingly efficient system of commands. This ability allows the leaders to give their soldiers short, seemingly senseless commands that convey complex military strategies. The GM should be wary of players who develop such a system of communication at the gaming table.

ECOLOGY: Githyanki essentially means "Sons of Gith". Gith Lyn Coln was the leader of the original rebellion that freed the Githyanki from their bondage. She is now the Lich Queen that rules all Githyanki. Originally humans, Githyanki culture and mental disciplines have altered their forms over the years. However, they still retain the basic human structure.

First and foremost, Githyanki are hunters and predators. They seem to enjoy the conflict and violence of war, although they never take slaves and no Githyanki has ever raised a hand against another. However, the Githyanki have fought a long, protracted war against the Githzerai, who are descendants of the same human stock enslaved by the Mind Flayers. This tragic war has gone on for centuries and has pitted brother against brother and king vs. queen. There is no end in sight to the bloody civil war of the Githi.

YIELD:

Medicinal: Nil

Spell Components: Githyanki teeth can be ground up and burned, protecting astral travelers from Prime Material Plane-based efforts to harm them or force them to return from the Astral Plane.

Hide/Trophy Items: Nil

Treasure: R (individual) H (in lair)

Other: Nil

Githzerai

DESCRIPTION: Githzerai are the monastic counterpart to the Githyanki and are descended from the same civilization that the Mind Flayers conquered (and later lost). They appear very similar, except they look more human and less gaunt. Githzerai dress in simple, functional gray clothing. Githzerai were freed by Gith, but choose not to follow her, instead worshipping a self-proclaimed gawd named Dai Viz.

COMBAT/TACTICS: As do human adventurers, the Githzerai have their own classes and levels. See the table below to determine class and level for any given Githzerai. Magic-users have a base AC of 10, while fighters and fighter/magic-users are usually AC of 5 to 0 or better. Thieves have an AC of 7. Like humans, any Githzerai encountered will have hit points and powers according to their level and class.

Roll d100	CLASS	Roll d100	LEVEL (add 3 for thieves)
1-55	Fighter	1-10	1st
56-75	Fighter/Magic-User	11-20	2nd
76-95	Magic-User	21-30	3rd
96-100	Thief	31-45	4th
		46-60	5th
		61-75	6th
		76-90	7th
		91-96	8th
		97-100	9th

Instead of knights, Githzerai sometimes become thieves, although a Githzerai thief is a rarer sight than a Githyanki knight. In Githzerai society, thieves are not revered in the higher ranks, but are considered noble by the lower ones. Although they never become leaders, Githzerai thieves can surpass 9th or even 12th level.

Githzerai

AKA: Children of Dai Viz

HACKFACTOR: Variable

EP VALUE: Per class and level

CLIMATE/TERRAIN: Limbo

FREQUENCY: Very Rare

ORGANIZATION: Dictatorship/
Monarchy

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Exceptional to
Genius (15-18)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 2-8 (away from lair)

SIZE: M (6' tall)

MOVEMENT: 12", 96" in Limbo

PSIONIC ABILITY: 151-250

Attack/Defense Modes: All/All, plus
psionicist powers

MORALE: Unsteady to Confident (8-12)

ARMOR CLASS: Variable

NO. OF ATTACKS: Per class and level

DAMAGE/ATTACK: By weapon type

SPECIAL ATTACKS: Spell use,
magic weapons

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: 50%

HIT DICE: Per class and level



Githzerai fighters of at least 5th level use silver swords, which are equal to +3 two-handed swords with a 5% chance of severing the silver cord in the Astral Plane. Mind Barred individuals are immune to these swords. Like the Githyanki, Githzerai will do anything they can to recover these swords from outsiders.

All Githzerai have the power to Plane Shift at will, but only to Plane Shift back and forth between the Prime Material Plane and their fortresses in Limbo.

Githzerai psionic abilities include: Astral Projection, Mind Bar, Probability Travel, and Energy Control.

HABITAT/SOCIETY: After Gith freed them from the Mind Flayers, the Githzerai chose to follow a powerful magic-user named Dai Viz, who proclaimed himself king and later gawd. Githzerai rarely attain levels above 7th and the ancient magic-user personally destroys any of those who reach 9th level, as he views them as a threat to his position. Thieves, being skilled at hiding their true identity, can advance much higher, but they are in constant danger of being discovered.

If encountered outside their lair, the Githzerai usually travel in the following numbers:

One Supreme Leader	9th level fighter or 4th/7th fighter/magic-user
One Captain	6th level fighter or 4th/4th fighter/magic-user
Two Warlocks	3rd to 5th level magic-users
Three sergeants	3rd to 5th fighters
Three "Zerths"	3rd/3rd fighter/magic-users
20-50 lessers	even split of all three classes, 1st thru 3rd levels

There is a 10% chance that a 6th to 10th level thief will replace one of the lesser Githzerai in this group.

Githzerai dwell in the plane of Limbo. A typical stronghold houses 3000 Githzerai led by a supreme leader. The leader has absolute control over the life and death of all his followers. The Githzerai hold few fortresses on the Prime Material Plane, but those fortifications are particularly strong. The walls are of adamantite and house 500 Githzerai and a supreme leader.

In Limbo, some cities reach a population of 10,000 or more and the sovereign capital of the Githzerai Empire, Al'lea'bamar, houses 2,000,000 Githzerai. The most genteel Githzerai nobles live here, as well as the mage-gawd, Dai Viz. Githzerai are convinced of their supremacy and remain obsessed with their conflict with the Githyanki and the Mind Flayers. They often hire mercenaries to assist them.

Some Githzerai believe in the Legend of Zerthimon, rumored to be the original Arch-Mage that freed the Githzerai from Gith. Githzerai who believe in Zerthimon are called Zerths and their religion is centered around his triumphant return. Dai Viz believes this legend challenges his authority, and so he persecutes believers. However, the legend is so wide spread that he tolerates it in the public eye, while secretly executing key members of the religion as they are identified.

When hunting Mind Flayers, a sergeant leads a band of 30-60 Githzerai. These roving bands are called Rrakkma bands and it is considered an honor for any Githzerai to serve as a member.

Githzerai will not attack the natural denizens of the Prime Material Plane, but to them the ends justify the means. So Githzerai will never sacrifice a planned attack against the Githyanki just because some human or demi-human bystanders might get in the way.

Githzerai co-exist with Slaadi and will sometimes use them as guards and mercenaries. There are rumors that the Githzerai have powerful psionicists in their ranks.

ECOLOGY: Githzerai and Githyanki are from the same stock of human. The Githzerai are significantly more human than the Githyanki. Spells that affect humans will affect them and spells that only affect humans are 50% effective against Githzerai. Githzerai will never agree with Githyanki (whom they refer to as "yankis").

YIELD:

Medicinal: Nil

Spell Components: Githzerai teeth can be ground up and burned to protect astral travelers from Prime Material Plane-based efforts to harm them or force them to return from the Astral Plane.

Hide/Trophy Items: Nil

Treasure: P (individual) Hx2 (in lair)

Other: Nil

Gloomwing

DESCRIPTION: Gloomwings are huge moths with subtle black and silver streaks over their wings and bodies. Their large feathered antennae are tipped with white and their eight legs are the color of pearl. Gloomwings are most often encountered near large sources of light or in the spacious wardrobes of giants.

COMBAT/TACTICS: Any victim that views the black and silver patterns on the moth's body from above must save vs. magic or become

confused, as per the spell. The coloration also helps to hide the creature, allowing it to surprise opponents 5 times in 10.

A Gloomwing will grasp anything smaller than a halfling, pulling it into the air to devour it. When not provided with an immediate target, the Gloomwing attacks, emitting a pheromone on the second round and each round thereafter. The pheromone causes weakness in all non-insects (save vs. poison or lose 1 point of Strength per round of exposure). The weakness wears off in 1-4 turns. Creatures that make their save once need not save again during that combat. The scent is 20% likely to attract 1-4 other Gloomwings to the area, and victims must save separately against each additional moth's pheromones.

Gloomwings must save vs. magic every round in the presence of a Continual Light source or suffer from the effects of a Confusion spell.

Gloomwing

AKA: Carnivorous Moth

HACKFACTOR: 7

EPVALUE: 650

CLIMATE/TERRAIN: Temperate/Tropical

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-6

SIZE: M (8' wingspan)

MOVEMENT: 12" Fly (D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 1

NO. OF ATTACKS: 3

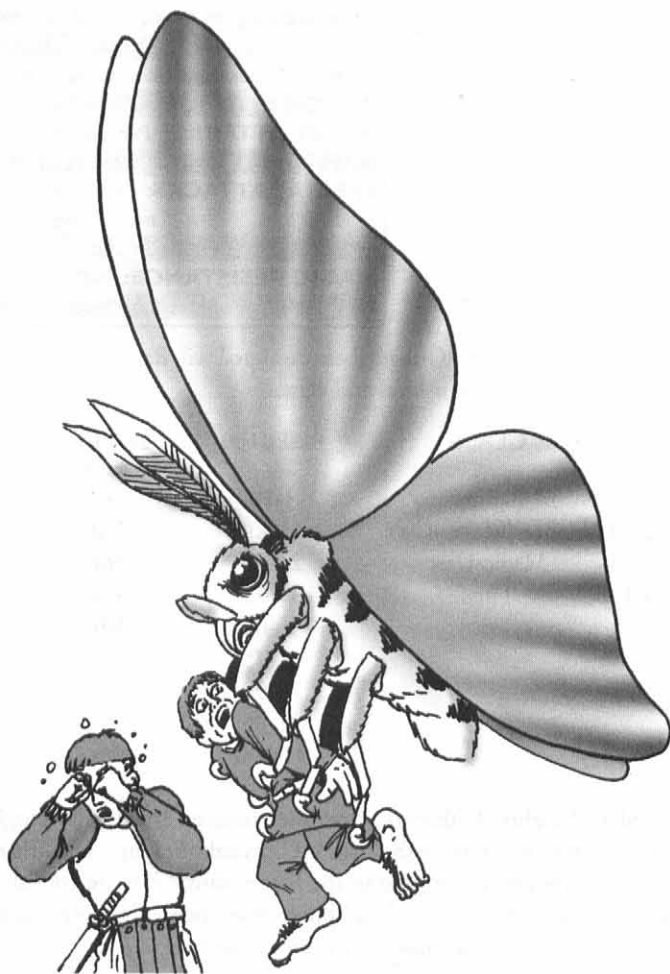
DAMAGE/ATTACK: 1-3/1-3/1-8

SPECIAL ATTACKS: Pheromone

SPECIAL DEFENSES: Confusion

MAGIC RESISTANCE: Standard

HIT DICE: 5+1



HABITAT/SOCIETY: Gloomwings are predators that must eat their weight in prey each day to maintain their health. They are, often fatally, attracted to bright lights, especially to bright lights in larger settlements, where they are a frequent problem in Garweeze World.

ECOLOGY: Females lay their eggs in the corpses of slain victims. They hatch in 12 days, sprouting 4-10 tenebrous worms that devour the body completely. These worms can be killed by a Cure Disease spell.

Originally bred for their bright colors to entertain crowds during festivals, this creation by Hawthorne the Mage turned out to be deadly. He later corrected the mistake by taking the piranha blood out of the initial mixture, but by then the original Gloomwings had escaped.

YIELD:

Medicinal: Gloomwing antenna cures pink eye.

Spell Components: Gloomwing pheromone can be used for a Ray of Enfeeblement.

Hide/Trophy Items: Nil

Treasure: Nil

Other: The Gloomwing's ivory mandibles are worth 25gp.

Glow Worm

DESCRIPTION: Glow Worms are 2-foot long caterpillars with a smooth yellow hide. At night they glow with the intensity of torchlight. By day, they devour any vegetable matter they can get their teeth into.

COMBAT/TACTICS: Glow Worms are non-violent, but they will bite almost anything that gets near their mouths. At night, they spend their time gathering leaves, sticks and other juicy vegetable matter, so they can spend the daylight hours eating in their lairs.

PCs on Garweeze World often use these bloated bugs as a cheap alternative light source. Unfortunately, during combat situations, if the worm is disturbed it must make a morale check (which it is likely to fail). Glow Worms have been known to flee combat situations.

HABITAT/SOCIETY: Glow Worms are not intelligent. In fact, they never mature past the larva stage. Glow Worms are a favorite treat of many subterranean carnivores, who are 25% likely to attack the Glow Worm in combat first, ignoring any PCs nearby.

ECOLOGY: Glow Worms can hatch in almost any environment. During the summer, the female lays a clutch of 1000 eggs in a web-

Glow Worm

AKA: Lantern Caterpillar, Torch Bug

HACKFACTOR: 0

EP VALUE: 7

CLIMATE/TERRAIN: Any non-Arctic or non-Desert

FREQUENCY: Uncommon

ORGANIZATION: Swarms

ACTIVITY CYCLE: Night

DIET: Herbivore

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 2-20

SIZE: S (2' long)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Coward (4)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

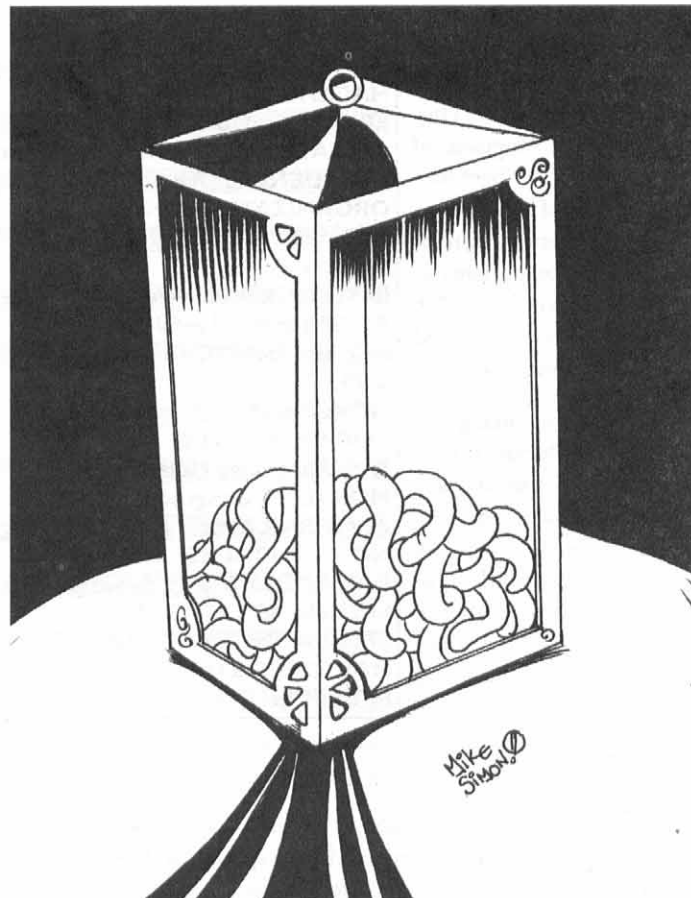
DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1



spun nest. When the worms hatch, they devour the tree in which the nests rest, as well as any vegetable matter in a 100-foot radius. Most inhabited cities will check at the gate for these creatures, as they have been known to consume whole buildings in a matter of hours.

YIELD:

Medicinal: Nil

Spell Components: The Glow Worm gland that causes it to emit light can be use in lieu of other spell components to cast Faerie Fire, Light or Continual Light.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Gnarl-ron

DESCRIPTION: A Gnarl-ron is a humanoid creature with the many head of a hyena or rabid wolf-dawg. Similar in appearance to Gnolls, Gnarl-rons are shorter and stockier. Because they are more cunning and organized, they are held in reverence by Gnolls of all kinds. Gnarl-rons always have the best equipment and armor available. In an army of Gnolls, they will be the leaders and military strategists.

COMBAT/TACTICS: Gnarl-rons attack as organized units and can quickly whip any Gnoll tribe into efficient soldiers. The weapon of choice for most (75%) Gnarl-rons is the common club, but some (25%) will use a Gnarl-ron bar. A Gnarl-ron bar is a pair of chain-linked iron bars that are spun at great speed and can strike twice per round, doing 1-4 points of damage per strike. Victims hit must save vs. wands or their weapons will be caught in the chain and torn from their grasp. Gnarl-rons get +1 to hit due to their Strength.

HABITAT/SOCIETY:

Gnarl-rons speak the language of Gnolls in addition to their own tongue. They may speak the language of Trolls, Orcs or Hobgoblins. About 50% of Gnarl-rons also speak Common. Gnarl-rons rarely become shamans, but may achieve 4th to 7th level as clerics or reach 2nd to 5th level as magic-users.

With their 13 Intelligence and their 18 Charisma (only to Gnolls and similar creatures), Gnarl-rons are considered great warriors by Gnolls. Gnolls under the command of a Gnarl-ron gain that Gnarl-ron's morale. If the Gnarl-ron is slain, the Gnolls must make a morale check under their own morale and there is a 10% chance that they will be inspired into a jihad to avenge their fallen leader.

ECOLOGY: Gnarl-rons usually travel with Gnoll tribes. Gnarl-rons will eat anything warm-blooded and have a special fondness for human and demi-human flesh (lightly roasted). Like lesser Gnolls, they enjoy the screams of their meals, but those very screams often make the

Gnarl-rons**AKA:** Gnoll Masters**HACKFACTOR:** 3**EP VALUE:** 120**CLIMATE/TERRAIN:** Any non-Desert**FREQUENCY:** Rare**ORGANIZATION:** Tribe**ACTIVITY CYCLE:** Night**DIET:** Carnivore**INTELLIGENCE:** Average (8-10)**ALIGNMENT:** Lawful Evil**NO. APPEARING:** 1-4**SIZE:** M (6' tall)**MOVEMENT:** 12"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Courageous (13)**ARMOR CLASS:** 5 (10)**NO. OF ATTACKS:** 1 or 2**DAMAGE/ATTACK:** by weapon**SPECIAL ATTACKS:** Disarm**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Nil**HIT DICE:** 2+3

Gnarl-rons hungrier and will be cut short. Gnarl-rons have a lower birth rate than Gnolls, so are less likely to leave their young behind.

YIELD:

Medicinal: The sweat glands of a Gnarl-ron can be used to mask a PC's scent from any canine, so tracking by dawgs becomes 60% less effective.

Spell Components: Gnarl-ron fur is excellent for Charm Mammal, giving Gnolls and canine-related creatures -2 to save.

Hide/Trophy Items: Nil**Treasure:** A**Other:** Nil**Gnoll**

DESCRIPTION: **Standard:** Gnolls are large hyena men that are a major military force throughout Garweeze Wurld. The body of a Gnoll resembles a large human, while the head resembles a hyena or wolf-dawg. They have green-grayish spotted skin with reddish gray to yellow manes. Gnolls are usually heavily armored and armed. A large force of Gnolls will always have a banner guard.

Rank	EP Value	HackFactor
Guards	65	1
Leaders	120	2
Chieftain	120	2

Desert Gnoll: These Gnolls have beige skin and light blonde manes. Due to the arid conditions of the desert, they travel light and wear



Standard Gnoll

Gnoll	Standard	Desert	Headhunter
AKA:	Dawg Face	Caninus-Aridus	Jungle Dawg
HACKFACTOR:	See below	1	1
EP VALUE:	See below	35	35
CLIMATE/TERRAIN:	Any non-desert	Any Desert	Tropical to Subtropical
FREQUENCY:	Uncommon	Rare	Very Rare
ORGANIZATION:	Tribe	Tribe	Tribe
ACTIVITY CYCLE:	Night	Night	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
ALIGNMENT:	Chaotic Evil	Chaotic Evil	Chaotic Evil
NO. APPEARING:	2-12	2-20	2-12
SIZE:	L (7' tall)	L (7' tall)	L (7' tall)
MOVEMENT:	9"	12"	9", 6" Climb, 9" Swim
PSIONIC ABILITY:	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Average (11)	Average (11)	Confident (12)
ARMOR CLASS:	5 (10)	7 (10)	8 (10)
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
HIT DICE:	2	2+1	2

lighter armor, although their hides are as tough as leather. Thinner than regular Gnolls, they rely on the desert sands and their stealth for camouflage and survival.

Headhunter Gnoll: Jungle Gnolls wear little armor, as it is quite hot in their tropical climes. Their organization is very primitive. They typically wear bones through their noses, ears and hair.

COMBAT/TACTICS: Standard: Gnolls like to overwhelm opponents with their sheer numbers. Gnolls fight with swords (15%), pole arms (35%) and battle axes (20%) and also use bows (15%) and morning stars (15%). They do not usually lay traps in their lair unless short on guards.

Desert Gnoll: These Gnolls have learned to camouflage themselves in the desert, but the tactic only works 35% of the time. Desert Gnolls are always short on weapons and will either have clubs (35%), swords (25%) or slings (40%). Any group of more than four Gnolls will have one camel per four Gnolls. These Gnolls love to follow travelers in the day, then ambush them in their camps at night.

Headhunter Gnoll: Unsophisticated and primitive, these Gnolls are the most vicious. They fight with obsidian blades (40%), clubs (35%) or spears (25%). Anyone captured will be brought back to the lair for torture and ritual beheading. Those killed during a battle will be beheaded right after, their heads taken back to the lair.

HABITAT/SOCIETY: Gnolls speak their own language with many regional dialects. They also speak Troll, Gnarl-ron, Orc and Hobgoblin. Some leaders may (25% chance) speak Common. Gnoll shamans are held in high esteem and are equal to 2nd-5th level clerics or 1st-4th level magic-users. There will usually be only one shaman per tribe, with a 10% chance of an acolyte of half power. Shamans usually struggle for control of the tribe with the chief, but they will almost always defer to a Gnarl-ron.

Standard: Gnolls prefer underground lairs or abandoned ruins, and operate at night when on the surface. They are ruled by the strongest

Gnolls. Underground Gnoll lairs have a 30% chance of 1-3 Troll guards, while above ground lairs have 4-16 hyenas that act as guards.

Gnoll lairs have 20-200 adult males, with a 3 Hit Dice sub-leader for every 20, a 4 Hit Dice Chieftain (3 AC, +3 damage) for every 100 and 2-12 elite warriors of 3 Hit Dice (AC 4, +2 damage) for any number of Gnolls over 100.

Females are equal to half the number of males and fully equal to males in combat, but they usually have poorer armor and weapons. Gnolls are very prolific and will have twice the number of young in the lair as all the adults combined. Gnolls have at least one slave for every 10 adults in the lair.

Gnolls will work together with other evil humanoids, especially Orcs, Hobgoblins, Ogres and Trolls. If their strength grows beyond the other humanoids, they will often kill and eat their partners (or be killed and eaten themselves, if things go badly). Gnolls dislike Goblins, Kobolds, giants, humans, demi-humans, fairies,

walks on the beach and manual labor.

Gnolls have become a major military force on Garweeze World through sheer numbers. Several Gnoll tribes have become infamous for their cruelty on the battlefield. These tribes include the Shattered Pinky Clan, the Festering Blister Clan and the Clan of the Compound Fracture. Gnoll clans will always have a banner guard of four Gnolls



Desert Gnoll



Headhunter Gnoll

(of 3 Hit Dice each) to protect their banner as a matter of honor. PCs will be able to recognize some clans by their colors or their marching chant, or in the case of the Shattered Pinky Clan, the sharp rhythmic cracking of knuckles.

Desert Gnoll: Desert Gnolls are nomadic and any raiding party will always be within 5 miles of the current Gnoll camp. They do not have banners, as they prefer to pose as human nomads in the day, staying in their tents and letting their slaves pose as “camp owners”. Desert Gnolls run a slave-trading business in many desert communities. However, Gnolls are not very business-savvy and frequently lose their best slaves for mere copper pieces.

Headhunter Gnoll: These Gnolls are more religious, usually occupying abandoned evil temples and erecting their own shrines to their gawd, the Nefarion An’Gnarl. They hunt heads to decorate their temples and use as ritual sacrifices. These Gnolls almost never trade outside their own race and are thus “metal poor”. They must rely on their own weapon-making skills (which are adequate at best) to build weapons. Head-Hunter Gnolls will decapitate all slaves except those that demonstrate a knack for weaponsmithing or building repair, as most of their temples are dilapidated.

ECOLOGY: The entire Gnoll race will eat anything warm-blooded, favoring intelligent creatures over animals because they enjoy their screams. They will usually hunt an area until it is completely devoid of game and move on. During this time, many Gnoll children are left to starve to death, which helps keep their numbers under control. Gnolls can live to be about 35 years old.

YIELD:

Medicinal: The sweat glands of a Gnoll can be used to mask a PC’s scent from any canine, so tracking by dawgs becomes 50% less effective.

Spell Components: Gnoll fur is excellent for Charm Mammal, giving Gnolls and canine-related creatures –2 to save.

Hide/Trophy Items: Nil

Treasure: D, Qx5, S (Gnolls) L, M (in lair), D, Qx5, S (Desert Gnolls) L, M (in camp), Qx5, S (Headhunter Gnolls)

Other: Nil

Gnome

DESCRIPTION: These small humanoids are distant cousins of the dwarves. They are friendly and loyal to their friends, but are rarely seen unless they want to be. Known for their strange sense of humor and quirky traits, Gnomes are small and nimble, with short-trimmed beards and large noses.

Common Gnomes: Common Gnomes wear cloth caps and light clothing in primary colors. They have an insatiable curiosity that sometimes gets them in trouble. Unlike most races, Gnomes often become adventurers, usually making hasty decisions on the spur of the moment. Gnomes are not subtle and even the ones that have become master thieves use their reputation as bumbler to maximum effect.

Feral Gnomes: These wild Gnomes are only loosely affiliated with the Gnome Protectorates, if at all. Feral Gnomes look roughly like com-



Common Gnome

Gnome	Common	Feral	Forest	Svirfneblin	Tinker	Titans
AKA:	--	Wild Gnome	Tree Gnome	Cave or Deep Gnome	Inventor Gnome	--
HACKFACTOR:	1	1	1	3	1	1
EP VALUE:	65 (base)	120	120	420	65	65 (base)
CLIMATE/TERRAIN:	Hills	Any Wildlands	Forest	Subterranean	Mountains	Any
FREQUENCY:	Rare	Rare	Very Rare	Very Rare	Rare	Rare
ORGANIZATION:	Clans	Families	Clans	Colony	Colony/Guild	Clans
ACTIVITY CYCLE:	Any	Any	Day	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Low to Genius (7-19)	Semi to Average (3-10)	Semi to Genius (3-17)	Semi to Genius (3-17)	Avg. to Super Genius (8-18)	Low to Exceptional (5-16)
ALIGNMENT:	Neutral Good	Chaotic Neutral	Neutral Good	Neutral (good)	Good (N/L)	Lawful Neutral
NO. APPEARING:	4-12	1-6	1-4	5-8	1-12	11-20
SIZE:	S (3' to 3 1/2')	S (3' to 3 1/2')	S (2' to 2 1/2')	S (3' to 3 1/2')	S (3')	S (3' to 3 1/2')
MOVEMENT:	6"	9", 3" Burrow	9"	9"	6"	6"
PSIONIC ABILITY:	Possible	Nil	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Foolhardy (16)	Brave (14)	Courageous (13)	Unsteady (8)	Resolved (18)
ARMOR CLASS:	6 or better	5 or better	10	2 or better	10 or 5	4 or better
NO. OF ATTACKS:	1	3	1	1	1	1
DAMAGE/ATTACK:	by weapon	1-2/1-2/1-3	by weapon	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	See below	See below	Traps	Stun darts	Nil	See below
SPECIAL DEFENSES:	See below	See below	See below	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below	20% and up	See below	See below
HIT DICE:	1	1+1	1	1	1	1-1

mon Gnomes that have de-evolved. Some individuals sport sharp claws or small fangs, and always have unkempt hair and very hairy bodies. The average Feral Gnome's clothing is usually ragged and filthy.

Forest Gnomes: These Tree Gnomes are very loosely affiliated with the Gnome Protectorates. Shy and even more elusive than the Grove Warrior clan, Forest Gnomes shun contact with all other races except in dire emergencies affecting their woods. They are usually smaller than other Gnomes, averaging 2 1/2' tall. They have dark gray-green skin with light brown hair and brown or green eyes.

Svirfneblin Gnomes: The Deep Gnomes have rock-colored skin. Males are often completely bald, while females have extremely fine, thin hair. They dress like human miners, in tough leather clothing and protective gear. Most Svirfneblin spend their entire lives underground.

Tinker Gnomes: The unusual Inventor Gnomes are loosely affiliated with the Gnome Protectorates for their mutual benefit. These Gnomes are cheerful, industrious bumbler. They take gnomish quirks to the extreme and appear to be odd even by gnomish standards. They talk very rapidly, and often mumble to themselves.

Gnome Titans: The Gnome Titans are a militant branch of the Gnome race. Small but muscular, these tiny scrappers are experts at hand-to-hand fighting. They are never heavily armored, but they hide a variety of small weapons on their person at all times. Titans trim their beards close to their faces so an opponent cannot grab it. They dress in form-fitting clothes and use colors and fabrics that are dull and drab. Most Gnome Titans are heavily scarred.

COMBAT/TACTICS: Unless otherwise indicated, all Gnomes gain +1 to-hit Goblins and Kobolds, their racial enemies. All giant class creatures (giants, Gnolls, Bugbears, Ogres, Trolls, etc.) get -4 to-hit any Gnomes in or out of combat.

Common Gnomes: Gnomes prefer using unorthodox methods of distracting opponents, rather than fighting directly. Even so, all Gnomes carry at least one back-up weapon. Favorite weapons include: short

swords, hammers, spears, short bows, crossbows, slings and darts. Almost all Gnomes carry a hidden knife on their person for last-ditch defense. Gnomes prefer to "over-prepare" and usually stuff alarming quantities of equipment in their packs.

Typically, gnomish armor is studded leather and a small shield. Leaders upgrade to chain mail and any Gnome over 5th level will have plate mail. There is a 10% chance per level above 5th that a Gnome has magic armor and/or weapons. Spell casters have a 10% chance per level of possessing 1-3 magic items.

Feral Gnomes: The Wild Gnomes use their natural camouflage ability (85% hide and move silently) to ambush prey. They have amazing senses and are only surprised 2 in 10 times, but surprise opponents 7 in 10 times. They will fight dirty, often attempting to imitate typical Gnome Titan maneuvers, but they do not use them as efficiently as their Gnome Titan cousins and so get -2 on all rolls. On a natural roll of 20, the Feral Gnome has bitten the victim in the throat and the victim bleeds for 1-3 points of damage per round until healed or banded. Feral Gnomes rarely use weapons.

Forest Gnomes: These Gnomes like missile weapons and traps. Opponents get -4 to-hit Forest Gnomes due to their speed when they fight man-sized or larger creatures. Forest Gnomes get +1 to-hit and damage vs. Orcs, Lizardmen, Troglydites or any other creature that would damage their forests. When cornered, these Gnomes usually fight with clubs or anything they can lay their hands on.

Svirfneblin Gnomes: Deep Gnomes can hide underground, freezing and blending into the rock 60% of the time. For every level above third, a Deep Gnome's AC improves by 1 and they gain +5% magic resistance. They make all saving throws at +3, except poison, for which the bonus is +2. They like to wield picks and daggers, which, though non-magical, get a +1 bonus due to their superior construction,

The stun darts of the Deep Gnomes can be thrown up to 40' and have a +2 bonus to hit. Those struck get a small puff of gas in the face that



Gnome Titan guard

causes the victim to save vs. poison or be stunned for one round and slowed for the next four. Third level warriors and up carry darts with acid (+2-8 points of damage) and crystal caltrops that break and release a powerful sleep gas (as per the Sleep spell).

Tinker Gnomes: These Gnomes prefer to fight using their wacky inventions; everything from the three-barrel water blaster to the multiple spear finger and the automatic groin stomper. Although their inventions, when they do work, are likely to cause some damage, they usually cause the most damage when they explode or are used by someone unfamiliar with the Tinkers' reputation. When cornered, Inventor Gnomes will fight using their own tools, which are usually equivalent to daggers.

Gnome Titans: Gnome Titans get +2 to Strength, fight as if one level higher and have an unbreakable morale. They are experts at weaponless combat and practice fighting daily. In packs of 10 or more, they overwhelm opponents, disarming them and using dirty fighting tactics. Their unique attack is the groin stomp: often using specially reinforced boots, the Gnome Titan will knock over an opponent and stomp on his groin area, inflicting painful damage (see the HackMaster Player's Handbook for further details on the groin stomp).

Titans believe that mercy is for the weak, but they are not interested in slaying opponents so much as humiliating them and causing permanent, crippling damage and scars. When knocking out teeth, Gnome Titans roll 1-10 instead of the standard 1-3. Titans have an ear-shattering war-cry that makes any creature with 1 Hit Die or less save vs. fear or make a morale check. Those who successfully make the morale check fight at -1 to hit.

Gnome Titans are proficient in all but the most exotic weapons.

During times of war, they will be heavily armed and armored, but never use a shield as they prefer to have one hand free to "wuss slap" the enemy. Gnome Titan NPCs gain a 20% bonus to all skills involving military discipline and can fight at -1 hit points for a number of rounds equal to their Constitution.

Titans are often led by Gnomish Doom Lords and their officers are Battlelords. Most Gnome Titans are fighters. There are battlemages in their ranks, but they can never learn spells above 5th level.

HABITAT/SOCIETY: The Gnomish race is ruled on Garweeze Wurld by the Gnome Protectorates. This is a council of elders made up of all the elders from each major clan and sub-race. The major clans include House Onyx, the Moss Weavers, House Indigo and the Grove Warriors. Although the Protectorates do not control much land that is exclusive to Gnomes, they inhabit virtually all parts of Garweeze Wurld. Regardless of alignment, the Gnomes of the Protectorates work together to advance all gnomish causes, gnomish business and the gnomish way of life.

Common Gnomes: Most gnomes live in remote, hilly, wooded regions. They are very clannish and have friendly rivalries with neighboring clans. Typical occupations include miner, jeweler and entertainer. Gnomes play almost as hard as they work and they have dozens of holidays, festivals and game leagues. Leaders are called "chiefs" and they have a council of high level clerics as advisors.

Lairs consist of 40-400 gnomes, one-fourth of which will be children. For every 40 adults, there is a fighter of 2nd-4th level, for every 160 there is a 5th level chief and a 3rd level lieutenant. For 200 or more,



Feral Gnome

FRAIM



Forest Gnome

there is a cleric or illusionist of 4th to 6th level, for 320 add a 6th level fighter, two 5th level fighters, a 7th level cleric, four 3rd level clerics, a 5th level illusionist and two 2nd level illusionists. Gnomes like to befriend burrowing animals and may have 5-30 badgers (70%), 3-12 giant badgers (15%), 2-8 wolverines (10%) or 1-6 Dread Badgers (5%) as neighboring friends and allies.

Feral Gnomes: These Gnomes are represented in the Gnome Protectorates by non-feral Gnomes that try to look out for their interests. The Feral Gnome wants nothing more than to run free with the badgers and other burrowing animals. Feral Gnome families keep to themselves and do not meddle in gnomish politics.

Forest Gnomes: Tree Gnomes live in small villages of less than 100. Each family lives inside a hollowed-out tree. The villages are so well disguised that even an elf or ranger could walk through without ever seeing it. Forest Gnomes are consummate bakers known throughout Garweeze Wurd for their sweets, and will use intermediaries to bring their delicious treats to market.

Svirfneblin Gnomes: Deep Gnomes are extreme traditionalists when it comes to appropriate working roles for males and females. The females are in charge of food production and running the city, while the males are warriors and miners. For every four Svirfneblin, there will be a head Prognosticator with 4+7 Hit Dice and the ability to confidently speak "svirfneblin" aloud. For every 20 gnomes, add a burrow warden of 6+9 Hit Dice with two 5+8 Hit Dice assistants.

It is 25% likely the 6th level Svirfneblin Gnomes have 5th to 7th level illusionist abilities. Deep Gnomes that are not illusionists gain the ability to conjure Earth Elementals (50% chance) once per day at 6th

level. Deep Gnome clerics cannot turn undead, but they can attempt to gain control of rampaging elementals.

Tinker Gnomes: These Gnomes are rapidly spreading all across Garweeze Wurd, thanks to their ingenuity and intelligence. Their colonies number 200-400. Each Tinker Gnome has a life quest to attain perfect understanding of one machine. All Tinkers, male and female, are equal and they all belong to one or more guilds. Guildmasters run the Inventor's communities.

Tinker Gnomes spend their lives building, testing and rebuilding their inventions. They happily trade with other races for parts, often trading or selling their unreliable inventions. Most races that have had experiences with Tinker Gnomes have set aside areas within their towns for Tinkers or banned them from selling within the city limits.

Gnome Titans: The Gnome Titans are an incredibly strict, militant race. Their lives revolve completely around honor, combat and order, precisely in that order. They do not tolerate any blemishes to their honor, no matter how small, and will respond using the most violent tactics possible. These gnomes demand respect at all times and would rather die painfully than lose even one point of Honor.

This is the golden rule for all Gnome Titans, concerning Honor: The higher the rank of the offender, the fiercer the punishment for besmirching the Honor of the Gnome Titan. Typical soldier punishments include flogging followed by weeks of torturous guard duty. The punishment for officers includes flogging followed by being sewn into a sack with a wild animal and being tossed down a well or being chained to a wild animal then having it set loose down a dangerous mountain trail.



Gnome Titan



A gnomish legion, bravely charging the enemy.

Gnome Titans love to drink, as it is another opportunity to test their mettle. Titan bars are dangerous and fighting is common, but never fatal. To enter a Gnome Titan-controlled bar, victims must pass a test, drinking something known as a "Gut-buster". Gut-busters do 1-10 points of damage to the imbiber (2-20 for a double). However, thereafter, the Gnome Titan reaction to the drinker will always be at +2, which rises immediately to +4 if the victim was able to make a Constitution check at -6 to avoid vomiting.

For every 10 Gnome Titans there will be a Battlelord officer of 4th-6th level. For every 12 Titans, there will be a battlemage of 2nd-5th level. Gnome Titan units are extremely close-knit and each member would gladly lay down his life for the safety of the others.

Gnome Titans worship the Gnomish gawd of war, Pangrus. For every 40 Titans, there will be a cleric of 3rd-9th level. Pangrus' many holidays are extremely sacred to the Titans and those who would besmirch Pangrus in the slightest way are likely to be flogged, covered in honey and dropped into a pit of starved, wild bears.

ECOLOGY: Common Gnomes: Gnomes exist in harmony with the lands they inhabit. Most prefer to live underground, but like to be near the surface to enjoy the beauty of nature. The average life span of a typical Gnome is 450 years, although some live to be 600 years old.

Gnomes speak their own language (with some distinct regional and clannish dialects) and they often (90%) can speak Common, Kobold, Goblin, halfling, dwarf and the other languages of their neighbors and allies. All Gnomes can communicate with burrowing animals. The odd and confusing sub-language unique to Gnomes, Gnomish Gibberish, is understandable only to Gnomes (although it takes three

times as long for them to communicate anything).

Gnomes have infravision of 60 feet, they can detect sloping passages (5 in 6), unsafe stonework (7 in 10), depth underground (4 in 6) and direction under ground (3 in 6). They gain +1 to saves vs. magic for every 3 1/2 points of Constitution, but there is a 20% chance that any magic item (armor, weapons and illusion-related items are exempt) will malfunction.

Feral Gnomes: These Gnomes live in the wild and their exact population is unknown. Feral Gnomes will never be attacked by wild burrowing animals. They are 25% likely to be cohabitating with 1-6 badgers, 1-3 Giant Badgers or a Dread Badger.

Forest Gnomes: These gnomes are guardians of the woods and all who dwell there. They help travelers who are lost, but only reveal themselves to druids. Forest Gnomes also aid the Protectorates quietly, behind the scenes.

Svirfneblin Gnomes: Deep Gnomes love gems, especially rubies. They are so closely linked to the earth that creatures from the Elemental Plane of Earth are 90% likely not to harm them. They support the Gnome Protectorates, but do so through silent means.

Tinker Gnomes: Rumor has it that Tinker Gnomes arrived on Garweeze Wurd when a powerful Wizard tried to banish them from his own world by "fixing" one of their machines. The magic wore off and the device promptly exploded, stranding the Inventors on Garweeze Wurd. Despite attempts to unseat the Tinker Gnomes from the Gnome Protectorates, they somehow manage to stay in power.

YIELD:

Medicinal: Nil

Spell Components: Gnomish blood can be used in lieu of other material components for a Dig spell. Tinker Gnome blood automatically makes the spell malfunction. Svirfneblin blood doubles the range of the Dig spell. Forest Gnome blood cannot be used for the Dig spell.

Hide/Trophy Items: Nil

Treasure:

Common: Mx3, C (Qx20 in lair)

Feral: Nil

Forest: J, K, Qx2 (C in lair)

Svirfneblin: Kx2, Qx3, (D, Qx5 in lair)

Tinker: Mx30, (C, Qx20 in lair)

Titans: Mx3, C (Qx20, X in lair)

Other: Nil

Gnomeling

DESCRIPTION: These gentle creatures are the result of a wayward gnome and halfling union. Most Gnomelings are timid and meek by nature. They are usually not very effective warriors and rarely dress in any kind of armor. Gnomelings often become servants and henchmen to other adventurers and will dress accordingly.

COMBAT/TACTICS: Most Gnomelings lack the strength to wield anything bigger than a half-sized dagger, and even then they cannot excel. Without a great deal of magical assistance, the average Gnomeling is a pathetic figure in combat. Gnomelings do, however, make extremely loyal hirelings. If their lord or master is killed, they

quickly become dynamic and cunning, using their reputation of weakness to catch their enemies unaware. Some Gnomelings use their superior intellect to plot devious schemes against their sworn enemies.

HABITAT/SOCIETY: The average Gnomeling makes an excellent, if quiet servant. They are attentive to detail, have excellent memories and delight in pleasing their lords and masters. They have a knack for making homes and campsites comfortable and cozy. All NPC Gnomelings get three extra skills: Cooking, Culinary Arts and Seamstress. Gnomelings are incredibly loyal and will never betray a master that treats them well. Should his lord or master be killed, a Gnomeling will spend the rest of his life attempting to get revenge against the murderers. Because Gnomelings are a rare sight on Garweeze Wurld, they are often mistaken for adolescent Gnomes or even Halfling children. They will use this impression to their advantage, as the Gnomelings are part of neither gnomish nor halfling culture, and are not generally accepted.

Gnomeling

AKA: Half-Gnome
HACKFACTOR: 0
EP VALUE: 15
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Low to Genius (6-18)
ALIGNMENT: Neutral Good
NO. APPEARING: 1
SIZE: S (2 1/2' to 3' tall)
MOVEMENT: 4"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 10
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1-1

ECOLOGY: As an unintentional half-breed, Gnomelings are sterile and cannot reproduce. Tolerant societies in Garweeze Wurld do embrace mixed races such as the Gnomeling, while evil groups may consider them lesser beings or even seek to destroy them as unnatural.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: M, N

Other: Sages who study anatomy highly value the chance to dissect these rare-crossbreeds. Fresh Gnomeling bodies go for 100-600 gp each. The prices are halved for skeletons.

Gnomish Doom Lord

DESCRIPTION: All the Gnomish Doom Lords known to exist across Garweeze Wurld are seen as immensely muscular and heavily armored Gnomes. They are of gnomish descent, and are exceptional warriors who have a variety of tactics developed specifically for encounters with fighters of smaller stature.

COMBAT/TACTICS:

When preparing for battle, most Doom Lords prefer large, two-handed weapons (usually well-made hammers and maces) that do no less than 2-12 points of damage in combat. These gnomish warriors are at least 10th level fighters and have a minimum Strength of 17 and a minimum Dexterity of 16. Against human opponents, Gnomish Doom Lords may perform a called strike to the solar plexus to stun their opponent for 1-6 rounds (-2 to hit).

Doom Lords can tumble between the legs of a man-sized or larger opponent, striking from behind (only one attack that round, at +4). They will sometimes make called shots to an opponent's knees, slowing their movement by half on an 18 or 19 and breaking a knee cap on a natural 20. Doom Lords are usually heavily encumbered with their suits of gnomish plate mail (minimum of +6 enchantment) and are easy for most humans to outdistance.

HABITAT/SOCIETY: Gnomish Doom Lords are the rare military generals of the gnomish race. Unlike most other gnomes, their lives center around the military and most become generals and officers. When the entire gnomish race has been wronged, it is always the Doom Lords that are called upon to exact revenge.

ECOLOGY: One in every 100,000 gnomes is a potential Doom Lord, born with an unusually large and muscular stature for a gnome.

Gnomish Doom Lord

AKA: Gnomae-Muscularum
HACKFACTOR: 3
EP VALUE: 2000 (minimum)
CLIMATE/TERRAIN: Temperate
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Avg. to Exceptional (8-16)
ALIGNMENT: Neutral/Lawful Good
NO. APPEARING: 1
SIZE: S (3' tall at shoulder)
MOVEMENT: 3" (6" unencumbered)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: -4 (8 if unarmored)
NO. OF ATTACKS: 2
DAMAGE/ATTACK: By weapon +2
SPECIAL ATTACKS: Stunning
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 10 (10 sided)





The gnome family to whom a Doom Lord is born is accorded the highest Honor by the Gnome Titans. Gnomish Doom Lords are most often the chosen leaders of the Titans for their ferocity in battle and their unwavering sense of Honor.

YIELD:

Medicinal: Nil

Spell Components: The heart of a Doom Lord can be used for a Potion of Heroism.

Hide/Trophy Items: Nil

Treasure: Minimum of +6 gnomish plate mail and a +2 weapon, plus D

Other: Nil

Goat	Common	Giant
AKA:	Ol' Billy Goat	Big ol' Billy
HACKFACTOR:	1	2
EP VALUE:	35	270
CLIMATE/TERRAIN:	Temperate	Temperate
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Herd	Herd
ACTIVITY CYCLE:	Day	Day
DIET:	Herbivore	Herbivore
INTELLIGENCE:	Animal (1)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	5-20	1-12
SIZE:	M (4' high at shoulder)	L (6' high at shoulder)
MOVEMENT:	15"	18"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Brave (14)
ARMOR CLASS:	7	7
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-3	2-16
SPECIAL ATTACKS:	Charge	Charge
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	1+2	3+1

Goat

DESCRIPTION: Goats are nimble-footed quadrupeds with a taste for nearly anything and nasty dispositions besides. They have two pointed, curved horns atop their heads with which to butt an opponent. The Goat's rough coat is usually a dirty white, brown, black or any combination of those colors.

Male Goats are known as billies, females are called nannies, and the offspring are called kids. The Billy Goat usually has a prominent beard of scruffy hair on his chin. Nanny Goats are sometimes (40%) encountered with 1-4 kids. Giant Goats appear to be a larger version of the ordinary barnyard Goat.

COMBAT/TACTICS: **Common:** These Goats will not normally attack unless cornered or provoked. They can charge rapidly from a standstill, adding +2 to-hit and an additional 1-2 points of damage for the typical Billy Goat, after a successful hit.

Most Nanny Goats will avoid combat unless her kids are threatened. Kids will playfully butt their heads against one another and other opponents, doing half the damage an adult is capable of inflicting.

Giant: Giant Goats can do 6-20 points of damage with a charge and they get +4 to-hit all opponents of the same size or smaller. The Giant Goat gets -2 to-hit giants and giant-kin. Most Giant Goats are kept as herd animals by giants, and will not attack them unless provoked.

HABITAT/SOCIETY: Both common and Giant Goat herds consist of 1-2 billies, 7-12 nannies and 6-10 kids. If fed regularly and treated well, Goats will return to the same areas each night, making them easy to keep as herdbeasts. Goat meat is an excellent source of food. The milk produced by nannies is nutritious and well-suited to cheese mak-



ing. Giant Goats can only be properly fed and kept by giants due to their large size and disagreeable temperament.

ECOLOGY: Goats of all kinds eat not just grass, but clothing, light metals, paper and other inanimate objects. Items which are lost in this way will be destroyed in the Goat's stomach in a matter of hours. Sturdy metal objects (metal turns to shapeless slag) and gems will pass through the Goat or Giant Goat in 12-24 hours. Giant Goats have been known to decimate the freshly thatched roof of many an inn and crofter's cottage.

YIELD:

Medicinal: Goat meat is delicious. The nanny's milk is excellent for the care and feeding of infants and young animals.

Spell Components: Nil

Hide/Trophy Items: Goat hide can be easily tanned and worn as soft leather garments and durable boots.

Treasure: Nil

Other: A Ring of the Ram must be carved from the horn of a mature Billy Giant Goat.

Goblin	Common	Gibbering
AKA:	Homogoblinus	Homogoblinus-Confusus
HACKFACTOR:	0	5
EP VALUE:	15 (35 for chiefs & subchiefs)	420
CLIMATE/TERRAIN:	Any non-arctic land	Any non-arctic land
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low to Average (5-10)	Average (8-10)
ALIGNMENT:	Lawful Evil	Chaotic Evil
NO. APPEARING:	4-24	1-4
SIZE:	S (4' tall)	S (4' tall)
MOVEMENT:	6"	6"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Pliant (10)	Confident (12)
ARMOR CLASS:	7 or 6 (10)	5 (10)
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-6 (by weapon)	1-6 (by weapon)/1
SPECIAL ATTACKS:	Nil	See below
SPECIAL DEFENSES:	Nil	See below
MAGIC RESISTANCE:	Nil	See below
HIT DICE:	1-1	3+3

Goblin

DESCRIPTION: **Common Goblings:** Goblings have flat faces, broad noses, pointed ears, wide mouths, sharp fangs, sloped foreheads and eyes that are dull and glazed. Their arms hang to their knees and their skin color ranges wildly, from yellow to orange to deep red to purple. They tend to wear dark colors and usually their clothing is soiled.

Gibbering Goblings: The most insidious part about Gibbering Goblings is that they often look exactly like normal Goblings. Observant PCs, however, may notice the "crazy look" in their eyes. While in combat, they typically drool at the mouth.

COMBAT/TACTICS: **Common:** Goblings hate bright sunlight and fight at -1 to-hit on sunny days. They have 60-foot infravision and

tend to use simple weapons like clubs, maces and spears. Most Goblings will carry a short sword as a back up. Many Goblings wear a kind of crude "leather mail" as armor (treat as leather), but smarter or wealthier ones upgrade to studded leather. Goblin leaders and their officers sometimes wear chain or even plate mail.

Goblings prefer to capture prey in elaborate traps of their own design. If hard-pressed, they will ambush prey in key locations near their lair. Goblings do not fight fair if cheating will gain them victory that much faster. Goblings may opt to punch their opponent in particularly sensitive areas at any time. Goblings speak their own language, as well as that of Kobolds, Orcs and Hobgoblins.

Gibbering Goblings: These humanoids are crazy and dangerous. Their incessant babbling causes foes to save vs. magic at +2 or become confused (as per the Confusion spell) after two rounds of listening. Normal Goblings are not immune to this affect, but get +4 to their saves if they have had a Gibbering Goblin in their tribe for longer than a month. Gibbering Goblings are immune to all mental attacks.

Gibbering Goblings have a diseased bite that will give the victim rabies unless they make a saving throw vs. poison.

HABITAT/SOCIETY: **Common Goblings:** Goblin lairs have a pervasive and truly awful stench, since most Goblings have never mastered the art of sanitation. They are resistant to the diseases that derive from



Common Goblin



Gibbering Goblin

filth. Goblins have communal living arrangements; privacy is a concept totally foreign to them. Only the highest-ranking leaders have their own private quarters. Goblins carry all of their own personal property at all times - just to be safe.

Goblins make their own leather armor and weapons. A tribe has 40-400 adult male warriors, with leaders for every 40 (1 Hit Die) and 4 assistants. For every 200 Goblins there is one sub-chief and 2-8 bodyguards, all of 1+1 Hit Die, AC 5 and armed with a battle axe. Chiefs have 2-8 bodyguards of 2 Hit Dice, AC 4 and two weapons. Chiefs will always fight with a weapon in each hand and get +1 damage on successful hits.

There is a 25% chance that 10% of the force is mounted on Worgs and that they will have 10-40 additional Worgs with them. There is a 60% chance of 5-30 wolf guards and a 20% chance of 2-12 Bugbears.

Goblin shamans are rare, and can achieve no higher than 7th level. Their spells include those related to divination, healing (usually reversed), protection and darkness.

There will be females equal to 60% of the total number of males and children equal to the total number adults. Neither females nor children fight in battles. Goblins have a very specific pecking order and each member of the tribe knows who is above or below him. They constantly fight amongst themselves to move up the social ladder.

Goblins love to keep slaves for the preparation and serving of food and for all manual labor. Goblins will have a number of slaves equal to 10-40% of their total number. Slaves are always shackled to a single

common chain in the rare instances when they are allowed to sleep.

Goblins hate most other races, especially the gnomes and dwarves, and will attack them whenever possible. Goblins are fascinated by ugly objects and people. Anyone with a Comeliness or Charisma of 6 or less has a 50% chance of being befriended or freed by the Goblins.

Goblin lairs are full of traps and these vile beasts take pride in their cruel work. Only 1 in 100 Goblins will have the ability of a 1st-4th level thief. If combat goes against them, Goblins retreat to the furthest point in their lair, hoping the traps will finish off the interlopers.

Gibbering Goblins: Most Gibbering Goblins are the only survivors of a rabies epidemic that wiped out their entire tribe. The form of rabies that caused their condition is only harmful to humans, demi-humans and humanoids. As a result of the disease, they are completely insane but still retain their desire to commit evil acts. Gibbering Goblins often still live amongst the corpses of their former comrades and may continue to take care of animal guards after the tribe has died.

ECOLOGY: Common Goblins: Goblins live for approximately 50 years. They do not eat much, but they do enjoy killing all living things. Their diet consists of various rats, snakes, humans, elves, weasels, squirrels, sewer gophers and in lean times, carrion. They tend to deplete an area of all the resources they can get their little hands on, whether it be game, fish or booty from raids.

Goblins are decent miners and their underground lairs tend to metastasize into gigantic warrens when a tribe stays put for a considerable amount of time.

There are races of outdoor Goblins that roam at night and sleep in dark recesses during the day. These Goblins are experts at ambushing travelers and can hide and move in the woods like elves.

Gibbering Goblins: Gibbering Goblins have watched in fascination as all the other members of their tribe died, while they became stronger. They can no longer communicate in any meaningful way and spend their days babbling in empty corners. Gibbering Goblins die within two years of the onset of the rabies, usually due to starvation. Gibbering Goblins stop eating as they become more and more convinced that the spirits of the dead tribe are out to poison them.

YIELD:

Medicinal: Gibbering Goblins are carriers of the same disease which caused them to lose their sanity, and this form of rabies can be easily transmitted through bites or by consumption of their meat or blood.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C (individuals), K (in lair), C, K (Gibbering)

Other: Nil

Gold Bane

DESCRIPTION: Gold Bane appears as a blank, non-descript, common gold coin. It will almost always be encountered alone in an area with no other gold items or coins. These strange creatures are of the Elemental Plane of Earth.

COMBAT/TACTICS: Gold Bane will consume as much gold as it can before being discovered. The creatures can do this at the rate of

one gold coin per round, but will not consume any coins or other gold items within sight of witnesses. Gold Bane makes a very distinctive "chomping" sound when it feeds, so it is possible to hear the creature from up to fifteen feet away, even with a wall blocking the sound. No detection spells will work on a Gold Bane. They can only be harmed by weapons of +3 or greater enchantment.

HABITAT/SOCIETY: In response to a group of PCs who raided the Elemental Plane of Earth for precious minerals, the rulers of the Elemental Plane of Earth created the Gold Bane. Each and every golden coin or item a Gold Bane eats reappears on the Elemental Plane of Earth in its natural form (a vein of purest gold).

ECOLOGY: Each Gold Bane is actually a tiny earth spirit on a special mission. They cannot be conjured or controlled. If destroyed, that Gold Bane spirit will immediately reappear on the Elemental Plane of Earth. After a Gold Bane has consumed 1,000,000 gp, its creator recalls it to the Elemental Plane of Earth as a lasting reward, sending a small Earth Elemental to accomplish this precious task.

YIELD:

Medicinal: Nil

Spell Components: Gold Bane can be used in lieu of other spell components to cast a Fool's Gold spell. The Gold Bane does not disappear when the spell is cast, nor can it be fooled by fake gold of any kind.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Gold Bane

AKA: Coin Chompers, Money Munchers

HACKFACTOR: 0

EP VALUE: 125

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Gold

INTELLIGENCE: Non- (0)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: T (coin-sized)

MOVEMENT: 1"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Average (11)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Eating Gold

SPECIAL DEFENSES: Non-Detection
and see below

MAGIC RESISTANCE: Standard

HIT DICE: 1 hit point

GOLEMS: An Introduction

Golems are magical automatons created by spell casters. They can only be endowed with abilities by their creator, whose instructions they will follow to the letter. Typical Golems are extremely expensive to build and maintain. Usually only their original creator is able to repair them. Golems are usually mindless and are therefore immune to mental attacks of any kind. Only certain spells affect a Golem, and these are listed under each Golem's description.

Golem Creation Table

Type	Creator	Time	Cost
Blood	Magic-User 9	2 weeks	10,000 gp
Clay	Cleric 17	1 month	70,000 gp
Flesh	Magic-User 14	2 months	60,000 gp
Gristle	Cleric 13	1 month	45,000 gp
Guardian	Magic-User 16	4 months	90,000 gp
Iron	Magic-User 18	4 months	100,000 gp
Muck	M-U 12/ Cleric 11	1 month	50,000 gp
Muck, Disease	Cleric 11	1.5 months	55,000 gp
Puppet	Magic-User 7	1 week	Variable
Stone	Magic-User 16	3 months	80,000 gp

Despite their magical status, Golems are not affected by Dispel Magic unless cast by their creators. However, they become dormant if they enter the radius of an Anti-Magic Shell. As soon as they are moved out of that radius or the spell ends, the Golem will move again and act upon its instructions as if it had not been interrupted at all.

A Golem will follow the orders of their original creator no matter how suicidal or damaging those orders are to the Golem. When faced with a conflict in those orders, a Golem will seek to simplify the parameters of its orders until an action can be taken.

For instance, if a Clay Golem were ordered to attack any non-members of a church who open a chest, clerics could simplify the Golem's orders by wearing a flower to identify them to the Golem. If a cleric forgets or does not bother to wear that flower, the Golem is likely to attack him, as he is obviously not a cleric of the religion, according to its instructions. Conversely, if a thief approaches the chest but is carrying that type of flower, the Golem will identify him as a cleric of the religion, and will not harm him.

Unless otherwise ordered, Golems will always return to their original position once their orders have been completed. If PCs open a chest guarded by a Golem, then slam it shut and run away, the Golem will not pursue them beyond the radius of the room, unless ordered to do so. Instead, it will return to where it was standing. If the same PCs enter the room again and do not touch the chest, the Golem will do nothing and the PCs may be free to destroy it unless the builder also ordered it to defend itself.

Golems have no personal treasure, although they are nearly always guarding something of value to their creators. Golems that go berserk (10% chance) due to poorly worded or conflicting orders, or if the Golem has lost 50% or more of its hit points in a single round, will rampage continually until destroyed. Golems do not heal hit points, but can be carefully repaired through the use of certain spells, manually by their creators or with the help of a Golem Master.



Golem, Blood

DESCRIPTION: Blood Golems are deep red in color and vaguely humanoid in shape. They leave bloody little footprints wherever they walk. Blood Golems are small and fast.

COMBAT/TACTICS:

Because Blood Golems cannot be given very complicated instructions, they are usually very violent. They gain +2 on initiative rolls and can leap 10 feet straight up into the air. Blood Golems attack bare skin and if both attacks strike the same target, they will attempt to Blood Drain the victim (save vs. magic or lose 1-10 hit points, while the Golem gains a like amount). Golems can only use the blood drain to heal themselves.

Weapons do half damage against Blood Golems, but any fire or heat spell causes them to harden, slowing them by 50%. Healing spells inflict double damage against Blood Golems. Reversed healing spells do not affect Blood Golems.

Golem, Blood

AKA: Corpuscle Clone, Vascular Vassal
HACKFACTOR: 10
EP VALUE: 925
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1-10
SIZE: S (2' tall)
MOVEMENT: 15"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 6
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8/1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 50 hit points (6 Hit Dice)

CONSTRUCTION: Blood Golems are constructed from five quarts of goat's blood, common sawdust and glue. They are built by magic-users who then cast an Animate Dead spell, three Haste spells and a Strength spell. For the purposes of lifting, Blood Golems have a Strength of 16.

TYPICAL ORDERS: Blood Golems are the poor mage's Golem. They can be built quickly and cheaply, but they disintegrate over time. If they are not provided with fresh new blood regularly, Blood Golems eventually harden, then shatter the next time they move. Blood Golems lose 1 hit point per week without a new supply of blood.

Magic-users that plan for their long term needs will sometimes preserve their Blood Golems through the use of a Sepia Snake Sigil, then program the spell to release the Blood Golems when intruders enter. Blood Golems cannot handle any complicated tasks.

YIELD:

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

Golem, Clay

DESCRIPTION: Clay Golems resemble large, gray humanoids made from clay. Since they are wrought by the hands of clerics, they often resemble certain good gawds or the creators themselves. Clay Golems typically weigh approximately 600 pounds.

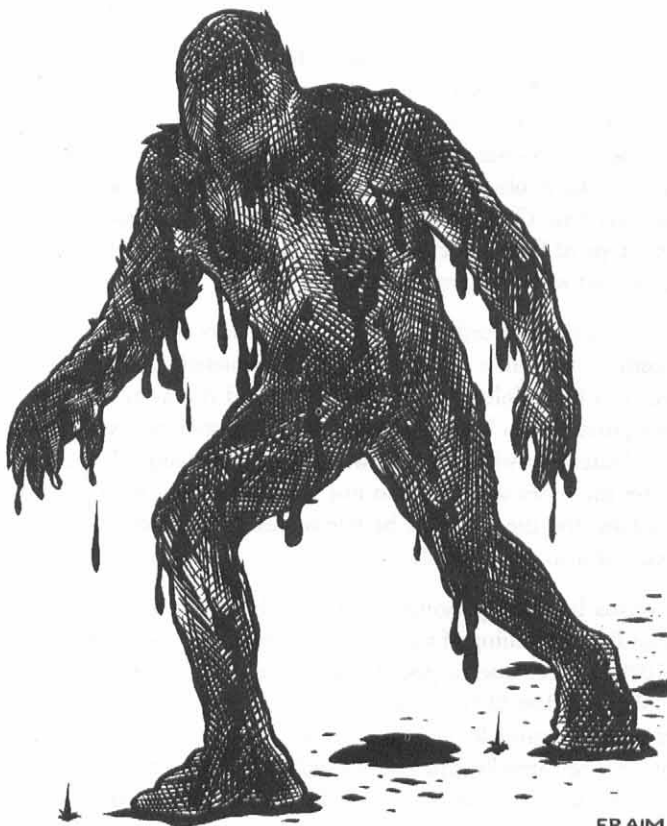
COMBAT/TACTICS: A Clay Golem attacks or takes action according to the parameters set by its original creators. Once per day, it can Haste itself for three rounds. The Clay Golem can only be harmed by blunt magical weapons. All Clay Golems are immune to spells except for the following: Move Earth drives the Golem back 12" and causes 3-36 points of damage, Disintegrate slows the Golem by 50% and causes 1-12 points of damage and an Earthquake spell freezes a Clay Golem in place for one round as well as inflicting 5-50 points of damage.

Damage from a Clay Golem can only be cured by a Heal spell cast by a cleric of 17th level or higher. For lifting purposes, Clay Golems have a 20 Strength.

CONSTRUCTION: Clay Golems are created by lawful good clerics of 17th level or higher or through the use of a magical tome. Creation of a Clay Golem requires the following spells: Resurrection, Animate

Golem, Clay

AKA: Plasticene Pawn
HACKFACTOR: 17
EP VALUE: 5000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (8' tall)
MOVEMENT: 7"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 7
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 3-30
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 70 hit points (11 Hit Dice)



FRAIM

Golem, Flesh

DESCRIPTION: A Flesh Golem looks like a corpse that has been built from the parts of several different corpses. Its clothes are often crudely sewn together, and reflect a similar mismatched sense of style.

COMBAT/TACTICS: Flesh Golems attack with fists powerful enough to bash through an iron reinforced door in just 5-8 melee rounds. Normal weapons do not harm a Flesh Golem, but enchanted weapons do. Fire or cold-based spells slow the monster by 50% for 2-12 melee rounds. Electrical damage actually restores one hit point to the Flesh Golem per die of damage.

Golem, Flesh

AKA: Skin Slave, Dermis Dummy
HACKFACTOR: 11
EP VALUE: 2000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (7 1/2' tall)
MOVEMENT: 8"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 9
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 2-16/2-16
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 60 hit points (9 Hit Dice)

A Flesh Golem engaged in combat has a 1% chance per melee round that it will go berserk, attacking any random targets in the immediate area. The Golem's master has a 10% chance per melee round of regaining control of the Golem.

CONSTRUCTION: Flesh Golems are created by means of a magical tome or by a high level magic-user using the following spells:

Object, Commune, Prayer and Bless. Materials for the clay sculpture normally cost 20,000 gp and the proper ritual vestments cost another 50,000 gp minimum. Only an expert sculptor can properly sculpt the form of a Clay Golem.

TYPICAL ORDERS: Clay Golems have a 1% cumulative chance per round of combat of turning chaotic evil, thus clerics are careful to use these Golems sparingly. Golems that turn chaotic evil will continue to carry out their last order and, if unordered, will continue to attack anything that moves within the area of the room or building to which the Golem is confined.

Working Clay Golems usually have one clear order: "Guard the temple from all harm and all evil". Properly functioning Clay Golems will not strike anyone until someone has attempted to strike the Golem.

YIELD:

Medicinal: Nil

Spell Components: Sometimes the watery remains of a Clay Golem can be used to make a Muck Golem.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil



Limited Wish, Polymorph Any Object, Geas, Protection from Normal Missiles and Strength. All spells must be cast at 14th level or higher. The cost to properly create a Flesh Golem is 1000 gp per hit point the magic user wishes the final Golem to have. The actual construction of a Flesh Golem takes two months of hard labor and the help of at least one hunchbacked assistant.

TYPICAL ORDERS: The typical Flesh Golem retains the dim intelligence its brain had in life, so it can be given more complicated orders than other types of Golem. "Guard the temple from all non-believers. Believers have the following traits..." Additionally, the Flesh Golem is dynamic and is able to understand new orders or modify its original orders according to the situation. Flesh Golems do not often fall for the same trick twice and they are smart enough to know when to wait for an opportunity to attack.

Flesh Golems have been known to avenge the deaths of their masters. They are usually created to serve as personal bodyguards, household servants and/or lab assistants in a high level magic-user's house.

All Flesh Golems know that fire is "bad" and are 5% likely to attack anyone wielding fire in an unsafe manner. These Golems are lousy but enthusiastic singers. Sages are unsure whether Flesh Golems can feel emotion as they did in life, but it has been determined that they are driven by basic feelings such as fear, rage and loyalty.

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

Golem, Gristle

DESCRIPTION: These Golems resemble crude statues of humanoids made from fat, tendons, ligaments and other animal by-products. They leave a slippery trail of congealing grease wherever they walk and can sometimes skate along flat surfaces at incredible speeds. On warm days, Gristle Golems exude a distinct odor of spoiled meat and mouldering fat.

COMBAT/TACTICS: Gristle Golems will attack their opponent in a frenzy; moving rapidly from side to side, around and behind foes. After three rounds of fighting, the floor (unless unusually porous) will be slickly covered as if affected by a Grease spell. Gristle Golems never lose their balance or fall down when fighting or sliding in their own slick trail.

Golem, Gristle
AKA: Ligament Laborer, Lipid Lackey
HACKFACTOR: 19
EP VALUE: 8000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: H (13' tall)
MOVEMENT: 9" (15")
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 10
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-12/1-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 90 hit points (16 Hit Dice)



Victims struck eventually become so greasy that after two hits, they must make Dexterity checks to hold onto their weapons. This check is made at -1 per hit. Gristle Golems can regenerate at the rate of 1 hit point per turn, but cannot regenerate after reaching 0 hit points.

Gristle Golems are rather vulnerable to fire and will go up in flames if struck by fire, taking the same amount of fire damage each subsequent round. The Golem inflicts double damage to victims with each attack after being set afire, due to spattering grease. Electrical attacks do normal damage, but have a percentage chance equal to the damage of igniting the Golem. Cold and acid attacks do not affect the Gristle Golem, thanks to the natural insulating properties of the animal fats it is made from, but normal weapons and magic weapons can damage it.

Gristle Golems can squeeze themselves through openings as small as 4 inches in diameter. Thus, a Gristle Golem whose arm is slashed off can reattach the missing piece in 1-4 rounds, or recover from a grievous hammer blow to the head or torso just as quickly.

CONSTRUCTION: Gristle Golems require a great deal of fat and other material in their construction, usually 20 gallons. Good clerics will use the fat, tendons and cartilage of lambs, while evil clerics prefer to use human fat. Once a mold is carefully constructed and filled, the following spells must be cast: Animate Object, Regeneration, Grease, Bless and Raise Dead.

TYPICAL ORDERS: Gristle Golems are messy creations, so they are never sent to patrol temples, as the floors would soon become too slick to walk upon. They will occasionally be built to guard a tomb or other less-often visited location. Quite often, Gristle Golems are placed inside a "decoy" sarcophagus to deter grave robbers. Thanks to their

limited (lack of) brain power, they can only be given the simplest orders, such as "destroy anyone who opens this coffin".

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Golem, Guardian

DESCRIPTION: These Golems are made from cold stone or marble, and have been fashioned into shapely, tall columns. When activated, the columns reveal themselves to be Guardian Golems; beautiful, naked female humanoids armed with a pair of deadly swords. Male magic-users usually construct these columns for the protection of their private dwellings and secret laboratories.

COMBAT/TACTICS:

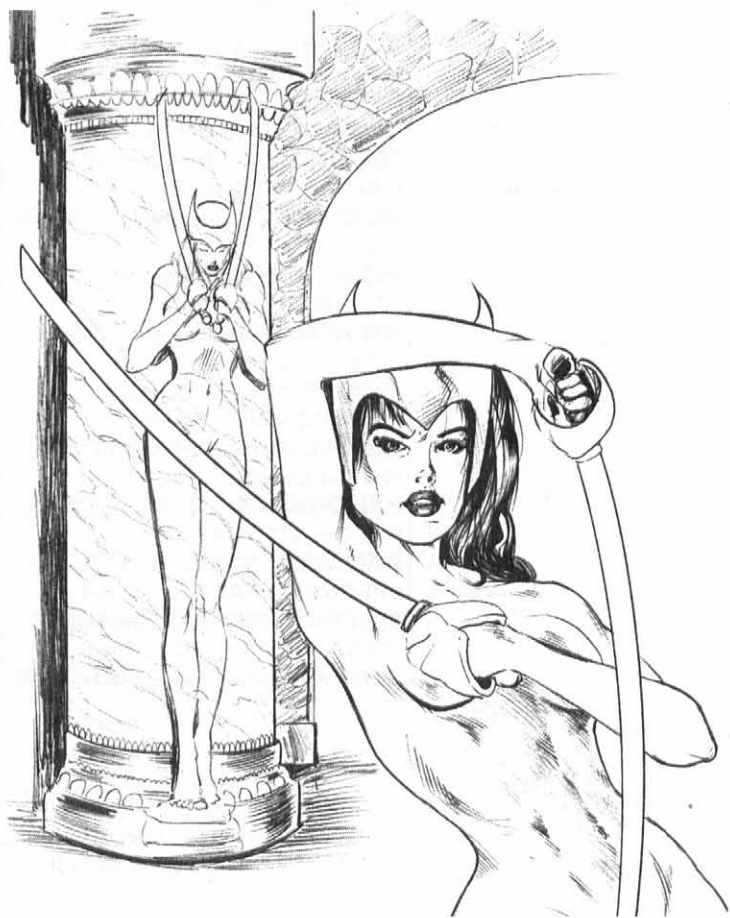
Guardian Golems are specifically created to guard a single room or area. Normal weapons can only do half damage against them, while magic weapons will inflict normal damage without any bonuses. Weapons that strike this type of Golem have a 25% chance of breaking, -5% per plus of the weapon. Despite their supple and agile appearance, Guardian Golems retain the cold, hard qualities of their original construction material.

These Golems can be directly commanded by their creator if they are within visual range, but any instructions must be kept simple and direct. If the Golem's immediate threat is gone, it returns to its original position and column form. If they are killed, they immediately revert to stone along with their swords. The spot in which the column formerly stood may collapse (20% chance) without its support. Some magic-users purposely build the columns for their Guardian Golems in such a way that if the Golems are killed the room they are guarding is sealed by a large slab of stone.

CONSTRUCTION: Guardian Golems require the most exquisite sculptures to provide the final Golem with proper flexibility and movement. Guardian Golems can certainly be molded in the male form and even clothed, but the nude female form has been found to provide the greatest distraction to opponents when animated.

If the magic-user wishes the Golems to be tied in with the door trap described above, he must also consult with an expert stonemason. These Golems must be animated with the following spells: Animate

Golem, Guardian

AKA: Column Golem, Stone Sedusa**HACKFACTOR:** 2**EP VALUE:** 420**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Small groups**ACTIVITY CYCLE:** Any**DIET:** None**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 2-12**SIZE:** M (7' tall)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 5**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 2-8**SPECIAL ATTACKS:** Nil**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** All saves at +4**HIT DICE:** 22 hit points (5 hit dice)

Object, Stone Shape, Meld into Stone (to bring the column and statue together) and Strength. Construction costs 1000 gp per hit point.

TYPICAL ORDERS: Guardian Golems are given simple orders to guard a specific room or object. They cannot patrol an area bigger than 100 square feet and they will not pursue foes past this precise area. Magic-users can cut the cost of construction in half by making the columns immobile. To be effective, the immobile Golems must be built in pairs and grouped at a doorway that is less than 6 feet wide. Guardian Golems are tireless servants, following their orders to the letter and never leaving their area of responsibility.

YIELD:

Medicinal: Nil.

Spell Components: Nil.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Golem, Iron

DESCRIPTION: Iron Golems are tough, man-like statues of metal that move around and step on people and obstacles. They are usually sculpted to resemble a gawd or an archetypal concept like "The Warrior" or "Mage's Response to Trespassers". Standing tall and silent, the Iron Golem is an awesome sight.

COMBAT/TACTICS: Iron Golems have three times the strength of Flesh Golems. They can only be hit by weapons of at least +3 enchant-

ment. Every seven melee rounds the Iron Golem can breathe a 10' x 10' x 10' cloud of poison gas, against which victims must save vs. poison or die. An Iron Golem can inflict one point of structural damage per round.

Electrical attacks slow the monster by 50% for three melee rounds. Fire attacks actually repair the Iron Golem by one hit point per point of damage. Iron Golems are particularly vulnerable to attacks by Rust Monsters. Any part of the Iron Golem that comes in contact with water will begin to rust and lose its structural strength at a rate of one hit point per day. This damage is only stopped if the Iron Golem is thoroughly dried and well-maintained over time.

CONSTRUCTION: With a magic tome as a guide, the builder of an Iron Golem must be a magic-user of at least 18th level. Creating the Golem requires the following spells: Wish, Polymorph Any Object,

Golem, Iron

AKA: Scrap Servant
HACKFACTOR: 50
EP VALUE: 14,000
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: None
INTELLIGENCE: Non- (0)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (12' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fanatic (20)
ARMOR CLASS: 3
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 4-40
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
HIT DICE: 100 hit points (18 Hit Dice)

Geas and Cloudkill. Strong metals such as iron, bronze and steel may all be used, but iron must make up at least 75% of an Iron Golem's limbs and torso. The base cost of such a Golem is 1000 gp per hit point of material. An experienced magic-user can construct an Iron Golem in just four month's time.

Some legendary Iron Golems, such as the Colossus of Rhodes, were also given an Achilles' heel by their creators, for easy disassembly. The Golem located at Rhodes had a removable disc on its ankle, which let the Golem's "life" escape, causing it to collapse in a heap.

TYPICAL ORDERS: Iron Golems can only obey simple commands, such as "Attack anyone who opens this book" or "Stand still as a statue". However, Iron Golems never disobey an order from their masters. Iron Golems usually guard places of great wealth. Liches will often have one left over from their previous lives and these Iron Golems are sometimes commissioned to protect or attack a city.

YIELD:

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

Golem Master

DESCRIPTION: Golem Masters are magic-users that have dedicated their lives to the pursuit of giving life to inanimate objects and corpses. They are magic-users and dress appropriately, although many forget their appearance and wear mismatched socks and stained smocks. Golem Masters are extremely intense individuals and dislike any interruptions to their work.

COMBAT/TACTICS: The lair of a Golem Master will be guarded by no less than one Flesh Golem (personal bodyguard), one Stone Golem (to guard the treasure room and laboratory) and four Guardian Golems at all major routes of entry and exit. These creatures will be heavily fortified with extra protection spells to alert the magic-user of intruders. Most Golem Masters are well-funded or fabulously wealthy and can afford to have elaborate traps and small personal armies.

If engaged in melee, Golem Masters will attempt to back away and use their spells or personal magic items (minimum +1 Ring of Protection, +1 Cloak of Protection and a Wand of Magic Missiles with 30-90 charges). Golem Masters have several spells unique to their list,

Golem Master

AKA: Re-Animator Mage
HACKFACTOR: 8 and up
EP VALUE: 2000 and up
CLIMATE/TERRAIN: Any
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Very to Genius
 (11-18)
ALIGNMENT: Variable
NO. APPEARING: 1
SIZE: M
MOVEMENT: 12"
PSIONIC ABILITY: Possible
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 8 and better
NO. OF ATTACKS: 1
DAMAGE/ATTACK: by weapon
SPECIAL ATTACKS: Spells
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: Nil
HIT DICE: As 9th level mage and up



including: Temporary Golem (3rd level), hastily strewn together golems can be constructed and animated for 2 rounds per level of the caster (AC 10 (minus 1 per two levels of caster), HD (equal to caster), hit points (equal to caster), #AT 2, Dmg 1-6/1-6.) At the end of the duration, the golem disintegrates and can never be animated again.

Golem Masters can construct any type of golem in half the normal time, provided the Golem Master is high enough level to build the golem. Additionally, their expertise allows them to naturally Charm Golems that are berserk and once per round they can attempt to stop golems under the control of PCs (current controller must save vs. magic to maintain). However, they cannot command golems ordered by their creators, unless given permission or if they helped in the construction of that golem. Golem Master creations never go berserk in the presence of the master and they never disobey him.

Additionally, Golem Masters will have a minimum of 9th level spell casting ability and appropriate magic items. At 12th level, Golem Masters can create Tomes of Golem Making and they can use the books without destroying them. At 14th level, Golem Masters produce an aura that makes all golems within 15 feet unable to attack them.

HABITAT/SOCIETY: Only 1 in 100 magic-users has the talent to become a Golem Master. Typically, these individuals become obsessed with the creation of artificial life. The ultimate goal of most Golem Masters is to find the secret or essence of life itself.

Sometimes known as "mad geniuses", these magic-users are almost always well-funded or independently wealthy. Golem Masters will occasionally create customized golems for a patron, but they charge triple the construction costs. Most Golem Masters employ at least a

dozen hirelings to run their households, guard their labs and help with the construction of golems. (A master clay sculptor will be among the hirelings, as well as an expert stonemason and master metalworker.) Golem Masters prefer hunchbacked assistants due to their dedication to the hard work of running a laboratory.

ECOLOGY: Golem Masters spend their entire lifetimes in pursuit of their goals. They often find out, late in life, that they squandered most of their time. Very rarely, Golem Masters will become Liches to continue their pursuits, and most will pay handsomely for Potions of Longevity. 80% of Golem Masters are neutral and the others are of various alignments. They have a great affinity for magical constructs and treat their creations as if they were their own children.

Golem Masters dislike Necromancers, as they see them as "cheats".

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: H, S, T, Ux5

Other: Nil

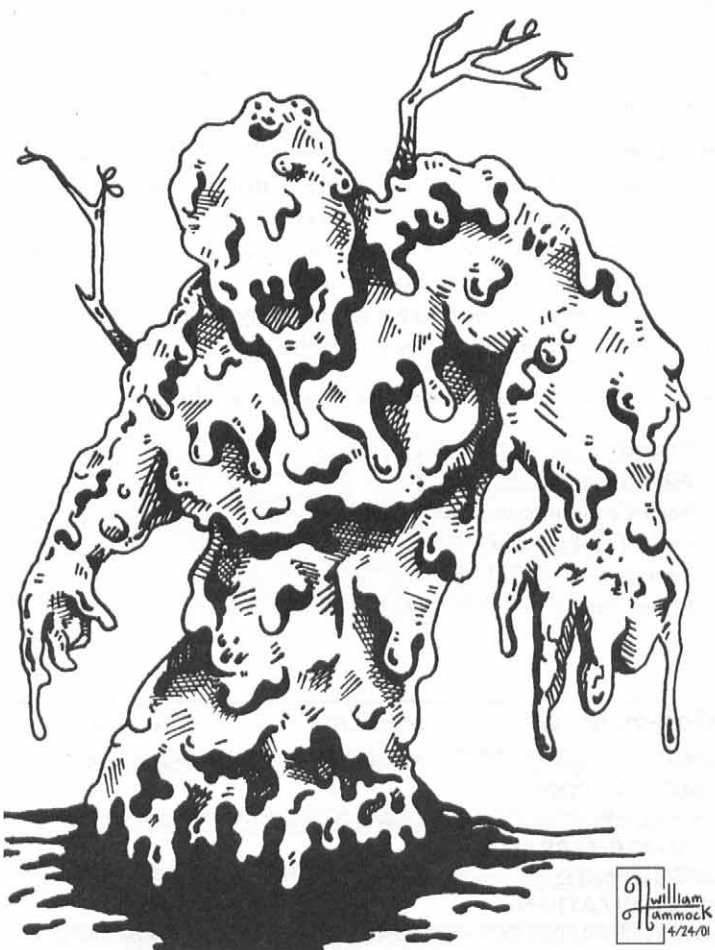


Golem, Muck	Standard	Diseased
AKA:	Mud-puppet	Pox-puppet
HACKFACTOR:	6	8
EP VALUE:	650	975
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	None	None
INTELLIGENCE:	Non- (0)	Non- (0)
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-6	1-4
SIZE:	S to M	S to M
MOVEMENT:	3"	3"
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Fanatic (20)	Fanatic (20)
ARMOR CLASS:	8	8
NO. OF ATTACKS:	1 and 1	1 and 1
DAMAGE/ATTACK:	1-6	1-6
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
HIT DICE:	45 hp (5 Hit Dice)	45 hp (5 Hit Dice)

Golem, Muck

DESCRIPTION: Muck Golems are the most common form of Golem on Garweeze Wurd. They are built by many different types of clerics, druids and magic-users. Muck Golems are crudely made of mud and are usually brown or black. They leave a trail of slimy muck wherever they go and will usually be encountered in damp locations. Muck Golems are continuously melting, vaguely humanoid creatures, with no distinct eyes and one open mouth.

COMBAT/TACTICS: Muck Golems attack with both hands, but they are slow, so they only get one attack per round. Victims struck must make a Dexterity check or become stuck in the Muck Golem. If



a second attack is successful, the victim falls into the Muck Golem and begins to suffocate (in 2-8 rounds). Only a successful bend bars/lift gates attempt can free a victim once he is struck. This chance is halved if the victim is struck a second time (minimum 1% chance). Muck Golems can flatten their shape to slip under doors and through pipes as small as one inch in diameter. In Module K5, "Tower of Fear", the Muck Golems in 4A hide in the pipes of a fountain, waiting for the PCs to appear before bursting out to attack.

Diseased Muck Golem: This type of Muck Golem is filled with all the material necessary for the spread of some random disease. Victims struck once must save vs. poison or become infected. Victims struck a second time are automatically infected with the disease carried by the Golem.

CONSTRUCTION: Despite its sloppy appearance, a Muck Golem needs to be crafted by master clay workers, in order to function properly. A cleric or magic-user must then cast Animate Object, Entangle and Stone Shape. Diseased Muck Golems can either have the spell Cause Disease cast upon them or they can be filled with diseased blood or the remains of a diseased victim.

TYPICAL ORDERS: Muck Golems are used solely as guards. Over the course of several years they break down, and after ten years they completely dissipate. They blend in well with mud and can be ordered to strike victims and then drag them into the water to drown.

There is a 10% chance that a Muck Golem will not recognize its creator and attack him as if he were an intruder. Because of their ability

to enter places easily, Muck Golems are sometimes dispatched as assassins. However, due to their slow movement, they make poor combatants in open spaces.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Golem, Puppet

DESCRIPTION: Puppet Golems are tiny Golems made of cloth, wood and stuffing that resemble marionettes. However, instead of having strings to move them or an opening for a hand, they are fully animated and articulated figures. Puppet Golems are built to represent gawds, heroes, kings and/or monsters.

COMBAT/TACTICS: Each Puppet Golem is unique and most do 1-2 points of damage with whatever little weapon or natural attack is given to them by their creators. All Puppet Golems get one special attack or defense according to what they are modeled after. Typical special attacks or defenses include:

Golem, Puppet

AKA: Marionette Man

HACKFACTOR: 2

EP VALUE: 120

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: T (6" tall)

MOVEMENT: 3"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 7

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-2

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 30 hit points (2 Hit Dice)

ROLL Attack/Defense Bonus

1-10	Armor (AC 4)
11-20	Sword (Dmg 1-4)
21-30	Spring legs (Leaping 6")
31-40	Shifting colors (Blending 75%)
41-50	Fangs and Claws (3 attacks, Dmg 1/1/1-3)
51-60	Crossbow (Dmg 1-4, Range 30 feet, +2 to hit)
61-70	Large in size (10 hit points, +2 to damage)
71-80	Magic Ability (1st level magic-user spell, twice per day; usually something like Magic Missile or Dancing Lights.)
81-90	Heightened Intelligence (+2 to attack, coordinates other puppets)
91-100	Superior Speed (Movement increased to 12")

Puppet Golems are sensitive to fire attacks. They get -2 to all saves vs. fire and suffer +1 point of damage per die. GMs are not limited to the special powers above and may create their own Puppet Golems with different powers.

CONSTRUCTION: Magic-users who build Puppet Golems are usually puppeteers themselves. If not, they will require the assistance of a

master puppeteer to properly build the basic puppets. Each Puppet Golem costs 2500 gp to make, plus 500 gp per each additional power (up to two). The spells required are Animate Object and any spell related to their special power (Strength for enhanced strength or Haste for enhanced movement).

By doubling the cost of the Puppet, a mage can double the powers of the Puppet Golem, but they can never increase the hit points beyond 40. By spending an additional 1000 gp per Puppet, mages can reduce the Puppets weakness to fire by half. (-1 to saves and +1 point of damage for every two dice)

Additionally, some magic-users build the puppets with a drop of their own blood so they can sense when their puppets are destroyed. This practice does not cause the mage any damage, but it can disrupt any spell casting performed at the time of the Puppet Golem's destruction.

TYPICAL ORDERS: Most magic-users build Puppet Golems to entertain people, especially children. With minimal practice, they can be taught to reenact short tales of heroism or treachery. As guards, Puppet Golems can follow complex instructions and are sometimes used as scouts, messengers and triggers for traps. Puppet Golems make especially good guardians inside treasure chests. They can be carefully built to look like idols and other treasure, and will remain on guard endlessly.

A Dispel Magic spell can slow a Puppet for 1-3 rounds. If any opponent speaks aloud the first line of a play the Puppet Golem has been taught, there is a 25% chance that the Puppet will stop attacking and perform the rest of the play. These short plays take 1-2 turns to perform. Thereafter, the Puppet Golem will bow to its audience and continue to obey its previous orders.

**YIELD:**

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Golem, Stone

DESCRIPTION: Stone Golems look like statues when they are not activated. They are constructed of common stone, though some are made of finer marble or alabaster, and weigh at least 2000 pounds. Typically, the creator will use himself or a friend as the model, but some Golems are done in the likenesses of gawds and rulers. The Stone Golem is always weaponless and never wears additional clothing or armor beyond that with which it was sculpted.

COMBAT/TACTICS:

Stone Golems have an effective Strength of 22 for breaking and throwing things. They can only be hit by weapons of +2 enchantment or better. A Transmute Stone to Mud spell slows the Golem for 2-12 rounds and a Transmute Flesh to Stone spell makes it vulnerable to all attacks for the following round, including spells that do direct damage. Once every other round, the Stone Golem can cast a Slow spell on anyone within 10 feet.

CONSTRUCTION: The construction of a Stone Golem requires a magic-user of 16th level or higher and an expert stonemason. The following spells must be cast on an expertly sculpted and complete statue: Wish, Polymorph Any Object, Geas and Slow. Construction costs for a Stone Golem are 1000 gp per hit point and the Golem requires three months of building time.

Stone Golems are sometimes built with hollow chambers in the head or torso to house treasure. Some clever builders forgo the commonplace statue look and actually build the Golem into a wall, making it nearly invisible until activated.

TYPICAL ORDERS: Although they can only take simple orders, Stone Golems make excellent guards for treasure, especially that which is not going to be moved for several centuries. Ancient cultures sometimes used Stone Golems to guard fortresses or the entrance gates to their cities.

Some magic-users build Stone Golems to enhance a royal patron's armies and give them a portable battering ram. Very rarely, they are delivered as statues to a great king or noble, then ordered to come to life and go on a berserk killing rampage.

Golem, Stone

AKA: Mineral Minion**HACKFACTOR:** 27**EPVALUE:** 8000**CLIMATE/TERRAIN:** Any**FREQUENCY:** Very Rare**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** None**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO.APPEARING:** 1**SIZE:** L (9' tall)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Fanatic (20)**ARMOR CLASS:** 5**NO. OF ATTACKS:** 1**DAMAGE/ATTACK:** 3-24**SPECIAL ATTACKS:** See below**SPECIAL DEFENSES:** See below**MAGIC RESISTANCE:** See below**HIT DICE:** 80 hit points (14 Hit Dice)

**YIELD:**

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Goo, Amber

DESCRIPTION: This substance appears to the casual eye as nothing more than a sticky puddle, except for its sparkly amber color, much like the finest light ale.

COMBAT/TACTICS: Amber Goo can be found in puddles of common water, in sunny forests or on sunlit streets. If a person steps in this substance, he is forced to tell the truth until the Goo can be cleaned off. It is extremely adhesive, however, and it takes five rounds of determined scrubbing to remove the stuff.

There have been some reports across Garweeze Wurld of people collecting this substance in jars or vials, and later using it to force others to tell the truth. This quality of Amber Goo is particularly effective in the investigation of crimes or the formation of difficult alliances.

HABITAT/SOCIETY: Amber Goo is an organic substance that prefers sunny locations where lots of traffic passes. Sages have studied

it for ages, but continue to be puzzled by the source of its truthful effects. It is telling that these same haughty sages will even admit that they are affected in any way by Amber Goo.

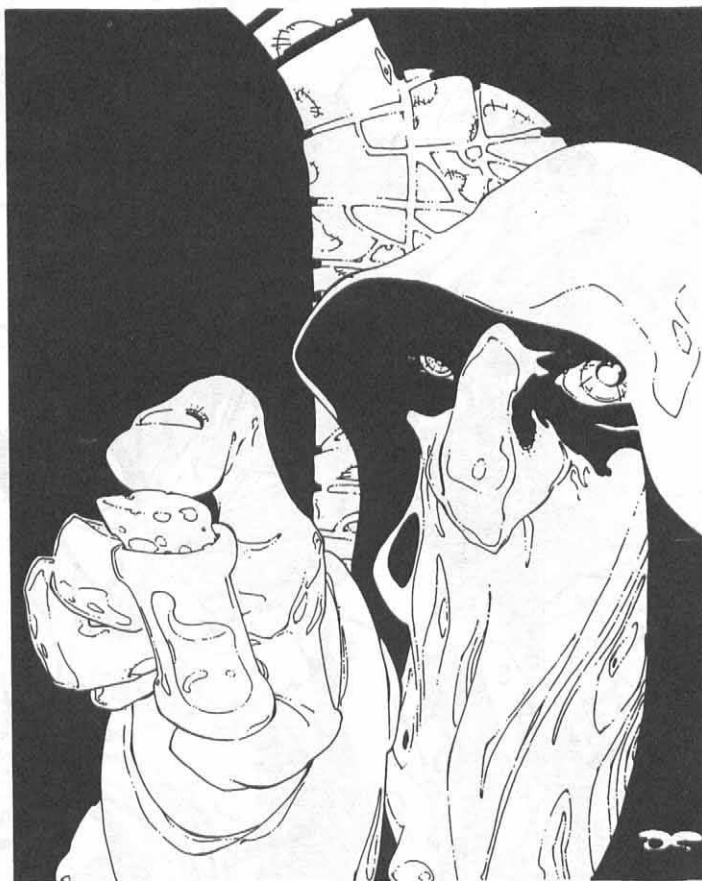
ECOLOGY: Most people who know anything about this oozing, sticky substance assume that fairies, Pixies or Brownies created Amber Goo purely for mischievous purposes.

It is said that these fey creatures wait near puddles to watch what happens when people cannot tell a lie. Faint laughter can sometimes be heard when a person with Amber Goo on him tries to lie and the truth then gets him into trouble.

Goo, Amber**AKA:** Truth Ooze**HACKFACTOR:** Nil**EP VALUE:** Nil**CLIMATE/TERRAIN:** Sunny spots, woodland paths, sidewalks, streets**FREQUENCY:** Uncommon**ORGANIZATION:** Solitary**ACTIVITY CYCLE:** Any**DIET:** Truth**INTELLIGENCE:** Non- (0)**ALIGNMENT:** Neutral**NO. APPEARING:** 1-4**SIZE:** S to L (1' to 8' diameter)**MOVEMENT:** 6"**PSIONIC ABILITY:** Nil**Attack/Defense Modes:** Nil/Nil**MORALE:** Nil**ARMOR CLASS:** 6**NO. OF ATTACKS:** 0**DAMAGE/ATTACK:** 0**SPECIAL ATTACKS:** Absolute truth**SPECIAL DEFENSES:** Nil**MAGIC RESISTANCE:** Standard**HIT DICE:** 10**YIELD:**

Medicinal: They say a teaspoon of Amber Goo helps to calm upset stomachs.

Spell Components: This substance is highly prized for use in spells involving truth or divination.



Hide/Trophy Items: Nil

Treasure: Nil

Other: Amber Goo is rarely found unless one knows where to look, and a vial can sell for 1000 gp as truth serum.

Gopher, Sewer

DESCRIPTION: Sewer Gophers are much larger and wilder than any common type of gopher. They have adapted to life in the subterranean world of the sewers and their coats reek of the foul waters that flow there. They have sharp teeth and rough brown or grayish fur, unlike the sleek coats of their domestic cousins.

COMBAT/TACTICS:

Sewer Gophers are smart enough to limit their prey to rats and other small creatures they can easily overpower. They can speak rudimentary Common and are willing to let intelligent creatures pass by peacefully. Some Sewer Gophers may even be willing to trade information for food or drink.

When angered, a Sewer Gopher is one tough customer. They always attempt to go for the throat with their large, sharp incisors. These Gophers have a 25% chance of decapitating a foe on a natural 20, while all other shots do double damage. Sewer Gophers reek so badly that anyone within 6 feet of them automatically gets -1 to hit, unless they can cover their noses to avoid the smell. Sewer Gophers save at +2 vs. fire based attacks, as their coats are usually damp.

HABITAT/SOCIETY: The original Sewer Gophers spawned when someone brought some normal gophers home from vacation, then dropped them into the sewer rather than take care of them. These eventually evolved into the current Sewer Gopher.

ECOLOGY: After an extremely brief mating and just three months of gestation, the female raises the 1-6 pups on her own. After the new Sewer Gophers are born they must be raised and fed for one year.

YIELD:

Medicinal: The meat of a mature Sewer Gopher is stringy at best, and often still bears the distinct odor of the animal even after a long time stewing.

Spell Components: Nil

Hide/Trophy Items: This animal's filthy hide is worthless. The Sewer Gopher's large (6-10" long) front teeth can be used to make a crude dagger of bone, which can be enchanted.

Treasure: Rx1/2

Other: Nil

Gopher, Sewer

AKA: Refuse Rat, Sewage Mole

HACKFACTOR: 3

EP VALUE: 175

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any (Night on surface)

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 1-8

SIZE: M (4' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 6

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 3+2



Gorangatan

DESCRIPTION: The fearsome Gorangatan is a primate that is even larger than common orangutans. Every Gorangatan has a vicious set of barbed horns on its head that are used against opponents in combat. This vicious primate has russet colored fur and skin similar to that of an orangutan.

COMBAT/TACTICS:

Gorangatans are not very smart, but they do learn to imitate rapidly. If struck for more than 5 points of damage during combat, there is a 25% chance the Gorangatan will attempt to take its opponent's weapon away and fight with it. The Gorangatan must make a successful hit and no other attack can be made that round. If successful, the Gorangatan (who has

Gorangatan

AKA: --

HACKFACTOR: 3

EP VALUE: 270

CLIMATE/TERRAIN: Tropical or Subtropical Land

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (7' tall)

MOVEMENT: 6", 12" Climb

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 5

NO. OF ATTACKS: 5

DAMAGE/ATTACK: 1-3/1-3/1-6/1-6/1-12

SPECIAL ATTACKS: Weapon emulation

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 5



an effective Strength of 18/50) grabs the weapon and may substitute it for one of the 1-6 points of damage done by its claw attacks.

The Gorangatan may only fight with one weapon and is 75% likely to leave it behind by the next day. Gorangatans cannot make important distinctions between real weapons and summoned weapons like Flame Blade. The primate will still attempt to disarm an opponent, even if it is impossible.

HABITAT/SOCIETY: Gorangatans do not like each other and only get together once a year (during the spring) to mate. They enjoy meat of all kinds, especially fresh, screaming meat. They must make a morale check to pursue a prey creature if that prey dumps an alternate food source in the Gorangatan's path.

ECOLOGY: Gorangatans can supplement their diets with fresh fruit, but only for a few weeks. They prefer easy game and do not normally hunt humans unless they are weak or injured. Once a Gorangatan gets a taste for human flesh, it becomes a chaotic evil "man-killer" and will attack humans or demi-humans above all other targets. Such evil Gorangatans get +3 saves vs. charm and control spells.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hide of a Gorangatan is worth 125 gp.

Treasure: I (no coins, only magic weapons)

Other: Gorangatan horns can be used to carve rings that can be enchanted into Rings of Strength.

Gore Monger, Insatiable

DESCRIPTION: These reptilian scavengers are essentially bipeds with long, leathery lizard bodies and tails. They walk with hunched-over postures, and often run on all four limbs. They have wide, bony jaws filled with razor sharp fangs. As their name suggests, Insatiable Gore Mongers are always overcome with hunger. Their primary motivation is the constant lust for decaying flesh.

COMBAT/TACTICS: Insatiable Gore Mongers love nothing more than to feast upon carrion. They are not interested in combat unless it involves finishing off nearly helpless prey.

Gore Monger, Insatiable

AKA: Flesh Fiend, Carrion Consumer

HACKFACTOR: 13

EP VALUE: 1400

CLIMATE/TERRAIN: Any

FREQUENCY: Rare

ORGANIZATION: Packs

ACTIVITY CYCLE: Any

DIET: Carnivore/Scavenger

INTELLIGENCE: Low (5-7)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1-4

SIZE: H (15' tall)

MOVEMENT: 18"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 4

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 12

As long as an Insatiable Gore Monger is eating, it is not a danger to any nearby creature. However, as soon as it is finished with its bloody meal, it will immediately seek a new target. Adventurers who abandon their fallen comrades to such a fate will have approximately 2-12 melee rounds to flee, depending on the size of the victim.

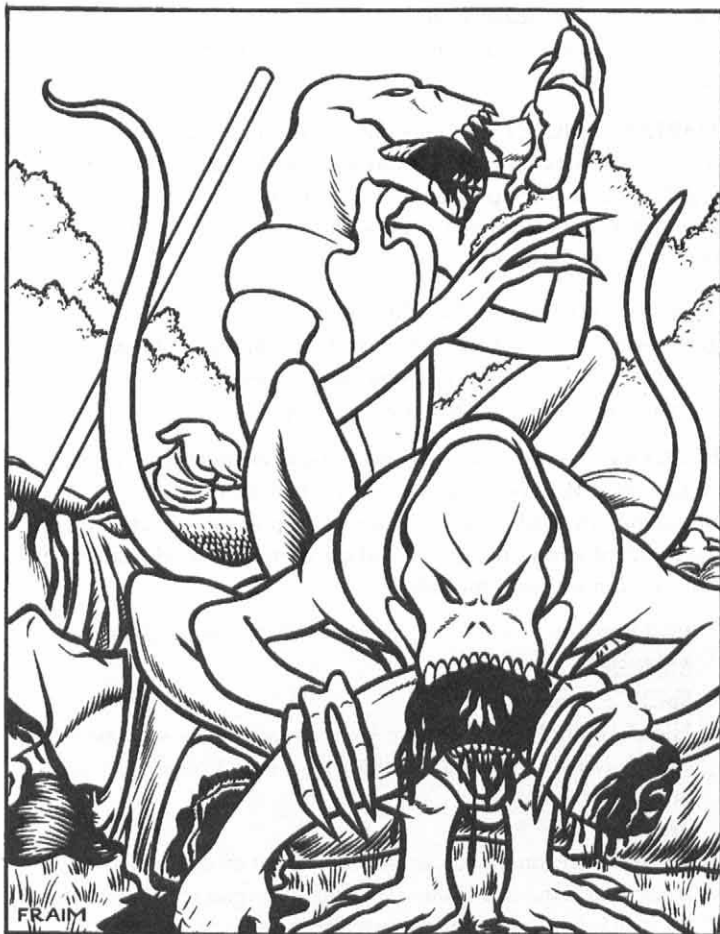
HABITAT/SOCIETY: Insatiable Gore Mongers will eat all types of carrion no matter how rank or rotten it is. They have even been known to consume entire Ghouls "alive" and attack creatures as powerful as Mummies. An average Insatiable Gore Monger can pick clean a crypt or morgue within a week. A pack of them can wreak terrible havoc in small towns when sources of carrion grow scarce.

Insatiable Gore Mongers with fresh kills often attempt to wait for the flesh to decay, but if there is no other food source they will be driven by their hunger to eat the corpse anyway. Insatiable Gore Mongers have been seen shoving Carrion Crawlers aside just to get at a decaying foot or hand.

Very rarely, an Insatiable Gore Monger will become the leader of a roving pack of other Gore Mongers. This requires a tremendous amount of restraint on the part of the dominant Monger. The smaller Gore Mongers bring it food in attempts to curry the leader's favor. This situation is usually only possible during times of great war, when corpses are plentiful.

ECOLOGY: Insatiable Gore Mongers are thought to be part of a family of reptilian scavengers. This particular type will grow to immense size and are completely driven by their hunger. Sages have been unable to determine just how many types of Gore Monger exist in Garweeze Wurd, as they are dangerous animals to study.

Over the course of its short lifetime, these creatures become totally insane, as they can never get enough food to satisfy their hunger. Most Insatiable Gore Mongers that are not destroyed by farmers or adventurers will eventually starve to death.



animal. Gorecupines are horrible guards and will usually wander off during the first hour to forage for food.

Druids befriend Gorecupines and use their spells to make the animals happier. Any PC who is obviously a druid will never be attacked by a Gorecupine and is 50% likely to be approached in a friendly manner. However, the Gorecupine will expect the druid to constantly heal, feed and tend to it, taking up at least 20% of the druid's spells, food and time.

YIELD:

Medicinal: Gorecupine meat is edible, but tough.

Spell Components: An unbroken Gorecupine quill makes an excellent writing instrument for scrolls and spell books.

Hide/Trophy Items: Armor made from the Gorecupine's hide can be enchanted up to +3, but causes the wearer 1-4 points of damage per round of use.

Treasure: Nil

Other: Nil

Gorecupine

AKA: Needler

HACKFACTOR: 5

EP VALUE: 650

CLIMATE/TERRAIN: Temperate Forest

FREQUENCY: Uncommon

ORGANIZATION: Families

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 1-2

SIZE: L

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-8

SPECIAL ATTACKS: Shoot Quills

SPECIAL DEFENSES: Quills

MAGIC RESISTANCE: Standard

HIT DICE: 6

YIELD:

Medicinal: The meat of these creatures is diseased and inedible.

Spell Components: A small piece of Insatiable Gore Monger flesh can be used for an Invisibility to Undead spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Gorecupine

DESCRIPTION: Gorecupines are larger and more aggressive than common porcupines. The creature's back is covered with hundreds of needle-sharp quills. Sometimes the rotting remains of previous victims can still be found among the Gorecupine's body quills.

COMBAT/TACTICS: Gorecupines can shoot 1-8 quills from their tails each round, each inflicting 1-4 points of damage. Their range is 30 feet and the quills can be up to 3 feet long. Each Gorecupine has 80 quills in its tail and 300 covering its body. Any attacker coming within 6 feet of the beast will be struck by 1-4 quills each round.

HABITAT/SOCIETY: Because of their quill-covered bodies, Gorecupines find it difficult to relax. Whenever a Gorecupine moves, they have a 25% chance of sticking themselves, making mating particularly dangerous. This life-long source of pain makes the Gorecupine irritable and quick to attack strangers.

ECOLOGY: Gorecupines were originally created by Hawthorne the Warlock. Unfortunately, he increased the size of a common porcupine without first determining whether or not it would make a good guard



Goregon

DESCRIPTION: All the Goregons known on Garweeze Wurd are monstrous black bulls with hides of thick metal scales. They can run on their hind legs and their breath is a noxious vapor. Goregons will never lower themselves to wear common cowbells and become enraged should anyone attempt to put such an ornament on them.

COMBAT/TACTICS:

Four times a day a Goregon can breathe a cone of gas 5 feet wide at the base, 20 feet wide at the end and 60 feet long. Anyone caught in the breath must save vs. petrification or be turned to stone.

The Goregon's breath weapon is effective across both the Astral and Ethereal Planes. Should the breath weapon fail, a

Goregon

AKA: Bashing Bovine
HACKFACTOR: 18
EP VALUE: 1400
CLIMATE/TERRAIN: Temperate or tropical/Wilderness or subterranean
FREQUENCY: Rare
ORGANIZATION: Group
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1-4
SIZE: L (8' tall)
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-12
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 8

Goregon will immediately attack with its prominent horns. Goregons never surprise opponents, as these creatures always let out a deafening scream of rage before attacking.

HABITAT/SOCIETY: Goregons eat the living statues made from their breath, smashing the victims apart with their horns and devouring the pieces. They prey on deer and elk, but do not hesitate to hunt down PCs. Goregons can track with 75% accuracy and they pursue prey tirelessly for days.

They do not recognize the value of treasure, but they sometimes eat gems, which can be found later in the droppings around their lairs. (Hunters who specialize in taking down Goregons often bring along special hirelings just to check the droppings.)

ECOLOGY: Goregons have no natural enemies except man and themselves. Male Goregons often have to fend off rivals. These confrontations are held in secret locations deep in the wilderness, though the noises of screaming, goring and the butting of heads are unmistakable and can be heard for miles.

YIELD:

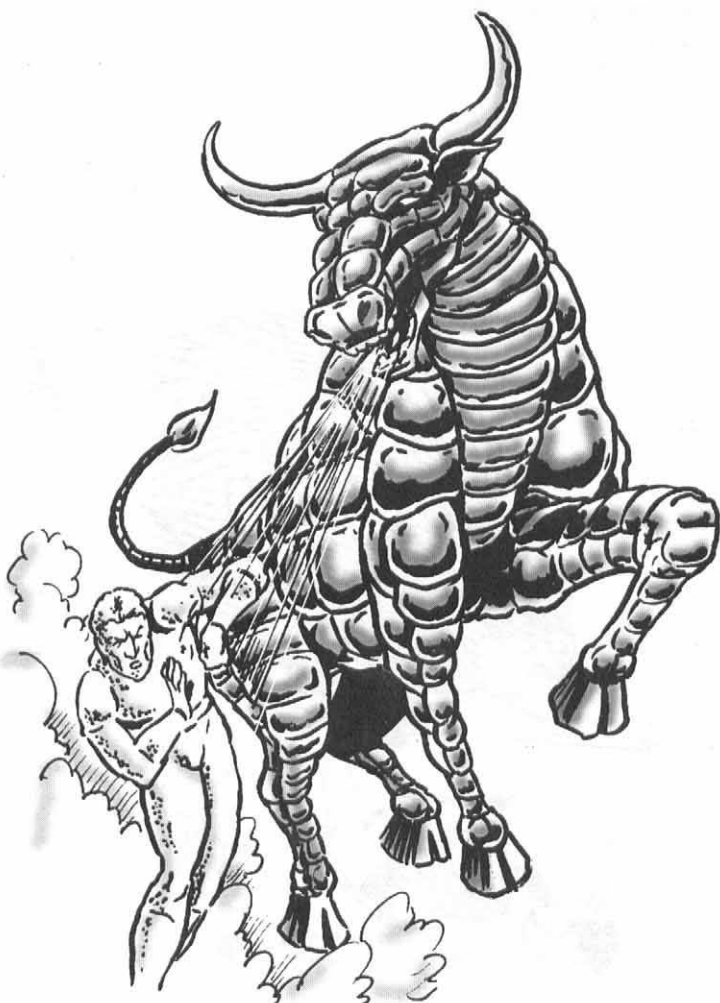
Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Goregon hides are perfect for +2 scale mail, which gives the wearer an additional +2 bonus to all saves vs. petrification.

Treasure: E

Other: Goregon blood can be used to seal an area against ethereal or astral intrusion. Powdered Goregon scale is an ingredient in the ink used for a Protection from Petrification Scroll.



Gorger, Dire

DESCRIPTION: The near-extinct Dire Gorger is a vicious, badger-like creature with sharp claws and a golden coat that shines as brightly as pure gold. Its fur still bears the distinct stripes of the common badger, but there is no mistaking the sight of a Dire Gorger.

Its claws are often coated with polished copper from the soft mineral veins through which the creature digs. The front claws are much larger than those on the back feet, which allows the Dire Gorger to burrow into the earth with incredible speed.

The Dire Gorger is always hungry, always mean-tempered and always willing to bite any PC in sight.

Gorger, Dire

AKA: Golden Gasher
HACKFACTOR: 25
EP VALUE: 3000
CLIMATE/TERRAIN: Sub Arctic to Temperate
FREQUENCY: Very Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (10' long)
MOVEMENT: 9", 6" Burrow
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: 0 (5)
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 2-8/1-6/1-6
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 12



COMBAT/TACTICS: If the Dire Gorger successfully bites for 2-8 points of damage, it inflicts an additional 8 points as it holds on, plus 2 claw attacks for 1-6 points of damage each. Dexterity is negated for these additional attacks and only death can unlock the Dire Gorger's locked jaws.

From its den, this wary creature can surprise opponents 50% of the time. Its dense coat of fur and thick hide give the Dire Gorger an AC 0, unless the creature is flipped upon its back. The soft underbelly is AC 5.

HABITAT/SOCIETY: Dire Gorgers prefer lives of quiet solitude and vicious flesh-rending. They do not associate with other burrowing animals and are extremely territorial. Their reproductive rates are unknown, as all the field research assistants sent to study the Dire Gorger have perished at its paws.

Dire Gorgers are such voracious feeders that they will hunt a forest area clean of prey, which forces them to encroach upon nearby humanoid settlements. Their shining gold fur and metal-tipped claws attracts big trophy hunters from great distances.

ECOLOGY: Dire Gorgers are such impressive, hairy beasts that an average male can weigh up to 700 pounds. When they are not hunting prey or devouring a victim, Gorgers groom their gleaming fur for hours. Contrary to the popular elven myth, they cannot be tamed with an offer of biscuits.

YIELD:

Medicinal: Humans who eat the eyes of a Dire Gorger will gain infravision for 2-12 days. Demi-humans who eat the beast's eyes will gain double their normal range infravision for the same period of time.

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

Other: The well-cured hide of a Dire Gorger is worth 5,000-10,000 gp to the right customer. Each claw is worth 500 gp and a Dire Gorger's eyes are worth 1000 gp.

Gorizzla

DESCRIPTION: In those rare instances when gorillas and bears interbreed, the result is a ferocious Gorizzla. These monsters have the head, torso and legs of a gorilla and the sharp teeth and arms of a bear.

COMBAT/TACTICS: Gorizzlas have excellent senses and are only surprised 15% of the time. If both paws hit the same opponent, they can hug the victim for an additional 2-12 points of damage on an attack roll of 18 or better. (If the victim is not hit even on an 18 or 19, the Gorizzla still gets a hug on a natural 20.)

In the manner of common bears and gorillas, Gorizzlas do not give up a fight easily.

During mating season each spring this is particularly true. An enraged male Gorizzla has been known to fling itself onto a much larger opponent, grab tight and push both itself and the opponent off a rocky crag to both their deaths. Female Gorizzlas become enraged at the slightest threat to their young.

HABITAT/SOCIETY: Gorizzla society is similar in its structure to ape society. The strongest male will lead a family group of up to eight individuals and will cast all other mature males out of the area. There is a 25% chance of 1-4 young (non-combatants) Gorizzlas, while the rest of the group will be breeding females and adolescents.

All Gorizzla females and adolescents fight as viciously as the lead male when the group is threatened, but they must make a morale check if the leader is seriously wounded or killed.

ECOLOGY: Unlike most crossbreeds, Gorizzlas are not sterile. In fact, the Gorizzla has carved out large portions of the tropical forests of Garweeze Wurd for its family territory. It has survived due to cunning hunting and sheer numbers. Fortunately, bear and gorilla couplings are rare in the wild. Some enterprising animal handlers have attempted forced matings, but this has led to the violent deaths of several expert herders. Hawthorne the Warlock once attempted to mate 100 bears with 100 gorillas in what was formerly the Kingdom of Gettinspiel. The area is now well known as the Ruins of Gettinspiel.

Gorizzla

AKA: Ursa-Primatus

HACKFACTOR: 4

EP VALUE: 270

CLIMATE/TERRAIN: Temperate to Tropical Forests

FREQUENCY: Uncommon

ORGANIZATION: Families

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral

NO. APPEARING: 2-8

SIZE: L (9' tall)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 4

NO. OF ATTACKS: 2

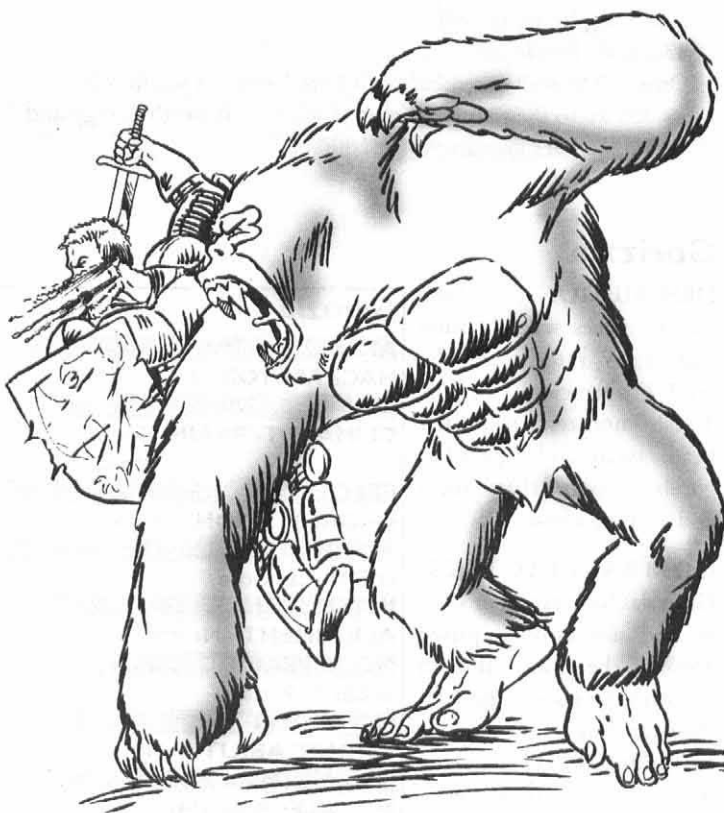
DAMAGE/ATTACK: 1-8/1-8

SPECIAL ATTACKS: Hug

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4

**YIELD:**

Medicinal: Boiled Gorizzla snout can cure herpes.

Spell Components: A bit of Gorizzla fur is perfect for a Taunt spell, and can be used in place of the slug.

Hide/Trophy Items: Barbarians must always show respect to those who wear the hide of a Gorizzla, or lose 2 Honor points.

Treasure: Nil

Other: Gorizzla hearts can be used for Potions of Heroism.

Gorpin

DESCRIPTION: The Gorpin, or Land Porpoise, is a distant cousin of the more common aquatic variety of dolphin. These playful mammals dive and swim through all kinds of loose soil. Alternatively, they can scramble across the surface using the tiny claws on their pectoral fins.

Gorpins are the sworn enemies of Bulettes and their ilk. Woe be to the adventurer that stands in the way of a pod of Gorpins that has spotted a Bulette.

COMBAT/TACTICS: Gorpins use their superior speed and maneuverability to avoid most of the Bulette's attacks. Once they find a Bulette, they will burrow towards it at top speed and attempt to bruise its internal organs (a Bulette's underbelly is particularly vulnerable to this form of attack).

Gorpins are not normally aggressive toward bipeds unless their territory is invaded or their lairs are disturbed. A Gorpin attack can often (50% chance) catch its victim by surprise, knocking him off his feet. A Gorpin will butt its tough nose against the victim, causing 2-8 points of damage at the Gorpin's full speed.

Gorpins can also attack by grabbing victims on the surface and dragging them underground, seeking out trees and other obstacles, for their full movement. Such attacks cause the victim 1-20 points of damage. The victim can also suffocate if he does not dig his way to the surface in 3-6 rounds.

HABITAT/SOCIETY:

Gorpins are a playful and peaceful lot. However, they resent intrusion into their territory. Bipeds that build permanent structures and dig deep foundations in the earth may be considered a threat. Otherwise, these creatures will happily trade shiny gems and other earthly valuables for food.

Gorpin

AKA: Land Porpoise, Terra-Fin

HACKFACTOR: 4

EP VALUE: 180

CLIMATE/TERRAIN: Any Temperate Land

FREQUENCY: Rare

ORGANIZATION: Pod

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Very (11-12)

ALIGNMENT: Neutral Good

NO. APPEARING: 3-24

SIZE: M (4' to 6' long)

MOVEMENT: 6", 15" Burrowing

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Daring (15)

ARMOR CLASS: 3

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 2-8/1-20

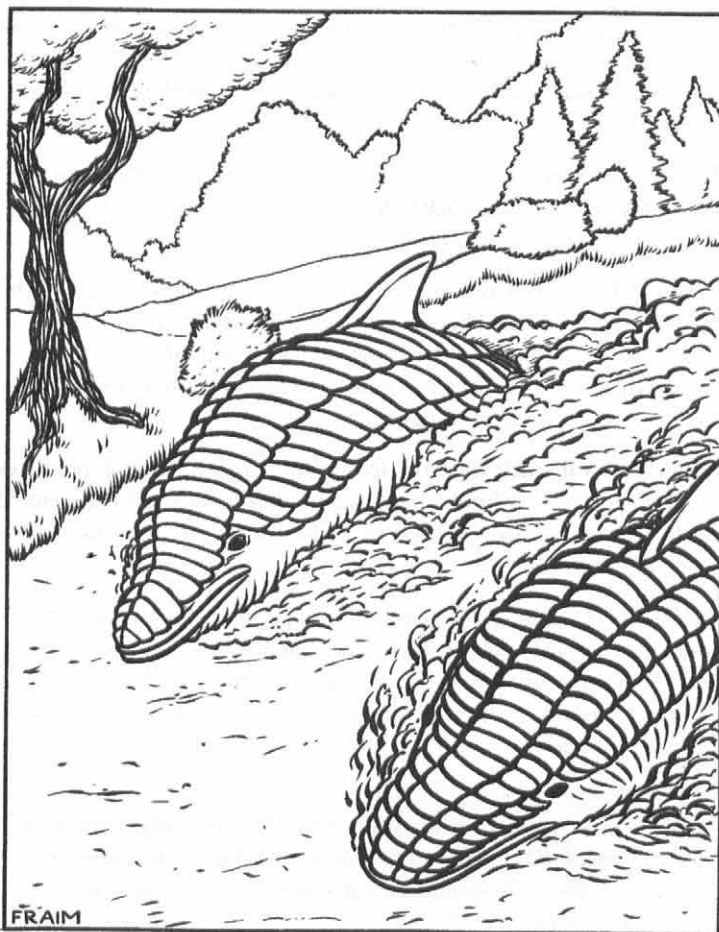
SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 3+3

ECOLOGY: Gorpins live just like their water-bound brethren. They eat insects and feed on tubers and other tasty roots. Gorpins sometimes become a problem near farms, but a druid can easily negotiate a peaceful settlement to a Gorpin problem. Some Gorpin pods have become valued members of communities by fending off the Bulette threat.



YIELD:

Medicinal: Gorphin meat is delicious and frequently hunted by bipeds ignorant of the creature's intelligence.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: J, Q x10

Other: Nil

Gouger

DESCRIPTION: All varieties of Gougers are ambush predators of reptilian origin. Each Gouger has the head of a frog, the lower body of a snake and a barbed tail. This prehensile tail is adapted so the Gouger can anchor itself to a tree or other vertical surface and lower itself down onto enemies. Its forearms have two enlarged, sharp talons used to dismember prey. The Fanged Gouger has long fangs instead of the prominent talons. The Gouger's hide is scaly and dry, usually dark and the same color as the surrounding environment. Its large eyes are a brilliant fluorescent green, yellow or orange.

Gouger	Dark	Cave	Great	Fanged
AKA:	Aspen Assassin	Subterranean Slasher	Robust Reaper	Bloody Biter
HACKFACTOR:	3	2	5	3
EP VALUE:	175	150	420	275
CLIMATE/TERRAIN:	Temperate Forests	Subterranean	Temperate Forests	Tropical
FREQUENCY:	Common	Uncommon	Rare	Very Rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Night	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Animal (1)	Low (5-7)
ALIGNMENT:	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral	Chaotic Neutral
NO. APPEARING:	1	1-6	1	1-4
SIZE:	M (5' long)	M (5' long)	L (12' long)	M (5 1/2' long)
MOVEMENT:	6"	7"	5"	6"
PSIONIC ABILITY:	Nil	Nil	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Foolhardy (16)	Confident (12)	Brave (14)	Brave (14)
ARMOR CLASS:	6	7	4	6
NO. OF ATTACKS:	2	2	2	1
DAMAGE/ATTACK:	2-7/2-7	1-6/1-6	3-12/3-12	2-12
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	Never surprised	Never surprised	Never surprised	Never surprised
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	2+4	2	4	3

COMBAT/TACTICS: Gougers lower themselves from large trees or dark overhangs. They will attempt to gouge out the eyes of their prey and do so on a roll of a modified 20 or better to-hit, unless the prey is wearing head protection. On the second attack, the Gouger will attempt to grab a victim and hoist it back into the tree to eat.

Gougers can change their coloring in the manner of a chameleon after being in contact with a surface for 10 to 15 minutes.

Dark Gouger: Dark Gougers live outside, usually in the same tree in which they were born, unless forced to move. If one of its victims is still struggling on the third round, the Dark Gouger will attempt to snip off the victim's head (-4 to hit, damage to the throat, if prey is below zero hit points, its head is severed on a hit).

Cave Gouger: Cave Gougers love to hunt in dungeons, sewer systems and mine shafts, but never eat quite as well as Dark Gougers and are not as healthy. They hunt well-traveled routes to the NetherDeep and change their hunting spots frequently. Cave Gougers will work in small groups to overcome their prey for their mutual benefit.

Great Gouger: Sages believe that the Great Gougers of Garweeze World are merely fully mature Dark Gougers. These fearsome reptiles can pull animals as large as heavy war horses into the treetops for a leisurely meal. They have few natural enemies.

Fanged Gouger: Fanged Gougers attack their prey differently than other Gougers. They drop from the trees and on their first attack attempt to sink their long fangs into the face of a victim. On a successful hit, the Fanged Gouger lifts the victim into the trees. The fangs leave large, gaping wounds that continue to bleed for 1 point of damage per round until bandaged or healed.

With the roll of a natural 20 (unless the victim is wearing a great helmet), the beast's fangs gouge out both of the victim's eyes, leaving him permanently blind.

HABITAT/SOCIETY: Except for mating and the time immediately following it, Gougers have little interaction with creatures they do not



Dark Gouger

*Cave Gouger*

eat. Cave and Fanged Gougurs will occasionally hunt together, but both creatures are happy to abandon their fellows for a good meal. The Great Gouger is a very private creature and will not tolerate any other Gougurs to hunt within its territory.

All Gougurs are accomplished hunters that can adapt their skills to bring them more and better prey. Some Cave Gougurs have adapted their tactics to strike upward at victims, and pull down anyone who uses a local drinking well. The Dark Gouger is a master chameleon, hiding its presence even in bright daylight by appearing as a large bark-covered knot on a tree trunk. Only very close inspection will give away its hiding spot, leaving that unlucky individual open to attack.

Gougurs have become such a problem on Garweeze Wurld that merchants have taken to covering the tops of their caravans with netting and forcing all members of the caravan to wear metal helmets. In Module S1, "Slaughterhouse Indigo", the Fanged Gougurs in Areas 3, 4 and 6 attacked the caravan on the third day of travel.

ECOLOGY: During mating season, Gougurs clack their talons together loudly to attract a mate. During this time Gougurs do not feed, giving rise to the old dwarven saying, "When the Gougurs clack, they do not attack".

Legends and fireside stories abound which feature the vicious Gouger as a clever and sneaky villain. In areas where Gougurs have frequently threatened the local population, the telling of a Gouger-inspired legend can win the storyteller many new friends (especially if it features the defeat and destruction of the beast).

Females lay 3-6 eggs, which they carry inside a flesh pouch until they hatch. During this time (2-3 weeks), male Gougurs bring their mates food, while the female hides and incubates the eggs. Males are particularly bad-tempered during and after mating season, and are 90% likely to attack any creature nearby. Gouger young stay with their mothers for at least a full season, then disperse to find their own territories.

YIELD:

Medicinal: Gouger meat is chewy but edible, although the internal organs should be avoided, particularly the liver, which is poisonous. The flavor is similar to rattlesnake.

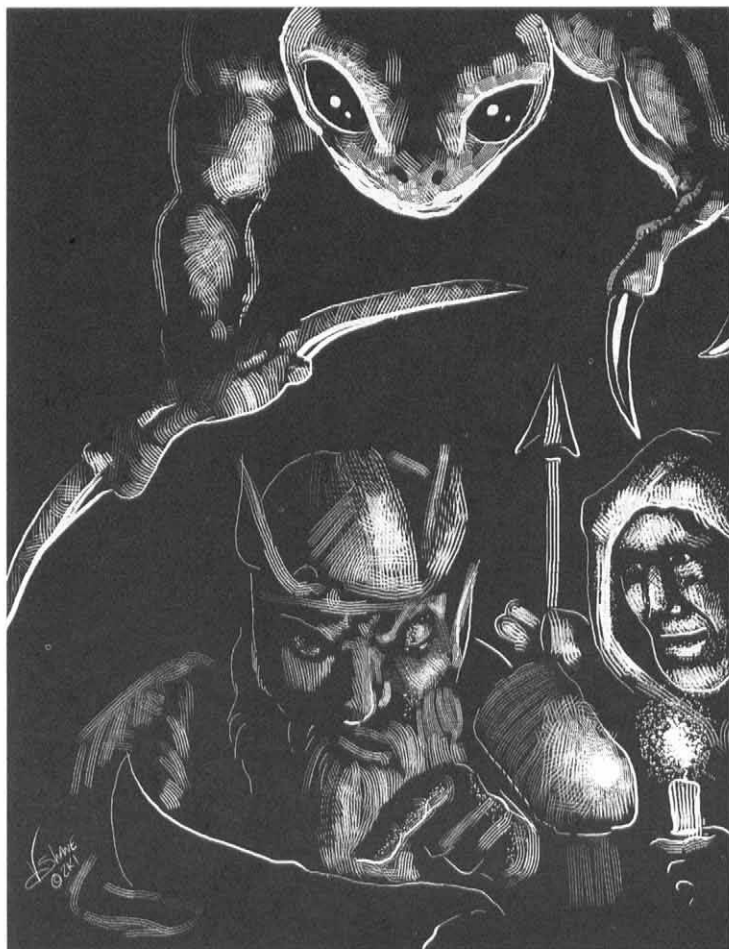
Spell Components: Nil

Hide/Trophy Items: The hides of Gougurs are considered to be very bad luck (in some cultures) and are buried on the property of an enemy to give the person bad luck. Some magic-users who despise one another will send a book bound in Gouger hide as a gift. This ill-luck is a myth; in fact, the Gouger's hide can be wrought into rough armor (treat as studded leather) and enchanted with the powers of a Robe of Blending.

Treasure: Nil

Other: The talons or fangs of a Gouger can be fashioned into daggers and enchanted up to +1 or +2. Great Gouger talons can be fashioned into short swords of +1 or +2 enchantment. Both weapons will also have the capability of leaving bleeding wounds (1 point of damage per round, as described above) on a natural attack roll of 20.

*Fanged Gouger*



Great Gouger

Grappling Thrasher

DESCRIPTION: Grappling Thrashers are muscular green humanoids made of algae. Often they trail algae in such a way as to appear dressed in ragged clothing. Sometimes they will also have leaves, twigs and other rotting vegetation stuck to their bodies.

COMBAT/TACTICS: Grappling Thrashers are immune to psionic attacks, but can deliver a Mind Blast once per day. In most combat situations, they smash anything they can get their soggy fists on. Normal and +1 hacking weapons pass harmlessly through the creature and even those of +2 or better enchantment inflict only half damage. Grappling Thrashers can also control up to two large trees within 10 feet, causing them to strike at victims for 1-10 points of damage per round.

Casting Part Water or Lower Water upon a Grappling Thrasher inflicts 1-6 points of damage per level of the caster to these creatures.

HABITAT/SOCIETY: Grappling Thrashers have developed a very rudimentary intelligence, but being plants they are unsure how to best apply it. So far, most Grappling Thrashers just smash everything they encounter in hopes that it will rot and the colony can consume it as food. Contrary to the popular human rumor, Grappling Thrashers do not get stronger as they get angrier.

ECOLOGY: Grappling Thrashers are not single beings, but semi-intelligent colonies of algae. They grow wherever there is stagnant water. Abandoned fountains, old ponds and large vats are favorite

places. Once the creature's opponent has stopped moving, it drags the victim into its water to rot.

YIELD:

Medicinal: Eating a Grappling Thrasher is extremely healthy for a psionically active PC.

After consuming at least 2 pounds, the eater recovers PSPs at a rate 25% faster than normal for the following 2-12 days.

Spell Components: A few pieces of Grappling Thrasher (at least one pound per application) can be used to increase the duration of a Mind Blank spell to 2 days.

Hide/Trophy Items: Nil

Treasure: D (1/2)

Other: Nil

Grappling Thrasher

AKA: Pond Scum Pounders

HACKFACTOR: 12

EP VALUE: 980

CLIMATE/TERRAIN: Swamp, Temperate Subterranean

FREQUENCY: Very Rare

ORGANIZATION: Colony

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Chaotic Neutral

NO. APPEARING: 1-6

SIZE: M

MOVEMENT: 6"

PSIONIC ABILITY: 101-200 (see below)

Attack/Defense Modes: A/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 5

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-10/1-10

SPECIAL ATTACKS: see description

SPECIAL DEFENSES: Immune to edge weapons less than +2

MAGIC RESISTANCE: Immune to Fireballs and Lightning

HIT DICE: 5

FRAM



Grave Scrounger

DESCRIPTION: Grave Scroungers are undead that resemble Zombies with sharp claws. They prowl graveyards, desecrating the dead and devouring remains.

They are dressed in the rotting clothes in which they died. Their eyes have long since rotted away and been replaced with glowing embers of hatred.

COMBAT/TACTICS: Although a Grave Scrounger prefers to eat carrion, it will attack any living creature that comes near it. If it manages to kill an opponent, the Grave Scrounger will bury the body. If the victim was of good alignment, its remains will be devoured as soon as the Scrounger can return with others. If the creature was evil, it will rise the next night as a new Grave Scrounger. If the victim was neutrally aligned, it will rise the next night as a Grave Scrounger and attempt to eat its own rotting flesh.

Grave Scroungers have all the usual undead immunities with regard to non-magical weapons, mental attacks and poison.

HABITAT/SOCIETY: Some sages consider the Grave Scrounger to be a half-step between a Zombie and a Ghoul. Clerics and paladins turn them as Ghouls, but clerics gain +1 to turn or control them. They cannot attack a paladin or a lawful good cleric that boldly presents a holy symbol.

Grave Scroungers cannot tolerate the light of day and will always flee from it. They often hide in mausoleums and crypts, waiting for the safe cover of darkness before they pursue their evening meal of carrion.

Like most undead, Grave Scroungers disregard all life and enjoy nothing more than desecrating the sacred resting places of properly buried humans, demi-humans and other humanoids.

ECOLOGY: The original Grave Scroungers were created from the cursed remains of dead grave robbers. Evil clerics can create these creatures by means of an Animate Dead spell.

However, to maintain control of these creatures, the evil cleric must make a successful check (on the Turning Undead table on page 140 of the HackMaster Player's Handbook) at the setting of the sun each evening. Should the roll fail, the Grave Scroungers will act on in their own interests, wandering off to scrounge some carrion. Should the roll be successful, the evil cleric will automatically control all the Grave Scroungers that he created and all the Grave Scroungers that are created by them.

YIELD:
Medicinal: Nil

Grave Scrounger	
AKA: Tomb Jacker; Crypt Criminal	
HACKFACTOR: 2	
EP VALUE: 175	
CLIMATE/TERRAIN: Any	
FREQUENCY: Rare	
ORGANIZATION: Small Horde	
ACTIVITY CYCLE: Night	
DIET: Scavenger	
INTELLIGENCE: Low (5-7)	
ALIGNMENT: Chaotic Evil	
NO. APPEARING: 2-8	
SIZE: M (5' to 6' tall)	
MOVEMENT: 9"	
PSIONIC ABILITY: Nil	
Attack/Defense Modes: Nil/Nil	
MORALE: See Below	
ARMOR CLASS: 4	
NO. OF ATTACKS: 2	
DAMAGE/ATTACK: 1-4/1-4	
SPECIAL ATTACKS: Nil	
SPECIAL DEFENSES: Nil	
MAGIC RESISTANCE: Standard	
HIT DICE: 2+3	



Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: J, Q, R, S, T
Other: Nil

Gremlin

DESCRIPTION: Gremlins look like small, winged Goblins and are also sometimes mistaken for Imps. They each have a pair of bat-like wings, large pointed ears and leathery skin ranging from brown to black to gray in color.

Gremlins are mischievous and always have a huge, leering grin on their twisted little faces. Gremlins only wear clothing if they are trying to mock someone.

COMBAT/TACTICS: Gremlins will always flee combat, though if cornered they can bite for 1-4 points of damage. They are quite cowardly and will either fly out of the range of weapons or hide. Their large ears allow them to detect noise (as a thief) 65% of the time.

Gremlins are the ultimate saboteurs. They love to cause trouble and mayhem. Typical Gremlin pranks include weakening the ropes on a rope bridge, setting a trip wire across a doorway or setting an expensive vase over a doorway. The more pain and anger they can cause, the happier the Gremlins get.

Gremlins have the ability to temporarily create a Minor Object at will. For instance, if they are hiding next to a magic-user, they might pull a large trumpet or horn out of thin air and blow it to disrupt the magic-

user's spell. If someone sticks a hand into a hole to reach after a Gremlin, it might create a large mousetrap that clamps on the victim's hand. GM's are encouraged to watch several hours of cartoons while planning a session involving Gremlins, as these sorts of zany tactics are the kind they love best.

Periodically, Gremlins succeed at major "pranks": sinking boats, weakening building structures to the point of collapse, or causing large siege engines to fail in a spectacular way, although they would rather leave many victims alive and extremely angry than kill people outright (or so some scholars claim).

HABITAT/SOCIETY:

Gremlin packs are led by the biggest bully. The more obnoxious a Gremlin, the higher he stands in the pack's pecking order. Gremlins will infest a building until it is literally falling to pieces. Some of the most dangerous and treasure-filled dungeon crawls have been reduced to rubble in a matter of weeks by these grinning troublemakers.

Gremlin

AKA: Sabotage Sprite
HACKFACTOR: 6
EP VALUE: 650
CLIMATE/TERRAIN: Any land
FREQUENCY: Very Rare
ORGANIZATION: Pack
ACTIVITY CYCLE: Night
DIET: Omnivore
INTELLIGENCE: Very (11-12)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-6
SIZE: T (18" tall)
MOVEMENT: 6", 18" Fly (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Timid (6)
ARMOR CLASS: 4
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 25%
HIT DICE: 4

Gremlins take great pains not to be seen and most victims mistake their attacks for those of other monsters. Whenever possible, Gremlins will cultivate this misunderstanding, as they believe this improves the quality of their mischief. Gremlins love to sabotage mechanical devices and will do so at every opportunity. Tinker gnomes despise Gremlins.

ECOLOGY: Gremlins are thought to live for centuries and are not part of any Garweeze World ecology. Sages believe they may have once been true fairies or fairy-kin that were touched by pure chaos and then corrupted by evil. Gremlins cannot be controlled in any manner, though they will sometimes pretend to listen to larger creatures, only to humiliate them more effectively later on.

YIELD:

Medicinal: Nil

Spell Components: The blood of a Gremlin can be used for Potions of Delusion and deliberately cursed scrolls.

Hide/Trophy Items: The skin of a Gremlin is perfect for magical gauntlets that provide bonuses to thieving abilities.

Treasure: Q, X

Other: A Gremlin's head is perfect for crafting magical items that provide the user with heightened senses. Magic-users will pay 1500 gp per Gremlin corpse, but they will never, in their right mind, pay anything for a live Gremlin.

Gremlin, Galltrit

DESCRIPTION: The Galltrit Gremlins are vicious little beings that resemble Gremlins right down to the pointed ears, bat-like wings and fangs. They have rough leathery skin, and dwell wherever sewage and dung can be found. For reasons unknown, the Galltrit themselves do not stink.

COMBAT/TACTICS: Galltrit Gremlins have 30-foot infravision and like to attack their victims under the cover of darkness. Humans and demi-humans notice Galltrits 1 in 8 times, while elves will notice them 1 in 6. Galltrit saliva numbs the spot where a victim is bitten, so the creature's attack may go unnoticed unless another party member happens to see it. Galltrit Gremlins will drain 1-2 points of blood per round, up to 12 hit points. Victims also lose 1 point of Constitution for every 4 hit points of blood drained. Once a victim loses 3 points of Constitution, he collapses and the Galltrit Gremlin flees as fast as its wings will carry it.

Victims recover in two turns and recover lost Constitution points at the rate of 1 point per four days. Victims bitten by the Galltrit Gremlin must make a system shock roll or contract a random blood disease.

Gremlin, Galltrit

AKA: Vampire Gremlin
HACKFACTOR: 0
EP VALUE: 15
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Very Rare
ORGANIZATION: Solitary or Pack
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1-4
SIZE: T (3" tall)
MOVEMENT: 3", 18" Fly (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-2
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2 hit points



FRAIM



HABITAT/SOCIETY: Galltrits are disgusting little parasites. They love to bully smaller animals whenever they can. Galltrit Gremlins speak the Common tongue and have been known to lead adventurers to treasure in exchange for fresh blood. (They have also been known to lure adventurers into traps just for the hell of it.)

Galltrit Gremlins make great companions for chaotic evil PCs, as they delight in the casual cruelties of such masters. They can even become familiars for magic-users, but are notoriously disloyal and unreliable.

ECOLOGY: The original Galltrit Gremlins were created by a now dead magic-user as less powerful Imps. Unfortunately, the little bastards magically multiplied and ran amok. Galltrits love to watch large, powerful beings squash creatures that are not themselves.

YIELD:

Medicinal: Galltrit saliva can be used as an anti-coagulant.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: 1-3 gems of random value.

Other: Galltrit Gremlin skin is an active ingredient in perfume and is of high value to perfume makers, who will pay up to 500 gp per Galltrit corpse.

Grendel

DESCRIPTION: This legendary monster is a foul, black, horned beast. Towering 20 feet in height, Grendel is a monstrous giant with long arms, razor-sharp claws and terrible piercing teeth. The very thought that there might be more than one of these terrifying monsters

stalking the wild lands of Garweeze Wurld is enough to keep the bravest adventurers out of the woods at night.

COMBAT/TACTICS: The Grendel is absolutely fearless and nothing short of ripping off one of its limbs will cause it to retreat without its intended prey. Grendel has been known to attack well-defended, inhabited castles, pick up several of the most seasoned warriors, then retreat to its lair to devour them.

The Grendel can use Water Breathing at will. Its raking bite and blood are lethally poisonous, but are not used in normal combat. However, opponents have a 10% chance per wound (plus the damage) of getting poison splashed on them from Grendel's spittle. Victims that get this vile substance on their unprotected skin must save vs. poison or die in 1-6 rounds.

Grendel is surrounded by an awesome 50 feet of darkness, which does not hinder its sight or ability to combat opponents in any way.



Grendel

AKA: The Grendel

HACKFACTOR: 88

EP VALUE: 11,000

CLIMATE/TERRAIN: Swamp to Temperate

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: H (20' tall)

MOVEMENT: 15"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: -4

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-4 +12 (x6)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 16

HABITAT/SOCIETY: The Grendel is believed to lair at the bottom of a stagnant lake or pond. Spine-tingling tales are told around many a well-lit common room of the Grendel, always in hushed tones. Clerics often clutch their holy symbols close whenever they pass a dark lake full of rotting tree limbs, imagining some of them to be the evil horns or claws of Grendel.

The Grendel is a stubborn creature that never moves its lair and never changes its habits. Grendel will continue to attack an area until it is out of prey or until all the inhabitants are dead. The Grendel cannot be negotiated with and is unaffected by mind-influencing spells.

ECOLOGY: Sages known little for certain about Grendel, despite the myriad legends that exist. In any case, rumor has it that Grendel will have treasure scattered all over its lair, since it always takes victims back to its pond to feast.

No one on Garweeze Wurld has actually seen a Grendel and lived to tell about it.

YIELD:

Medicinal: Grendel's blood is poison, but it will not last unless preserved in absolutely air-tight containers within 6 turns of the creature's death.

Spell Components: A drop of Grendel's blood is ideal for a Death Spell, giving victims -4 on their saving throws.

Hide/Trophy Items: Nil

Treasure: B, Hx3

Other: Sages and high level magic-users will pay dearly to study this rare beast. It is rumored that it can be used to create powerful armors with permanent shields of Darkness.

Grieving Herald

DESCRIPTION: The Grieving Herald is a pathetic soul that appears as a semi-transparent spirit or ghost. These Omen Spirits are often wrapped in chains, and weighted down with the various implements of the office they held in life. Grieving Heralds are called such because they "grieve" for their former lives, and they have a mournful message to deliver. They are sent to the Prime Material Plane to warn others to change their ways, before it is too late. The loud and mournful cries of the Grieving Herald can be heard in misty ravines or dark alleys on moonless nights.

COMBAT/TACTICS: The chilling touch of a Grieving Herald does 1-10 points of damage to any living being. This haunting being can

Cause Fear in any target (as the 4th level magic-user spell Fear, but only against one target at a time), but only uses the power to drive away others.

Grieving Heralds can pass through walls, floors and ceilings effortlessly and can only be struck by magic weapons. The surest way to provoke an attack by the Grieving Herald is for a PC to refuse to listen to its urgent message.

Grieving Heralds on the Ethereal Plane can be struck by silver weapons without enchantment, as well as by magic weapons. On the Ethereal Plane, all Grieving Heralds are AC 8.

HABITAT/SOCIETY: All Grieving Heralds regret the actions that led to the end of their former lives and have returned to the Prime Material Plane to warn others who are on a similar path. However, they are jealous of the living and this jealousy tends to drive the Omen Spirits toward malevolent behavior.

Grieving Heralds often appear to PCs who have led lives of pure greed, wanton murder or careless indulgence. They are most urgent when their target is a PC who has chosen to ignore his patron gawd. PCs that ignore or scoff at the warning will be attacked.

ECOLOGY: In the undead pecking order, the Grieving Heralds are just below Wights, but above Ghosts. Clerics turn them as Wights. The sighting of a Grieving Herald is an incredibly bad omen, as it usually foretells the appearance of several undead who will visit the PCs.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Grieving Herald

AKA: Omen Spirit, Warning Ghost

HACKFACTOR: 6

EP VALUE: 420

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Average to Very
(8-12)

ALIGNMENT: Lawful (evil)

NO. APPEARING: 1

SIZE: M (6' tall)

MOVEMENT: 9" (Variable)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Pliant (10)

ARMOR CLASS: 0

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-10

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 4

Griffon

DESCRIPTION: The Griffon is a fearsome beast that is half-lion and half-eagle. Some sages agree that there may be a dash of dragon in the Griffon's ancestry as well. Griffons are the largest, strongest and most sought-after mounts in Garweeze Wurld, next to the legendary Flying Albino Tiger Horses of the far north.

Weighing over a half ton and standing 5 feet tall at the shoulder, the Griffon's head, upper torso and forelegs are those of a massive eagle and are covered with fine, golden feathers. Griffons have the razor-sharp, hooked beaks of raptors and the long, hooked talons of a small dragon on each foreleg. Their forward-swept wings span an impressive 25 feet. The lower half of the Griffon's body looks like that of a huge lion. Its long tufted tail acts as a rudder for the agile beast in flight.

COMBAT/TACTICS: In the air, Griffons are fierce combatants, lunging into battle continuously until they or their prey is dead. Griffons hunt in groups of up to 12 mature individuals. They have been known to devour Hippogriffs, herd animals, Pegasi and other prey that can offer the Griffons some sporting pursuit.

Griffons prefer horsemeat above all else, and will attack horses and horse-kin in favor of other targets. They will even attack horses with riders and any attempt to defend the horse is curtly rebuffed by the hungry Griffons.

HABITAT/SOCIETY:

Griffons grow up fast and hard in rocky habitats near open plains where fast-running prey is plentiful. Like a lion's pride, there is a dominant male Griffon that leads the pride. Most Griffons nest in rocky crags and line their nests with the pelts and feathers of former meals. During the spring, female Griffons lay just one or two eggs that hatch in late summer. For the first three months of their lives, Griffons are known as hatchlings and until they mature, at the age of three years, fledglings. Griffon nests are 75% likely to contain one or two fledglings or eggs.

At maturity the Griffon is more than capable of fighting and defending itself. As soon as a Griffon reaches the age of three, it gets its first taste of freedom and often stays away from its parents for extended periods of time. These young Griffons carouse with other newly matured Griffons, forming "bachelor prides" and marking their

Griffon

AKA: Avian-Leonus
HACKFACTOR: 5
EP VALUE: 650
CLIMATE/TERRAIN: Temperate or Subtropical/Hills or mountains
FREQUENCY: Uncommon
ORGANIZATION: Pride
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 2-12
SIZE: L (9' long)
MOVEMENT: 12", 30" Fly (C, D if mounted)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 3
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-4/1-4/2-16
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
HIT DICE: 7

territory with high-pitched shrieks. Adult Griffons are extremely protective of their young, attacking without mercy any creature that comes within 100 feet of the nesting site.

ECOLOGY: If trained from a very early age (2-year-olds or younger are best) Griffons make excellent mounts. This requires an expert animal trainer and a solid two year commitment. Once trained, a Griffon remains with his master until death, sometimes even protecting his gravesite or avenging him (if necessary) after death.

YIELD:

Medicinal: Griffon eggs are considered a delicacy in the more sophisticated cities across Garweeze World.

Spell Components: Griffon feathers can be used to pen Scrolls of Protection from Avians.

Hide/Trophy Items: Griffon talons are sometimes mounted on the tops of mage staffs or used to create an excellent base for a Crystal Ball. Wealthy magic-users will pay 300 gp for a pair.

Treasure: C, S

Other: Fledglings sell for 5000 gp, Hatchlings sell for 8000 gp and up and Griffon eggs sell for 2000 gp each.

Grig

DESCRIPTION: The Grig are thought to be a fierce member of the extended fairy-kin family. They are more insect than fey in appearance, with long wings and multi-faceted eyes.

A Grig's back legs are long and fold under, providing them with incredible power for leaping after prey. They have pointed ears and little antennae that twitch at the slightest sound. The Grasshopper Sprites, as the Grig are often called, are so incredibly fast and alert that they automatically gain surprise against opponents.

COMBAT/TACTICS: Due to his Dexterity, the Grasshopper Sprite can throw up to 6 darts at +2 to hit, per dart. Grig cause 1-3 points of damage with each of these darts, but anyone else that uses these weapons causes only 1 point of damage. They have the following abilities usable at will: Change Self, Entangle, Invisibility, Pyrotechnics, Trip and Throw Voice, all as a 6th level caster.

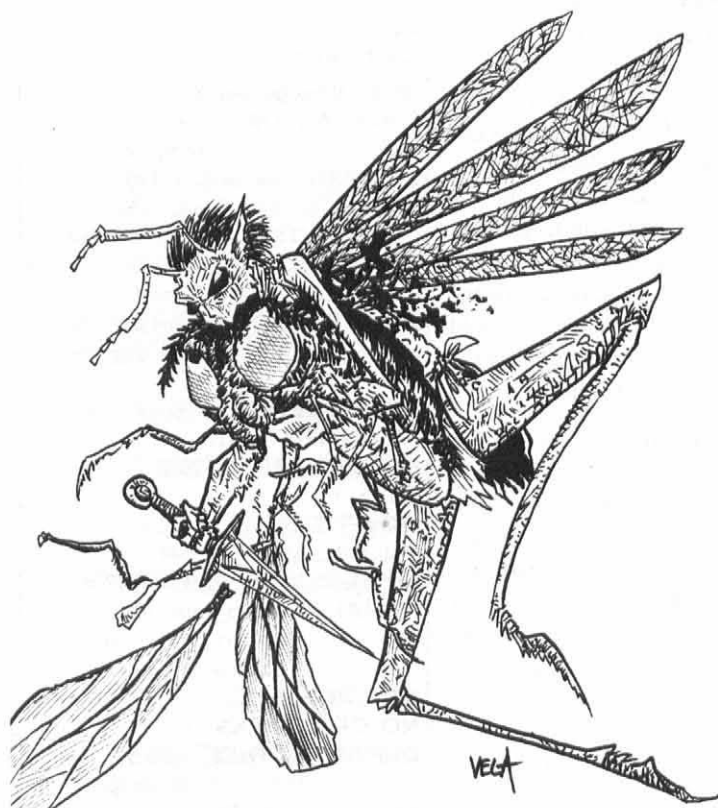
Grasshopper Sprites gain surprise in every encounter, thanks to their speed and nervously alert senses. They have infravision in a 180-foot range.

The Grasshopper Sprites have a deep-seated love for all forms of music, and many Grig are talented fiddlers. Those Grig who carry an instrument

Grig

AKA: Grasshopper Sprites
HACKFACTOR: 2
EP VALUE: 65
CLIMATE/TERRAIN: Sylvan Woods and Meadows
FREQUENCY: Very Rare
ORGANIZATION: Tribes
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low to Average (5-10)
ALIGNMENT: Neutral (good)
NO. APPEARING: 2-12 or 5-50
SIZE: S (1 1/2' tall)
MOVEMENT: 6", 12" leap
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Half-hearted (9)
ARMOR CLASS: 2
NO. OF ATTACKS: 3 or 2
DAMAGE/ATTACK: By weapon
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Spells
MAGIC RESISTANCE: 30%
HIT DICE: 1/2 + 1





(50%) are 25% likely to be able to play a tune equal to Munari's Irresistible Jig (all within a 30-foot radius must save). Victims must dance until the Grasshopper Sprite fiddler stops playing or the victims drop from exhaustion. Grig fiddlers can play for hours without showing the slightest signs of tiring, and any song they play can have this effect upon its listeners.

A minstrel will never be attacked by the Grig unless he refuses to play for them. The Grig will offer harsh criticism of any song that they perceive as substandard, and if they dislike a minstrel's efforts or are offended in any way, that PC loses 1 Honor point.

HABITAT/SOCIETY: The Grig are social creatures, and consort with most other faerie folk at night. They enjoy dancing, frolicking and playing practical jokes on people. Grig often make their lairs near towns for the purpose of hearing festival music and finding those who deserve to become the butt of a joke or two.

Damaging attacks or jokes are only made toward evil creatures. For instance, the Grig might set a bucket of water over the door of a good PCs house, but at the door of an evil PC, the bucket will be full of acid. Good PCs might find a flaming bag of something unpleasant on their front porch, while the evil PC will find their entire porch set ablaze. The Grig speak their own language as well as Brownie, Pixie and Sprite. If they speak slowly and concentrate, they can also speak Common.

ECOLOGY: Grasshopper Sprites are good-natured folk, although their parties tend to become raucous at night. PCs who insist that the Grig keep the noise down will be referred to as "buzzkills". Buzzkills can become the victims of practical jokes for weeks, depending on how long they are in Grig territory. Carnivorous fairies love to eat these folk, but Grig are difficult to catch.

During the spring, the Grig celebrate a week-long festival and play

music, dance, drink nectar and eat other insects until all are satiated. Sages are unable to determine the cause for this celebration, but witnesses say that the party does not end until every last Grasshopper Sprite has had his fill.

YIELD:

Medicinal: Eating a live Grasshopper Sprite causes 1-6 points of internal damage, but the eater gains the effects of a Potion of Speed for 1 hour per hit point of the swallowed Grig. Eaters, however, age 1 year per hour of this effect.

Spell Components: Grasshopper Sprite legs can be used to cast Jump spells granting three times the normal distance (two legs per application).

Hide/Trophy Items: Nil

Treasure: X, Y

Other: Nil

Grim

DESCRIPTION: The elusive Grim can take on four different forms; that of a large black cat, a wolfish black dawg, an enormous jet-black owl or a human dressed as a jester.

COMBAT/TACTICS: In its cat form the Grim has three attacks (1-2/1-2/1-4+raking). The Grim's black dawg form attacks as a war dawg (2-8). The black owl form of the Grim attacks as a giant owl (2-8/2-8/2-5). The Grim's jester form has no weapons, but is equipped with a loud horn and an ebony mandolin of expert construction. The jester's outfit always includes a long black feather stuck in its pointy cap. The jester Grim's floppy shoes reduce its movement to 9".

All Grim must stay in their chosen form for one full night. During the day, they are ethereal and can only attack beings on the Ethereal Plane. Grim can only be hit by weapons of +1 enchantment or better.

Grim can turn undead and all creatures of the lower planes as 8th level clerics and gain +2 to attack rolls, damage rolls and saving throws against evil creatures or creatures from the lower planes. Each Grim radiates a Ward Off Evil spell. They can Detect Evil up to 70 feet away and are never surprised by evil creatures. All other creatures can surprise a Grim only 1 in 10 times.

HABITAT/SOCIETY: All Grim are sent to the Prime Material Plane on instructions from good gawds to help good aligned PCs in their righteous fight against evil. Grim make evil creatures uneasy and they will work hard to keep them away from good-aligned PCs and places.

Grim

AKA: Ferius Malum, Evilbane

HACKFACTOR: 12

EP VALUE: 1400

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Night

DIET: None

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Good

NO. APPEARING: 1

SIZE: M

MOVEMENT: 18" or 36" Fly (B)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 0

NO. OF ATTACKS: See below

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 25%

HIT DICE: 4+2-8



Evil creatures in the presence of Grim suffer -2 on morale rolls, while good creatures get +2 to their morale rolls. Good creatures will be warned of ambushes and other imminent attacks by evil creatures, although the Grim cannot speak and are forced to meow, bark, hoot or play their instruments.

ECOLOGY: Grim are created by good gawds and they patrol the fringes of the outer planes to keep lower planes types from trespassing. On the Prime Material Plane, they often can be encountered in good shrines or temples, sometimes the last guardians against evil.

Grim do not eat in any of their forms, nor do they respond to balls of yarn, sticks or rodents. The Grim are unaffected by spells that affect animals and/or jesters, as they are truly extra-planar creatures. Dispel Good will send a Grim back to its home plane. If a Grim is slain, it reforms on its home plane in one week and cannot leave it for a year and a day.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Grimlock

DESCRIPTION: All the Grimlocks encountered on Garweeze Wurd are blind, powerfully built humanoids with long black hair and large, sharp teeth. They are absolutely blind, so their other senses have developed to compensate amazingly well. Grimlocks are wild, and dress in the harshest rags and filthy wrappings.

COMBAT/TACTICS: Grimlocks are blind and immune to spells that affect vision, such as Invisibility, Darkness, Phantasmal Force, etc. With their other heightened senses, they effectively have a "visual range" of 20 feet, but an Audible Glamer or a cloud of snuff will temporarily reduce this range to 10 feet.

For every 10 Grimlocks, there is a leader with an AC 4 and 3 Hit Dice. For every 40 Grimlocks, there is a champion of 5 Hit Dice and AC 2.

Grimlocks wield crude weapons or will use their bare hands for 1-6 points of damage. Typical Grimlock weapons include hand axes (20%), battle axes (15%), two-handed swords (15%), bastard swords (15%), broad swords (10%), longswords (20%) or rocks that look and feel like hefty clubs (5%). Leaders and champions always have battle axes and two-handed swords, respectively. All Grimlocks save as 6th level fighters. On their rocky home turf, Grimlocks are usually filthy enough, unless it has rained recently, to remain invisible unless they move or a Detect Invisibility is used.

HABITAT/SOCIETY: Grimlock populations will have females numbering 80% of the total number of males and each female has 1 Hit Die. Grimlock young are non-combatants and their numbers will equal the total number of adults. Grimlocks have been known to consort with Medusae or ally with 1-2 Mind Flyers. For this reason, Githyanki hate Grimlocks and attempt to destroy them on sight. Grimlocks like to raid the surface of Garweeze Wurd for food supplies and to commit random evil acts upon unwary folk.

ECOLOGY: Grimlocks are selfish creatures even within their own tribes. Their wild behavior and blindness prevents them from becoming effective cannon fodder for other, more sophisticated cultures. They have no interest in organized warfare, anyway, preferring to fight among themselves for superiority.

If they had the slightest inkling what they looked like, the Grimlock would leave their whole ugly tribe behind. Grimlock mating rituals usually involve shouting, biting and a great deal of mental strain and imagination on the part of both male and female.

Grimlock

AKA: Blind Berserkers

HACKFACTOR: 3, Leader: 4, Champion: 6

EP VALUE: 65, Leaders: 120, Champions: 175

CLIMATE/TERRAIN: Subterranean

FREQUENCY: Uncommon

ORGANIZATION: Tribe

ACTIVITY CYCLE: Any (At night, above ground)

DIET: Carnivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Neutral Evil

NO. APPEARING: 20-200

SIZE: M

MOVEMENT: 12"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Courageous (13), Leaders: Brave (14), Champions: Daring (15)

ARMOR CLASS: 5

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6 or by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 2

**YIELD:**

Medicinal: Grimlock saliva removes most types of foot fungus.

Spell Components: Grimlock teeth can be used for a Shatter spell, increasing the area of effect to a 5-foot radius.

Hide/Trophy Items: Grimlock hair, once properly cleaned, is excellent for wigs and is worth 1 gp per head.

Treasure: K, L, M (B in lair)

Other: Nil

Grippli

DESCRIPTION: Grippli are small, intelligent, humanoid tree frogs with a military appearance and a spiritual attitude. They can easily move through trees and branches and have naturally camouflaging skin patterns. Grippli always carry or wear a crystal, which they believe aligns their shakras most favorably.

COMBAT/TACTICS: Grippli fight with snares, nets, poisoned darts, bolts and occasionally a dagger or short sword. They have ultravision with a range of 10 feet and surprise opponents 7 times in 10. They operate equally well in the dark of night or in bright daylight.

1-2% of all Grippli are psionics and these will be the second most powerful members of the tribe (roll randomly in addition to the powers in the stat block above). Grippli can reach any level, but are usually 2nd-5th level psionics.

HABITAT/SOCIETY: Grippli live in simple villages of mud, marsh grass and wood. They like to line their huts with bright colors and will sometimes raid caravans and human settlements for exotic fabric.

Tribes contain an equal number of females, 1-6 non-combatant offspring and a tribe mother (AC 7 HD 3 Dmg 2-7 plus Stinking Cloud once per day). This Grippli tribe mother has 1-3 mates near her at all times (AC 8, HD 2, Dmg 2-5 w/ poison darts). Grippli are not warlike and will only injure opponents if they are attacked. They are willing to trade with strangers, but are often a bit impulsive.

Grippli who become psionics eventually train the younger talented Grippli of the tribe and become psionic masters. These Grippli spiritual guides temporarily leave the tribe to "walk the marsh" and seek "the answer".

ECOLOGY: Grippli can do a lot of spiritual seeking since they live 700 years or more. They are extremely spiritual, even though they have no shamans. If befriended, the more established Grippli tribes are great hosts. They like to meditate, lounge in marsh mud and talk about the "wellness of being".

The pads on their fingers and toes excrete a sticky substance that allow the Grippli to climb with a 100% chance of success at 15" movement. They never drop anything they do not intend to drop and cannot be disarmed in combat.

Grippli

AKA: Amphibius-Adhesivus

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Subtropical and Tropical

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Any

DIET: Omnivore

INTELLIGENCE: Very to Exceptional (11-16)

ALIGNMENT: Neutral

NO. APPEARING: 1-10 or 5-30 in lair

SIZE: S (2 1/2' tall)

MOVEMENT: 9", 15" Hop, 15" Climb

PSIONIC ABILITY: (1%-2% chance) 151-250

Attack/Defense Modes: A, C/G, J

MORALE: Confident (12)

ARMOR CLASS: 9

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-4 or by weapon

SPECIAL ATTACKS: Surprise 7 in 10

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1



YIELD:
Medicinal: Grippli eggs can cure Feebleminded individuals.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Q x4, I
Other: Pscionicists that spend an evening with a friendly Grippli tribe recover their PSPs at twice the normal rate.

Grizzled Bankrass

DESCRIPTION: Grizzled Bankrasses are huge, poisonous snakes that prowl the riverbanks of Garweeze World in constant search of prey to eat. Their scales range in color from green/blue to brown/yellow. The Grizzled Bankrass has two horns on top of its head that are hollow, spiral-ridged patterned ivory. These deadly sharp spikes can deliver a lethal injection of venom on any hit.

COMBAT/TACTICS: When attacking, the Grizzled Bankrass will spring from his hiding spot in the low reeds gaining surprise 7 in 10 times. Victims struck by the horns takes 1-10 points of damage and must save vs. poison or become paralyzed in 2-12 rounds (paralyzation lasts for 1-3 days unless cured). Paralyzed victims will be swallowed, taking 1-4 points of damage per bite as the victim is swallowed.

The snake can still strike a victim with a bite for 1-4 points of damage if its horns are broken or removed. All Grizzled Bankrasses are immune to their own deadly poisons and other types of paralyzation.

HABITAT/SOCIETY: The Grizzled Bankrass lives just like common snakes and other water-based reptiles. They make their lairs in the tall grasses along sunny riverbanks, although they are most often encountered as they sun themselves each day. These huge snakes need a great deal of prey to sate their constant hunger, and will attack almost anything smaller than they are, and are easily irritated.

When the Bankrass sheds its skin each year, it rubs against the bones, metal armor and weapons of its previous victims.

ECOLOGY: Grizzled Bankrasses emerge from their clutch of eggs in the spring and are immediately poisonous. Hatchlings are on their own from the second they emerge from the shell. Predators eating these creatures can easily be spotted, as they are often paralyzed from the consumption for several hours.

YIELD:
Medicinal: Eating the meat of a Grizzled Bankrass causes the

Grizzled Bankrass
AKA: Charging Copperhead
HACKFACTOR: 11
EP VALUE: 650
CLIMATE/TERRAIN: Riverbanks
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Semi (2-4)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: H (20'+ long)
MOVEMENT: 9", 21" Swim
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 6
NO. OF ATTACKS: 1 or 1
DAMAGE/ATTACK: 1-10 or 1-4
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 6+1



victim paralyzation for 2d12 hours.
Spell Components: Nil
Hide/Trophy Items: The scaly hides of Grizzled Bankrasses can be cured into leather and are perfect for enchantment, especially for protection against paralyzation.
Treasure: I (metal weapons and armor only)
Other: The horns of these creatures can be carved into daggers and enchanted into Daggers of Venom (one per horn). The horns are worth 500 gp each.

Grizzly Squirrel

DESCRIPTION: Every once in a century or so, a squirrel is born that is different from all the common squirrels. Although from every normal indication it appears to be a normal squirrel, it is actually filled with a deep hostility and anger towards all living things. This is the Grizzly Squirrel.

COMBAT/TACTICS: Only druids and rangers can distinguish a Grizzly Squirrel from a normal squirrel. If left alone, the Grizzly Squirrel will go about its business collecting nuts and hoarding them away for the harsh winter months. However, if any being enters its territory (approximately 100 square feet), the Grizzly Squirrel twitches its tail, bristles its fur and attacks.

Grizzly Squirrels are incredibly flexible in combat and an opponent in plate mail or other heavy armors is 25% likely to incite the squirrel to climb down into the armor and bite him at AC 10. Should the squirrel do this the only recourse for the victim is to rip off his armor as

quickly as possible and attempt to fling the squirrel away. And most Grizzly Squirrels do not stay away once they are flung.

HABITAT/SOCIETY:

Grizzly Squirrels have driven all the common squirrels and smaller creatures from the areas they inhabit. Grizzly Squirrels are angry at the world and all the supposed "wrongs" that have been done to them as rodents. No druid has lived long enough to find out what these wrongs would be. Grizzly Squirrels are immune to animal charms and they will attack anyone that offers them food.

ECOLOGY: Fortunately, only 1 in 100,000 squirrels can naturally become the raging Grizzly Squirrel. Unfortunately, an unscrupulous and chaotic (some say insane) wizard named Bartoff Denizen has developed an evil potion that will turn any normal squirrel into a Grizzly Squirrel, so encounters with the fiends throughout Garweeze Wurld may become increasingly common.

Grizzly Squirrel

AKA: Fearsome Fanged Nut Fiend

HACKFACTOR: 1

EP VALUE: 35

CLIMATE/TERRAIN: Temperate Forests

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Chaotic Evil

NO. APPEARING: 1

SIZE: S (1' long)

MOVEMENT: 9"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1+1

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The hide of a true Grizzly Squirrel (not one induced by a potion) is truly rare and suitable for enchantment. Usually, the only thing big enough to make out of a squirrel's coat is a hat or a single glove.

Treasure: Nil

Other: It is rumored that Bartoff Denizen made his Potion from the brain of a true Grizzly Squirrel.

Grynurian Monk

DESCRIPTION:

Grynurian Monks are not really monks, friars or any other holy figure. They are so named because they are gibbons with a bald patch on the back of their heads that resemble a classic monk's haircut. The Grynurian Monk is immediately recognizable in the wild by its shining white beard, bald spot and well-groomed black fur. Also, these gibbons are always armed with a smooth stick or short staff.

COMBAT/TACTICS:

These gibbons have a more advanced intelligence than their common primate cousins and have become experts at fighting with staves. The Grynurian Monks use a now forgotten fighting technique that is useful only to simians of their size. This battle technique allows the Monk to take one attack for 1-6 points of damage and a second attack to block an opponent's strike. Should the opponent miss, the Grynurian Monk has the option to strike again, make a called shot to disarm or trip its opponent, or to slide behind an opponent to strike at +4 the next round.

Due to their intensive training, Grynurian Monks get +2 to initiative.

Leaders of the tribe are masters of the staff and can perform the special attack known only as the Grynurian stun strike. Only one such attack can be made per round. If it successfully strikes, the victim must make a Constitution check vs. one half his actual Constitution (round all fractions down) or become stunned for a number of rounds equal to 20 minus his Constitution.

HABITAT/SOCIETY: Grynurian Monks rarely attack unless they are provoked or their tribal territory is threatened. Their entire culture now centers around the Monk's training and meditation. Unfortunately, due to their limited intelligence, these gibbons can only take this training so far.

Grynurian Monk

AKA: Simius-Baculum

HACKFACTOR: 1

EP VALUE: 65

CLIMATE/TERRAIN: Sub tropical to Tropical land

FREQUENCY: Rare

ORGANIZATION: Tribal

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral Good

NO. APPEARING: 2-12 or 4-40

SIZE: S (3' tall)

MOVEMENT: 6", 9" Climb

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 7

NO. OF ATTACKS: 2

DAMAGE/ATTACK: 1-6/parry

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 2+2





For every 10 Monks there is one leader with 3 Hit Dice. For the entire tribe, there is one master with 4 Hit Dice who is AC 5 and gets two attacks per round in addition to his special parry.

Victims that are stunned by the Grynurian Monks will be disarmed and left in the jungle in a new location a considerable distance away from their tribal lair. Particularly vicious PCs will be dropped into quicksand or fed to jungle predators. Many jungle carnivores share territory with the Grynurian Monks and will not attack them as prey, so long as the Monks provide them with regular meals.

Grynurian Monks do not value treasure, but they often keep trophies of previous combatants. Usually, they steal weapons and armor.

ECOLOGY: Legend has it that a human monk named Grynur lay dying in the jungle and was taken in by a tribe of gibbons. These animals were being hunted for their hides by local tribesmen. Grynur, out of gratitude to the gibbons for saving his life, trained the primates in the secret arts of battle. Grynur taught as many of the gibbons as would listen how to make smooth quarterstaves and how to most effectively use them in self defense.

The Grynurian Monks continue to train new primates in their home jungles. Very rarely, some of the Monks will turn evil and leave the tribe to seek revenge for the deaths of their ancestors. All the Monks are omnivores, but they generally prefer to eat nuts and fruits over meat or insect prey.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The pelt of a Monk was once worth a great

deal of money to the local tribesman, but due to the local legends of merciless Monk retaliation, they are now worthless.

Treasure: W (in lair)

Other: Nil

Guardian Familiar

DESCRIPTION: Guardian Familiars always resemble normal domestic cats, but as they continue to guard and fight, they increase in size, ferocity and feral appearance. So tough and feared are these magical guards that seasoned adventuring parties have been known to give up treasure recovery rather than face these horrid beasts. Even the famous knight Simon of Nisslack, known for his many brave deeds, is said to fear these creatures. He continues to have traumatic nightmares about them to this day.

COMBAT/TACTICS:

Guardian Familiars only attack if the treasure they guard is threatened. Each time it is slain, it is instantly reborn (up to eight times), adding one foot to its height, 1 to AC, 1 to Hit Dice, 2" its movement, +1 to all damage rolls and 3 points of Intelligence. By the time it gets to its ninth and final incarnation, the cat will be 9 feet tall, have an AC of -1, 9 Hit Dice, a movement of 30" and an Intelligence of 25. Its attacks will deal 10-15/10-13/10-13 points of damage.

Guardian Familiars have magic resistance that is on par with its creator's caster level: a 10th level magic-user creates a Guardian Familiar with 50% resistance, +5% or -5% per level in either direction. If the magic resistance is overcome, the Guardian Familiar can be slain instantly with the following spells (if it also misses its saving throw): Disintegrate, Flesh to Stone, Wish, Alter Reality and Holy or Unholy Word, depending on the alignment of its creator.

HABITAT/SOCIETY: These creatures are extra-planar in nature and share their alignment with the magic-user who created them. Guardian Familiars revert to normal size if the treasure is no longer being threatened and the opponents back away. In Module L2, "Lair of the Mage King", the Guardian Familiar guarded the only entrance to the tomb in Area 57J.

ECOLOGY: The process of creating these creatures requires deals with outer planar creatures of immense power. On Garweeze Wurd, the only magic-users with access to the knowledge of how to summon a Guardian Familiar are members of the Order of Sequestered Magiks. When a Guardian Familiar is slain the final time, its corpse and those of its previous incarnations disappear.

Guardian Familiar

AKA: Felinus-Ferocious

HACKFACTOR: 18

EP VALUE: 2000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: See below

ALIGNMENT: Any

NO. APPEARING: 1

SIZE: S (see below)

MOVEMENT: 12" (base)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Fanatic (20)

ARMOR CLASS: 8 (base)

NO. OF ATTACKS: 3

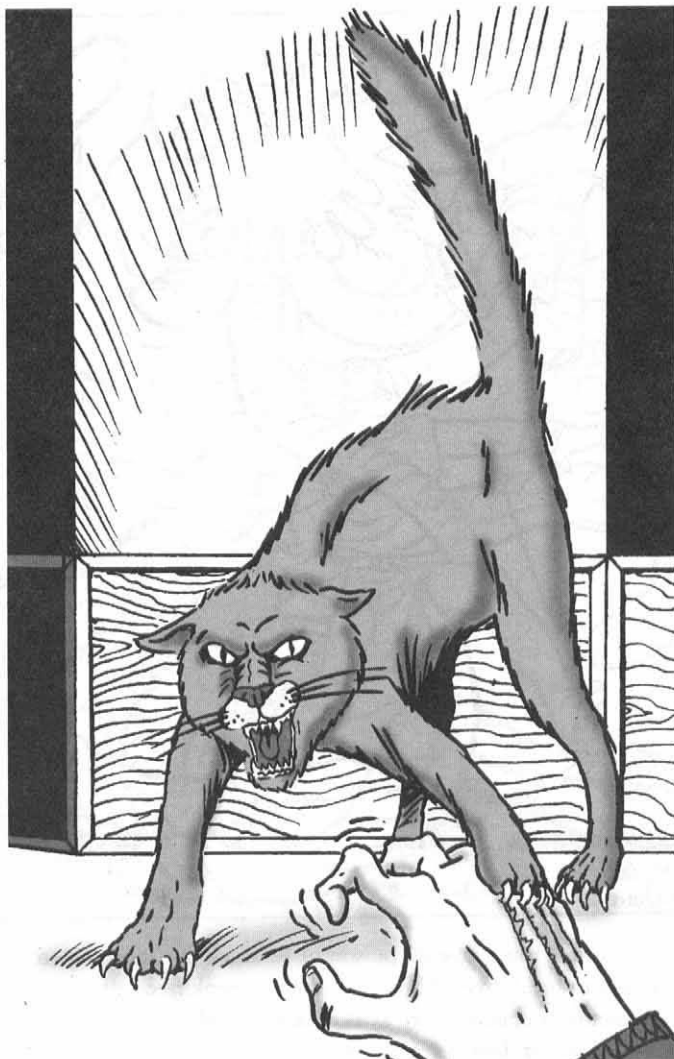
DAMAGE/ATTACK: 1-6/1-4/1-4

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 1 to 9



at will and turn undead as a 6th level cleric.

Guardian Spirits have the following powers, usable at will: Turn Ethereal, Travel Astral, Detect Evil and Speak any language via telepathy. They are immune to weapons of less than +1 enchantment, level draining, death magic, disintegration and energy from the Positive Material Plane. They make saving throws as 14th level clerics.

The Guardian Spirit's psionic abilities include the following: Aura Alteration, Clairaudience, Clairvoyance, Dimension Walk, Mind Bar, Object Reading, Suspended Animation and Telepathic Projection. All are at 14th level mastery.

Guardian Spirit

AKA: Ethereal Attendant

HACKFACTOR: 33

EP VALUE: 4000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: None

INTELLIGENCE: Very to Genius
(11-18)

ALIGNMENT: Neutral Good

NO. APPEARING: 1

SIZE: S to L

MOVEMENT: 18"

PSIONIC ABILITY: 177

Attack/Defense Modes: All/All

MORALE: Fanatic (20)

ARMOR CLASS: 0

NO. OF ATTACKS: 2 (in human form)

DAMAGE/ATTACK: By weapon
(see below)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 35%

HIT DICE: 7+7

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Guardian Familiars are always guarding something highly valuable, usually for a high-level magic-user.

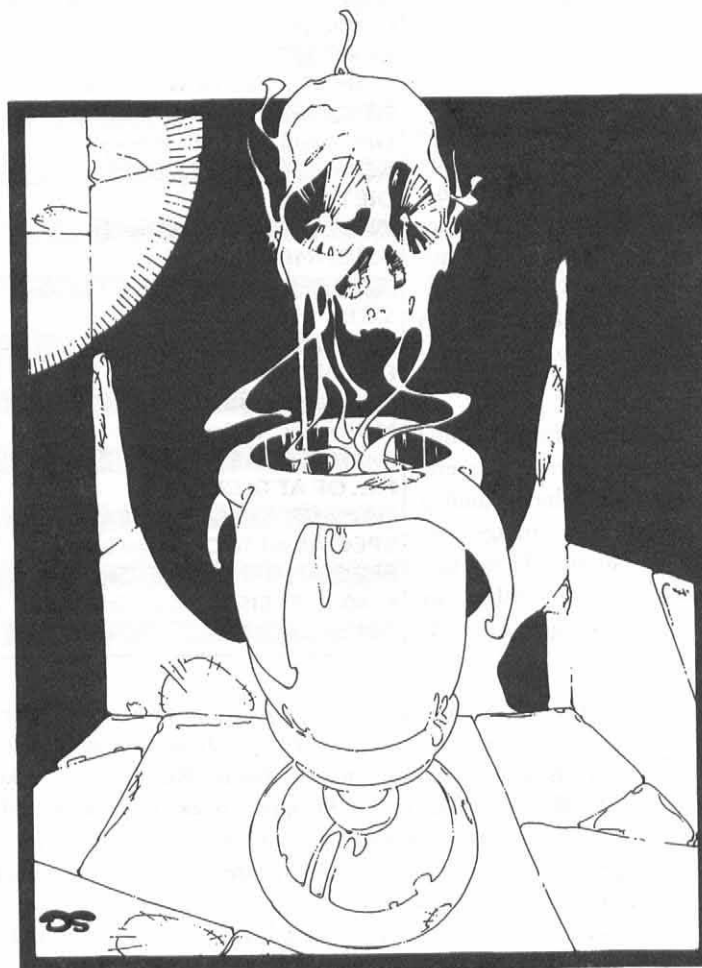
Other: Nil

Guardian Spirit

DESCRIPTION: Guardian Spirits, in their natural form, are non-corporeal and will be contained in an inanimate object such as a ring, sword, chamber pot, butter churn, dagger, shingle, horse shoe, coffin, axe, crystal ball, holy symbol, talisman or even a common vase. They sometimes take the form of a human (60%) or good creature (40%), such as a Shed, Unicorn, Lammasu or fairy. A Guardian Spirit can choose to show itself to whomever it wishes and will be invisible and silent to all those it does not wish to perceive it.

COMBAT/TACTICS: In human form, Guardian Spirits are equal to 7th level clerics with an 18 Wisdom. They can use weapons and turn undead as a 14th level cleric.

When inside an inanimate object, the Guardian Spirit can bestow 1st level cleric abilities on the possessor of the object, as well as Detect Evil



In its natural form, a Guardian Spirit can inflict 7-14 points of positive energy damage to creatures struck.

HABITAT/SOCIETY: The Guardian Spirits are sent from good gawds on the outer planes to help the righteous and the weak fight evil. Typical "clients" of a Guardian Spirit include children (especially babies), the elderly, paladins, selfless clerics and any good person that shows compassion for the weak and a desire to destroy evil. In the case of a PC party, it will most likely show itself to the weakest hireling.

ECOLOGY: If a Guardian Spirit is slain, it returns to the outer planes to reform in 10-60 years. On the outer planes it actually resembles a humanoid, vaguely elven being with luminous skin.

YIELD:

Medicinal: Nil

Spell Components: The Guardian Spirit's positive energy can be used to charge wands that shoot blasts of positive energy. The energy cannot be collected without the help and permission of the Guardian Spirit.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Gummy Fiend

DESCRIPTION: Gummy Fiends are exceptionally large slug-like creatures with eight long, flexible tentacles. Despite the fact that it apparently has no sensory organs, nor any need for a mouth, the Gummy Fiend's "head" sports a maw surrounded by many smaller tentacles. The two prominent eyestalks swivel curiously in all directions in response to sound, movement and light.

A Gummy Fiend's hide shimmers with several translucent colors including green, yellow, orange and red. A Gummy Fiend that has not eaten recently many have a cloudy grey or nearly clear skin.

COMBAT/TACTICS: Gummy Fiends can attack up to four different opponents at once. The creature's entire body is made of a sticky substance that holds fast anything that touches it. Weapons that strike the creature will also be stuck unless the opponent can make a Strength check at -2. The creature can also make a charge, surging forward in an attempt to stick to a victim. Those who are struck in this manner are helpless and unable to move until the creature is dead and the sticky substance wears off (3 turns later). The only other way to dissolve the substance is with warm or boiling water.

Gummy Fiend

AKA: Sugar Slug

HACKFACTOR: 19

EP VALUE: 2000

CLIMATE/TERRAIN: Temperate

FREQUENCY: Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Day

DIET: Carnivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 1

SIZE: L (10' tall)

MOVEMENT: 6"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Defiant (17)

ARMOR CLASS: 8

NO. OF ATTACKS: 8

DAMAGE/ATTACK: 1-6 x 8

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

HIT DICE: 11+1



Victims struck must save vs. poison or be stuck fast, needing an open doors roll to break free. Those that do not break free suffer -4 to hit, as the creature's corrosive, sticky skin begins to digest the victim, causing 1-6 points of damage each round.

Armor, clothing and weapons begin to dissolve immediately once they come in contact with the Gummy Fiend. Enchanted items are allowed a save vs. poison (including any inherent bonuses the item may have) to avoid the corrosive effects.

All Gummy Fiends take half damage from lightning or cold attacks, but are susceptible to fire (all saves at -4). These creatures have the ability to grow back severed limbs, regenerating at 1d4 hit points per round. After losing 51% of its hit points, the Gummy Fiend suffers system shock and can no longer regenerate its lost limbs.

HABITAT/SOCIETY: Gummy Fiends live in temperate climes and migrate north during the summer heat. In temperatures above 80 degrees they begin to melt and victims stuck on them get +1 to +4 to pull themselves free. Gummy Fiends make their lairs in caves or ruins and shun the cities of man.

ECOLOGY: The origin of the Gummy Fiend on Garweeze Wurld has baffled sages for eons, and theories range from extra-planar to para-elemental sources. Gummy Fiends have no internal organs, circulatory systems nor identifiable digestive systems. Their entire bodies seem to be made from a single, cohesive substance. The Fiends consume meat by absorbing the nutrients through any point on their large bodies.

YIELD:

Medicinal: Many of the red, orange and green colored portions of the Gummy Fiend are considered delicacies.

Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Incidental
Other: Gummy Fiend corpses are worth 10 gp per hit point.

Gut Waller

DESCRIPTION: The Gut Wallers are a classification of corrupted animal, for example the Gut Waller Serpent. These animals have been tainted with the blood of a Nefarion, which has caused them to become evil. Any normal animal can be infected by the corruption of Nefarious blood under the proper circumstances.

COMBAT/TACTICS: No matter what the animal's previous tactics were, the Gut Waller mode is more aggressive and more vicious. A Gut Waller beast seeks not only to hunt and consume prey, but to frighten it to death or torture all prey as painfully as possible.

Normal animals will immediately notice a Gut Waller beast and will either flee (if less powerful) or attack. Gut Wallers are incredibly tough compared with the common animals of their species. They have better attacks, AC and hit points, and are immune to poison, Charm and hold spells. 10% of all Gut Wallers have some sort of special minor demon power:

- 1-4 Fear (one target less than 5 HD, once per day)
- 5-6 Telekinesis (100 gp weight, up to 10 rounds per day)
- 7-8 Control Animal of the same species (1 per Hit Die, as per Charm Mammal)
- 9 Can only be struck by magic weapons
- 10 Fire Breath equal to hit points (save vs. breath weapon for half damage)

HABITAT/SOCIETY: Gut Wallers seek to spread evil far and wide as best they can. The more death and destruction they can cause, the better. These corrupted animals have a terrible cunning and many will wait and bide their time until their masters let their guard down. Gut Wallers will not willingly walk onto consecrated ground or allow a good-aligned cleric to cast spells on them.

ECOLOGY: Animals fed the blood of a Nefarion must make a save vs. poison or die and those that succeed become Gut Wallers. (Gut Waller Dawgs, Gut Waller Horses, Gut Waller Lemurs, Gut Waller Sabre-Toothed Elephant, etc.) Paladin warhorses can immediately sense the Nefarious presence of the corrupting blood and will not consume it willingly.

Gut Waller

AKA: Bloody-evil Beast
HACKFACTOR: Add 1 to 9
EP VALUE: Variable (add 100 to 600)
CLIMATE/TERRAIN: Any
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Add 1-3
ALIGNMENT: Chaotic Evil
NO. APPEARING: 1
SIZE: Variable
MOVEMENT: Variable
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Fearless (19)
ARMOR CLASS: subtract 1 to 3
NO. OF ATTACKS: Variable
DAMAGE/ATTACK: Add 30%
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 5 to 30%
HIT DICE: Add 1 to 6



Those animals that make their save do not become Gut Wallers, but merely gag instead. Animals can be purged of the Nefarious blood through a series of rituals performed by a cleric or druid.

All druids can perform animal purification rituals involving days of prayer and keeping the Gut Waller beast inside a protective magic circle. At the end of the ceremony (1 day per Hit Die) the animal is allowed another saving throw, if it succeeds the Nefarion's blood has been forced out. This evil blood can later be used to summon and/or punish the Nefarion responsible. Gut Wallers will obey any command from the Nefarion with the same blood, even suicidal commands.

Gut Waller beasts are, thankfully, sterile. The only exception to this rule is the Gut Waller Serpent. The first of its kind swallowed a Nefarion whole and later laid corrupted eggs and spawned an entire corrupt species to terrify jungle dwellers.

YIELD:

Medicinal: Meat from any Gut Waller is tainted with Nefarion blood will cause the eater severe nausea for 2-8 days.

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

Gut Waller Serpent

DESCRIPTION: Gut Waller Serpents are constrictor snakes of enormous size and strength. The entire species has been tainted with the blood of a Nefarion and they are all aggressive man-eaters that love to cause chaos and pain. Gut Waller Serpents make horrible pets, and will most definitely bite any hand that feeds them.

COMBAT/TACTICS: Gut Waller Serpents attack with lightning speed, gaining +4 on initiative rolls. Victims must make a Dexterity check if struck or have their arms pinned against their sides. Gut Waller Serpents like to squeeze victims to feel their panic and pain as they die among its coils. They constrict for 1-6 points of damage, plus 1 per two Hit Dice (which depend on the Gut Waller Serpent's size). Victims are always swallowed whole after they have been properly tenderized through length constriction.

Gut Waller Serpents have also been known to use their constricting abilities to destroy items of value, crushing building supports and weakening foundations, causing man-made objects to collapse.

HABITAT/SOCIETY: Gut Waller Serpents enjoy a wide-spread reputation as the meanest snakes across all of Garweeze World. Gut Waller Serpents truly revel in the death, pain and misery of their prey. They sometimes become minor "gawds" to primitive cultures that throw victims to them regularly during festivals.



Gut Waller Serpent

AKA:	Devil Snake
HACKFACTOR:	3 to 6
EP VALUE:	270 to 650
CLIMATE/TERRAIN:	Sub tropical to Tropical land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Semi (2-4)
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-3
SIZE:	L to H (10' to 20' long)
MOVEMENT:	6", 9" Climb
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil/Nil
MORALE:	Half-hearted (9)
ARMOR CLASS:	6
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6+1 per 2 Hit Dice
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Standard
HIT DICE:	4 to 8

Just 5% of all Gut Waller Serpents have an average to high Intelligence (8-14). These Serpents can speak the Common tongue and cast Hypnotism or Charm Person twice per day. (GMs are encouraged to award double experience points for these snakes.) Normal Gut Waller Serpents will collect all the items they can from their victims, while the more intelligent Serpents will pick and choose the more valuable items for the decoration of their lairs.

ECOLOGY: Legends are told of H'nor, a lesser Nefarion of questionable intelligence, who found himself stuck in the jungle after the spell caster who summoned him suffered a massive stroke. Being unfamiliar with the local wildlife, H'nor's complaints attracted the attention of a heavy-bodied constrictor unique to the area. This serpent attacked H'nor and proceeded to swallow the Nefarion whole.

For reasons unknown, H'nor did not return to his own plane to reform after he was eaten. He was digested slowly within the huge serpent. This original Gut Waller Serpent was thoroughly corrupted by H'nor's blood, ran amok throughout the jungle and decimated several small tribes of humanoids. This snake eventually laid a clutch of eggs and created a whole species of these vile creatures.

YIELD:

Medicinal: Gut Waller Serpents are not edible; the meat causes nausea for 4-12 days.

Spell Components: The bloodshot eyes of these Serpents can be used for Hypnotism spells that cause targets to save at -4.

Hide/Trophy Items: The hide of a Gut Waller Serpent can be tanned into hide armor and enchanted up to +4. The hides of the rarer, more intelligent Gut Waller Serpent can be enchanted up to +7.

Treasure: W (x5 for more intelligent ones)

Other: Nil

Hag	Green	Sea
AKA:	Water Witch	Seaweed Sorceress
HACKFACTOR:	24	41
EP VALUE:	2000	4000
CLIMATE/TERRAIN:	Any Dark	Any Ocean/Coast
FREQUENCY:	Very Rare	Very Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low to Very (5-12)	Average to High (8-14)
ALIGNMENT:	Neutral Evil	Neutral Evil
NO. APPEARING:	1	1
SIZE:	M	M
MOVEMENT:	12"	9", 18" Swim
PSIONIC ABILITY:	Nil	100 PSPs (see below)
Attack/Defense Modes:	Nil/Nil	A,B, C/G, H, I
MORALE:	Confident (12)	Brave (14)
ARMOR CLASS:	-2	0
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	2-7+6/2-7+6	2-7+4/2-7+4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	35%	35% (see below)
HIT DICE:	9	11

Hag, Green/Sea

DESCRIPTION: **Green Hag:** These freshwater flesh-eaters are related to both the Black Annis and the Nighthag. In their true form, they appear vaguely female with wrinkled, green skin covered with warts, black to olive green hair and bright amber eyes. They dress in peasant rags and refer to everyone as "my pretty".

Sea Hag: The Sea Hag's skin is tinged a cold blue just as though they were drowned long ago on some cold ocean night. They often wear the decaying garb of a sailor and carry a net or other fishing gear. These Hags often adorn their tangled hair with seaweed or shells, and will always be encountered walking along beaches or cliffs where shipwrecks have often occurred.

COMBAT/TACTICS: **Green Hag:** All Green Hags have the following powers usable at will: Audible Glamer, Dancing Lights, Invisibility, Pass Without Trace, Change Self, Speak with Monsters, Water Breathing and Weakness, all at 9th level casting ability. They have 18/100 Strength, can move silently and hide in foliage 90% of the time (especially underwater) and surprise victims 9 in 10 times, 19 in 20 if invisible.

Green Hags like to imitate the noises of common marsh or lakeshore animals to lure prey into traps. Traps will be designed to immobilize victims so that they are helpless against the Green Hag's attacks.

Sea Hag: Sea Hags have the following powers usable at will: Audible Glamer, Dancing Lights, Invisibility, Change Self, Speak with Monsters, Water Breathing and Weakness, all at 9th level casting ability. They get +4 damage due to their Strength, can move silently and



Green Hag



Sea Hag

hide in foliage 90% of the time (especially underwater) and surprise victims 9 in 10 times, 19 in 20 if invisible. Sea Hags can summon 1-2 Water Weirds once per day.

Sea Hags will first attempt to grab a shipboard victim and slip beneath the ocean waves. If she is cornered and cannot overpower her assailants physically, the Sea Hag will immediately cast a spell or summon her Water Weirds if she has not done so yet that day. If she has exhausted all of these options, she will plead and negotiate with her opponents, offering her knowledge to any spell caster in the group. The Sea Hag is wily and deceptive, and will destroy and eat her captors at the first opportunity.

Using 100 PSPs, Sea Hags can put themselves into a trance-like state and visit the dreams of anyone who has caused them harm. The victim can fight the Sea Hag as normal, but if he loses this dream fight he must make a system shock roll or die in his sleep. The Sea Hag will always be able to pull out of the dream without any damage, unless the victim is blessed the night before. If the victim is blessed and the Sea Hag is defeated, she dies.

HABITAT/SOCIETY: All Hags are discerning flesh-eaters and prefer the flesh of humans and demi-humans, the younger and more innocent the better. Green Hags have been known to serve Black Annses or Nighthags, but are usually loners. Sea Hags avoid direct contact with people but lurk near coastal villages where they can find young sailors to devour in the dark.

Both Green and Sea Hags dabble in black magic and most are expert herbalists, poison makers and potion makers.

ECOLOGY: Hags are thought to be human or demi-human witches who engaged in cannibalism and/or black magic during their lives. Nefarions have been known to use them as agents to acquire souls. Evil wizards have been known to consort with Hags to take "short cuts" in learning the secrets of dark magic.

YIELD:

Medicinal: Nil

Spell Components: The blood of a Hag is used to Contact Other Plane (only lower plane). Hag warts can be used for a Repulsion spell with double the normal area of effect.

Hide/Trophy Items: Nil

Treasure: M (x100), N (x10), Q (x5), X

Other: The heart of a hag can be used in Spell Turning that will last 4 rounds per caster level. The brain of a Sea Hag can be used in a potion that will add 10-100 PSPs to a psionicist's total for 2-12 hours.

Halfling	Hairfoot	Tallfellow	Stout	Thug
AKA:	--	--	--	--
HACKFACTOR:	1	1	1	1
EP VALUE:	35	35	35	35
CLIMATE/TERRAIN:	Any Pastoral	Hills, Forests	Hills, Mountains	Inhabited
FREQUENCY:	Uncommon	Rare	Rare	Uncommon
ORGANIZATION:	Community	Community	Community	Gang
ACTIVITY CYCLE:	Day	Day	Day	Late Day/Evening
DIET:	Omnivore	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Very (11-12)	Very (11-12)	Very (11-12)
ALIGNMENT:	Lawful Good	Lawful Good	Lawful Good	Chaotic
NO. APPEARING:	2-12	2-12	2-12	3-12
SIZE:	S (3')	S (4')	S (3')	S (3 1/2')
MOVEMENT:	6", (9")	6", (9")	6", (9")	6", (9")
PSIONIC ABILITY:	Possible	Possible	Possible	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Confident (12)	Confident (12)	Confident (12)
ARMOR CLASS:	7 (10)	6 (10)	6 (10)	7 (10)
NO. OF ATTACKS:	1	1	1	1
DAMAGE/ATTACK:	by weapon	by weapon	by weapon	by weapon
SPECIAL ATTACKS:	--- +1 w/ thrown weapons & slings ---			
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Standard	Standard	Standard	Standard
HIT DICE:	1	1	1	1

Halfling

DESCRIPTION: Halflings average about three feet in height and have ruddy complexions, sandy to dark brown hair and blue or hazel eyes. They resemble humans, only shorter. Halflings frequently go barefoot, the soles of their feet are as tough as boot leather.

Hairfoot Halflings: Hairfoot halflings are the most often encountered type of halfling. As their name suggests, the tops of their feet are covered with thick hair. They have very human features and are often encountered in the company of human adventurers. Hairfoots dress very like the humans they befriend.

Tallfellow Halflings: Tallfellows are taller and thinner than your average halfling. They have slightly elven features and will often be encountered with true elves. Tallfellows dress in elaborate elvish styles.

Stout Halflings: These halflings are short and stocky, features they share with their dwarven compatriots. A Stout Halfling will often travel with dwarven scouts or adventuring parties. Stout Halflings dress and often arm themselves in the dwarven manner.

Halfling Thugs: These Halflings are the misfits on the bottom rung of the Halfling race. The Thug's appearance varies greatly from one individual to the next, but they usually dress in leather armor, the hallmark of all thieves.

COMBAT/TACTICS: All Halflings fight ferociously on behalf of their homes and gain +1 to-hit with slings and thrown weapons. They save against magic and poison at +1 to +5 depending on their Constitution score, and cause a -4 penalty to opponents' surprise rolls when alone and not wearing metal armor.

Hairfoot Halflings: Hairfoot Halflings wear padded or leather armor and wield short swords and hand axes. At least two thirds of any group of Hairfoots will also carry a sling or bow. During times of war, the Hairfoots take pride in emulating human battalions, although most

serious human warriors find the attempt laughable. Halfling leaders prefer to wear chain mail over leather (AC 5) and all Halflings over 3rd level have a 10% chance per level of owning a magic item of +2 enchantment or better.



Hairfoot Halfling

*Tallfellow Halfling*

Tallfellow Halflings: Tallfellows prefer to fight while mounted on small ponies and will carry spears or lances that suit their stature. Tallfellows can detect secret passages 1 in 6 attempts.

Stout Halflings: Like dwarves, Stout Halflings have 60-foot infravision, a 75% chance to detect a sloping passage and a 50% chance to determine direction underground. These Halflings wield hammers and morningstars in combat. Stouts have no fear of water and most are excellent swimmers.

Halfling Thugs: Halfling Thugs often use the dirty fighting skill and will usually ambush foes when they can outnumber them by a safe margin. Melee weapons are often small (daggers or short swords) and cheap (sling). 60% of all NPC Thugs have thief abilities, while the other 40% have a more muscular build, with +1 hit point and +1 damage to attacks. Muscled Halflings will be armed with a blackjack, but they usually have to stand on a chair to use it on a human.

HABITAT/SOCIETY: Hairfoot Halflings: Halfling villages have 30-300 halflings. For every 30, there are two 2nd level fighters and a 3rd level cleric, for every 90, add a 3rd level fighter and for every 150 there is a 9th level fighter, two 4th level fighters, three 3rd level fighters and a 5th level cleric.

Cheerful and outgoing, Halflings take great pleasure in crafts, nature and food. They generally shun water and extreme temperatures, preferring temperate, pastoral countrysides. As NPCs, they get +2 reaction to rolls involving humans and are 85% likely to be eating when encountered. Halflings speak their own language, the Common tongue and at least one human or demi-human language.

Tallfellow Halflings: Tallfellows are sometimes known as “elf lackeys,” as they greatly enjoy the company of elves. These Halflings speak the elven language and will often emulate all the manners and actions of their elven friends, even donning pointed ears. Elves view the presence of their Tallfellow admirers with bemusement.

Stout Halflings: Dwarves have a friendly attitude toward the Stouts, seeing the Stout's actions as only the correct choice of lifestyle. Stouts love gems and fine masonry, often working as jewelers and stonemasons. Stouts who cannot grow their own beards will wear false ones to better blend in with their dwarven brothers. They speak in the dwarven tongue whenever they can.

Halfling Thugs: Thugs center their entire lives around stealing. Indeed, there are several generations of Thug Halflings that have run major thieves' guilds in Garweeze World. Thugs avoid using force and practice intimidation methods, such as taking a PC hostage to force his friends to perform a service.

Thugs cannot be trusted to do anything but steal, but they are useful for fencing stolen merchandise. This is usually the one time they are relatively honest. Additionally, if a buyer is willing to pay three to five times as much coin, the Thug can procure almost anything. However, when dealing with Thugs it is always wise to bring a show of force to keep the little thieves from temptation.

Thugs sometimes travel in caravans, setting up shop as “honest Halfling merchants”. They spend the first two days making commonplace purchases and allowing themselves to be ripped off. Once word gets out about these “naive” Halflings, customers flock and the Thugs begin selling high-priced (but fake) booty to greedy customers.

*Stout Halfling*



Halfling Thug

ECOLOGY: Hairfoots live about 100 years, Tallfellows 180, Stouts 140 and Thugs less than 80 (mostly due to their lifestyle). Halflings are incredibly adaptive and imitative. Most Halflings like to eat and will gorge themselves should the opportunity arise. Additionally, they are the biggest complainers when the food runs out during an adventure.

YIELD:

Medicinal: Nil

Spell Components: Nil.

Hide/Trophy Items: Some evil humanoids collect Halfling feet as trophies.

Treasure:

Hairfoot: K (individual) B (lair)

Tallfellow: K (individual) B (lair)

Stout: K (individual) B (lair)

Thug: Kx3, Bx3 (in lair only)

Other: Nil

Hangman Tree

DESCRIPTION: Hangman Trees look like normal oak or maple trees from a distance. However, they have several noose-like appendages that hang low, the better to catch prey. The center trunk has a large maw, which is full of sharp protrusions. Very rarely, a tree will allow birds to nest, particularly the Fleshpecker, as the bird's carrion-eating habit helps to keep the tree clean of debris. Hangman Trees are favored as nesting sites by Fleshpeckers, and their singing lends the tree an air

of innocence.

COMBAT/TACTICS:

Hangman Trees have six to nine appendages that resemble nooses (each appendage has 13-20 hit points). The Hangman likes to snag prey, but can only control 3 of the vines at a time. Victims struck take 1-3 points of damage per round, as they are lifted up into the Tree's branches (up to 1000 pounds). On the fifth round, victims are dropped into the center of the Hangman's trunk, which is full of digestive acid. Victims suffer 3-12 points of acid damage each round until dead. Approximately three man-sized creatures can fit into a Hangman's trunk at one time. Escape

from the trunk is nearly impossible, as the top of the tree is lined with sharp growths that surround the opening.

To attract victims, the Hangman emits a hallucinatory perfume 30-80 feet in all directions, which causes the victims to save vs. poison or believe the tree is a friendly Treant in need of a hug. There is a 50% chance that the Hangman will have 3-12 Fleshpeckers nesting in its branches (see the Fleshpecker listing in this volume for stats).

Hangman Trees have a magic resistance based on their age: 5% per 10 years. Lightning or electricity does double damage, while extreme cold will shock the Hangman into dormancy for 1 round per point of damage beyond 10. Darkness causes it to be slowed by 50%.

HABITAT/SOCIETY: 10% of these Trees speak a halting Common tongue to aid their Treant deception. Most Hangman Trees are solitary and creatures. Hangman Trees have no use for treasure and there is rarely any to be found near one.

ECOLOGY: The trees have a few knobby protuberances high up on the trunk, which hold rudimentary sensory organs.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: The wood from a Hangman Tree is immune to acid attacks and perfect for enchantment.

Treasure: Nil

Other: The acid inside the trunk is useful for tanning hide if diluted. A full-grown tree Hangman has 20 gallons of acid worth 20 gp per gallon. The acid can only be transported in glass or ceramic containers.

Hangman Tree

AKA: Noose Oak

HACKFACTOR: 33+

EP VALUE: 4000+

CLIMATE/TERRAIN: Temperate to Tropical Forests

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low (5-7)

ALIGNMENT: Neutral (evil)

NO. APPEARING: 1

SIZE: H (20'+ tall)

MOVEMENT: (6' per hour)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Resolved (18)

ARMOR CLASS: 3/5

NO. OF ATTACKS: 3

DAMAGE/ATTACK: 1-3

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

HIT DICE: 6+1 hp per year
(individual trees are 2-200 years old)



Harpy

DESCRIPTION: Harpies have the bodies of vultures, but the upper torsos and heads of human or elven females. Their humanoid features are said to be as striking as a Tregellian mime dancer's, but they have hideous, frayed hair and worse teeth than a half-orc after a half-dozen bar brawls. If the Harpy wears any clothing at all, she has usually taken it from her previous victims.

COMBAT/TACTICS: A Harpy's song can charm any human or demi-human that hears it (although elves are resistant to the charm). Those failing a saving throw will move towards the Harpy as quickly as possible to be tortured and slain. If there are others in the way, the victims will fight over the

chance to be tortured and slain first. As long as the Harpy continues to sing, the victims are charmed. Harpies can sing just as lustily while engaged in melee. The touch of a Harpy causes a victim to save vs. magic or become mesmerized for 1d10 plus 20 hours. If the Harpy is slain, both charms are immediately broken.

Those who prepare ahead of time or make their saving throw are immune to the Harpy's song. It cannot be avoided by putting one's hands over one's ears, as one note is all it takes. If forced to fight, a Harpy can bite, but 50% use weapons (usually a bone club that strikes for 1-8 points of damage). They will always use their talons in a fight.

HABITAT/SOCIETY: Harpies like to lair near shipping lanes and well-traveled regions. Their lairs are foul and no sane animal will approach them willingly. Harpies carry their victims back to their lairs to eat in private.

Although they have no use for treasure, they like shiny baubles. Other items will be dropped on the floor of their lair in the disgusting filth.

Harpies fight amongst themselves quite often, but they will occasionally agree to cooperate in evil acts with other humanoids. They have been known to give some victims a choice of torture: either A) have their skin peeled off slowly and eaten or B) have their heads cut off so they can watch while the Harpy eats the rest of their bodies.

ECOLOGY: Harpies hunt everything and are despised by everyone. They live 50 voracious years. Victims not eaten are left to rot. Victims not left to rot are dropped into nearby pits of lava. Victims not eaten,

Harpy

AKA: --
HACKFACTOR: 9
EP VALUE: 975
CLIMATE/TERRAIN: Temperate, tropical land or coast
FREQUENCY: Rare
ORGANIZATION: Flock
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Chaotic Evil
NO. APPEARING: 2-12
SIZE: M (6' tall)
MOVEMENT: 6", 15" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Brave (14)
ARMOR CLASS: 7
NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/1-6 or 1-3/1-3/by weapon
SPECIAL ATTACKS: Singing and charm
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 7



left to rot or dropped into pits of lava are usually poisoned (50%) or stabbed multiple times (50%). Victims not eaten, left to rot, dropped into pits of lava, poisoned or stabbed multiple times will be allowed one chance to escape before being slashed by the Harpy's talons.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: C

Other: Harpy feathers are rare, but make perfect quills for scribing scrolls of charm-type spells.

Haunt

DESCRIPTION: Haunts have two forms: a hovering ball of light (like a Will o' Wisp) or a nebulous translucent image of the Haunt's former body. They are often mistaken for Groaning Spirits, Specters, Ghosts and other powerful undead. Transformation into each state takes one round. In the world of the undead, Haunts are not accorded much respect.

COMBAT/TACTICS: A Haunt must stay within 60 yards of the location where it died, unless it takes control of a victim's body. Attacks are mindless and will be aimed at the most convenient target.

The touch of a Haunt drains 2 points of Dexterity per hit, making the victim increasingly numb. Once the victim's Dexterity becomes 0, the Haunt possesses the body and the Dexterity returns to normal. Victims can allow themselves to be possessed.

Haunts use possessed bodies to complete whatever task they could not finish in life. Once completed, the Haunt leaves the body and goes to its final rest. Afterwards, victims have a Dexterity of 3 and regain lost Dexterity points at the rate of 1 per turn of rest. If the Haunt is slain in a body it possessed, it must stay within 60 yards of that corpse, forced to haunt the original spot until it can find its own body.

Victims of opposite alignment (such as evil possessing good) will be attacked. Haunts will force their victims to strangle themselves until they die or until someone saves them. Strangulation damage is 1 point in the first round and double each round after that, until death.

Attacks on possessed bodies injure the character as normal. The Haunt can use the victim's weapons, but does not have access to the victim's knowledge. A Hold Person spell or a Dispel Evil or Dispel Good can eject the Haunt, the latter spell destroying it forever.

Haunt

AKA: Restless Spirit

HACKFACTOR: 13

EP VALUE: 2000

CLIMATE/TERRAIN: Any

FREQUENCY: Very Rare

ORGANIZATION: Solitary

ACTIVITY CYCLE: Any

DIET: Nil

INTELLIGENCE: Non- (0)

ALIGNMENT: Any

NO. APPEARING: 1

SIZE: Variable

MOVEMENT: 6"/as victim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Foolhardy (16)

ARMOR CLASS: 0/Victim's AC

NO. OF ATTACKS: 1 or 1 (as 5 Hit Die creature)

DAMAGE/ATTACK: See below/
by weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Nil

HIT DICE: 5/victim's hp



Haunts cannot be turned by clerics and can be struck only by silver or magic weapons. Weapons cause only 1 point of damage per hit, normal fires cause only 1 point of damage per round, but magical fire does full damage against the Haunt.

If a Haunt is slain, it reforms one week later in the same spot and will continue to do so until its task is complete.

HABITAT/SOCIETY: The tasks Haunts must fulfill are varied and usually relate to strong emotions such as revenge, greed, love, hate, etc. Haunts drive their hosts mercilessly without any consideration for food, sleep or grooming. One in ten Haunts possess some knowledge of their former lives and can communicate in a rudimentary fashion. These are usually good Haunts that will try and recruit volunteers for future possession.

ECOLOGY: Haunts cling to the Prime Material Plane through sheer force of will. They have no treasure, but may know the location of some hidden stash. Some (25%) may have treasure on their corpse.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

HedgeHawg	Giant	Vorpal-Clawed
AKA:	Dimsdale	Sharpies
HACKFACTOR:	3	7
EP VALUE:	270	420
CLIMATE/TERRAIN:	Any land	Any land
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Night	Night
DIET:	Insects	Insects
INTELLIGENCE:	Semi (2-4)	Semi (2-4)
ALIGNMENT:	Neutral	Neutral (evil)
NO. APPEARING:	1-3	1
SIZE:	M (4' long)	M (4' long)
MOVEMENT:	3", 1" burrow	6", 3" burrow
PSIONIC ABILITY:	Nil	Nil
Attack/Defense Modes:	Nil/Nil	Nil/Nil
MORALE:	Confident (12)	Daring (15)
ARMOR CLASS:	6	5
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-4/1-4/1-6	5-8/5-8/5-10
SPECIAL ATTACKS:	Nil	Vorpal claws
SPECIAL DEFENSES:	Quills	Quills
MAGIC RESISTANCE:	Standard	Standard
HIT DICE:	4	4+4

HedgeHawg

DESCRIPTION: HedgeHawgs resemble porcupines; however, their underbellies are not covered in quills and their tails are very short. Vorpal-Clawed HedgeHawgs have extra-sharp, magically enhanced claws and move much faster than the normal Giant variety. Both varieties of HedgeHawg have a whimsical appearance, which has caused many an adventurer to drop his guard.

COMBAT/TACTICS: **Giant HedgeHawgs:** These insect eaters have rather mild temperaments and will only attack if threatened or disturbed. Any strike against the body of a Giant HedgeHawg is 35% likely to stick the opponent with a quill for 1-6 points of damage. The quill hits automatically if the opponent is wielding anything smaller than a short sword.

Vorpal-Clawed HedgeHawgs: These beasts have been bred to be more vicious and aggressive than other HedgeHawgs. They will attack any creature that enters their field of view. Damage for all their attacks is +4 and the claws have the same powers as a Vorpal Blade.

HABITAT/SOCIETY: **Giant HedgeHawgs:** Like the common, much smaller variety, these gentle creatures want nothing more than to find a regular source of insects to eat. HedgeHawgs make great pets, but if they miss a morale check, they snort loudly, roll their heads and tails inward and become a Giant ball of quills in the dirt.

Vorpal-Clawed HedgeHawgs: This breed of HedgeHawg is extremely aggressive and the area surrounding its lair will show evidence of damage from the creature's amazingly sharp claws. Because their creator, Yandor, was evil, these creatures are tinged with his corruption and have nasty attitudes.

ECOLOGY: **Giant HedgeHawgs:** Giant HedgeHawgs breed just like the common variety. They have an affinity for certain odors and love to rub their bodies with certain scents. They have an amazing sense of smell and can be trained to track.

Vorpal-Clawed HedgeHawgs: The wizard Yandor specifically devel-



oped Vorpal HedgeHawgs for violence. Yandor was a magic-user of considerable power and influence, but very few scruples. He used these beasts to guard one of his many lairs, and for an illegal animal fighting-pit show he ran on the side. When Yandor was killed nearly 15 years ago in a struggle for political power in the city of Krez, the HedgeHawgs were abandoned and eventually escaped to the wild.

YIELD:

Medicinal: HedgeHawgs are good eatin', if a bit tricky to remove from their densely quilled hides.

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: The claws of the Vorpal-Clawed HedgeHawg are highly valued, as they retain their abilities even after the creature's death. If properly preserved, they can be turned into Vorpal Gauntlets, the ultimate weapons for any barbarian or berserker.

Hedley Kow

DESCRIPTION: Hedley Kows resemble normal cows. They are absolutely indistinguishable from the common farmyard cow, right down to fur color and markings, unless one squeezes their horns. Anyone doing this will find the horn to be soft and pliable, just like the rest of the creature's body. Hedley Kows can shape change into inanimate objects, though they will always have the distinctive cow colors and other markings.

COMBAT/TACTICS: Hedley Kows can be found in many of the small and quaint farming villages throughout Garweeze Wurd. They are the self-proclaimed protectors of their villages and will fight to the death to save it and its inhabitants.

Unless provoked, Hedley Kows are playful and sometimes mischievous beings, behaving just as any common cow might.

If pressed into combat, the creature can change its hide to the consistency of solid stone or even metal (normal weapons must save vs. crushing blow or break against it). They can copy any melee weapon they see and will often duplicate the arm and weapon of the person they are fighting. The weapon will do the same amount of damage, but will not have Strength or magic bonuses. Hedley Kows can make these attacks against as many creatures as are attacking it in melee.

HABITAT/SOCIETY: Hedley Kows think they are very clever, although almost everyone in the village knows of their presence. Whenever a Hedley Kow changes shape, any good-aligned creature sees that it keeps its distinctive cow coloring. Save for the color, it can copy any inanimate object exactly. Evil or neutral beings will be unable

Hedley Kow

AKA: Dopplecattle
HACKFACTOR: 8
EP VALUE: 420
CLIMATE/TERRAIN: Any Temperate Inhabited
FREQUENCY: Uncommon
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Herbivore
INTELLIGENCE: Average (8-10)
ALIGNMENT: Neutral Good (Chaotic)
NO. APPEARING: 1
SIZE: L (5' at shoulder)
MOVEMENT: 9"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Average (11)
ARMOR CLASS: 8
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-4
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 5

to distinguish a Hedley Kow from the object it duplicates. Even detection spells cast by neutral or evil spell casters will fail against it.

Hedley Kows sometimes change themselves into the shape of a cart or carriage and allow good-aligned PCs to use them as such. Under no circumstances will it talk unless it is in its natural cow form. Even then, it will only "reveal" itself to good-aligned PCs. If questioned about the fact that everyone in the village knows what it is, the Kow will shake its large head condescendingly.

ECOLOGY: Hedley Kows are the physical embodiments of the "good spirits" that pervade a village or town. When evil-aligned creatures or characters move into a village, the Hedley Kow will do everything in its power to annoy them, hoping to make them leave. Good villagers will protect a Hedley Kow.

YIELD:

Medicinal: Hedley Kow is the finest beef on Garweeze Wurld.
Spell Components: A drop of Hedley Kow blood can be used in lieu of other spell components for a Polymorph Any Object spell.
Hide/Trophy Items: Nil
Treasure: Nil
Other: Hedley Kow meat is worth 50 gp per pound. (The average Hedley Kow weighs 500 pounds)

Heel Borer

DESCRIPTION: Heel Borers are genetically related to Piercers, but not closely. Heel Borers look like little stalagmites with small branches and tendrils, but are particularly nasty in their method of attack.

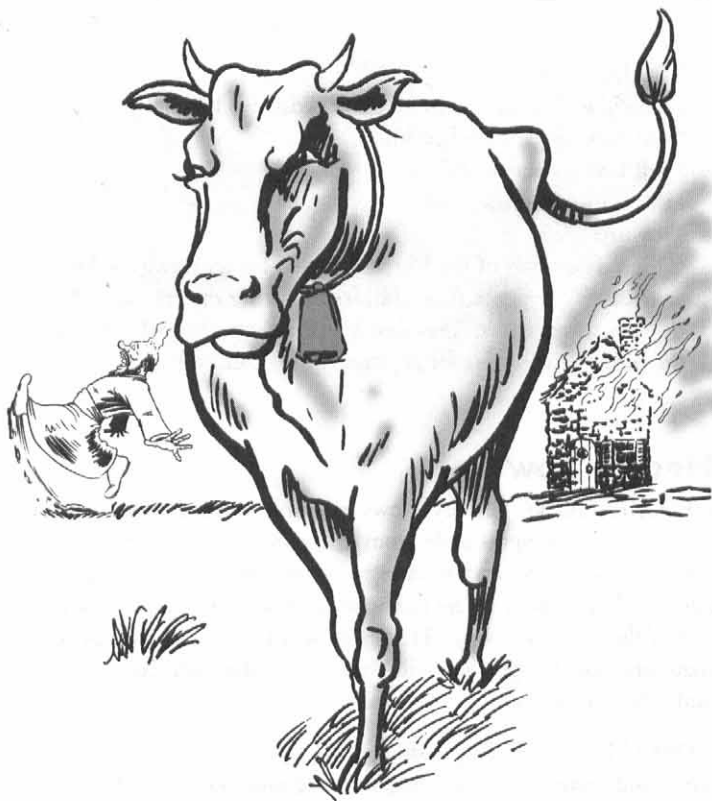
COMBAT/TACTICS: Heel Borers hide in low depressions on well-traveled paths. When a victim walks over the spot where a Heel Borer is hiding, it shoots up through the boot of the victim, striking at +4 for surprise against the AC of the victim. (GM must determine: Normal boots are AC 6, while reinforced boots are AC 5 and armor boots have the same AC as their armor type.)

Heel Borer

AKA: Boot Buster
HACKFACTOR: 2
EP VALUE: 120
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral
NO. APPEARING: 1-8
SIZE: T to S (2" up to 3")
MOVEMENT: 3"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Confident (12)
ARMOR CLASS: 2
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 2

On a modified roll of 20 or more, the victim's foot becomes badly impaled; he cannot pull a Heel Borer off without causing 2-12 points of damage. Other victims hit normally can make a bend bars/lift gates roll to pull free for 1-4 points of damage. All victims can only make half their movement rate until their injuries are healed.

Once locked into a victim, a Heel Borer's branches will begin to burrow upwards towards vital organs doing 1-6 points of damage per round. Victims must save vs. death magic every round after the 3rd or die.





Once revealed, Heel Borers are easily avoided and/or killed. If struck even once with no victim attached to it, a Heel Borer will feign death.

HABITAT/SOCIETY: Heel Borers are predators with low ambition who like to prey on Kobolds, Goblins and other small humanoids. Unfortunately, since they cannot screen victims, eventually they injure a monster or PC that will destroy them.

ECOLOGY: Heel Borers seem to be a form of Piercer that has adapted to life on the ground. They never live in the same area as Piercers, since their own vibrations would cause the Piercers to attack. Very rarely, some sadistic magic-users will cast spells that hide Piercers and Heel Borers from each other, so PCs get a double whammy, attacks both from above and below.

YIELD:

Medicinal: Heel Borers are edible, but taste horrible and provide little sustenance.

Spell Components: Heel Borer hides can be used instead of the normal components for a Stone to Flesh spell.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

Herd Animal

DESCRIPTION: Herd animals live in all regions and climates. They include all sorts of common animals that are not already listed in the Hacklopedia of Beasts, such as: wildebeasts, reindeer, giraffes, antelopes, deer, elk, caribou, meerkats, lemmings and any of the other

variety of animals preyed upon by the many natural and supernatural predators that roam Garweeze World.

COMBAT/TACTICS:

GMs will have to make judgment calls on the exact stats of each animal and the damage of their primary weapon (horns, hooves, bite, etc.). Herd animals are herbivores, so they rarely hunt down PCs for meat. They are incredible skittish and if they miss a morale check, they are likely to stampede in a panic. Humans and humanoids caught in the path are likely to be trampled to death (regardless of their AC) unless they can climb a tree or rock, or hide behind a natural obstacle.

Herd Animal

AKA: Common Critters

HACKFACTOR: 1 to 3

EP VALUE: 35 to 420

CLIMATE/TERRAIN: Any

FREQUENCY: Common

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (1)

ALIGNMENT: Neutral

NO. APPEARING: 20-200 or more

SIZE: S to L

MOVEMENT: 15" to 24"

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Wuss to Weak (2-3)

ARMOR CLASS: 8 or 7

NO. OF ATTACKS: Variable

DAMAGE/ATTACK: Variable

SPECIAL ATTACKS: Stampede

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 1 to 5

HABITAT/SOCIETY: Herd animals spend most of their time grazing and avoiding predators. PCs that have predators as pets are likely to cause a stampede, especially if the herd is wild. Cultures of all types can domesticate herd animals for their meat, for mounts and/or for their milk. Most herd animals that fall into this category may serve as hauling or packbeasts, but are not normally used as mounts.



ECOLOGY: The secret rituals involving herd animal reproduction are rumored to be dark and mysterious. Most sages agree that it must take powerful magics to make such complex creatures. GMs should discourage players from hunting or slaying these creatures, as they are usually just window dressing and do not pose a threat to anyone. Druids, rangers and elves will not allow the senseless slaughter of herd animals solely for experience points.

YIELD:

Medicinal: Nil

Spell Components: Depending on their individual natures, some herd animals may yield parts useful in spells involving strength or speed.

Hide/Trophy Items: Herd animals of medium size and larger have a sufficient amount of hide to make leather armor. Leather armor can be enchanted up to +2, or +3 if the herd animal was unusual in some way. Sometimes, racks of antlers and horns can be sold to collectors and to those looking for certain ingredients.

Treasure: Nil

Other: Nil

Hippocampus

DESCRIPTION: The lovely Hippocampus resides in the deepest oceans of Garweeze Wurd. This beast has the head, forelegs and torso of a horse, and the mermaid-like tail of a fish. It has flippers in place of hooves on its front feet and a flexible fin down the back of its neck, rather than a mane of hair.

The equine portion of the Hippocampus has short hair on its body in the palest shade of ivory. The fins and flippers of this fantastic creature are often flashy shades of blue, green and teal not normally seen on land. The gentle eyes of the Hippocampus are usually the deepest blue or green imaginable.

COMBAT/TACTICS: Hippocampi are not inclined to attack unless they are cornered or an ally is threatened. They usually out-swim any predator. The Hippocampus may choose to nip an opponent with its prominent equine teeth for 1-4 points of damage.

However, if a Hippocampus charges from a distance of over 100 feet to butt its head into an opponent, the victim must make a save vs. breath weapon or suffer 1-4 broken bones. Victims who make that save must roll a second save vs. paralyzation or be stunned a number of rounds equal to the damage (2-12).

Hippocampus

AKA: Saline Steed, Mermount

HACKFACTOR: 3

EP VALUE: 120

CLIMATE/TERRAIN: Fresh or Salt Water Depths

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Any

DIET: Herbivore

INTELLIGENCE: Average (8-10)

ALIGNMENT: Chaotic Good

NO. APPEARING: 2-8

SIZE: H (18' tall)

MOVEMENT: 24" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Confident (12)

ARMOR CLASS: 5

NO. OF ATTACKS: 1 or 2

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

SPECIAL ATTACKS: See Below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 4



Hippocampus blood coagulates rapidly. Thus, if the Hippocampus is the only creature in the water bleeding, it has only a 20% chance of attracting sharks.

HABITAT/SOCIETY: Although the Hippocampus can breathe air, it requires frequent gulps of water to keep its gill sacs from drying out. The Hippocampus likes to graze on seaweed, mollusks and coral. Herds of wild Hippocampi contain 2-8 creatures, which usually include a stallion, 1-6 mares and a young Hippocampus of either sex.

Hippocampus females lay a single egg each year that hatches into a foal after six months of carefully tended incubation. Foals grow to adulthood in two years, remaining close to their mothers' side.

Water breathing humanoids domesticate these creatures for steeds (although they are really more like allies). Tritons frequently have a herd of Hippocampi and most young mermaids desire Hippocampus ponies to ride. Hippocampi are happy to give surface dwellers a ride, but they sometimes forget that the riders need to breathe air. Hippocampi dislike ornamental gifts, but love the flavor of sweet snacks normally only available on land.

ECOLOGY: Hippocampi have strong ties to sea elves, mermen and even land-based surface dwellers like fishermen. All good-aligned creatures, especially those that have been at sea, know that harming a Hippocampus or selling one of its eggs is extremely bad luck.

YIELD:

Medicinal: Hippocampus blood is a great coagulant and can stop a wound from bleeding within one round of application.

Spell Components: A little Hippocampus blood can be used to

boost the healing powers of a Cure Light Wounds or similar spell by 1d4 points of healing.

Hide/Trophy Items: Nil

Treasure: Nil

Other: Hippocampus eggs are worth 1500 gp and young foals 2500 gp, although it can be extremely difficult to find a buyer.

Hippogriff

DESCRIPTION: Sages agree that Hippogriffs are neither hippos nor griffs. A Hippogriff has the shoulders, belly, tail, stomach, kidneys and hind legs of a large horse and the wings, forelegs, pancreas, small intestine and the proud head of an eagle. It is about the size of an average war horse with a hide that ranges in color from pale buckskin to dark chestnut brown. The eagle feathers are white or golden brown, the beak is ivory-colored and the clawed front feet are a bright shade of yellow. The Hippogriff's eyes are large and a deep golden color.

COMBAT/TACTICS: In combat, Hippogriffs attack with the talons on each front foot (1-6/1-6) and their razor-sharp beaks (1-10). Unless properly trained and handled, they buck riders off at the first opportunity, to gain more mobility during combat if the tide turns against them.

HABITAT/SOCIETY: Hippogriffs live in wild and remote areas and prefer wide-open spaces with high cliffs. They prefer their hunting and grazing territory to be at least 10-40 square miles. Hippogriffs always keep their nests hidden from observation and will post guards, particularly when there are eggs in their nests.

Typical herds of Hippogriffs include 1-3 adult males and an equal number of mares, with the rest of the group made up of immature young of various ages. There is always a 25% chance that one of the mares is pregnant, as Hippogriffs can mate and lay eggs year round.

Wild Hippogriffs can attack large prey such as bison, but do not normally prey on carnivores, except humanoids. They never leave corpses in their nests, preferring to throw them down a hill. They enjoy bright shiny objects and often line their nests with them. The male Hippogriff uses these items to entice a choice female into his nest as part of their elaborate mating rituals.

ECOLOGY: Hippogriffs are thought to be closely related to Griffons and Pegasi, although the latter avoid their company. Hippogriff gestation typically takes five months, although the female can hold the egg within her body until she determines the area is safe. The female will

then watch over her egg for five months as it incubates in the nest. Foals nurse for two weeks, until their beak hardens. For the next three-months a young Hippogriff eats regurgitated food brought to it by both parents, until they begin to feed it choice bits of solid meat.

Hippogriff foals fight at a -4 to hit and damage. At six months old, they can fly at 18" (D) and fight at a -2 to hit and damage. A Hippogriff yearling's stats are equal to adults, but it cannot breed until at least the age of three years.

Hippogriffs make excellent flying mounts, although with a passenger their maneuverability drops to D. If captured at less than four months of age Hippogriffs can be domesticated, but need to be taught to fly. Mature Hippogriffs can be persuaded to take riders if given ample food and protection.

Most cultures revere the Hippogriff as a symbol of power and freedom, and consider it bad luck to kill one. Contrary to the popular halfling myth, Hippogriffs will not let you ride them if you offer them a carrot. They will most likely (20% chance) attack.

YIELD:

Medicinal: Nil

Spell Components: Hippogriff feathers are perfectly suited to the scribing of scrolls of all types.

Hide/Trophy Items: Nil

Treasure: Qx5

Other: Hippogriff eggs sell for 1000 gp while healthy hiffigriff infants can fetch 2000-3000 gp.

Hippogriff

AKA: Eagletaur, Beak Beast

HACKFACTOR: 2

EP VALUE: 175

CLIMATE/TERRAIN: Unpopulated Areas

FREQUENCY: Rare

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Omnivore

INTELLIGENCE: Semi (2-4)

ALIGNMENT: Neutral

NO. APPEARING: 2-16

SIZE: L (9' tall at the shoulder)

MOVEMENT: 18", 36" Fly (C, D)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Half-hearted (9)

ARMOR CLASS: 5

NO. OF ATTACKS: 3

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

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

HIT DICE: 3+3



Hippopotamus

DESCRIPTION: These strange and possibly supernatural creatures live in the depths of rivers and lakes. They have massive rounded jaws and large blunt teeth that grow throughout their lifetime. They have two large tusks in the front of their lower jaws that serve them well as weapons of self-defense. Hippopotami are fat and vaguely resemble the common rhinoceros without horns or armor and packing a few hundred extra pounds.

COMBAT/TACTICS: Hippos aggressively defend their territories. These beasts prefer the slowly flowing water of deep rivers, and can swim through the underwater vegetation as gracefully as a seal. A Hippopotamus herd will contain 1-3 bulls that bite for 3-18 points of damage, the rest will be cows that bite for 2-12 points of damage or non-combatant

Hippopotamus

AKA: River Rider

HACKFACTOR: 6

EP VALUE: 975

CLIMATE/TERRAIN: Subtropical to Tropical

FREQUENCY: Uncommon

ORGANIZATION: Herd

ACTIVITY CYCLE: Day

DIET: Herbivore

INTELLIGENCE: Animal (I)

ALIGNMENT: Neutral

NO. APPEARING: 2-12

SIZE: L

MOVEMENT: 9", 12" Swim

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/Nil

MORALE: Brave (14)

ARMOR CLASS: 6

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 2-12 or 3-18

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

HIT DICE: 8

young. Hippos can stay submerged for up to 15 minutes and they can tip over small boats 50% of the time just by surfacing under them.

HABITAT/SOCIETY: Hippos stake out a broad section of any river they choose to inhabit. Females nurse the young while 1-3 bulls guide the herd to feed on the choicest vegetation. The other males that accompany the herd will be younger bulls that are too small to contest the alpha male. Sometimes, a rogue Hippopotamus will be encountered alone. These Hippos are either bachelors that cannot capture females to form their own herd, or loners that provide an easy kill for most hunters.

ECOLOGY: Sages theorize that the Hippopotamus is actually part of an ancient race that once ruled Garweeze World. Cursed by the gawds for their insolence, the Hippopotami were sentenced to eat the plants on the bottoms of rivers and lakes for all eternity. Hippopotamus actually means "defiler of the gawds" in the ancient tongue.

YIELD:

Medicinal: Nil

Spell Components: Nil

Hide/Trophy Items: Nil

Treasure: Nil

Other: Nil

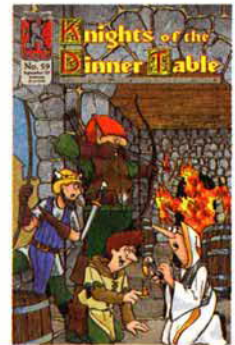


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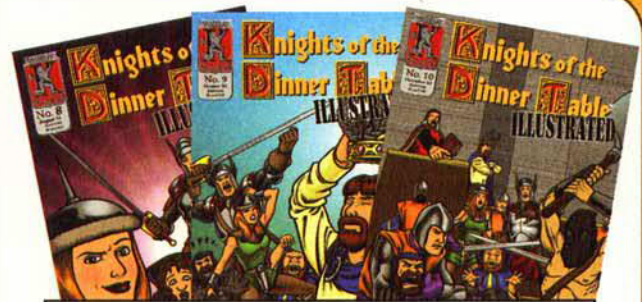
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HACKLOPEDIA OF BEASTS - VOLUME III: ELEMENTAL TO HIPPOPOTAMUS

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 El-Hi are described in sometimes-frightening scientific detail. Every monster in the Fourth Edition Hacklopedia has been revised, edited, and updated and they have had their HackFactors beefed up to bring them in line with the rest of the game. Among other features, readers will learn about monster social structures, activity cycles, diets, attack modes (including special attacks), morale and even how to make the most of their kills by salvaging potentially valuable monster remains.

Nowadays the quick march of events and the rapidity of new discoveries, the expansion of human activity and the additions of arcane learning require a work such as the Hacklopedia of Beasts. This book provides a detailed list of creatures both large and small from the flora and fauna of Garweeze World and beyond.

Gummy Fiend

AKA: Sugar Slug
HACKFACTOR: 19
EP VALUE: 2000
CLIMATE/TERRAIN: Temperate
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Day
DIET: Carnivore
INTELLIGENCE: Animal (I)
ALIGNMENT: Neutral
NO. APPEARING: 1
SIZE: L (10' tall)
MOVEMENT: 6"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Defiant (17)
ARMOR CLASS: 8
NO. OF ATTACKS: 8
DAMAGE/ATTACK: 1-6 x 8
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
HIT DICE: 11+1

to a victim. Those who are struck in this manner are helpless and unable to move until the creature is dead and the sticky substance wears off (3 turns later). The only other way to dissolve the substance is with warm or boiling water.

Victims struck must save vs. poison or be stuck fast, needing an open doors roll to break free. Those that do not break free suffer -4 to hit, as the creature's corrosive, sticky skin begins to digest the victim, causing 1-6 points of damage each round.

HABITAT/SOCIETY: Gummy Fiends live in temperate climes and migrate north during the summer heat. In temperatures above 80 degrees they begin to melt and victims stuck on them get +1 to +4 to pull themselves free. Gummy Fiends make their lairs in caves or ruins and shun the cities of man.

ECOLOGY: The origin of the Gummy Fiend on Garweeze World has baffled sages for eons, and theories range from extra-planar to para-elemental sources. Gummy Fiends have no internal organs, circulatory systems nor identifiable digestive systems. Their entire bodies seem to be made from a single, cohesive substance. The Fiends consume meat by absorbing the nutrients through any point on their large bodies.

Gummy Fiend*

DESCRIPTION: Gummy Fiends are exceptionally large slug-like creatures with eight long, flexible tentacles. The two prominent eye stalks swivel curiously in all directions in response to sound, movement and light.

COMBAT/TACTICS: Gummy Fiends can attack up to four different opponents at once. The creature's entire body is made of a sticky substance that holds fast anything that touches it. Weapons that strike the creature will also be stuck unless the opponent can make a Strength check at -2. The creature can also make a charge, surging forward in an attempt to stick



YIELD:

Medicinal: Many of the red, orange and green colored portions of the Gummy Fiend are considered delicacies.
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Incidental
Other: Gummy Fiend corpses are worth 10 gp per hit point.

* Excerpted from page 114



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