

Beaverfolk (Mugumba Mud Dwellers)



New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

- **Prime Requisite:** Con and Int
- **Ability Score Mods:** N/A
- **Ability Score Max:** N/A.
- **Weapons allowed:** Beaverfolk can use any weapons
- **Armor allowed:** Beaverfolk can shields and any armor
- **HD type D8**
- **Save as: Dwarf**

Mugumba Mud Dwellers first appeared in the Champions of Mystara Boxed Set.

The Beaverfolk, or Mugumba, can be found anywhere on Mystara. These humanoid creatures are covered in soft fur that is naturally oily. They have large prominent tails and strong front teeth and have adapted to wetlands. They usually live simple lives near rivers, swamps or lakes. They are most widespread in the Serpent Peninsula region where they are known as Mugumba Mud Dwellers.

Mugumba live in large family units and construct seemingly primitive, yet ingenious constructions near rivers and lakes. Their homes are similar to beaver lodges with a large common room and the entrances below the water level. They are friendly with Otterkin (mostly the Riverfolk subrace) and it is not uncommon for Otterkin to live in Mugumba communities.

This race is mostly peaceful, but will defend themselves using claw attacks (1d4/1d4) or weapons. Due to their natural camouflage, they surprise on 1-3 on 1d6 in the wilderness.

Mugumba can advance monstrous spellcasters to Shaman 8 or Druid 8.

New Spell (BECMI):

Flood (7th Level Cleric Spell)

Range: 120 Yards

Duration: 1 Turn

Effect: Causes a large area to be flooded with water.

This powerful spell causes a section of earth to be flooded by water. A 17th level caster can affect an area of up to 60' square, adding 5' for each experience level above 17th. Within the area of effect, vehicles are pushed aside and some buildings and other structures may be destroyed. All characters are pushed aside and must roll a saving throw vs. death or drown.

Beaverfolk in other media:

Mr and Mrs Beaver are well known characters from the Chronicles of Narnia novels by CS. Lewis.

ADVANCEMENT

LEVEL	XP	HD	ABILITIES
NM	0	1d8	Natural Engineers. If the General Skill rules are used, they get the Engineering Skill for free. Natural AC6 Move at 120' (40'), Swim 60(20')
1	2,000	2 d8	
2	6,000	3 d8	Hide Ability (as Halflings) 80%
3	14,000	4 d8	
4	30,000	-	Speak with Woodland Animals at will
5	62,000	5d8	Swim at 120' (40')
6	126,000	6 d8	
7	254,000	7 d8	Can stay under water for 15 minutes
8	510,000	8 d8	Summon Water Weird 1/week. Duration 1 day.
9	810,000	9 d8	Flood. Once per week the Mugumba can cast this spell as if he were a 17 th level Cleric.
	+200,000/per level	+1 HP per level	



Mystara logo by Thorf.

XP chart created with the aid of tools by Agathokles: <http://agathokles.pythonanywhere.com/>

Additional suggestions by Thorf, Cab, Khuzd and others.