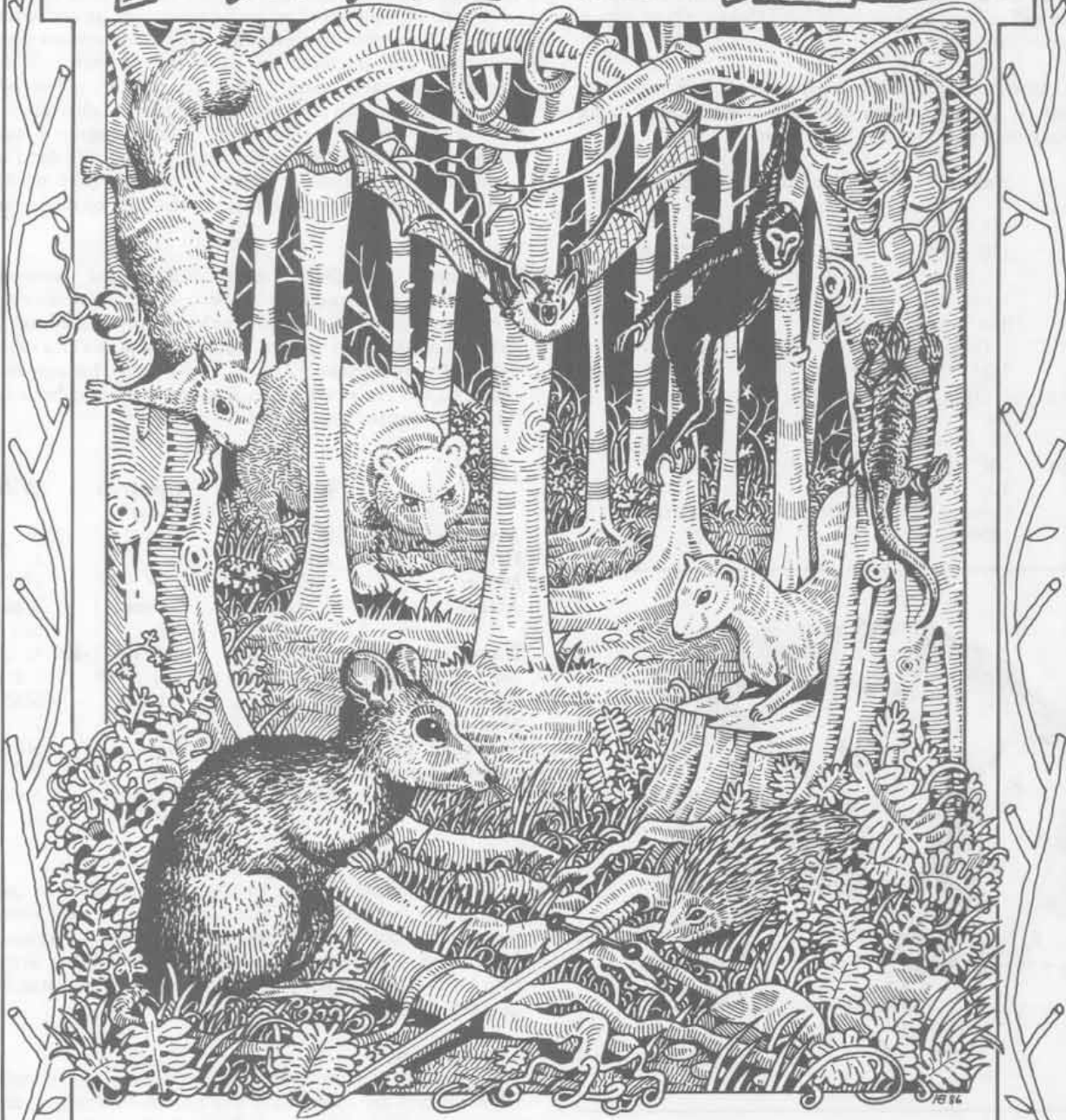


ANIMALS



Mundane, Extinct and Giant

Animal, Herd (Animales species)

Type	Normal Animal, Giant Animal, Prehistoric Animal
Climate	All but the most inhospitable climates will feature at least one herd species.
Terrain	Open, Light Woods, mostly.
Frequency;	Common
Organization;	Herd
Activity Cycle;	Variable, but mostly day.
Diet;	Herbivore
AI;	Neutral
NA;	0 (3d10) or much more
Buffalo, Caribou, Bison, Wildebeest	are know to have gigantic herds, and some other grazing species did the same. The DM must use these gigantic herds as a yearly returning process, following climatical and seasonal patterns.
Size	Medium to Large; Variable by species
ST	16+
IN	3
WI	2
DX	9
CO	9
CH	9
Languages	none
Spellcasters Limits	no spell casting

Per Animal

HD; as given
Males: 2d4+1 Hp/HD
Females: 1d8 Hp/HD
Young: 1d4 Hp/HD
MV; as given, in restful grazing 25%
Load; only given if can be tamed
BM; only give if can be tamed
Tt; Nil, animals used by humanoids could carry equipment, loads or have them nearby.

This set of monster statistics represents most wild grazing creatures, such as caribou, deer, elk, goats, moose, horse and wild oxen. All but the most inhospitable climates in the world will feature at least one type of herd beast. PCs might attack members

of a herd in order to acquire meat. The Hit Dice of and damage done by herd creatures depend on the type of creatures they are. Most Herd animals will have Medium or Low senses, as group living is less risky than solitary.

Habitat/Society:

Herd animals graze on open terrain, migrating to a new territory when the food supply of the old has been depleted. Herd size varies from a family of four buffalo to a commercial flock of 1,000 sheep. The largest and oldest male usually serves as the leader, directing the movement his herd and watching for predators. Herd animals do not collect treasure.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual:	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none





Ecology:

Herd animals eat grass, grains, and shrubbery. They are the favored prey of carnivores, including lions, tigers, and dragons. Humanoids often domesticate herd animals for their meat, milk, fur (blankets and clothing), and skin (shoes and tents). Dried droppings of herd animals can be burned for fuel, or be used in making buildings. The uses for animal products are multitude.

Combat:

In any given herd only one animal in four is male; the rest are females and young. When alarmed, females and young flee while the males protect them. Cattle, Antelope, and Sheep generally flee from danger, but will attack if cornered or threatened. A male animal defending his herd will charge, inflicting double butting damage if charging from at least 20'. Male cattle are 75% likely to attack if intruders approach before the herd has a chance to escape.

Any group of 16 or more may panic when attacked, If frightened by intruders. There is a 25% that the entire herd will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede that does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of herd animals trampling the exposed creature. They will run toward the disturbance 40% of the time (trampling all in their path. Those creatures or individuals may roll a (SV DR- HD animal) for each animal rolled (the 2d4 roll) to evade that animal, or suffer 1d20 + HD of the animal points of damage; no attack roll needed. Reduce the save by -1 for each, animal cumulative, and -1 for each 30'(10') the creatures are faster than the character.

Single animals trampling a target, must make an attack roll and can trample the target for 1d20+HD damage. The target may SV DR to move 5' out range after the attack.

Herd animals live in all climates and terrain, from freezing tundra (Bactrian camel) to temperate hills (wild cattle) to tropical plains (antelope). Though normally passive, herd animals can be dangerous when angered or frightened. Herd animals are four-legged hoofed mammals covered with hair -- thick fur for buffalo, curly wool for sheep, and short, coarse hair for camels, antelope, and sheep. Male cattle, buffalo, antelope, and sheep have sharp horns. A camel's humps (one hump for dromedaries, two for Bactrian) enable it to go without food or water for up to two weeks.

The animals also have a variant of special (defensive) attacks;

Trampling:

Many creatures are capable of trampling humans, as noted in their descriptions. While this is a damaging attack, it is also a potentially immobilizing one, due to blows to the kidneys or lungs. In game terms, there is a 2% chance per hit die of the animal that the victim is stunned for 1-3 rounds with each successful trampling attack. Any trampling damage will result in a break for each 5+AV victim points of damage. Any armor must save vs. blow or be damaged.

Charge:

Several large animals are capable of charging and ramming an opponent, as noted in their descriptions. This is devastating when used against humans, but it is rarely treated as more than a range of damage. On a successful charge attack, the victim will be thrown 1d6+4 feet, requiring a save vs. Paralyzation to avoid being stunned for 1-3 rounds. Some animals are capable of tossing an opponent on the charge (see following), but this occurs only on a critical hit on the charge. Each charge will result in a break for each 5+AV victim points of damage. Any armor must save vs. blow or be damaged.

Tossing:

Large animals with horns often have a charge attack. Some of these animals are capable of tossing characters into the air. If these animals make a critical hit on the charge, use these tossing rules instead of the charge rules given above. The victim is thrown 1d6 +4 feet into the air and must save vs. paralyzation at a -2 or be stunned for 2-5 rounds. Also must be checked if the character sustained any breaks (double tossed height to determine chances), any armor must save vs. blow or be damaged.

Normal and Giant Herd Animals

These animals are found in groups in the wild. They are sometimes herded, hunted by humans or humanoids. Herd animals raised by human (oids) will have Low senses. But if wild or bewildered these are medium instead.

Antelope, Gazelle, Impala (Antilopinae species)

Animal, Herd, Wild			
Antelope, Gazelle, Impala			
Herd	10d10		
	50%	25%	25%
Company	None		
Terrain	Forest, Grasslands, Steppes		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	2	2	2
HP	2d4	2d8	4d4+2
MV	240'(80')	240'(80')	240'(80')
THACO	18	18	19
Attacks	1 Kick		
Damage	1d4	1d4	1
Attacks	1 Butt		na
Damage	2	1d6	na
Body Weight	1d100	3d20	3d10
	+140LBS	+60LBS	+10LBS
SV	F1	F1	NM
ML	5	5	3
XP	10	10	0
Bison/Wildebeast			
Herd	5d100x100		
	5d10x20 smaller herds		
Company	None		
Terrain	Grasslands, Prairie, Steppes.		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	4	4	4
HP	4d8	8d4+8	4d4
MV	180'(60')	180'(60')	180'(60')
Load	4000/8000	4000/8000	
BM	x3	x3	
THACO	16	16	17
Attacks	1 Kick		
Damage	1d6	1d8	1
Attacks	1 Butt		
Damage	1	1d4	1
Body Weight	2d20X10	4d20X10	1d6X10
	+500LBS	+800LBS	+20LBS
SV	F1	F1	NM
ML	7	7	5



These small herd animals graze in rest but keep an open eye for any threats. When one is met, the animals react in fear, by instantly running and jumping away. They can make a sprint for 2d6 rounds at 360' (120') after which they mostly will return to half their normal speed, as the prey will mostly be gone, found a prey, or gave up. When forced to run longer at maximum speed than 40 rounds, the creatures will die in 1d4 rounds by exhaustion. These animals can escape also by making fabulous jumps, of 20' forward, or 10' up and forward, or 5' sideways and 0 to 10' forward. During these jumps their AC is reduced by 5. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist.

Main Predator; Cat, Great, Lion or Cheetah

Bison, Buffalo, Wildebeast (Bison & Buballus Species)



This category includes wild Bison, Wildebeast, Gnu, Musk-oxen, and yaks. Bulls are dangerous, being aggressive and easily aroused. A typical bull is large, standing 5'-7' at the shoulder. When a herd is present, there will be several bulls to defend it. Buffalo defend themselves with their horns, usually attacking if approached too closely (6' or less); if charging from a distance of at least 40', a buffalo does 3d6 hp of impaling damage plus 1d4 hp of trampling damage. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist.

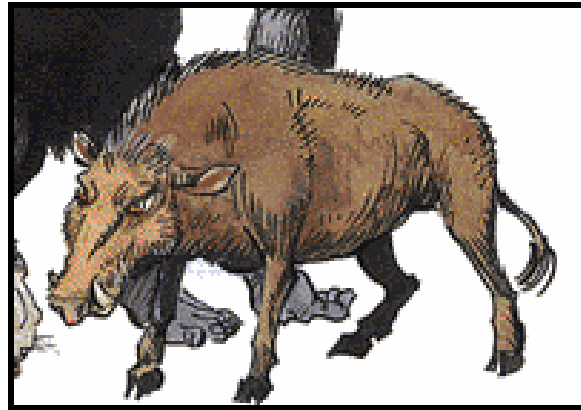
Main Predator; Wolf, Dragon

Boar (*Sus scrofa*)

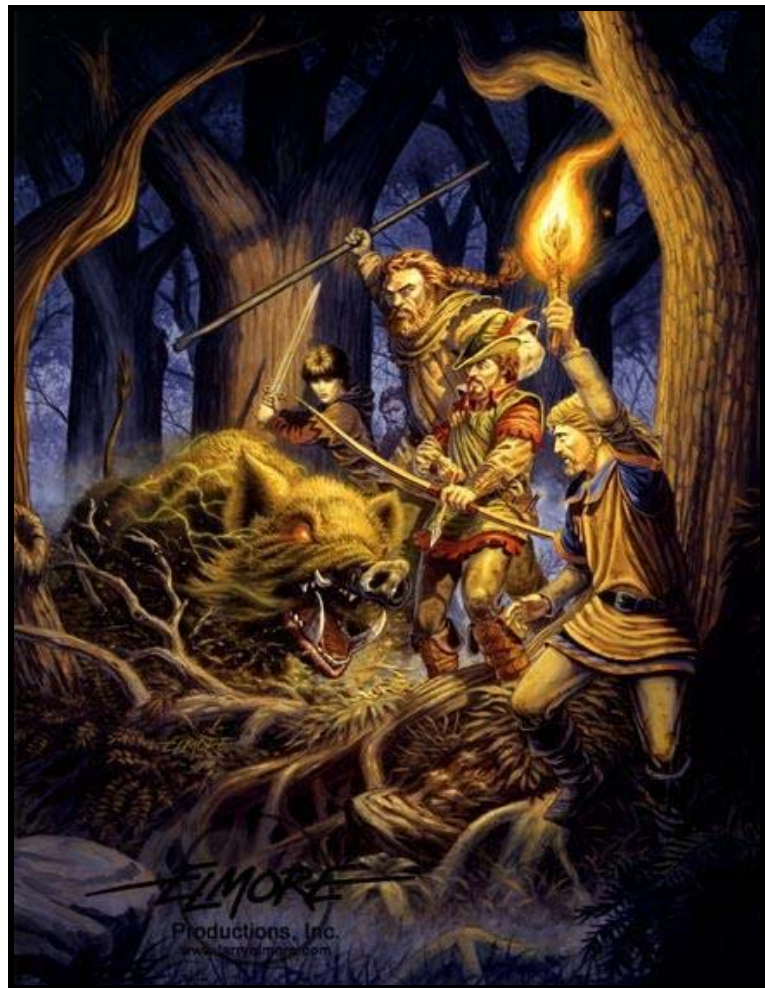
Animals Herd			
Boar			
Herd	1d6	in summer with 2d12 piglets and very aggressive	
Company	None or 1d4 Humanoids		
Terrain	Forest, but also Hills, Moors, Grasslands		
	Swine	Bear	Piglet
AC	7	7	7
AV	2	2	0
HD	3*	3*	1+1
HP	3d8	6d4+3	3d4
MV	90'(30')	90'(30')	90'(30')
Load	1500/3000	1500/3000	0
BM	x1.5	x1.5	x1
THACO	17	17	18
Attacks	1 Tusk		1 Kick
Damage	2d4	2d4	1
Body Weight	1d6x10 +125LBS	1d6x10 +125LBS	1d4x10 +40LBS
SV	F2	F2	NM
ML	9 With Young 11		5
XP	50	50	10
Boar, Giant			
Herd	1d6	in summer with 2d12 piglets and very aggressive	
Company	None or 1d4 Humanoids		
Terrain	Forest, but also Hills, Moors, Grasslands		
	Swine	Bear	Piglet
AC	5	5	3
AV	3	3	1
HD	10*	10*	5*
HP	10d8	20d4+10	10d4
MV	90'(30')	90'(30')	90'(30')
Load	3000/6000	3000/6000	0
BM	x3	x3	x1
THACO	10	10	10
Attacks	1 Tusk		1 Kick
Damage	2d8	2d8	2
Body Weight	1d6x10 +125LBS	1d6x10 +125LBS	1d4x10 +40LBS
SV	F2	F2	NM
ML	9 with Young 11		5
XP	1750	1750	10

Boar, Giant- (*Sus Giganticus*)

These rare boars are huge and terrifying, and boars generally prefer forested areas but can be found nearly everywhere. They are omnivores and have extremely bad tempers when disturbed. They sometimes lie in thickets in the forest and charge passersby. They do have the charge attack special ability; if they can charge for 20 yards before reaching their prey, they inflict double damage when they hit. They are most often found in "lost world" settings and are occasionally used as mounts by barbaric tribes. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist. This large prehistoric forerunner of the wild boar has animal intelligence and is very aggressive. An adult stands about 5 feet at the shoulder. If three or more are encountered, there is a 25% chance for 1 to 4 young. Boars and sows fight equally, and will fight for 1 to 4 rounds after reaching 0 to -10 hit points, dying immediately at -11 or more hit points. Main Predator; Dire Wolf, Dragon



Wild boars generally prefer forested areas but can be found nearly everywhere. They are omnivores and have extremely bad tempers when disturbed. They sometimes lie in thickets in the forest and charge passersby. They do have the charge attack special ability; if they can charge for 20 yards before reaching their prey, they inflict double damage when they hit. These animals can be tamed, but will keep their instincts. Main Predator; Wolf, Great Cat



Caribou (Rangifer tarandus)

Animal, Herd, Wild			
Caribou			
Herd	2d8 small herds or 4d100 large herds		
Company	predators nearby, 25% 1d10 herders		
Terrain	subarctic Plains, Forestedges		
	Cow	Calf	Bull
AC	7	7	7
AV	0	0	0
HD	3+2	3+2	3+2
HP	6d4+6	6d4	3d8+2
MV	210'(70')	210'(70')	210'(70')
Load	500/1000	500/1000	500/1000
BM	1	1	1
THACO	17	17	17
Attacks	2 Kick		
Damage	1d3 each	1 each	1d3 each
Attacks	1 Butt		
Damage	2d4	d4	2d6
Body Weight	5d10X10 +100LBS	3d10X10 +20LBS	5d10X10 +100LBS
SV	F1	NM	F1
ML	7	5	7
XP	20	20	5
Deer, Fallow			
Herd	4d10 25%	Fall & Winter 50%	25%
Company	none	Spring & Summer	
Terrain	2d20 (including Young) or 1d20 Bulls Forest, Moor, Fields		
	Cow	Calf	Bull
AC	7	7	7
AV	0	0	0
HD	2	2	2
HP	4d4+2	2d4	2d8
MV	240'(80')	240'(80')	240'(80')
THACO	18	19	18
Attacks	1 Kick	na	1 Kick
Damage	1d4	na	1d4
Attacks	1 Butt	na	1 Butt
Damage	2	na	1d6
Body Weight	1d100 +140LBS	3d10 +10LBS	3d20 +60LBS
SV	F1	NM	F1
ML	5	3	5
XP	10	5	10



These herbivores inhabit subarctic steppes and tundra. They are generally similar to stags, except as noted. They have animal intelligence and are large, standing 4 to 5 feet at the shoulder and weighing about 700 pounds. Herds may have up to 100 animals. They are important to tribal cultures in their region: it takes about 12 skins to make a complete winter suit or a kayak, 5 to 6 hides to make a sleeping roll. Their fat is burned in oil lamps and their antlers are used for tent pegs, tool handles, chair frames, and so on.

Main Predator; Wolf, Bear, Dragon

Deer, Fallow (Cervidae species)

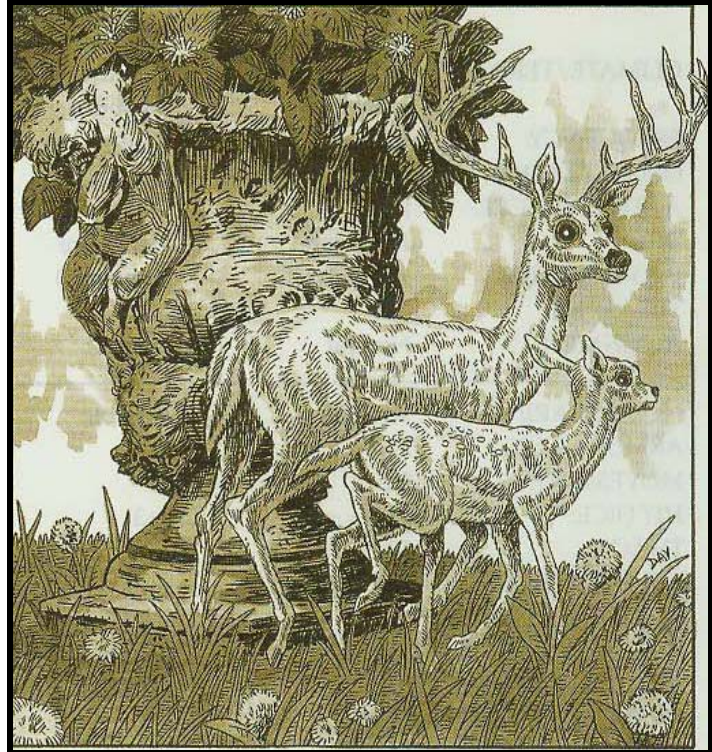


These small herd animals graze in rest but keep an open eye for any threats. When one is met, the animals react in fear, by instantly running and jumping away. They can make a sprint for 2d6 rounds at 360' (120') after which they mostly will return to half their normal speed, as the prey will mostly be gone, found a prey, or gave up. When forced to run longer at maximum speed than 40 rounds, the creatures will die in 1d4 rounds by exhaustion. In spring they fight for mating dominance. These animals can escape also by jumping/running sideways through bush and underbrush, reducing its AC by 5. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist.

Main Predator; Wolf, Great Cat, Dragon

Fey Deer – Byut (*Cervidus sylphus*)

Animal, Herd, Wild	Deer, Fey		
Herd	4d10 25%	Fall & Winter 50%	25%
Frequency	very rare		
Activity Cycle	day		
Company	none	Spring & Summer	
Terrain	2d20 (including Young) or 1d20 Bulls Forest, Moor, Fields		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	1	1+1	1
HP	1d8	1d8+1	1d4
MV	120/40'		
THACO	19		
Attacks	1 Kick	1 Kick	na
Damage	1d2	1d2	na
Attacks	o1 butt	1 Butt	na
Damage	1	1d2	na
Special Defenses	Camouflage, Musk		
Body Weight	1d100 +140LBS	3d20 +60LBS	3d10 +10LBS
Size	S; 1'tall		
SV	F1	F1	NM
ML	4	4	3
XP	5	5	5



The fey deer was a favorite elven pet in centuries past, but their numbers have dwindled. Now they are found only in the houses of elven royalty or the very wealthy.

Their name byut, is an old elven term of endearment usually reserved for mischievous children.

Bred for their diminutive size and gentle nature, this species resembles its larger cousins in many respects. The adult male fey deer has a full rack of antlers that can reach up to six inches across. Its hooves are softer than those of the mundane deer, having a spongy texture, and its eyes are unusually large.

Its most striking feature, however, is made obvious when the animal is frightened. Its normally light grey coat changes color to blend in with its surroundings. When thus concealed, the fey deer is impossible to spot in normal surroundings and has a 90% chance of blending in with any other type of setting, even in bright light. (all to normal sight of course—second sight, infravision will visualize the creature as normal).

Combat

The fey deer avoids combat at all costs, fleeing if possible, vanishing if necessary. If discovered and cornered, especially male fey deer can attack with their antlers and a headbutt for 1d2 points of damage.

The fey deer can also release a strong musk, usually used in mating, from glands in its neck. This musk is inhaled by any breathing creature within 6 feet radius. Anyone inhaling this sweet musk, must make a saving throw vs poison or stand entranced in an euphoric stare for 1d6 rounds. The fey deer always uses the time gained by this maneuver to escape its enraptured foe.

Habitat/society

The fey deer is a domesticated animal. No members of the species exist in the wild, and their numbers are a few. There are rumors of elven communities that have secret glades that house small herds of these precious animals, but this information has never been verified.

Female fey deer can give birth to one or two fawns every three years in spring (the mating season is in the autumn). Giving their delicate nature, however, birthing becomes more dangerous for older females. Because of the high risk involved, elves rarely breed fey deer past the age of ten, and the average doe will give birth to only 3-4 fawns in her lifetime. The typical lifespan of a fey deer is only twenty years, though some owners use spells and potions to prolong their adored pet's life as long as possible.

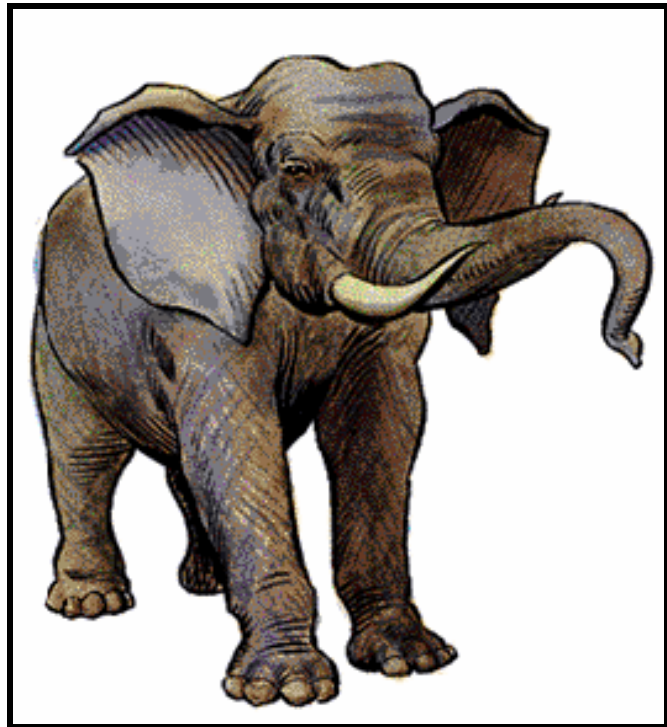
Ecology

The fey deer was bred to live in the main hall or garden of elven owners, and there are few who would doubt that in the wild, despite their camouflage ability, this species would die out completely. There have been a number of attempts to reintroduce the species into the wild, though these have universally met with dismal failure. Even under the best circumstances, these pampered animals are not sturdy enough to live long in the wild, and the herds are gradually whittled down by disease and accidental death. Most elven communities have given this up as a lost cause, though the rumors of hidden herds still circulate.

Another rumor is that long ago an elven druid dedicated his life to reintroducing the fey deer into the wild and was successful. If this is true, there may be a herd of feral deer living quietly somewhere in a verdant forest. Most elves scoff at this notion, although even the most ardent skeptic admits that the animal's natural camouflage makes this rumor difficult to dismiss completely. There have been the occasional "feral fey deer" sightings. Though this is usually a case of mistaken identity or an outright fabrication, there are some reports that have never been verified one way or another. Those who dedicate their lives to chasing down these elusive phantoms have so far met with frustration. Hair combed from fey deer can be woven to help making cloaks of elvenkind.

Elephant (Elephantinae species)

Animal, Herd, Wild			
Elephant			
Herd	2d20 incl 2d4 young	or 1d2 Bulls	
Company	None		
Terrain	Open, Tropical Woods		
	Cow	Bull	Calf
AC	8	8	7
AV	3	3	1
HD	9*	9*	9*
HP	9d8	18d4+10	10d4
MV	120'(40')	120'(40')	120'(40')
Load	9000/18000	9000/18000	900/1800
BM	x3	x3	x1.5
THACO	16	16	17
Attacks	1 Butt/Push	1 Butt/Push	
Damage	1d6	1d8	
Attacks	2 Tusks	2 Tusks	
Damage	2d4	2d6	
	Crush	Crush	1 Butt
	4d8	4d8	1
Body Weight	2d6x10 +50LBS	2d6x10 +50LBS	1d6x10 +20LBS
SV	F1	F1	NM
ML	8	9(in heat12)	5
XP	1600	1600	160



Subfamilia Elephantinae Tribe Elephantini (elephants) (†means extinct in the real world, which does not mean they would not exist somewhere on Mystara's Inner or Outer World.)

Species †Primelephas gomphotheroides, †P. korotorensis

Species Loxodonta africana adaurora, L.a.africana (African Bush Elephant or African Cape Elephant), L.a. oxyotis (African Plains Savanna Elephant or West African Steppe Elephant), †L.a. pharaonensis (North African Elephant, Carthaginian Elephant or Atlas Elephant).

Species Loxodonta cyclotis (African Forest Elephant), Subspecies Loxodonta pumilio (or Loxodonta fransseni) (African Pygmy Elephant)

Species Elephas maximus (Asian elephant), E. m. indicus (Indian Elephant), E. m. maximus (Sri Lankan Elephant), E. m. sumatranus (Sumatran Elephant), El. M. borneensis (Borneo Elephant or Asian Pygmy Elephant), †E. m. rubridens (Chinese Elephant), †E. m. asurus (Syrian Elephant)

Species †E. beyeri, †E. celebensis, †Elephas hysudricus, †Elephas iolensis, †E. planifrons (related directly to mammoth), †E.platycephalus, †E. recki.

Species †Elephas (Palaeoloxodon) antiquus, †E.(P.) creticus, †E.(P.) creutzburgi, †E.(P.) chaniensis, †E.(P.) cypriotes, †E.(P.) ekorensis, †E. (P.) falconeri, †E. (P.) mnaidriensis, †E. (P.) melitensis, †E.(P.) namadicus, †E. (P.) naumanni

†Stegodon aurorae, †S. elephantoides, †S. florensis, †S. qanasha, †S. insignis, †S. orientalis, †S. shinshuensis, †S. sompoensis, †S. sondaarii, †S. trigonocephalus, †S. zdanski

Elephants are large, ponderous four-legged mammals. Though they are herbivores, they are very dangerous creatures when frightened or when defending their young. These mighty creatures dwell at the edges of sub-tropical forests, living in medium to large herds. Both males and females have tusks, which are valued at 100-600 gp per tusk for the ivory, or about 4 gp per pound. Tusks weigh about 1 Pound per hp. In areas heavily populated by elephants, a substantial trade in this ivory will be common. Elephants have thick, baggy hides, covered with sparse and very coarse tufts of gray hair. The elephant's most renowned feature is its trunk, which it uses as a grasping limb. Main Predator; Dragon

Combat:

In combat, elephants attack with a charge, if possible, for double tusk damage. In the following rounds of combat they will either strike with their tusks (75%) or trample (25%). An elephant can do constricting damage of 2d6 with its trunk; and trampling damage with each of its front feet. No single opponent can be subject to more than two of these attacks at any one time. However, the elephant can battle up to six man-sized opponents at one time. Creatures larger than ogre-sized are not subject to the elephant's trunk attack. Also, an elephant will never attempt to grasp anything that might harm its trunk—like an object covered with sharp spikes. Elephants greatly fear fire.

Habitat/Society:

Elephants are peaceful herbivores that travel in a herd. The herd is made up of both male and female elephants, as well as their young. In the herd, a clear hierarchy exists, with the older males in a clear position of dominance. Occasionally, an older male elephant will be beaten by a rival in the herd. The defeated elephant must then leave the group, at which point it becomes a violent "rogue." Rogue elephants encountered alone are 90% likely to attack, and will have no fewer than 6 hp/HD.

Ecology:

Elephants can be used as draft and riding animals. Sometimes they are equipped with barding and used as war-mounts. Elephants are commonly captured when young and trained. They make good beasts of burden, but are often used in warfare as mounts and living battering rams, as well.

Main Predator; Dragon, Roc, (Predators on young; Great Cat, Hyena)

Elk (*Cervus Canadensis*)

Animal, Herd, Wild		Elk	
Herd	3d20	or 1 Bull (no Fall) +6 males (Fall)	
Company	None		
Terrain	Forest (winter) Grasslands, Mountainslopes		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	4	4	4
HP	8d4+8	4d8	4d4
MV	240'(80')	240'(80')	240'(80')
THACO	16	16	17
Attacks	1 Kick		
Damage	1d6	1d6	1
Attacks	1 Butt		
Damage	1	2d4	1
Body Weight	5d10X10 +500LBS	5d10X10 +500LBS	3d10X10 +200LBS
SV	F1	F1	NM
ML	7	7	5
XP	75	75	35
Giraffe			
Herd	5d4		
Company	1 d2 pig keepers		
Terrain	Domestic Lands, Cities or Hills		
	Swine	Bear	Piglet
AC	7	7	7
AV	0	0	0
HD	1	1	1
HP	1d8	2d4+1	1d4
MV	180'(60')	180'(60')	180'(60')
THACO	18	18	19
Attacks	1 Kick		
Damage	1d2	1d2	
Attacks	1 Bite		
Damage	1d4	1d6	1
Body Weight	2d12x10 +100LBS	1d20x10 +100LBS	1d6x10 +20LBS
SV	F1	F1	NM
ML	5	5	3
XP	10	10	5



These larger animals graze in rest, but keep an open eye for any threats. Adults will defend the herd. Single males in breeding season will attack even male humanoids in its territory (of several miles). In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist.
Main Predator; Wolf, Dragon

Giraffe (*Giraffa camelopardalis*)



These larger animals graze in rest, but keep an open eye for any threats. They must spread their frontlegs to drink water or graze grass, so they do so in groups with great care. They prefer to feed on the leaves of acacia trees, and are fully adapted to digest thorns; therefore they are 50% immune to any thorn (spell) attacks. Adults will defend the herd. Single males in breeding season will attack even male humanoids in its territory (of several miles), to defend its females. Between each other they battle for mating dominance by swinging with their long necks against each other, normally they will not do this to other creatures (but if, it causes 1d12 non-lethal damage to the target). These animals can't be tamed for use, but can get used to regular

non-threatening humans, but will always flee if a reason and/or a chance thereof exist.
Main Predator; Great Cats, Dragon

Goat, Wild (*Capra aegagra species*)

Animal, Herd, Wild	Goat, Wild		
Herd	5d10		
Company	None		
Terrain	Hills, Foothills, Steppes		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	1	1	1
HP	2d4+1	1d8	1d4
MV	100'(35')	100'(35')	100'(35')
THAC0	18	18	19
Attacks	1 Butt		1 kick
Damage	1d6	1d6+1	1
Body Weight	1d6X10 +50LBS	1d6X10 +50LBS	1d6x5 +30LBS
SV	F1	F1	NM
ML	5	5	3
XP	10	10	5
Mountain Goats, Capricorn			
Herd	2d20		
	+25% evade no n-flyers		
Company	none or 1d4 Humanoid herders		
Terrain	Hills, Broken Lands and Mountains		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	1+1	1+1	1+1
HP	2d4+2	1d8+1	1d4+1
MV	150'(50')	150'(50')	150'(50')
THAC0	18	19	18
Attacks	1 Kick		
Damage	1d2	1d2	1
Attacks	1 Butt		
Damage	1d6	1d6	1
Body Weight	1d100 +140LBS	3d10 +10LBS	3d20 +60LBS
SV	F1	F1	NM
ML	7	7	5
XP	15	15	10



The wild goat of the steppes is a hardy animal, sure footed and capable of eating almost anything. These medium herd animals graze in rest but keep an open eye for any threats. When one is met, the animals react in fear, by instantly running and jumping away. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. Main Predator; Humanoid, Great cat, Wolf, Dragon

Giant Goat (*Capra gigantes*)

These reclusive herbivores (4HD-4d8hp) dwell in hilly country. They are semi-intelligent (5) and stand 5 feet or more at the shoulder. If more than 7 are encountered, the remainder will be young. They will aggressively defend themselves against any threat. They have one attack(THAC0 16), a butt with two sharp horns (2d6 damage). A giant goat charging at least 30 yards adds +4 points of damage as steeds (Load 1250/2500). Weighr normal goat x3. further these

when it hits. In rare cases, these animals have been tamed similar creatures are equal. Main Predator; Giant Humanoid, Great cat, Wolf, Dragon

Mountain Goats, Capricorn (*Oreamnos Americanus & Capra Ibx*)

These medium herd animals graze in rest but keep an open eye for any threats. When one is met, the animals react in fear, by instantly running and jumping away. They can escape also by jumping/running over rocks, steep hill- or mountain sides (of up to 75°), reducing its AC by 5. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist.

Main Predator; Humanoid, Great cat, Wolf, Dragon



Hippopotamus (Hippopotamus amphibious)

Animal, Herd, Wild	Hippopotamus		
Herd	2d12		
	25% bulls		
Company	none		
Terrain	rivers, lakes, nearby grasslands		
	Cow	Bull	Calf
AC	6	6	7
AV	2	2	0
HD	8	8	8
HP	8d8	16d4+8	8d4
MV	90'(30') SW120'(40')		
THACO	12	12	12
Attacks	1 Bite	1 Bite	1 Bite
Damage	3d6	3d6	1d6
Attacks	1 head butt	1 head butt	1 head butt
Damage	2d6	2d6	1d4
Body Weight	2d6x10 +50LBS	2d6x10 +50LBS	1d6x10 +20LBS
SV	F1	F1	NM
ML	8	9(in heat12)	5
XP	1600	1600	160
	Moose		
Herd	singly or 50% chance 2d4		
	25%	50%	25%
Company	none		
Terrain	Forest, Lakes, Ponds, Wetlands.		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	4	4	4
HP	8d4+8	4d8	4d4
MV	240'(80')	240'(80')	240'(80')
THACO	16	16	17
Attacks	1 Kick	1 Kick	1 Kick
Damage	1d6	1d8	1
Attacks	1 Butt	1 Butt	1 Butt
Damage	2	2d4	1
Body Weight	4d20X10 +800LBS	4d20X10 +600LBS	2d20X10 +400LBS
SV	F1	F1	NM
ML	7	7	5
XP	75	75	35



This grazing animal lives in rivers and lakes but follows its own made paths (even through forest) in the night to graze on land. The animal is extremely dangerous, causing more deaths than any predator (True in the real world too)!! If a boat or canoe passes over submerged hippopotami there is a 50% chance that a bull will emerge under it and tip the craft over. Hippopotami travel underwater by running along the bottom. They can stay submerged for 15 minutes. It can (and often will) attack boats from underneath when they enter its territory, toppling or severely damaging any ship with less Hull points than its own. As their name implies, hippopotami are found in rivers and lakes of tropical regions. They are herbivores, but they aggressively defend their own territory. A hippo bites with exceedingly strong jaws, and a bull will do 3d6 points of damage/attack, but it will also toss its enemy to the side. Although they live together with crocodiles, they rarely do interact with each other.

Main Predator; Dragon

Moose (Alces alces)

These larger animals graze in rest, but keep an open eye for any threats. Adults will defend the herd. Single males in breeding season will attack even male humanoid in its territory (of several miles). These animals are excellent waders and swimmers, having only half speed under these circumstances. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exist.

Main Predator; Wolf, Dire Wolf, Dragon



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Rhinoceros (Rhinocerotidae species)

Animal Herd, Wild		Rhinoceros White		
Herd	5d20			
Company	none			
Terrain	Savannah			
		Cow	Bull	Calf
AC		7	7	7
AV		0	0	0
HD		8	8	8
HP		16d4+8	8d8	8d4
MV		180'(60')	180'(60')	180'(60')
THACO		12	12	12
Attacks		1 Horn	1 Horn	1 Butt
Damage		2d8	2d8	1
Attacks		1 Butt	1 Butt	1 Butt
Damage		1d10	1d10	1
Body Weight		2d20X10 +500LBS	4d20X10 +1000LBS	1d6X10 +20LBS
SV		F4	F4	F1
ML		8	8	5
XP		650	650	50
		Rhinoceros Black		
Herd	5d20			
Company	none			
Terrain	Savannah			
		Cow	Bull	Calf
AC		7	7	7
AV		0	0	0
HD		9	9	9
HP		18d4+9	9d8	9d4
MV		180'(60')	180'(60')	180'(60')
THACO		12	12	12
Attacks		1 Horn	1 Horn	1 Butt
Damage		2d10	2d10	1
Attacks		1 Butt	1 Butt	1 Butt
Damage		1d10	1d10	1
Body Weight		2d20X10 +500LBS	4d20X10 +1000LBS	1d6X10 +20LBS
SV		F4	F4	F1
ML		8	8	5
XP		650	650	50



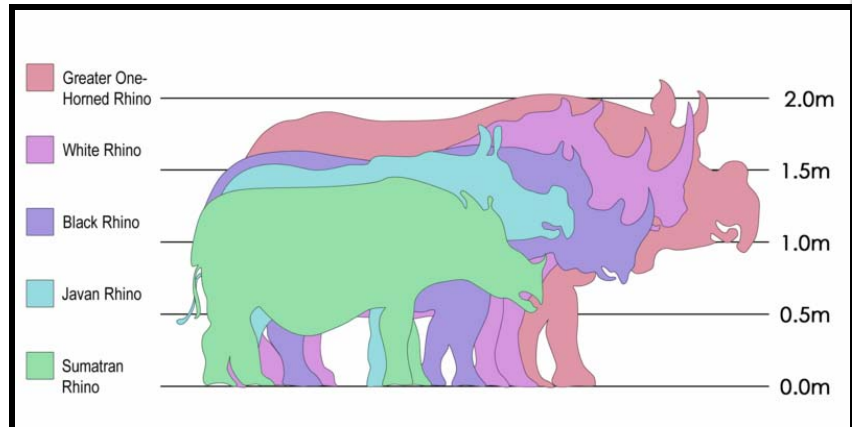
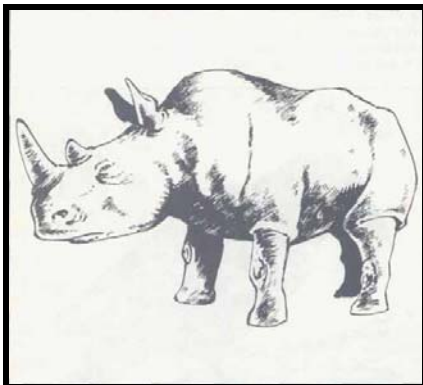
Black Rhinoceros (Dicerus Bicornis)



White Rhinoceros (Ceratotherium simum)

These large, thick-skinned creatures are found roaming the plains and savannahs of tropical lands. These are aggressive herbivores, found in tropical savannahs. Although unintelligent plant eaters, rhinoceros can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, (roll 1d6 1 = North; 2 = Northeast; 3 = Southeast; 4 = South; 5 = Southwest; 6 = Northwest) goring all in their path for double damage on the first attack, or one animal will charge several yards toward the opponent to threaten it away, when that will not work, it charges to attack. A rhinoceros that fails a morale check will charge 50% of the time. A few types are less aggressive and will run away if they feel threatened, but most will charge. They have poor eyesight but keen senses of hearing and smell. If more than one-half the possible number are encountered, 1 or 2 will be young (from 30% to 60% mature). There exist several different sub-species, like the short horned **White Rhino** or the long-horned **Black Rhino**. White Rhinoceroses do 2d8 hit points of damage and have 8 hit dice. Black Rhinos have 9 hit dice and do more damage when they hit. A charging rhino does double damage. They will trample any opponent which is low enough for this action. Trampling inflicts 2d8 hit points of damage for each forefoot which hits.

Main Predator; Dragon, Great Cat



Yak, Musk-Oxen (*Bos grunniens* & *Ovibus moschatus*)

Yak/Musk-Oxen			
Herd	1d8		
Company	10% 1d2 ox-herders		
Terrain	High Mountains		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	4	4	4
HP	4d8	8d4+8	4d4
MV	180'(60')	180'(60')	180'(60')
THACO	18	18	19
Attacks	1 Kick	1 Kick	1 Kick
Damage	1d8	1d8	1d3
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d4	2d4	1d3
Body Weight	2d20X10 +150LBS	3d20X10 +100LBS	1d6X10 LBS
SV	F4	F4	F1
ML	8	8	5
XP	650	650	50

These larger animals graze in rest, but keep an open eye for any threats. They feed on grasses and mosses even those hidden under the snow. They are immune to cold attacks. Adults will defend the herd, by encircling the young with the heads and horns directed outwards. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can't be tamed for use, but can get used to regular non-threatening humans, but will always flee if a reason and/or a chance thereof exists.

Main Predator; Yeti, Dragon



Yak (*Bos Grunniens*)



Musk Oxen (*Ovibus moschatus*)

Domesticated Herd Animals

Animal, Herd, Domestic	Camel, Dromedary					
Herd	2d4 (else Domestic)					
Company	50% 1d4 riders/herders					
Terrain	Warm Domestic Lands, Steppes, Barren, Broken, Desert					
State	Nag	Poor	Normal	Superior	Superb	Fowl
Defects	1-2 on 6	1 on 6	0	1 on 6	1-2 on 6	variable
Cost in gp	25-50	50-75	50-100	100-300	300-500	25-50
Upkeep in gp	5	8	10	10	10	10
AC	8	8	8	8	8	8
AV	0	0	0	0	0	0
HD	2	2	2	2	2	2
HP	2d4	2d6	2d8	2d8+1	2d8+2	2d4
MV	180'(60')	210'(70')	240'(80')	270'(90')	300'(100')	180'(60')
Pack Load	1500/3000	2000/4000	3000/6000	4000/8000	3000/6000	1500/3000
Draft Load	2500/5000	3500/7000	5000/10,000	6500/13,000	3500/7000	2000/4000
Miles/day	36	42	48	54	60	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	1 Kick	1 Kick	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d4	1d4	1d4 each	1d4 each	1d4+1 each	1 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1	1	1d3	1d3	1
Body Weight	2d20x10 +350 LBS	2d20x10 +450 LBS	2d20x10 +500 LBS	2d20x10 +550 LBS	2d20x10 +600 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	7	7	7	7	7	3
XP	20	20	20	20	20	5

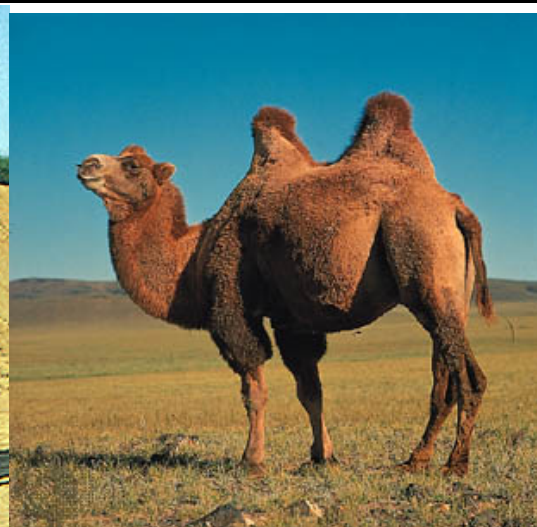
Camel, Dromedary (*Camellus species*)

The camel is an ill-tempered beast, apt to bite or kick any creature that gets in its way—including its owner. It often kicks with one leg. Camels are used as pack and riding animals in deserts and barren lands (with movement as if in clear terrain). A well-watered camel may travel for two weeks without drinking. Camels are herbivores, preferring grasses and grains, but will eat animal skin and bones when very hungry. A camel with one hump is called a dromedary, and one with two humps is a Bactrian camel. Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them for pack animals; the victim of a spit attack has a 25% chance of being blinded for 1-3 rounds. These animals can easily be tamed for use, and as thus they are mostly encountered. Domestic animals only attack if mistreated, threatened or attacked, and sometimes on an individual basis determined by mood swings. They are used as transportation and hair, with leather and bones as byproducts. Their dung is used as fertilizer or as building product (walls of houses).

Main Predator; Great Cat, Dragon.



Dromedary (*Camelus Dromedarius*)



Camel (*Camelus Bactrianus*)

Landstriders (*Camellus insula vulturem*)



As soon as the Garthim appeared, the creatures of the World turned against them. Foremost among the enemies of the Garthim were the Landstriders, beasts of swift passage for the Gelfling that allowed themselves to be ridden and subjected to the will of their rider. These creatures were a local variant of camel and carry all their statistics, except their hoof damages and speed (both are double normal camels). Destruction of the Garthim became their fiercest joy; their speed, their slashing blows, would leave a Garthim crippled before it knew it had been attacked.

But not even the Landstriders could prevail against the multitudinous strength of the Garthim guided by the pitiless intelligence of the Skeksis.



Cow, Oxen (Bos species)

Animal, Herd, Domestic	Cow, Oxen		
Herd	5d20		
Company	1d4 cowherders		
Terrain	Domestic Lands or Hills		
	Cow	Bull	Car
AC	7	7	7
AV	0	0	0
HD	2	2	2
HP	4d4+2	2d8	2d4
MV	180'(60')	180'(60')	180'(60')
Pack Load	1500/3000	2000/4000	na
Draft Load	2500/5000	3500/7000	na
Miles/day	36	42	48
THACO	18	18	19
Attacks	2 Hooof	2 Hooof	1 Hooof
Damage	1d4	1d4	1
Attacks	1 Butt	1 Gore	1 Butt
Damage	1	1d8	1
Body Weight	2d20x10 +1000LBS	2d20x10 +1000LBS	2d12x10 +200LBS
SV	F1	F1	NM
ML	5	5	3
XP	2U	2U	1U



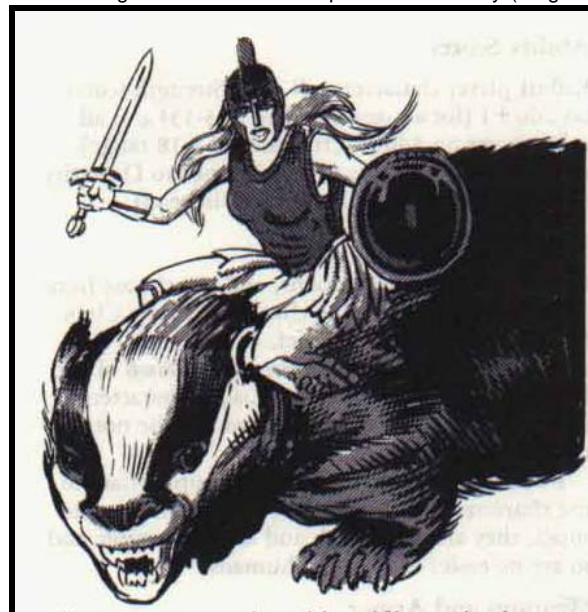
When encountered wild, these animals are dangerous, being aggressive and easily aroused. A typical Cow is semi-intelligent (3-4) and large, standing about 5 feet at the shoulder. If approached within 80 yards, there is a 75% chance it will attack. A bull charging at least 30 yards inflicts 3d4 hit points of damage, plus an additional 1d4 points of trampling damage. When a herd is present, there will be several bulls to defend it. Adults (especially male bulls) will defend the herd. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can easily be tamed for use, and as thus they are mostly encountered. Domestic animals only attack if mistreated, threatened or attacked, and sometimes on an individual basis determined by mood swings. They are held for use in milk and meat production. With leather and bones as byproducts. Their dung is used as fertilizer or as building product (walls of houses).
Main Predator; Human, Humanoids, Wolf



Small Riding Animals (HW only)

Animal, Herd, Domestic	Small Riding Animals
Herd	1d4
Company	25% chance one Kubitt rider
Terrain	Forest, Jungle (HW: Kubitt Valley)
AC	7
AV	0
HD	1-1
HP	1d8-1
MV	120'(40') MV or FL or SW
Load	50/100
BM	0.5
THACO	19
Attacks	1 Bite/Pec k/Butt/Horn/Sting
Damage	1d2
Body Weight	1d6X 10 LBS
SV	NM
ML	4
XP	5

Use these statistics for the various types of animals the Kubitts ride, or use the small mammal's information given there for each species individually (as given)



further under chapter Mammals. Here are included all animals used by the Kubitts as transportation, not included in the small mammal chapter. These are especially insectivorous riding dinosaurs, birds, mammals or lizards. They are all less than 3' long. Note that each animal has only one of the listed movement rates (when saddled at least). Those that fly have no ground movement rate, and those that have a ground movement rate don't fly, etc..
Main Predator; Human, Raptors.

Rothé: (*Bos nocturnes*)

Mammal	Rothe	Stench Kow
Type	Normal Animal	Magical Animal
Climate/Terrain	Forest	Lower Planes
Frequency	Common	
Organization	Family	Group
Activity Cycle	Night	
Diet	Herbivore	Omnivore
AL	N	N
NA	2d10	10d6
Size	S; 1'	M; 6'-8' long
ST	5	9
IN/WI	1	2
AC	7	2
AV	0	0
HD	2*	3+3*
HP	2d8	3d8+3
MV	90'(30')	150'(50')
CL	na	na
BR	na	na
SW	na	nil
THACO	19	17
Attacks	1 Butt	1 Bite
Damage	1d3 each	2d4
Special Attacks;	Stench	Breath
Special Defenses;	Medium Senses	Low senses
Save as;	F1	F1
ML	9	9
XP	25	75
TT	Nil	Nil
Body Weight	2000 LBS	3000 LBS



The rothé (pronounced "roth-AY") is a musk ox-like creature with an aversion to light. It prefers to live underground near lichen and moss on which it feeds. They are one of the primary livestock of humans of northern areas and of the Shadow elves of the underground below. They resemble musk oxen, and have three different sub-species—Normal surface Rothé, Deep Rothé (that communicate with magical flashing lights in their underground home), and Ghost Rothé (large white rothé with magical abilities that grant them transportation and silence (+50 xp).

Deep rothe can each cast Dancing Lights twice per day. Many encounters with a herd of Deep Rothe begin with spooky, shimmering lights in the distance. Live Rothe, if captured, can be sold for up to 75 gp each to most underground civilizations (Shadow Elves, Dwarf, Humanoids, etc.). One Rothe can feed 10 people; a person skilled in Cooking can cure the meat so that it lasts for many months.

Rothé are commonly used for their meat, skin, and milk, used to make cheese.

The Tressym (winged cats) often live near the Rothe as a way of self defence, and almost lives in symbiosis as the Rothe frees prey from underneath the mossplagues while grazing it is not a true symbiosis as the Tressym does nothing to the Rothe that is does not itself, but it does not hinder the Rothe in anyway.

Main Predator, Human(oid), Great Cat, Wolf

Stench Kow: (Bos nocturnes Hades)

Mammal	Stench Kow
Type	Magical Animal
Climate/Terrain	Lower Planes
Frequency	Common
Organization	Group
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	10d6
Size	M:6'-8' long
ST	9
IN/WI	2
AC	2
AV	0
HD	3+3*
HP	3d8+3
MV	150 (50)
T HACO	17
Attacks	1 Bite
Damage	2d4
Special Attacks;	Breath
Special Defenses;	Low senses
Immune to;	Cold
	Fire
	Poison
Save as;	F 1
ML	9
XP	75
TT	Nil
Body Weight	3000 LBS



Stench cow.

Stench Kow are the cattle of the lower planes (Hell, Abyss), they resemble the Rothe (and probably even evolved from them long ago), but they have less coarse fur (actually it is more clogged with dirt and grease, and their horns often hang down, together with a longed face. This gives the creature an unfriendly, negative appearance. They are immune to all forms of cold, fire, and poison (actually they thrive upon it).

Combat

In close quarters, their breath and bodies are so foul, a save vs. poison must be made or the character is affected as if struck by a stinking cloud spell of a 30' diameter cloud. The save must be made every three rounds of exposure. Their fur is more coarse and longer. Many vermin live on and within it, without affecting the

Ecology

One Stench Kow can feed 10 people; a person skilled in Cooking can cure the meat so that it lasts for many months.

Stench kow are commonly used for their meat, skin, and milk, used to make cheese.

Main Predator, Human(oid), Great Cat, Wolf, Devil, Demon



Dwarven Ox - Guttar (*Bos terrax*)

Mammal	Guttar
Type	Normal Animal
Climate/Terrain	Dwarven inhabited
Frequency	Uncommon
Organization	herd
Activity Cycle	variable
Diet	Herbivore
AL	N
NA	20-60
Size	L; 8'long, 5'shoulder
ST	20
IN/AWI	2
AC	7
AV	1
HD	4
HP	4d8
MV	120'/40'
Pack Load	2000/4000
Draft Load	3500/7000
Miles/day	36
THACO	17
Attacks	1 Butt
Damage	1d10
Special Attacks;	Stampede, charge
Special Defenses;	Low Senses
Save as;	F2
ML	9
XP	125
TT	Nil
Body Weight	2000 LBS

Dwarven oxen are bred to live in the underground tunnels or halls that the dwarves call home. Their dwarven name means Thunder because of the rumbling echoes the herd make as they move through the dwarven tunnels. They have short, coarse hair and large, rugged bodies. Both males and females have horns that curve forward over their noses and come together in the front, a formation bred into them to avoid snagging the horns on narrow walls.

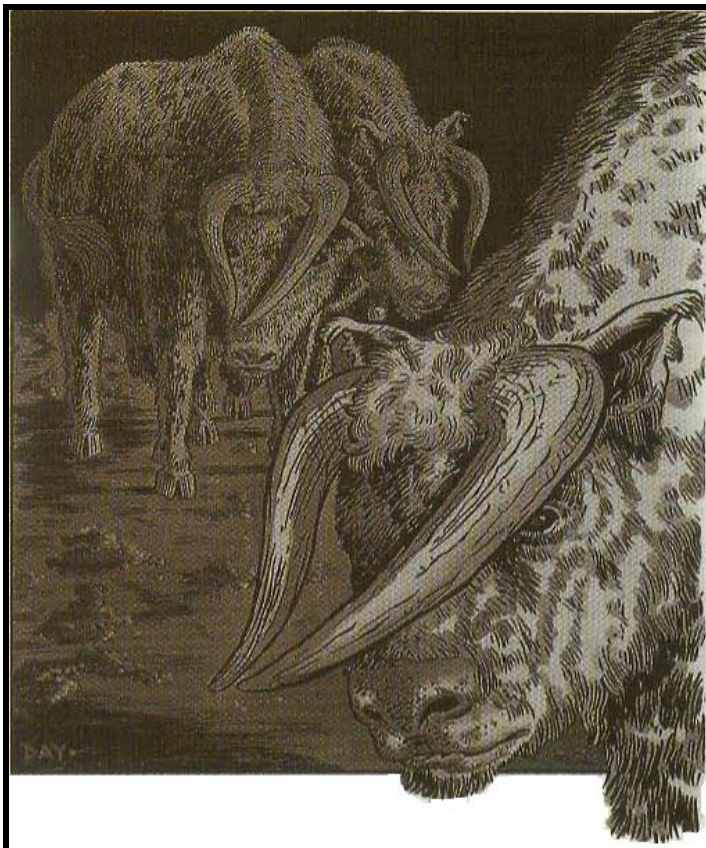
Combat

In melee, the dwarven ox slashes or butts with its horns, causing 1d10 points of damage. If charging from a distance of at least 40 feet, it can cause 2d6 points of impaling and 1d6 of trampling damage. If a large herd of oxen are frightened, they might stampede, and woe betide whoever stands in their way. Anyone unable to avoid the stampede is hit by the first ox as in a charge, and then trampled by 2d4 other guttar in the herd, causing 1d6 points of damage each. A well-known battle tactic of dwarves is to stampede a herd of oxen through a tunnel full of orcs and goblins, then saunter in to clean up whatever remains, which isn't usually much.

Habitat/Society

Dwarven oxen have been bred to live in the subterranean halls and tunnels of their dwarven masters. They shy away from bright sunlight (as it blinds them) and do not willingly venture outside into broad daylight, although light from a torch or fire does not bother them at all. Their eyesight is limited to a weak form of infravision (30 feet), and they rely mostly on their keen sense of smell to find their food. Dwarves sometimes herd these animals outside in clouded weather or at night to increase productional yield of milk. Their sense of smell is also important in communication within the herd. Because of echoes in the dwarven tunnels can be deceiving, the guttar uses a musk to relay emotional states rather than vocalization. Depending on the situation, different chemical combinations within the musk can communicate fear, danger, dominance, calm, or a desire tand willingness to mate. Dwarves have learned how to extracted versions of this musk. To help control their herds. It is mostly to the farming dwarves who herd these creatures.

Dwarven oxen graze on subterranean fungi and plant life, even those hazardous to other animals, and are immune to most of their



chemical attacks. There is 95% chance that any chemical attack by a subterranean fungus or plant has no effect on a dwarven ox, which then happily munches it up. This does not count for physical attacks, like lashes, thorns, bites, etc.. Herd size varies depending on grazing availability. Herds can be as small as 10 animals, whereas some of the larger dwarven halls boast herds numbering hundreds. Conflicts over grazing rights have even started wars between neighbouring dwarven settlements. Some non-dwarven villages have awakened to find their hills stripped of fodder.

Ecology

Dwarven oxen provide dwarves with meat and milk. Their coarse hair can be used to make rope or rough cloth, and their hide makes a tough leather, good for metal-working aprons, gloves or leather armor. Delicate carvings are often made from the horns of the dwarven oxen and given as tokens of love or friendship. Ox horn is also a popular choice of materials for use as hilts for forged weapons and is commonly found in dwarven smithies. The manure of the guttar is also dried and used as fuel for forges or hearth fires, giving off a recognizable strong not unpleasant overall smell, that seems to cling to clothings. This is the scent humans and elves portray as the dwarven scent (or stench according to elves). The dwarves believe strongly in using every part of the ox. Even the bones and hooves are boiled for glue or used as chew toys for tunnel hound puppies. Dwarven oxen are also used as beasts of burden, carrying supplies, pulling mining carts, or turning the gears for large contraptions like a mill or mining lift. Sometimes they are even used as mounts by more eccentric dwarves, though they are too stupid to serve as any relisble mount or war mount. However, the sight of a dwarven warrior on a dwarven ox has sent

units of goblins fleeing for their lives.

Main Predator, Human(oid) primarily dwarves, Great Cat, choker, beholder.

Goat (Capra species)

Animal, Herd, Domestic		Goat		
Herd		5d10		
Company		1d4 herders		
Terrain		Domestic Lands or Hills		
		Cow	Bull	Calf
AC		7	7	7
AV		0	0	0
HD		1	1	1
HP		2d4+1	1d8	1d4
MV		210'(70')	210'(70')	210'(70')
THACO		18	18	19
Attacks				
Damage				
Attacks		1 Butt	1 Butt	1 kick
Damage		1d4	1d4	1
Body Weight		1d6X10 +50LBS	1d6X10 +50LBS	1d6x5 +30LBS
SV		F1	F1	NM
ML		5	5	3
XP		10	10	5



These reclusive herbivores dwell in hilly country. They stand 2 feet or more at the shoulder. If more than 7 are encountered, the remainder will be young. They will aggressively defend themselves against any threat. They have one attack, a butt with two sharp horns. A goat charging at least 30 yards adds +4 points of damage when it hits. These animals can easily be tamed for use, and as thus they are mostly encountered. Domestic animals only attack if mistreated, threatened or attacked, and sometimes on an individual basis determined by mood swings. They are used as meat, milk and hair, with leather and bones as byproducts. Main Predator; Human, Humanoids.

		Sheep, Domestic			Sheep, Wild		
Herd		5d20	5% rams		2d20	+25% evade non-flyers	
Company		1d2 Herders +2d4 trained Dogs			none or 1d4 Humanoid herders		
Terrain		Domestic Lands or Hills			Hills, Broken Lands and Mountains		
		Sheep	Ram	Lam	Sheep	Ram	Lam
AC		7	7	7	7	7	7
AV		0	0	0	0	0	0
HD		4	4	4	1+1	1+1	1+1
HP		8d4+8	4d8	4d4	2d4+2	1d8+1	1d4+1
MV		180'(60')	180'(60')	180'(60')	210'(70')	210'(70')	210'(70')
THACO		16	16	17	18	19	18
Attacks		1 Kick	1 Kick		1 Kick	1 Kick	
Damage		1d6	1d8		1d2	1d2	
Attacks		1 Butt	1 Butt		1 Butt	1 Butt	1 kick
Damage		1	1d4		1d4	1d6	1
Body Weight		2d6X10 +50LBS	2d6x10 +50LBS	1d6x10 +20LBS	1d6x10 +125LBS	1d6x10 +125LBS	1d4x10 +40LBS
SV		F1	F1	NM	F1	F1	NM
ML		7	7	5	7	7	5
XP		10	10	5	15	15	10

Sheep, Wild and Domestic (Ovis species)

Sheep are medium sized herd animals, with a long history of domestication. This so long that the creatures have evolved and became another race, known as the domestic sheep. The basic race, here and there still exists in the wild, with many variations in appearance, but mostly they are used like the domestic race. Adults (especially male rams) will defend the herd, and have horns. In spring they fight for mating dominance, which causes heavy impact sounds, audible far away. These animals can easily be tamed for use, and as thus they are mostly encountered. Domestic animals only attack if mistreated, threatened or attacked, and sometimes on an individual basis determined by mood swings. They are held for use in hair (for wool), and meat production. With milk, leather and bones as byproducts. Sometimes they are used to keep a grassy lawn from becoming untidy, overgrown with other plants, as these animals have the tendency to eat all grass and other plants at an equal height at roughly the same location, and their dung is a



Wild Sheep versions(male)

great fertilizer. Main Predator; Human, Humanoids, Wolf, Bird of Prey, Dragon



Domesticated Sheep (Ovis aries)

Lhama (Lama glama)

Lhama			
Herd	5d20 stubborn		
Company	50% 1d4 riders/herders		
Terrain	High Mountains and High Steppes		
	Sheep	Ram	Lam
AC	7	7	7
AV	0	0	0
HD	4	4	4
HP	8d4+8	4d8	4d4
MV	180'(60')	180'(60')	180'(60')
Load	4000/8000	4000/8000	400/800
BM	1	1	1
THACO	16	16	17
Attacks	1 Spit	1 Spit	1 Spit
Damage	0	0	0
Attacks	1 Butt	1 Butt	1 Butt
Damage	1d4	1d4	1
Body Weight	2d6X10 +50LBS	2d6x10 +50LBS	1d6x10 +20LBS
SV	F1	F1	NM
ML	7	7	5
XP	50	50	5
Pigs			
Herd	5d4		
Company	1d2 pig keepers		
Terrain	Domestic Lands, Cities or Hills		
	Swine	Bear	Piglet
AC	7	7	7
AV	0	0	0
HD	1	1	1
HP	2d4+1	1d8	1d4
MV	180'(60')	180'(60')	180'(60')
Load	100/500	200/1000	10/250
BM	0.5	0.5	0
THACO	18	18	19
Attacks	1 Kick	1 Kick	
Damage	1d2	1d2	
Attacks	1 Bite	1 Bite	1 Bite
Damage	1d4	1d6	1
Body Weight	2d12X10 +100LBS	1d20X10 +100LBS	1d6X10 +20LBS
SV	F1	F1	NM
ML	5	5	3
XP	10	10	5

Pigs (Sus species)

Pigs are domesticated swine or boars. They are primarily used for food. Secondary products are garbage disposal, brushes, bones or glue. Most pigs are coarsely furred, but many reveal their pink-skinned hides due the lack of real fur, and have only a thin array of hair. They are noisy, often ill-tempered creatures which live in almost every medieval city. Often even without an owner, "bewildered" living on its own in the gunk and waste of the humans and demihumans alike. Since they breed easily and in great numbers and feed on almost everything, they are an easy source of meat. But due that they feed on almost everything, some religions tend to see their meat as impure and wrong to eat to their followers. (Al-Kalim comes to mind). Their dung is used as fertilizer or as building product (walls of houses).

Main Predator; Human



The Lhama is an ill-tempered beast, apt to bite or kick any creature that gets in its way—including its owner. It often kicks with one leg. Lhama's are used as pack and riding animals in mountain and barren lands (with movement as if in clear terrain). Lhama's are herbivores, preferring grasses and grains. Nasty-tempered Lhama's have a 50% chance of spitting at persons attempting to ride them or use them for pack animals; the victim of a spit attack has a 25% chance of being blinded for 1-3 rounds. These animals can easily be tamed for use, and as thus they are mostly encountered. Domestic animals only attack if mistreated, threatened or attacked, and sometimes on an individual basis determined by moodswings. They are used as transportation and hair, with leather and bones as byproducts. Their dung is used as fertilizer or as building product (walls of houses).
Main Predator; Human, Humanoids, Dragon



Swampmare (Tapirus Cinnabar Cypresii)

Herd Animal	Swampmare		
Terrain	Any Swamp or Rain Forest Savage Coast only		
Frequency	Uncommon		
Organization	Solitary/ Family		
Activity cycle	Day		
Diet	Herbivore		
Size	L; 6'-8'long		
Alignment	N		
NA	3d4		
Company	50% 1d4 gurrash riders/herders		
	Cow	Bull	Lam
AC	5	7	7
AV	0	0	0
HD	3+1*	3+1*	1*
HP	6d4+1	3d8+1	1d8
MV	60'(20')	60'(20')	60'(20')
SW	120'(40')	120'(40')	120'(40')
Load	4000/8000	4000/8000	400/800
BM	1	1	1
THACO	16	16	17
Attacks	2 Claws	2 Claws	2 Claws
Damage	1d4 each	1d4 each	1 each
Attacks	1 Bite	1 Bite	1 Bite
Damage	1d8	1d8	1d4
Special attacks	Forefeet (1d6)	Forefeet (1d6)	Forefeet (1d2)
Special Defenses	Plant Form	Plant Form	Plant Form
Body Weight	2d6x10 +500LBS	2d6x10 +350LBS	1d6x10 +60LBS
SV	F1	F1	NM
XP	75	75	13
ML	8	9	10



Swampmares are large, water-loving creatures related to tapirs. The gurrash of the Bayou use them as war mounts, beasts of burden, and occasionally as food. The swampmare is just big enough to carry a single gurrash rider. Swampmares can swim and walk through water, swamp muck, and the overgrown swamp jungle.

All swampmares have tough, leathery skin with a greenish coloration. They also have webbed, clawed feet to aid them in swimming through deep swamp muck. Its head is characterized by a short snout, beady eyes, and short ears.

The Red Curse

Swampmares do not require *cinnabryl*, but they do have A Plant Form Ability derived from it, which they use to take the form of a bald cypress tree. A swampmare in cypress-tree form is indistinguishable from a real cypress. The ability to transform into a tree provides the swampmare with an excellent defense mechanism against large, meat-loving predators. Swampmares found in rain forests transform into more appropriate tree forms.

Combat:

In combat, the swampmare delivers a vicious bite. In the water, the swampmare can also lash out with its clawed forefeet, using all four of its attacks. If a swampmare fails a morale check during combat and fleeing appears to be impossible, it turns into a tree and attempts to wait out the trouble. The transformation process takes one round. The tree form, while not invulnerable, is considerably tougher. Treat the cypress-tree form as AC 0. Weapon attacks to the tree-form do a maximum of 1 point of damage per round. This plant form does not bleed or otherwise reveal that it is an animal in plant form. If areas with thick vegetation, the swampmare's coloration allows it to blend into the background, giving the swampmare a 30% chance to hide in shadows.

Habitat/Society:

Swampmares live in dense rain forests and swamps. When threatened, they squeal and flee to the water for safety; their squeal seems to be a means of communication with other members of the family group. The swampmares used by the gurrash are domestic, carefully bred strains.

Ecology:

A swampmare can remain in tree form for up to six hours per day, which is considerably longer than normal Cinnabar effect durations. As a swampmare ages, it spends more and more time in cypress-tree form. Finally, when a swampmare succumbs to old age, it usually simply transforms itself into a tree and never changes back.

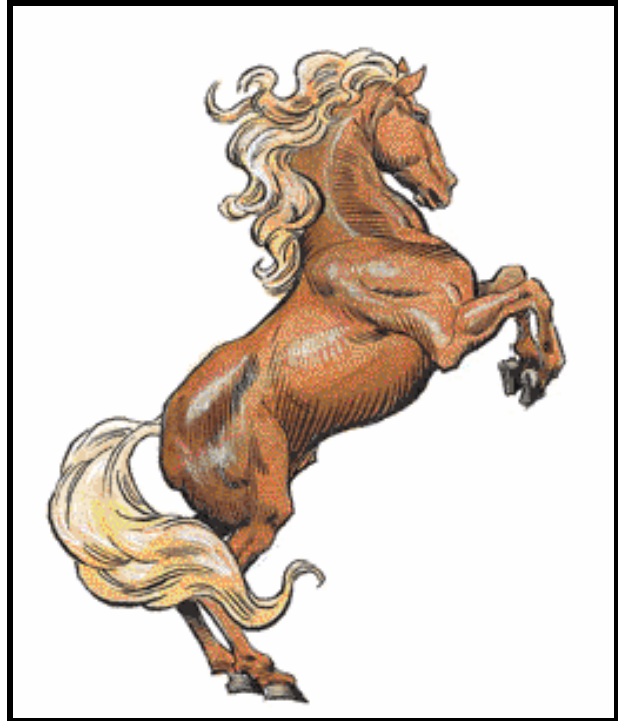
Swampmares feed primarily on leaves, fruit, and other vegetation. They need a minimum of two hours of sunlight per day in order to stay healthy. Also, a swampmare that spends three or more hours in tree-form in strong sunlight gathers enough energy to "feed" itself for a day. The gurrash often take advantage of this ability during times of war. They simply encourage their swampmare mounts to turn into trees for a few hours each day, eliminating their need for food.

Bald cypress trees are deciduous and have massive trunks that can be as much as 170 feet high. The roots of the bald cypress form natural crooks or knees that extend above the water. The knees are frequently used for the construction of wooden boats. The bald cypress is a valuable timber tree, and the gurrash could probably make a considerable profit from timber sales if they were willing to trade.

Horses (*Equus species*)

Horses are large quadrupeds often used for transportation, or as pack and draft animals, by human and Demihuman races. They are also used for meat and leather as a byproduct. They are frequently bred for their speed and for their beauty. A horse can be solid white, gray, chestnut, brown, black, or various reddish tones; its hide can instead show a variation or combination of these colors. Some of the more interesting variations include the piebald, which has a coat of large, irregular patches of black and white; the palomino, with its rich yellow-gold coat and white mane and tail; and the dapple gray, which is dark gray with flecks of lighter color on the chest, belly, and hindquarters. In addition to the coat's color, the horse may have markings of various sorts. The long hairs of the mane and tail can be lighter, darker, or of the same color as the body of the horse. Possible markings include socks (meaning the leg from the hoof, halfway to the knee, or hock, is white); a white muzzle; a blaze (a wide band of white from the top of the horse's head to the tip of its nose); and a star (a white, diamond-shaped patch set on the horse's forehead, right between its eyes). Horses are measured in "hands." One hand equals 4 inches.

A horse can also move at speeds higher than those given as their base movement rates, as shown on the table below. The horse's normal movement rate is considered a trot. A horse's overland movement rate can be improved by pushing it to a canter or gallop. A canter (+30'(10')) can be safely maintained for two hours, or a gallop (+60'(20')) for one hour, but the horse must be walked (-30'(10')) for an hour before its speed can again be increased. A horse will not gallop when loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal.



Combat:

War horses will fight independently of the rider on the second and succeeding rounds of a melee. Other breeds fight only if cornered. Most attack twice per round by kicking with their front hooves. Unless specially trained, horses can be panicked by loud noises, strange smells, fire, or sudden movements 90% of the time. Horses trained and accustomed to such things (usually warhorses) panic only 10% of the time.

Habitat/Society:

The horse's gestation period is about 11 months. Mares (female horses) usually give birth to a single foal (young horse). Twins do occur, but only about 10% of the time (or less). Even triplets are possible, but are extremely rare. The foal is weaned after six months. It is mature after two to three years, and is considered adult at age five. The usual life span of a horse is 30-35 years, though rare exceptions have lived to age 50, and hard-worked horses rarely live past age 12. Only 10% of ponies and wild horses can be trained to serve as warhorses. Of all the breeds and varieties listed here, only mules are agile enough for use in mountainous or subterranean environments.

Ecology:

Modern horses evolved in temperate plains and grasslands. Domestic breeds can be found anywhere people live (even in the high mountains, if the local roads are good). Horses can carry great weights for long periods of time, but not without tiring. The table below shows the maximum weight a horse can carry; as illustrated, greater weights cause the horse to move at slower movement rates. Their dung is used as fertilizer or as building product (walls of houses). Hooves and bones are used to make glue, the meat is eaten.

State

Horses (and most domesticated animals exist in variety, depending on the creature's overall health and treatment and breeding. The less good treatment, breeding and training the lower the state of the creature and visa-versa. For mounts like horses this has great importance, as it determines the price, for other animals it is less important, it will eventually still be eaten. This will affect the statistics of the creature, but also the riding/driving skill used on them.

Nag	Does not respond to calls, looks sickly, and lies down at the first opportunity.
Poor	The rider's Equestrian (riding horse) skill is penalized by 50%.
Normal	Responds to rider's commands at the rider's full equestrian skill.
Superior	Responds to rider's commands at the rider's full equestrian skill at +2. It can also do 1 horse trick (see Character Creation).
Superb	Responds to rider's commands at the rider's full equestrian skill at +3. It can also do 1d3 horse tricks (Character Creation).
Main Predator; Human, Humanoids, Wolf, Dragon	

Wild Horse (Equus ferus and E. Africanus)

Horse	Riding or Wild or Light War					
Herd	1d10X10 if Wild or herd-like, else domestic					
Company	non wild has 75% drivers or riders nearby					
Terrain	Plains, Rural					
State	Nag	Poor	Normal	Superior	Superb	Fowl
Defects	1-2 on 6	1 on 6	0	1 on 6	1-2 on 6	variable
Cost in gp	25-50	50-75	50-100	100-300	300-500	25-50
Upkeep in gp	5	8	10	10	10	10
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	2	2	2	2	2	2
HP	2d4	2d6	2d8	2d8+1	2d8+2	2d4
MV	180'(60')	210'(70')	240'(80')	270'(90')	300'(100')	180'(60')
Pack Load	1500/3000	3000/6000	3000/6000	3000/6000	3000/6000	1500/3000
Draft Load	3000/6000	4000/8000	5000/10.000	5000/10.000	5000/10.000	3000/6000
Miles/day	36	42	48	54	60	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1 each	1d2 each	1d4 each	1d4 each	1d4+1 each	1 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1d2	1d3	1d3	1d3	1
Body Weight	2d20x10 +350 LBS	2d20x10 +450 LBS	2d20x10 +500 LBS	2d20x10 +550 LBS	2d20x10 +600 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5



Wild horses can be captured and trained to serve as mounts or work ponies. Training usually takes twice as long as training a domestic horse. Wild horses are hardy but jittery, and difficult to catch in the wild. They are sometimes hunted for food by human and Demihuman tribes.
Main Predator; Humanoids, Dragon

Riding Horse (Equus ferus Caballus)



Riding horses are bred to the saddle. This beast can carry a rider for a greater distance than any other type of horse. Perhaps the most common of all horses, they are ridden, worked, and raced by humans and demihumans alike. The price of a riding horse will vary, depending on its bloodlines, training, and appearance. Fast and agile, this breed is a good choice for personal transportation and general use. It is smaller, and can exist wherever there is grass to feed on. Most wild horses on the plains fall into the "riding horse" category once tamed.
Main Predator; Human, Dragon

War Horse (Equus ferus caballus species):

Horse	War, Medium					
	Nag 1-2 on 6	Poor 1 on 6	Normal U	Superior 1 on 6	Superb 1-2 on 6	Fowl variable
Cost in gp	150-250	250-500	250-750	500-2000	1000-3000	100-200
Upkeep in gp	10	12	15	15	15	12
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	2+1	2+2	2+2	2+3	2+4	2
HP	2d4+1	2d6+2	2d8+2	2d8+3	2d8+4	2d4
MV	120'(40')	150'(50')	180'(60')	180'(60')	240'(80')	180'(60')
Pack Load	3000/6000	3000/6000	4000/8000	4500/9000	4500/9000	1500/3000
Draft Load	4000/8000	4000/8000	5000/10.000	6500/13.000	6500/13.000	3000/6000
Miles/day	18	24	36	36	48	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d2 each	1d3 each	1d6 each	1d6 each	1d6+1 each	1 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1d2	1d3	1d3	1d3	1
Body Weight	2d20x10 +450 LBS	2d20x10 +550 LBS	2d20x10 +600 LBS	2d20x10 +650 LBS	2d20x10 +700 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5
War, Heavy						
Cost in gp	225-375	375-750	375-1250	750-3000	1000-3000	150-300
Upkeep in gp	10	12	15	18	25	15
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	3+1	3+2	3+3	3+4	3+5	3
HP	3d4+1	3d6+2	3d8+3	3d8+4	3d8+5	3d4
MV	90'(30')	120'(40')	150'(50')	180'(60')	180'(60')	180'(60')
Pack Load	4000/8000	4000/8000	5000/10.000	5000/10.000	5000/10.000	4000/8000
Draft Load	5000/10.000	6000/12.000	7000/14.000	7000/14.000	7000/14.000	3000/6000
Miles/day	18	24	36	36	48	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d4 each	1d6 each	1d8 each	1d8 each	1d8+1 each	1 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1d2	1d3	1d3	1d3	1
Body Weight	2d20x10 +600 LBS	2d20x10 +750 LBS	2d20x10 +950 LBS	2d20x10 +1050 LBS	2d20x10 +1200 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5

This type of horse is bred for its warlike temperament and strength and trained to the lance, the spear, and the sword. Unlike other horses, it is trained to charge. When charging, its rider can do double damage when using a lance. The horse cannot fight while charging, and cannot move at charging speed for more than three rounds at a time. They have higher morale than other horses, and are not as skittish about sudden movements and loud noises. The choice of knights and cavalry, these are the pinnacle of military horses. There are three varieties; heavy, medium and light. Light warhorses are equal to Riding or wild horses in statistics. The other war horses are listed separately.

Light war horses are the fastest of the breed. They can carry warriors in leather armor, but are rarely armored themselves. They make excellent mounts for raiding parties, light cavalry, and thieves. Light war horses cost 150 gp or more.

Medium war horses are lighter and smaller than their heavy cousins. They can be encumbered with leather or light plate armor and carry a rider wearing leather or light plate. The advantage of the medium war horse is its increased speed. The price of a medium war horse is 200 gp or more.

Heavy war horses are similar to draft animals. Large and muscular, they are relatively slow. Their size and powerful legs allow them to be armored in plate, and to carry a warrior in plate, as easily as a pony carries saddle bags. A good heavy war horse, fully trained, costs 400 or more gold pieces.
Main Predator; Human, Dragon



Ethengar Light War Horses (*Equus ferus ferus*)

Horse	War, Ethengar Light					
Herd	1d10X10 if Wild or herd-like, else domestic					
Company	non wild has 75% drivers or riders nearby					
Terrain	Plains, Rural					
State	Nag	Poor	Normal	Superior	Superb	Fowl
Defects	1-2 on 6	1 on 6	0	1 on 6	1-2 on 6	variable
Cost in gp	75-125	125-250	125-375	250-1000	5000-1500	50-100
upkeep in gp	5	8	10	10	10	10
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	2	2	2	2	2	2
HP	2d4	2d6	2d8	2d8+1	2d8+2	2d4
MV	180'(60')	210'(70')	240'(80')	270'(90')	300'(100')	180'(60')
Pack Load	750/1500	2000/4000	3000/6000	4000/8000	3000/6000	500/1000
Draft Load	1200/2400	3500/7000	5000/10.000	6500/13.000	6000/12.000	500/1000
Miles/day	36	42	48	54	60	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d3 each	1d4 each	1d4+1 each	1d6 each	1d6 each	1d2 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1	1	1d2	1d4	1
Body Weight	2d20x10 +250 LBS	2d20x10 +350 LBS	2d20x10 +400 LBS	2d20x10 +450 LBS	2d20x10 +500 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5

The Ethengar breed and ride small stocky horses that are amongst the finest in the world (Tarpan). They are strong and reliable and quickly to respond to the calls and whistles of their owners. They are similar to normal light war horses, but are of smaller build (somewhere between a pony and a horse).
Main Predator; Human, Dragon



Horse: Special Breeds (Equus ferus caballus Alaysiyan or E. c. Lipizaner)

Horse	Special Breeds (Alaysiyan breeds)					
	250-500	500-750	500-1000	1000-3000	3000-5000	75-150
Cost in gp	10	15	20	20	25	15
Upkeep in gp	7	7	7	7	7	7
AC	0	0	0	0	0	0
AV	2	2	2	2	2	2
HD	2d4	2d6	2d8	2d8+1	2d8+2	2d4
HP	180'(60')	210'(70')	240'(80')	270'(90')	300'(100')	180'(60')
MV	1500/3000	3000/6000	3000/6000	3000/6000	3000/6000	1500/3000
Pack Load	3000/6000	4000/8000	5000/10.000	5000/10.000	5000/10.000	3000/6000
Draft Load	36	42	48	54	60	36
Miles/day	1	1	1	1	1	1
BM	18	18	18	18	18	18
THACO	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Attacks	1d3 each	1d4 each	1d4+1 each	1d6 each	1d6 each	1d2 each
Damage	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Attacks	1	1	1	1d2	1d4	1
Damage	2d20x10	2d20x10	2d20x10	2d20x10	2d20x10	1d6x5
Body Weight	+250 LBS	+350 LBS	+400 LBS	+450 LBS	+500 LBS	+50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5
Draft						
Cost in gp	20	30	40	50	60	25
Upkeep in gp	5	8	10	10	10	10
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	2	2	2	2	2	2
HP	2d4	2d6	2d8	2d8+1	2d8+2	2d4
MV	180'(60')	210'(70')	240'(80')	270'(90')	300'(100')	180'(60')
Pack Load	3000/6000	4500/9000	4500/9000	5000/10.000	5500/11.000	2000/4000
Draft Load	4000/8000	8000/16000	8000/16000	9000/18.000	10.000/20.000	4000/8000
Miles/day	12	18	18	18	18	12
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d3 each	1d4 each	1d4+1 each	1d6 each	1d6 each	1d2 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1	1	1d2	1d4	1



The Ethengar and Ylari breed special horses (Lipizzaner). They are strong and reliable and quickly to respond to the calls and whistles of their owners. They are similar in appearance to Ethengar light war horses or beautiful riding horses.
Main Predator; Human, Dragon

Draft Horse:

Draft horses are large animals bred to haul for sturdiness and endurance for very heavy loads, and are usually trained to be part of a dray team. It is used mostly as a pack animal, or for plowing or pulling wagons. A draft horse will not fight; if attacked, it will flee, if cornered it will panically kick and/or bite. Muscular but slow, these ponderous animals haul freight over long distances without complaint, and are frequently used by traders.
Main Predator; Human, Dragon



Pony (Equus ferus species)

Pony						
Herd	1d10X10 if Wild or herd-like, else domestic					
Company	non wild has 75% drivers or riders nearby					
Terrain	Hills, Plains, Rural					
Cost in gp	25-50	50-75	50-100	100-300	300-500	25-50
Upkeep in gp	5	8	10	10	10	10
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	2	2	2	2	2	2
HP	2d4	2d6	2d8	2d8+1	2d8+2	2d4
MV	150'(50')	180'(60')	210'(70')	240'(80')	270'(90')	180'(60')
Pack Load	750/1500	1500/3000	2000/4000	3000/6000	4000/8000	1000/2000
Draft Load	1000/2500	2500/5000	3500/7000	5000/10.000	6500/13.000	2000/4000
Miles/day	24	36	42	48	54	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d3 each	1d4 each	1d4+1 each	1d6 each	1d6 each	1d2 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1	1	1a2	1a4	1
Body Weight	2d20x10 +250 LBS	2d20x10 +350 LBS	2d20x10 +400 LBS	2d20x10 +450 LBS	2d20x10 +500 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5
Pony, Steppe						
Herd	1d10X10 if Wild or herd-like, else domestic					
Company	non wild has 75% drivers or riders nearby					
Terrain	Hills, Forested Hills					
Cost in gp	25-50	50-75	50-100	100-300	300-500	25-50
Upkeep in gp	5	8	10	10	10	10
AC	7	7	7	7	7	7
AV	0	0	0	0	0	0
HD	2	2	2	2	2	2
HP	2d4	2d6	2d8	2d8+1	2d8+2	2d4
MV	150'(50')	180'(60')	210'(70')	240'(80')	270'(90')	180'(60')
Pack Load	750/1500	1500/3000	2000/4000	3000/6000	4000/8000	1000/2000
Draft Load	1000/2500	2500/5000	3500/7000	5000/10.000	6500/13.000	2000/4000
Miles/day	24	36	42	48	54	36
BM	1	1	1	1	1	1
THACO	18	18	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d3 each	1d4 each	1d4+1 each	1d6 each	1d6 each	1d2 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1	1	1d2	1d4	1
Body Weight	2d20x10 +250 LBS	2d20x10 +350 LBS	2d20x10 +400 LBS	2d20x10 +450 LBS	2d20x10 +500 LBS	1d6x5 +50LBS
SV	F1	F1	F1	F1	F1	NM
ML	4	5	7	7	7	3
XP	10	20	20	20	20	5



This is a small horse, preferred as a riding mount by many human children, Halflings and dwarves. Small horses used primarily for transportation and occasionally farm work, ponies are a lively breed. They are more excitable than the larger horses, but frequently more gentle, as well. They are sometimes trained and used as war horses by several of the smaller Demihuman races. Prices vary depending on training and size, but most cost around 500 gp.

Main Predator; Human, Dragon

Pony, Steppe (Equus ferus Stubus)

A steppe pony is not attractive, graceful, or large, but its homely, ungainly appearance disguises an animal of great endurance, speed, and strength. A steppe pony looks like a cross between a horse and a pony, but is a breed unto itself. They are small, averaging 13 hands (4'4") at the withers, and they have short necks, large heads, and heavily boned bodies. Their winter coat is shaggy and gives them the appearance of being "half-wild." They are most commonly colored copper or bronze, with a light yellow stripe running down their backs.

These horses are tough, hard to kill, and aggressive in battle. They have most of the same characteristics as a light war horse, with a few exceptions. The steppe pony's thick, shaggy coat and tough hide gives it an AV of 3. Its short legs are powerful and can carry horse and rider swiftly, over long distances; its

small back is also very strong and it can carry as much as a medium war horse. The steppe pony is even-tempered and steady in battle; its morale is average 8, and it panics very rarely (5% chance) due to such things as fire and loud noises. The steppe pony has remarkable endurance. It can survive by grazing alone and does not require feeding and handling by its rider, so separate supplies of grain are not needed. It can be ridden for long distances without tiring or faltering.

A +3 modifier is applied to the pony's saves for lameness and exhaustion checks when traveling overland. In spite of all its qualities, the steppe pony is not sought after or considered valuable. It is most commonly ridden by nomadic tribes. Outside the steppes, the animal is almost completely unknown and does not command high prices at auction. Only breeders who know the steppe pony's qualities, and who seek strength and stamina in their own horses' bloodlines, are likely to consider the steppe pony as valuable. Main Predator; Human, Humanoids, Wolf.



Mule (Equus mule)

Mule, Donkey				
Herd	1d10X10 if Wild or herd-like, else domestic			
Company	non wild has 75% drivers or riders nearby			
Terrain	Hills, Forested Hills			
State Defects	Nag 1-2 on 6	Poor 1 on 6	Normal 0	Fowl 1 on 6
Cost in gp	25-50	50-75	50-100	100-300
Upkeep in gp	5	8	10	10
AC	7	7	7	7
AV	0	0	0	0
HD	2	2	2	2
HP	2d4	2d6	2d8	2d8+1
MV	180'(60')	210'(70')	240'(80')	180'(60')
Pack Load	1500/3000	2000/4000	3000/4000	1000/1500
Draft Load	3000/6000	4000/8000	6000/8000	2000/3000
Miles/day	36	42	48	36
BM	1	1	1	1
THACO	18	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves	2 Hooves
Damage	1d3 each	1d4 each	1d4+1 each	1d6 each
Attacks	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1	1	1	1d2
Body Weight	2d20x10 +250 LBS	2d20x10 +350 LBS	2d20x10 +400 LBS	2d20x10 +450 LBS
SV	4	5	7	7
ML	4	5	7	7
XP	10	20	20	20



A mule is a Sterile hybrid crossbreed between a horse and a donkey, mules are very sure-footed and exceptionally stubborn and cannot be trained to attack, but will fight in their own defense.. They can be ridden by patient handlers who know how to control them, but are best used as pack animals in difficult or mountainous terrain. They are sometimes used by adventurers, for they are the only breed that can be taken into subterranean regions. The price of mules depends on how much grief they have given their current owners. Mules are very strong for their number of Hit Dice, and can carry great amounts of weight for their owners. They become somewhat more stubborn when loaded down enough that they move at half normal speed. Mules may be taken into dungeons, if encountered alone in a dungeon, the mules may belong to an NPC party nearby. A Mule or Donkey can't be spanned together with a horse in the same span. Main Predator; Human, Humanoids, Wolf.

if bothered or excited they may either bite or kick. Mules cannot be trained to attack, but will fight in their own defense.. They can be ridden by patient handlers who know how to control them, but are best used as pack animals in difficult or mountainous terrain. They are sometimes used by adventurers, for they are the only breed that can be taken into subterranean regions. The price of mules depends on how much grief they have given their current owners. Mules are very strong for their number of Hit Dice, and can carry great amounts of weight for their owners. They become somewhat more stubborn when loaded down enough that they move at half normal speed. Mules may be taken into dungeons, if encountered alone in a dungeon, the mules may belong to an NPC party nearby. A Mule or Donkey can't be spanned together with a horse in the same span. Main Predator; Human, Humanoids, Wolf.

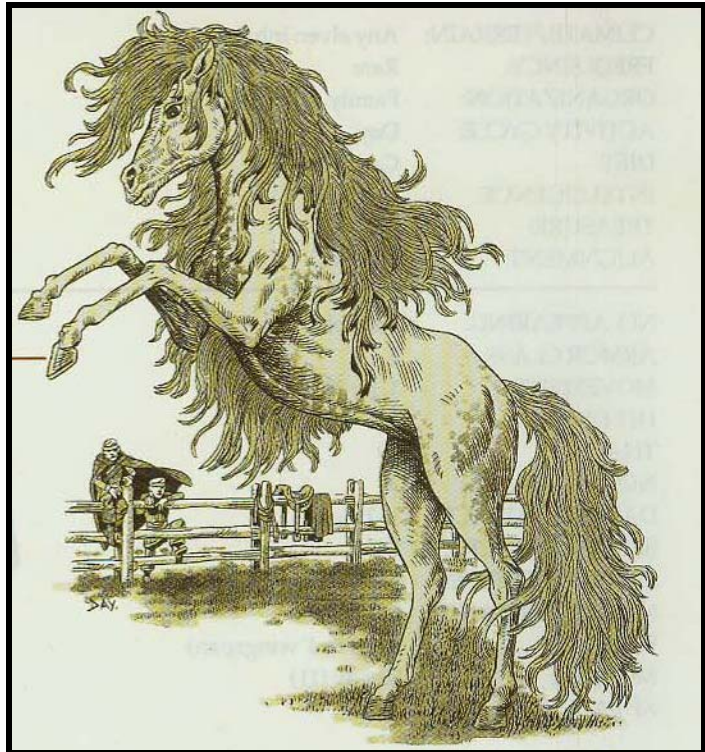
Donkey (Equus caballus)

A different creature from the Horse genetic tree. It is a bit smaller than a horse, but needs less food, is more nimble in uneven situations, but refuses heavy loads. It is also very stubborn. These creatures are more used for milk, meat and fur than for transportation. A Mule or Donkey can't be spanned together with a horse in the same span. It gives less births in a lifetime, but is in all a bit sturdier than many horse. Main Predator; Human, Humanoids, Wolf.



Elven War Horse – Yyllethyn (Equus Sylphus)

Herd animals	Elven Horse		
	Riding	War	
Herd	variable 100 mostly		
Company	elven		
Terrain	Any Elven inhabited		
State Uerects	Superb 1-2 on 6		Fowl variable
Cost in gp	not sold (5000+)		
Upkeep in gp	25		15
IN	5-7	5-7	5-7
AC	6	6	7
AV	0	0	0
HD	2	3	3
HP	2d8	3d8	3d4
MV	240/80'	300/100'	150(50')
Pack Load	1000/2000	3000/6000	1000/2000
Draft Load	2000/4000	4500/9000	2000/4000
Miles/day	30	30	30
BM	1	1	1
THACO	19	17	20
Attacks	2 Hooves		
Damage	1d2 each	1d4 each	1d2 each
Attacks	1 Bite		
Damage	1d4	1d6	1d4
	Beauty		
Body weight	2d20x10 +250LBS	2d20x10 +500 LBS	1d6x5 +50LBS
MR	10%	15%	5%
SV	F3	F4	F2
ML	8	10	8
XP	25	50	10



Raised by Elves for millennia, this particular breed of horse has been brought to what many feel is the pinnacle of grace, elegance, and speed. The elves call this creature Yyllethyn, meaning "sun follower". The creation of Elven War Horses is a part of the Elven secrets.

Its mane and tail are long and flowing, and its hooves are a pale, silvery pink.. They have a powerful muscular body , 16 to 18 hands high at the shoulder. Built for speed and agility. Dark blue, almost black looking eyes as well as bleu-green. Its legs are mostly feathered to protects from mud. Elven horses are most often white, though some lines are dapple grey, golden and rarely black (see further). With the exception of the dapple grey, these colors are uniform, without the common soks, stars, or blazes that mark mundane horses. White, grey or black markings characterize this species dapple grey. Like Elven cats, there is no such thing as a coloured Elven Horse, though they can be any marking combination. The elven horse is also slightly longer in the leg, neck and nose than its common cousin, giving it an almost delicate appearance. The creature looks wise, and tends to resemble Andalusian horse breeds, with strong arabesque confirmation.

Because of their refined bloodlines, elven horses are much more intelligent and more easily trained than other horses. (see the book Character creation). They respond to commands not so much out of training as from personal choice. Rarely is such a horse given to a nin-elf, and they would never be sold, nor could they be stolen. The horse thief would find the animal hostile and aggressive, ready to bolt back to irs current owners at the first opportunity. If captured and unable to escape, an elven horse sickens and often dies within a week.

Very strong bones and hooves make this creature able to withstand high speed over uneven (forest) ground. This means that the creature can move at normal speed in forests at low speeds, but can even move unhindered at higher speeds. A highly flexable spine further allows this. The creature can be interbred with normal riding horses (probably the alaysian steeds came into existence this way), but the offspring will then lose the feathers, flexibility and intelligence. Some Elven horses (about 25%) can acces to a power similar to a normal speed spell, enabling it to move at double normal moving rate for the duration of 6 hours at most. For each hour run this way, the creature must rest Elven warhorses eat grasses mainly, but also like to dine upon ferns and similar undergrowth.

Combat

The elven warhorse, like the common warhorse, continues to fight independently of its rider. It attacks with its front hooves and fights even if its owner is killed or incapacitated. Elven horses do not panic at loud noises or fire as easily as mundane horses. Elven riding horses panic only 40% of the time under these circumstances. Elven warhorses don't panic at all. Elven horses are also bred to have a slight magic resistance to magic. .their extreme, almost ethereal beauty makes it difficult for an intelligent iopponent to attack the elven horse. Any opponent of intelligence 13+ must make a saving throw vs spells to attack the horse. Failure means the opponent just can't muster the wickedness to injure such a beautiful creature. If the elven horse causes any damage to the opponent the charm is broken. Evil creature are immune to this charm.



Habitat/Society

Elven horses are longer lived than their mundane relatives. The average pregnancy for an elven mare lasts 13 months, after which a single foal is born (1 in 100,000 it gives birth to 2). The foal is weaned after 8 months and matures after 5 to 6 years. The typical life span of the elven horse is anywhere from 60 to 90 years, though there are rumors of these creatures to be immortal (these rumors are born due to the fact that the offspring is nearly equal to the parents and mostly owned by the same elf which live up to 700 years—nearly immortal to human standards).

Elven horses form small family groups rather than herds. They mate for life and become melancholy if taken away from their mates.

They are not really intelligent in the way that people are, but their intelligence (5-7) far exceeds normal horses and ponies, becoming comparable with that of a Dolphin. They can talk to any horse or mule, and share an empathic link with the elves, particularly those who ride them often.

Although they have no language of their own, elven horses understand the languages around which they were raised. These bloodlines are usually bred for elven royalty, their ancestors served as mounts for some famous elven heroes.

Ecology

Elven horses have been bred from common horse stock over countless ones. They are almost a different species and are difficult to interbreed with common horses. They do not exist in the wild and never are used as beasts of burden other than mounts or war steeds. They are mostly found in elven communities. These creatures have medium senses.

Main Predator; Wolf, Great Cat, Dragon

There do exist Black elven warhorses, corrupted by some unknown means, which are almost solely used by evil or at least chaotic riders. 25% of these creatures have a single horn (like a Unicorn) which they can use to kill opponents. This horn inflicts 1d6 damage, end triple that amount when the target is charged or tossed away. 90% of these black elven horses is male. They are CE or NE in alignment themselves, and will eat meat if having a chance to do it. They are further equal to a normal Elven horse. The horn is similar to a Unicorn's alicorn, but has no magical powers and is black.



Halfling Pony – Pennig (Equus ferus Hin)

Feral animals	Hin Pony		
	Normal	War	
Herd	variable but mostly		
Company	elven		
Terrain	Any Elven inhabited		
State Verdicts	Good 1-2 on 6		Fowl variable
Cost in gp	not sold (5000+)		
Upkeep in gp	25		15
IN	2	2	1
AC	7	7	8
AV	0	0 By barding	0
HD	2+2	3+3	2
HP	2d8+2	3d8+3	2d4
MP	120/40		
Pack Load	1800/2650	3000/6000	1000/2000
Draft Load	3600/5300	4500/9000	2000/4000
Miles/day	15	15	15
BM	1	1	1
THACO	19	17	20
Attacks	1 hoof	2 hooves	1 hoof
Damage	1d2	1d4 each	1
Attacks	1 Bite		
Damage	1d2	1d2	1
	rear kick 2d4		
Body weight	2d20x10 +250LBS	2d20x10 +500 LBS	1d6x5 +50LBS
MR	0	0	0
SV	F2	F3	NM
ML	8	10	8
XP	25	50	10



The Halfling (or Hin) pony is famous for its tenacity and toughness. The breed is said to come from wild mountain stock, which accounts for its endurance and sure-footedness. The Halfling breed is also more affable than its wild ancestors and more at home in the rolling hills and open plains. Their Halfling name, Pennig, is simply the hin word for Pony. Hin ponies come in various colors, although the majority are a warm chestnut brown. Their coats are raggy and need frequent brushing to look their best. Otherwise, it will fall into irregular clumps which eventually fall off. In harsh conditions, however, their shaggy coats provide excellent protection against the elements. Their mane and tail are quite long, and their forelocks spread out over their foreheads, concealing their eyes. Halflings never trim their ponies, allowing the mane and tail to grow to the ground, though these are often braided. Hin ponies make superb mounts, as they are hard workers and unlikely to bolt in the face of danger, sometimes to their detriment. Some critics of the Pennig say that they are too stupid to be afraid, although hin claim that the pony's loyalty and bravery are the reasons.

Combat

The hin pony attacks with a bite or by slashing with its hooves, either attack inflicting 1d2 points of damage. Riding ponies are not trained to attack while carrying any load.

The Hin war pony is a more dangerous animal. With two hoof attacks against opponents at its front, each inflicting 1d4 points of damage. Any enemy unlucky enough to be facing a hin war pony's posterior might find himself or herself on the receiving end of a nasty kick. Using both hind-legs, the war pony gains a +2 bonus to hit and causes 2d4 points of damage. The war pony can use either the front hooves or hind hooves in any round, but never both in the same round.

Habitat/Society

Although it was originally bred from wild mountain stock ponies, the hin pony is normally found in rolling hills or grasslands. There are occasionally feral herds that can be captured and broken (like normal horses), but most hin ponies are found in towns or cities. Hin war ponies are harder to find, however, as the breed's agreeable nature makes it difficult to train for combat. Hin ponies are usually trained as war ponies by special order through Halfling breeders. This takes at least 2 years, as combat training starts when the pony is a foal. This is rarely undertaken simply to sell the pony on the open market, and few adventurers who have invested the time and money into acquiring one of these mounts would be willing to part with it for any price. Only in a large city stable would one have the chance of finding a hin war pony for sale, and its cost is typically twice that of a normal elsewhere sold pony. Such ponies usually come up for sale only if their owner dies, and it's a rare war pony that doesn't die with its owner if the death was by combat. Hin ponies live about as long as their mundane cousins, and their birth rates and gestation periods are about the same. The one main difference is that hard work does not seem to lessen their lifespan by any appreciable amount, or even tire them much. The hin pony is capable of carrying more than the average pony.

Ecology

Because of its nimble-footed ancestry, the hin pony can move over mountainous terrain or narrow bridges that might hamper other ponies or horses. They are also quite willing to follow their owners into dungeons or caverns, being used to the underground homes of their hin breeders. Many hin take their ponies also in the house to rest. And many ponies have their own internal area.

Moon Horse *Teu'kelytka* (Equus Lunaria)

Herd animals	Moon Horse		
	Male	Female	Fowl
Herd	variable 10s mostly		
Company	elven		
Terrain	Plains, Meadows (elven Lands)		
Frequency	Rare		
Activity Cycle	Day		
Alignment	CG		
ST	19	18	15
IN/WI	12	11	9
DX	9	11	8
CO	12	11	10
CH	9	10	11
NA	5d4		
State	Superb		Fowl
Defects	1-2 on 6		variable
Cost in gp	Rarely sold (5000+)		
Upkeep in gp	250		150
AC	7	7	8
AV	0	0	0
HD	4*	4*	3*
HP	8d4	4d8	3d4
MV	180/60'	180/60'	150/50'
Pack Load	1000/2000	3000/6000	0
Draft Load	2000/4000	4500/9000	0
Miles/day	15	15	12
BM	1	1	1
1 HACU	19	17	20
Attacks	2 Hooves		
Damage	1d8 each		1d2 each
Special attacks	Spells		
Special Defenses	Spells		
Immune	Undead Powers		
Body weight	2020x10 +250LBS	2020x10 +500 LBS	106x5 +50LBS
MR	0	0	0
SV	F4	F4	F1
ML	11	10	8
XP	12b	12b	50



Moon-horses, also known as *teu'kelytka*, are a race of highly intelligent, magic-using horses that are unique to elven lands. These magnificent animals vary from white to silvery-gray in color, with manes ranging from white to black. A moonhorse's eyes are deep and highly intelligent, and its facial expressions reflect a wide variety of moods. Moon-horses are similar in temperament to the elves whom they serve. They roam freely, but voluntarily serve as elven cavalry mounts when there is great need. Although they do not speak elvish, they do understand it and *can* respond intelligently

Combat:

Moon-horses are tough fighters, and far less flighty than ordinary horses. Each moon-horse has the ability to cast one magical spell per day, as determined by rolling 1d10 and referring to the table. Moon-horses are completely immune to special attacks by undead creatures, including but not limited to aging, charm, fear, level drain, paralysis, possession, poison, and Strength loss. They still take normal damage from physical attacks, including chilling touch (as by a shadow), and spells cast by undead creatures.

Habitat/Society:

Moon-horses normally travel in herds of many as 20 individuals. These are mostly foals and *mares*, led by a stallion. However, some moon-horses-especially young stallions-associate voluntarily with elves, serving as companions and mounts.

The horses' association with the elves is a very old one. Ancient legends tell of heroes who rode wise and mighty moon-horses into battle, and of moon-horses who saved their masters at the cost of their own lives. The alliance between the two continues to this day.

Ecology:

Moon-horses are quite long-lived, with a lifespan of 200 years or more. However, the breed suffers from low fertility. A typical mare will bear but one or two foals during her entire lifetime. Because of the rarity of foals among the moonhorses, a new birth is a momentous event, celebrated by moon-horses and elves alike.

1d10	Effect
1	Color Spray
2	1 Magic Missile
3	Shield
4	Sleep
5	Wall of Fog
6	Knock
7	Ray of enfeeblement
8	Stinking Cloud
9	Summon Swarm
10	Web

Pleistocenic Herd Animals

Pleistocene animals lived on the whole world before becoming extinct. When they became extinct due to celestial disasters, evolutionary changes, disease and radiation, being hunted by early humans, and deprivation of vegetation and thus the primary food supply, the immortals took small groups and placed them in the Hollow World, if they had not wandered in by themselves already. The immortals transported a number into the hollow world where they still live and prosper. Some, on the Outer World, are later magically revived by experiments from the different mages. The Alphatians were notary for this. Some survived on the Outer World or spilled through the polar gates back from the Hollow World into the Outer World (Giant, Bison, Mammoth, Smilodon, Woolly Rhinoceros, Giant Elk, Mastodon, Auroch are animals that can be found on the great plains near the polar openings on both Worlds.). These animals are in this no different than today's animals. They form sometimes-great herds, as in number the individual is more protected.



Aurochs (Bos primigenius)

Animal Herd, Pleistocenic			
Auroch			
Herd	20d10		
Company	None		
Terrain	Plains		
	Cow	Bull	Calf
AC	5	5	5
AV	0	1	0
HD	6	6	6
HP	6d8	12d4+6	6d4
MV	210'(70')	210'(70')	210'(70')
THACO	14	14	14
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d6	2d6	2d4
Body Weight	2d12x20 +3500LBS	1d20x20 +4000LBS	1d6x20 +200LBS
SV	F4	F4	F1
ML	9	9	6
XP	265	275	25
Auroch, Shaggy			
Herd	20d10		
Company	in Milenia (HW) 2d6 herders and crew		
Terrain	Plains		
	Cow	Bull	Calf
AC	6	6	6
AV	2 Winter 3	2 winter 3	1 winter 3
HD	4	4	4
HP	4d8	8d4+4	4d4
MV	180'(60')	180'(60')	180'(60')
THACO	16	16	16
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d4	2d4	1d4
Body Weight	2d12x20 +3000LBS	1d20x20 +3200LBS	1d6x20 +200LBS
SV	F4	F4	F1
ML	6	6	5
XP	75	75	25



These animals, from the Pleistocene era, are large, powerful versions of the modern oxen. They fight with forward-curved blunt-ended horns. They are bigger, meaner, and nastier than later species of oxen and cattle... and even modern-day oxen and cattle are not known for their even tempers and passive natures. Main Predator; Human, Humanoids, Dire Wolf, Great Cat, Dragon

Aurochs, Shaggy (Bos primigenius namadicus)

These animals, from the Pleistocene era, are related to the larger aurochs found in the Hollow World, but are smaller and covered with thick, shaggy wool. Both types of aurochs are ancestors of modern oxen, though tougher and meaner. They have forward curved horns like that of a Ram. Shaggy aurochs are not as temperamental as their cousin. Milenian herdsman tend them for their milk, meat and wool. Main Predator; Human, Humanoids, Wolf, Great Cat, Dragon



Bison, Giant-(Bison Latifrons)

Animal Herd, Pleistocene			
Bison, Giant			
Herd	100d10		
Company	Mammoth		
Terrain	Plain		
	Mare	Stallion	Fowl
AC	4	4	4
AV	1	1	1
HD	8	8	8
HP	18d8	16d4+8	8d4
MV	240'(80')	240'(80')	240'(80')
THACO	14	14	14
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d6	2d6	2d6
Attacks	1 Trample	1 Trample	1 Trample
Damage	2d8	2d8	2d8
Body Weight	2d12x20 +3000LBS	1d20x20 +3200LBS	1d6x20 +200LBS
SV	F4	F4	F1
ML	10	10	6
XP	650	650	125
Baluchitherium			
Herd	1d4		
Company	None		
Terrain	Plains, Forestedges		
	Cow	Bull	Calf
AC	5	5	5
AV	1	1	1
HD	10	10	10
HP	20d4+10	10d8	10d4
MV	120'(40')	120'(40')	90'(30')
THACO	9	9	9
Attacks	1 Kick	1 Kick	1 Kick
Damage	1d6	1d6	1
Attacks	or 1 Trample	or 1 Trample	or 1 Trample
Damage	3d6	3d6	1d6
Body Weight	2d12x20 +5000LBS	1d20x20 +5200LBS	1d6x20 +500LBS
SV	F5	F5	F1
ML	6	6	5
XP	900	900	100

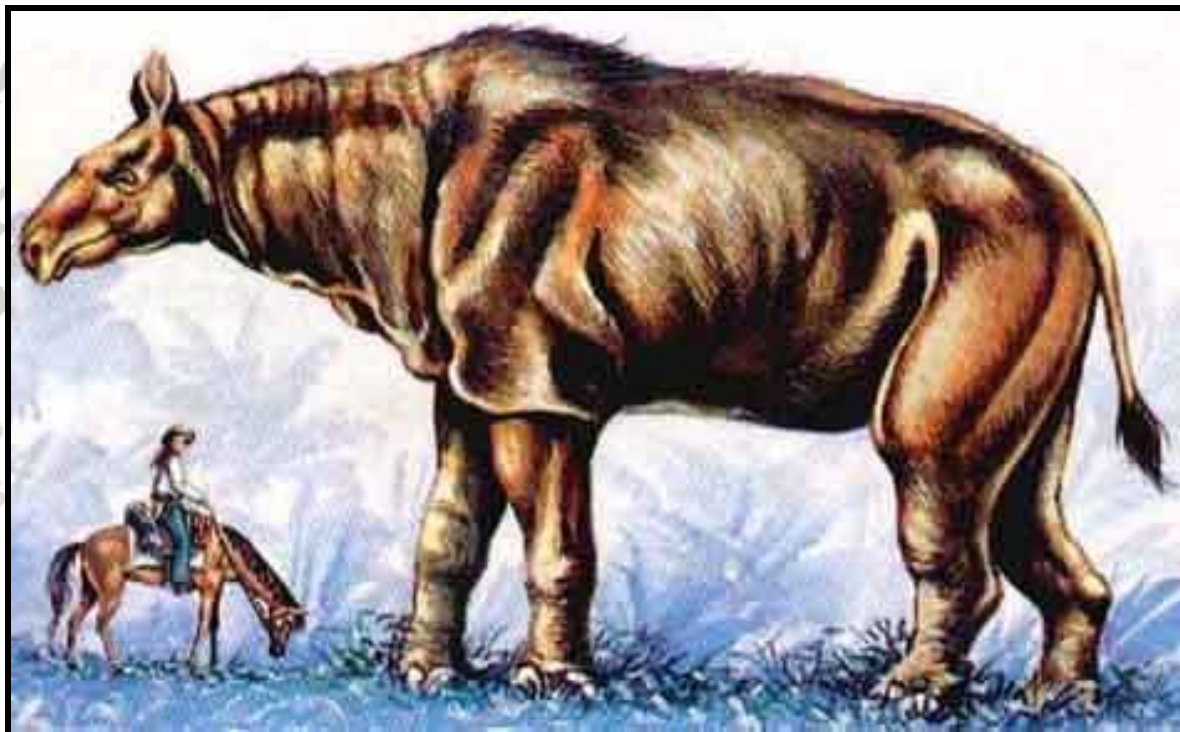


This species is the ancestor of the modern bison, from the Pleistocene era. It looks just like the modern variety, but stands about 10' tall at the shoulder. It takes a very brave band of hunters or cavalymen to bring them down. They roam the plains in huge herds and are normally only hunted by men, Sabretooth-tigers, (HW: Allosaur, tyrannosaurus rex and similar predators). Those gotten astray from the herd are mostly attack by all kind of predators; like wolves, bear, (HW; Velociraptor, etc). Main Predator; Human, Humanoids, Wolf., Dragon

Baluchitherium (Paraceratherium species)

The baluchitherium is a huge, primitive ancestor of the rhinoceros. It is a huge herbivorous mammal with a tendency to charge at anything nearby in order to trample it. If two are encountered they will be a mated pair, if three are encountered the third will be a young baluchitherium (roll percentile dice to determine size). It stands as much as twenty feet in

height, and is found chiefly in the northern grasslands of the Azcan empire Hollow World.
Main Predator; Giant, Dragon



Elephant Prehistoric: (Mammuthus species)

Animal Herd, Pleistocenic			
Elephant, Prehistoric			
Herd	2d8		
Company	None		
Terrain	Open, Woods, (Prehistoric or Cold)		
	Cow	Bull	Calf
AC	3	3	5
AV	2	2	2
HD	15	15	15
HP	15d8	30d4+15	15d4
MV	120'(40')	120'(40')	120'(40')
Load	9000/18000	9000/18000	9000/18000
BM	x4	x4	x2
THACO	16	16	17
Attacks	2 Tusks	2 Tusks	
Damage	2d6	2d6	
Attacks	Crush	Crush	1 Butt
Damage	4d8	4d8	1
Body Weight	2d6x10 +50LBS	2d6x10 +50LBS	1d6x10 +20LBS
Tt	2 Tusks 2d4 x 80gp	2 Tusks 2d6 x 50gp	2 Tusks 1d3 x 50gp
SV	F1	F1	NM
ML	8	9(in heat 12)	5
XP	1650	1650	160
Elephant, Mastodon			
Herd	2d8		
Company	None		
Terrain	Open, Woods, (Prehistoric or Cold)		
	Cow	Bull	Calf
AC	6	6	7
AV	3	3	1
HD	15	15	15
HP	15d8	30d4+15	15d4
MV	120'(40')	120'(40')	120'(40')
Load	9000/18000	9000/18000	9000/18000
BM	x4	x4	x2
THACO	16	16	17
Attacks	2 Tusks	2 Tusks	
Damage	2d6	2d8	
Attacks	Crush	Crush	1 Butt
Damage	4d8	4d8	1
Body Weight	2d6x10 +50LBS	2d6x10 +50LBS	1d6x10 +20LBS
Tt	2 Tusks 2d4 x 80gp	2 Tusks 2d6 x 50gp	2 Tusks 1d3 x 50gp
SV	F1	F1	NM
ML	8	9(in heat 12)	5
XP	1600	1600	160



Mammuthus africanavus (African mammoth), † M. columbi or M. jeffersonii (Columbian mammoth), † M. exilis (Pygmy mammoth), † M. imperator (American mammoth), † M. lamarmorae (Sardinian Dwarf mammoth), † M. meridionalis (Southern mammoth), † M. primigenius (Woolly mammoth), † M. subplanifrons, † M. sungari (Songhua River Mammoth), † M. trogontherii (Steppe mammoth) (†= extinct thus Hollow World Only).



This creature is a large, shaggy elephant, that lived in the early Pleistocene. It has two mighty tusks that slope downward and then curve up and backward toward the elephant; they are a mighty battering weapon. Each tusk is worth 200-800 gp. They live in cold, icy lands or "lost worlds," and are very reasonably they were the ancestors of the today elephants, Mastodon and the Woolly Mammoth.
Main Predator; Humanoids, Sabretooth Tiger, Dragon

Elephant; Mastodon (Mammuth americanum)



This species of Elephant lived in the temperate forests of pre- and after ice age. The were brought to extinction by the predatory of early mankind by their invention of weapons and use of fire. The creatures were covers by a thin long haired fur, and had massive, straight tusks, and small ears. In the Hollow World, Beastmen have succeeded to tame some of these herds and use them primarily for meat, milk and fur (seasonally shredded), but may also use them for transport, though they don't dare to ride these massive beasts.

Main Predator; Human, Humanoids, Dragon, Sabretooth tiger

Elephant; Woolly Mammoth(Mammuthus primigenius)

Animal Herd, Pleistocenic			
Elephant; Woolly Mammoth			
Herd	2d8		
Company	None		
Terrain	Open, Woods, (Prehistoric or Cold)		
	Cow	Bull	Calf
AC	6	6	7
AV	3	3	1
HD	15	15	15
HP	15d8	30d4+15	15d4
MV	120'(40')	120'(40')	120'(40')
Load	9000/18000	9000/18000	9000/18000
BM	x4	x4	x2
THACO	16	16	17
Attacks	2 Tusks		
Damage	2d6		
Attacks	Crush	Crush	1 Butt
Damage	4d8	4d8	1
Body Weight	2d12X100 +16000LBS	1d20X100 +10000LBS	1d6X100 +1000LBS
Tt	2 Tusks 2d4 x 100gp	2 Tusks 2d6 x 100gp	2 Tusks 1d3 x 100gp
SV	F1	F1	NM
ML	8	9(in heat12)	5
XP	1600	1600	160

This is an ancestor of the modern elephant, from the Pleistocene era. It is bigger, and shaggier than the modern pachydermyon and it bears two huge, forward-pointing tusks with which it is proficient in combat. When hit by a mammoth tusk, a human-sized victim is slammed the amount of damage in hit points to the side. For every 5 points of damage (+AV) sustained, the victim has a broken bone. The victim is also prone for the whole next round. Mammoth tusks are made of ivory and have a value of 200 to 1200 gp and an individual weight of 1000-2500 cn.

The primitive humans sometimes attacked them, mostly by driving them with fire from a rockside and then killing it with sticks and stones. Later evolved humanoids used spears, as the heavy fur proved to much for the early bow and arrows.

Main predator; Human, Humanoids, Dragon.



Grazer (Bison monoceratops)

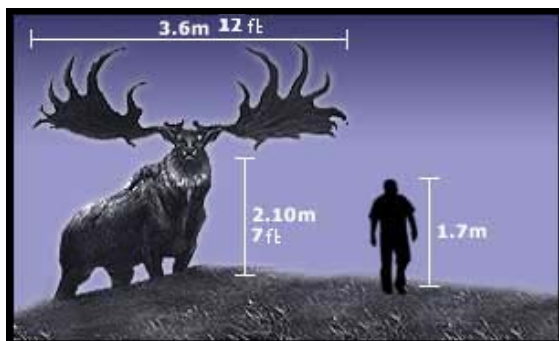
Animal Herd, Pleistocenic			
Grazer			
Herd	2d12		
Company	10% 2d20 herders		
Terrain	Plain		
	Cow	Bull	Calf
AC	5	5	5
AV	1	1	1
HD	8	8	8
HP	18d8	16d4+8	8d4
MV	120'(40')	120'(40')	120'(40')
THACO	14	14	14
Attacks	1 Bite	1 Bite	1 Bite
Damage	2d6	2d6	1d6
Attacks	or 1 Horn	or 1 Horn	or 1 Horn
Damage	2d8	2d8	2d4
Attacks	or 1 trample	or 1 trample	or 1 trample
Damage	2d8	2d8	1d8
Body Weight	2d12x20 +3000LBS	1d20x20 +3200LBS	1d6x20 +200LBS
SV	F7	F7	F4
ML	9	9	6
XP	650	650	125
Megatherium, Giant Elk			
Herd	1d6		
Company	None		
Terrain	Hills and Plains near water		
	Cow	Bull	Calf
AC	6	6	6
AV	0	0	0
HD	8	8	8
HP	8d8	16d4+8	8d4
MV	120'(40')	120'(40')	120'(40')
THACO	18	18	19
Attacks	1 Butt 10'wide	1 Butt 10+1d4'wide	1 Butt
Damage	1d12	1d12	1d2
Body Weight	2d12X100 +8000LBS	1d20X100 +9000LBS	1d6X100 +200LBS
SV	F4	F4	NM
ML	5	5	3
XP	650	650	50



The grazer is a large herbivore that became extinct with the destruction of Blackmoor in the Great Rain of Fire 3000 BC. It looked very much like a Bison, except that it had a single, central horn and a broad flat tail. Grazers were 15' long and stood about eight feet tall. They differed from most herbivores in that they attacked when they were surprised or when they thought that they were being threatened. Their terrible temper was legendary, and were considered among the most

dangerous big game found on the open steppes of the kingdoms in and around Blackmoor's Thonia. However, such was the value of their tough hides that they already have been hunted to extinction in that era. A Prime Grazer hide fetched 300 or more gold pieces from Thonian hide buyers. The Horsemen of Peshwah maintained herds of more or less domesticated Grazers, and the beast played a significant role in the Peshwah economy and religious life. It is rumored that in the Hollow World a few animals survive, but this unconfirmed rumor also speak sighting them on the continent of Skothar (the ancient continent far east of Alphatia—rumored to once hold Blackmoor—now almost abandoned of most civilizations).
Main Predator; Human, Humanoids, Wolf, Dragon

Megatherium; Elk, Giant- (Megatherium species)



Giant elk inhabit hills and plains. They are 10'-12' long, weigh nearly a ton, and their antlers span 10 feet or more. Giant elk eat shrubs and grasses.
Main Predator; Dire wolves and Sabre-tooth tigers.



Ponies, Krugel- (Meshippus species)

Animal Herd, Pleistocenic			
Pony, Krugel; Hyracotherium			
Herd	5d10		
Company	1d4 Krugel Orcs (HW Only)		
Terrain	Plain Desert, Broken Lands, Hills		
	Mare	Stallion	Fowl
AC	7	7	7
AV	0	0	0
HD	2	2	2
HP	2d8	4d4+4	4d4
MV	210'(70')	210'(70')	210'(70')
Load	2500/5000	2500/5000	250/500
BM	1	1	1
THACO	18	18	18
Attacks	2 Hooves	2 Hooves	2 Hooves
Damage	1d4 each	1d4 each	1 each
Body Weight	2d20x10 +450 LBS	2d20x10 +500 LBS	1d6x5 +50LBS
SV	NM	NM	NM
ML	7	7	6
XP	20	20	5
Reindeer, Giant			
Herd	8d10		
Company	2d4 Antalian herders/riders		
Terrain	Arctic, Forest, Plains		
	Cow	Bull	Calf
AC	7	7	7
AV	0	0	0
HD	2	2	2
HP	4d4+2	2d8	2d4
MV	240'(80')	240'(80')	240'(80')
Load	2000/4000	2000/4000	200/400
BM	1	1	1
THACO	18	18	18
Attacks	1 antlers	1 antlers	
Damage	1d8	1d8	
Attacks	2 horns	2 horns	1 headbutt
Damage	1d4	1d4	1
Body Weight	2d12X100 +8000LBS	1d20X100 +9000LBS	1d6X100 +200LBS
SV	F1	F1	NM
ML	7	7	5
XP	20	20	5



The preferred Krugel mount is a large species of pony, from the Pleistocene era. Not so fleet as a riding Horse, it is very nimble, especially good at tasking the broken terrain of the Krugel Lands and southern foothills. It is a bit stronger build at the front part than the backhand, and therefore stronger and more balanced than most other mounts. Their speed on Hills, Plains, and Broken Lands is the same. They move in forests as fast, however, as other creatures would in a swamp. They only exist in the Hollow World, and are extinct since the Pleistocene.
Main Predator; Human, Humanoids, Wolf, Krugel Bounder

Reindeer, Giant (Rangifer gigantes)

These enormous herd beasts stand as tall as a large horse, and the Antalians (HW) train and ride them as horses. They are also used for meat, and at spring fur (shedding), and antlers. The Antalians don't like the milk as it is too fat and salt in taste.
Main Predator; Human, Humanoids, Wolf.



Rhinoceros; Titanothera (Brontotheridae species)

Animal Herd, Pleistocenic			
Rhinoceros; Titanothera			
Herd	1d12 Summer; +1 d4 calfs and very aggressive		
Company	None		
Terrain	Open, Woods, (Prehistoric or Cold)		
	Cow	Bull	Calf
AC	6	6	6
AV	3	3	3
HD	12	12	12
HP	12d8	24d4+12	12d4
MV	120'(40')	120'(40')	120'(40')
THACO	9	9	9
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d8	2d8	1d4
Attacks	Trample	Trample	
Damage	2d12	2d12	
Body Weight	2d12x20 +4000LBS	1d20x20 +5000LBS	1d6x20 +200LBS
SV	F1	3	NM
ML	5 With Young 11		3
XP	1100	1100	250
Rhinoceros; Woolly			
Herd	1d8 Summer; +1 d4 calfs and very aggressive		
Company	None		
Terrain	Open, Woods, (Prehistoric or Cold)		
	Cow	Bull	Calf
AC	4	4	4
AV	4	4	4
HD	8	8	8
HP	8d8	16d4+8	8d4
MV	120'(40')	120'(40')	120'(40')
THACO	16	16	18
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d6	2d6	1d4
Attacks	Trample	Trample	
Damage	2d12	2d12	
Body Weight	2d12x20 +4000LBS	1d20x20 +5000LBS	1d6x20 +200LBS
SV	F1	3	NM
ML	5 With Young 11		3
XP	650	650	50
Grangeri			
Herd	1d6 In summer with 1 d4 calfs and very aggressive		
Company	None		
Terrain	Woods, steppes with trees (acacia)		
	Cow	Bull	Calf
AC	5	5	5
AV	3	3	2
HD	13	13	6
HP	13d8	26d4+8	6d4
MV	120'(40')	120'(40')	120'(40')
THACO	9	9	14
Attacks	1 Butt	1 Butt	1 Butt
Damage	2d6	2d6	1d4
Attacks	Trample	Trample	Trample
Damage	3d6	3d6	1d6x20
Body Weight	2d12x20 +4000LBS	1d20x20 +5000LBS	1d6x20 +200LBS
SV	F7	F7	F1
ML	7 With Young 11		3
XP	1350	1350	275



This herbivorous animal resembles a huge, blunt-horned rhino, and stands 12 feet tall at the shoulder. Titanothera are generally peaceful if left alone, preferring to graze grass and eat leaves off trees. These huge and fearless plant-eaters roam the temperate plains of the Pleistocene era in herds. If any creature threatens the herd, the largest animals (males) will charge. If the charge strikes, damage inflicted is doubled. Titanotheres will trample (2d12 per foot) any opponent low enough for them to step upon. In combat, they butt or trample their opponents. Small herds of these creatures are found in the grasslands of "lost world" areas. Strangely though these creatures looking and behaving like a Rhinoceros, are more related to the horse instead.

Main Predator; Human, Humanoids, Great Cats, Great Cats, Dragon



Rhinoceros, Woolly-(Coelodonta Antiquitatis)

These large rhinoceri, from the Pleistocene era, are covered with long white hair. Woolly rhinos travel in small herds across tundra and plains, usually in "lost world" areas. Although unintelligent plant eaters, rhinoceri can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, (roll 1d6 1 = North; 2 = Northeast; 3 = Southeast; 4 = South; 5 =



Southwest; 6 = Northwest) going all in their path for double damage on the first attack.

Main Predator; Human, Humanoids, Great Cats, Dragon

Grangeri (Grangerii rhinoceros)

The grangeri looks like a cross between a giraffe and a hornless rhinoceros, the latter which it is a relative off. The creature was supposedly extinct, but in some remote spots, it still can be found, but is extremely rare. Its long neck allows it to reach for, and eat the leaves from the topofrees. Agranger is about 30 feet Long and stands 20 feet tall.

Ape (Primates species)

Apes are humanoid animals, with some animal or above animal intelligence. Most are omnivores, group individuals, and rarely aggressive. There might however arise circumstances (especially behavioral; human-ape behavior and facial variations of emotions seem to be completely opposite, or at least misunderstood, with corresponding reactions). There do exist many species of apes, but only a few are listed here. Assume the same characteristics for apes not listed but similar in body size, and habits.

Combat:

Biting bonus:

Many animals have a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite.



Ape, Carnivorous: (Hominoidus carnivorus)

Ape	Ape, Carnivorous
Type	Normal Animal
Climate/Terrain	(Sub-)Tropical Any
Frequency	Rare
Organization	Family Group
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(2d4)
Size	M
ST	17
IN/AWI	3
DX	16
CO	15
CH	8
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	5
HP	5d8
MV	120'(40')
CL	90'(30')66%
THACO	15
Attacks	2 claws
Damage	1d4 each
Attacks	or 1 stone/branch
Damage	1d4
Special Attacks;	none
Special Defenses;	Camouflage
Immune to;	na
Extra Vulnerable to;	na
AM;	0
Save as;	F5
ML	7(11)
XP	125
Caster XP	na
TT	Nil
Body Weight	90LBS

Carnivorous apes are squat, baboon like

creatures with shaggy fur. Because of their camouflage, they are extremely difficult to see in trees or plants and gain a +2 to their surprise rolls. They are Carnivores and they eat anything they can kill, Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. Although generally reclusive, it is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, it fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, they communicate with each other using a complex sonic grunts and hoots. They live along forest edges, mostly foraging on the fields, and sleeping in the trees or rocks.

As is well known, carnivorous apes have a superficial resemblance to gorillas. They are tall, broad, heavily built, and covered with long, black hair. Albino carnivorous apes are occasionally seen. Male apes stand up to 7. tall and weigh up to 625 lbs. Females are somewhat smaller, averaging 600 and 500 lbs.(Treat female carnivorous apes as gorillas for hit dice and attacks, but allow them the same keen senses as the males.)

It is the physiology of the jaws that shows the greatest distinction between carnivorous apes and gorillas. The mouth of the carnivorous ape is a bit longer and drawn out than in gorillas, almost becoming a muzzle. The teeth are long and sharp, with pointed incisors and canines designed to cut and tear flesh. The ape is a gluttonous eater, tearing off and swallowing chunks of flesh with every bite. This ape has very keen senses, as befits a carnivore. The senses of sight and smell are comparable to those of the great cats. The ape's hearing is also keen, making it hard to approach a group of these beasts undetected.

The arms and legs of the carnivorous ape are longer though nearly identical to those of the gorilla. Surprisingly, this ape has bony nails which curve into the form of claws; this is unusual in a primate. Like all apes, the carnivorous ape is incredibly strong. An adult male is capable of dragging a buffalo carcass for miles into the jungle. One ape was seen rolling an elephant's carcass over in an attempt to get it closer to a group of protective trees. Carnivorous apes can thus easily carry off a man, if they choose to

do so.

Life and habits

Female carnivorous apes give birth to single young (rarely two) once every five or six years. The young are fully dependent on their mothers for three years. During this time, they cling to the hair on their mothers. backs, only rarely moving away from them. At the age of four to seven years, the young gradually learn to move around in trees and hunt, gaining full independence at age eight. Full maturity comes at the tenth year. As far as is known, carnivorous apes may live up to 40 years of age. The elderly are easy to pick out; as the apes get past 30 years of age, their hair gradually turns gray at the tips. The oldest individuals have a dark silvery coat, and with practice an observer may note distinctive facial and bodily characteristics of individual apes. The life habits of the carnivorous apes are an odd mixture of those of the leopard, lion, gorilla, and bear. This is a result of their size, diet, and intelligence.

Like other apes, the carnivorous ape lives in small family groups, usually numbering around eight adults but sometimes reaching numbers as high as 20. Within these groups, there is about a two-to-one ratio of females to males. The leader of the group is the largest male. The leader is often challenged by young males in nonlethal wrestling matches; defeated challengers are driven off and usually (but not always) join another family group. Defeated leaders leave the group and live a solitary existence for the rest of their lives, becoming a particular danger to humans dwelling nearby. Within the family groups, the males are dominant. They get the choice parts of killed game and the best sleeping areas. When a kill is brought in, the males eat their fill first, followed by the females; the young are last to feed. In times of scarcity, many of the young starve to death. Carnivorous apes do not establish actual lairs, but family groups do have large territories over which they widely roam. The size of the territory is about one to three square miles per adult in the group. The male apes mark their territorial boundaries by scarring tree trunks with their nails, and also by releasing a musky scent from glands in their cheeks (carnivorous apes releasing this scent appear to be hissing with open mouths at trees or objects they are marking). Since carnivorous apes are not vegetarians, they do not live in the depths of the jungle where little game is found. These apes roam areas where the jungle is broken by hills or by the edge of the savannah, where much more game is found than deep in the rain forest.

Carnivorous apes can move through trees (brachiation) at a rate of 90'(30'). They can also run an 180'(60') sprint, but only for one round. This sprint is used when the ape leaps out of an ambush; if attacking in the same round as it sprints, the ape's attacks are at +2 to hit for that round, but its armor class drops from AC 6 to AC 9.

The diet of the carnivorous ape is varied. The apes will take almost any kind of meat they can get. Rodents make up nearly one-third of their diet. Another third is made of things like carrion, snakes, tortoises, eggs, lizards, fish, and the larvae of giant insects. Thus, two-thirds of the carnivorous ape's diet comes from individual foraging. The apes depend greatly on such foraging because of their size, which makes it necessary to have a large intake of high-protein food. The remainder of these apes' diet comes from killed game. In this respect, the carnivorous apes are like lions; they drag the kill back to the group so all may eat. The apes may hunt either in groups or singly. Whenever a herd of large game such as buffalo or wildebeest wanders close to the apes' territory, all adult apes join the hunt, except for nursing mothers. More often, the only game available consists of antelope and warthogs. One group of apes was seen attacking a giraffe, although the intended prey viciously kicked several of the hunters and was able to run away.

Carnivorous apes do not wander very far from their protective trees, due to their fear of lions. Although one ape is a match for a lion, the apes generally act to protect the weaker members of their family groups. Leopards do not seem to be a major competitor, even though the leopards and apes are both tree climbers. Where they coexist, the leopards usually take the smaller, faster prey that the apes can't catch. However, it should be noted that carnivorous apes are capable of short bursts of speed and can easily outdistance a running man. When hiding in ambush (in grass or up in trees), the carnivorous ape has a 50% chance of surprising its prey. When hunting alone, the apes depend on stealth. They often hide in trees overlooking trails or water, then leap out at creatures passing by. When the ape hides in a tree and leaps down on its prey, the prey (if hit) takes 2-8 hp damage from the impact.

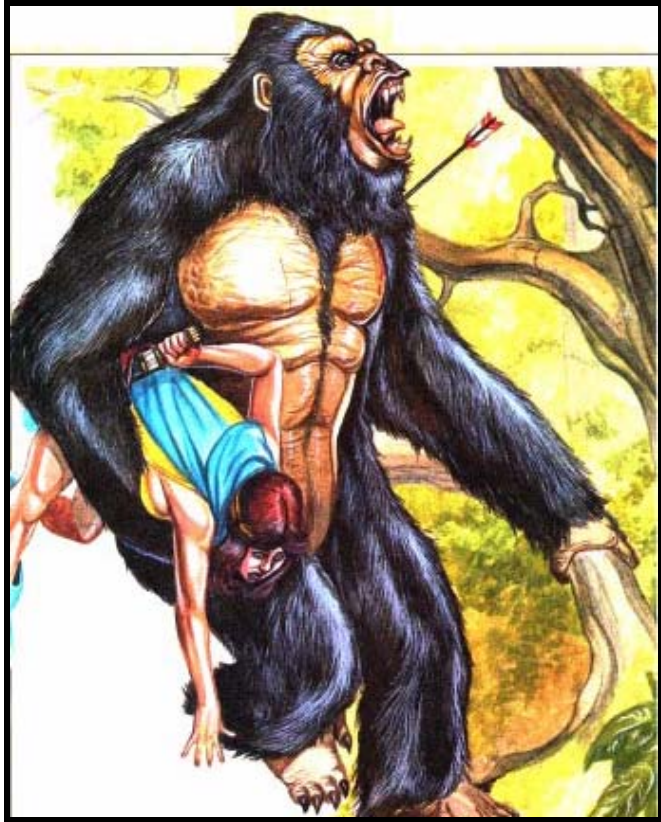
At other times, the apes hide in grass or bushes, dashing out at their prey in hopes of catching it by surprise. Whatever method is used, the prey is doomed once the ape's great strength and sharp teeth come into play. Rending and breaking limbs is an often seen tactic when a carnivorous ape means to incapacitate a foe.

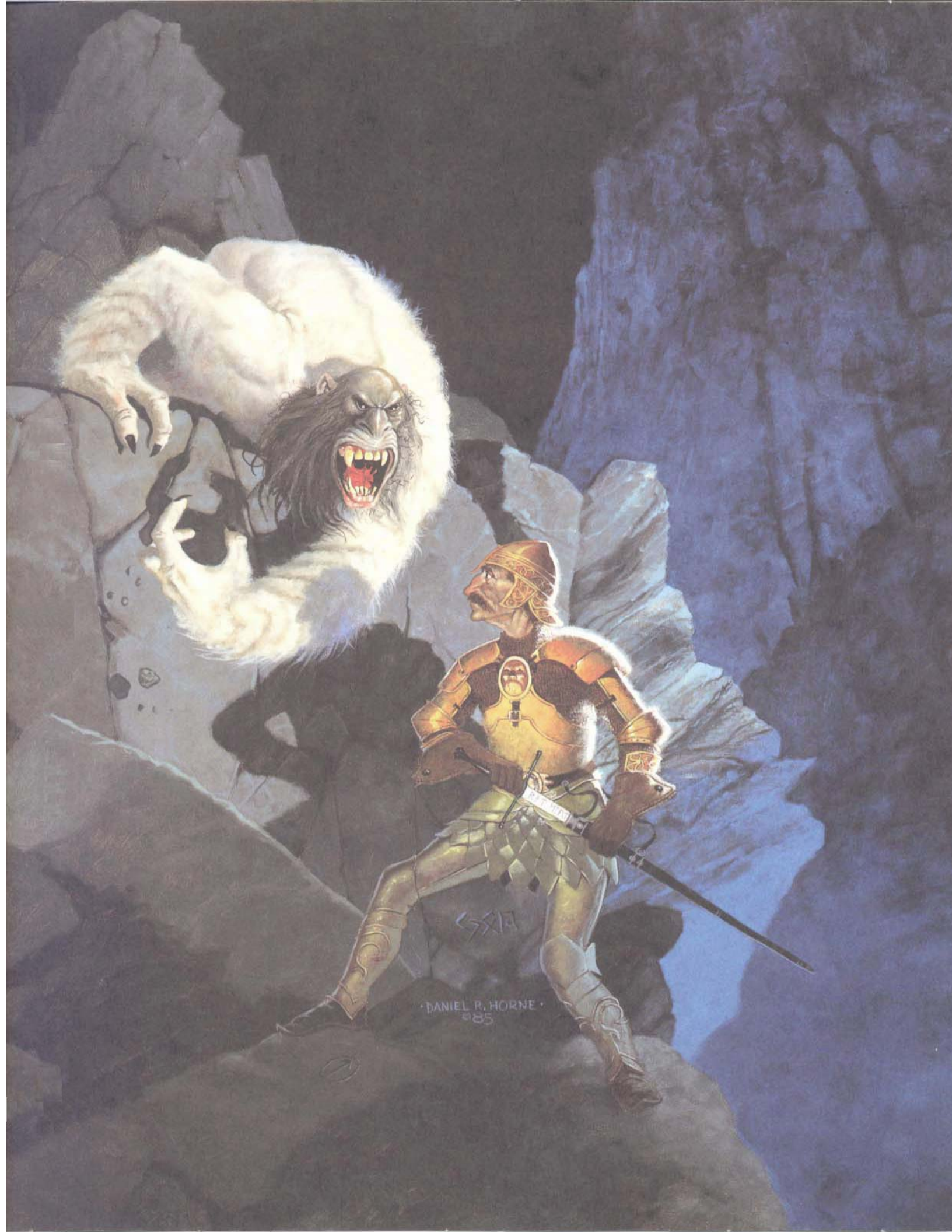
Carnivorous apes and men

The carnivorous ape has a reputation for man-eating. While this is true to some extent, by no means do they all eat men. The apes can be compared to tigers in that individuals will occasionally turn into man-eaters, while the majority do not. Most of the man-eaters are solitary apes who were injured in some way, so as not to be able to catch other prey; such apes are usually defeated leaders cast out of their tribe. Occasionally, however, an entire family group will turn into man-eaters. These groups are greatly feared by the native tribes. The apes, cunning allows them to make devastating raids on villages and caravans. Palisade walls are no protection against climbing apes. Although carnivorous apes may hunt men, men may also hunt the apes. Unscrupulous natives search out small family groups, spear the adults, and capture the young. The young are sold to similarly unscrupulous traders. This is how carnivorous apes end up in places far from their native jungle, such as hobgoblin lairs and hill-giant clans. Carnivorous apes appear to be more adaptable than their gorilla cousins, and they may even thrive in foreign, temperate areas where old forests are found. Even stranger are the natives who worship carnivorous apes.

One tribe believes that killing a carnivorous ape brings great luck and courage to the slayer; thus, one of their rites of manhood is to kill a carnivorous ape. Another tribe is known to regard the apes as sacred. This latter tribe keeps carnivorous apes as pets and feeds captives to them; such apes wander the tribal village freely and are said to be well behaved and friendly to the villagers only, of course. In summary, it should be seen that carnivorous apes are merely another jungle predator, instead of the bloodthirsty man-eaters of legend. However, their size and intelligence make them creatures to be wary of. Wandering through their territories is a perilous undertaking, for a single male ape is the equal of a half-dozen men-at-arms. There are also apes that adorn themselves with human relics, but they cannot use them (weapons, Shields) in any other way than a throwing implement.

Apes have human senses, rare individuals have low.
Main Predator; Human, Humanoids, Great Cats, Self.





DANIEL R. HORNE
985



Ape, Snow (Hominoides Nix)

Ape	Snow Ape	White Ape
Type	Normal Animal	Normal Animal
Climate/Terrain	Arctic, Mountains	Cavern,Ruin,Hill, Mountain
Frequency	Rare	Rare
Organization	Family Group	Family Group
Activity Cycle	Day	Nocturnal
Diet	Omnivore	Herbivore
AL	CN	N
NA	0(2d10)	1d6(2d4)
Size	M	M
ST	17	13
IN/WI	4	2
DX	16	16
CO	15	12
CH	8	9
Languages	Rudimentary	0
Spellcaster Limits;	C1 or W1	0
AC	6	6
AV	0	0
HD	3+1	4
HP	3d8+1	4d8
MV	90'(30')	120'(40')
CL	60'(20')66%	120'(40')90%
THACO	16	16
Attacks	1 Club/Stone	2 Claws
Damage	1d4	1d4 each
Attacks	or 1 stomp/Claw	or 1 Rock
Damage	1d6	1d6
Special Attacks;	1 Hug 2d6	None
Special Defenses;	Camouflage	Camouflage
Immune to;	Cold	na
Extra Vulnerable to;	Heat	na
AM;	0	0
Save as;	F3	F2
ML	7(11)	7
XP	50	75
Caster XP	75	na
TT	Nil	Nil
Body Weight	180LBS	200 LBS

Ape, White (Hominoidus Albus)

White apes have lost their color due to many years of living in caves. They are nocturnal herbivores, looking outside for fruits and vegetables at night. They do not go out of their way to attack characters; if approached by humans and demihumans and given a chance to flee, they will do so. But if creatures approach their lair, the apes will threaten the intruders. If their threats are ignored, they will attack. They may throw one stone per round for 1d6 points each. White apes are not intelligent and are sometimes kept as pets by Neanderthals (cavemen). Normally, in the wild, they live in caves in family groups of 2-8 members. Low senses.
Main Predator; Human, Humanoids, Wolf.

Snow apes are squat, baboon like creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow. Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so strong, any creature caught in its hug takes 2d6 points of damage each round until freed. The ape will maintain its hug until it is slain or its morale fails. Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs. Snow apes are omnivores, with a vegetarian lifestyle; they like (giant) insects but eat red meat (such as humans only in times of scarcity (winters), and t will not attack very large monsters or large parties. They live in snowy mountain forests and do not need to take shelter except in the worst snowstorms. Human senses.
Main Predator; Human, Humanoids, Wolf.



Baboon, Forest (*Papio hamadryas*)

Ape	Baboon, Forest	Baboon, Rock	Baboon, Wild
Type	Normal Animal	Normal Animal	
Climate/Terrain	Forest	Cavern,Ruin,Hill, Mountain	
Frequency	Rare	Common	
Organization	Horde	Horde	Horde
Activity Cycle	Day	Day	
Diet	Omnivore	Omnivore	
AL	N	N	N
NA	2d6(5d6)	2d6(5d6)	10d4
Size	M	M	S
ST	13	13	13
IN/WI	2	2	2
DX	17	17	17
CO	12	12	12
CH	9	9	9
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	6	6	7
AV	0	1	1
HD	2	2	1+1
HP	2d8	2d8	2d8
MV	120'(40')	120'(40')	120'(40')
CL	90'(30')90%	90'(30')90%	120'(40') 90%
THACO	18	18	19
Attacks	1 claw	1 Club/Stone	1 Club/Stone
Damage	1d4	1d6	1d6
Attacks	1 Bite	1 Bite	1 Bite
Damage	1d3	1d3	1d3
Special Attacks;	None	None	None
Special Defenses;	nil	Hide in Shadows 50%	
Immune to;	na	na	na
Extra Vulnerable to;	na	na	na
AM;	0	0	0
Save as;	F2	F2	F2
ML	7	6	5
XP	20	20	20
Caster XP	na	na	15
TT	U	U	nil
Body Weight	45 LBS Males 90 LBS	45 LBS Males 90 LBS	25 LBS



These black, long-haired monkeys are kin to rock baboons. They have a similar disposition and may attack for food or out of anger, however they are also more cautious and may spy on characters for sometime from the treetops before attacking. Medium Senses. Main Predator; Human, Humanoids, Great Cats.

Baboon, Rock (*Papio cynocephalus*)



Rock baboons are larger versions of normal baboons and are more intelligent. They are omnivores but prefer meat. They are not inclined to eat humans, preferring small herd animals when they can catch such beasts. They do not make tools or weapons but will pick up bones or branches to use as clubs. Rock baboons form packs of up to 30 members, each pack led by a dominant male. They are ferocious and have vicious tempers. They do not speak a true language, but use simple screams to communicate warnings and needs. Rock baboons will not go out of their way to attack travelers, but will try to scare intruders out of their hunting grounds. Medium Senses. Main Predator; Great Cats, Dogs, Wolf

Baboon, Wild: (*Papio papio*)



Wild baboons are large, herbivorous primates that are characterized by long arms and legs, large dog-like muzzles, and sharp canine teeth. They live in large groups with a great family sense. Often ruled by a strong dominant male. Medium senses. Main Predator; Great Cats, Dogs, Wolf.

Banderlog (Papio Vertiblis)

Ape	Banderlog
Type	Normal Animal
Climate/Terrain	Cavern, Mountain, Ruin, Hill
Frequency	Very Rare
Organization	Horde
Activity Cycle	Day
Diet	omnivore
AL	N
NA	4d6
Size	M; 3'-4'
ST	13
IN/WI	2
DX	17
CO	12
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	1
HD	1+1
HP	2d8
MV	120'(40')
Sprint 2d4 r	240'/80'
CL	120'(40') 90%
Sprint1d4+1r	240'/80') 50%
THACO	19
Attacks	1 Club/Stone
Damage	1d6
Attacks	1 Bite
Damage	1d3
Special Attacks;	Retch Fruit bombs
Special Defenses;	Hide in Shadows 50%
Immune to;	na
Extra Vulnerable to	na
AM;	0
Save as;	F2
ML	6
XP	20
Caster XP	15
TT	nil
Body Weight	25 LBS

Banderlogs resemble baboons with green skin and brown fur. They are somewhat stringer than normal baboons and are able to communicate in a simple language of chatturs and grunts.

Combat

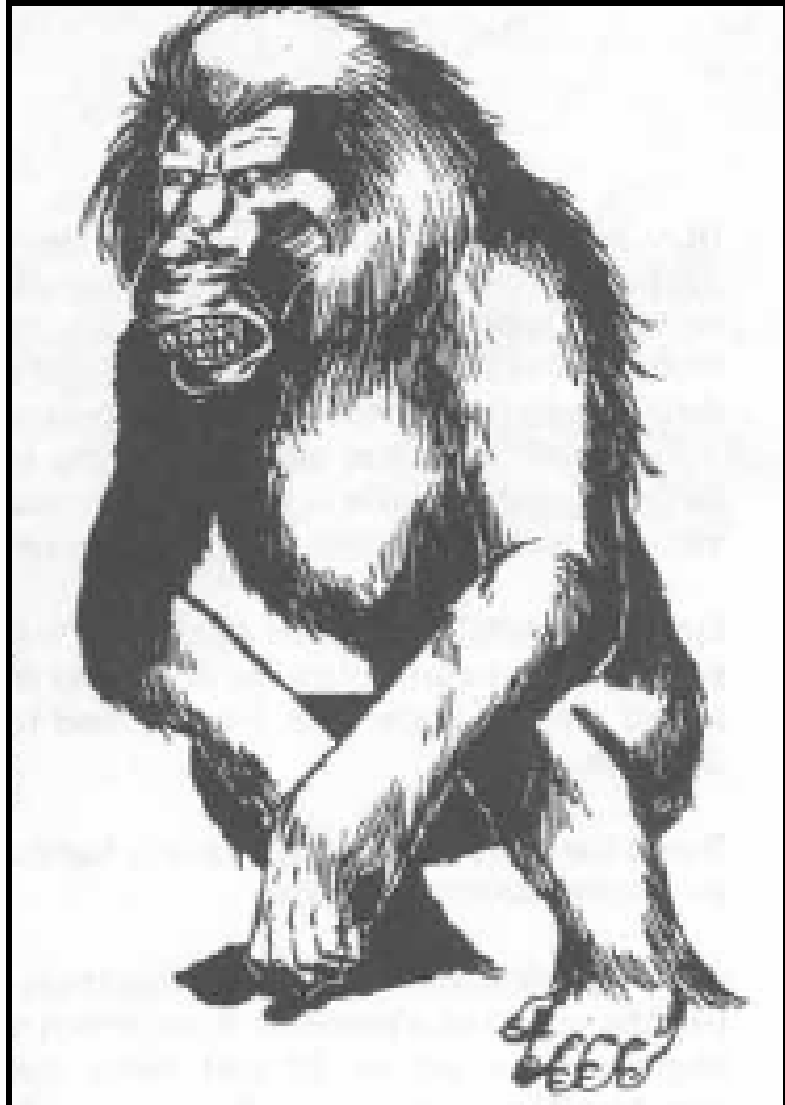
Not as panic prone as normal baboons, banderlogs attack at close quarters with their long canine teeth for 1d4+1 points of bite damage, but are more known to throw retch plant fruit or the purple membranous fruit of Retch plants, also known as Globe palms or coconuts at enemies. Banderlogs will cling to tree branches with one hand and hurl missiles with the other at targets 30' away (ranges 10'/20'/30'). Coconuts cause 1d4+1 points damage while retch plant fruit splash a 1d6+3 foot radius area with nauseating fluids. Those caught in the splash, retch for three rounds and their Strength is reduced by half for the next hour, no saving throw allowed. Like baboons, banderlogs can climb for short bursts of movement allowance.

Ecology

Banderlogs are organized into small tribes led by one or more large males of highest hitpoints and a higher strength (with additional strength adjustments). They live in communal nests made of branches and leaves in the highest branches of palm trees. They do not normally collect treasure, but there is a 5% chance that a tribe has a piece of jewelry or some other random valuable item in their nest. Their diet is similar to that of normal baboons, occasionally supplemented by rodents and large insects. Lions and other carnivores prey on banderlogs, while hunters kill them to make furs from their pelts and simple jewelry from their teeth. A dead banderlog has a value of 50gp, due to this.

Low Senses.

Main Predator; Humanoids, Wolf.



Monkey races: (Cercopithecoidae species) Spider Monkey (Atalles species)

Ape	Spider Monkey	Giant Marmoset
Type	Normal Animal	Giant animal
Climate/Terrain	Forest, Jungle	Tropical jungle
Frequency	Common	
Organization	Horde	
Activity Cycle	Twilight	
Diet	Herbi/Insectivores	
AL	N	N
NA	2d3 x10	2d4
Size	S; 1'-3'	M; 4'-6'
ST	11	11
IN/WI	2	2
DX	9	9
CO	9	9
CH	12	12
Languages	0	0
Spellcaster Limits;	0	0
AC	8	5
AV	0	0
HD	1	3
HP	1d2	3d8
MV	180'(60')	180'/60'
CL	180'(60') 95%	120'/40' 75%
THACO	18	17
Attacks	1 bite	2 claws
Damage	1d3	1d6 each
Attacks		1 bite
Damage		1d8
Attacks		1 tailspike
Damage		1d4
Special Attacks;	nil	rocks 1d4
Special Defenses;	Hide in Shadows 50%	
Immune to;	na	na
Extra Vulnerable to	na	na
AM;	0	0
Save as;	NM	F3
ML	6	8
XP	10	25
Caster XP	na	na
TT	nil	J
Body Weight	10-20 LBS	75 LBS

Measuring down to 5-inch in length, monkey fight creatures their own size, avoiding combat with larger creatures. If forced to battle such creatures, the monkeys jump and bite at an eye. The bite causes extreme pain and the victim must hold his eye and take no other action for a round, giving the monkey a chance to run away. Monkey

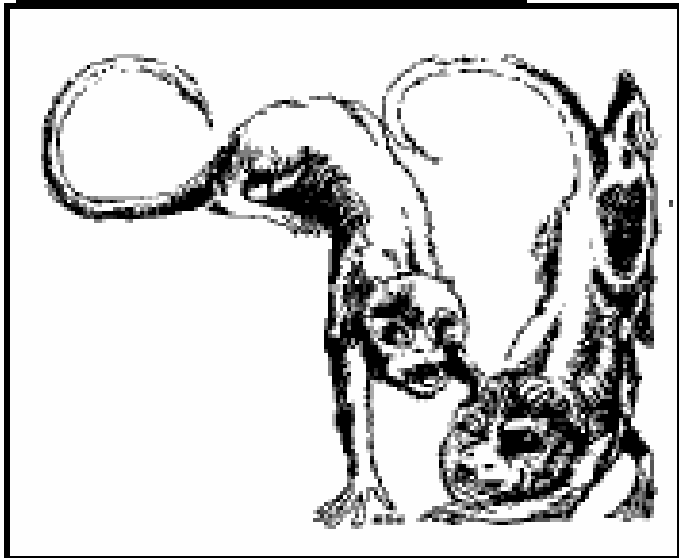


spiders can jump 10 feet down or 5 feet forward and can climb almost anything, and are a hard animal to catch (especially alive). They are known to steal glowing, glistening objects and food, and are a curious lot, mostly they'll drop the item somewhere further away in the forest. Monkey races also refers to a variety of small, non-hostile species (rhesus, spider, tamarin, lemurs, and others). All these races are treated similar in every way.

Medium senses.

Main Predator; Great Cat, Bird of Prey

Monkey, Giant Marmoset (Callithrix jachuss gigas)



These ferocious monkeys roam the jungles freely and unopposed, for they are fierce and cunning fighters. Though their natural weapons cause a great deal of damage, they often prefer to throw large stones (for 1d4 damage each) from the side of a cliff down onto their prey. If fighting on the ground, they will also use their furry tail spike (Damage 1d4) in battle, but if in the trees, they will hang from their tails and use their bite and claws instead. They travel in large family groups; the males outnumber the females and every female will have at least 1 young with her. If a young marmoset monkey can be caught and trained, it will make an excellent guard. Some monkeys grow large enough for a halfling to comfortably ride, and some halflings living in jungles have been seen riding them into battle. Original marmoset species are as small as a finger to 1' long.

Medium Senses.

Main Predator; Great Cat, **Bird** of Prey



Higher Primates (Hominoidea species)

Chimpanzee (Pan Species)

Ape	Chimpanzee	Orangutan
Type	Normal Animal	Normal Animal
Climate/Terrain	Forest, Jungle	Forest, Jungle
Frequency	Rare	Rare
Organization	Horde	Solitary
Activity Cycle	Day	Day
Diet	Omnivore	Herbivore
AL	N	N
NA	1d4 G +3d4 E	2d3
Size	M	M
ST	19	19
IN/WI	8	8
DX/CO/CH	9	9
Languages	0	0
Spellcaster Lim	0	0
AC	6	6
AV	0	0
HD	2+3	3+2
HP	4d8+1	3d8+2
MV	150'(50')	60'(20')
CL	60'(20) 80%	60'(20) 90%
THACO	18	18
Attacks	2 claws or fist	2 claws or fist
Damage	1d3+3 each	1d3+3 each
Attacks	1 bite	1 bite
Damage	1d3+3	1d4+3
Special Attacks	nil	nil
Special Defense	nil	nil
Immune to;	na	na
Extra Vulnerabl	na	na
AM;	0	0
Save as;	F2	F3
ML	8	8
XP	125	125
TT	nil	nil
Body Weight	150 LBS	250 LBS



The Chimpanzee are intelligent, non-aggressive and shy omnivores, but fights fiercely when threatened (or feeling threatened by smiling at it) or cornered. They sometimes hunt baboons for meat. They can move on two legs but do so

only to reach out of reach food, or to impress anybody. They have an intricate language system with yelps, grunts and hoots and a very important non-verbal language. They are intelligent enough to learn to understand human languages but are never able to speak them. They can't cast spells as their language is too primitive. They make use of simple tools (i.e. twigs to "fish" for ants) and throw rocks and branches, but mostly more to chase an enemy away than to attack. It is the nearest animal genetic relative to the human race. The males are much larger and stronger. They are up to double the females in weight. Low Senses.

Main Predator; Human(oids), Great Cat

Orangutan (Pongo species)

The orangutan is intelligent, non-aggressive, slow and shy herbivore, but will fight fiercely when cornered, it further always tries to flee. It is a near animal genetic relative to the human race. They can move on two legs but do so only to reach out of reach food, or to impress anybody. The adult males have a much wider enlarged face which they can "blow-up" to impress and threaten others. They are up to double the females in weight. Human Senses.

Main Predator; Human(oids), Great Cat



Female with two generations of offspring



20 year old Male with blown-up cheeks



Gorilla: (Gorilla species)

Ape	Gorilla
Type	Normal Animal
Climate/Terrain	Forest, Jungle
Frequency	Rare
Organization	Horde
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1d4 G +3d4 E
Size	L
ST	21
IN/WI	8
DX/CO/CH	9
Languages	0
Spellcaster Lim	0
AC	6
AV	0
HD	4+1
HP	4d8+1
ML	120'(40')
CL	60'(20) 50%
THACO	17
Attacks	2 claws or fist
Damage	1d3+4 each
Attacks	1 bite
Damage	1d6+4
Special Attacks	Hug 2d6+4
Special Defense	nil
Immune to;	na
Extra Vulnerabl	na
AM;	0
Save as;	F4
ML	8
XP	125
TT	nil
Body Weight	350 LBS G / 175 LBS E



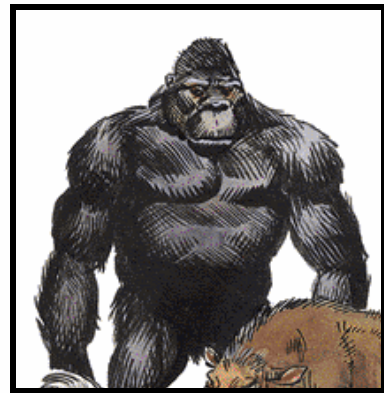
The gorilla are intelligent, non-aggressive and shy herbivores, but they fight fiercely when threatened (or feeling threatened by smiling at it) or cornered. It is a near animal genetic relative to the human race. They can move on two legs but do so only to reach out of reach



food, or to impress anybody. The males are the leaders and are called "silverbacks" when they reach the adult age due to the lighter hair colorations on their backs. They are up to double the females in weight.

Human Senses.

Main Predator; Human(oids), Great Cat, Dragon



Dakon: (Gorilla Dakonis)

Ape	Dakon	Taer
Type	Normal Animal	Normal Animal
Climate/Terrain	Forest, Jungle	Forest, Jungle
Frequency	Rare	very rare
Organization	Horde	Horde
Activity Cycle	Day	Day
Diet	Omnivore	Carnivore
AL	LN	NE
NA	6d10	10d4
Size	M; 5'-6'tall	M; 6'-7'tall
ST	16	14
IN	9	6
WI	16	8
DX/CO/CH	9	9
Languages	Primitive local	0
Spellcaster Limits;	0	0
AC	5	4
AV	0	0
HD	1+1	3+6
HP	1d8+1	3d6+6
MV	60'(20')	180'(60')
CL	10'(3') 30%	10'(3') 30%
THACO	20	17
Attacks	2 claws	1 bite
Damage	1d10	1d6
Attacks		2 Claws
Damage		1d4
Attacks		or 1 weapon
Damage		by weapon
Special Attacks;	na	stench
Special Defenses;	na	nil
Immune to;	na	cold
Extra Vulnerable to;	na	na
AM;	0	0
Save as;	NM	F3
ML	10	7
XP	15	50
TT	E	nil
Body Weight	160 LBS	120 LBS

Dakon are shabby, intelligent apes with a reasonable grasp of the common tongue (local). It will never attack except in self-defense or to recover treasure stolen from it. When it attacks it gains a +2 bonus because of the sharpness of its claws, this is further adjusted by strength.. the Dakon is usually a light brown color with green eyes and black hands. Its skin is dark brown to black and can be mottled underneath the fur. It is normally on good terms with lawful humans and Demihumans, though it has suspicion of the motives of humanoids and will not communicate with them or near them. It is better to live seeming a stupid animal than die by speaking. This near to extinct ape race can only be found in the most dark tropical forests and jungles. They may inhabit ruins, and they are quite territorial. It is rumored by some outer world Lizardmen priests of Ka the Immortal, that he transported some of them recently away (into the Hollow World). The males are the leaders They are up to double the females in weight. Human Senses
Main Predator; Great Cat



Taer: (Gorilla borealis)



Taers resemble white-haired, greasy, shaggy cavemen or gorillas. They might be in fact related to humankind, but until now they are listed under the man-apes. Hair color is gray to snowwhite, and thick and greasy. Their head is large but has virtually no forehead. These vile primates live in the coldest mountain regions, dwelling in caves and continually hunting for food. Normal attack is by kick, punch and bite, although 50% of these creatures will have crude spears or throwing rocks which they will hurl prior to closing to melee (adjust THACO and damage by ST). The taer ooze a fatty excretion which has a particular vile odor. Any



creature within 10 feet of a Taer must save vs. Dragon Breath or suffer a disorientation and nausea which will last 1d4+1 hours. Attacks will then be penalized by -2, and saves and damages by -1. the same secretion aids these creatures to withstand cold, even of the magical sort. Its secretion can be collected to be used in spells or items of cold protection. This is actually the only evil ape race, how they became like this is unknown, but demonic influences are suspected. The males are the leaders. They are up to double the females in weight. Taer's treasure is a collection of polished teeth and horns and crudely sculpted stone idols. There is a 15% chance for real treasure captured from victims. If such a treasure does exist, there is a 10% chance for 1 magical item to be included, especially a weapon. Human senses
Main predator; Human, Neanderthal, Humanoids, Dragon

Hsing-sing: (Hsing-sing pacificus)

Ape	Hsing-sing
Type	Normal Animal
Climate/Terrain	Subtropical Mountains/Forests
Frequency	Rare
Organization	1 nbe
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	2d10
Size	12
ST	9
IN/WI	1
AC	6
AV	0
HD	2+1
HP	2d8+1
MV	60'(20')
SW	90'(30')
CL	30'/10' 55%
THACO	19
Attacks	1 Claw
Damage	1d6
Attacks	or Weapon
Damage	by weapon
Special Attacks;	nil
Special Defenses;	Low Senses
Save as;	F1
ML	6
XP	25
TT	nil
Body Weight	50 LBS



The Hsing-sing are a reclusive ape-like race believed to personify the principles of pacifism and harmony with nature. Hsing-sing have bulky bodies covered with a thick white greyish fur, that darkens with age to rick, golden tones. Their skin however is dark red. Their long arms nearly extend to the ground. When swimming, their large feet propel them through the water with ease. Their hairless face looks almost human with bright blue or brown eyes, small noses and a smooth but bright red skin. However, their teeth are much longer and sharper than human teeth, resembling the fangs of carnivorous apes.

Their long fur offers natural protection against the elements, and like all normal animals, the Hsing-sing do not wear clothing. However, tribal leaders sometimes wear armbands made of intricately woven vines, as a symbol of authority. Females sometimes weave wild flowers in the fur of their arms and legs. Hsing-sing understand the dominant local tongue but speak only their own language. Their vocal chords are unable to pronounce anything other than that grunt and hoot based language.

Combat

Hsing-sing are normally passive, friendly creatures, preferring flight from fight. But once a year, usually during the onset of spring, adult males instinctively complete a "war Season". This season lasts for 2d6+4 days. During that time the males become extremely savage (a clear example of testosterone directed behavior) and aggressive. The males gather into raiding bands of 5d4 members, and attack human and humanoid settlements on the edge of their territory. Such attacks are impartial; pillaging good and evil creatures alike. To maximize the advantage of surprise, the Hsing-sing rarely attack the same settlement two years in a row.

A raiding band of Hsing-sing are armed with blowguns 50%, spears 30% and clubs 20%. Additionally, 50% of the band carries specially constructed wicker shields (which like normal shields decreases their AC by 1). Hsing-sing are quite adept at using poison, and their blowgun darts are always dipped in noxious concoctions (usually worn in hollow coconuts or similar). They have only two poison types. The first causes death by heart failure in 1d4+1 round unless saved (then it will stun the victim 2 rounds after 1 round-as it suppresses the internal pain), and in either case of the save it causes 1d8 of internal damage.

The second type of poison is a strong muscle relaxant. If the victim fails his save, the poison will paralyze him for 2d6 turns due muscle weakness. If the save is successful, the poison still induces an effect like a Slow spell upon him. Both poisons have an onset of 2 rounds.

Habitat/ society

A Hsing-sing tribe consists of 2d10 males an equal number of males and females, and about half of this total in young. The oldest male member of the tribe serves as its leader. Females (1 HD) defend themselves by hiding in the trees and hurling branches and rocks. Young have 1d2 hit points and never fight.

A Hsing-sing lair is a simple sleeping platform perched in the highest branches of a tall tree. A thatched roof offers some protection against the elements. Each family shares a single platform. Because of their love for nature, Hsing-sing often keep rabbits, parrots and other small animals as pets.

Hsing-sing lead a simple existence. They spend most of their waking hours hunting for food, frolicking in trees and telling stories aside from making wicker shields, simple weapons and tools, they practice no crafts. Though Hsing-sing have no desire for material wealth, they collect small amounts of treasure, which they use for a primitive trade with humans. They usually stash their treasure in a hollowed out branch near their sleeping platforms.

Ecology

Hsing-sing eat fruits and grains indigenous to the areas they inhabit, supplemented with small amounts of fish, insects, deer and other wild game. Because of their weakness for strong (alcoholic) drink, they occasionally come to human villages for trade. On these trips they bring rare treasures from the hidden enclaves of the forest, such as parrots, rare bird feathers (bird of Paradise), santed roots, and exotic fruits (without the Hsing-sing vanilla and licorice would never have been discovered). In exchange, they take forged metal, pottery, rice, and wine.

Human hunters sometimes track down and kill Hsing-sing for their fur. The golden fur of an adult Hsing-sing is especially prized and could bring up to 300 gold pieces on the far away markets. Human Senses.

Main Predator; Great Cat, Human, Humanoids, dragon

Losel: (Papio hominoids Orcus)

Mammal	Losel
Type	Normal Animal
Climate/Terrain	non-tropical Forest
Frequency	Very Rare
Organization	tribe
Activity Cycle	nocturnal
Diet	omnivore
AL	NE, LE
NA	3d10
Size	M; 6'
ST	9
IN/WI	1
AC	7
AV	0
HD	2
HP	2d8
MV	60'(20')
CL	90'(30'). 55%
THACO	19
Attacks	2 Claws
Damage	1d3 each
Attacks	1 Bite
Damage	1d4
Special Attacks;	stones
Special Defenses;	Low Senses
Save as;	F1
ML	5
XP	20
TT	nil
Body Weight	40 LBS



An arboreal orc/baboon cross, losel resemble primitive humans in many respects, most obviously in torso shape and size, and are strong-shouldered. They can walk upright, although they typically have stooped posture, and prefer traveling in trees on all fours. They have a low, jutting forehead; their faces are somewhat orclike, with thrust-out jaws and very prominent canine teeth. Losels possess fairly sparse dark brown fur and somewhat elongated limbs. Their tails are invariably short and stubby. Their eyes are large, but are set well back into the face; they possess infravision to 30 feet range. Losels do not naturally wear clothing. They can throw stones up to 20 yards for 1d4 points damage.

Combat

Losel are normally passive, friendly creatures, and primitive and cowardly fighters, preferring flight from fight. Losels attack with their clawed paws and a bite attack. Losels that have been trained (see below) can throw small rocks up to 20 yards for 1d4 points of damage, and are also capable of using simple hand weapons such as clubs (but not swords or axes, for example).

They do eat primarily insects and rodents, but are also not against eating recently dead meat. When however, insects have taken residence in the corpse they, prefer to eat these creatures instead of the dead meat. In combat these creatures attack in waves of hit and run tactics at any creature they see as dangerous to them. In nature, losels will normally fight only to defend their territory against an invading losel tribe, to ward off some dangerous predator, or to attack a sick or wounded creature that they can eat. They are fairly cowardly creatures, except toward beastmen, for whom they have a great antipathy. Tribes or troupes of losels are 75% likely to have a dominant male leader, with 3+3 HD, and rarely, a leader of unusual size or strength will lead a larger or combined tribe of 6d10 losels that will show unusual aggressiveness toward other species. They prefer to flee in almost most cases., but when attacked in or near their roosting place (either tree or rock) they will defend this (particularly their young) with great intent. Only when half the adults lose moral or are dead or greatly wounded, they will flee in all directions possible. They will not defend any fallen member of their tribe, earlier eating from in (cannibalism is not unheard off this creature). The tribe is more important than the individual.

Habitat/ society

Losels are tribal creatures that keep largely to themselves. They can speak a crude form of orcish that is difficult even for speakers of that tongue to comprehend. Tribes are always male-dominated, and males typically hunt small mammals and like prey, while females collect fruits, nuts and tubers, and guard the young. Losels have no recorded religion and their tribes have no shamans or witch doctors. Tribes are loosely territorial and use scent marking and scratchmarks on the bark of large trees to demarcate their territories. Competing tribes may fight each other, but more often, a ritual confrontation

between tribal leaders, with much feigned aggression and exchange of insults, will lead to resolution of competing claims to territory.

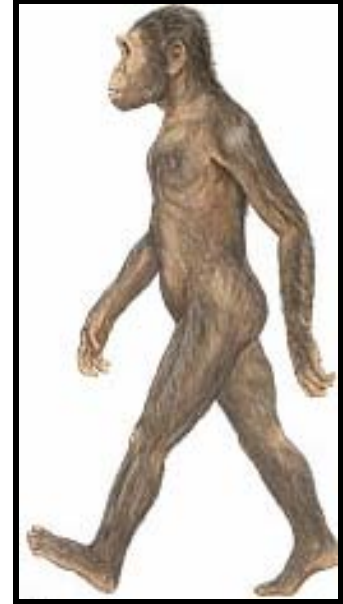
Some tribes of losels have been captured and trained by humanoid. Losels make poor troops because of their weak morale, but they can make useful guards due to their infravision and acute sense of smell. A losel tribe consists of 2d10 males with about 25% male, 25% young and the rest females. The strongest male member of the tribe serves as its leader. In combat and in the hunt, males and females fight alike. Young have 1d2 hit points and never fight, and in case of fight or flight these are often hidden in trees, caves or crevasses, until the tribe is under no duress anymore. Then the parents will come to get their offspring and regather the tribe (or what's left of it). They will do so for a day or so, then slowly forgetting where who went. Due to this behavior, they have a great fatality rate. Luckily for them they create offspring regularly through the greatest part of the year (not winter), and their pregnancy lasts only 6 months. Mostly they get 2 children with each birth, males and females in equal numbers. Males grow a bit slower than the females and therefore have a greater chance to die before adulthood than the what sturdier females. Also, dominant males kill off male children not off their own (They'd kill the females too, but these are more often kept alive).

Ecology

Losels have a natural lifespan of some 20-25 years. They have a gestation period of 6 months and produce 2-5 offspring per birth. Infant mortality is very high, with only one young typically surviving to maturity (three years of age). Losels are omnivores, but they will not eat carrion.

Losels hate beastmen and plan attacks on any they encounter. They also hate and fear elves, for wood elves frequently attempt to eliminate the orc-apes from their woodlands. Losels are also hunted and eaten by most predators. The origins of this ape-orc cross are uncertain. They were not reported in the dictionaries of the sages until ca. 500 AC, and some claim that an immortal is responsible for creating them. This remains a matter of conjecture. Losel, actually came into existence soon during the era the beastmen evolved into the different breeds of humanoids. Still used to breeding with a great variety of species due to their chaotic racial appearance, they mistook wandering baboons for species of their own race. The orcish traits were greatest in this race and mixed themselves easily with the primitive baboon genetics, thus creating the Losel. Later the Losel bred with pre-Goblins creating the Neshezu, before the chaotic genetic strain disappeared, from the primitive beastmen.

Human Senses. Main Predator; Rodents, Insects Main Prey; Human(oid), Great Cat, Wolf, Phororhacos.



Bat (Chiroptera species)

Bats are common animals in many parts of the world. Bats are mostly nocturnal flying insectivores. They often live in caves or abandoned buildings. While ordinary bats are annoying but harmless, larger varieties can be quite deadly. With almost 2000 different species of bats known, one can find wingspans from less than two inches across to 15 feet or more. The small body of the ordinary bat resembles a mouse, while the wings are formed from extra skin stretched across its fore limbs. The larger bats are scaled up but otherwise similar in appearance. Despite the common belief that bats are blind, nearly all known species have rather good eyesight, (**Darkvision**). In the dark, however, they do not rely on their visual acuity, but navigate instead by **echo-location**. By emitting a high-pitched squeal and listening for it to bounce back to them, they can "see" their surroundings by this natural form of sonar. Since they don't rely solely on the use their eyes to locate, spells that affect sight (such as light) do not work on bats. However, a silence 15' radius spell will effectively "blind" a bat, in the darkness

Combat:

Ordinary bats attack only if cornered and left with no other option. If startled, bats tend to become frightened and confused. This causes them to swarm around and often fly into things. The typical bat swarm ends up putting out torches (1% chance per bat encountered per round), confusing spell casting (Wisdom roll required to cast spells), inhibiting combatants' ability to wield weapons (by a -2 THACO penalty), and otherwise getting in the way. Under ideal flying conditions, a bat's Armor Class rating rises 8 to 4 for the larger ones. In the Hollow World all Bats can generate a 40' radius Continual Darkness at will. This can be dispelled, but will return after 4 hours sleep.



Habitat/Society:

While bats are found almost anywhere, they prefer warm and humid climates. Some species hibernate during the cold season and a few are known to migrate. Bats live in caves, dark buildings, or damp crevices, hanging by their toes during the day, and leaving at dusk to feed during the night. In large, isolated caverns there may be thousands of bats. Though these creatures are able to fly great distances, they rarely fly above coastlines, and never above open water.

Ecology:

Most bats eat fruit or insects, though some include small animals or fish in their diets. The rare vampire bat travels at night to drink the warm blood of

living mammals, but its victims are rarely humans or demihumans. Care must be taken not to confuse the vampire bat with the true vampire in this regard. Bats are irritated by the scent of flowers from the Nettle bushes. And will not attack a creature rubbed in with it, yet it imposes a Hide penalty of 50% due the scent. They frequently carry and cause diseases.

Other Bat dangers

Bat Guano

Bats leave a lot of droppings on the floor of their living areas. After guano has lain around for a couple of years, a fungus can grow in it, releasing spores into the air that cause **histoplasmosis** in humanoid (except Goblinoids, which are immune). Each character must save each round breathing in the area or contract the spores and its disease. **Histoplasmosis** can cause serious respiratory diseases in humans, causing fever and chest pains. A chronic lung disease that resembles tuberculosis in all effects. In the very young and the very old, or people who already have other serious illnesses, histoplasmosis can be fatal. Histoplasmosis can also (100% - 5% / constitution Point chance) travel from the lungs to the eyes, causing ocular histoplasmosis syndrome, which destroys vision. The lung problems can many times be cured with anti-fungal medications, but the ocular disease has no cure.



Making the guano wet will prevent any intoxication, but will make it extremely slippery (Dex checks at -8 to move without falling, a fall due a failed check by 8 or more will mean the character has fallen face down in the guano and still must save each round or become infected).

Rot grubs, Centipedes, some snakes, spiders, and carrion crawlers are among the few creatures known to live in the guano on the floor of large bat-infested caverns, making any expeditions into such caves dangerous indeed. If the noxious odor from the guano is not enough to subdue the hardiest of adventurers these crawling denizens are (a single Con. check to stay conscious, and a SV DR or suffer after 6+1d6r cramps, convulsions, headache, (spell casting Int or Wis check-2), skinrash for 1d3 days, and the character has become allergic to bat guano for 20-con years since the last exposure. This allergy reveals the same symptoms, as those of a failed Save.

Rabies

Rabies:	roll 1d8 (+2 if wounded by critical attack) (remember to add additional effects by severity –See Pages of Virtue)		
Normal Infection		Severe infection	Incubation Time; 1d2 days –(con adj. x Hr)
	1-3		
	5-8+	Terminal Infection	24 Hr –(con adj. x Hr)

This disease spread by infected Foxes, Dogs, Gnolls, Lupins, Wolves or Lycantropes. It is transmitted like Lycanthropy, by a bite-wound. In these hosts the disease is violent and usually fatal. Bats, Rats (even Were-Bats and Were-Rats) can also carry Rabies, but will not die by it, but transmit them as normal. A characteristic behavior of rabid creatures (be it animal or demi-humanoid) shows in the mild stage of the disease general malaise of the wound and a spasm of the muscles of the throat, especially at the sight of water, so that the patient is unable to drink, and generalized convulsions. Foam will show at the mouth and/or nose of the patient. The pupils will be small and unfocused. It is one of the most terrible diseases. The affected creature becomes Chaotic evil, and berserk at all creatures (even reflections, pictures, shadows, or even thoughts of a creature). **The disease spreads along the neurons, and this reveals the reason why the disease can be halted by amputation of the infected area.** The brain becomes blackened by the disease in the severe stage. The duration of the stages last as long as normal, and follow each other, but the disease can't be halted easily. **This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20 + Con. patient = % chance to be successful).** **The disease ends in a massive heart failure, or just passes away at the end of the severe stage, if not Terminal. The total Time to cure will be about 3 months. 1% of contracting the disease per week of exposure, but 50% if bitten by an affected creature. Epidemic lasts 1d6 weeks.** When rabies is contracted during the incubation time, and effects, the victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious.



Normal bats (Chiroptera species)

Bat	Normal
Climate/Terrain	Any Land
Frequency	Common
Organization	Swarm
Size	1" to 4"
Wingspan	1'
Activity Cycle	Nocturnal/Twilight
Diet	Insectivore
or	Fructivore
AL	N
NA:	1d100(1d100+)
IN	1
AC;	6
AV;	0
HD;	1
Hp	1
MV;	9(3')
FL	240(80)
MF	3B
Load	na
BM	na
THACO;	20
Att.;	1 bite
Damage	1
Special Attacks;	Confusion Disease; Rabies
Special Defenses; Immune to;	None Darkness Blindness
Extra Vulnerable to; MR;	Silence 0
Save as;	NM
ML;	6
XP;	5
Weight	5cn
Tt;	Nil
Bat	Steam
Climate/Terrain	Any moist cave
Frequency	Rare
Organization	Flock
Size	N; 1.5'-2.5'
Wingspan	9'
Activity Cycle	Any
Diet	Insectivore
AL	N
NA:	1d100(1d100)
IN	11
AC;	6
AV;	0
HD;	1
Hp	1
MV;	9(3')
FL	120(40)
MF	3B
Load	na
BM	na
THACO;	20
Att.;	1 Bite
Damage	0
Special Attacks;	Confusion Disease; Rabies
Special Defenses; Immune to;	Darkness Blindness
Extra Vulnerable to; MR;	Silence 0
Save as;	NM
ML;	6
XP;	5
Weight	6cn
Tt;	Nil



These very small mammals weigh only a few ounces. They will not attack men but may confuse them by flying around their heads. There must be at least ten bats to confuse one character. Characters who are confused have a - 2 penalty on their attack rolls and saves and can't cast spells. Normal bats must check morale each round unless they are controlled or summoned. Anyone bitten by a bat has a 1% chance per point of damage done to contract rabies.

Main Predator; Snake, Bird of Prey. Main Prey; Insects

Steam Bats (*Cheiomelus torquatus tempurus*)

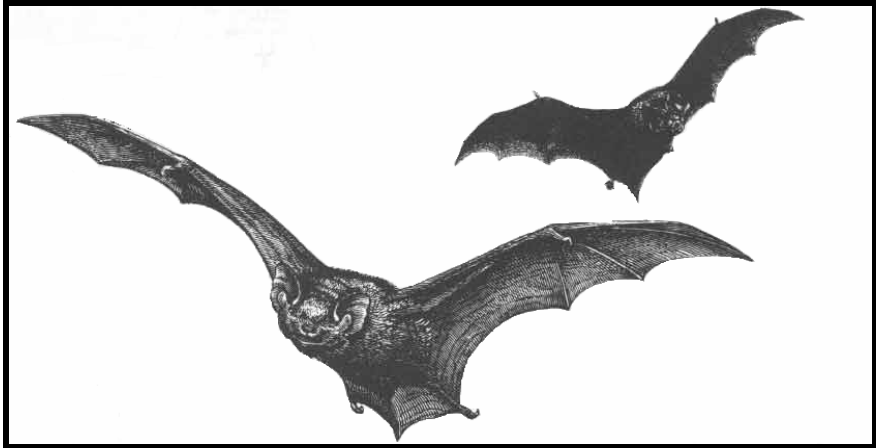


Steam bats are cave-dwelling, blind creatures which have fully adapted to hot, moist conditions. They are similar to normal bats but the following; they are almost entirely hairless, and have shrunken, vestigial eyes. Their ears are even bigger than those of normal bats. They are further treated as normal bats which have no true combat abilities but cause confusion.

Main Predator; Snake, Bird of Prey. Main Prey; Insects

Large Bat (Pteropodidae species)

Bat	Large
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Flock
Size	5" to 10"
Wingspan	5'-6'
Activity Cycle	Nocturnal/Twilight
Diet	Insectivore
or	Fructivore
AL	N
NA:	3d6(3d6)
IN	1
AC;	8
AV;	0
HD;	1
Hp	1d4
MV;	9(3)
	FL 180(60')
	MF 3B
Load	na
BM	na
THACO;	19
Att.;	1 Bite
Damage	1d2 or 1d4
Special Attacks;	Nil
	Disease; Rabies
Special Defenses;	AC+3vs Missiles
Immune to;	Darkness
	Blindness
Extra Vulnerable to;	Silence
MR;	0
Save as;	NM
ML;	6
XP;	10
Tt;	Nil
Weight	2-4 LBS
Bat	Giant
Climate/Terrain	Any Land
Frequency	Rare
Organization	Solitary
Size	5' to 7'
Wingspan	25' to 30'
Activity Cycle	Nocturnal/Twilight
Diet	Carnivore
or	Fructivore
AL	N
NA:	1d10(1d10+)
IN	5
AC;	6
AV;	0
HD;	2
Hp	2d8
MV;	9(3)
	FL 180(60')
	MF 3B
Load	500/1000
BM	1
THACO;	18
Att.;	1 Bite
Damage	1d4
Special Attacks;	Nil or
	Disease; Rabies
Special Defenses;	None
Immune to;	Darkness
	Blindness
Extra Vulnerable to;	Silence
MR;	0
Save as;	F1
ML;	8
XP;	20
Tt;	Nil
Weight	12-48 LBS



These creatures are large versions of the carnivorous variety of the ordinary bat with 3' long bodies and 5'-6' long wingspans. They dwell in dark caverns, usually underground, and depend on their sonar in flight to compensate for their poor eyesight. Only 10% of large bats are of the more powerful 1 Hit Die variety. Extremely maneuverable in flight, large bats gain an AC bonus of +3 when an opponent with a Dexterity of 13 or less fires a missile weapon at it. The creature must land (usually on its victim) to attack with its bite. The typical example of this species inflicts 1d2 points of damage with its teeth while the larger does 1d4 points of damage. Anyone bitten by a large bat has a 1% chance per point of damage done to contract rabies. Main Predator; Snake, Bird of Prey. Main Prey; Insects

Giant Bats: (Megachiroptera species)



Giant bats are much larger cousins of normal bat species. Giant bats look like smaller bat species but grow to be approximately 5' long, with a wingspan greater than 25'. They are either Carnivore feeding on birds, small mammals, insects, or are Fructivore (Flying Dogs of Sumatra come to mind), feeding solely upon soft fruits, like Mango, Banana, etc.. Anyone bitten by a bat has a 1% chance per point of damage done to contract rabies. Main Predator; Snake, Dragon, Bird of Prey. Main Prey; Insects

Huge Bat (Mobat) (Macroglossinus Fructus)

Bat, special	Huge (Mobat)
Climate/Terrain	Warm Caves
Frequency	Rare
Organization	Flock
Size	H; 11'-14'
Wingspan	12'-16'
Activity Cycle	Nocturnal/Twilight
Diet	Insectivore
or	Fructivore
AL	N
NA:	1d8(1d8)
IN	4
AC;	7
AV;	0
HD;	4-6
Hp	4d8 to 6d8
MV;	9(3')
FL	150'(50')
MF	3B
Load	500/1000
BM	1
THACO;	4 HD = 16 5 HD = 15 6 HD = 14
Att.;	1 Bite
Damage	2d4
Special Attacks;	0
	Disease; Rabies
Special Defenses;	0
Immune to;	Darkness Blindness
Extra Vulnerable to;	Silence
MR;	0
Save as;	F4
ML;	7
XP;	4 HD = 75 5 HD = 175 6 HD = 275
TC	NII
Weight	350 LBS

Mobats prefer warm-blooded prey that they bite to death with their fangs. They have a dim and evil intelligence that gives them a desire for shiny objects. Because the typical Mobat has a wingspan of 12 to 16 feet, they must have large areas to serve as flight runways. Because Mobats' flight is so rapid and silent, their victims suffer a -3 penalty to their surprise rolls.

They can also give a piercing screech that causes such great pain that victims seek to cover their ears rather than fight, unless a Save vs. TS is successful. This screech is always used if the prey resists and it is effective in a 20' radius about the Mobat.

Note that mobile Mobats have an AC of 2. Under crowded flying conditions, their AC suffers and raises to 7. When not in flight, Mobats have an Armor Class of 10. Anyone bitten by a large bat has a 1% chance per point of damage done to contract rabies.

Main Predator; Snake, Bird of Prey, Dragon. Main Prey; Small mammals



Azmyth (Chripoterus Florens)

Bat, special	Azmyth
Climate/Terrain	Any Land
Frequency	Rare
Organization	Solitary
Size	L; 5" -6"
Wingspan	3'
Activity Cycle	Any
Diet	Insectivore Fructivore
AL	CN
NA:	1d12(1d12)
IN	9
AC;	2
AV;	0
HD;	2***
Hp	2d8
MV;	30'/10'
FL	240'(80')
MF	3B
Load	na
BM	na
THACO;	18
Att.;	1 Bite / 1 Tail
Damage	1 / 1d2
Special Attacks;	Magic Use Disease; Rabies
Special Defenses;	Magic Use
Immune to;	Darkness Blindness
Extra Vulnerable to;	Silence
MR;	40%
Save as;	MU2
ML;	9
XP;	35
Tt;	C
Weight	250 LBS

They can know alignment three times per day, become invisible (self only for 6r or until the azmyth physically attacks another creature, whichever occurs sooner) once per day, and create silence 15' radius, centered on themselves, once per day. In combat, the Azmyth bites for 1 point of damage and stabs with its powerful needle-sharp tails for 1d2 points but the creatures prefer to avoid direct conflict and employ their spell-like powers from afar.. Twice per day, an Azmyth can unleash a shocking grasp attack, transmitting 1d8+6 points of electrical damage through any direct physical contact with another creature(including bites or tail stabs). This attack can be combined with a physical attack for cumulative damage, Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The lifespan and mating details of azmyths are unknown, but is believed to be over 100 years. They are not 'familiars', as magic-users understand the term, but closer to a druid's 'woodland companions'; no direct control can be exercised over an azmyth except by magic or psionics. Main Predator; Snake, Bird of Prey.

Azmyths are rare strange bats, that live on flowers, small plants, and insects. They are solitary wanderers, though they do have "favorite haunts" to which they return. They often form partnerships with larger beings of other races, such as humanoids for mutual benefit, sometimes forming loyal friendships in the process. Azmyths have crested heads and bearded chins, white, pupil-less eyes, and leathery gray, mauve, or emerald green skin. They emit shrill squeaks of alarm or rage, and endearing, liquid chuckles of delight or amusement. They communicate by telepathy that has a range of 60 feet, but can only communicate in this way with others of its kind.. they emit squeaks when alarmed or enraged, and endearing light chuckles when delighted or amused. They have infravision to 90 feet.



Gloomwing (Chiropterus Nocturnus)

Bat, special	Gloomwing
Climate/Terrain	Any Land
Frequency	Rare
Organization	Solitary
Size	L; 5" -6"
Wingspan	9'
Activity Cycle	Any
Diet	Carnivore
AL	NE
NA:	1d4
IN	9
Languages	Local, Orcish
AC;	6
AV;	0
HD;	3+3**
Hp	3d8+3
MV;	30'/10'
FL	180'/60'
MF	3A
Load	na
BM	na
THACO;	18
Att.;	1 Bite
Damage	1d4+1
Special Attacks;	Magic Use Disease; Rabies Poison
Special Defenses;	Magic Use
Immune to;	Darkness
Extra Vulnerable to;	Silence
MR;	40%
Save as;	MU2
ML;	9
XP;	35
Tt;	C
Weight	250 LBS

Gloomwings are feared, fairy (fey) creatures in the shape and appearance of a species of bat, who are thought to serve dark powers as messengers, steeds, and spies. They hunt by night and day, and speak a common local tongue, and local orcish in hissing, rasping voices.

They possess 180' range infravision as well as normal sight, and can see perfectly in near darkness, including the darkness 15' radius which they can create about themselves at will. (Other forms of magical darkness, not created by themselves, will render them as blind as other creatures.)

Gloomwings use this darkness power as a smokescreen to evade enemies, to dodge and foil missile fire, and to avoid detection when hunting on moonlit nights. The chilling bite of a gloomwing is its most feared weapon. In addition to doing 1d4+1 points of damage, the creature's fangs inject venom into the victim's bloodstream.



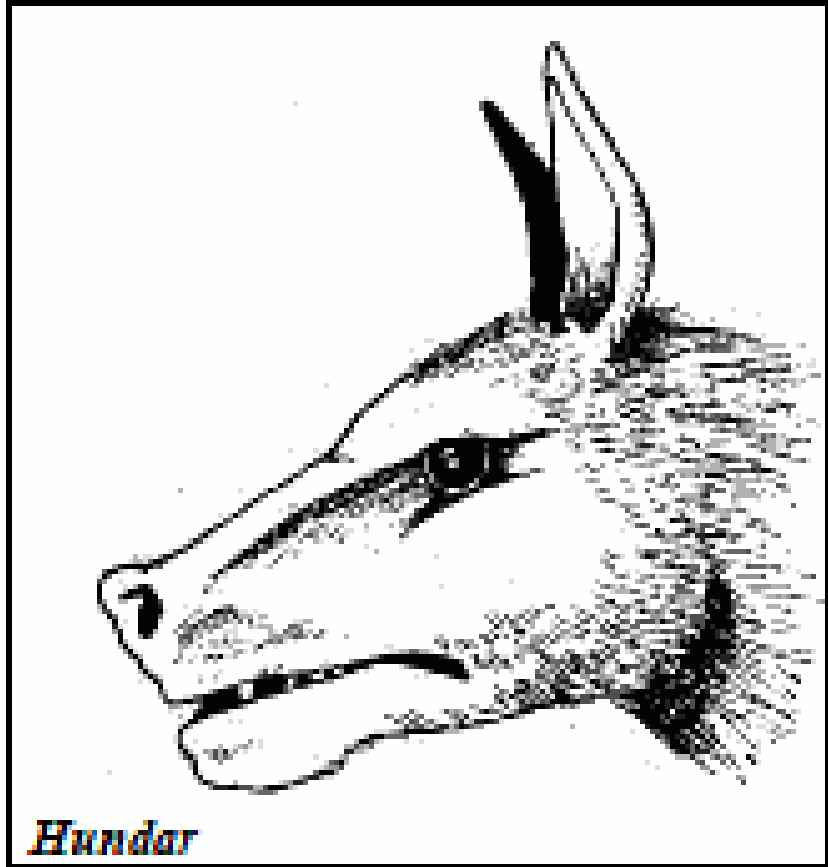
The effect of the venom varies for each victim as follows:

01-40:	Victim flees in fear (see 4 th level magic-user spell).
41-75:	Victim of less than 8+1 hit dice affected by sleep, immediately sinking into a catatonic slumber from which he cannot be awakened for 2d4 turns. A victim of 8 th level (8+1 HD) or greater is treated as if he made his saving throw (see below).
76-86:	Victim is stunned, reeling, unable to think, speak, cast spells, or act 'except to drop any items held in the hands' for 1d6 rounds.
87-95:	Victim is confused (as the 4 th level magic-user spell).
96-97:	Victim is feebleminded (as the 5 th level magic-user spell).
98-00:	Victim suffers double damage (2d4+2 points) from the bite and is rendered helpless for the round in which he was bitten due to racking pains (with convulsions), but is otherwise unaffected.

Any victim can only be affected by one of these results during a single encounter with one or more gloomwings; after a bite hits and its poison takes effect, all subsequent bites suffered by the victim in the same encounter will have no effect other than the normal 1d4+1 points of damage. The victim of a bite is allowed a saving throw vs. poison (made at -1) to avoid the effect of the venom, but this saving throw only applies to the particular bite attack for which it is made. A gloomwing is immune to its own venom, and to that of other gloomwings. Gloomwings hoard treasure for use in bribing or purchasing the services of lesser creatures. This treasure they conceal in the caves, cliff-top eyries, and ruins where they lair, typically cunningly concealed and trapped to prevent theft. Gloomwings are carnivores and will eat any creature that they can overcome, and even carrion, in a pinch.

Hundar, Horse-Bat (Chiropterus Equii)

Bat, special	Hundar
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Size	L; 7' -8"
Wingspan	14'-22'
Activity Cycle	Any
Diet	Carnivore
AL	NE, N
NA:	1(1d3)
IN	9
AC;	5
AV;	0
HD;	6+6
Hp	6d8+6
MV;	60'/20'
FL	150'/50'
MF	180'/60'
I HACO;	1B
Att.;	1 Bite
Damage	1d3
Att.;	1 wing-Tail buffet
Damage	2d4
Special Attacks;	Drowning Dive Disease; Rabies
Special Defenses;	0
Immune to;	Darkness
Extra Vulnerable to;	Silence
MR;	40%
Save as;	MU2
ML;	9
XP;	35
It;	C(no silver)
Weight	250 LBS



The heavy-bodied, fearsome black hundar resembles a vast worm with bat-wings and a horselike head (hence its nickname), appearing rather like a wyvern. It is a solitary hunter and will always be encountered alone except when mating. Hundars live in ruins, sea-caves, swamps, or atop moorland crags, preferring desolate places to wellpopulated areas. Hundars can swim almost as well as they can fly (by powerful beats of their tail and leathery wings) and can survive at great depths, although they prefer to hunt in shallow waters. Their favorite attack is to crash into aerial targets, buffeting with their wings and/or tail for 2d4 damage, and biting for 1d3. If an opponent irritates them, they grasp with tail and jaws, and dive from the air deep into the water, to drown their foe. or conversely, if the foe is aquatic, burst up into the air and fly toward land so that their foe will expire from being out of water or suffer injury when dropped from on high. An ungainly crawler on land, the hundar is a powerful but stodgy flier, badtempered and vain (one is often found gazing at its own reflection in still water).

Hundars possess 120' -range infravision to aid in night hunting. The creatures are black, with blue and purple iridescence when wet, and have fiery red eyes. When angered, horse-bats snort vapor from their nostrils and emit deep, rumbling roars. The manes of older individuals turn grey and then white with age; hundars are thought to have a lifespan of some hundreds of years. The touch of silver is corrosively poisonous to them (hence many people think they are lycanthropes—some sages say these were normal giant bats infected with lycanthropy of the werebat species, and thus changed them to become a Hundar, but this is not prove, and nowadays does not happen this way. These creatures are as natural reproducing as most other creatures, and in no way a lycanthrope), and they avoid it. A normally harmless blow from a hurled object of silver, or a handful of silver coins, might do a hundar 1d2 points of damage, and all silver weapons do double damage to them.

Hundars mate seldom (every thirty years or so,sages believes), the parents cohabiting for a year or so until their young achieve full strength and flight ability. Young hundars strike out on their own when they acquire their full powers at 3+3 HD size (the wing-buffet attack of such a youngling does only 2-6 damage). Hundars and perytons will tolerate each other, but hundars will generally attempt to slay or drive out other large predators, aerial or aquatic, living within a mile of their lairs.

Do not make the mistake to see this creature as a Lycanthrope, for that not only looks different but is actually much more dangerous. However, these two creatures often live together in a mutual agreement in similar areas.

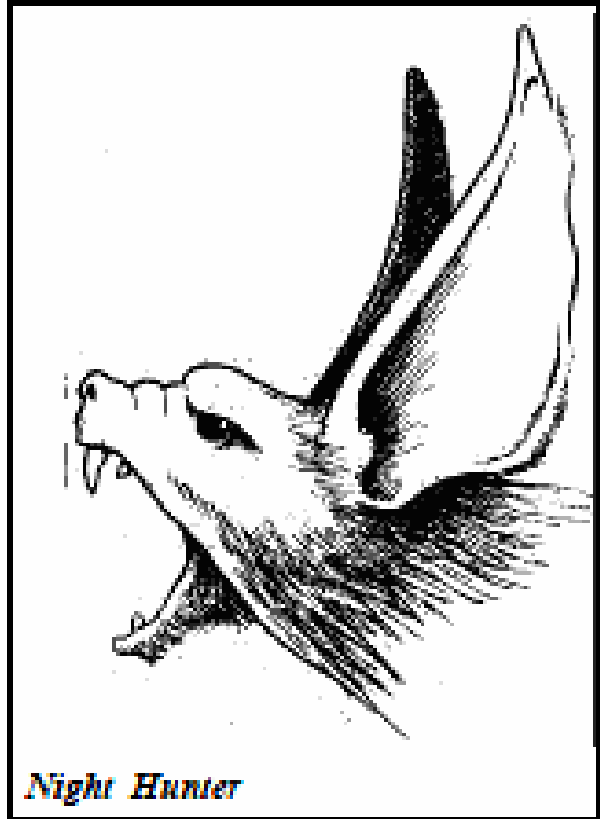


Night Hunter (Chropterus Nocturens)

Bat, special	Night Hunter
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Pack
Size	H; 11"-13"
Wingspan	7'
Activity Cycle	Any
Diet	Carnivore
AL	N
NA:	1(1d30)
IN	10
AC;	6
AV;	0
HD;	2+2
Hp	2d8+2
MV;	9(3')
FL	180'(60')
MF	1B
Load	na
BM	na
THACO;	17
Att.;	1 Bite/2 wingclaw
Damage	1d4 / 1d2 each
Att.;	Slash or Stab
Damage	1d6 or 3d4
Special Attacks;	Nil or Disease; Rabies
Special Defenses;	0
Immune to;	Darkness Bindness
Extra Vulnerable to;	Silence
MR;	0
Save as;	F2
ML;	9
XP;	25
It;	C
Weight	850 LBS

This species, known as dragazhar, is named after the adventurer who first domesticated one, long ago. Nocturnal on the surface, it is active anytime in the gloom of the underworld. This cunning predator is found in rural and wilderness areas, and is almost always encountered while hunting at night.

It eats carrion if it must, but usually hunts small living beasts. Desperate dragazhar are known to attack livestock, Shadow Elves, or humans, but they usually attack smaller prey. Night hunters swoop down to bite prey (1d4), rake with their wing claws (1d2 each), and slash (1d6) or stab (3d4) with their dexterous, triangular-shaped, razor sharp tails. They stalk their prey, flying low and dodging behind hillocks, ridges, trees, or stalactites, to attack from ambush. They have infravision to a distance of 180 feet, often stalk their prey, flying low and dodging between trees, behind hillocks and ridges, so as to attack from ambush, but rarely surprise opponents, since they emit echoing, loon-like screams when excited. Night hunter lairs usually contain over 30 creatures. They typically live in double-ended caves, or above ground in tall, dense woods. Night hunters do not tarry to eat where they feel endangered, so their lairs often contain treasure fallen from prey carried there. Night hunters roost head-down when sleeping. They are velvet in hue, even to their claws, and have violet, orange, or red eyes. Main Predator; Snake, Bird of Prey. Main Prey; Mammals, Birds



Main Predator; Snake, Bird of Prey. Main Prey; Mammals, Birds

Sinister (Megoceroptera Nigrum)

Bat, special	Sinister
Climate/Terrain	Any Land
Frequency	Rare
Organization	Band
Size	N; 1.5'-2.5'
Wingspan	9'
Activity Cycle	Any
Diet	Insectivore
or	Fructivore
AL	N
NA:	1d6(1d6)
IN	11
AC;	3
AV;	1
HD;	4+4****
Hp	4d8+4
MV;	9(3')
FL	210'(70')
MF	3B
Load	na
BM	na
THACO;	15
Att.;	1 Bite
Damage	1d4+1
Special Attacks;	Magic Use Disease; Rabies
Special Defenses;	Energy Field
Immune to;	Missile attacks Dark-Blindness
Extra Vulnerable to;	Silence
MR;	70%
Save as;	MU5
ML;	10
XP;	425
It;	Nil
weight	150ch

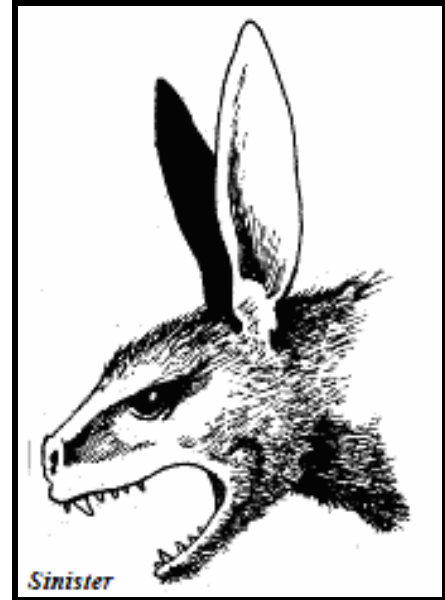
These mysterious jet-black creatures most closely resemble manta rays. They have distinct heads and necks, but their powerfully-muscled wings do not show the prominent finger bones common to most bats. A natural ability of levitation (thus not magical and undispellable) allows them to hang almost motionless in midair, usually in a woodland glade or sheltered valley (it is rumored that these creatures contain Tiusium—like Beholders to enable this natural levitation). This unnerving appearance and behavior has earned them their dark name, but sinisters are not evil. Above ground, they prefer to hunt at night, when their 180'-range infravision is most effective. They eat carrion if no other food is available, and regularly devour flowers and seed pods of all sorts.

Combat

Sinisters are both resistant to magic and adept in its use. In addition to their pinpoint, precision levitation, they are surrounded at all times by a naturally-generated 5-foot-deep energy field akin to a wall of force. This field affords no protection against spells or melee attacks, but missile attacks are stopped utterly; normal missiles are turned away, and such effects as magic missile and Melf's acid arrow are absorbed harmlessly. In addition, all sinisters can cast one hold monster (as the spell) once per day. They usually save this for escaping from creatures more powerful than themselves, but may use it when hunting, if ravenous.

Ecology

Curiously, though they are always silent (communicating only with others of its kind via 20-foot-range limited telepathy), sinisters love music—both vocal and instrumental.



Many a bard making music at a wilderness campfire has found him or herself surrounded by a silent circle of floating sinisters. Unless they are directly attacked, the sinisters will not molest the bard in any way, but may follow the source of the music, gathering night after night to form a rather daunting audience. Sinisters are usually encountered in small groups and are thought to have a long life span of up to 25 years. Their social habits and mating rituals are unknown. This creature is endangered due to the encroaching civilization and destroying their natural habitat by humanoids.

Main Predator; Snake, Bird of Prey, Dragon

Skinwing (*Chiropteroides giganticus cinnabrylus*)

Flying Dinosaur	Skinwing
Type	Normal Animal
Climate/Terrain	(Sub-)Tropical Land
	Savage Coast
Frequency	Rare
Organization	Flock
Activity Cycle	Day
Diet	Camivore/Scavenger
AL	N€
NA	2d4
Size	L-G; 3/ HD Body; 1/ HD
ST	15
IN/WI	2-4
DX	17
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	3(7)
AV	1
HD	4-7
HP	1d8/HD
MV	3'(1)
FL	150'(50')
Load	300cn/HD max
MF	3B
THACO	16
Attacks	@ Claws
Damage	1d4 each
Attacks	1 Bite
Damage	2d4
Special Attacks;	Swoop
Special Defenses;	0
Immune to;	nil
Extra Vulnerable to;	0,
MR;	0
Save as;	F2
ML	10
XP	4 HD = 75 5 HD = 175 6 HD = 275 7 HD = 450
TT	nil
Weight	120-150 LBS/ HD

The skinwing is a reptilian, batlike creature found in warm climates. A skinwing resembles a furless bat with dirty brown scales. Its wings are utterly hairless and resemble tough, leathery skin. A skinwing has large black eyes that function well in both dim and bright light. Skinwings have a wingspan of about three feet per Hit Die. Their bodies are quite small in comparison to their wings, usually about one foot long per Hit Die. Orcs commonly keep these creatures as mounts. The lizardmen of Shazak sometimes use them as mounts, although they prefer to use giant bats.

The Red Curse: Some skinwings (25%) have acquired magical powers like Anti-Missile (as a continuous protection from missile spell) or Gaseous Form. Skinwings do not require *cinnabryl*.

Combat:

A skinwing attacks with either its teeth or claws. If it uses its bite attack (2d4), it must either land or fly very slowly. The skinwing is AC 7 only if it uses this mode of attack. If the skinwing uses its claw/claw attack, it rakes its sharp claws across the top or back of its prey and flies out of range before the creature can retaliate. The flock usually attacks a single target, and each member gets an attack against that target. A flock of skinwings can bring down large prey using this maneuver. If both claws attacks are successful and the victim is less than one-half of the maximum weight the skinwing can carry, the skinwing carries the victim aloft. Thereafter, the skinwing inflicts 2d4 points of damage per round.

A skinwing can carry a rider, albeit for short distances, but it must have a drop-off in order to become airborne. A skinwing can carry about 30 pounds per Hit Die. A 4 Hit Die skinwing could thus carry a load of 120 pounds. Skinwings cannot fly higher than about 1,000 feet. Above that altitude, the air is too cold for them. While carrying a rider, the skinwing must make a successful saving throw vs. paralyzation every half hour in order to continue flying. If the saving throw fails, the skinwing is exhausted and must land immediately. Skinwings cannot attack if they are carrying a rider. Skinwings who have taken 50% or more damage can no longer fly until they are fully healed.

Habitat/Society:

A skinwing usually will not attack man-sized or larger creatures unless it has been trained to do so. A flock of skinwings will attack a larger creature only if they are very hungry. Skinwings are very hard to train. Once they are trained, however, they make superior mounts, able to anticipate their riders' needs. A trained skinwing gets a +1 bonus to morale. While Skinwings can be found almost anywhere, they prefer warmer climes, since they have a reptilian heritage. They live in caves, dark buildings, or heavily shrouded forests and feed during the day, when they are most active.

Ecology:

Skinwings are predators and scavengers. They will eat carrion and insects. The wings of a Skinwing can be cured into a high quality leather.

Main Predator; Dragon, Main Prey; insects.

Their exists another flying creature called Skinwing, this is a dinosaur-like underground creature of the Shadowelves. Don't confuse these creatures, for they may be similar in a way, they are further totally different.



Vampire Bats: (Desmodus rotundus)

Bat	Vampire
Climate/Terrain	Any Land
Frequency	Very Rare
Organization	Solitary
Size	5' to 7'
Wingspan	25' to 30'
Activity Cycle	Nocturnal
Diet	Hemovore
AL	NE
NA:	1d10(1d10+)
IN	6
AC;	6
AV;	1
HD;	2*
Hp	2d8
MV;	9(3)
FL	180'(60)
MF	3B
Load	500/1000
BM	1
THACO;	18
Att.;	1 bite
Damage	1d4
Special Attacks;	Paralysis Disease; ghoulish undead Disease; rabies
Special Defenses;	None
Immune to;	Darkness Blindness
Extra Vulnerable to;	Silence
MR;	0
Save as;	F2
ML;	9
XP;	25
Tt;	Nil
Weight	12-36 LBS



Of giant bat encounters 5% will be with groups of giant vampire bats, far more dangerous creatures. They are carnivores (or, more appropriately, hemovores— blood-drinkers) and may attack humans if extremely hungry, although they do prefer cattle. The bite of a giant vampire bat does no extra damage but its victim must make a saving throw vs. paralysis or fall unconscious for 1d10 rounds. This will allow the vampire bat

to feed without being disturbed, draining 1d4 points of blood per round. Any victims who die from having their blood drained by a giant vampire bat must make a Sv vs. SP or contract Ghoul Undeath. Anyone bitten by a bat has a 1% chance per point of damage done to contract rabies. A bloodsucking creature never sucks more blood from a victim than itself hit points has, it will detach itself when this amount is reached.

Infravision 60'.

Main Predator; Snake, Bird of Prey. Main Prey; Animal Herd, Human, Humanoid

Ghoul (Undeath); Magic Disease

Incubation time; 24 Hr-(con adj. x T)

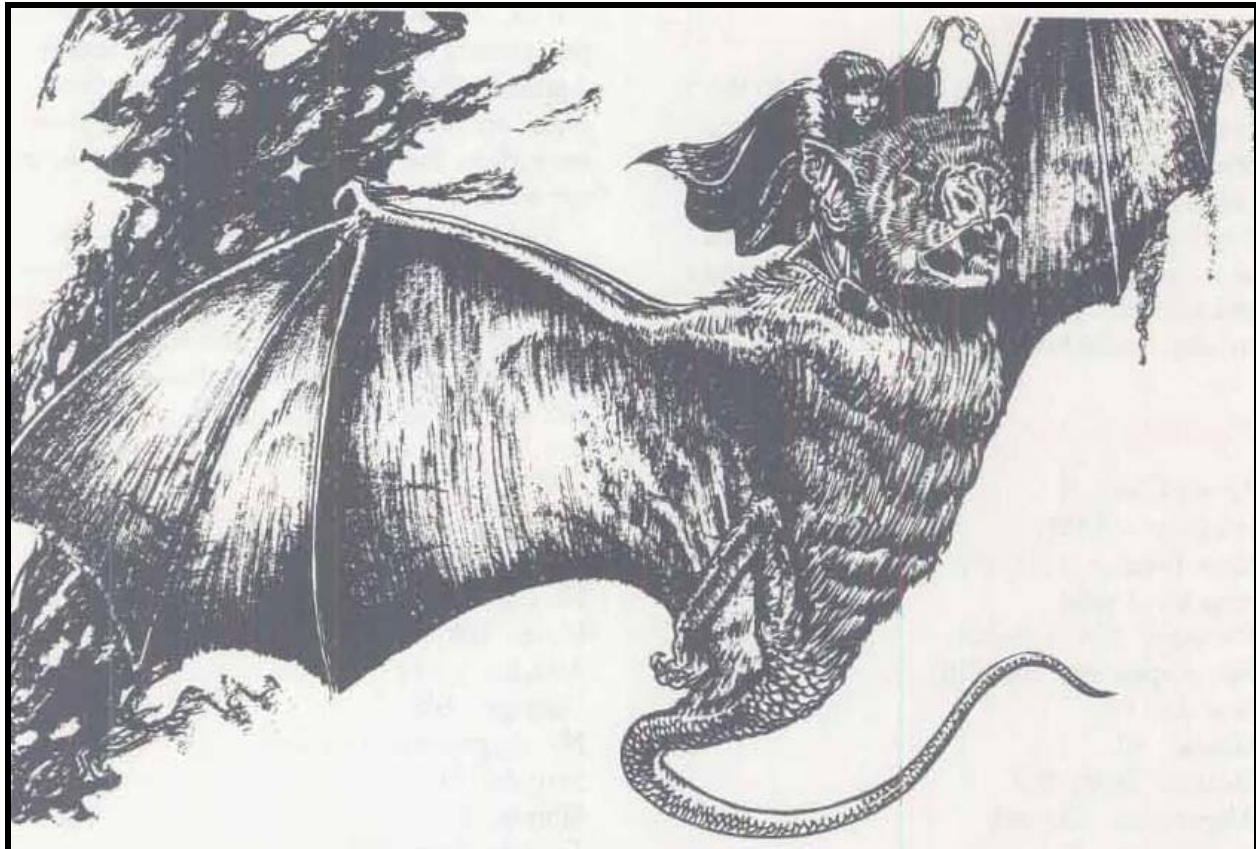
This disease kills the infected creature, which will return after death. **None known.** Undeath akin to being a Ghooul. Infectious. This disease not only kills the character, but enables the infected undead to bind its soul to the corpse to become like itself, in alignment and behavior. **5% of contracting the disease per exposure (Mummies or similar Undeath), but will only become active after death of the patient (whenever).** Also contracted by physical attacks of the Ghoul/Wight or Wraith and Vampire bat, **when the creature dies.** **The disease stays active in the victims body for a period equal to the incubation time.** Prevented by an active Bless spell. Cattle can't escape the effect but don't become undead, instead they suffer reduced healing rate and overall weakness.

Zargosian Bats (*Megachiroptera squamatidius*)

Bat, special	Zargosian
Climate/Terrain	HW; Milenia
Frequency	Very Rare
Organization	Solitary
Size	L; 6'
Wingspan	35'+
Activity Cycle	Nocturnal
Diet	Carnivore
AL	CN
NA:	1d10(1d10)
IN	3
AC;	6
AV;	1
HD;	4+3*
Hp	4d8+3
MV;	30'(10)
FL	180'(60')
MF	3C
Load	1500/3000
BM	3
THACO;	15
Att.;	1 Bite
Damage	1d8
Special Attacks;	1 Spit Paralysis Disease; Rabies
Special Defenses;	0
Immune to;	Darkness Blindness
Extra Vulnerable to;	Silence
MR;	0
Save as;	F2
ML;	8
XP;	200
It;	Nil
Weight	750 LBS

These creatures are a huge variety of the normal Vampire Bat created by Milenian (Hollow World) Zargosian Sorcerers. It looks much like a normal bat but has a long, thin reptilian tail used in flight balance (through which it can be ridden). It has red eyes and a long-purple-red tongue (which is inserted in the bite wound to digest the creature from within). They are not found outside the Hollow World, and rarely outside Milenia. Though they can be found on the floating continents passing over Milenia.

Infravision 180'.
Main Predator; Snake, Dragon, , Human, Bird of Prey. Main Prey; Mammals, Pterodactyli



Bear (Ursidae species)

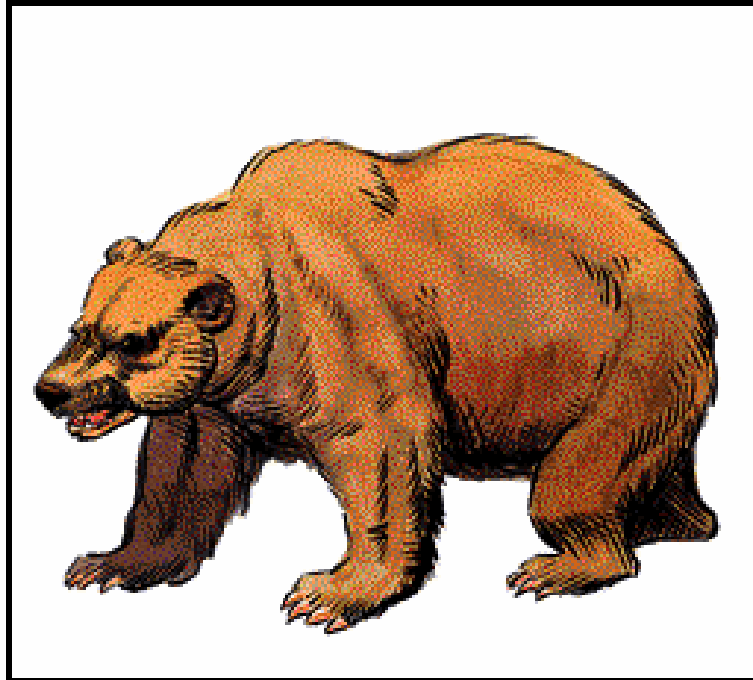
Bears are well known to all adventurers. A rather common omnivorous mammal, bears tend to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence. Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.

Combat:

If any bear hits one victim with both paws in one round, the bear hugs its victim and inflicts 2d8+ST points of additional damage in that same round, , and giving it a +4 bonus to bite attacks. The fur of a bear is more resistant to non-piercing weapons. A piercing attack will negate any AV completely however.

Biting bonus:

Many animals have a claw / claw / bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite.



Strangling:

Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.

Habitat/Society:

All bears have excellent senses of hearing and smell (High) but rather poor eyesight (None). The size shown is an average for the variety and larger individuals will, of course, be correspondingly more powerful. In winter they sleep most of the time, but their metabolism does not slow down completely. They have actually eaten so much to double their weight, and just before sleeping a constipating mix of fruits, wood and other undetermined stuff, which literally stops any secretion. They can easily wake up and leave their lairs (often hollow trees, caves, ground-dug holes, stuffed with, mosses, hair, straw, twigs) during warm spells. They will have lost up to 60% of their weight when they awake at spring, but in long winters many younger ones do die in their sleep. Bears live in small family groups. Female bears are very protective of their young, which are always birthed (1d3, of which the weakest mostly dies) during the winter sleep, and more than one individual has been badly injured when approaching, taunting or even playing with seemingly harmless bear cubs.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual:	Int.	Int-2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Ecology:

All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat. Bears are fairly intelligent animals that can be trained to perform in a variety of ways, particularly if captured as cubs. Bears can thus be found dancing in circuses or accompanying "mountain men" in the wilderness. Their instinct however is only suppressed and will awake when they get the chance. And then the animal is used to humans, and not afraid of them anymore. It will know where to find food, and how to open doors, cans, chests, and even break through windows.



Bears, of all species, can learn to accept Druids, Elves, and more rarely scouts.



Black Bear (*Ursus Ursus*)

Bear	Black	Brown
Type	Normal Animal	
Climate/Terrain	Temperate Land	
Frequency	Common	Uncommon
Organization	Solitary	
Activity Cycle	Day	
Diet	Omnivore	
AL	N	N
NA	1d4(1d4)	1 (1d4)
Size	L; 6' Tall	L; 9'+ tall
ST	17	15
IN/WI	2	2
DX	9	10
CO	9	9
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	6	6
AV	1	1
HD	4	5+5
HP	4d8	5d8+5
MV	120'(40)	120'(40)
	30'(10)	60'(20)
SW	30'(10)50%	30'(10)50%
CL		
THACO	16	15
Attacks	2 Claws	
Damage	1d3 each	1d4 each
Attacks	1 Bite	
Damage	1d6	1d8
Special Attacks;	Bearhug	
	2d8+3	2d8+3
Special Defenses;	None	None
Immune to;	0	0
Extra Vulnerable to;	Piercing (no AV)	
MR;	0	0
Save as;	F2	F2
ML	8	8
XP	75	275
TT	U	U
Body Weight	250LBS	400LBS



The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear and the most widespread species by far and stand about 6' tall. They are omnivores but prefer roots and berries. A black bear will not usually attack

unless it is cornered and cannot escape. Adult black bears will fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as fresh fish and sweets.

Main Predator; Dragon. Main Prey; Animal Herd; Deer

Brown Bear (*Ursus arctos*)



Brown bears have brown fur and stand about 7' tall. They are omnivores but prefer sweets, roots and berries. A brown bear will not usually attack unless it is hungry, or cornered and cannot escape. Adult brown bears will fight to the death to protect their young. They have been known to raid camps, seeking food. They are especially fond of such treats as meat, fresh fish and sweets. The brown bear, of which the infamous grizzly is the most well known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. Brown bears are aggressive hunters. Brown bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

Main Predator; Dragon. Main Prey; Animal Herd; Deer, Moose, Elk

Grizzly Bear: (Ursus arctos horriblis)

Bear	Grizzly	Polar
Type	Normal Animal	
Climate/Terrain	Temperate Land	Any Cold
Frequency	Rare	
Organization	Solitary	
Activity Cycle	Day	
Diet	Omnivore	
AL	N	
NA	1 (1d2)	1 (1d4)
Size	L: 9' +Tall	L: 14' + tall
ST	13	11
IN/WI	2	2
DX	7	8
CO	9	9
CH	8	7
Languages	0	0
Spellcaster Limits;	0	0
AC	8	6
AV	1	1
HD	5	6
HP	5d8	6d8
MV	120'(40')	120'(40')
SW	60'(20')	90'(30')
CL	30'(10)45%	na
THACO	15	14
Attacks	2 C laws	
Damage	1d8 each	1d6 each
Attacks	1 Bite	
Damage	1d10	1d10
Special Attacks;	Bearhug	
	2d8+4	3d8+3
Special Defenses;	None	None
Immune to;	0	Cold
Extra Vulnerable to;	Piercing (no AV)	
MR;	0	0
Save as;	F4	F3
ML	10	8
XP	275	275
TT	U	U
Body Weight	750LBS	500LBS



Grizzly bears have silver-tipped brown or reddish brown fur and stand about 9' tall. They are fond of meat and are much more likely to attack than black bears. Grizzlies are found in most climates, but are most common in mountains and forests. The grizzly in particular will often bring down large game such as deer and elk. They have been known to raid camps, seeking food. They are especially fond of such treats as meat, fresh fish and sweets. They are of very aggressive disposition, and are more carnivorous than their smaller cousins, the black bears. They will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

Main Predator; Dragon. Main Prey; Animal Herd; Deer, Moose, Elk

Polar Bear (Ursus Polaris):

Polar bears have white fur and stand about 11' tall. They live in cold regions. They usually eat fish, but often attack adventurers in search for easy prey. These huge bears are good swimmers, and their wide feet allow them to run across snow without sinking. They can stay exerting underwater for their Hp in rounds, even if ice water. They will be able to swim up to 5 Hours before tiring. These powerful swimmers feed mostly on marine animals. These aggressive animals will fight for 2-5 rounds after being brought to 0 to -10 hit points, but beyond that they will die instantly.

Main Predator; Dragon, Orca. Main Prey; Seal, Fish



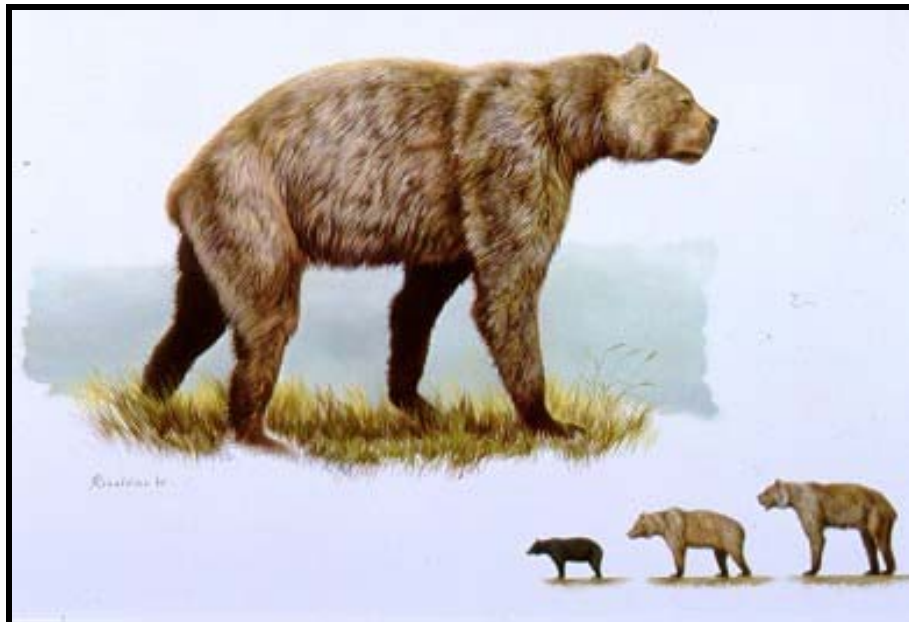
Cave Bear: (Ursus speleaus)

Bear	Cave	Short-faced
Type	Prehistoric Animal	
Climate/Terrain	Any Land	
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Night	Day
Diet	Omnivore	
AL	N	
NA	1d2 (1d2)	1d2 (1d2)
Size	H:15' +tall	H:16' +tall
ST	13	16
IN/WI	2	2
DX	6	6
CO	9	11
CH	7	7
Languages	0	0
Spellcaster Limits;	0	0
AC	5	5
AV	2	2
HD	7	12
HP	7d8	a12d8
MV	120'(40')	120'(40')
SW	15'(5')	15'(5')
CL	na	na
THACO	13	9
Attacks	2 Claws	
Damage	2d4 each	2d8 each
Attacks	1 Bite	
Damage	2d6	2d8
Special Attacks;	Bearhug	
	3d8+5	3d10+7
Special Defenses;	None	
Immune to;	Cold	
Extra Vulnerable to;	Piercing (no AV)	
MR;	0	
Save as;	F4	F6
ML	9	11
XP	450	1250
TT	V	nil
Body Weight	950LBS	2500LBS



These enormous bears stand about 15' tall. They do not see well at all but hunt very well by scent. If hungry, they will follow a track of blood until they have eaten. They prefer a diet of fresh-killed red meat and live in caves, mostly in prehistoric environments or very distant mountain areas where human civilization has not penetrated. Cave bears are quite aggressive, willing to attack well-armed parties without provocation. Cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately. Main Predator; Dragon. Main Prey; Animal Herd; Deer, Moose, Elk

Giant Short-Faced Bear (Arctodus Simus)



The short-faced bear was a freaking massive animal. Arctodus is now extinct. It seems that this bear was effing awesome. Of course, this is no teddy bear. In fact, it is so tough that it even eats black bears. Arctodus lived during the Ice Age, and it killed everything in its path. Try to mess with an Arctodus once, and be devoured in seconds. This bear was over 16 feet tall when it stood on its hind legs. The short-faced bear went extinct about 12,000 years ago, because it ate everything it encountered and ran out of food. Also, its extinction occurred around the same time as humans developed new hunting techniques, confirming the notion that ape-like people in power are ruining the world. The small pictures below are a scale reference between a

black, grizzly and a short-faced bear. These bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately. When it did hit with only one paw, each point of received damage by it (thus minus AV) constitutes for 1 feet thrown away. Roll then for falling damage as normal, but a failed adjusted con-check is not death but just 1d100 rounds unconsciousness.

Main Predator; Dragon. Main Prey; Animal Herd; Deer, Moose, Elk.

Giant Panda (*Ailuropoda melanoleuca*)

Bear	Panda
Type	Animal
Climate	Alphatian & Ochalea islands
Terrain	Mountain (forested)
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Omnivore (Bamboo)
AL	N
NA	1d2 (1d2)
Size	4-6'long
ST	16
IN/WI	2
DX	13
CO	9
CH	15
Languages	0
Spellcaster Limits;	0
AC	5
AV	2
HD	6
HP	6d8
MV	45/15
SW	15'(5)
CL	15'/5'50%
THACO	14
Attacks	2 Claws
Damage	2d4 each
Attacks	1 Bite
Damage	1d8
Special Attacks;	Bearhug
	1d8
Special Defenses;	None
Immune to;	0
Extra Vulnerable to;	Piercing (no AV)
MR;	0
Save as;	F3
ML	6
XP	275
TT	nil
Body Weight	280-330LBS



The giant panda, or panda (*Ailuropoda melanoleuca*, literally meaning "black and white cat-foot") is a bear native to Alphatian and Ochalean lands (including southern Isle of Dawn). It is easily recognized by its large, distinctive black patches around the eyes, over the ears, and across its round body. Though it belongs to the order Carnivora, the panda's diet is 99% bamboo. Pandas in the wild will occasionally eat other grasses, wild tubers, or even meat in the form of birds, rodents or carrion. In captivity they may receive honey, eggs, fish, yams, shrub leaves, oranges, or bananas along with specially prepared feed. Due to farming, deforestation and other development, the

panda has been driven out of the lowland areas where it once lived. While the dragon has historically served as Ochalea's national emblem, in recent decades the panda has also served as an emblem for the country. Its image appears on a large number of modern Ochalean commemorative silver, gold, and platinum coins.

The giant panda has a black-and-white coat. Adults measure around 4 to 6 ft long and around 2 ft 6 inch tall at the shoulder. Males can weigh up to 330 lb, Females (generally 10–20% smaller than males) can weigh up to 280 lb.

The giant panda has a body shape typical of bears. It has black fur on its ears, eye patches, muzzle, legs, arms and shoulders. The rest of the animal's coat is white. Although scientists do not know why these unusual bears are black and white, some speculate that the bold coloring provides effective camouflage in its shade-dappled snowy and rocky surroundings. The giant panda's thick, wooly coat keeps it warm in the cool forests of its habitat. The giant panda has large molar teeth and strong jaw muscles for crushing tough bamboo.

The giant panda's paw has a "thumb" and five fingers; the "thumb" is actually a modified sesamoid bone, which helps the giant panda to hold bamboo while eating. The giant panda's tail, measuring 10 to 15 centimeters (4 to 6 in), is the second longest in the bear family. The longest belongs to the Sloth Bear. The giant panda typically lives around 20 years in the wild and up to 30 years in captivity.

Combat

This creature will prefer to flee (and with its excellent hearing it can do so before being spotted. Though the panda is often assumed to be docile, it has been known to attack humans, presumably out of irritation rather than predation., it will also defend its young and itself. If it hits with both paws it may bearhug the victim as an additional attack, inflicting heavy damage, and giving it a +4 bonus to bite attacks.

Habitat/Society

In the wild, the giant panda is a terrestrial animal and primarily spends its life roaming and feeding in the bamboo forests. Though generally alone, each adult has a defined territory and females are not tolerant of other females in their range. Pandas communicate through vocalization and scent marking such as clawing trees or spraying urine. The giant panda is able to climb and take shelter in hollow trees or rock crevices but does not establish permanent dens. For this reason, pandas do not hibernate, which is similar to other subtropical mammals, and will instead move to elevations with warmer temperatures. Pandas rely primarily on spatial memory rather than visual memory.

Social encounters occur primarily during the brief breeding season in which pandas in proximity to one another will gather. After mating, the male leaves the female alone to raise the cub. Despite its taxonomic classification as a carnivoran, the giant panda's diet is primarily herbivorous, consisting almost exclusively of bamboo. However, the giant panda still has the digestive system of a carnivore, as well as carnivore-specific genes, and thus derives little energy and little protein from consumption of bamboo. Its ability to digest cellulose is ascribed to the microbes in its gut. The average giant panda eats as much as 20 to 30 pounds of bamboo shoots a day. Because the giant panda consumes a diet low in nutrition, it is important for it to keep its digestive tract full. The

limited energy input imposed on it by its diet has affected the panda's behavior. The giant panda tends to limit its social interactions and avoids steeply sloping terrain in order to limit its energy expenditures.

Two of the panda's most distinctive features, its large size and its round face, are adaptations to its bamboo diet. The low body surface area to body volume [of the giant panda] is indicative of a lower metabolic rate. This lower metabolic rate and a more sedentary lifestyle allow the giant panda to subsist on nutrient poor resources such as bamboo. Similarly, the giant panda's round face is the result of powerful jaw muscles, which attach from the top of the head to the jaw. Large molars crush and grind fibrous plant material.

Pandas eat any of twenty-five bamboo species in the wild, widespread at the high altitudes pandas now inhabit. Bamboo leaves contain the highest protein levels; stems have less. Given this large diet, the giant panda can defecate up to 40 times a day.

Because of the synchronous flowering, death, and regeneration of all bamboo within a species, the giant panda must have at least two different species available in its range to avoid starvation. While primarily herbivorous, the giant panda still retains decidedly ursine teeth, and will eat meat, fish, and eggs when available. In captivity, zoos typically maintain the giant panda's bamboo diet, though some will provide specially-formulated biscuits or other dietary supplements.

Two subspecies of giant panda have been recognized on the basis of distinct cranial measurements, color patterns.

The nominate subspecies *Ailuropoda melanoleuca melanoleuca* consists of most extant populations of panda. These animals are principally found in Ochalea and Alpathia and display the typical stark black and white contrasting colors.

The Qinling Panda, *Ailuropoda melanoleuca qinlingensis* is restricted to the Isle of Dawn at elevations of 4000 feet. The typical black and white pattern of these giant pandas is replaced with a dark brown versus light brown pattern. The skull of *A. m. qinlingensis* is smaller than its relatives, and it has larger molars.

Unlike many other animals in Ochalea and Alpathia, pandas were rarely thought to have medical uses. The few known uses include the Nithians of the Isle of Dawn use of panda urine to melt accidentally swallowed needles, and the use of panda pelts to control menstrual cycles.

The creature named *mo* mentioned in some ancient books has been interpreted as giant panda. The dictionary *Shuowen Jiezi* says that the *mo*, from the Isle of Dwan, is bear-like, but yellow-and-black, although the older *Erya* describes *mo* simply as a "white leopard". The interpretation of the legendary fierce creature *pixiu* as referring to the giant panda are also common.

Giant pandas have comparable breeding to some populations of the American black bear, a thriving bear family. The current reproductive rate is considered one young every two years.

Giant pandas reach sexual maturity between the ages of four and eight, and may be reproductive until age 20. The mating season is between March and May, when a female goes into her estrous cycle which lasts for two or three days and only occurs once a year. The gestation period ranges from 95 to 160 days. Cubs weigh only 90 to 130 grams (3.2 to 4.6 ounces), which is about 1/800 of the mother's weight.

If twins are born, usually only one survives in the wild. The mother will select the stronger of the cubs, and the weaker will die. It is thought that the mother cannot produce enough milk for two cubs since she does not store fat. The father has no part in helping raise the cub.

When the cub is first born, it is pink, blind, and toothless. A giant panda cub is also extremely small, and it is difficult for the mother to protect it because of the baby's size. It nurses from its mother's

breast 6 to 14 times a day for up to 30 minutes at a time. For three to four hours, the mother may leave the den to feed, which leaves the cub defenseless. One to two weeks after birth, the cub's skin turns gray where its hair will eventually become black. A slight pink color may appear on cub's fur, as a result of a chemical reaction between the fur and its mother's saliva. A month after birth, the color pattern of the cub's fur is fully developed. A cub's fur is very soft and coarsens with age. The cub begins to crawl at 75 to 80 days; mothers play with their cubs by rolling and wrestling with them. The cubs are able to eat small quantities of bamboo after six months, though mother's milk remains the primary food source for most of the first year. Giant panda cubs weigh 100 pounds at one year, and live with their mothers until they are 18 months to two years old. The interval between births in the wild is generally two years.



Red Panda (*Ailurus fulgens*, or shining-cat)

Bear	Red Panda
Type	Animal
Climate	Dawn & Ochalea islands
Terrain	Mountain (forested)
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore (Bamboo)
AL	N
NA	1d2 (1d2)
Size	22-25 Inch long
ST	12
IN/WI	2
DX	9
CO	9
CH	8
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	3
HP	3d8
MV	120'(40')
SW	15'(5')
CL	90/30'75%
THACO	9
Attacks	2 Claws
Damage	1d3 each
Attacks	1 Bite
Damage	1d4
Special Attacks;	0
Special Defenses;	None
Immune to;	0
Extra Vulnerable to;	Piercing (no AV)
MR;	0
Save as;	F2
ML	8
XP	35
TT	V
Body Weight	8-14LBS



The Red Panda, is a small arboreal mammal native to the eastern and southwestern Ochalea and Isle of Dawn of the genus *Ailurus*. Slightly larger than a domestic cat, it has reddish-brown fur, a long, shaggy tail, and a waddling gait due to its shorter front legs. It feeds mainly on bamboo, but is omnivorous and may also eat eggs, birds, insects, and small mammals. It is a solitary animal, mainly active from dusk to dawn, and is largely sedentary during the day. Head and body of red pandas are 22 to 25 inch long, and their tail about 15 to 19 inch. Males weigh 8 to 14 lb and females 9 to 13 lb. They have long, soft reddish-brown fur on the upper parts, blackish fur on the lower parts, and a light face with tear markings and robust cranial-dental features. The light face has white badges similar to those of a raccoon, but each individual can have distinctive markings. Their roundish head has medium-sized upright ears, a black nose, and very dark eyes: almost pitch black. Their long bushy tail with six alternating yellowish red transverse ochre rings provides balance and excellent camouflage against its habitat of moss- and lichen-covered trees. The legs are black and short with thick

fur on the soles of the paws. This fur serves as thermal insulation on snow-covered or ice surfaces and conceals scent glands which are also present on the anus.

The red panda is specialized as a bamboo feeder with strong, curved and sharp semi-retractile claws standing inward for grasping of narrow tree branches, leaves and fruit. Like the giant panda, it has a "false thumb" that is an extension of the wrist bone. When descending a tree headfirst, the red panda rotates its ankle to control its descent, one of the few climbing species to do so. The red panda lives between 7200 and 15.000 ft altitude, inhabiting areas of moderate temperature between 10 and 25 °C with little annual change. It prefers mountainous mixed deciduous and conifer forests, especially with old trees and dense understories of bamboo. The effective population size of the Isle of Dwan Population is larger and more stable than that of the other pulations. It is proven that this bear did exist on the southern part before the Isle of Dawn was seperated from the main Continent.

There are two subspecies of Red Panda.

Western red panda *Ailurus fulgens fulgens* — lives on the Isle of Dawn. This species has a longer winter coat and more abundant blackness in the pelage, bigger skull, more strongly curved forehead, and more robust teeth.

Ochalean's red panda *Ailurus fulgens styani* — lives on the Isles of Ochalea. This red panda is supposedly larger and darker in color than its Western cousin, but there is considerable variation in both subspecies, and some individuals may be brown or yellowish brown rather than red.

Combat

This creature will prefer to flee (and with its excellent hearing it can do so before being spotted. Though the panda is often assumed to be docile, it has been known to attack humans, presumably out of irritation rather than predation., it will also defend its young and itself. This bear-like species can't bearhug, but all other special attacks do apply.

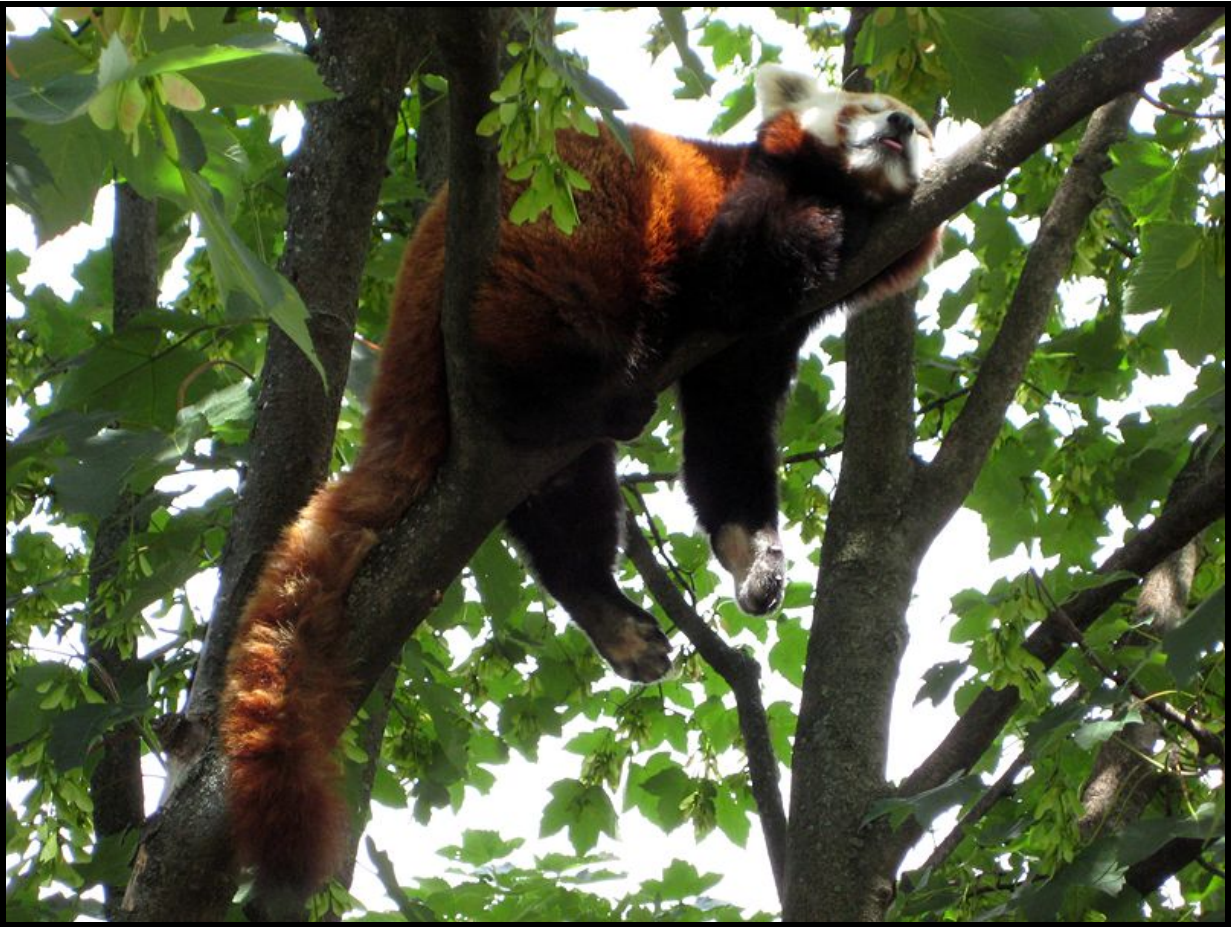
Habitat/Society

Red pandas are territorial. Adults are solitary except during mating season. They are generally quiet except for some twittering and whistling communication sounds. They have been reported to be both nocturnal and crepuscular, sleeping on tree branches or in tree hollows during the day and increasing their activity in the late afternoon and early evening hours. They sleep stretched out on a branch with legs dangling when it is hot, and curled up with its tail over the face when it is cold. They are very heat sensitive, with an optimal "well-being" temperature between 17 and 25 °C, and cannot tolerate temperatures over 25 °C.

Shortly after waking, red pandas clean their fur like a cat, licking their front paws and then rubbing their back, stomach and sides. They also rub their back and belly along the sides of trees or rocks. Then they patrol their territory, marking it with urine and a weak musk-smelling secretion from their anal gland. They search for food running along the ground or through the trees. They use their front paws to place the food into the mouth, and drink by plunging a paw into the water and then licking the paw.

Predators of the red panda include the snow leopard, martens (Mustelidae), and humanoids (including humans). If they feel threatened or sense danger, they may try to escape by climbing a rock column or tree. If they can no longer flee, they stand on their hind legs to make themselves appear larger and use the sharp claws on their front paws to defend themselves.

Red pandas are excellent climbers, and forage largely in trees. They eat mostly bamboo, and may eat small mammals, birds, eggs, blossoms, and berries. In captivity, they were observed to eat birds, blossoms, Acer and Morus leaves, bark and the fruits of Acer, Fagus and Morus.



Like the Giant Panda, they cannot digest cellulose, so they must consume a large volume of bamboo to survive. Their diet consists of about two-thirds bamboo, but they also eat mushrooms, roots, acorns, lichen, and grasses. Occasionally, they supplement their diet with fish and insects. They do little more than eat and sleep due to their low-calorie diet.

Bamboo shoots are more easily digested than leaves, exhibiting the highest digestibility in summer and autumn, intermediate digestibility in the spring, and lowest digestibility in the winter. These variations correlate with the nutrient contents in the bamboo. Red pandas process bamboo poorly, especially the cellulose and cell wall components. This implies that microbial digestion plays only a minor role in their digestive strategy. In order to survive on this poor-quality diet, they have to eat the high-quality sections of the bamboo plant such as the tender leaves and shoots in large quantities, over 3 pounds of fresh leaves and 9 pounds of fresh shoots daily. This food passes through the digestive tract fairly rapidly (2–4 hours) so as to maximize nutrient intake. Red pandas have an excellent taste. Their glands can be used to make items of detection poisons and similar.

Red pandas are able to reproduce from around 18 months of age, and are fully mature at 2–3 years. Adults rarely interact in the wild except to mate. Both sexes may mate with more than one partner during the mating season from mid-winter to early Spring. A few days before birth, females begin to collect material, such as brushwood, grass, and leaves, to build a nest, which is normally located in a hollow tree or a rock crevice. After a gestation period of 112 to 158 days, the female gives birth in mid-summer to early autumn to about one to four blind and deaf cubs weighing 110 to 130 grams each.

After birth, the mother cleans the cubs and can then recognize each by their smell. At first, she spends 60% to 90% of her time with the cubs. After the first week, the mother starts spending more time outside the nest, returning every few hours to nurse and groom the cubs. She moves the young frequently among several nests, all of which she keeps clean. The cubs start to open their eyes at about 18 days of age. By about 90 days, they have achieved full adult fur and coloring, and begin to venture out of the nest. They also start eating solid foods at this point, weaning at around 6–8 months of age. The cubs stay with their mother until the next litter is born in the following summer. Males rarely help raise the young, and only if they live in pairs or in small groups.

The average lifespan is 8–10 years, but individuals have been known to reach 15 years

The red panda's local names differ from place to place. The Nithians call it sak nam. In west Dawn, the species is called bhalu biralo (bear-cat) and habre. The Ochalean people call it ye niglva ponva and wah donka (Red Bear) In the most southern Ochalean Islands, the population know red pandas as Kaala, which literally means dark because of their underside pelage. Ancient Brun villagers of Dwarven origin call them Hoptongar.

Birds (Aves Species)

Avians, whether magical or mundane in nature, are among the most interesting creatures ever to evolve. Their unique physiology sets them apart from all other life, and their grace and beauty have earned them a place of respect and adoration in the tales of many races.

Birds have low to medium senses in hearing, and medium to high in vision, all other senses are low to human.

Birds of Prey

Birds of Prey have one attack form in common, when they dive down, and hit with both claws, the beak will be at +2 to hit. They mostly try to attack the eyes with their beak attack, thus causing blindness. Hawks, Eagles, Owls, Falcons and Vultures are seen as Birds of Prey, even while Vultures mostly only eat dead meat. They all have the above statistics.

Diet	Carnivore
AL	N
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	na
MR;	na

Eagle (Aquila species)

Bird of Prey	Eagle	
	Wild	Normal
Type	Normal Animal	
Climate/Terrain	Temperate Forest	
Frequency	Very Rare	
Organization	Pack	
Activity Cycle	Any	
NA	varies	4d4
Size	M; 4-6' long	S: 2-4' long
ST	12	11
IN/WI	3	3
AC	7	7
AV	0	By Barding
HD	2+2	1+1
HP	2d8+2	1d8+1
MV	30'(10')	30'(10')
FL	450'(150')	450'(150')
MF	5B	5B
THAC0	19	19
Attacks	1 Bite	1 Bite
Damage	2d4	2d4
Attacks	2 Claws	2 Claws
Damage	1d2 each	1d2 each
Special Attacks;	Dive Attack	Dive Attack
Save as;	F1	NM
ML	8	7
XP	25	15
TT	nil	nil
Body Weight	2-3LBS	2-3LBS



They can fly great distances without tiring. An eagle typically attacks from great heights, letting gravity hurtle it toward its prey. If an eagle dives more than 100 feet, its diving speed is double its normal flying speed and the eagle is restricted to attacking with its claws. These high-speed attacks gain a +2 attack bonus and double damage. Eagles are rarely surprised because of their exceptional eyesight and hearing.

Eagles mate for life and, since they nest in one spot, it is easy to identify places where eagles are normally present. On occasion, in an area of rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. Eagles generally hunt rodents, fish, and other small animals. Eagles also feed on the carrion of recently killed creatures as well. Eagles never attack humanoids, though small creatures like brownies have to be wary of a hunting eagle. Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds



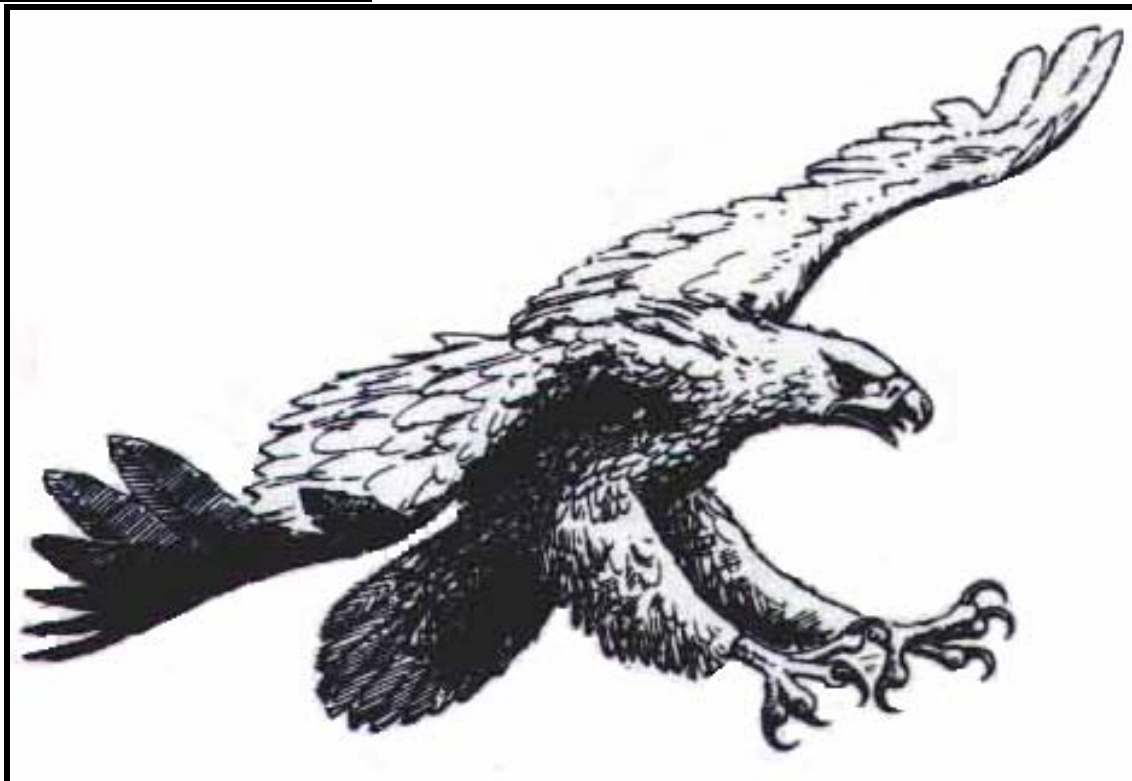
Eagle, Giant (Aquila gigantes)

Bird of Prey	Eagle	
	Hiak	Giant
Type	Giant Animal	
Climate/Terrain	Temperate Forest	
Frequency	Very Rare	
Organization	Pack	
Activity Cycle	Any	
NA	varies	
Size	M; 4-6' long	S: 2-4' long
ST	12	11
IN/WI	2	2
AC	7	7
AV	0	0
HD	3	4
HP	3d8	4d8
MV	30'(10)	3'(1)
FL	450'(150')	480'(160')
MF	3B	3B
THACO	18	17
Attacks	1 Bite	1 beak
Damage	2d4	2d6
Attacks	2 Claws	2 Claws
Damage	1d2 each	1d6 each
Special Attacks;	Dive Attack	Dive Attack
Save as;	F1	F2
ML	7	9
XP	25	50
TT	nil	nil
Body Weight	250-500LBS	400-800 LBS



Giant eagles stand 10 feet tall and have wing spans of up to 20 feet. They share the coloration and fighting methods of their smaller cousins. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its claw damage. Giant eagles have exceptional eyesight and hearing and cannot be surprised except at night or in their lair, and then only 10% of the time. Far more social than normal eagles, up to 20 nests can be found in the same area, one nest for each mated pair. Giant eagles can be trained, and their eggs sell for 500 to 800 gp. Main Predator; Bird of Prey, Mammals,Dragon. Main Prey; Mammals, Birds

Giant Eagle (Hiak) (Aquila tormentus)

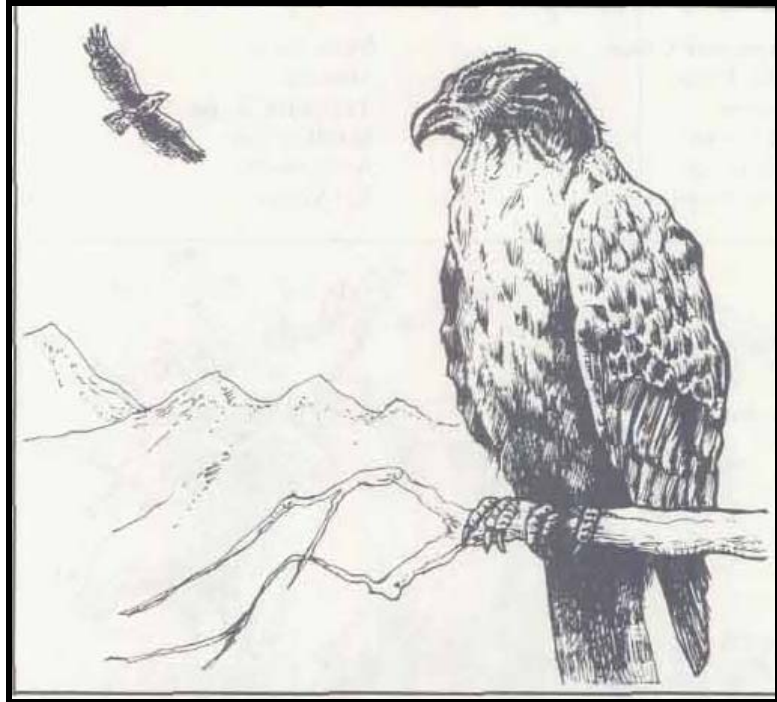


The Giant Eagle, or Hiak, is an enormous variety of Eagle; it is large enough to carry a full-grown human rider. It feeds on sheep and goats especially, but will stoop to feed on humans in lean times. It is only found in the Hollow World. Main Predator; Bird of Prey, Mammals,Dragon. Main Prey; Mammals, Birds



Normal Hawks (Accipiter species)

Bird of Prey	Hawk	
	Normal	Blood
Type	Normal Animal	
Climate/Terrain	Temperate Forest	
Frequency	rare	
Organization	Pack	
Activity Cycle	Night	
NA	0(1d6)	4d4
Size	1'-2'	1'-3'
	wingspan M; 4-6' long	M; 6' long
ST	11	11
IN/WI	2	3
DX/CO/CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	8	7
AV	0	0
HD	1+1	2+1
HP	1d8+1	2d8+1
MV	30'(10')	30'(10')
FL	240'(80')	210'(70')
MF	5B	3B
THACO	19	17
Attacks	1 Beak	2 Bites
Damage	1d6	1d10 each
Attacks	2 Claws	2 Claws
Damage	1d4 each	1d2 each
Special Attacks;	Dive Attack	Dive Attack
Special Defenses;	0	0
Save as;	NM	F1
ML	7	11
XP	5	25
TT	nil	nil
Body Weight	1-2LBS	4-6LBS



Hawks are hunting birds that glide on the updrafts of the wind, watching the ground for prey. If a hawk surprises its victim, it will do double damage on its first attack. Hawks have wingspans up to 5 feet. They attack in plummeting dives, usually from a height of 100 feet or more. This dive gives them a +2 attack bonus, enabling



their talons to inflict double damage. Hawks cannot attack with their beaks during the round in which they use a dive attack. After the initial dive, hawks fight by biting and pecking with their beaks, tearing at their opponents with their talons. Hawks target eyes and they have a 25% probability of striking an eye whenever its beak strikes. Opponents struck in the eye are blinded for 1d10 rounds and have a 10% chance of losing the use of the eye. Because of their superior eyesight, hawks can never be surprised. Any intruder threatening the nest is attacked, regardless of size. If taken young and trained by an expert, hawks can be taught to hunt. Fledglings bring 500 gp and trained hawks sell for as much as 1,200 gp. The normal hawk will not attack human-sized or larger creatures unless they appear unable to defend themselves (wounded, bound, etc). Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds.

Blood Hawk (Accipiter Hemovorens)

Blood hawk hunt in flocks and are fond of humanoids. They continue to attack humans even if the melee has gone against them. Male blood hawks kill humans not only for food but also for gems, which they use to line their nests as an allurement to females. They overall seem to be like a normal Hawk, but have dark-red eyes and an orange-red beak, their wings have an overall blueish appearance making them harder to spot in full flight. Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds, Humanoids, Humans



Large Hawk (Accipiter Gigantes)

Bird of Prey	Large	Giant
Type	Giant Animal	
Climate/Terrain	Temperate Forest	
Frequency	rare	
Organization	Pack	
Activity Cycle	Night	
NA	1d2	0(1d3)
Size	2'-4'	3'-7'
wingspan	M; 6'-8' long	L; 7'-14' long
ST	11	11
IN/WI	3	2
DX/CO/CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	6	6
AV	0	0
HD	1	3+3
HP	1d8	3d8+3
MV	3'(1')	3'(1')
FL	330'(110')	450'(150')
MF	5B	3B
THACO	19	16
Attacks	1 Beak	1 beak or Claw
Damage	1	1d6
Attacks	2 Claws	
Damage	1d2	
Special Attacks;	Dive Attack	
Special Defenses;	0	0
Save as;	F1	F2
ML	6	8
XP	5	50
TT	nil	nil
Body Weight	15-50 LBS	85-150 LBS



These bigger than normal hawks will not attack human-sized or larger creatures unless they appear unable to defend themselves (wounded, bound, etc). These creatures are sometimes trained. Further they are similar to normal Hawks. Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds

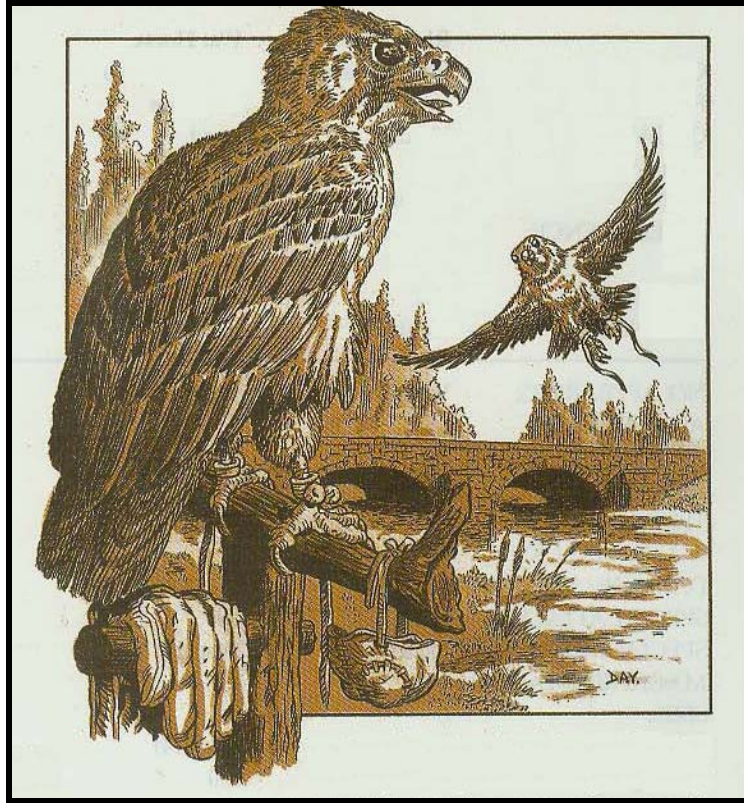
Giant Hawks (Accipiter Superior)

These birds are the size of a very large dog or pony. Giant Hawks are very strong and will attack human-sized creatures if hungry. They can carry off halfling-sized prey. All types of hawks may be trained as pets or guards by an animal trainer. Further they are similar to normal Hawks. Main Predator; Bird of Prey, Mammals,Dragon. Main Prey; Mammals, Birds.



Elven Hawk- Crayghe (*Accipiter sylphus*)

Bird of Prey	
Large	
Type	normal animal
Climate/Terrain	Temperate Forest any elven inhabited
Frequency	rare
Organization	family
Activity Cycle	day
NA	1d2 variable
Size	1'-2'
wingspan	M; 4' long
ST	12
IN/WI	4
DX/CO/CH	15
Languages	0
Spellcaster Limits;	2
AC	5
AV	0
HD	1-1
HP	1d8-1
MV	3'(1')
FL	390'/130'
MF	5B
THACO	19
Attacks	1 Beak
Damage	1
Attacks	2 Claws
Damage	1d2
Special Attacks;	Dive Attack
Special Defenses;	0
Save as;	F1
ML	8
XP	5
TT	nil
Body Weight	15-50 LBS



The elven hawk appears similar to the common hawk, although it is slither and has a smaller wingspan. The elven hawk, Crayghe, is a nonsense word designed to imitate the

hawk's cry. Elven breeders mixed various bloodlines over the centuries, producing a faster, more intelligent hawk. Because of their intelligence, elven hawks can be trained to perform many tasks that are beyond their mundane cousins. They can even be taught to understand simple sentences or recognize individuals by name. it would not be unheard of for an elven hawk to carry a written message to a specific person or to scout out enemies. There is a legend of a wounded elven druid who was fed and guarded by his hawk until help arrived.

Like elven horses, these birds are usually found only in the company of elves. Although they are more widespread through the elven tribes, they are less likely to stay with a non-elf, even if raised from a chick. Unless its owner is elf, there is only a 50% chance that an elven hawk will bond with its new owner, 65% if the owner speaks any dialect of the elven language. If no bond is formed, the hawk flies away at the earliest opportunity. Unlike the elven horse, an elven hawk can be purchased, though with a warning to non-elves of their tendency to flee. Most falconers are willing to take the risk, considering the benefit if the bird successfully bonds.

Combat

Like most hawks, the elven hawk begins combat by using a diving attack. It receives a +2 bonus on the dive and inflicts double damage with its talons. It cannot use its beak during the diving round. After the first round, the elven hawk claws and pecks, targeting the opponent's eyes. It has a 35% chance striking one eye, blinding its prey for 1d10 rounds, with a 15% chance of the opponent of losing the eye.. when attacking with its beak, the elven hawk automatically damages an eye on a natural 20. the elven hawk's eyesight and hearing are superb. It is surprised only on a roll of 1 on 20 and always warns its owner if it hears or spots someone or something approaching. The elven hawk is claustrophobic and does not enter a building or enclosed space willingly. Of forced indoors, it shrieks, even if hooded, until taken outside. This noise could attract unwelcome attention or wandering monsters.

Habitat/society

Elven hawks do not usually stray from their elven masters, so one rarely finds a feral hawk. They can survive anywhere there are rodents, fish or small reptiles. The elven hawk mates for life and never chooses to be separated from its mate for any long period. If the bird is kept from its mate for more than a single month (28 days), it becomes lustless and unresponsive. In extreme cases, it might become aggressive, attempting to flee back to its mate. Many elves have surrendered their hawks to other falconers to keep a mated pair together, with the understanding that the first clutch of fledglings will be given as compensation. Female elven hawks are capable of producing only two or three clutches of eggs (2-5 eggs /clutch) during their entire life-time. The birds begin to fly within 2 months and become full adults within a year. Elven hawk fledglings sell for about 2000 gp, whereas a fully trained adult can cost up to 5000 gp. Elven hawks live for 7 to 15 years, somewhat longer than normal hawks, and if their spouse died they rarely tend to find a new.

Ecology

Elven hawks are a domesticated species bred by the elves for thousands of years. elven druids have often warned that if this species should run wild, it would drive slower and less intelligent hawk species to extinction. This is the reason that the elven hawk was bred to have such a strong bond with its owner and to produce young so rarely. By keeping elven hawks numbers low and in inhabited areas, the other hawk species are protected.

Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds.



Falcon (Falco species)

Birds of Prey	Falcon
Type	Normal Animal
Climate/Terrain	Temperate Forest
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d2
Size	1'-2'
wings pan	S: 3-4' long
ST	11
IN/WI	2
DX,CO,CH	9
AC	8
AV	0
HD	1-1
HP	1d8-1
MV	30'(10')
FL	480'(160')
MF	5B
THAC0	20
Attacks	1 Beak
Damage	1
Attacks	2 Claws
Damage	1
Special Attacks;	Dive Attack
Special Defenses;	0
Im mune to;	na
Save as;	NM
ML	8
XP	5
TT	nil
Body Weight	2-3LBS



Falcons are smaller, swifter, and more maneuverable than hawks. The peregrine falcon is mostly used, but other species are used also. Only the peregrine falcon could reach a diving speeds of 1920'/640'. Others use the 960'/320' diving speeds instead. These birds of prey are easily trained and are preferred by hunters over hawks. Trained falcons sell for around 1,000 gp each. Falcons are greatly prized as hunting birds by the Khans of Ethengar, but are also highly regarded by rulers worldwide. Even the lost Nithians (Hollow World now) used these creatures and



had even an immortal depicted in its appearance (Horus).

Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds (especially pigeons and duck)

The falconer, is a specialized trainer of these birds making his living by training, using and breeding of these creatures. It made use of several implements, like the falconers hood to blind the creature and make it more restful during travel and letting it now when to be rady for the hunt. Also the strings to hold the creature with small removable bells and the falconers glove to protect the arm and hands from the sharp claws. Sometimes a falconers rack (see picture) was used to transport several falcons at once.



Vulture (Gyps vulturem)

Birds of Prey	Vulture	
	Normal	Giant
Type	Normal Animal	Giant Animal
Climate/Terrain	Any Non Arctic	
Frequency	Uncommon	
Organization	Flock	
Activity Cycle	Day	
Diet	Scavenger	
AL	N	
NA	4d6	2d6
Size		
wingspan	M; 5'-7'	L; 6'-8'
ST	11	11
IN,WI	2	2
DX,CO,CH	9	9
AC	6	7
AV	0	0
HD	1+1	2+2
HP	1d8+1	2d8+2
MV	30'(10')	30'(10')
FL	270'(90')	240'(80')
MF	3B	1B
T,HACO	19	18
Attacks	1 Beak or Claw	
Damage	1d2	1d4
Attacks	or 2 Claws	
Damage	1d2 each	1d4
Special Attacks;	nil	Dive Attack
Special Defenses;	0	0
Immune to;	Disease	
Save as;	NM	F1
ML	7	8
XP	10	25
TT	nil	nil
Body Weight	3-6LBS	6-10 LBS



Vultures are scavengers that search the skies for injured or dead creatures to feed upon. They measure 2 to 3 feet long with a wingspan of up to 7 feet. Greasy blue-black feathers cover the torso and wings; its pink head is bald. Vultures are cowards, and will wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. If the victim defends itself, the vultures move out of reach but maintain their deathwatch. Creatures that are unconscious, dead, or magically sleeping or held are potential meals. If the surviving combatants are further than 20 feet from the fallen creatures, the vultures alight and begin feeding. Because of their diet, vultures kin have developed a natural resistance to disease and organic toxins.

Main Predator; Bird of Prey, Mammals,Dragon.



Vulture, Giant (Cathartidae gigantes)

Giant vultures measure 3 to 5 feet. Domesticated giant vultures can be trained to associate specific species (i.e., as humanoids) with food, hence the birds concentrate on locating those creatures. Giant vulture eggs and hatchlings are worth 30-60 gp. Nithian Greater Mummies seem to be able to mentally control these creatures in such a way as to force them to attack specific individuals anywhere in the desert.

Main Predator; Bird of Prey, Mammals,Dragon.

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Owl (Normal and Large) (Bubo Species)

Bird of Prey	Owl	
	Normal	Large
Type	Normal Animal	
Climate/Terrain	Temperate Forest	
Frequency	Rare	
Organization	Solitary	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	
NA	0(1d6)	0(1d3)
Size	4'-18"	1'-3'
wingspan	M; 1'-4' long	M; 3'-9' long
ST	11	12
IN	4	4
WI	16	17
DX	14	14
CO	1	12
CH	15	14
AC	5	6
AV	0	0
HD	1/4	4
HP	1d2	4d8
MV	30'(10')	30'(10')
FL	270'(90')	300'(100')
MF	5B	5B
THACO	20	16
Attacks	1 Beak	
Damage	1	1d6
Attacks	2 Claws	
Damage	1d2 each	1d8 each
Special Attacks;	Silent Dive Attack	
Special Defenses;	0	0
Immune to;	na	na
Save as;	NM	F2
ML	5	8
XP	5	75
TT	nil	V (no coins)
Body Weight	4-8LBS	7-9LBS



Owls hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). They have 120' infravision and quadruple normal hearing. They fly in total silence, surprising their prey 1-9 on 10. Owls cannot be surprised during hours of dusk and darkness; during daylight hours, their eye sight is worse than that of humans, suffering a -3 on their surprise roll if discovered in their daylight roosting place. Owls attack with sharp talons and hooked beaks. If they swoop from a height of 50 feet or more, each attack is +2 and inflicts double damage, but no beak attack is possible.

Main Predator; Bird of Prey; Mammals, Dragon. Main Prey; Mammals, Birds



Owl, Giant (*Strigidus Gigantes*)

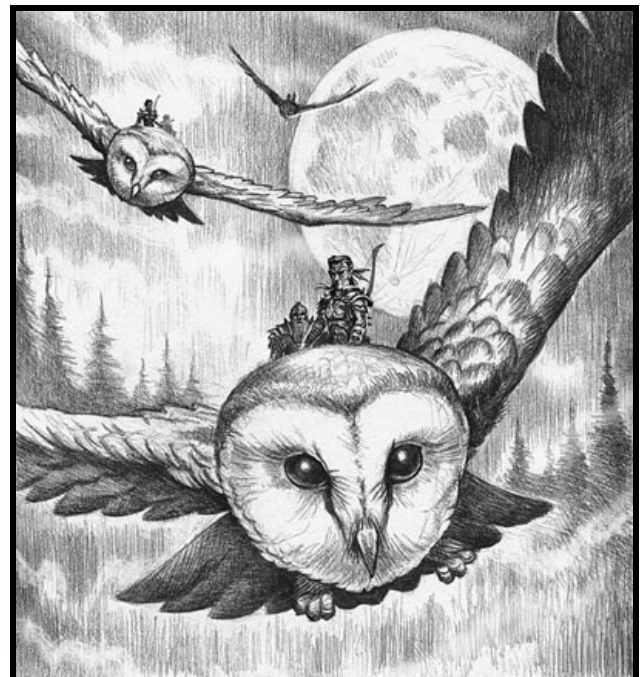
Bird of Prey	Owl
	Giant
Type	Giant Animal
Climate/Terrain	Temperate Forest
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d4+1
Size	4'-8'
wingspan	L; 12'-28'
ST	13
IN	3
WI	16
DX	14
CO	10
CH	15
AC	6
AV	0
HD	6
HP	6d8
MV	30'(10')
FL	180'(60')
MF	3B
THACO	14
Attacks	2 Claws
Damage	2d4 each
Attacks	1 Beak
Damage	1d4+1
Special Attacks;	Silent Dive Attack
Special Defenses;	0
Immune to;	na
Save as;	F3
ML	7
XP	275
TT	nil
Body Weight	15-50 LBS



Giant owls can be found in any temperate or cold (not arctic) region, but are rarely encountered. Like normal owls, they are primarily nocturnal hunters with excellent night vision and the ability to fly almost silently. A giant owl's main weapons of attack is its fearsome claws with which it can carry off prey weighing up to 1500cn. Although owls have a reputation for wisdom and intelligence, they are neither more nor less friendly towards people than most animals.

These nocturnal creatures inhabit very wild areas, preying on rodents, large game birds, and rabbits. Owls hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). They have 120' infravision and quadruple normal hearing. They fly in total silence, surprising their prey 1-9 on 10. Owls cannot be surprised during hours of dusk and darkness; during daylight hours, their eye sight is worse than that of humans, suffering a -3 on their surprise roll if discovered in their daylight roosting place. Owls attack with sharp talons and hooked beaks. If they swoop from a height of 50 feet or more, each attack is +2 and inflicts double damage, but no beak attack is possible. They are too large to gain swoop bonuses in forests and similar occupied terrain, but can fly in nearly perfect silence. Giant owls may be friendly toward humans, though they are naturally suspicious. Parents will fight anything that threatens their young. Eggs sell for 1,000 sp and hatchlings sell for 2,000 sp.

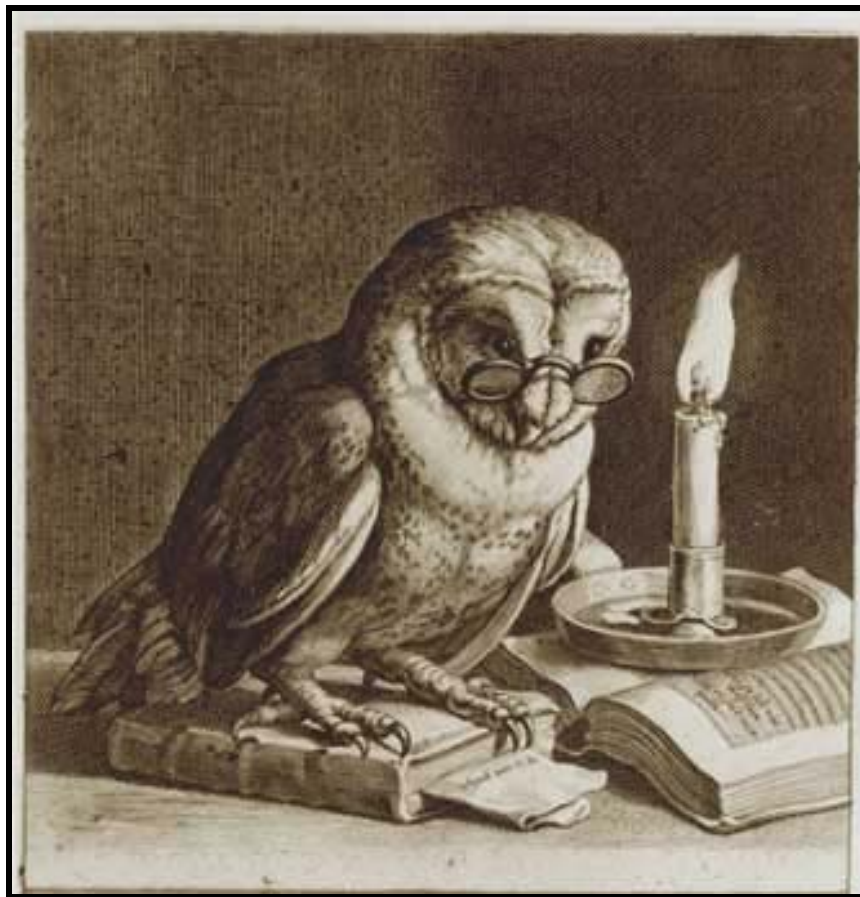
Main Predator; Bird of Prey, Mammals, Dragon. Main Prey; Mammals, Birds.





Owl, Talking (Tytonidae volens)

Bird of Prey	Owl
	Talking
Type	Normal Animal
Climate/Terrain	Temperate Forest
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Carnivore
AL	N
Languages	7 local languages
NA	1d4
Size	1'-2'
wingspan	M; 2'-7' long
ST	8
IN	16
WI	21
DX	14
CO	9
CH	12
AC	6
AV	0
HD	2+2
HP	2d8+2
MV	30'(10')
	FL 360'(120')
	MF 5B
THACO	17
Attacks	2 Claws
Damage	1d4 each
Attacks	1 Beak
Damage	1d2
Special Attacks;	Silent Dive Attack
Special Defenses;	0
Im mune to;	na
Save as;	F2
ML	9
XP	25
TT	nil
Body Weight	5-8LBS



Talking owls appear as ordinary owls, but speak the local tongue and six other llocal (or formerly local languages (DM's option). Their role is to serve and advise champions of

good causes on dangerous quests, which they do for 1d3 weeks if treated kindly on the first encounter; a talking owl feigns a broken wing to see how a party will react. Talking owls can detect good. They have a wisdom score of 21, with the appropriate spell immunities. They can read all of these languages, but often need glasses to do so (their eyesight does not hamper them in reading, they just need glasses they think.) they are related with the Hsiao. Owls hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). They have 120' infravision and quadruple normal hearing. They fly in total silence, suprising their prey 1-9 on 10. Owls cannot be surprised during hours of dusk and darkness; during daylight hours, their eye sight is worse than that of humans, suffering a -3 on their surprise roll if discovered in their daylight roosting place. Owls attack with sharp talons and hooked beaks. If they swoop from a height of 50 feet or more, each attack is +2 and inflicts double damage, but no beak attack is possible.

Main Predator; Bird of Prey, Mammals,Dragon. Main Prey; Mammals, Birds



Elven Owl (*Micrathene whitneyi*)

Bird of Prey	Owl
	Elven
Type	Normal Animal
Climate/Terrain	Temperate Forest
Frequency	Rare
Organization	Solitary
Activity Cycle	Night
Diet	Carnivore
AL	N
Languages	Elven (local) + Fairy
NA	1d4
Size	4"-8"
wingspan	T; 8"-14"long
ST	9
IN	8
WI	8
DX	19
CO	9
CH	18
AC	4
AV	0
HD	1+1
HP	1d8+1
MV	30'(10')
FL	360'(120')
MF	5B
THACO	19
Attacks	2 Claws
Damage	1d2 each
Attacks	1 Beak
Damage	1
Special Attacks;	Silent Dive Attack Invisibility to Mortals
Special Defenses;	Invisibility to Mortals
Im mune to;	na
Save as;	F2
ML	9
XP	25
TT	nil
Body Weight	5-8LBS

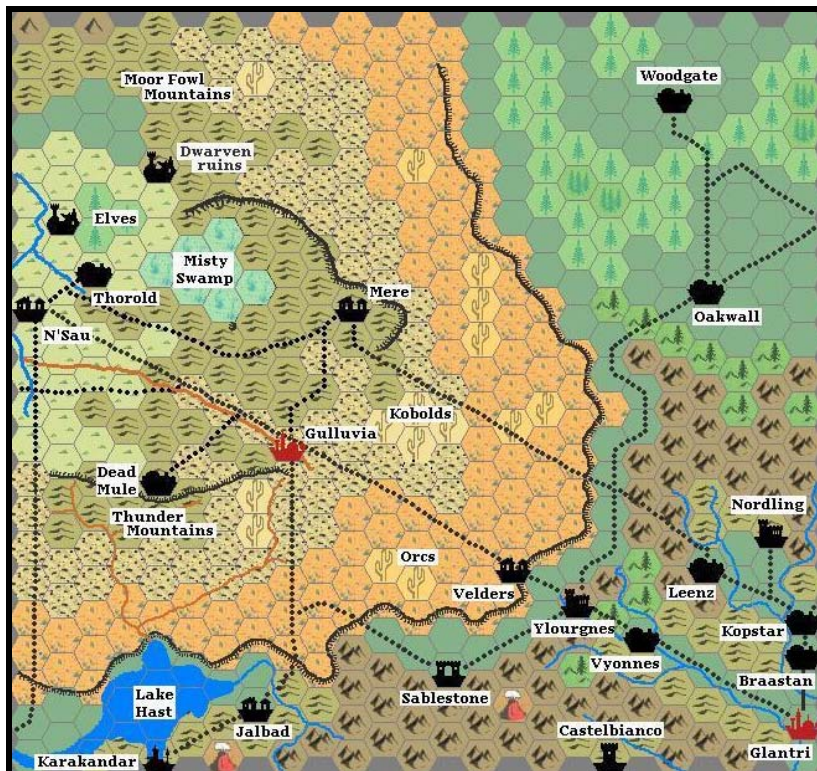


This tiny creature is fast and swift in the night and can become Invisible to Mortals at will (mostly it does so at daylight, and during the swoop dive attack-as an invisible silent hunter catches easier prey.). It can speak elvish and fairy but can't read, and is not as clever as the Talking Owl (int / wis 8 only). The creature is somehow imbued with Fairy magic, as it not only can become Invisible to Mortals, has Second Sight, but can also can "curse" someone with Invisibility to Mortals (so that only directed magic or a fairies second sight can reveal it, a simple detect invisibility will do so only for 1 round at most.). This effect is dispellable by a Dispel Magic only at the days of the full moon (preceding, and following days included for a total of 3 days. Further it is equal to a normal, though tiny, owl. The creature has spread itself into an ecological niche, taking residence in the giant cacti forests of the Adri Varma Plateaux. They originate probably

in the great forests of Wendar or the valleys of Glantri. They can also be found in Alfheim, but spread to the cacti forests of the continent Brun.

Main Predator; Bird of Prey, Mammals.
Main Prey; Mammals, Birds.

Young of all species fledge 10 to



12 weeks after hatching. They may remain with their parents afterwards, but are now seldom



Small Roc, Ruhk (Aquila supremor Minor)
Large Roc, Ruhk (Aquila supremor Gigas)
Giant Roc, Ruhk (Aquila supremor Rex)

Bird	Roc/Ruhk		
	Small	Large	Giant
Type	Giant Animal (Monster)		
Climate/Terrain	Mountains (Lair) any (hunting)		
Frequency	Rare	Very Rare	
Organization	Solitary or pair or family		
Activity Cycle	Day		
Diet	Carnivore		
AL	LN, LG		
NA	0(1d12)	0(1d8)	
Size	20'long	45'long	60'-75'long
wingspan	60'	90'	120'-150'
ST	16	17	18
IN	2		
WI	5	7	9
DX	13		
CO	14		
CH	13	15	17
Languages	Elvish (understand only)		
Spellcaster Limits;	0		
AC	4	2	0
AV	0 (or by barding)		
HD	6	12	36
HP	6d8	12d8	36d8
BM	x3	x5	x10
MV	60'/20'		
FL	480'/160'		
MF	1B	1/2B	1/3B
Load	6000-12.000	12.000-24.000	36.000/72.000
THACO	14		
Attacks	2 claws		
Damage	1d4+1 each	1d8 each	3d6 each
Attacks	1 Beak		
Damage	2d6	2d10	8d6
Special Attacks;	Silent Dive Attack		
	Prey Dropping		
	Rock Dropping		
Special Defenses;	Detect elvish magical items.		
Immune to;	Fear		
Extra Vulnerable to;	0		
MR;	0		
Save as;	F3	F6	F18
ML	8	9	10
XP	275	1250	6250
TT	1		
Body Weight	1300-1500 LBS	2500-3000LBS	7000-8000LBS



Rocs are huge birds of prey resembling eagles, of which they have evolved in the Pleistocene era. The creature is also called Ruhk.

They are very lawful, and are often unfriendly toward neutrals (-1 on reaction rolls) and chaotics (-2 on reactions).

Rocs prefer solitude and will swoop to attack any intruders unless carefully approached. Their nests are in the highest mountains, and may in breeding season contain eggs or young. Rocs do not mate for life, but will often return to the same mate in another season.

Rocs never check morale if encountered in their lair. They are also immune to fear aura's and attacks. If hatched or captured as chicks, young rocs can be trained as riding-beasts.

Looking almost too big to be real, rocs are huge birds of prey that dwell in warm mountainous regions and are known for carrying off large animals (cattle, horses, elephants) for food.

Rocs resemble large eagles, with either dark brown plumage or all golden feathers from head to tail. In a few rare instances, rocs of all red, black or white are sighted, but such sightings are often considered bad omens. Males may sport a variety of colors in the beginning of the breeding season to attract a mate.

These giant birds are categorized into three subspecies; the small, Large and Giant Roc. Their length measuring is made from beak to tail feathers, with



wingspans as wide as doubling these numbers.





Giant Roc

It was for all the world like an eagle, but one indeed of enormous size; so big in fact that its quills were twelve paces long and thick in proportion. And it is so strong that it will seize an elephant in its talons and carry it high into the air and drop it so that he is smashed to pieces; having so killed it, the bird swoops down on it and eats it at leisure, or transports the body to its lair.

For game simplicity, use the statistics of small Rocs for chicks of less than 1 month old, although they can't fly or attack yet at that age. Thereafter use the same statistics for another year, then 2 years for a nest-leaving young one, and thereafter it becomes the adult Roc. Rocs live for about 45 years.



Large Roc



Combat:



Small Roc

The roc swoops down upon prey (in a silent dive), seizes it in powerful talons, and carries it off to the roc's lair to be devoured at leisure.

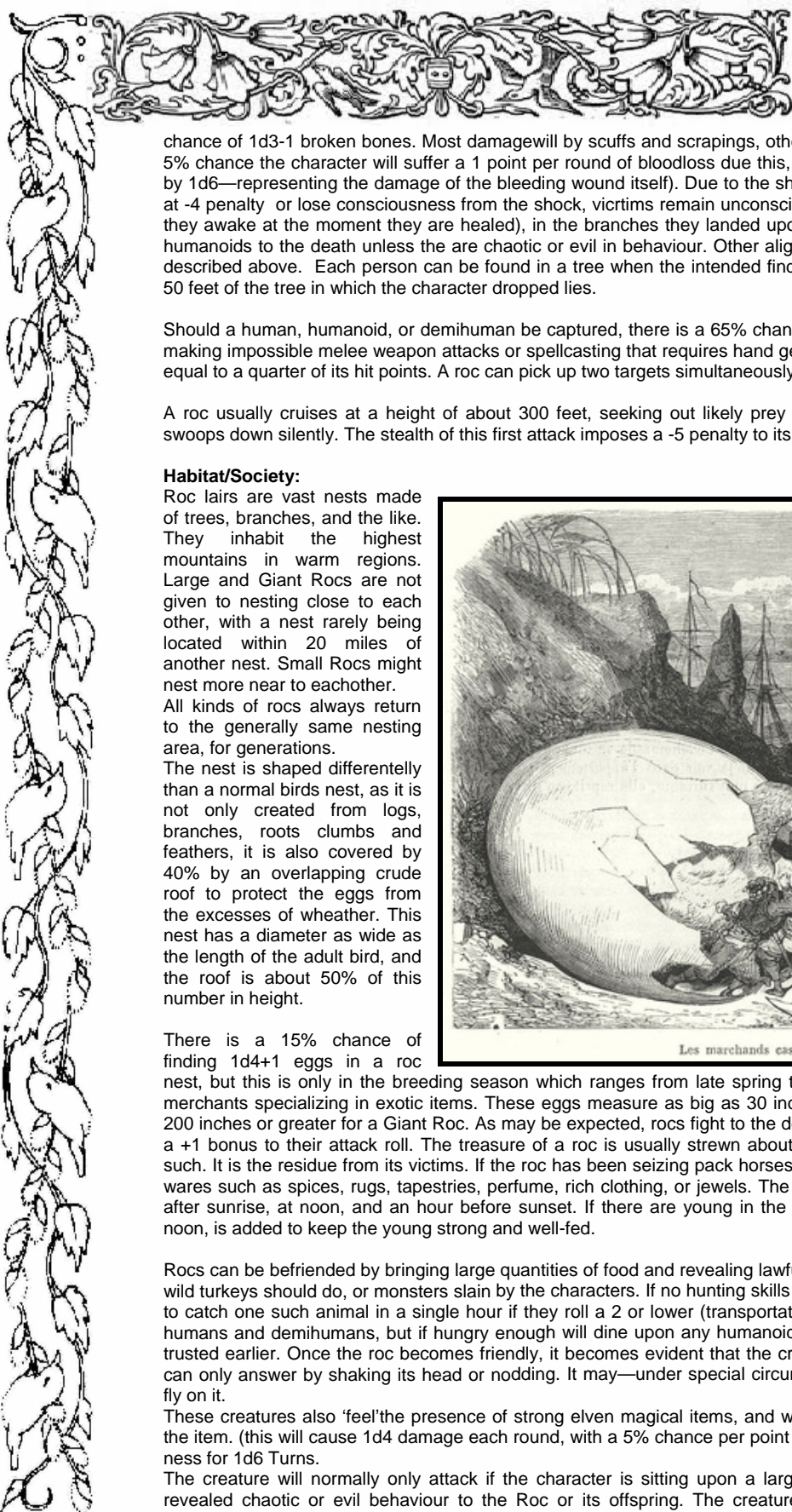
Most of the time (95%), a roc carries off its prey only if both claws hit. If the prey was hit by only one claw, the roc usually lets go (drops the prey), then turns around and attempts another grab. Once the prey has been secured, the roc flies back to its nest. If the creature resists, the roc strikes with its beak, inflicting 4d6 points of damage per hit.

Some Rocs might drop the prey, letting it fall to death. Normal falling damage does apply, calculated from the moment of falling.

Falling in trees or water decreases damage by 50% but does not decrease broken bones.

Rocs might protect their nests by attacking approaching enemies (any creature able to cause damage to the young or eggs) by making a dive attack alongside the cliff or rockface they love upon. The roc will automatically hit any humanoid if it hits AC5 (not counting magic or dexterity). It will repeat this attack form every five rounds, which is the time it takes it to fly to a nearby forest and drop the character in the top of a small tree. The damage from the fall amounts 2d10 points of damage, (minus AV) and a





chance of 1d3-1 broken bones. Most damage will be by scuffs and scrapings, other will be wounds by penetrating branches. There is a 5% chance the character will suffer a 1 point per round of blood loss due this, but this will stop after a constitution check penalized by 1d6—representing the damage of the bleeding wound itself). Due to the shock, the character should make a constitution check at -4 penalty or lose consciousness from the shock, victims remain unconscious for 3d4 hours (if they have no regeneration—else they awake at the moment they are healed), in the branches they landed upon. As lawful creatures, rocs don't necessarily attack humanoids to the death unless they are chaotic or evil in behaviour. Other alignments will mostly be tossed in a tree somewhere as described above. Each person can be found in a tree when the intended finder succeeds an intelligence check if within (or under) 50 feet of the tree in which the character dropped lies.

Should a human, humanoid, or demihuman be captured, there is a 65% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires hand gestures. A roc will let go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.

A roc usually cruises at a height of about 300 feet, seeking out likely prey with its sharp eyes. When a good target is found, it swoops down silently. The stealth of this first attack imposes a -5 penalty to its opponents' surprise rolls.

Habitat/Society:

Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest mountains in warm regions. Large and Giant Rocs are not given to nesting close to each other, with a nest rarely being located within 20 miles of another nest. Small Rocs might nest more near to each other.

All kinds of rocs always return to the generally same nesting area, for generations.

The nest is shaped differently than a normal bird's nest, as it is not only created from logs, branches, roots, clumps and feathers, it is also covered by 40% by an overlapping crude roof to protect the eggs from the excesses of weather. This nest has a diameter as wide as the length of the adult bird, and the roof is about 50% of this number in height.

There is a 15% chance of finding 1d4+1 eggs in a roc nest, but this is only in the breeding season which ranges from late spring to late summer. These eggs sell for 2d6 x 100 gp to merchants specializing in exotic items. These eggs measure as big as 30 inches for a small Roc, 90 inches for a Large Roc, and 200 inches or greater for a Giant Roc. As may be expected, rocs fight to the death to protect these nests and their contents, gaining a +1 bonus to their attack roll. The treasure of a roc is usually strewn about and below the nest, for the creature does not value such. It is the residue from its victims. If the roc has been seizing pack horses and mules, some of that treasure may be merchant's wares such as spices, rugs, tapestries, perfume, rich clothing, or jewels. The roc ranges for food three times a day; about an hour after sunrise, at noon, and an hour before sunset. If there are young in the nest, a fourth feeding, approximately two hours after noon, is added to keep the young strong and well-fed.

Rocs can be befriended by bringing large quantities of food and revealing lawful or good behaviour. A stack of wild deer, boars, and wild turkeys should do, or monsters slain by the characters. If no hunting skills are used let the character(s) roll 1d10 to enable them to catch one such animal in a single hour if they roll a 2 or lower (transportation is not counted). The creature does not feed upon humans and demihumans, but if hungry enough will dine upon any humanoid. Especially elves are seen as good characters and trusted earlier. Once the roc becomes friendly, it becomes evident that the creatures do understand the elven tongue., however, it can only answer by shaking its head or nodding. It may—under special circumstances (always lawful or good)—allow character to fly on it.

These creatures also 'feel' the presence of strong elven magical items, and will protect these. Thieves will be shaken until they drop the item. (this will cause 1d4 damage each round, with a 5% chance per point of cumulated damage each round to lose consciousness for 1d6 Turns.

The creature will normally only attack if the character is sitting upon a large animal (as it intends to prey upon this animal) or revealed chaotic or evil behaviour to the Roc or its offspring. The creature may reward PC's when destroying chaotic or evil overlords. This will only be what it can give, a voyage, prey, some of its treasure, etc..





Ecology:

Rocs are occasionally tamed and used by cloud or storm giants. Good-aligned giants do not allow their rocs to attack civilized areas and the animals therein. As mentioned before, rocs do not nest too closely together, since such a high concentration of these hungry predators would deprive entire regions of its animal population. Rocs serve to keep down the number of large predators, as they are fond of ankheg, purple worms, and harpies. Thanks to the rocs' prodigious appetites, these creatures are not swarming about with impunity.

It is said that roc feathers can be used in the manufacture of wings and brooms of flying.

One race that has little love for rocs is dwarves. Dwarven mines located in remote mountains often have to contend with unruly rocs intent on protecting their territory. Attempts by the dwarves to tame rocs have all met with failure, so the accepted manner of dealing with rocs is to kill them and smash their eggs. Adventurers who happen on a community of mountain dwarves may find employment as roc hunters. Such groups would do well not to allow any druids to find this out.

Report

From Sindbad the Sailor (Recent Immortal)

We sailed from city to city and from island to island and from sea to sea viewing the cities and countries by which we passed, and selling and buying in not a few, till one day we came to a great uninhabited island, deserted and desolate, whereon was a white dome of biggest bulk half buried in the sands. The merchants landed to examine this dome, leaving me in the ship, and when they drew near, behold, it was a huge roc's egg. They fell a-beating it with stones, knowing not what it was, and presently broke it open, whereupon much water ran out of it and the young roc appeared within. So they pulled it forth of the shell and cut its throat and took of it great store of meat. Now I was in the ship and knew not what they did, but presently one of the passengers came up to me and said, "O my lord, come and look at the egg that we thought to be a dome." So I looked, and seeing the merchants beating it with stones, called out to them: "Stop, stop! Do not meddle with that egg, or the bird roc will come out and break our ship and destroy us." But they paid no heed to me and gave not over smiting upon the egg, when behold, the day grew dark and dun and the sun was hidden from us, as if some great cloud had passed over the firmament. So we raised our eyes and saw that what we took for a cloud was the roc poised between us and the sun, and it was his wings that darkened the day. When he came and saw his egg broken, he cried a loud cry, whereupon his mate came flying up and they both began circling about the ship, crying out at us with voices louder than thunder. I called to the rais and crew, "Put out to sea and seek safety in flight, before we be all destroyed!" So the merchants came on board and we cast off and made haste from the island to gain the open sea.



When the rocs saw this, they flew off, and we crowded all sail on the ship, thinking to get out of their country, but presently the two reappeared and flew after us and stood over us, each carrying in its claws a huge boulder which it had brought from the mountains. As soon as the he-roc came up with us, he let fall upon us the rock he held in his pounces, but the master put about ship, so that the rock missed her by some small matter and plunged into the waves with such violence that the ship pitched high and then sank into the trough of the sea, and the bottom the ocean appeared to us. Then the she-roc let fall her rock, which was bigger than that of her mate, and as Destiny had decreed, it fell on the poop of the ship and crushed it, the rudder flying into twenty pieces. Whereupon the vessel foundered and all and everything on board were cast into the main. As for me, I struggled for sweet life till Almighty Allah threw in my way one of the planks of the ship, to which I clung and bestriding it, fell a-paddling with my feet.







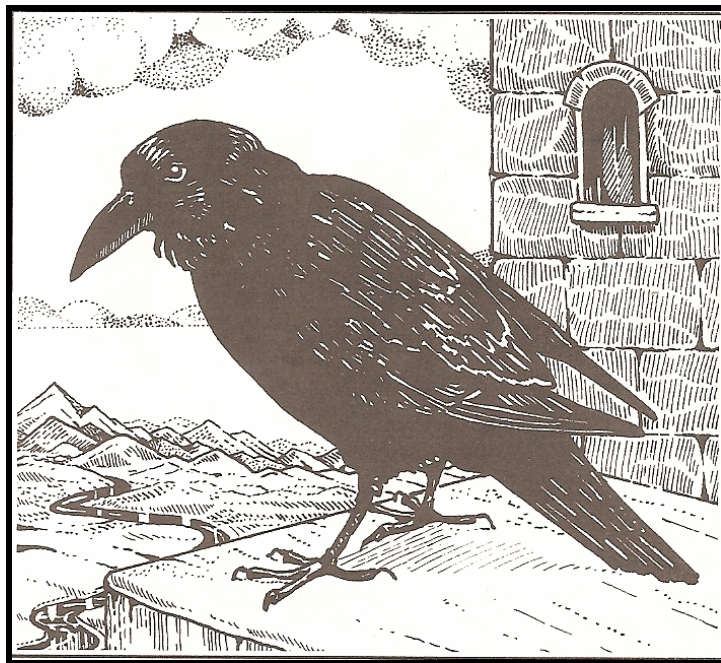
Other Birds

Raven (*Corvus corax*) & Crow (*Corvus brachyrhynchos*)

Black Birds	Raven			
	Crow	Normal	Large	Giant
Type	Normal Animal		Giant Animal	
Climate/Terrain	Temperate Forest, Urban, Fields			
Frequency	Common	Uncommon	Rare	Very Rare
Organization	Flock			
Activity Cycle	Day	Day	Twilight	Night
Diet	Omnivore to Carnivore/Scavenger			
AL	N			
NA	0(3d10)	0(4d8)	0(2d8)	0(2d4)
Size	S; 1-2' long	M; 2'-3'	M; 3'-4'	5'-7'
wingspan	2'-4'	4'-6'	6'-8'	10'-14'
ST	11	11	13	11
IN/WI	4	4	3	2
DX/CO/CH	9	9	9	9
Languages	0	0	0	0
Spellcaster Limits;	0	0	0	0
AC	7	7	7	4
AV	0	0	0	0
HD	1/4	1/4	2+2	3+2
HP	1d2	1d2	2d8+2	3d8+2
MV	30'(10')	30'(10')	30'(10')	30'(10')
FL	360'(120')	330'(110')	300'(100')	180'(60')
MF	3B	3B	3B	3B
THACO	20	19	17	16
Attacks	1 Beak	1 Beak	1 Beak	1 Beak
Damage	1	1d6	1d6	1d3+3
Special Attacks;	Swoop	Swoop	Swoop	Swoop
Special Defenses;	0	0	0	0
Immune to;	na	na	na	na
Extra Vulnerable to;	na	na	na	na
MR;	na	na	na	na
Save as;	NM	NM	F1	F2
ML	6	5	7	8
XP	50/Flock	50/Flock	15	50
TT	nil	nil	nil	nil
Body Weight	1-2LBS	3-6LBS	4-8LBS	6-12LBS



These closely-related species of birds inhabit a wide range of environments from coal to tropical. So long as they have somewhere to nest (high trees, rock ledges, ruined buildings etc.) they can be found anywhere from mountains and hills to woodlands and plains. The scavenging ways, harsh cries and stark appearance of crows and ravens, combined with their habit of inhabiting wild and desolate places mean that they are often regarded as creatures of ill-omen by superstitious folk. In some areas, the appearance of a flock of these birds will make the locals extremely uneasy. These birds are not particularly aggressive, but will defend their nests and territories vigorously. When intruders come in sight of a flock's nesting-place, the birds will merely attempt to frighten them off with loud warning cries. If they come close enough to be a real threat to the nests, however, the intruders will be attacked. When attacking, small ravens and crows do so in "flocks" of 3 to 6 individuals, each



flock of which can attack only one victim, and they do so with their beak. Each victim can only be beset by a single flock, and suffers the equivalent of one attack each round. The giant birds are large enough to attack individually. They attack with strong claws and their long, sharp beaks. Ravens employ a grab and peck approach to combat. These birds are 10% likely to attack an opponent's eyes. If successful, the attack causes the opponent to lose an eye. All birds of this type travel in flocks. Any encountered solo are actually scouts. As soon as they see any approaching creature, the scouts give warning cries and maintain a safe distance to keep track of them. Because of the scouts, ravens cannot be surprised during daylight conditions.

Main Predator; Bird of Prey, Mammals Main prey; Insects, any dead body.

Raven, Giant (*Corvus Gigantes*)

Giant ravens are both pugnacious and easily trained (if raised from fledglings), and are often used as guards and messengers. While they are too small to be used as mounts by all but small humanoids (i.e., faerie folk and PCs under the effects of a potion of diminution), the strength of these birds is enough to carry an adult halfling.

Main Predator; Bird of Prey, Mammals, Dragon. Main prey; Insects, any dead body.

Raven, Huge (*Corvus Enormus*)

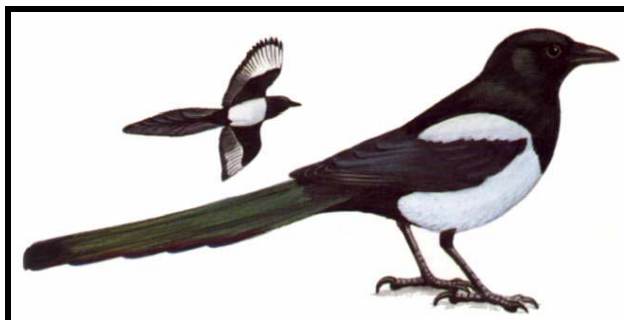
Huge ravens have malicious dispositions, occasionally serving evil masters. Not all raven familiars and consorts are evil -- the alignment of the master is a decisive factor in such arrangements.

Main Predator; Bird of Prey, Mammals, Dragon. Main prey; Insects, any dead body.



Magpie, Normal and Giant (*Pica pica* & *P. gigantea*)

Black Birds	Magpie	
	Normal	Giant
Type	Normal Animal	
Climate/Terrain	Temperate Forest, Urban, Fields	
Frequency	Common	Rare
Organization	Pair	
Activity Cycle	Day	Day
Diet	Omnivore to Insectivore	
AL	N	
NA	0(1d6)	0(1d4)
Size	S; 14" to 18"	M; 3' to 5'
ST	11	11
IN/WI	4	4
DX/CO/CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	7	6
AV	0	0
HD	1/8	1+1
HP	1	1d8+1
MV	30'(10')	30'(10')
FL	360'(120')	330'(110')
MF	3B	3B
THACO	20	19
Attacks	1 Beak	1 Beak
Damage	1	1d4
Special Attacks;	Swoop	Swoop
Special Defenses;	0	0
Immune to;	na	na
Extra Vulnerable to;	na	na
MR;	na	na
Save as;	NM	F1
ML	2	5
XP	2	15
TT	Special	Special
Body Weight	1-2LBS	3-6LBS



A normal magpie is 14 to 18 inches long from its head to the tip of its tail. The body and tail are mostly black (often shot with metallic blue, green and lavender), and the shoulders and belly are white. Normal magpies will not fight, even if their nests are threatened, only when grabbed, they fight aggressively. Since they are able flyers, though, it is usually easy for them to escape danger. The giant magpie sports similar colors, but measures 3 to 5 feet from beak to tail. They will fight only if severely provoked. Both kinds of bird prefer to live in cool or temperate lands, making their homes in woodlands, agricultural land, and even towns.

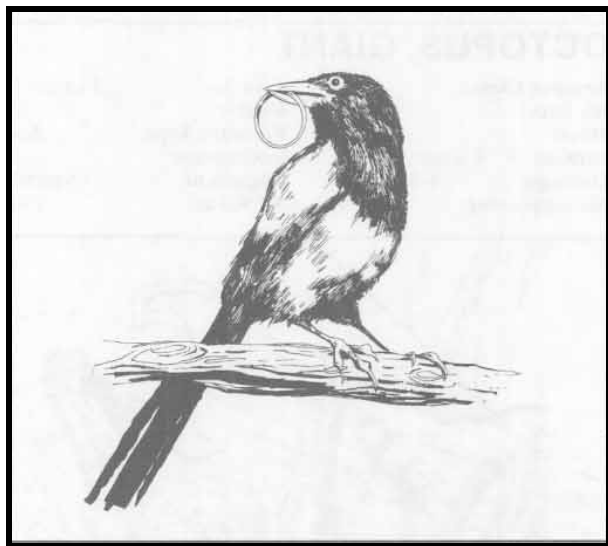
Habitat/Society

Magpies have a well-deserved reputation as thieves, and may attempt to steal any unsecured, shiny or brightly-coloured objects which they see. can steal objects upto 2cn in weight (e.g.a coin, gem or ring), while the giant magpie can manage objects up to 15cn (e.g. jewellery, dagger, wand, potion bottle). If people are nearby, a magpie will normally swoop down to take an object without landing, and has a 30% chance of picking it up cleanly and making off without dropping it. If the bird has the opportunity to land unseen, however, its overall chance of success is 60%. Stolen objects are taken to the bird's nest. Finding the nest in order to retrieve a lost item may be an arduous task - perhaps even a perilous one if the search takes the victims through the territories of dangerous creatures. It may also be a rewarding task, however, since the nest might also contain 1-6 coins (30%), 1-2 small gems (3%), a piece of jewellery (3% - giant magpies only), or even a magical item (1% - giant magpies only). The magpie's nest is woven of sticks, straw and mud. Magpies often weave thorny twigs into the roof of the nest to keep predators from attacking from above, with only one entrance, the normal magpie sometimes uses large openings high up in the tree as nest. A typical clutch contains 5 to 6 greenish blue or yellowish eggs (variant upon diet) in early summer, the young leave the nest at late summer, and make a new family in mid Autumn.

Ecology

Both variants of Magpies prefer to live in cool or temperate habitats, making their homes in woodlands, agricultural land, and even towns. Occasionally a magpie serves as a wizard's familiar. Magpies eat insects and grain. Those dwelling in settled areas often make their nests near granaries, which offer plentiful meals of spilled grain. According to folklore and common superstition, the number of magpies one sees at a time can help foretell the future.

Seven magpies are a portent of great evil. Main
 Predator; Bird of Prey, Mammals, Great Cat. Main Prey; Insects



Folklore

The Magpie is seen as a bird of good fortune, except if you kill one when misfortune will arrive. Magpie is a symbol of happiness in Ochalean culture. The singing of a magpie foretells happiness and good luck. That's why it is called 'Happy Magpie' by ochalean people. Some regard magpies as sacred birds. In Ochalean myths the Magpie Bridge joins the 3 bright stars of Aquila in the night sky, called the Cowherd, to Lyra, or the Spinning Damsel, across the river that is the Milky Way. This happens on the 7th night of the 7th moon. Ochaleans believed that magpies delivered good news and invited good people. The Magpie is a clever creature with control of the weather. (its feathers are used in control weather spells).

The number of birds, according to tradition, indicates forthcoming events. One is viewed as unlucky; two brings merriment or marriage; three is a successful journey; four is good news and five indicates you should expect company.

In Norse mythology, Skadi (the daughter of a giant) was a priestess of the magpie clan. The black and white markings of the magpie were seen to represent sexual union, as well as male and female energies kept in balance.



Later on in time, people thought that magpies were sorcerers flying to unholy gatherings, and yet the nesting magpie was once considered a sign of luck in those countries.

It was sacred to Bacchus, the God of wine, so it became associated with intoxication.

An old tradition notes that if one magpie flies by, you should take your hat off and bow repeating this line : *"Morning/Afternoon Mr Magpie. How's Mrs Magpie and all the little Magpies?"* This will help assure your good luck throughout the day.

One seen flying or croaking around a house or sitting alone symbolises that misfortune is present. Should a flock of magpies suddenly abandon a nesting area then, like the crow and rook, death is present and hard times are ahead. To avoid bad luck it is said that taking your hat off to the passing birds will act as protection against darker forces. Perhaps these associations stem from the fact that it was the only bird that would not enter the Ark preferring to stay outside. It is one of the very birds that also has black and white plumage, a combination of the sacred or holy colour (white) and of evil (black).

To have one perch on your roof though is supposed to indicate that the house will never fall down. According to tradition it would be best to rearrange a journey if you see just one. If one is seen on the way to church it signifies that death is present, hence some believe that it is best to cross yourself to ward off evil or negative energies whilst saying *"Devil, Devil, I defy thee"*.

In Somerset, England it was once thought that to carry an onion at all times would provide protection against magpies.

In Scotland the magpie was once believed to carry a drop of the Devil's blood under its tongue which perhaps stems from another belief that the magpie was the only bird not to wear full mourning at the Crucifixion.

The following rhyme was popularised by a children's TV programme of the same name

"One for sorrow, two for joy, three for a girl, four for a boy, five for silver, six for gold and seven for a secret never to be told." Or One for sorrow, Two for mirth, Three for a wedding, Four for a birth. Five for rich, Six for poor, Seven for a witch -- I can tell you no more.

Legend also has it that when a magpie's mate dies it summons an assembly of other magpies at which the dead bird is honoured before a new mate is selected.

Related to the crow the magpie is an intelligent and adaptable bird. Ancient folklore associated with the magpie suggests that when two or more fly into ones life good fortune is coming soon. Since magpies are opportunists and seldom miss a chance to get something for nothing those with this medicine should pay attention to subtle omens that appear in their life then act accordingly so opportunities are not missed. The magpie asks us to wake up and be conscious in every area of our life.

Magpies are curious and have a reputation for stealing anything that they can carry away. They use whatever they find and teach us how to be resourceful. Magpie medicine people have the ability to succeed in life. Those with this totem are usually eclectic and able to draw on a variety of resources to assist them in their pursuits. Being able to adapt to different situations in a spontaneous way is one of the magpies strongest attributes. Those with this totem often find that their interests are varied which make master ship of any one thing difficult although not impossible.

Magpies are extremely vocal especially in groups. They help those with this medicine learn how to use their voice to attract attention, attain desired goals as well as acquire respect from others. This applies only if this medicine is developed sufficiently. Otherwise the voice and its expression may need improvement for positive results to be obtained. Proper communication is one of the lessons that needs to be learned by magpie medicine people .



Although many in the Norse tradition associate the Magpie with Skadi, because of the similarity of the name, you can associate the Magpie with Loki's daughter Hel. Hel is described as having a face that is 'half blue-black and half flesh (or white) coloured' - like the Magpie's colouring. She rules the lowest of the Nine Worlds, at the base of Yggdrasil, as mistress of the chthonic mysteries. Like Asgardhr, Helheim (Hel's home) cannot be reached directly from Midgardhr - one must "ride over a bridge", or travel between worlds with the aid of one's fylgia (usually a totem or sacred animal or Soul Companion and Guide). The bridge to Helheim crosses the river Gjoll and its guarded by the giant Maiden Modgudh. As Bifrost is fiery and narrow, the bridge to Helheim is icy and wide.

Helheim is also called Niflhel, meaning Misty Hel or Dark Hel, which refers to the Goddess' primary aspect of concealment. Hel borders very closely on the world Nifheimr; it is located down and to the North, and it is the implied location of the venom-filled halls, on Na Strand, and home of the dragon Nidhogg, embodiment of the concealed powers of destruction/transformation. Hel is the hidden root to which all things sink, as all the waters wend their way to Hvergelmir, and from which all things rise again.

Although the realm of Hel is described as horrible in parts - the lifeless, lightless, joyless dwelling of the dead. It is written elsewhere that Hel is brightly bedecked and hospitable. She welcomes those who die of sickness, famine or old-age and even Balder resides there after his death. This dual nature can be seen in the figure of the goddess Hel herself: She is half a beautiful woman and half a corpse, her concealment both that of the womb and that of the tomb. Hel receives those souls who cannot struggle through to Valhalla, but in time, as her name Mother Holle suggests, she bears them forth again.

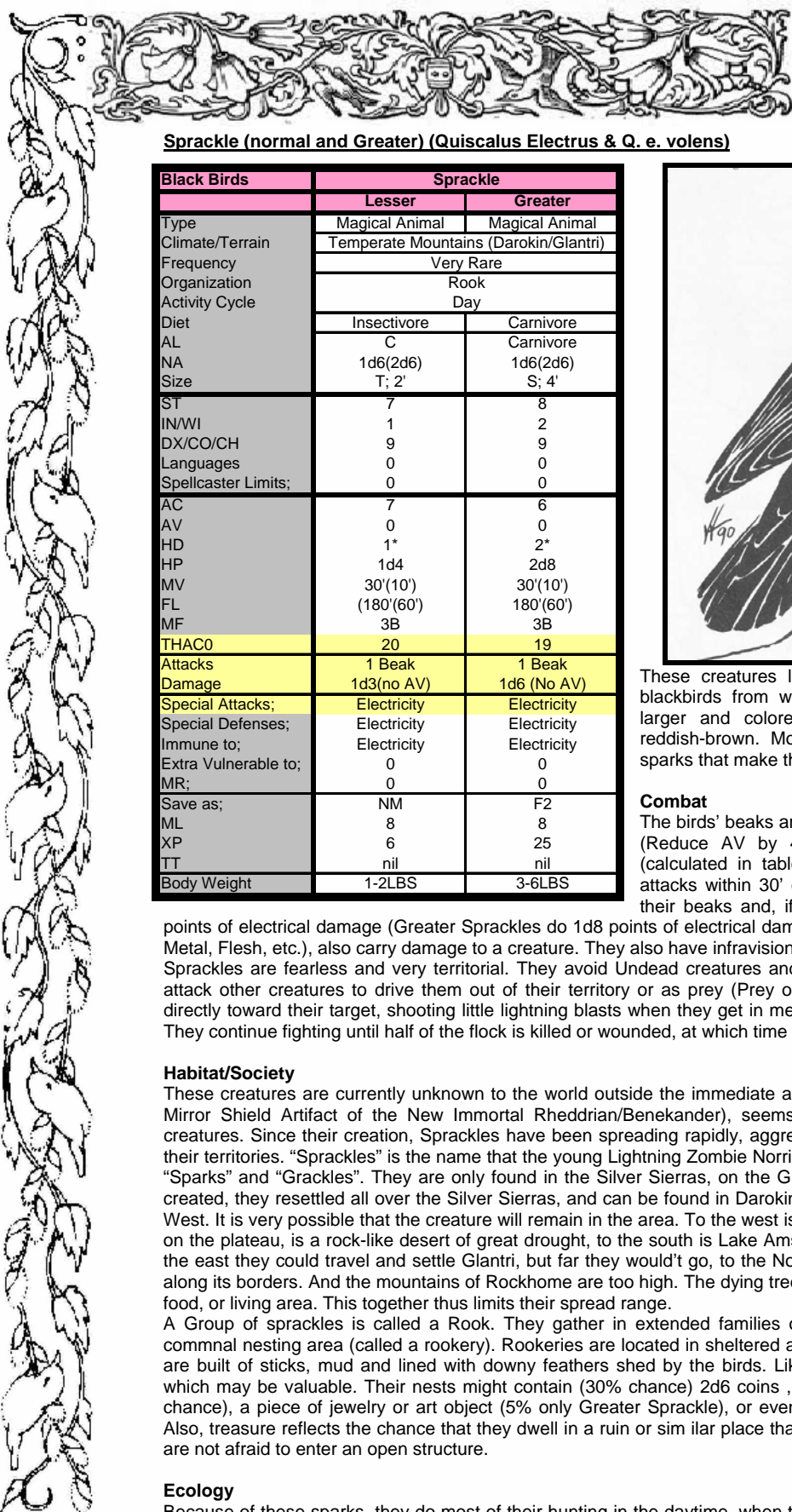
All of this tells us that the Magpie can be a double-edged sword. It requires mastery of your magpie spirit to achieve things, unmastered it will be self-destructive. Gossip, or uncontrolled chatter, and an unreasoning attraction to shiny things - be it materialistic objects, people or an inability to concentrate - spells danger just as oratory, or controlled chatter, concentration and the quick opportunistic observation can be used to devastating effect.

For other tools things like mirrors that contain both dark and light, or other shiny objects would attract the Magpie spirit.

In dreams the Magpie will signify opportunities coming into your life. The number seen will help signify what you should expect.

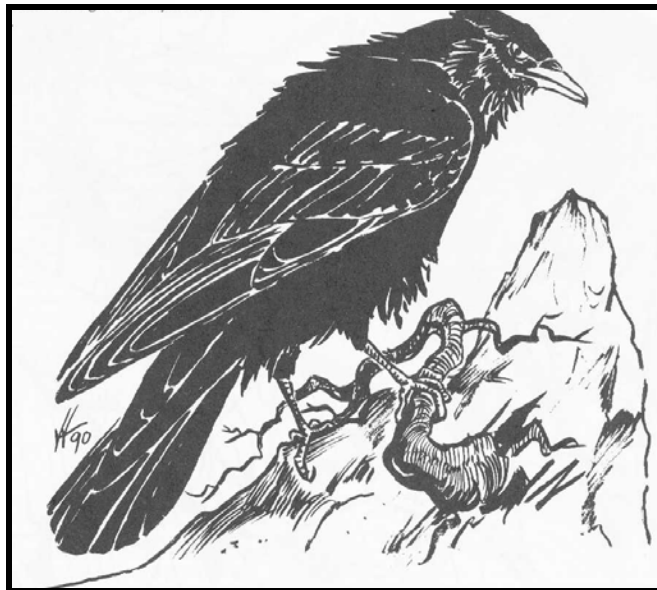
Magpie's are excellent protectors and will call out their 'Caw, caw, caw' warning. So in that way forewarned is forearmed. They are also masters of evasion - often using the two of them to do the old 'one-two' on any opponent.





Sprackle (normal and Greater) (Quiscalus Electrus & Q. e. volens)

Black Birds	Sprackle	
	Lesser	Greater
Type	Magical Animal	Magical Animal
Climate/Terrain	Temperate Mountains (Darokin/Glantri)	
Frequency	Very Rare	
Organization	Rook	
Activity Cycle	Day	
Diet	Insectivore	Carnivore
AL	C	Carnivore
NA	1d6(2d6)	1d6(2d6)
Size	T; 2'	S; 4'
ST	7	8
IN/WI	1	2
DX/CO/CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	7	6
AV	0	0
HD	1*	2*
HP	1d4	2d8
MV	30'(10')	30'(10')
FL	(180'(60'))	180'(60')
MF	3B	3B
THACO	20	19
Attacks	1 Beak	1 Beak
Damage	1d3(no AV)	1d6 (No AV)
Special Attacks;	Electricity	Electricity
Special Defenses;	Electricity	Electricity
Immune to;	Electricity	Electricity
Extra Vulnerable to;	0	0
MR;	0	0
Save as;	NM	F2
ML	8	8
XP	6	25
TT	nil	nil
Body Weight	1-2LBS	3-6LBS



These creatures look very similar to normal Grackles, the common blackbirds from which they are descended. However, Sprackles are larger and colored differently. Their feathers are dark-coppery or reddish-brown. Moreover, these birds constantly shed little electrical sparks that make them glow in the dark.

Combat

The birds' beaks are very long and sharp and can penetrate metal armor (Reduce AV by 4), giving them a +2 bonus to their attack rolls (calculated in table). In addition, sprackles can launch little lightning attacks within 30' of a target; a small charge of electricity shoots from their beaks and, if the attack is successful, hits their prey, doing 1d3

points of electrical damage (Greater Sprackles do 1d8 points of electrical damage, up to 60' far). Conductive materials (Salt Water, Metal, Flesh, etc.), also carry damage to a creature. They also have infravision of 60'.

Sprackles are fearless and very territorial. They avoid Undead creatures and creatures which are larger than man-sized, but will attack other creatures to drive them out of their territory or as prey (Prey only any non-avian creature of less than 1'). They fly directly toward their target, shooting little lightning blasts when they get in melee range, at which time they attack with their beaks. They continue fighting until half of the flock is killed or wounded, at which time they flee to resettle elsewhere.

Habitat/Society

These creatures are currently unknown to the world outside the immediate area of the former Corran Keep. Powerful magics (the Mirror Shield Artifact of the New Immortal Rheddrion/Benekander), seems to have transformed ordinary Grackles into these creatures. Since their creation, Sprackles have been spreading rapidly, aggressively pushing more common predatory birds out of their territories. "Sprackles" is the name that the young Lightning Zombie Norriad Corran has given them; a coinage which combines "Sparks" and "Grackles". They are only found in the Silver Sierras, on the Glantrian/ Darokin Border. When the Great Crater was created, they resettled all over the Silver Sierras, and can be found in Darokin, Glantri, and even the Cliffside of the great Plateau West. It is very possible that the creature will remain in the area. To the west is the Sind Desert, which is hot and dry, to the north, on the plateau, is a rock-like desert of great drought, to the south is Lake Amsorak, which offers a too great barrier to cross, only to the east they could travel and settle Glantri, but far they wouldn't go, to the North it is cold, the plains of Ethengar offer only food along its borders. And the mountains of Rockhome are too high. The dying trees of former Alheim—Today Aengmor—offer them no food, or living area. This together thus limits their spread range.

A Group of sprackles is called a Rook. They gather in extended families of up to two dozen individuals, which share a large communal nesting area (called a rookery). Rookeries are located in sheltered areas, such as caves, ruins, or rocky overhangs. They are built of sticks, mud and lined with downy feathers shed by the birds. Like magpies, sprackles are attracted to shiny objects, which may be valuable. Their nests might contain (30% chance) 2d6 coins, 1d4 small gems (5% chance—greater sprackle 30% chance), a piece of jewelry or art object (5% only Greater Sprackle), or even a small magivca;l item (2% only Greater Sprackle). Also, treasure reflects the chance that they dwell in a ruin or similar place that may contain abandoned valuables. These creatures are not afraid to enter an open structure.

Ecology

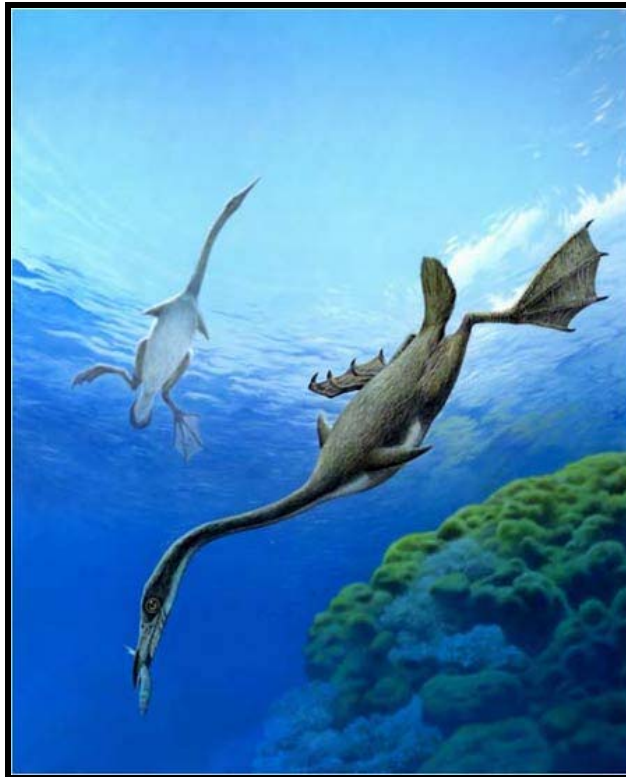
Because of these sparks, they do most of their hunting in the daytime, when they are slightly less obvious. Glowing predators have a tendency to frighten off their prey. Lesser sprackles are insectivores, preying chiefly upon larger insects and arthropods such as butterflies, centipedes, moths, spiders and lesser Dragonflies. Greater Sprackles are carnivores who more frequently dine upon mice, rats, smaller birds, and sometimes giant insects, such as giant dragonflies, robber flies, giant centipeds, and even spiders. Both species will also scavenge any dead prey. There are two different species and do not intermingle, yet live in each other's territory without fight. They tend to live together like small crows and larger species.

Main Predator; Bird of Prey, Mammals, Great Cat. Main Prey; Insects



Baptornis (*Baptornis advenus*)

Other Birds	Baptornis
Type	Prehistoric Animal
Climate/Terrain	Any Watercoastline
Frequency	Rare
Organization	Family
Activity Cycle	Day
Basic era	Late Cretaceous
Diet	Carnivore
AL	N
NA	1d2(2d4)
Size	S 3
ST	7
IN/WI	1
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2
HP	2d8
MV	30'(10')
SW	120'(40')
THACO	19
Attacks	1 Beak
Damage	1d3(no AV)
Special Attacks;	nil
Special Defenses;	NIL
Immune to;	NIL
Extra Vulnerable to;	0
MR;	0
Save as;	NM
ML	8
XP	6
TT	nil
Body Weight	1-2LBS



Baptornis ("diving bird") is an extinct genus of flightless aquatic bird from the Late Cretaceous. The *Baptornis advenus*, lived along the sea coasts. The 3 and a half feet long *Baptornis* had lost the ability to fly, possessing only vestigial wings. Unlike its larger relative *Hesperornis*, the manual bones were not fully reduced, and it seems to have retained a tiny, finger-like stub. Its legs were powerful and the feet were very large with long toes that could not rotate well, allowing the animal to swim and dive at considerable speed. Its foot, altogether, was rather similar to that of a large loon which it also

resembled in overall bulk.

Thus the toes of *Baptornis* were probably webbed as in loons or ducks, rather than lobed as in grebes and *Hesperornis*: for birds with lobed toes, rotating the toes is necessary to reduce drag when pulling the foot forward for a new stroke. Still, no skin impressions have been found of webs or lobes, leaving the matter open to debate. What is known from fossil skin impression is that the tarsometatarsus was covered by larger scutes in front and smaller scales behind like in loons, rather than all-scaled as in grebes. *Baptornis* probably had teeth in its beak which allowed it to grab fish and other slippery prey. Its neck was unusually long, further extending its reach. The pygostyle was long, high and narrow. The tail thus probably was laterally compressed and served as rudder; a similar adaptation though less extreme is found in today's loons.

As its relatives, the bones of *Baptornis* were dense, much like in mammals. This helped the animal to dive by reducing its buoyancy. It also made the bones fossilize better, making them more common than those of flying birds like *Ichthyornis* which, compared to other vertebrate bones, are rare as fossils.

Ecology

More material evidence exists for the ecology of *B. advenus* than for any other member of the *Hesperornithes*, with the possible exception of *Hesperornis regalis*, but still much is left to conjecture. The loon-sized bird was of middle size among its relatives and had a markedly elongated neck. Presumably, it thus behaved in a manner similar to today's darters, hunting smaller, more mobile prey than its larger relatives. Unlike a darter however, it could not spear its prey, but instead held it with its beak like today's mergansers.

The waters which it inhabited were fairly shallow epicontinental or shelf seas. It either ventured far out and/or that it bred on islands. This suggests that the birds were migratory like some penguins are today, moving polewards in summer to breed. The Cretaceous had a much warmer climate than today; the waters inhabited by *Baptornis* were subtropical to temperate.

The long neck also provided extra mobility necessary since its feet were probably webbed rather than lobed, and thus optimized towards speed rather than maneuverability. With the dense bones, the animals probably swam half-submerged as darters and cormorants do. The wings played no major role in locomotion, but may have been helpful in changing depth and/or direction, similar to a submarine's diving planes or a fish's pectoral fins. It is even possible that it gained some additional maneuverability by the hand-stub, which despite being much reduced still could be moved independently at the wrist joint.

While it was excellently adapted to swimming and diving, *Baptornis* is thought to have been clumsy on land, pushing itself along the rocks with its feet rather than actually walking. The natural position of the lower legs was flush against the body, with the feet stretched out sideways and thus it would have been unable to move upright without toppling over. As opposed to *Hesperornis* which almost certainly had to slide on its belly or galumph like an earless seal, *Baptornis*'s lower leg was not as firmly placed along the body sides. Thus, it would have found it more easy to place its feet under its body with the toes pointing forwards and might have managed small hops or even an awkward waddle, body held low to the ground.

The only certain record of *Hesperornithes*' food found so far was found associated with some coprolites. These are small round lumps - maybe a centimeter in diameter or so - and contain the remains of a small species of the sabre-toothed "herring" *Enchodus*, possibly *E. parvus*. *Baptornis* had powerful gastric juices and/or regurgiated most indigestible parts of its prey as a pellet like most living fish-eating birds do, because the *Enchodus* remains make up only a small fraction of the coprolites' mass, most of which was nondescript feces.

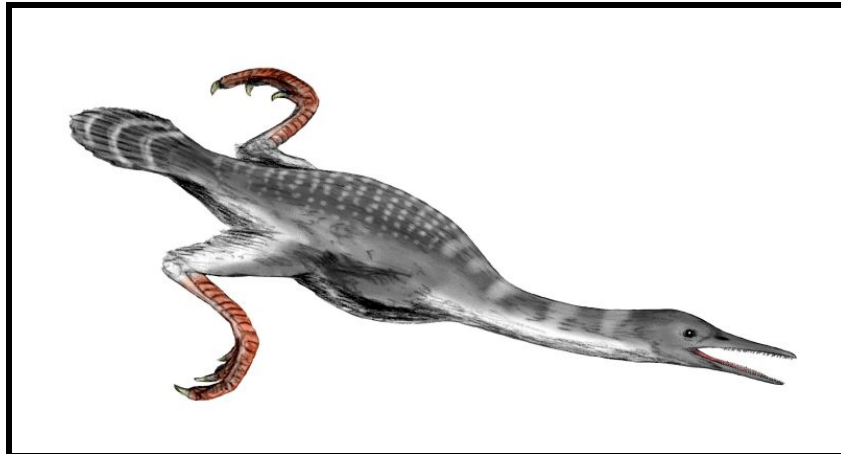
Baptornis was related to the bigger, better known *Hesperornis*. Both belonged to the *Hesperornithes*, a group of prehistoric birds which were uniquely adapted to diving and swimming, and had teeth. Otherwise, they were fairly similar to living birds rather than to more dinosaur-like forms such as *Archaeopteryx* or the *Enantiornithes*





Hesperornis (Hesperornithes species)

Other Birds	Hesperornis
Type	Prehistoric Animal
Climate/Terrain	Any Watercoastline
Frequency	Rare
Organization	Herd
Activity Cycle	Day
Basic era	Late cretaceous
Diet	Carnivore
AL	N
NA	1d6(2d6)
Size	S; 6'-7'
ST	8
IN/WI	2
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	4
HP	4d8
MV	30'(10')
SW	120'(40')
THACO	17
Attacks	1 Beak
Damage	1d6 (No AV)
Special Attacks;	NIL
Special Defenses;	NIL
Immune to;	NIL
Extra Vulnerable to;	0
MR;	0
Save as;	F2
ML	8
XP	25
TT	nil
Body Weight	3-6LBS



Hesperornis is an extinct genus of flightless aquatic birds that lived during the Late Cretaceous (Hesperornis were very large birds, reaching up to 2 meters (6.5 feet) in length. They had virtually no wings, swimming with powerful hind legs. Their toes were probably lobed rather than being webbed, as in today's grebes; like in these, the toes could rotate well, which is necessary to decrease drag in lobed feet but not in webbed ones such as in loons, where the toes are simply folded together.

Like many other Mesozoic birds such as Ichthyornis, Hesperornis had teeth in its beak which were used to hold prey (most likely fish). In the hesperornithiform lineage they were of a different arrangement than in any other known bird (or in non-avian theropod dinosaurs), with the teeth sitting in a longitudinal groove rather than in individual sockets, in a notable case of convergent evolution with mosasaurs.

Hesperornis hunted in the waters of such contemporary shelf seas which then were subtropical to tropical waters, much warmer. They probably fed mainly on fish, maybe also crustaceans, cephalopods and mollusks as do the diving seabirds of today. Their teeth were helpful in dealing with slippery or hard-shelled prey.



On land, Hesperornis may or may not have been able to walk. They certainly were not able to stand upright like penguins as in the early reconstructions. Their legs attached far at the back and sideways, with even the lower leg being tightly attached to the body. Thus, they were limited to a clumsy hobble at best on land and would indeed have been more nimble if they moved by sliding on their belly or galumphing. Indeed, the leg skeleton of the hesperornithids was so much adapted to diving that their mode of locomotion while ashore, as well as where it laid its eggs and how it cared for its young is a matter of much speculation.

Some have even pointed out that it cannot be completely ruled out that these birds were ovoviviparous instead of incubating their eggs. In any case, young Hesperornis grew fairly quickly and continuously to adulthood, as is the case in modern birds, but not Enantiornithes. More young birds

are known from the fossil record of the more northerly sites than from locations further south. This suggests that at least some species were migratory like today's penguins which swim polewards in the summer.

Hesperornis were preyed upon by large marine carnivores, for example.

Main Predator; Giant Fish, Aquatic Dinosaur. Main Prey; Fish, Mollusks, crustaceans, cephalopods.

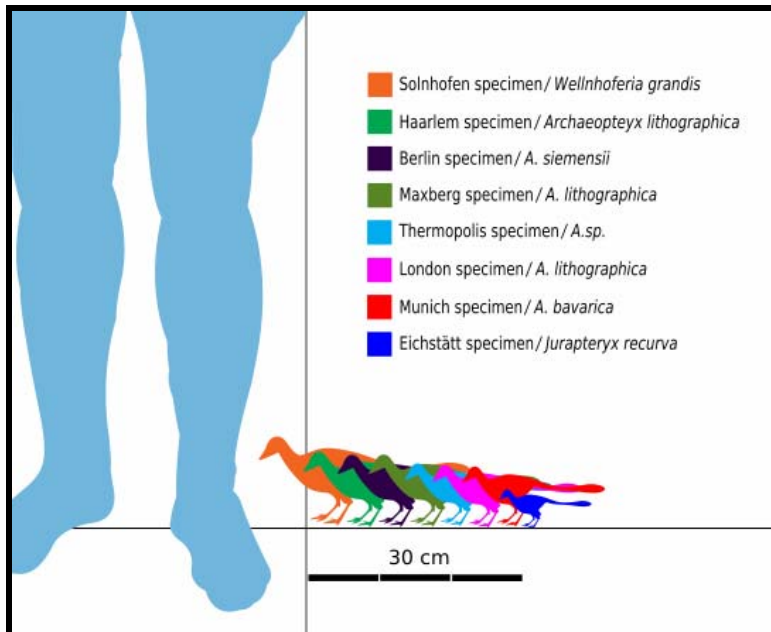


Archaeopterix (Archaeopterix lithographica & other species)

Bird, other	Archaeopterix
Type	Cretaceous Animal
Climate/Terrain	Forest/ Jungle/ Plain
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Basic Era	Late Jurassic
Diet	Carnivore/Insectivore
AL	N
NA	2d8
Size	S: 1'-4' long
wingspan;	1'-6'
ST	11
IN/WI	2
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1
HP	1d8
MV	30'(10')
Run (1d8 R)	
FL	210'(70')
MF	1C
Load	na
BM	na
CL	30'/10' 95%
THACO	20
Attacks	1 Beak/bite
Damage	1d6
Attacks	or 2 Claws
Damage	1 each
Special Attacks;	nil
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	0
MR;	na
Save as;	NM
ML	4
XP	10
TT	nil
Body Weight	5-6 LBS



This is a very primitive type of bird, one of the ancestors of all birds, which lived at the beginning of the Cretaceous period. It is a warm blooded, feather covered reptile-like creature. If plucked it would look like a reptile or miniature dinosaur. It still has a thumb claw with which it can grab. It is not likely to attack characters, but they might hunt it for food. It will prefer to flee in such a case, but will fight if trapped.
 Main Predator; Bird of Prey, Mammals, Great Cat. Main Prey; Insects, small mammals





Boobrie (Gavia Terriblis)

Bird, other	Boobrie
Type	Normal Animal
Climate/Terrain	Wetlands
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d2
Size	L; 12'
wingspan	10'-12'
ST	9
IN/WI	3
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	9
HP	9d8
MV	150'(50')
Run (1d8 R)	na
FL	150'(50')
MF	1B
Load	na
BM	na
THACO	10
Attacks	2 Claws twice
Damage	1d6 each
Attacks	1 beak
Damage	2d8
Special Attacks;	Ambush THACO 7)
Special Defenses;	0
Immune to;	Poison
Extra Vulnerable to;	0
MR;	0
Save as;	F5
ML	6
XP	900
TT	nil
Body Weight	250LBS



The boobrie, giant relative of the stork, stands 12 feet tall. The Boobrie is a mythical water bird of folklore. It is said to be similar to a Great Northern Diver, but with white markings and the ability to roar. The creature is the metamorphosis form of the Each Uisge and haunts lochs and salt well. A boobrie's diet consists of giant catfish and other wetland denizens.

Very long heather was the natural resting place and shelter of the boobrie. According to the most authentic reports, the animal was endowed with the power of assuming at pleasure the forms of three different animals, viz., their original form of a most enormous and ferocious water-bird, of a water-horse or each-uisg, and of a water-bull or tarbh-uisg. (1 round changing form, 1 Turn duration)

When times are lean, the boobrie feeds on snakes, lizards, and giant spiders. Its occasional dependence on a diet of creatures that deliver a toxic bite has made the boobrie immune to all poisons. When a boobrie hunts, it finds a grove of tall marsh grass or similar vegetation and slips into it. Once in its hunting blind, it remains still for hours at a time, until prey comes within sight. When employing this means of ambush, its opponents suffer a -3 penalty to their surprise

rolls.

The boobrie as water-bird has wings that appear to have been given by nature more for the purpose of assisting him in swimming under water, than flying. He is larger than seventeen of the biggest eagles put together. His neck is two feet eleven inches long, and twenty-three inches in circumference, his bill is about seventeen inches long, black in colour, measuring round the root about eleven inches; for the first twelve inches the bill is straight, but after that assumes the shape of an eagle's and of proportionate strength. His legs are remarkably short for his size, black, and tremendously powerful. The feet are webbed till within five inches of the toes, which then terminate in immense claws of most destructive nature. The print of his foot on the mud at the end of the lake (as accurately measured by an authority) covers the space generally of the span of a large wide-spreading pair of red deer's horns. The sound he utters resembles that of a large bull in his most angry humours, but much superior in strength. The favourite food of the boobrie is the flesh of calves; failing them he feeds upon sheep or lambs, as suits him, or seizing his prey he carries it off to the largest neighbouring muir loch, swims out to the deepest part, where he dives, carrying his victim along with him, and there feeds, returning on shore at pleasure. He is particularly fond of otters, which he swallows in great numbers and with considerable avidity.

Main Predator; Crocodile, Great Cat. Main Prey; Catfish, alligator, Snake, Lizard, Giant Spider.



Eblis (Ciconia nigra magens)

Bird, other	Eblis
Type	Magical Animal
Climate/Terrain	Grasslands/Forest
Frequency	Rare
Organization	Community
Activity Cycle	Night
Diet	Carnivore
AL	NE, CE
NA	4d4
Size	L; 5'-7'
wingspan	8'-15'
ST	9
IN/WI	8
DX/CO/CH	9
Languages	Rudimentary Local Chirps/Whistles
Spellcaster Limits;	3
AC	3
AV	0
HD	4+4*
HP	4d8+4
MV	120'(40)
Run (1d8 R)	na
FL	120'(40)
MF	3B
Load	na
BM	na
THACO	15
Attacks	2 Claws
Damage	1d4 each
Attacks	1 Beak
Damage	1
Special Attacks;	Spellcasting Ambush
Special Defenses;	-1/die Fire +1 SV Fire
Immune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	MU3
ML	8
XP	125
Spell user	200
TT	nil
Body Weight	150 LBS



Eblis, or storkmen, are seldom seen by humans, or possibly few men live to tell of such an encounter. These tall, evil natured birdmen dwell in marshes and swamps of subtropical and tropical climates. Each group comprises several mated pairs and their offspring. Their bodies look like those of storks, with grey, tan, or off-white plumage on their bodies and sleek black necks. Eblis look like giant, gray-brown storks. Males have red-brown heads and black necks and legs. Their heads are narrow and end in long, glossy-black, needle-like beaks. Their necks are snaky, sinewy, and very powerful. Attack is by stabbing with the beak. Eblis speak a language of chirps, whistles, and deep-throated hoots. In addition, spellcasting eblis have managed to learn a rudimentary version of common, allowing them to converse with those they encounter.

Each community is led by one individual with spellcasting ability. These eblis cast 2d4 spells per day as 3rd level casters. To determine the available spells, roll 1d8 and consult the table. Duplicate rolls indicate the spell may be employed more than once per day. Eblis love shiny objects (like gems); even the most wise and powerful of the eblis can be bribed with an impressive jewel.

1d8	Spell
1	Audible Glamer
2	Blur
3	Alter Self
4	Charm Monster
5	Hypnotic Pattern
6	Cause Fear
7	Wall of Fog
8	Whispering Wind

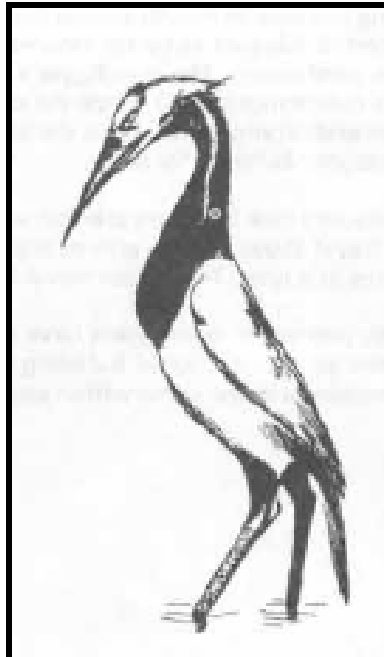
An eblis community consists of 2d4 huts built from straw and grasses common to the marsh around the community. Care is taken by the eblis to make these huts difficult to detect. In fact, only a determined search of the area by a ranger or someone with the animal lore proficiency is likely to uncover the community.

Eblis are very fast in shifting and striking, and thus their excellent armor class. In each community of eblis will be 1 individual capable of using illusionist magic by means of dancing and vocalization. Because these creatures love water and wetness and are always damp, and all eblis secrete an oil that coats their feathers and provides them with a +1 bonus to all saving throws against fire- and flame-based attacks. Any damage caused by a fire- or flame-based attack is lessened by -1 for each die of damage. The evil nature of the eblis is best seen in the delight it takes in hunting and killing. When an eblis spots travelers who have objects it desires for its nest, it attacks. Since the eblis is cunning, these attacks often take the forms of ambushes.

When a tribe of this sort becomes too large for its habitat, the younger ones form a new band and seek their own area. Eblis pairs live in carefully constructed huts of reeds and grasses with 2-8 huts in a community. It is 90% unlikely that these dwellings will be discovered, even by careful search. In these huts are piles of rushes, sticks, etc., with an egg 30% of the time. There is also a 25% chance that there will be 1 of the items in the table. Because these creatures love shiny objects, there will always be some metal, glass, or similar items in a nest.

1d20	item
1-2	Scroll in metal Tube
3-5	Potion
6	Ring
7	Small miscellaneous magic item
8-9	Magic Dagger or Knife
10-20	1d4 pieces metal jewelry

Main Predator; Bird of Prey, Mammals, Great Cat. Main Prey; Insects





Flightless Bird (Different species)

Bird, other	Flightless		
	Emu	Rhea	Ostrich
Type	Normal Animal		
Climate/Terrain	Grass lands		
Frequency	Uncommon		
Organization	Herd		
Activity Cycle	Day		
Diet	Herbivore/Insectivore		
AL	N	N	N
NA	2d12	2d10	2d10
Size	L; 6'-7'	L; 5'-6'	L; 6'-8'
ST	6	7	8
IN/WI	2	2	2
DX/CO/CH	9	9	9
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	7	7	7
AV	0	0	0
HD	1	2	3
HP	1d8	2d8	3d8
MV	180'(60')	180'(60')	180'(60')
Run (10+1d8 r)	210'(70')	240'(80')	330'(110')
Load	750/1500	na	1000/2000
BM	1	na	1.5
THACO	19	18	17
Attacks	1 beak or paw		
Damage	1d6	1d6	1d8
Attacks			
Damage			
Special Attacks;	Charge Trample		
Special Defenses;	0	0	0
	0	0	0
Immune to;	0	0	0
Extra Vulnerable to	0	0	0
MR;	0	0	0
Save as;	F1	F1	F2
ML	6	7	8
XP	20	20	35
TT	nil	nil	nil
Body Weight	80 LBS	80 LBS	300 LBS

These avians are typified by the Ostrich, Emu, and Rhea. Although they share many of the physiological adaptations that enable other birds to take wing and break the bonds of earth, they are unable to fly. The Ostrich is the largest living and strongest, standing 8 feet tall and weighing 300 pounds. The animal's small head and short, flat beak are perched atop a long, featherless neck. The ostrich fans is able to run at 330' (110'). If forced to fight, an ostrich uses its legs to deliver a kick that inflicts 1d8 points of damage. The emu reaches 6 feet high and 130 pounds. Unlike those of their larger cousins, the wings of an emu are rudimentary appendages hidden beneath their coarse, hair-like feathers. The rhea resembles a small ostrich, standing 3 feet tall and weighs 80 pounds. The differences between the two species lie in the structure of the feet and the tail feathers. Ostriches have two toes, while Rheas have three, and Ostriches have elegant, flowing tail plumes, while the Rhea's are far shorter. Long feathers on the bird's sides swoop down to cover the stunted tail feathers. Emu's are similar to the Ostrich. they are used by the Chameleon men of the Savage Coast (South of Yalu Bay) as mounts. Main Predator; Bird of Prey, Mammals, Great Cat, Humano(oids).



Emu-Dromaius novaehollandiae



Rhea-Rhea Americana



Ostrich-Struthio Camellus



Phororhacos (Phororhacos longissimus or Brontornis species)

Bird, other	Flightless Phororhacos Swordbeak'
Type	Mesozoic Animal
Climate/Terrain	Forest/ Jungle/ Plain
Frequency	Uncommon
Organization	Flock
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d8
Size	H; 6' to 8'
ST	11
IN/WI	5
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	3*
HP	3d8
MV	150'(50)
Run (1d8 R)	300'(100')
THACO	16
Attacks	1 Beak
Damage	1d8
Attacks	or 2 Claws
Damage	1d4
Special Attacks;	Trample Jump 10'
Special Defenses;	0
Immune to;	0
Extra Vulnerable to	na
MR;	na
Save as;	F2
ML	8
XP	50
TT	U in lair
Body Weight	240 LBS



A Phororhacos or 'Swordbeak' is a huge bird having small but useless wings (only use as balance in jumps) and large and strong hind legs for jumping and running. This bird eats meat and runs down its prey, either by trampling (mostly done in forest where the creature can't savey jump) or by jumping from running speed 20' or standing 10' on its prey. The creature can reach great speeds across flat ground. It has a large curved beak that snaps a prey with the force and shapness of a sword. It main prey are the early humans, but it also eats monkeys, kangaroo's and other mammals.

Neanderthals are truly afraid of the beast, because it often hunts in groups attacking like a Velaciraptor.

Main Predator; Bird of Prey,Great Cat. Main Prey; Human(oids)

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds. This save must of course be made by each successful attack. As the beasts are used to their attack, they can initially jump on a human-sized target with no more than 7 animals; yet, can attack a prone target with



no more than 10 animals. Usually a single animal will remain on the prey to keep it down. A pinned (prone) prey must save TS each round to free itself.

Trampling:

Many creatures are capable of trampling humans, as noted in their descriptions. While this is a damaging attack, it is also a potentially immobilizing one, due to blows to the kidneys or lungs. In game terms, there is a 2% chance per hit die of the animal that the victim is stunned for 1-3 rounds with each successful trampling attack.

Strangling:

This creature also likes to try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.



Saragon Lyra Bird (*Menura saragonia*)

Bird, other	Saragon Lyra Bird
Type	Normal Anima
Climate/Terrain	Temperate/Subtropical Plains
Frequency	Savage Coast only
Organization	Very Rare
Activity Cycle	solitary
Diet	Day
AL	Insectivore
NA	N
Size	1
ST	1; 4"-5"
IN/WI	6
DX/CO/CH	1
Languages	9
Spellcaster Limits;	0
AC	7
AV	0
HD	1/8*
HP	1
MV	30'(10')
FL	150'(50)
MF	5B
T HACO	na
Attacks	0
Damage	0
Special Attacks;	Spelllike abilities
Special Defenses;	aura of protection
Immune to;	0
Extra Vulnerable to	na
MR;	na
Save as;	F2
ML	8
XP	50 (special)
TT	0
Body weight	8cn



green or blue on top. The throat of the male lyra bird is often glittering red, blue, emerald-green, or greenish-bronze. The underbelly is usually white, although some lyra birds have a soft tan underbelly.

The Red Curse:

Lyra birds never acquire Legacies or require *cinnabryl*.

Combat:

The lyra bird actively avoids confrontation and will flee from any threat, but it does have several defensive capabilities. As a magical creature, the lyra bird has a continual aura of *protection from evil*, 10' radius. Three times per day, the lyra bird can also use the following spell-like abilities when it sings: *charm person*, *charm monster*, and *charm plant*. A creature that has been charmed by a lyra bird will defend the bird to the best of its abilities.

Unlike a normal creature encounter, no experience points are awarded for killing or "defeating" a lyra bird. Instead, people who have a significant encounter (such as hearing one sing or hosting one for a time) with a lyra bird should get the experience point award.

Habitat/Society:

The Saragon lyra bird is usually found in the company of another creature. It is rare to see more than one lyra bird in an area, although occasionally a mated pair will share the same territory or symbiont. Mated pairs build beautiful, fragile egg-shaped nests, covered with lichens, spider webs, and small pieces of bark. Eggs are incubated only by the female. Males are slightly smaller than females, but in spite of their tiny size, they are fiercely territorial. They will do their best to chase other lyra birds out of their nesting area.

Legend states that "no man may strike another" if a lyra bird is singing within hearing distance. This is not true, but the power of belief is so strong that fights will often instantly stop if a lyra bird starts singing nearby. The lyra bird is often seen as a symbol of peace and hope.

Ecology:

The marvelous song of the lyra bird often attracts parasite-infested creatures like voats, cinnavixens, juhriions, or even sometimes a Slagovich juggernaut. Once attracted, these creatures may develop a symbiotic relationship with the lyra bird, which relieves them of their parasitic afflictions by eating the parasites. The bird dies if deprived of its diet of parasites for a whole week. It is thought that killing a lyra bird will bring a mild curse upon the culprits. Suitable curses include a -2 penalty to all combat rolls and saving throws or a -4 penalty to skill checks. The curse could be lifted if the victim performed an appropriate penance as directed by a high-level druid.

A lyra bird in captivity will quickly sicken and die. Killing a lyra bird in this fashion is rumored to bring a permanent, debilitating curse (such as the permanent and irrevocable acquisition of an Affliction).

Main Predator; Great Cat, Spiders, Humanoids Main Prey; Cinnabryl infected insects, Insects.

The Saragon lyra bird is a tiny, colorful bird about the size of a hummingbird. It has a long, pointy beak which it uses to prey upon small insects, especially parasites like cardinal ticks and Inheritor lice. Mages of Saragon (possibly with the surreptitious aid of an Immortal) once created these beautiful birds to rid their land of parasites attracted to *cinnabryl*.

Their attempt was partially successful. The lyra bird reduces a host's parasitic infestation down to 5%, at a rate of 1% per day. The lyra bird then flies away and seeks creatures with a greater degree of infestation. Lyra birds are brightly colored and iridescent, commonly metallic



Piranha Bird (Catabrion Avens and Mervuriens Carnivorus)

Bird, other	Piranha Bird	
	Normal	Greater
Type	Normal Animal	Giant Animal
Climate/Terrain	Non Arctic	
Frequency	Rare	Very Rare
Organization	Flock	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	N
NA	1d4 wings of 1d4+2	2d6
Size	T: 1'	S: 20"
ST	9	10
IN/WI	2	2
DX/CO/CH	9	9
Languages	Pitches	Low Pitches
Spellcaster Limits;	0	0
AC	7	6
AV	0	0
HD	1	2
HP	1d4	2d8
MV	Nil	
SW	Nil	
FL	(360'(120')	
MF	5B	5B
THACO	18	19
Attacks	1 Bite	1 Bite
Damage	1d4	1d6
Special Attacks;	Blood Frenzy	
Special Defenses;	nil	nil
Immune to;	0	0
Extra Vulnerable to;	0	0
MR;	0	0
Save as;	NM	F1
ML	8	9
XP	10	20
TT	nil	nil
Body Weight	0.5 LBS	3LBS



This viscious creature gathers in flocks that rapidly tear apart prey, much like the fish after which they are named. Both varieties are garishly colored. Individual birds may have green, blue, red, brown, black or occasionally purple feathers—the entire spectrum of clors is actually displayed in a single flock. Lesser piranha birds grow to a maximum of 1 foot long. Greater piranha birds, on the other hand, average over twice that length. The whistles of greater piranha birds are lower and more melodic than those of the lesser piranha birds.

Combat

Piranha birds have gaping mouths full of slashing (continually growing and shedding) teeth. These are razorsharp, so that the bird can easily bite into flesh and rip away a mouthful on the wing. These creatures fly with hummingbird-like maneuverability. They can make sudden changes in direction, or even hover in mid-air. When one catches sight of a potential meal, it utters a high-pitched whistle, alerting the whole flock (it is safer to eat together). These birds attack only warm blooded creatures (i.e. mammals, and birds).

Lesser piranha birds attack in groups. A flock divides itself into one or more wings of 3 to 6 individuals. Each wing attacks as though it were a single creature, attacking with a +2 bonus on attack and inflicting 1d4 damage per wing per hit. If a flock is reduced to fewer than three birds, they lose their attack bonus, and must make a morale check or scatter away.

The greater piranha birds, (is differently shped—it has a longer beak with teeth instead a small mouth with teeth, like the lesser prianha bird has) on the other hand, attack individually, each bite inflicting 1d6 points of damage. If haldf of their number has been killed or somehow incapacitated, they must make a morale check or flee. If they pass, they go into a feding frenzy that will give them a +2 on all attacks.

Habitat/Society

Piranha birds do not likre bright sunlight, but may be found only in warm climates, except those areas barren of any shade. They live in regions of dense forest. Underground variants (Shadowelven lands) have developed a limited infravision (30'), due which they can travel in total darkness. At night or on foggy overcast days, they may fly far from their nests in search of prey. Like pigeons they can find back their lair. Piranha birds reproduce everyspring. Each female lays 1d4+1 eggs. She warms them until hatching (6-8 weeks), and then rejoins the hunt to feed the young.



Piranha birds are especially voracious at this time—first the males, which must bring back enough food to feed the females; then the male and female alike, as they strive to feed their young. A flock of piranha birds has no leader as such, but does have a pecking order that dictates which bird gets first pick of fallen prey for itself, its mate or its young.

Ecology

Piranha birds, both lesser and greater, are always hungry for fresh meat. They have no interest in treasure, in fact, they tend to avoid shiny objects. Main Predator; Bird of Prey, Spiders, Main Prey; Mammals, Humanoids





Swan (Cygnus species)

Bird, other	Swan
Type	Normal Animal
Climate/Terrain	Wetlands
Frequency	Com mon
Organization	Pair or Family
Activity Cycle	Day
Diet	Herbivore
AL	L
NA	2d8
Size	3'-5'
	M; 5'-7'
ST	14
IN/WI	2
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	2
HP	1d8+2
MV	90'(30')
	300'(100')
FL	
MF	1/2B
THACO	19
Attacks	2 Wings
Damage	2d4 each
Attacks	1 Beak
Damage	1d2
Special Attacks;	Break arm
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	F1
ML	8
XP	20
TT	nil
Body Weight	10-20LBS
Bird, other	Wild Turkey
Type	Normal Animal
Climate/Terrain	Temperate Forest
Frequency	Com mon
Organization	Flock
Activity Cycle	Nocturnal
Diet	Omnivore
AL	N
NA	2d6
Size	S; 2'-3'
Size	M; 2'-4'
Wingspan	2'-4'
ST	6
IN/WI	2
DX/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1/2
HP	1d4
MV	120(40')
THACO	20
Attacks	1 Beak
Damage	1d2
Special Attacks;	0
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	F1
ML	6
XP	5
TT	nil
Body Weight	15-30LBS



These aquatic birds tend to inhabit areas frequented by similar waterfowl. It is a powerful bird, capable of breaking a man's arm (on successful hit 25% - Con adjustment, and AV chance), with its mighty wings. Such areas include rivers, ponds, lakes, and marshes. Swans possess acute senses, but attack only to defend their young or themselves. They always start with a threatening display of hissing and short charges, before truly attacking. They are 90% likely to detect intruders. There is a 10% chance that any swan encounter includes one or more swanmays (q.v.) in avian form.
Main Predator; Bird of Prey, Great Cat, Giant Fish

Wild Turkey (Meleagris gallopovo)



This thick chicken-like big ground flightless bird lives in forests and hills with a lot of underbrush, it often searches insects and seeds on the grasslands at day, if these are lying next to the hills or forest they feel safe in. Their prime enemy are the Dingo, Fox and Wolf. They are also an element of the Chameleonmen diet. Each turkey gives 3 day rations per 5 LBS of fresh meat. They live in temperate regions, but survive also in those regions bordering the tropical and Arctic climates. Males are 17 LBS while females are only 10.
Main Predator; Bird of Prey, Human(oids), Great Cat. Main Prey; Insects



Condor (*Vultur gryphus*) (also called Thunderbird).

Bird, other	Condor Thunderbird
Type	Normal Animal
Climate/Terrain	Warm Mountains, Hills
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day (and Night)
Diet	Carnivore
AL	N
NA	1d2
Size	L; 6-12'
ST	10
IN/WI	3
DX/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	3+3
HP	3d8+3
MV	3'(1')
FL	240'(80')
MF	1B
THACO	17
Attacks	1 Clawset
Damage	1d4+1
Attacks	1 Beak
Damage	1
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	F1
ML	8
XP	50
TT	nil
Body Weight	10-30LBS
Bird, other	Kookaburra
Type	Normal Animal
Climate/Terrain	Subtropical forest
Frequency	Uncommon
Organization	solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	0(1d2)
Size	S; 2'-3'
ST	6
IN/WI	3
DX/CO/CH	8
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/2
HP	1d4
MV	Na
FL	SW 30'(10')
MF	360'(120')
	5B
THACO	20
Attacks	1 Beak
Damage	1d2-1
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	F1
ML	6 to 8
XP	20
TT	nil
Body Weight	15-30LBS



Condors measure three to six feet and have a wingspan of 13 to 20 feet. They rarely land except to feed—they even sleep in flight. Condor eggs and hatchlings are worth 30-60 gp. They can be trained to act as spotters or retrievers. Humanoids of small or tiny size can train them as aerial mounts. Used in this way, they can carry 80 pounds, either held in their claws or riding atop their backs. Rumors exist that these creatures sometimes capture small children to eat, but mostly these are only sheep, and the rumor is created by the sheep's herder to get aid in killing the creature that so easily captures his sheep, he intends to live upon. The true Thunderbird is another bird and only distantly related to the Condor, their legends are however intertwined.

Main Predator; Bird of Prey, Mammals, Great Cat. Main Prey; Mammals

Kookaburra (*Dacelo species*)



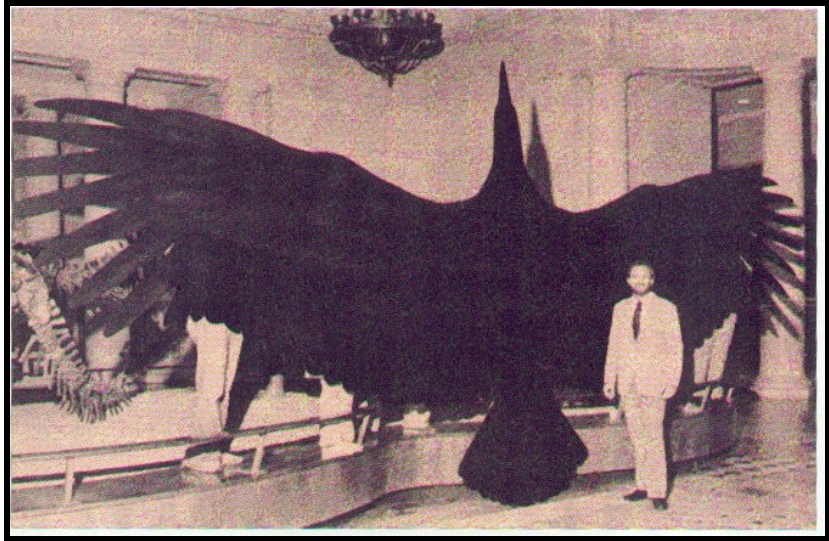
This kingfisher-like bird is well known for its acous, laugh-like call. As with koalas, kookaburras are rumored to be incarnations of spirits who use their call to warn the travellers of impending dangers, or to mock their ignorance of the land.

Main Predator; Bird of Prey, Great Cat. Main Prey; Insects.



Thunderbird. (Vulthurus cumulonimbus)

Bird, other	Condor Thunderbird
Type	Normal Animal
Climate/Terrain	Any (thunderstorm)
Frequency	Very rare
Organization	Solitary
Activity Cycle	Day (and Night)
Diet	Carnivore
AL	N
NA	1d2
Size	L; 6'-12' 18'-36'
ST	16
IN/WI	3
DX/CO/CH	16
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	15
HP	15d10
MV	3'(1')
FL	480'(160')
MF	5B (Rumor=A)
THACO	5
Attacks	1 Clawset
Damage	1d8
Attacks	1 Beak
Damage	1d4
Special Attacks;	Lightning strikes Thunderwing clap
Special Defenses;	Cloud summoning Summ on Weather (Rain)
Immune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	MU15
ML	9
XP	50
TT	nil
Body Weight	330-440LBS



The Thunderbird is a legendary creature in certain Brun continental indigenous peoples' history and culture. It's considered a "supernatural" bird of power and strength. It is especially important, and richly depicted, in the art, songs and oral histories of many Known World and Savage Coast cultures, and is found in various forms among the peoples of the Atruaghin and the Great Plains. Thunderbirds were major components of the Atruaghin prehistory. A Savage Coast styled Kwakwaka'wakw totem pole of goblinoids depicting a Thunderbird perched on the top. To them Thunderbirds are ancestors, whom they descend from.

Combat



Across many Brunian indigenous cultures, the Thunderbird carries many of the same characteristics. It is described as a large bird, capable of creating storms and thundering while it flies. Clouds are pulled together by its wingbeats (the creature thus summons clouds, similar to the spell Fog or fogbank with a radius of 50' per HD), the sound of thunder made by its wings clapping (Saving vs. spells or be deafened for 1 T, else 1 r), individual lightning bolts light flashing from its eyes when it blinks (as a lightning bolt at will of 1d8/HD of the creature). In masks, it is depicted as many-colored, with two curling horns, and, often, teeth within its beak. The atruaghin and most Humanoids believe that the giant Thunderbird could shoot lightning from its eyes.

Depending on the people telling the story, the Thunderbird is either a singular entity or a species. In both cases, it is intelligent, powerful, and wrathful. All agree one should go out of one's way to keep from getting thunderbirds angry.



Habitat/Society

The singular Thunderbird was said to reside on the top of a mountain, and was the servant of the Great Spirit (Atruaghin). The Thunderbird only flew about to carry messages from one spirit to another. It was also told that the thunderbird controlled rainfall (in effect the creature can once a day summon weather like the spell, but only rain, or snow or thunderstorms).

The thunderbirds (as the Kwakwaka'wakw goblinoid tribes believed) could shapeshift into human form by tilting back their beaks like a mask, and by removing their feathers as if it were a feather-covered blanket. There are stories of thunderbirds in human form marrying into human families; some families may trace their lineage to such an event. Families of thunderbirds who kept to themselves but wore human form were said to have lived along the northern coast or Norwold. There is a possibility that the legendary werehaweks have mixed themselves in these legends, as their size is approximately the same and their behavior too. Onlywerehawks have no powers over weather. The story goes that other tribes soon forgot the nature of one of these thunderbird families, and when one tribe tried to take them as slaves the thunderbirds put on their feather blankets and transformed to take vengeance upon their foolish captors. It is more reasonable to say that the demise of the werehawks was blown up in the legends of the Thunderbird.

The Atruaghin Children of the Bear tribe believed that in "old times" the Thunderbirds destroyed dangerous reptilian monsters called the Unktehila. These were probably Thunderbolts, a Draconic sub-species, who live in the same ecological niche in the world.

There are many Elven stories about thunderbirds. During the sundance ceremony a Thunderbird nest is put near the top of the Tree of Life. The dancers often face the nest while dancing, and their hands and arms reach up towards the nest at times. A thunderbird pipe is used during the ceremony as well, and thunderbird medicine is prepared as well. It is rumored that the Thunderbird only breeds in the largest of trees (Elven Home Trees, Trees of Life, or Metasequoia trees, to enable a good flying start. These creatures rarely land, only to breed (1 month) their 2 eggs once a decade or so.

The Thunderbird mythology parallels tales of the Roc from around the Oceans; as the roc, it is generally assumed to be based on real (though mythically exaggerated) species of birds, specifically the Bald Eagle, which is very common on the Northwest Coast.

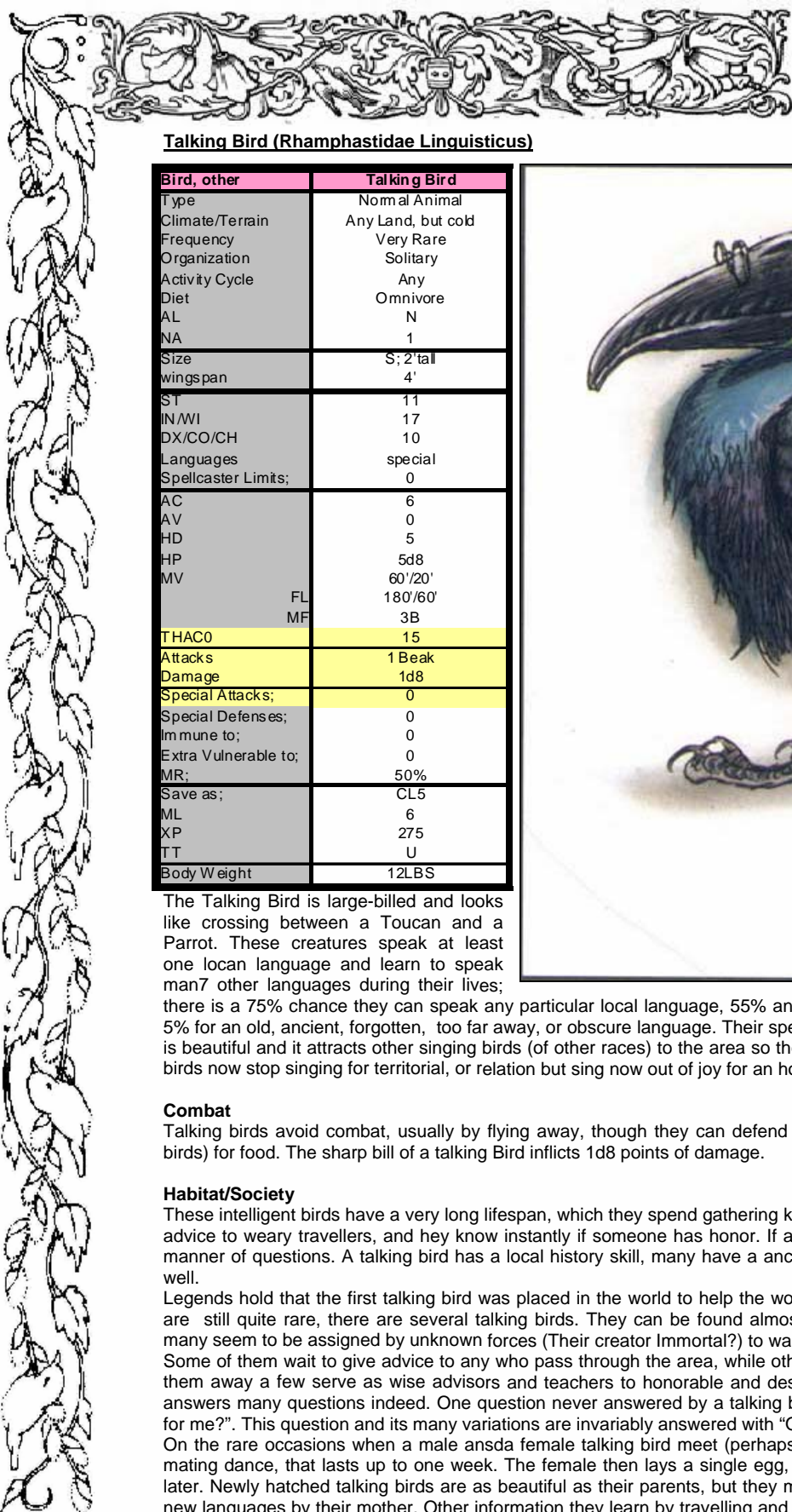
There is a story that in Spring 1880 AC, two cowboys on the Savage Coast killed a giant birdlike creature with an enormous wingspan. It was said to have had smooth skin, featherless wings like a bat and a face that resembled an alligator. This description has some similarity to that of a prehistoric pterodactyl, and thus could more realistically be a thunderbolt dragon. They are supposed to have dragged the carcass back to town, where it was pinned with wings outstretched across the entire length of a barn. A picture of this event may have been published in the local newspaper, the *Tombstone Epitaph*. In 2002 AC, a sighting of a large birdlike creature, with a wingspan of around 24 feet, was reported in Norwold. Sages suggested the giant bird may have simply been a Sea eagle, which have a wingspan of 6–8 feet (1.8–2.4 m). As recently as 2007 AC, sightings have been claimed in the area around Texeiras.



Ecology

Sages also posit that the Thunderbird was associated with storms because they followed the drafts to stay in flight, not unlike the way a modern eagle rides mountain up currents. The Sage John Keel claims to have mapped several Thunderbird sightings and found that they corresponded chronologically and geographically with storms moving across the continent Brun.

Main predator; Dragon??, Main prey; Thunderbolts??, herd animals??, larger birds??



Talking Bird (Rhamphastidae Linguisticus)

Bird, other	Talking Bird
Type	Normal Animal
Climate/Terrain	Any Land, but cold
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1
Size	S; 2'tall
wingspan	4'
ST	11
IN/WI	17
DX/CO/CH	10
Languages	special
Spellcaster Limits;	0
AC	6
AV	0
HD	5
HP	5d8
MV	60'/20'
FL	180'/60'
MF	3B
THACO	15
Attacks	1 Beak
Damage	1d8
Special Attacks;	0
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
MR;	50%
Save as;	CL5
ML	6
XP	275
TT	U
Body Weight	12LBS



The Talking Bird is large-billed and looks like crossing between a Toucan and a Parrot. These creatures speak at least one locan language and learn to speak man7 other languages during their lives; there is a 75% chance they can speak any particular local language, 55% any nearby language, 30% any far away language, and 5% for an old, ancient, forgotten, too far away, or obscure language. Their speaing voice is calm and melodiuos. Their singing voice is beautiful and it attracts other singing birds (of other races) to the area so they might join in chorus with the talking bird. The other birds now stop singing for territorial, or relation but sing now out of joy for an hour or so at most.

Combat

Talking birds avoid combat, usually by flying away, though they can defend themselves, and they do attack small animals (often birds) for food. The sharp bill of a talking Bird inflicts 1d8 points of damage.

Habitat/Society

These intelligent birds have a very long lifespan, which they spend gathering knowledge about the world. They sometimes offer wise advice to weary travellers, and hey know instantly if someone has honor. If approached politely by such a person, they answer all manner of questions. A talking bird has a local history skill, many have a ancient history skill and other intelligence based skills as well.

Legends hold that the first talking bird was placed in the world to help the worthy (by some unknown Immortal) . now, though they are still quite rare, there are several talking birds. They can be found almost anywhere, but prefer to live in forested areas, and many seem to be assigned by unknown forces (Their creator Immortal?) to wait in certain places.

Some of them wait to give advice to any who pass through the area, while others wait for a specific person (or group) who will take them away a few serve as wise advisors and teachers to honorable and deserving people, for these chosen few, the talking bird answers many questions indeed. One question never answered by a talking bird, is any thing like; "What do the gods hold in store for me?". This question and its many variations are invariably answered with "Only the Gods know for sure."

On the rare occasions when a male ansda female talking bird meet (perhaps once every 50 years), they go through an elaborate mating dance, that lasts up to one week. The female then lays a single egg, one year after mating, which hatches almost 5 years later. Newly hatched talking birds are as beautiful as their parents, but they must be taught like all infants. They are usually taught new languages by their mother. Other information they learn by travelling and observing, but they yusually avoid contact with other species until they have lived at least 50 years, so they will have wisdom and information to offer. They can live for centuries, and some claim to mbe a millenium (1000 years) old.

The talking birdsometimes lives near, or even in, a singing tree. They have an almost symbiotic relation ship, for the singing of the talking bird attracts orher breeds of bird, and these feed the singing tree. The singing tree never attacks the talking bird, and it's careful to feed lightly on other birds so as to kill only a few of them, and not scare the talking bird away. The talking bird, in return eats any pests that may harm the tree, and is defended from predators by the singing tree's leaves.



Ecology

The talking bird tries to ensure that all nearby residents live in relative harmony. They are not great predators, but they are rarely prey either—they are fairly able to defend themselves. Most unintelligent predators seem to regard them with something akin to awe, and would attack only under the worst circumstances.

Talking birds care little for treasure, but many have gathered a few items that they keep hidden. These favored by the immortals often have a gem or a necessary magical item, which they may present as a gift to worthy adventurers.

The value of a talking bird varies greatly. They are of immeasurable value to people who have high regard for their rarity, beauty, and wisdom.

Giant Crane (Grus Gigas)

Bird, other	Giant Crane
Type	Giant animal
Climate/Terrain	Subtropical rivers, lakes
Frequency	Rare
Organization	Flock
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1-20
Size	M; 7' tall
wingspan	12'
ST	12
IN/WI	2
DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	3
HP	3d8
MV	90'/30'
FL	180'/60'
MF	1B
THACO	17
Attacks	1 Beak
Damage	1d10
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
MR;	0
Save as;	F1
ML	7
XP	50
TT	0
Body Weight	150LBS



Giant cranes are found in the same habitats as are ordinary cranes, herons, bitterns, and similar wading birds. They hunt large fish in marshes and swamps, along the banks of watercourses, or on lake verges. Although generally nonaggressive, giant cranes are protective of their mates, young, and nesting areas. If more than 10 are encountered, it is 50% likely that each additional bird will be an immature specimen. If 20 are encountered, there is a 50% chance that they are part of a great flock of 1d20+30). From 3-12 of the flock will be half-grown fledglings. The cranes' beauty and their spectacular mating dances have made them highly symbolic birds in



many cultures with records dating back to ancient times. Cranes appoint one of their number to stand guard while they slept. The sentry would hold a stone in its claw, so that if it fell asleep it would drop the stone and waken. These creatures have a very bad understanding with small humanoid, like kobolds, dwarfs, halfling, pygmies. Etc, and attack them on sight. The crane was a bird of omen. In the tale of Ibycus and the cranes, a thief attacked Ibycus (a thyatian poet of the 6th century BC) and left him for dead. Ibycus called to a flock of passing cranes, who followed the attacker to a theater and hovered over him until, stricken with guilt, he confessed to the crime.

The cranes as a family consume a wide range of food, ranging from animal to plant matter. When feeding on land they consume seeds, leaves, nuts and acorns, berries, fruit, insects, worms, snails, small reptiles, fish, mammals and birds. In wetlands roots, rhizomes, tubers and other parts of emergent plants, other molluscs, small fish and amphibians are also consumed as well.

The exact composition of the diet varies by location, season and availability. Crane are highly vocal and have a large vocabulary of specialised calls. The vocabulary begins soon after hatching with low, purring contact calls for maintaining contact with their parents, as well as food begging calls. Other calls used as chicks include alarm calls and "flight intention" calls, both of which are maintained into adulthood. During the breeding season they are territorial and usually remain on their territory all the time.



Pelican Species (Pelecanidae species.)

Bird	Great Pelican	Pelican
Type	Giant Animal	Normal Animal
Climate/Terrain	Temperate Coast Davania only	Temperate Forest
Frequency	Very Rare	Common
Organization	Flock	Flock
Activity Cycle	Day	Nocturnal
Diet	Piscivore	Omnivore
AL	N	N
NA	2d6	2d6
Size	4'-8'	S: 2'-3'
wingspan	L: 12'-28'	M: 2'-4' 2'-4'
ST	16	6
IN	2	2
WI	5	3
DX	13	10
CO	14	9
CH	13	10
Languages	0	
Spellcaster Limits;	0	
AC	6	9
AV	0	0
HD	6	1/2
HP	6d8	1d4
MV	30'(10')	120'(40')
FL	180'(60')	
MF	3B	
Load	3500-7000	na
SW	120'/40'	
Dive	180'deep	
T HACO	14	20
Attacks	1 Beak butt	1 Beak
Damage	1d4+1	1d2
Special Attacks;	Silent Dive Attack	0
Special Defenses;	0	
Immune to;	na	
Extra Vulnerable to;	0	
MR;	0	
Save as;	F3	F1
ML	7	6
XP	275	5
TT	nil	nil
Body Weight	150-250 LBS	15-30LBS

A pelican, derived from the Greek word *pelekys* (meaning "axe" and applied to birds that cut wood with their bills or beaks) is a large water bird with a large throat pouch, belonging to the bird family Pelecanidae.



Modern pelicans, of which there are eight species, are found on all continents. They primarily inhabit warm regions, though breeding ranges reach 45° south (Australian Pelican, *P. conspicillatus*) and 60° North (White Pelicans, *P. erythrorhynchos*, in western Canada). Birds of

inland and coastal waters, they are absent from polar regions, the deep ocean, oceanic islands, and inland Davania.

Pelicans are large birds with large pouched bills. The smallest is the Brown Pelican (*P. occidentalis*), small individuals of which can be as little as 6 lb, 42 in long and can have a wingspan of as little as 6 ft. The largest is believed to be the Dalmatian Pelican (*P. crispus*), at up to 33 lb, 72 in long, with a maximum wingspan of nearly 10 foot. The Australian Pelican has the longest bill of any bird.

Pelicans swim well with their short, strong legs and their feet with all four toes webbed (as in all birds placed in the order Pelecaniformes). The tail is short and square, with 20 to 24 feathers. The wings are long and have the unusually large number of 30 to 35 secondary flight feathers. A layer of special fibers deep in the breast muscles can hold the wings rigidly horizontal for gliding and soaring. Thus they can exploit thermals to commute over 100 miles to feeding areas.

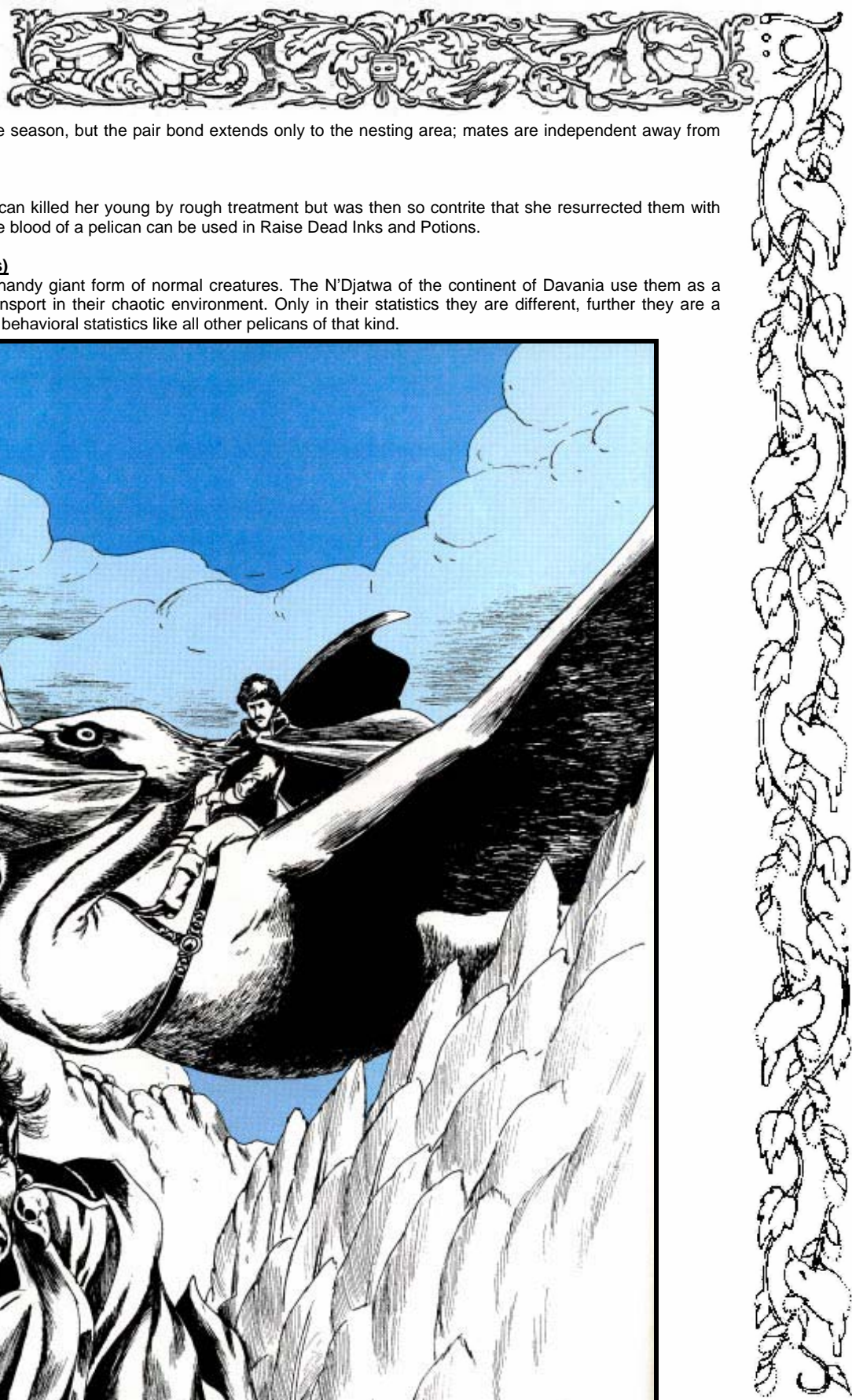
Pelicans rub the backs of their heads on their preen glands to pick up their oily secretion, which they transfer to their plumage to waterproof it.

Combat

These creatures will only attack on selfdefense with headbutts, but prefer to flee when threatened.

Habitat/Society

Pelicans are gregarious and nest colonially. The ground-nesting (white) species have a complex communal courtship involving a group of males chasing a single female in the air, on land, or in the water while pointing, gaping, and thrusting their bills at each other. They can finish the process in a day. The tree-nesting species have a simpler process in which perched males advertise for females. In all species copulation begins shortly after pairing and continues for 3 to 10 days before egg-laying. The male brings the nesting material, ground-nesters (which may not build a nest) sometimes in the pouch and tree-nesters crosswise in the bill. The female then heaps the material up to form a simple structure. Both sexes incubate with the eggs on top of or below the feet. They may display when changing shifts. All species lay at least two eggs, and hatching success for undisturbed pairs can be as high as 95 percent, but because of competition between siblings or outright siblicide, usually all but one nestling dies within the first few weeks (or later in the Pink-backed and Spot-billed species). The young are fed copiously. Before or especially after being fed, they may seem to have a seizure that ends in falling unconscious; the reason is not clearly known. Parents of ground-nesting species have another strange behavior: they sometimes drag older young around roughly by the head before feeding them. The young of these species gather in "pods" or "crèches" of up to 100 birds in which parents recognize and feed only their own offspring. By 6 to 8 weeks they wander around, occasionally swimming, and may practice communal feeding. or never fed. Overall breeding success is highly inconsistent.



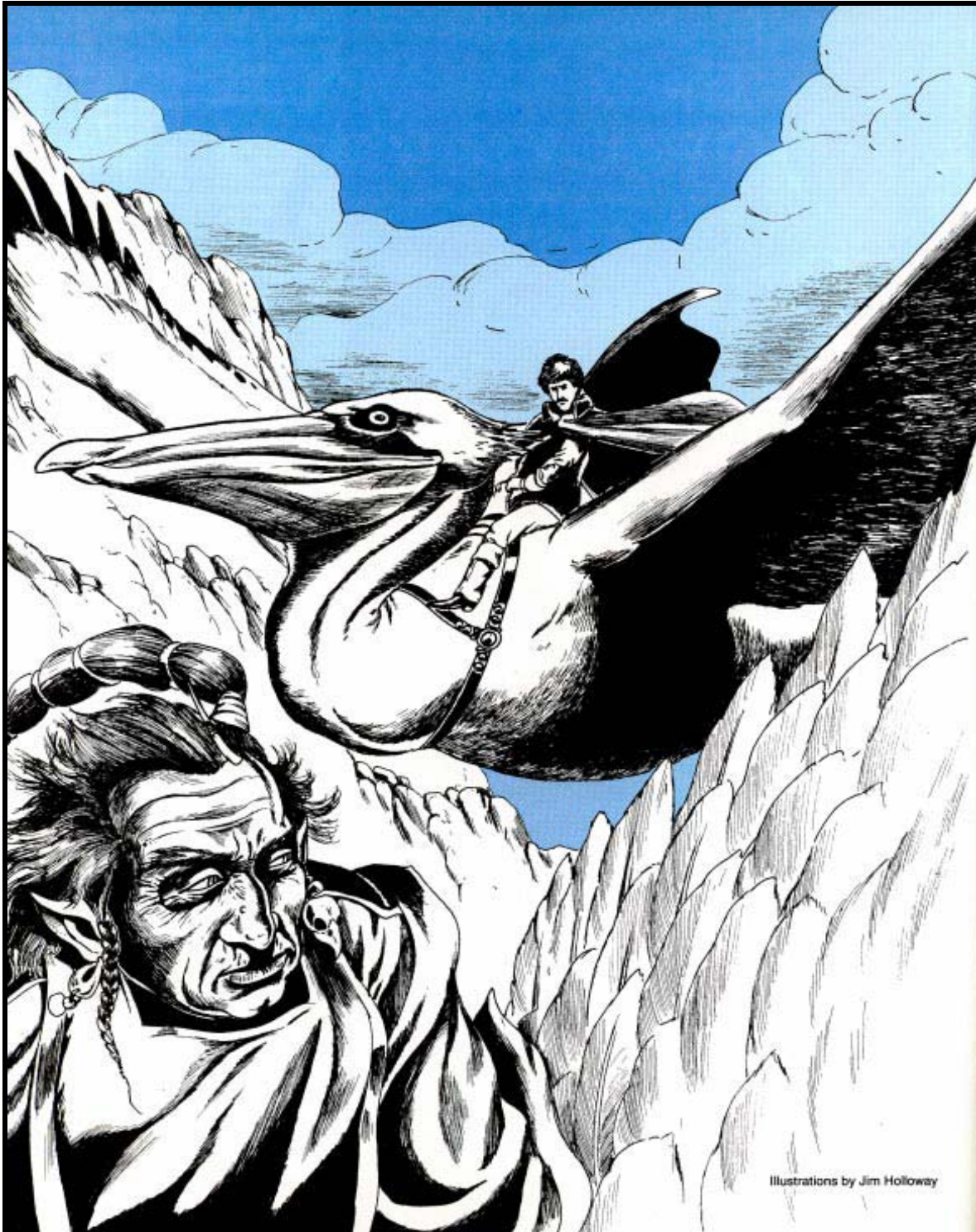
Pairs are monogamous for a single season, but the pair bond extends only to the nesting area; mates are independent away from the nest.

Ecology

Likewise a folktale says that a pelican killed her young by rough treatment but was then so contrite that she resurrected them with her own blood. This reveals that the blood of a pelican can be used in Raise Dead Inks and Potions.

Great Pelican (Pelecanidae gigas)

Great pelican are a very rare but handy giant form of normal creatures. The N'Djatwa of the continent of Davania use them as a great distance or rapid form of transport in their chaotic environment. Only in their statistics they are different, further they are a ground breeding pelican with all its behavioral statistics like all other pelicans of that kind.



Cat (Felioida species)

Great Cat (Panthera species)

Cat, Great	All
Type	Normal Animal
Diet	Carnivore
AL	N
Languages	0
Spellcaster Limits;	0

The "great cats" are large feline predators living in wilderness areas. They are cautious, normally only attacking their natural prey, small herd-beasts. They will avoid fights with humans and demihumans unless forced by extreme hunger or when trapped with no escape route. Great cats rarely go deeply into caves and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive and may follow a party out of curiosity. They will always chase a fleeing prey, if they determine it is within their reach with the lowest risk of sustaining danger.

They generally avoid combat except when hunting for food or in self-defense. They do not normally wander underground, but may make their homes in caves or old excavations. There is a 25% chance that any cat's lair (often an area in or under a tree) will contain 1d4 (lions;1d8, Tigers 1d3) cubs, Great cats will fiercely defend their lairs (+2 to morale) or young (+4 to morale) against intruders. Although great cats do not collect treasure for its own sake, their lairs may contain money, gems, jewelry and even small magical items carried into them (the lairs) along with the bodies of their victims.

All cats great and small have a move silent of 75% and a hide in own terrain or shadows 50%, and a **Hear noise of 75%**, and **Infravision of 90'**, **Darkvision**, unless otherwise noted.

All cats have medium to high senses.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Predator/Nemesis	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual;	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Combat:

Biting bonus:

Many animals have a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite.

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. The impact of a heavy animal on an upright human frame is great. If the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds.

Strangling:

Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.

Lion: (Panthera Leo)

Cat, Great	Lion
Climate/Terrain	Any warm/Grass/Jungle
Frequency	Uncommon
Organization	Pride
Activity Cycle	Dawn/Dusk
NA	1d4(3d8)
Size	L; 5'-7'
ST	16
IN/WI	2
DX	12
CO/CH	9
AC	6 (male front 5)
AV	0 (male front 1 nonpiercing)
HD	5+5
HP	5d8+5
MV	120'(40')
Run 6 r	150'(50')
SW	15'-5'
CL	30'(10')50%
THACO	15
Attacks	2 Claws
Damage	1d4+1 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws 1d6+1 each
Special Defenses;	Surprise only 1 on 8
Immune to;	0
Extra Vulnerable to;	Piercing (no AV)
MR;	0
Save as;	F2
ML	8
XP	175
TT	U
Body Weight	450LBS(males+150)



Lions generally live in warm climates and thrive in savannah and brush lands near deserts. They usually hunt in groups, known as prides. Male lions have the distinctive lion mane; female lions do not. Among the largest and most powerful of the great cats, lions have yellow or golden brown fur. The males are distinguished by their flowing manes. Both male and female lions are fierce fighters. Lions hunt in prides, with females doing most of the actual hunting. Since their senses are so keen, lions can only be surprised on a 1 on 1d20. All lions can leap as far as 30

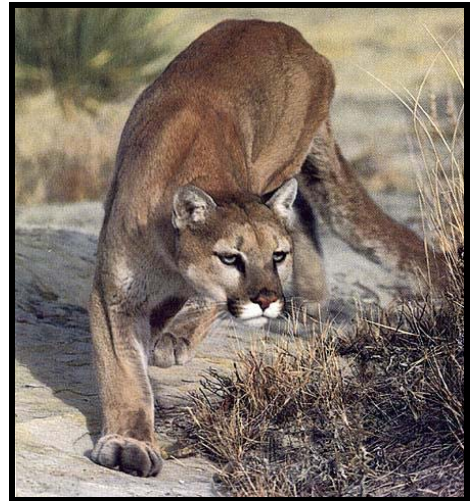
feet. Males have an AV of 1 to non-piercing weapons and an AC of 5 in their forequarters and AC6 in their hindquarters while females are Armor Class 6 in all areas. If a lion hits with both forepaws, it can rake with its rear claws doing 2-7 points damage each. Lions prefer warmer climates, thriving in deserts, jungles, grasslands, and swamps. They live and hunt in prides, and are extremely territorial. A pride usually consists of 1-3 males and 1-10 females. Lions frequently kill animals the size of zebras or giraffes. Lionesses will cooperate when hunting, driving their prey into an ambush. They have been known to attack domestic livestock, but will almost never attack men. A lair will contain from 1-10 cubs which are 30%-60% grown. Cubs are unable to fight. Lions are poor climbers and dislike swimming. Lions flourish only when the supply of game is adequate. Their size and strength have made them a favorite target of human hunters.

Main Predator; Dragon, Great Cat, Young; Lion (other rivaling males), or hyena. Main Prey; Animal Herd

Mountain Lion/Cougar/Puma: (Puma Concolor)

Cat, Great	Mountain Lion
Climate/Terrain	Warm Plains/Hills
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day & Night
NA	1d4(1d4)
Size	M; 4'-5'
ST	16
IN/WI	2
DX	14
CO/CH	9
AC	6
AV	0
HD	3+2
HP	3d8+2
MV	150'(50)
Run 6 r	180'(60)
CL	30'(10')50%
THACO	16
Attacks	2 Claws
Damage	1d3 each
Attacks	1 Bite
Damage	1d6
Special Attacks;	2 Rearclaws 1d2 each
Special Defenses;	Surprise only 1 on 8
Immune to;	0
Extra Vulnerable to;	Piercing (no AV)
MR;	0
Save as;	F2
ML	8
XP	50
TT	U
Body Weight	200/300LBS
Cat, Great	Tiger
Climate/Terrain	Jungle/Mountain
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
NA	1 (1d2)
Size	L; 9' +Tall
ST	16
IN/WI	2
DX	12
CO/CH	9
AC	8
AV	0
HD	5
HP	5d8
MV	150'(50)
Run 6 r	180'(60)
SW	60'(20)
CL	30'(10')45%
THACO	15
Attacks	2 Claws
Damage	1d8 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws 1d2 each
Special Defenses;	Surprise only 1 on 8
Immune to;	0
Extra Vulnerable to;	Piercing (no AV)
MR;	0
Save as;	F4
ML	10
XP	275
TT	U
Body Weight	450-550LBS

This tawny-furred species lives mostly in mountainous regions but also inhabits forests and deserts. They will wander further into dungeons than any other species of great cat. Not a true lion, this brownish cat is lankier than its large cousins. Except for their size, males and females are difficult to tell apart. The mountain lion is more cautious and less aggressive than its larger relatives. They can spring upward 15 feet or ahead 20 feet to attack or retreat. If they score hits with both of their forepaws, they will rake with their back ones for 1-4 points of damage each. It will not attack men unless threatened. Mountain lions range in warm and temperate mountains, forests, swamps, and plains. They are solitary, with males and females each maintaining separate territories. Their favorite prey are deer. The female rears 2-4 cubs alone, which remain with her for 1-2 years. The mountain lion is flexible and elusive. It is adept at surviving on the fringes of human civilization. Main Predator; Dragon, Great Cat. Main Prey; Animal Herd



Tiger: (Panthera Tigris)



Tigers are the largest of the commonly found great cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey (1-4 on 1d6) when in woodlands. The tiger is the largest and most feared of the great cats. Tigers have reddish-orange fur and dark vertical stripes. A tiger is a redoubtable foe in battle and is surprised only on a 1. They are experts in stalking and often hunt in pairs or groups. They can leap 10 feet upward, and spring forward 30 feet to 50 feet to attack. If they strike successfully with both forepaws, their rear claws rake for 2-8 (2d4) points of damage per claw. This species ranges from the sub arctic to the tropics, generally inhabiting wooded or covered terrain. Tigers are nocturnal, solitary, graceful climbers and swimmers who are capable of sustained high speed. These animals rarely fight among themselves, but will protect their territories ferociously. They are also the most unpredictable and dangerous of the great cats, not hesitating to attack men. Their favorite prey includes cattle, wild pigs and deer. Females raise their 1-3 cubs alone. The cubs remain with their mother for several years. If encountered in the lair, there is a 25% chance that the cubs will be present. Feared by men, tigers are hunted aggressively, and are threatened by the destruction of forests. In the untamed wilderness, however, the tiger

occupies the top predatory niche.

Main Predator; Dragon, Great Cat, Snake. Main Prey; Animal Herd

Panther: (Panthera Pardus)

Cat, Great	Panther
Climate/Terrain	Jungle
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
NA	1 (1d4)
Size	L; 14'+ tall
ST	16
IN/WI	2
DX/CO	14
CH	9
AC	6
AV	0
HD	6
HP	6d8
MV	210'(70')
Run 6 r	240'(80')
SW	90'(30')
CL	60'-30' 55%
THACO	14
Attacks	2 Claws
Damage	1d6 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws 1d2 each
Special Defenses;	Surprise only 1 on 8
Immune to;	Cold
Extra Vulnerable to;	Piercing (no AV)
MR;	0
Save as;	F3
ML	8
XP	275
TT	U
Body Weight	250-350LBS
Cat, Great	Bekkah
Climate/Terrain	Jungle/Warm forest
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
NA	1 (1d2)
Size	M: 4'-4.5'
ST	16
IN/WI	2
DX?CO	16
CH	8
AC	4
AV	0
HD	12*
HP	12d8
MV	150'(50')
Run 6 r	180'(60')
SW	na
CL	15'(5)85%
THACO	10
Attacks	2 Claws
Damage	1d10 each
Attacks	1 Bite
Damage	3d8
Special Attacks;	Roar SVSP or 2d4 rooted
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F6
ML	10
XP	1250
TT	Nil
Body Weight	450-650LBS



can catch (including alligators and boa constrictor snakes. Their primary attack is always a surprise jump on the neck. This gives them a +4 to this attack to hit and initial damage. The cheetah is unique among cats because of its non-retractable claws. A skilled hunter endowed with natural camouflage, victims of a cheetah attack suffer a -3 on their surprise roll. They are famed for their tremendous bursts of speed, and can run at triple speed (45 feet per round) for three rounds. The cat must rest 3 turns before sprinting again. Panthers can spring 20 feet upward or 40 feet forward. They do not fall, and thus take falling damages, unless the they are disabled in some way., or the fall is greater than 40' (they will negate the first 40' when falling). If both forepaws hit during an attack the cheetah is able to rake for 1-2 points of damage with each of its rear claws. If defending their young, Panthers receive a +2 on their attack and damage rolls and will fight to the death. Panthers inhabit warm jungle and forest but also hunt in mangrove forests. Their favorite prey are the antelope that inhabit the plains, and they rarely attack men. Cheetahs are territorial, but may live alone, in pairs and in groups. The female raises a litter of 2-4 young alone. The young, who stay with their mother for as long as 2 years, can be completely trained and domesticated. The fortunes of the cheetah rise and fall with those of its prey; when the population of prey and other game declines, so does that of the Panther.

Main Predator; Dragon,Great Cat, Snake. Main Prey; Animal Herd

Bekkah: Panthera Bekkah)



penalty of -2 to their attack and damage rolls (a minimum of 1 point of damage). Although few have ever escaped from a Bekkah, the disappearance of victims and the beasts' massive paw- prints are ample evidence of the creatures' existence for those who live in or near their jungle homes. For jungle- dwellers the mystery surrounding Bekkah and their seeming invulnerability often leads to the cats being afforded the status of gods. A tribe which shares a jungle with one or more Bekkah may attempt to placate the beast with sacrifices of animals (or even people) left bound and helpless at traditional locations where the cats know to look.

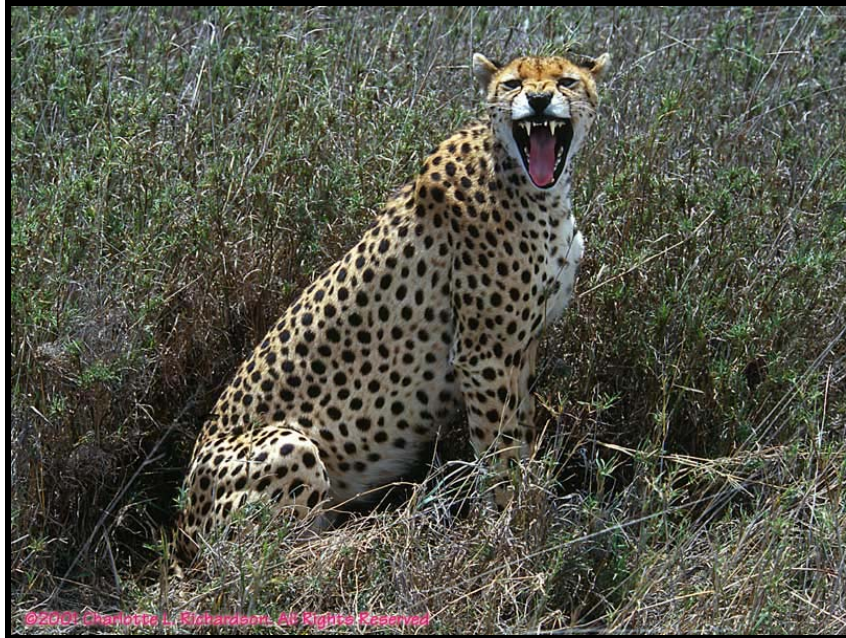
Main Predator; Dragon,Great Cat. Main Prey; Animal Herd

Panthers are found on plains, forests, and open shrub lands. They are extremely quick and can outrun most prey over short distances. Panthers are usually black spotted furred, but many darker variations (Brown and Black Panther do exist. These are not different creatures, but different variations only. They are formidable hunters, mostly preying upon all they

This is a variety of unusually large black panther which inhabits dense tropical jungles and warm forests. They are awesome killers, and those who encounter a Bekkah seldom live to tell the tale. This is not unconnected to the fact that anyone hearing the beast's terrifying roar must make a successful saving throw vs. spells or stand rooted to the spot for 2d4 rounds. Characters rooted to the spot may still fight the beast, but suffer a

Cheetah: (Aciconyx Jubatus)

Cat, Great	Cheetah
Climate/Terrain	Warm Plains
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
NA	1d2 (1d2)
Size	M: 4'-4.5'
ST	16
IN/WI	2-4
DX	9
CO	9
CH	10
AC	5
AV	0
HD	3*
HP	3d8
MV	150'(50')
Run 15r	450'(150')
CL	30'(10')50%
THACO	13
Attacks	2 Claws
Damage	1d2 each
Attacks	1 Bite
Damage	1d6
Special Attacks;	2 Rearclaws 1d2 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	9
XP	50
TT	Nil
Body Weight	200-300LBS
Cat, Great	Jaguar
Climate/Terrain	Tropical
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
NA	1d4(1d4)
Size	L; 5'-6'
ST	16
IN/WI	2-4
DX	15
CO	9
CH	13
AC	6
AV	0
HD	4+2
HP	4d8+2
MV	180'(60')
Run 10 r	210'(70')
SW	60'(20')
CL	15(5')75%
THACO	15
Attacks	2 Claws
Damage	1d3 each
Attacks	1 Bite
Damage	1d8
Special Attacks;	2 Rearclaws+2 1d4+1 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	11
XP	125
TT	nil
Body Weight	200-300LBS



These great cats are among the fastest of all land animals, and take advantage of their speed when hunting prey on the warm, tropical plains and grasslands where they live. Their normal prey are large herbivores such as antelopes or zebra, but cheetah will often attack characters or their horses. They are territorial, but do not have permanent lairs. The normal movement rate of cheetahs is 180' (GO'), but they are able to sprint at 450''(150') for up to 15 rounds. After sprinting, their movement rate drops to 120' (40') for 1 turn. Some humanoids (for example, primitive humans and rakasta) have been known to capture and train cheetahs for use in the hunt or in warfare. The Pharaoh's of early Nithia seemed to do this as in their ruins pictures displayed this behavior. The cheetah is a medium-sized, lightly built cat. Its fur is sand colored and it is covered with dark spots..
Main Predator; Dragon,Great Cat. Main Prey; Animal Herd

Jaguar: (Panthera Onca)

These great cats inhabit tropical jungles and warmer temperate forests. They are particularly aggressive, and will viciously attack any creature which they feel threatened by. If both of a jaguar's front claws strike an opponent in the same round, the cat can also rake the victim with its two rear claws (+2 to hit; Damage 1d4+1 each). Jaguars are very good climbers, and can attack by leaping down from the branches of a tree (+1 to hit, surprise on 1-3 on 1d10. The jaguar is a powerful cat with a deep chest and muscular limbs. Its color ranges from light yellow to brownish red, and it is covered with dark spots. The jaguar will attack anything that it perceives as a threat. It relies on stealth to close with its prey, often pouncing from above. The jaguar can leap 30' to attack. If both of its forepaws strike it will rake with its two rear claws for 2-5 (1d4+1) points of damage each. The jaguar inhabits jungles, spending a great deal of time in tree tops. It climbs, swims, and stalks superbly. Jaguars are solitary and territorial, meeting only to mate. If found in a lair, there is a 75% chance there will be 1-3 cubs. Cubs do not fight effectively. Their strength and ferocity make jaguars one of the most feared predators of the jungle. Like panthers darker versions do exist, but also lighter or even yellowish/white versions are seen (near mountains. Clearly this variations serves the



adaptability of the creatures success.
Main Predator; Dragon,Great Cat. Main Prey; Animal Herd

Leopard (Panthera Pardus)

Cat, Great	Leopard
Climate/Terrain	Tropical
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
NA	1d2(1d4)
Size	M: 4'-4.5'
ST	16
IN/WI	2-4
DX	14
CO	9
CH	13
AC	6
AV	0
HD	3+2
HP	3d8+2
MV	120'(40')
Run 6 r	150'(50')
SW	60'(20')
CL	15(5)75%
THACO	17
Attacks	2 Claws
Damage	1d3 each
Attacks	1 Bite
Damage	1d6
Special Attacks;	2 Rearclaws 1d4 each
Special Defenses;	Surprise only 1-2 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	8
XP	50
TT	nil
Body Weight	175-300 LBS

Cat, Great	Wakaleo
Climate/Terrain	Tropical
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
NA	1d2
Size	M; 3'-4'
ST	14
IN/WI	2
DX	9
CO	9
CH	12
AC	5
AV	0
HD	2+2
HP	2d8+2
MV	150'(50')
Run 6 r	180'(60')
SW	30'(10')
CL	15(5)35%
THACO	17
Attacks	2 Claws
Damage	1d2 each
Attacks	1 Bite
Damage	1d4 each
Special Attacks;	2 Rearclaws 1d3 each
Special Defenses;	Surprise only 1-2 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F1
ML	9
XP	25
TT	nil
Body Weight	50-200 LBS



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The leopard is a graceful cat with a long body and relatively short legs. Its color varies from buff to tawny, and its spots are rosette shaped. Leopards prefer to leap on their prey, imposing a -3 on the surprise rolls of their victims. Leopards can spring upward 20 feet or ahead 25 feet. If they strike successfully with both forepaws, they rake with their rear claws for 1-4 points each. Leopards are solitary, inhabiting warm deserts, forest, plains, and mountains. They hunt both day and night preying on animals up to the size of large antelopes. They swim and climb well, and will often sit in treetops sunning themselves. Leopards will also drag their prey to safety in the treetops to devour in peace. The female bears 1-3 young, and cares for them for up to two years. If found in the lair, there is a 25% chance that there will be cubs there. The young have no effective attack. A skilled predator, the leopard is often threatened by human incursions. In areas where it is hunted, it is nocturnal. The Ocelot and many smaller subspecies belong to the leopard family. Reduce dice statistics by 1 to calculate them if needed.

Main Predator; Dragon, Great Cat. Main Prey; Animal Herd

Wakaleo (Wakaleo vanderleerii)



These marsupial lions are rare creatures dwelling in the heavier forested areas. They climb trees along game-trails, and wait, hiding in the leaves (HIS 75%), for unsuspecting preys. Here they can surprise victims on 1-4 on a 1d6. They exist solely around the Yalu Bay-Savage Coast. they have a lifestyle like that of a panther, except that they less often enter the trees, and prey almost solely on the ground. Their lairs are in burrows from other animals or hollow trees. It is known that a pregnant wakaleo birthed in abandoned settlements.

Main Predator; Dragon, Great Cat. Main Prey; Kangaroo

Spotted Lion (Panthera Leo Panthera)

Cat, Great	Spotted lion
Type	Prehistoric Animal
Climate/Terrain	Warm Plains
Frequency	Rare
Organization	Pride
Activity Cycle	Day
NA	1d3(1d6+4)
Size	M: 4.5'-5'
ST	17
IN/WI	2-4
DX	9
CO	9
CH	13
AC	5/6
AV	0
HD	6+2
HP	6d8+2
MV	120'(40')
Run 10 r	150'(50')
SW	30'(10')
THACO	15
Attacks	2 Claws
Damage	1d4 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws 2d4 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F3
ML	8
XP	275
TT	nil
Body Weight	350 LBS

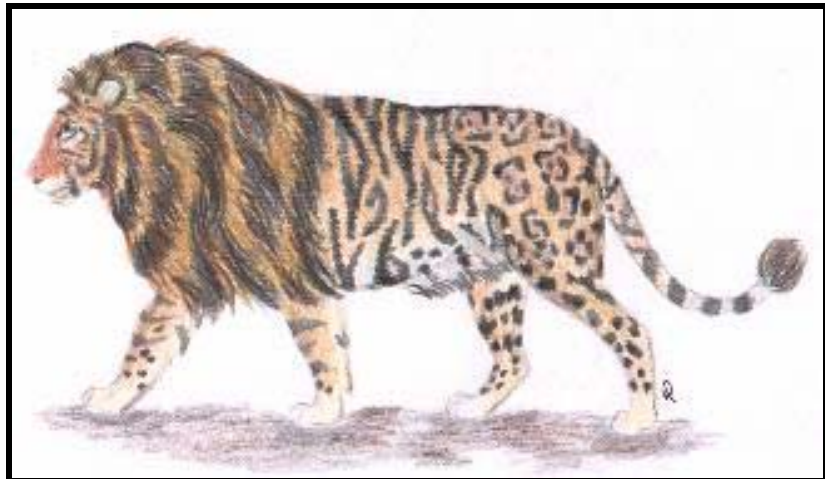
Cat, Great	HybridLion
Type	Prehistoric Animal
Climate/Terrain	Variable
Frequency	Extremely rare
Organization	Solitary or with Pride
Activity Cycle	Any
NA	1d3(1d6+4)
Size	M: 4.5'-5'
ST	22
IN/WI	6
DX	15
CO	15
CH	15
AC	5/6
AV	0
HD	12+2
HP	12d8+2
MV	180'(60')
Run 15 r	420'(40')
SW	30'(10')
CL	30'(10')45%
THACO	15
Attacks	2 Claws
Damage	1d12 each
Attacks	1 Bite
Damage	1d12
Special Attacks;	2 Rearclaws 2d4 each
Special Defenses;	Surprise only 1 on 8
Immune to;	Cold,, Warmth
Extra Vulnerable to;	na
MR;	na
Save as;	F6
ML	8
XP	1500
TT	nil
Body Weight	450-650 LBS



Spotted lions are large, fierce, dappled versions of the lion. They are generally found in the plains of the Pleistocene epoch, and rarely occur elsewhere. These animals are similar in form and behavior to normal lions except for their larger size (about 30% bigger) and speckled coloration. They roam the plains and hills of lost world areas. They are the result of crossbreeds between the early lion and panther versions. And with that they share both creatures attack forms.

Main Predator; Dragon,Great Cat. They preyed on herd animals, neanderthals and brutemen, Phororhacos. It is probably due to these earlier lions that the human race evolved against the threat of their prominent natural enemy the Phororhacos, who prey almost solely upon the early humans.

Hybrid Lion (Panthera hybridus)



The ultimate variant will be the Hybrid lion. A magical cross breed between, lion, tiger, panther, and Cheetah. Having the best increased of all of these 4 species. It also uses all attack forms and special attack forms off all these species. This creature however is always infertile, and thus have to be continuously recreated or reborn. Both the spotted and Hybrid lion are extinct in the Outer World, and extremely rare in the Hollow World, like they were when they did exist in the Outer World (50.000 years ago).

Main Predator; Dragon,Great Cat. They preyed on herd animals, neanderthals and brutemen, Phororhacos..



Lynx: (Lynx Lynx)

Cat, Great	Lynx
Climate/Terrain	Temperate Forest
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
NA	1d4(1d4)
Size	M: 3'-5'
ST	15
IN/WI	8
DX	16
CO	9
CH	13
AC	5
AV	0
HD	2+2
HP	2d8+2
MV	150'(50')
Run 10 r	180'(60')
SW	30'(10')
CL	45'(15')65%
THACO	19
Attacks	2 Claws
Damage	1d4
Attacks	1 Bite
Damage	1d6
Special Attacks;	2 Rearclaws 1d3 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	8
XP	25
TT	nil
Body Weight	50 LBS



This is a variety of great cat found most often in cold regions, particularly forested areas. They can leap, climb, and swim well, and their natural camouflage means that they surprise victims on a roll of 1 4 on 1d6. Their prey is generally small, and they are unlikely to attack characters for food. They will, however, fight large opponents if they feel threatened.

The lynx is distinguished by its tufted ears and cheeks, short bobbed tail, and dappled coloring. It has a compact muscular body, with heavy legs and unusually large paws. The giant lynx is the most intelligent of the great cats and uses its wits in combat. When hiding, a giant lynx will avoid detection 90% of the time. The lynx can leap up to 15 feet

and imposes a -6 on the surprise rolls of its prey. It has a 75% chance of detecting traps. If a giant lynx strikes with both forepaws, it attempts a rear claw rake, causing 1-3 points of damage per claw. The giant lynx almost never attacks men. The giant lynx prefers cold coniferous and scrub forests. They can communicate in their own language with others of its kind, which greatly increases its chances of survival. The nocturnal lynx stalks or ambushes its prey, catching rodents, young deer, grouse, and other small game. The cubs remain with their mother for 6 months. The giant lynx has all the advantages of the great cats plus the added bonus of a high intelligence which makes it even more adaptable. The early primitive variants of the lynx had larger fangs with an increased bite damage of 1d8+4 instead.

Bite and retreat:

They preferred the Bite and Retreat tactics of wounding a prey and letting it die to eat it later. The today variety prefers living Or recently killed) prey.

Main Predator; Dragon,Great Cat. Main Prey; Animal Herd



Sabre-Tooth Tiger (Smilodon grandis & S. fatalis)

Cat, Great	Smilodon
Type	Prehistoric Animal
Climate/Terrain	Subarctic to tropical Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	
AL	N
NA	1d4 (1d4)
Size	L:8'-12' long 6.5' high
ST	18
IN/WI	1
DX	10
CO	9
CH	13
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	8
HP	8d8
MV	150'(50')
Run 6 r	180'(60')
SW	30'(10')
CL	15'(5)45%
THACO	11(13)
Attacks	2 Claws
Damage	1d4+1 each
Attacks	1 Bite
Damage	2d6
Special Attacks;	2 Rearclaws 2d4 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	8
XP	650
TT	U
Body Weight	250 LBS



Smilodon grandis on a mating duel with a rival.

Sabre-tooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name. Sabre-tooth tigers are mostly extinct, except in "lost world" areas. Smilodons are known for their 6 inches long fangs which are capable of inflicting terrible wounds. Their powerful jaws and large teeth give them a +2 on their attack rolls. They are similar to normal tigers but are found only during the Pleistocene epoch. There exist two main species . the Smilodon Fatalis that lived in forests and the Smilodon Grandis that lived in hills. In statistics they are equal, but in lifestyle and prey off coarse completely different. They both preyed also on the early humans and humanoids. Giants used them already early as pets. Especially frost giants. Main Predator; Dragon,Great Cat. Main Prey; Animal Herd, Human(oids)

Combat

Sabretooth tigers have an additional combat technique;

Bite and retreat:

They preferred the Bite and Retreat tactics of wounding a prey and letting it die, then retreat to a dark hole or brush, where they wait to see if the bloodloss works.

Sabre-tooth tigers have been featured in fantasy novels for years, and the D&D game version is given hefty damage ranges. The reality is less exciting. Sabre-tooth cats probably ignored small, fast prey, concentrating on large, slow creatures. These cats did not leap on these animals and maul them to death. Instead, each used its sword like fangs to inflict a single pair of deep wounds in an unreachable area, such as the neck or rump. The cat then moved away and let the animal bleed to death. Every fight would be a risk for the creature, as when a tooth would break, he could die of hunger. For game purposes, assume that a critical hit inflicts a bite attack too deep to heal on its own; the wound then bleeds for 1d6 hp damage every round until bound or magically healed. A Sabretooth tiger would break a tooth on 5% chance per AV above 4, when the creature moves fast, twist or similar. And would die in 1d4 weeks.



Smilodon fatalis ready to attack.

Snow Tiger (*Panthera tigris arctis*)

Cat, Great	Snow tiger
Type	Prehistoric Animal
Climate/Terrain	Subarctic to tropical Any
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Basic Era	Pleistocene to today
Diet	Carnivore
AL	N
NA	1d4 (1d4)
Size	L:7'-10' long 6' high
ST	19
IN/WI	3
DX	12
CO	12
CH	11
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	6+3
HP	6d8+3
MV	120/40'
Run 6 r	240/80'
SW	30'(10')
THACO	15
Attacks	2 Claws
Damage	1d6 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws 2d4 each
Special Defenses;	Surprise not Camouflage
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F3
ML	8
XP	650
TT	U



The Great Snow Tiger is a carnivorous beast, native to cold temperate mountains and subarctic brus. Snow Tigers are vividly portrayed in legends, where they are credited with all manner of cunning, intelligence and ferocity. Though dangerous predators and a fierce challenge to hunt, snow tigers are simply another large predator fighting for survival in cold, harsh climates. Bsnow tigers change color with the season as do other subarctic and arctic species. During summer and spring they are a pale brown, striped with green, in fall the snow tiger's coat slowly changes to white and black stripes.

Combat

Regardless of season, the tiger blends in quite effectively with its surroundings and is treated as an hidden object, gaining automatic surprise when attacking from hiding, unless other factors intervene. Their keen senses, honed by their harsh environment, protects them from being surprised. When attacking, snow tigers are capable of blinding bursts of speed moving at double rate for 1d4 rounds without a penalty to attack or damage rounds.

The snow tiger attacks with a savage bite and raking claws. Like other cats, the snow tiger has large and powerful rear claws. If both front claws hit in a single round, the

tiger jumps on the prey (making it prone due to its weight) and automatically rakes with both rear claws, which rip an opponent for 2d4 points of damage each.

Habitat/Society

Normally solitary, snow tigers may be encountered in mated pairs during spring and summer. During this period there is a 25% chance that a pair will have 1 or 2 cubs (no combat abilities). Some cultures sometimes take these cubs and raise them as pets, training them to hunt. In order to be effectively trained, the cub must be less than three months old and the trainer must succeed three successive animal training skill check. Only one check is made per week, and if one fails, the trainer must start all over again. Once a cub is over three months old it can't be trained and is usually returned to the wild. These cubs however, have learned not to fear humans and often predate on them.

Ecology

A cunning and resourceful predator, snow tigers prefer larger prey as deer, caribou, mountain goat, sheep and horses. During the depth of winter, snow tigers are sometimes reduced to stalking mice, rabbits, foxes, and other small game. A few intelligent enough to realize that humans (or humanoids) are relative easy prey, but this is rare. Most snow tigers avoid humans and attack only if cornered or starving.

Snow tigers are found only on the norther half of Skothar and existed already in the era of Blackmoor. The great disaster of 3000BC and the hunts have made this beautiful but dangerous creature on the brink of extinction. Only a few hundred are rumored to exist still (as per 1010AC). Tame bred version do exist in local tribes of humans. There they are revered by barbarian tribes for its speed, strength, and hunting skill, and often try to emulate its appearance and behavior—there are barbarian snowtiger tribes. The local admiration for the snow tiger does not preclude hunting the beast; in fact, it is considered a singular honor to havetaken one single-headedly. Hunting snow tigers alone, unarmored, and only armed with a broad sword or a bow is a popular sport among the local tribesmen heroes and nobles. Tales of intelligent tigers luring prey to its doom are but tales. Cloaks of snow tigers are symbols of status among the nobles and heroes of the barbarian tribes. They are never sold and may be worn only by the individual who successfully slew the tiger. A personal mark is often branded on the inside of the cloak to determine ownership. Individuals who wear cloaks they are not entitled to are usually attacked by these barbarians who learn their secret.

Main Predator; Dragon, Rhemorhaz, Main Prey; Herd animals.

Cat, Small (*Felis* species)

Cat, Small	Domestic
Type	Normal Animal
Organization	Solitary
Climate/Terrain	Any Inhabited
Frequency	Common
Activity Cycle	Any
NA	1 (1d12)
Size	T: 1'-2'
ST	11
IN/WI	1
DX	15
CO	9
CH	13
AC	6
AV	0
HD	1
HP	1d4
MV	90'(30')
Run 1d10r	180'(60')
SW	60'(20')
CL	60'(20')75%
THAC0	20
Attacks	2 Claws
Damage	1d2 each
Attacks	1 Bite
Damage	1d2
Special Attacks;	2 Rearclaws 1d2 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	NM
ML	11
XP	5
TT	nil
Body Weight	6-10 LBS



Cats of different sizes and colorations are common throughout the world. Some are pets, while many are wild.

Combat:

Cats are efficient hunters, moving with grace and stealth; opponents suffer a -3 penalty on surprise rolls. A cat's excellent senses and agility allows it to be surprised only on a 1 or 2. Its senses also allow it to hunt efficiently at night. Cats attack with their claws and teeth; if they hit with front claws, they rake with rear claws.

Many animals have a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite. Cats have retractable claws, which can be extended for climbing or drawn in for speed. They are agile climbers and can scale or move in trees at half normal movement rate. They can leap great distances to avoid obstacles or spring onto prey.

Habitat/Society:

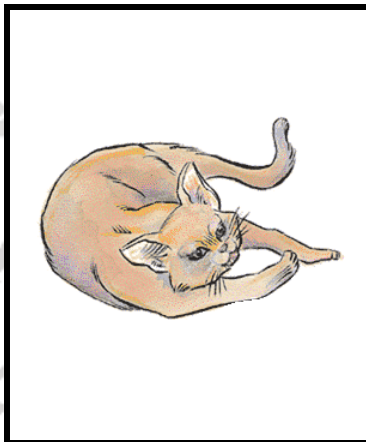
Cats are common in settled regions. Many cultures keep them as pets, and they can be found in the homes of nobles and peasants alike. Some societies worship cats as divine beings, while other nations fear and hate them as the minions of evil.

Ecology:

Cats are commonly used to control rodent populations, though some hunters use them to recover downed birds and other small prey.

Domestic Cat (*Felis Domesticus*)

There are many breeds of domestic cat, all of which share basic characteristics, differing



only in outward appearance. An average adult cat weighs eight to ten pounds, though some pampered specimens can weigh as much as 25 pounds. Cats seldom attack creatures larger than themselves, though they will defend themselves. They often chase and kill mice, birds, rats, and other small creatures. A domestic cat is capable of a burst of speed, boosting its movement rate to 18 for a round and maintaining such speed for 1d10 rounds. A well-treated cat will live for 15 years or more. The cat's gestation period is about two months, with 1d4+1 kittens in each litter. Kittens are weaned when about eight weeks old. Mother cats will fight to the death to defend kittens. Some small cat birds may have developed an ESP sense, which makes them more interesting as a familiar or companion

Main Predator; Dog, Wolf, Great Cat. Main Prey; Rodents



Wild Cat (*Felis Sylvestris*)

Cat, Small	Wild
Type	Normal Animal
Organization	Solitary
Climate/Terrain	Any Non-Arctic
Frequency	Uncommon
Activity Cycle	Any
NA	1 (1d4+1)
Size	T: 15'-2.5'
ST	12
IN/WI	1
DX	14
CO	9
CH	13
AC	5
AV	0
HD	1
HP	1d8
MV	180'(60')
Run 1d10r	210'(70')
SW	60'(20')
CL	90'(30')75%
THACO	19
Attacks	2 Claws
Damage	1d2 each
Attacks	1 Bite
Damage	1d3
Special Attacks;	2 Rearclaws 1d3 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	NM
ML	8
XP	10
TT	nil
Body Weight	5-12 LBs

Wildcats are closely related to domestic cats, which they resemble, and some were pets that went feral. Generally, wild cats are tougher, stronger, often larger, and more capable hunters than domestic cats. They are tree-dwellers and can be found in almost any wilderness environment, with the exception of deserts and arctic regions. They hunt mainly small game and avoid people if possible. However, like cheetahs, wildcats are sometimes trained for use as hunting animals by humanoid groups. Main Predator; Dog, Wolf, Great Cat. Main Prey; Rodents.



Elven Cat-Catshee-Leitha (*Felis silvestris Sylphus*)

Cat, Small	Elven
Type	Normal Animal
Climate/Terrain	Temperate Forest
Frequency	Rare
Organization	Pride
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1 (1d3)
Size	T: 1'-1.5'
ST	10
IN/WI	2-7
DX	15
CO	9
CH	13
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	3+6
HP	3d8+6
MV	180'(60')
Run 1d10r	210'(70')
SW	60'(20')
CL	90'(30')75%
FL	na
MF	na
THACO	17
Attacks	2 Claws
Damage	1d4 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws 2d4 each Ability; Trip
Special Defenses;	Ability; Growth/Reduce Surprise only 1 on 8 Ability; Treeimb Ability; ESP
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	8
XP	275
TT	nil
Body Weight	5-7 LBs



Cats kept by elves have evolved into magical creatures, possibly aided by arcane means. They are very intelligent and have their own language, which they speak fluently amongst themselves. It consists mainly of cat-like purrs, yowls, hisses, and meows, and uses body language (particularly the positioning of the tail and the erecting of the fur) to add emphasis to the spoken word. Occasionally, an elven or similar word will be added if there is no equivalent in the elven cat language., and many can speak a crude form of the Elven tongue. Elven cats are able to speak a crude form of their keepers' language, usually in short, two- or three-word sentences. Most elven cats speak a pidginized version of the elven language, but some live in the company of brownies, gnomes, or other forest creatures and have learned a smattering of that language instead.

Most have gray-brown fur with dark stripes. Elven cats are very stealthy, imposing a -5 penalty to opponents' surprise rolls. They are surprised only on a 1. Elven cats have a 99% chance to move silently, and a 90% chance to hide in wilderness areas. They are excellent climbers, can leap 20 feet with ease, and enjoy swimming and playing in water. Elven cats have magical abilities that they use to avoid enemies. They have limited ESP, which is used to determine intent only. They can use Enlarge once per day to double its Hit Dice and damage, and Reduce and assume the form of a tree's limb twice per day; for magical abilities, Elven cats are treated as 9th level Spellcasters.

Most elven cats have gray-brown fur with darker stripes along their backs and legs in a tiger-like pattern. In fact, one term for the elven cat is "taegrisha," meaning "little tiger" in an ancient elven dialect.

As a result of their coloration, elven cats are able to successfully hide in wilderness areas 90% of the time. This ability is equivalent to a rogue's ability to hide in shadows. Elven cats are virtually undetectable when they move, passing without trace at all times. They can move silently 99.9% of the time, causing a -5 penalty to the surprise rolls of

even the sharpest-eared elves. Elven cats, in turn, are unnaturally aware of their surroundings at all times, being surprised only on a 1 under most conditions.

Elven cats are excellent climbers, able to leap 20' with ease. Their retractable claws, 5 on each forepaw and 4 on each rear paw, give them a firm purchase in even the hardest bark. Elven cats stake out a large area and consider it their own private property. They usually ally themselves with a small band of elves or other forest-dwelling beings, and their territory is therefore naturally centered on the habitations of their keepers. An elven cat spends a good portion of each day patrolling its self-proclaimed property, ensuring that no dangerous creatures wander in that might pose a threat to the elven cat or the band that it has adopted as its own. Elven cats are protective about their keepers and fight to protect them. This dates back from many millennia ago, when the first elven cat came into existence.

A venerable elven priest, knowing he was soon to die, prayed to his immortal that he be able to watch over his tribe after death, to help keep them from harm. His prayer was granted, and upon his death his spirit entered one of the wild cats that the tribe kept as pets. Because of his affinity to magic, the priest found that even as a cat he had some magical abilities, and used them to protect his tribe. Over time, his intellect slowly became that of the wild cat whose body he inhabited, and as a cat he found a mate and sired a litter of kittens. These kittens also had magical powers, able to use ESP at will, enlarge and trip once per day, and reduce and a variation of the tree spell twice per day. In addition, they had an overall 20% magic resistance. As the centuries passed, the magical cats bred in greater numbers, becoming the elven cats we know today.



Elven cats, although magical in nature and possessing extraordinary powers, nonetheless have many traits similar to those of the standard house cat. They are fastidious, licking themselves clean after every meal, and therefore also prone to hairballs. They like to be hugged and pet, but only sometimes. They like to think they are in charge, and look down on all non-felines as inferior beings. On the other hand, they can be close companions, well-loved pets, and even occasionally serve as wizards' familiars (but only to elven wizards, and then usually only if the find familiar spell is cast by an elven wizard of high enough level to suitably impress the elven cat - he wouldn't serve just anybody, after all!).

While normally solitary in nature, every other spring adult elven cats seek out a mate. The normal gestation period is just slightly over two months, during which time the male remains with the female, ensuring her safety. Once the kittens are born (a normal litter consists of 3 or 4), the male stays around long enough for them to open their eyes and take their first steps. At that point (about 10 days after birth) the male returns to his own territory. Raising the kittens is left up to the mother. She nurses them for the first two months, but after that they are taught to hunt on their own. She also instructs the kittens on the use of their magical abilities and how to speak both the elven cat language and any other she may know. At two years, the kittens are considered full adults and go off to find their own territories. An elven cat can live to be 50 years old, perhaps as a result of the magical nature that brought about their race.

Unlike most cats their size, elven cats suffer from the heat and enjoy immersing themselves in water - another trait that they share with the tiger.

Elven cats have a limited form of ESP, similar to the wizard spell of the same name. The ability is usable at will, and allows the cat to read the surface thoughts of any single creature within 45 yards. The elven cat can switch "targets" at will, so long as each new target is within range. Elven cats use their ESP to determine intent and gauge the power of potential enemies. Ever practical, elven cats flee from powerful enemies, heading straight for their masters to warn them.

Trip is one of the innate spell-like abilities elven cats can employ once each day. While the spell requires no verbal components (being activated at mental will by the cat), the cat must still touch the material component in order to imbue it with magic. As the equivalent of a 9th level spellcaster, an elven cat's trip spell lasts 90 minutes. The elven cat's ability to assume tree limb form is a variant of the 3rd level priest spell, tree. Elven cats can become tree limbs twice per day. If they are in a tree at the time, they become a limb of that type of tree. Optionally, they can become a tree limb while on the ground. In this case, since they're not in contact with a tree, they assume the form of a tree limb of the type of tree physically closest to the cat. While in tree limb form, the elven cat can use all of its senses normally (including its powers of ESP). An elven cat can remain as a tree limb for up to two and a half hours before he reverts to his feline form. Of course, he can return to cat form at any time before that, at will. The transformation is instantaneous, allowing the cat to change shape and perform its normal action in a single round.

Combat:

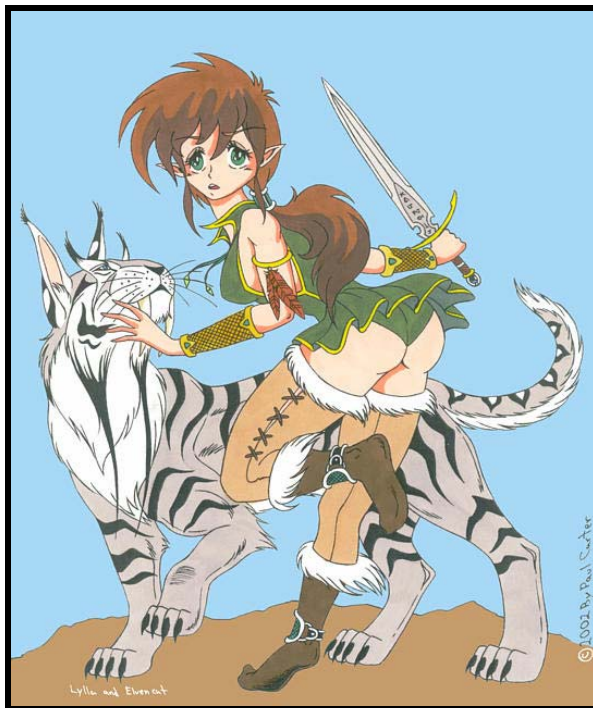
An elven cat attacks with both fore claws, doing 1-2 hp damage with each, and with its teeth, which do 1-3 hp damage. If both fore claw attacks are successful, the cat may also rake with its rear claws for 1-3 hp damage each. The damage is doubled if the elven cat is enlarged.

Elven cats have a Growth-Reduce spell ability, which they can cast upon themselves twice per day. Like their other innate abilities, this requires no material, somatic, or verbal components but is rather activated at will. The first usage shrinks the elven cat from 1' tall to 3" tall. If left to run its course, this size reduction lasts 45 minutes. The elven cat can cancel the reduction at any point before that, reverting to its original size; this is merely a cancellation of a spell effect, and doesn't count as the elven cat's once-a-day ability to enlarge itself. However, if the elven cat so desires, it can activate its second reduce spell immediately after its first one. This brings the creature from 3" tall all the way to three-tenths of an inch in height. Unless deactivated beforehand, this effect lasts 44 minutes (the first minute is spent shrinking to 3", followed by 44 minutes of being 3/10" tall, after which the elven cat reverts to 3" in height for one round before being restored to its full size).

Damage done while reduced is proportional to the cat's size. At 3", the elven cat is at 25% of its normal height, so all damage is calculated as normal and the total is then multiplied by 25% (round up if necessary). At 3/10", the elven cat is only at 2½% of its normal height, and the creature is too small to inflict so much as a single hit point of damage. The size is excellent for spying on others, however. When an elven cat enlarges itself, it doubles in size, Hit Dice, and damage. This means the creature stands 2' tall, has 6+12 HD, and does 2-4 hp damage with each fore claw and 2-6 hp damage with its bite attack and each rear claw when it rakes. Elven cats can remain at this larger size for 45 minutes at a time, and can enlarge only once per day. As with their reduce spell, it can be negated at will at any time.

When the elven cat returns to its normal size, any damage taken while enlarged is halved (round down if necessary). That is, if an 18-hp elven cat enlarges to a 36-hp elven cat and takes 21 hp damage, once it returns to normal size it will have 8 hp ($18 - [21 \div 2]$ is rounded down to $18 - 10$, or 8). While not inherently cruel (they have a neutral alignment), elven cats are true cats at heart and often play with their food after catching it but before killing it. In the case of the elven cat, which is of a much greater intelligence than an ordinary domestic house cat, such play times are often reserved for the defeated enemy of their adopted woodlands tribe.

Main Predator; Dog, Wolf, Great Cat. Main Prey; Rodents



Winged Cat (*Felis cutaneous aesthenia*)

Cat, Small	Winged
Type	Normal Animal
Climate/Terrain	Any land
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1 (1d3)
wingspan	4 feet
Size	T: 1'-2'
ST	9
IN/WI	2-4
DX	16
CO	9
CH	13
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	1+1
HP	1d8+1
MV	90'/30'
FL	180'(60")
MF	3B
THACO	19
Attacks	2 Claws
Damage	1 each
Attacks	1 Bite
Damage	1d2
Special Attacks;	2 Rearclaws 1d3 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	0
MR;	na
Save as;	F2
ML	8
XP	15
TT	nil
Body Weight	4-8 LBS



Also known as "fluttercats", lesser winged cats look much like common domestic cats, but they have feathered wings covered with soft fur at the base. This rare creature is either magical transformed by nature or by external forces. Others say they don't exist at all and are confused by longhaired cats with 'winglike' flaps of fur to either side, which could even stand up. Probably this natural phenomenon caused mages to increase this ability, and turning it into real wings. Typically wings resemble crow, pigeon or dove feathers in the color of the winged cat. These birds were mostly used by mages and were easily accessible to transform a cat by merging. The creatures do however breed true when left alone. They are however able to mate with any small cat. That offspring however will be infertile like a mule. Coloration varies widely, and almost any standard color or combination is possible. The rarest are medium brown, with dark brown faces, ears, paws, wings, and tails. Long and short hair are equally common. They have wingspans of about 4 feet. Fluttercats are playful and curious like normal cats, and they can be quite beautiful. Those that live in cities, however, may become as scruffy as any common alley cat.

Combat

Fluttercats fight if threatened, and a mother will ferociously protect her offspring. They fly at an opponent, attacking with claws and teeth. If both front paws hit, they may rake with their rear claws for 1d3 additional points of damage. A surprised opponent can easily lose balance and be prone during the attack due to the impact and ferocity of the creature.

Habitat/society

Fluttercats lair in enclosed spaces several feet above the ground. Flutterkittens are born in litters of 1d3 and need care for about three months, as they learn to fly and hunt. They have a lifespan of up to 20 years, slowing down as they get older and spending more time in warm (and safer) places. Even a wild fluttercat can be a good company in a house at this age, it will keep rodents away, and learn to accept touch and treats from their house owners. Remember, a dog may have a master, a cat has a servant, and this goes up for the fluttercat especially.

Ecology

Fluttercats help control vermin populations. They are also great bird hunters, being able to follow their prey into the air. If captured as kittens, they make good pets, selling for as much as 50 gp each. They are affectionate towards loving masters, but all have a very strong sense of independence. They are prized as familiars, but wizards must be very lucky to gain one. Farmers like these hunters especially as they are the only creatures able



to keep crows and other birds away from the crops. Fluttercats are willing to tease a dog to insanity by flying just above its reach.

Main Predator; Dig, Wolf, Great Cat. Main Prey; Rodents, Birds.

Tressym (Felis cutaneous Tressymus)

Cat, Greater	Winged
Type	Normal Animal
Climate/Terrain	Temperate Hills/Grassland
Frequency	Very Rare
Organization	family group
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d4
Size	L; 6'-7'long
Wingspan	15'+
ST	16
IN/WI	8-10
DX	16
CO	12
CH	13
Languages	winged cat
Spellcaster Limits;	0
AC	6
AV	0
HD	5+5
HP	5d8+5
MV	120/40'
FL	300'/100'
MF	3B/3C if mounted
Load	950/1900
THACO	15
Attacks	2 Claws
Damage	1d4 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws
	1d6+1 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	0
MR;	na
Save as;	F5
ML	9
XP	225
TT	nil
Body Weight	145 LBS



Tressym are beautiful, fluffy, winged cats. They vary in hue and are the lengths of their coats as much as normal (wingless) cats do. Most of them are short-haired tabby, grey, or black cat, except they possess two batlike wings that rest at their well muscled shoulders. Thressym wings have feathers and no fur. The leathery membranous appendages are divided into arc-segments by hollow bones rather like the elongated fingers of a bat, but the leathery membrane is covered in feathers.



Combat

Tressym stalk and pounce on prey, scratching and biting as do normal cats, but with the added ability of flight, which makes them far more deadky to birds (and insects) of all sorts. They do not, however, tend to attack nestlings or despoil eggs. In battle they are cunning, scratching at the eyes of the opponents, for example, and learning the nature of danger quickly—a tressym that sees a wand activated understands the perils of a stick of wood held by humans for the rest of its life. In addition to 120' infravision, tressym can detect invisible objects and creatures up to 90 feet away. They can detect poison too; through scent, or touch they recognize substances that are deadky to intelligent species. Tressym seem to be immune to all known forms of poison, but rarely eat from them.

Habitat / Society

Tressym, both wild and domesticated, may be found in any temperate area. Locals who are aware of them often feed tressym and try to prevent the worst of their vandalism and aerial catfights. at the same time, they try to prevent any large scale or magically assisted trapping and capruring of them. those who have lived among these creatures value tressym for their owl-like rodent control in the fields. Most of the flying cats lair in nearby forests and hunt the farm fields by both night and day, avoiding local cats of any sort and dogs rather than fighting or tormenting them.

Ecology:

These cute, mischievous little terrors are semiwild and thought to be the result of some long-past wizardly experimentation. They are known to live 20 years or more if they do not meet with misadventure, and are free to take shelter from, or fly away from, the worst winter weather. Tressym mate as often as normal cats and do not mate for life. They sometimes mate with normal cats, with whom they are fertile, but only 10% of such young will be tressym; the rest will be wingless. Tressym are quite intelligent and have been known to form strong friendships (and hatreds) with creatures of other races, such as humans and elves. Tressym have even been known to sacrifice themselves for those they love.

A few mages have sought these creatures as familiars. As familiars, tressym combine the sensory advantages of a cat and an owl, and have additional benefits: they are intelligent enough to carry and manipulate complex and delicate items (to an extent- they don't have opposable thumbs); they can observe and report events diligently; they can concentrate on a task at hand even when hormones or instincts provide strong distractions; and they can communicate to their masters the identifications of poisons - even harmful gases not intended as an attack. Tressym cannot confer or transmit any immunities against poison to another creature. They are not strong enough to fly with even a halfling aloft. They can fly hard



enough to slow a halfling's fall to a 2d4 damage affair in descents of 90' or more, but can't lessen the damage suffered by any larger or heavier creature.

Tressym tend to get along with others of their kind when they meet, but they rarely lair or hunt together. They also peacefully ignore bats, griffons, and the like, but are the deadly foes of stirges and manticores (against whom they will gather with other tressym to fight). Some tressym enjoy teasing dogs, but usually not to the point where either animal could be truly endangered.

These creatures seem to have some kind of semi-symbiotic relation with the Rothe.



Winged Cat (*Felis cutaneous panthera*)

Cat, Greater	Winged
Type	Normal Animal
Climate/Terrain	Temperate Hills/Grassland
Frequency	Very Rare
Organization	family group
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d4
Size	L; 6'-7'long
Wingspan	15'+
ST	16
IN/WI	8-10
DX	16
CO	12
CH	13
Languages	winged cat
Spellcaster Limits;	0
AC	6
AV	0
HD	5+5
HP	5d8+5
MV	120'/40'
FL	300'/100'
MF	3B/1C if mounted
Load	950/1900
THACO	15
Attacks	2 Claws
Damage	1d4 each
Attacks	1 Bite
Damage	1d10
Special Attacks;	2 Rearclaws
	1d6+1 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	0
MR;	na
Save as;	F5
ML	9
XP	225
TT	nil
Body Weight	145 LBS



This winged creature is a large feline with feathered wings in soft fur. Most of them have short sandy-colored grey or black fur, but yellow or grey specimens with black stripes exist. Lighter colored individuals usually have white underbellies and wings, while the darker ones tend to have solid black fur. They normally have yellow or green eyes, with a few instances of blue. A greater winged cat has a wingspan of 15 feet or more. These cats speak their own language, and a few (10%) soak the languages of sphinxes or other catlike species.



Combat

Winged cats are generally peaceful, but very dangerous if hunting or threatened. They attack from the air when possible, first using teeth and front claws while flying past an opponent. If prevented from flying away, or if they enter melee, they may rake with their rear claws, provided both front claws hit first. These animals back down only if their lives are endangered. Even then, the cat remembers the incident and may hunt its enemy for years to exact revenge. A surprised opponent will lose balance and be prone during the attack due to the impact and ferocity of the creature.

Habitat/Society

These beasts inhabit grasslands and hills, usually making a nest by flattening a small grassy area. Winged cats mate once per year, during which time the male brings gifts of food to his chosen partner. A litter of 1d3 cubs is raised by the mother, and they often stay with her for as long as two years. They take the air after about 18 months. Winged cats live up to 50 years.

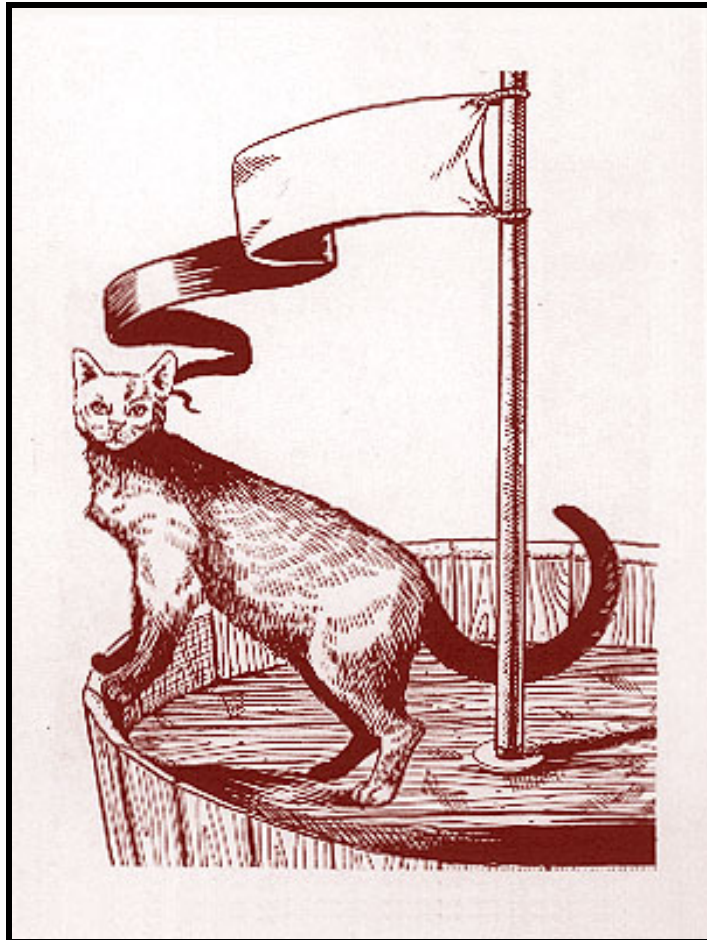
Ecology

Greater winged cats prefer live prey, especially mammals or birds. They scavenge only in times of great need, and they almost never attack humans or other bipeds.

They are intelligent enough to generally leave domesticated animals alone. If captured young, a winged cat can be trained as a mount, though much patience is needed because of its great independence. Once loyalty is obtained, it is rarely lost. A winged cat will accept only its trainer as a rider.

Cat, Marine (*Felis Sylvestris Cinnabryllus*)

Cat, Small	Marine
Type	Normal Animal
Climate/Terrain	Coast Savage Coast Shipboard Harbors
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Camivore
AL	N
NA	1d2
Size	S; 2'-3
ST	9
IN/WI	2-4
DX	16
CO	9
CH	13
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	2+1*
HP	2d8+1
MV	120'(40')
Run 1d10r	150'(50')
SW	60'(20')
CL	60'(20') 55%
Jump	3xhp x feet
THACO	19
Attacks	2 Claws
Damage	1 each
Attacks	1 Bite
Damage	1d2
Special Attacks;	2 Rearclaws 1d2 each
Special Defenses;	Surprise only 1 on 8
Immune to;	na
Extra Vulnerable to;	0
MR;	na
Save as;	F2
ML	8
XP	35
TT	nil
Body Weight	4-8 LBS



Found only on sailing vessels, this rare breed of cat is thought to bring luck on long voyages. Marine cats are slightly larger and faster than normal cats and tend to be longer-lived as well. Most tend to be female, so males are both rare and valuable. Males tend to live double or more years than the females and they mate very prolific.

They are also never bound to a single territory, but travel hundreds of miles. Coloration resembles that of regular cats, with a tendency toward dark shades and bright eye color.

The Red Curse:

Marine cats are occasionally born with Legacies, but they never require *cinnabryl*. They always acquire Legacies such as Swim, Breathe Water, or another similarly water-oriented Legacy. Such marine cats are very rare, and sailors consider them even luckier than normal. No vessel captain would dare part with such a cat.

Combat:

These cats attack with both front claws and a bite. They can be very nasty if threatened, often aiming straight for an opponent's eyes. If the marine cat is being somehow held by its attacker and both of its front claw attacks succeed, it can attack with its back claws that round as well. These rear claws each inflict 1d2 points of damage.

Habitat/Society:

Marine cats leave their vessels only for a brief tour of the docks. Though they sometimes visit other ships, they never board one that has its own marine cat. This is simply a manner of etiquette. Marine cats meet each other either on the docks or if one captain brings his cat to "visit" the other's ship. These creatures are never taken by sailors from other ships, because it is very bad luck to steal another ship's marine cat. On the vessel a marine cat can get into any area. Sailors often find their cats up in the rigging, in locked staterooms, or sleeping in the weapons magazines. A marine cat loves to generate surprise and will seek to position itself high enough that when a nearby person turns around he is staring right into the cat's unblinking eyes. Sailors often feed their cats by hand, offering pieces of fish and beef from their own plates. Marine cats also hunt the cargo holds, feeding on rats and keeping the ship free of voats. Strangers taking passage on the vessel will find themselves under constant scrutiny by the cat, who likes change only when it is the one causing it. Marine cats, lucky or not, do seem to protect the welfare of the ship. If someone is not where he is supposed to be, likely as not he will step on the cat's tail, causing it to cry out and notifying everyone nearby of his presence. When a lookout falls asleep, oblivious to a nearby danger, the cat may then decide that the man's earring makes a perfect toy.

Ecology:

Marine cats feed on rats, voats, and whatever table scraps the sailors give them. They are an interesting addition to shipboard life that sailors seem to enjoy.

Dinosaur (Dinosaurian species)

Dinosaur, Herd

Dinosaur, Herd	
Type;	Prehistoric Animal
Climate/Terrain;	All but the most inhospitable climates Open, Light woods mostly
Basic Era	as given
Frequency;	Common
Organization;	Herd
Activity Cycle;	Variable, mostly day
Diet;	herbivore
AL	Neutral
NA	0 (3d10) to 10d20
Size;	By species
ST	7-27
IN/WI	2-8
DX	5-12
CO	9-16
CH	9
Languages;	0
Spellcaster limits;	non magic
HD;	as given
HP;	Males; 2d4+1/HD Females; 1d8/HD Young; 1d4/HD
Load;	Only given if can be tamed
BM;	Only given if can be tamed
TT;	Nil, or by load.



Euplocephalous (a sort of Ankylosaur)

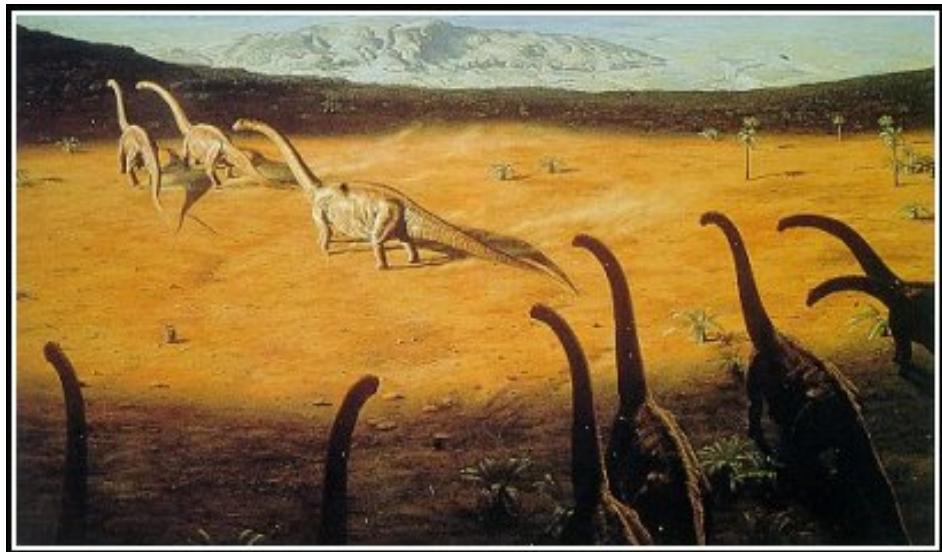
All but the most inhospitable climates will feature at least one herd species. Most Herbivore Dinosaurs congregated into giant herds that migrated with the seasons. These herds consisted of smaller herds of each different species co-existing together. The DM must use these gigantic herds as a yearly returning process, following climatical and seasonal patterns.

Animals used by humanoids could carry equipment, loads or have them nearby.

These animals lived on the whole world before becoming extinct. When they became extinct due to celestial disasters, evolutionary changes, disease and radiation, and deprivation of vegetation and thus the primary food supply, the immortals took small groups and placed them in the Hollow World, if they had not wandered in by themselves already. The immortals transported a number into the hollow world where they still live and prosper. Some are magically revived by experiments from the different mages. The Alphatians were notary for this. Some survived on the Outer World on enclosed islands (the Isle of Dread in the Sea of Dread is best Known). Dinosaurs are in this no different than today's animals. They form sometimes-great herds, as in number the individual is more protected. Dinosaurs lived primarily from the Carbon era to the late Cretaceous. Many dinosaurs are very stupid (Intelligence 0-3), and can easily be fooled. Their prime motivation is hunger, and little else can penetrate their dim brains! Carnivores are usually more intelligent, ferocious and voracious; they will pursue anything that looks or smells edible. In the real world it is rumored that a specific kind of Velociraptor had a brain mass and intricately windings that proof it had an intelligence equal to that of a primate. It could easily have evolved into an intelligent humanoid. In the D&D world of Mystara this did actually happen, and these creatures became the Lizardmen and troglodytes. Herbivores, however, tend to ignore all non-eatable things which do not appear to threaten them, and flee in panic from anything which they view as dangerous, although certain types (e.g. ankylosaurus) can be very aggressive if cornered. Herd-living herbivores are listed under Animal Herd.

Dinosaurs did not waddle like crocodiles, but moved upright like birds or elephants. Many were probably graceful in movement. Their tails did not drag on the ground, but were held out level in the air behind them.

This set of monster statistics represents most wild grazing creatures, such as Brontosaur, Triceratops, Goose bill, etc. All but the most inhospitable climates in the world will feature at least one type of herd beast. PCs might attack members of a herd in order to acquire meat. The Hit Dice of and damage done by herd creatures depend on the type of creatures they are. Herd animals live in all climates and terrain, from freezing tundra to temperate hills to tropical plains, but are more prominent in the warmer climates. Though normally passive, herd animals can be dangerous when angered or frightened.



Though normally passive, herd animals can be dangerous when angered or frightened.

Combat:

In any given herd only one animal in four is male; the rest are females and young. When alarmed, females and young flee while the males protect them. Cattle, Antelope, and Sheep generally flee from danger, but will attack if cornered or threatened. A male animal defending his herd will charge, inflicting double butting damage if charging from at least 20'. Male cattle are 75% likely to attack if intruders approach before the herd has a chance to escape.



Any group of 16 or more may panic when attacked, if frightened by intruders. There is a 25% that the entire herd will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede that does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of herd animals trampling the exposed creature. They will run toward the disturbance 40% of the time (trampling all in their path). Those creatures or individuals may roll a (SV DR- HD animal) for each animal rolled (the 2d4 roll) to evade that animal, or suffer 1d20 + HD of the animal points of damage; no attack roll needed. Reduce the save by -1 for each, animal cumulative, and -1 for each 30'(10') the creatures are faster than the character. Single animals trampling a target, must make an attack roll and can trample the target for 1d20+HD damage. The target may SV DR to move 5' out range after the attack.

The animals also have a variant of special (defensively used) attacks;

Trampling:

Many creatures are capable of trampling humans, as noted in their descriptions. While this is a damaging attack, it is also a potentially immobilizing one, due to blows to the kidneys or lungs. In game terms, there is a 2% chance per hit die of the animal that the victim is stunned for 1-3 rounds with each successful trampling attack. Any trampling damage will result in a break for each 5+AV victim points of damage. Any armor must save vs. blow or be damaged.

Charge:

Several large animals are capable of charging and ramming an opponent, as noted in their descriptions. This is devastating when used against humans, but it is rarely treated as more than a range of damage. On a successful charge attack, the victim will be thrown 1d6+4 feet, requiring a save vs. Paralyzation to avoid being stunned for 1-3 rounds. Some animals are capable of tossing an opponent on the charge (see following), but this occurs only on a critical hit on the charge. Each charge will result in a break for each 5+AV victim points of damage. Any armor must save vs. blow or be damaged.

Dinosaurs (all horned: Monoclonius, Styracosaurus, Triceratops)

Tossing:

Large animals with horns often have a charge attack. Some of these animals are capable of tossing characters into the air. If these animals make a critical hit on the charge, use these tossing rules instead of the charge rules given above. The victim is thrown 1d6 +4 feet into the air and must save vs. paralyzation at a -2 or be stunned for 2-5 rounds. Also must be checked if the character sustained any breaks (double tossed height to determine chances), Any armor must save vs. blow or be damaged. This also happens with head or tail swing attacks.

Dinosaurs (all horned: Monoclonius, Styracosaurus, Triceratops)

Habitat/Society:

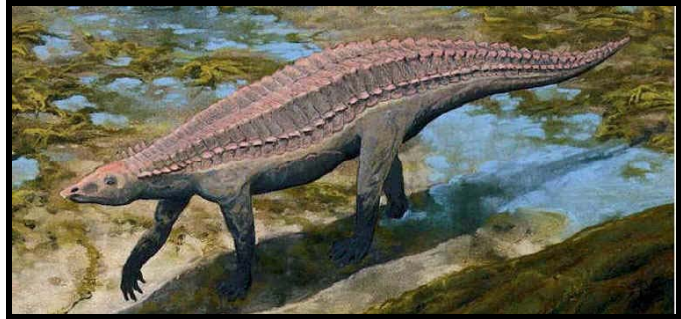
Herd animals graze on open terrain, migrating to a new territory when the food supply of the old has been depleted. Herd size varies from a family of four to a huge congregation of single herds of 1,000 individuals. The largest and oldest usually serves as the leader, directing the movement his herd and watching for predators. Herd animals do not collect treasure.

Ecology:

Herd animals eat grass, grains, and shrubbery. They are the favored prey of carnivores, including Dragons. Hollow World Man domesticated some dinosaur herd animals for their meat, milk, fur (blankets and clothing), and skin (shoes and tents). Dried droppings of herd animals can be burned for fuel. Most Dinosaur herd animals have low to human senses (as these weren't evolved yet.. Main Predator Carnosaurs, Dragon Main Prey, Any

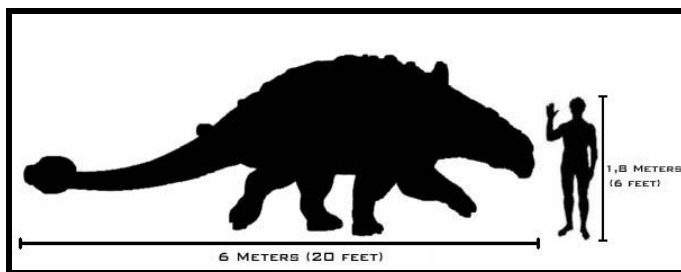
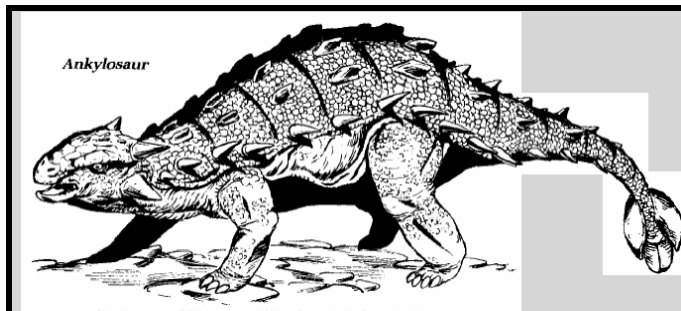
Aetosaur (Aetosaur species)

Herd Dinosaurs		Aetosaur		
Herd	1d6			
Company	None			
Terrain	Hills and Plains near water			
Basic Era,	Trias			
	Cow	Bull	Calf	
ST	14	15	8	
IN/WI	2	2	2	
DX/CO	10	11	9	
CH	8	8	8	
AC	4			
AV	5	5	3	
HD	6	6	3-6	
HP	6d8	12d4	1d4/HD	
MV	90'(30')	90'(30')	90'(30')	
Load	1000/2000	1000/2000	100/200	
BM	na	na	na	
THACO	5	5	5	
Attacks	1 bite			
Damage	2d4	2d4	1d2	
Attacks	1 Tail swing			
Damage	2d8	2d8	1d8	
Body Weight	2d12X100 +1200LBS	1d20X100 +1300LBS	1d6X100 +800LBS	
Size	30'	30'	10'	
SV	F5	F5	F2	
ML	5	5	3	
XP	275	275	HD	
Herd Dinosaurs		Ankylosaurus		
Herd	0(1d8)			
Company	Other herds			
Terrain	Jungle, Hills, Plains, Forestedges			
Basic Era,	Cretaceous			
	Bull	Cow	Young	
ST	15	16	11	
IN/WI	3	3	2	
DX/CO	11	12	9	
CH	8	8	8	
AC	5	5	6	
AV	8	9	5	
HD	7	7	2-7	
HP	14d4+7	7d8	1d4/HD	
MV	60'(20')	60'(20')	60'(20')	
THACO	10	10	10	
Attacks	1 Tail club	1 Tail club	1 Tail club	
Damage	2d12	2d12	1d8	
Body Weight	4.5 tons	4.5 tons	0.5 to 2 tons	
Size	20'	20'	10'	
SV	F4	F4	F2	
ML	6	6	5	
XP	45U	45U	HD	



Aetosaurs are archosaurs from the Triassic. These inoffensive herbivores and omnivores resemble land-going crocodiles in overall form, but the head of each is small and terminates in a blunt, pig like, rooting snout. The back and belly are protected by a layer of armor plating, and there may also be projecting spines around the shoulder and neck. An aetosaur's best defense is to swing its heavy tail at attackers, though it can also bite. Aetosaurs may be treated as terrestrial crocodilians of up to 6 HD, though they have an AC of 4 and a bite that does 2-8 points of damage).

Ankylosaurus (Ankylosaurus magniventris & Euplocephalus tutus).



Ankylosaurs are ornithischian dinosaurs from the Cretaceous. These browsing herbivores are heavily armored with plates and spikes of bone and horn. They range from goat-sized to elephant sized. If attacked, an ankylosaurus strikes at its tormentors with its massive bony tail. There is another type of Ankylosaurs: Nodosaurids; they have a solid shell over the back, and have relatively long legs, but their tails lack the mace-like knob found on other Ankylosaurs. They move at 90'(30').. have an AV of 7 and inflict damage 1 HD lower than a normal Ankylosaurus. Nodosaurids typically have long, narrow heads and have long spikes at their sides to prevent carnosuars from turning them over.

The body of an Ankylosaurus is on the back and sides covered with thick, bony armour arranged in bands and plates like that of a modern armadillo, and its tail ends in a massive club-like protrusion. This dinosaur walks on four legs and eats plants, Average specimens are 15 feet long, 4 feet tall and weigh 4-5 tons - most of this weight being in the armour- plating and tail. It is very hard to hurt

when attacked normally; its underside is much easier to damage. If the beast is upended, it is much easier damaged (only AV2). If attacked (or threatened) ankylosaurus will lash out with its tail, delivering blows of considerable force. The preferred habitat of an ankylosaurus is usually jungles and hills. The variant Eiplocephalus was even bigger (up to 20 feet long). Main predator; Carnosaur.

Ceratopsian Herd Dinosaurs

Ceratopsian Herd Dinosaurs			
Protoceratops			
Herd	1d100		
Company	other herd dinosaurs		
Terrain	Open, woods, (Prehistoric)		
Basic Era,	Early Cretaceous		
	Cow	Bull	Call
ST/CO	18	17	15
IN/WI	2	2	2
DX	9	9	8
CH	10	10	12
AC	4	4	4
AV	5	5	3
HD	6	6	6
HP	6d8	12d4+6	6d4
MV	180'(60')	180'(60')	180'(60')
Load	1200/2400	1200/2400	120/240
BM	na	na	na
THACO	5	5	5
Attacks	Nose Horn		
Damage	1d4	1d4	1
Attacks	2 Face Horns	2 Face Horns	Skull
Damage	1d3	1d3	1
Body Weight	2d12X100 LBS	1d20X100 LBS	1d6X100 LBS
Size;	6'-7'	6'-7'	1'-5'
SV	F10	F10	F6
ML	8	9(in heat12)	5
XP	2000	2000	200
Ceratops			
Herd	1d100		
Company	other herd dinosaurs		
Terrain	Open, Woods, (Prehistoric)		
Basic Era,	Cretaceous		
	Cow	Bull	Call
ST/CO	19	17	14
IN/WI	2	2	2
DX	9	9	8
CH	10	10	11
AC	4	4	4
AV	5	5	3
HD	6	6	6
HP	6d8	12d4+6	6d4
MV	180'(60')	180'(60')	180'(60')
Load	1200/2400	1200/2400	120/240
BM	na	na	na
THACO	5	5	5
Attacks	Nose Horn		
Damage	1d6	1d6	1
Attacks	2 Face Horns	2 Face Horns	Skull
Damage	2d6	2d6	1d4
Body Weight	2d12X100 +1600LBS	1d20X100 +1000LBS	1d6X100 +100LBS
Size;	6'-7'	6'-7'	1'-5'
SV	F10	F10	F6
ML	8	9(in heat12)	5
XP	2000	2000	200

Ceratopsians are ornithischian dinosaurs from the Cretaceous period, as small as a sheep to as big as an Elephant. They crop vegetation with their horny beaks. A ceratopsian has a huge head, characterized by a bony frill which anchors the powerful neck and jaw muscles. The edges of the frill may be bumpy or spiked, and the head is commonly horned, with up to three small different horns (one over each brow and/or one on the nose). A ceratopsian attacks either with a bite from its massive, powerful beak or a thrust of its horns. Hornless Ceratopsians can inflict damage equal to a bite on impact if they charge, while those with horns inflict double damage if they charge. Charging Ceratopsians have the same armor class as ones in ordinary melee, unlike most other creatures. Ceratopsians vary a great deal in the size and shape of the head-frill and in the placement of the horns, but only the presence or absence of horns affects combat. About 90% of those species under 3 HD and 10% of those with 3 HD or more are hornless.

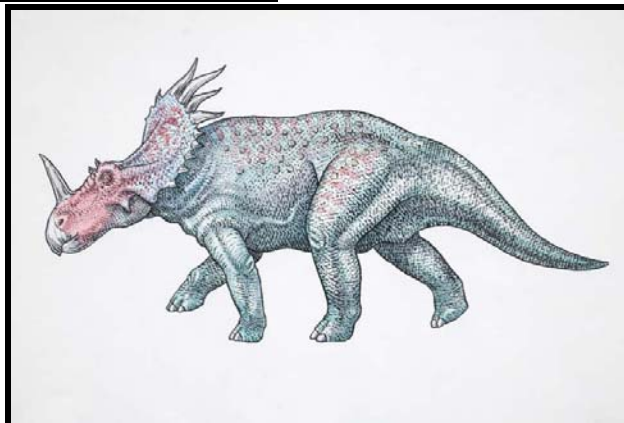
Protoceratops (Protoceratops species)



These Ceratopsians are ornithischian dinosaurs from the early Cretaceous period, as small as a sheep. They crop vegetation with their horny beaks. A ceratopsian has a huge head, characterized by a bony frill which anchors the powerful neck and jaw muscles. The edges of the frill may be bumpy or spiked, and the head is commonly horned, with up to three small different horns (one over each brow and/or one on the nose). A ceratopsian attacks either with a bite from its massive, powerful beak or a thrust of its horns. In ordinary melee, either attack inflicts nearly the same damage. Hornless Ceratopsians can inflict damage equal to a bite on impact if they charge, while those with horns inflict double damage if they charge. Charging Ceratopsians have the same armor class as ones in ordinary melee, unlike most other creatures. Ceratopsians vary a great deal in the size and shape of the head-frill and in the placement of the horns, but only the presence or absence of horns affects combat. About 90% of those species under 3 HD and 10% of those with 3 HD or more are hornless.

Main predator; Carnosaur.

Ceratops (Ceratops montanus)



These Ceratopsians are ornithischian dinosaurs from the Cretaceous period, as small as a sheep. They crop vegetation with their horny beaks. A ceratopsian has a huge head, characterized by a bony frill which anchors the powerful neck and jaw muscles. The edges of the frill may be bumpy or spiked, and the head is commonly horned, with up to three different horns (one over each brow and/or one on the nose). A ceratopsian attacks either with a bite from its massive, powerful beak or a thrust of its horns. In ordinary melee, either attack inflicts the same damage. Hornless Ceratopsians can inflict damage equal to a bite on impact if they charge, while those with horns inflict double damage if they charge. Charging Ceratopsians have the same armor class as ones in ordinary melee, unlike most other creatures. Ceratopsians vary a great deal in the size and shape of the head-frill and in the placement of the horns, but only the presence or absence of horns affects combat. About 90% of those species under 3 HD and 10% of those with 3 HD or more are hornless. Main predator; Carnosaur.

Monoceratops (Monoceratops simplex)

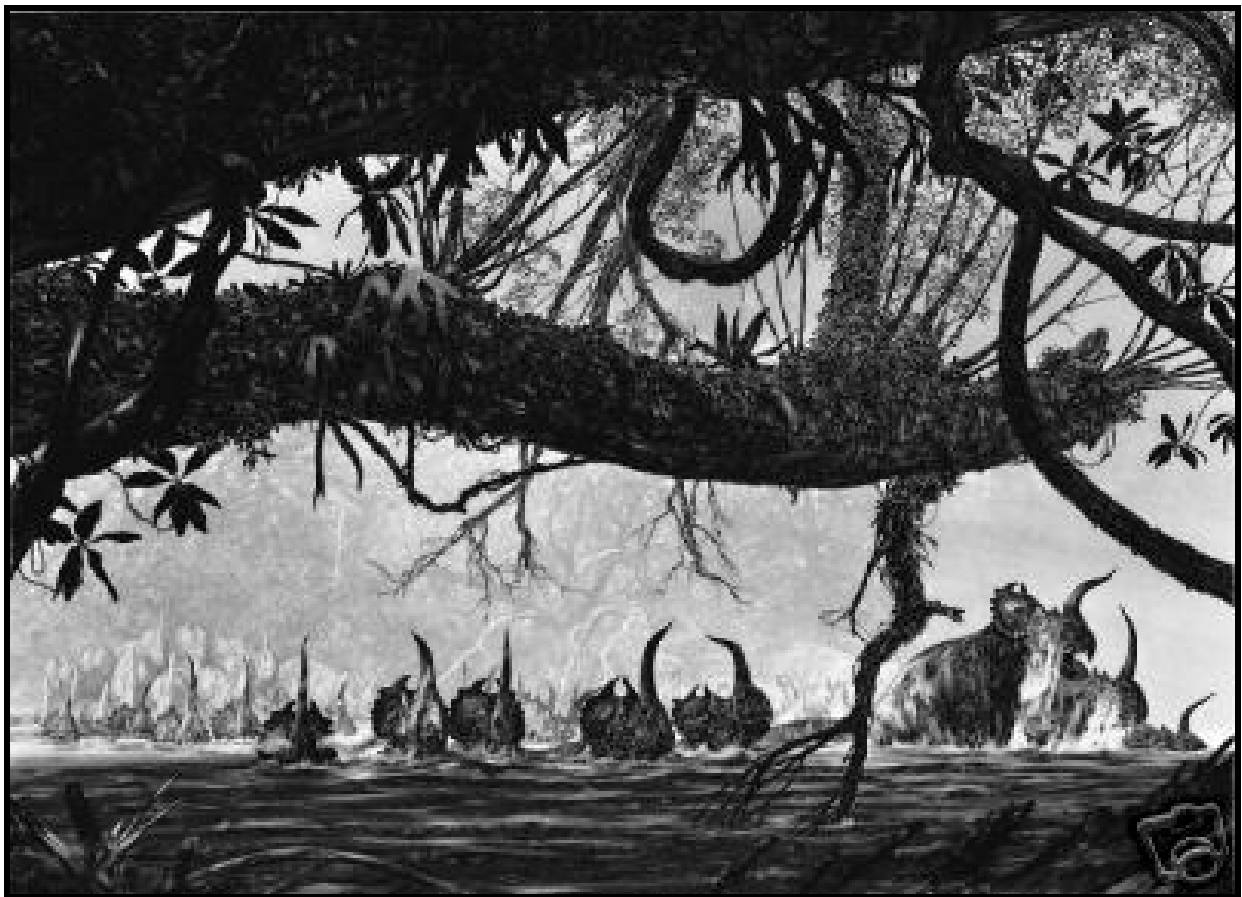
Ceratopsian Herd Dinosaurs			
Monoceratops			
Herd	zoo		
Company	None		
Terrain	Open, woods, (Pleistonic)		
Basic Era,	Cretaceous		
	Cow	Bull	Calf
ST/CO	17	16	13
IN/WI	2	2	2
DX	10	11	8
CH	10	10	11
AC	4	4	4
AV	5	5	3
HD	15	15	15
HP	15d8	30d4+15	15d4
MV	90'(30')	90'(30')	90'(30')
Load	9000/18000	9000/18000	9000/18000
BM	na	na	na
THACO	8	8	8
Attacks	Nose Horn	Nose Horn	Nose Horn
Damage	1d12	1d12	1d2
Body Weight	2d12X100 +6000LBS	1d20X100 +5000LBS	1d6X100 +900LBS
Size,	6-7	6-7	1-5
SV	F8	F8	F4
ML	8	9(in heat12)	5
XP	2000	2000	200



Monoceratops are very rare and live in the deepest of woods

Monoceratops are Ceratops with a long singular nose horn, except for their size they are similar to the normal Ceratops, they grew quickly extinct, as the horn was to awkward for a true defense against predators (it often got stuck in the predator, or broke, being useless thereafter.

Main predator; Carnosaur.



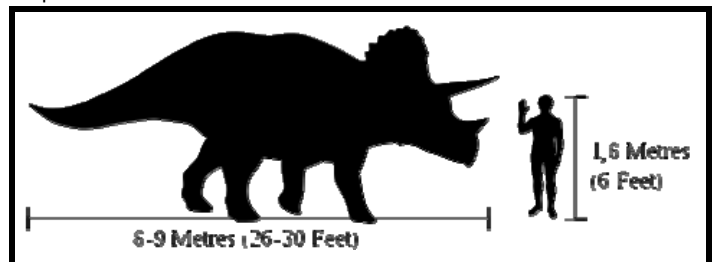
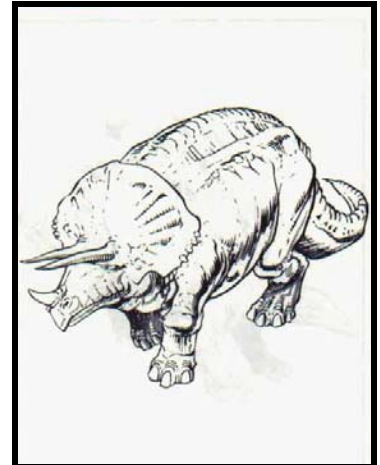
Triceratops (Triceratops horridus & T. prorsus)

Ceratopsian Herd Dinosaurs			
Lesser Triceratops			
Herd	100		
Company	None		
Terrain	Hills and Plains near water		
Basic Era,	Cretaceous		
	Cow	Bull	Calf
ST/CO	22	23	14
IN/WI	3	3	2
DX	10	11	8
CH	10	10	11
AC	7	7	7
AV	5	5	3
HD	20*	20*	20*
HP	20d8	40d4+20	20d4
MV	90'(30')	90'(30')	90'(30')
Load	10000/20000	10000/20000	1000/2000
BM	na	na	na
THACO	5	5	5
Attacks	Nose Horn		
Damage	1d8	1d8	1d2
Attacks	2 Face Horns	2 Face Horns	Skull
Damage	2d8	2d8	1d8
Body Weight	2d12X100 +12000LBS	1d20X100 +13000LBS	1d6X100 +800LBS
Size;	25-30	25-30	3-20
SV	F10	F10	F5
ML	5	5	3
XP	4175	4175	500
Greater Triceratops			
Herd	208		
Company	None		
Terrain	Open, woods, (Prehistoric)(Hw only)		
Basic Era,	Cretaceous		
	Cow	Bull	Calf
ST/CO	24	25	16
IN/WI	2	2	2
DX	10	11	8
CH	10	10	11
AC	4	4	4
AV	5	5	3
HD	20	20	20
HP	20d8	40d4	20d4
MV	120'(40')	120'(40')	120'(40')
Load	12000/24000	12000/24000	1200/2400
BM	na	na	na
THACO	5	5	5
Attacks	Nose Horn		
Damage	1d12	1d12	1d2
Attacks	2 Face Horns	2 Face Horns	Skull
Damage	4d8	4d8	1d8
Body Weight	2d12X100 +16000LBS	1d20X100 +10000LBS	1d6X100 +1000LBS
Size;	28-33	28-33	5-20
SV	F10	F10	F6
ML	8	9(in heat12)	5
XP	2000	2000	200

Main predator; Carnosaur. Dragon

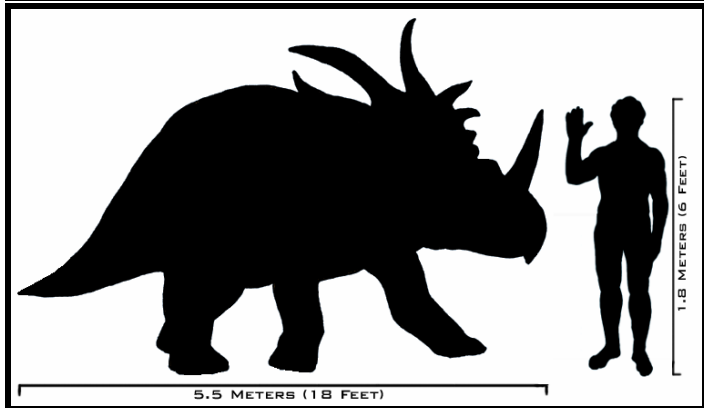


This is an armored herbivorous dinosaur, from the Cretaceous era. It is about 30' long and weighs 10-12 tons. A collar like armor plate grows from its head to protect its neck, and its weapons, include a short horn growing from its snout and two long horns growing from above the eyes. It is heavily armored and a single triceratops is a match for all but the largest of carnosaurs. They roam in small herds often together with single individuals or small family groups of other herbivore dinosaurs. Also remember, where a herd can be found, predators are sure to be in the neighborhood. This includes; mostly Velociraptor or carnosaurs like the T-rex or the Allosaur. Two variants exist the lesser and the greater. Only the lesser still exists in lost world areas on the Outer World, both can be found in the Hollow World. The greater evolved slowly in the Hollow World after is savori transplantation there.



Styracosaurus (Styracosaurus albertensis & S. ovatus)

Ceratopsian Herd Dinosaurs			
	Styracosaurus		
Herd	2d8		
Company	None		
Terrain	Open, woods, (Prehistoric)		
Basic Era,	Cretaceous		
	Cow	Bull	Calf
ST/CO	25	26	17
IN/WI	2	2	2
UX	14	13	11
CH	10	10	11
AC	4	4	4
AV	5	5	3
HD	15	15	15
HP	15d8	30d4	15d4
MV	90'(30')	90'(30')	90'(30')
Load	9000/18000	9000/18000	9000/18000
BM	na	na	na
THACO	8	8	8
Attacks	Nose Horn		
Damage	1d12	1d12	1d2
Attacks	Head Horns	Head Horns	Head Rim
Damage	5d8	5d8	1d8
Body Weight	2d12X100 +11000LBS	1d20X100 +9000LBS	1d6X100 +900LBS
Size;	28-33	28-33	5-20
SV	F8	F8	F4
ML	8	9(in heat12)	5
XP	2000	2000	200



This is an armored herbivorous dinosaur, from the late Cretaceous era. It is an evolved variant of the Triceratops, and is about 35' long and weighs 14-16 tons. A collar like armor plate grows from its head to protect its neck, and its weapons, include a short horn growing from its snout and two long horns growing from the top edges of the plate and 2 pairs of shorter horns, and a rim of "hornet"—small buds of horns—underneath it. It is heavily armored and a single triceratops is a match for all but the largest of carnivores. They roam in small herds often together with single individuals or small family groups of other herbivore dinosaurs. Also remember, where a herd can be found, predators are sure to be in the neighborhood. This include; mostly Velociraptor or carnivores like the T-rex or the Allosaur.

Main predator; Carnosaur. Dragon

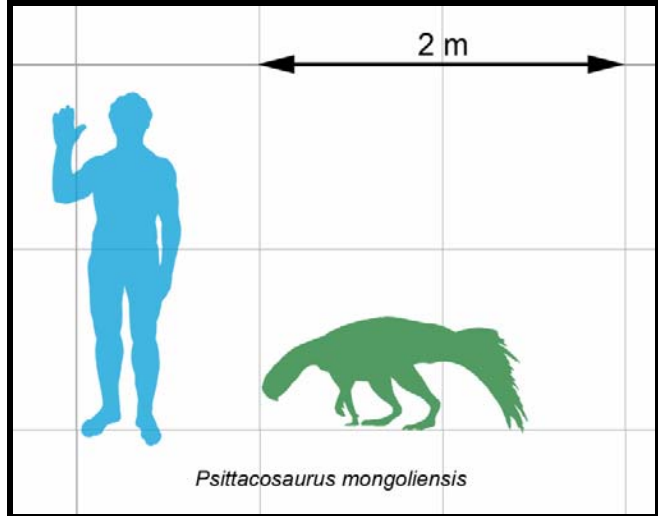


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Psittacosaurus (Psittacosaurus species)

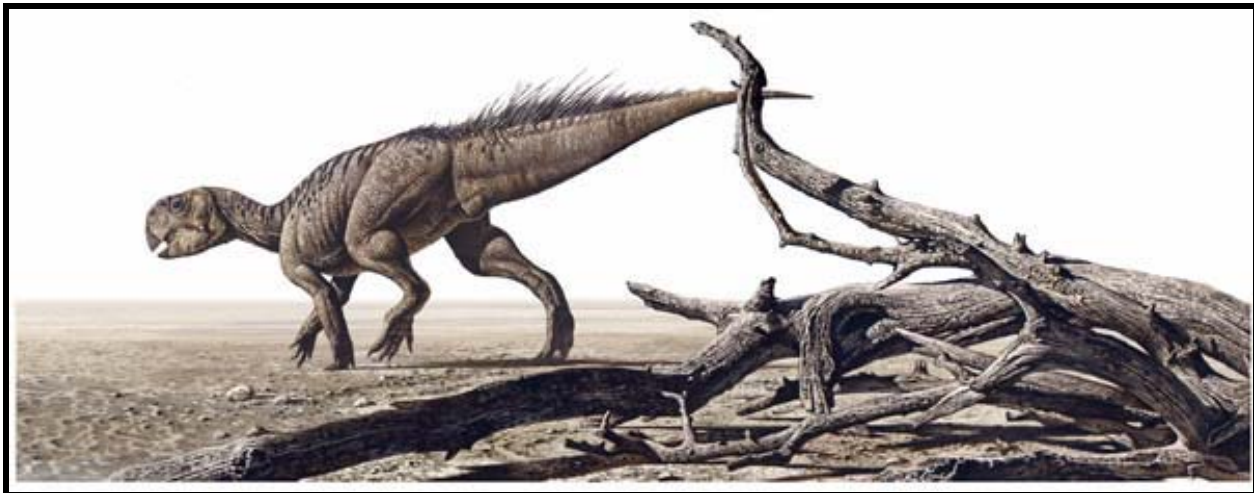
Ceratopsian Herd Dinosaurs			
Psittacosaurus			
Herd	1d100		
Company	other herd dinosaurs		
Terrain	Open, Woods, (Prehistoric)		
Basic Era,	Early Cretaceous		
	Cow	Bull	Calf
ST/CO	17	18	11
IN/WI	2	2	2
DX	15	14	11
CH	10	10	11
AC	4	4	4
AV	5	5	3
HD	6	6	6
HP	6d8	12d4+6	6d4
MV	180'(60')	180'(60')	180'(60')
THACO	5	5	5
Attacks	Nose Horn	Nose Horn	Nose Horn
Damage	1d4	1d4	1
Body Weight	2d12X100 LBS	1d20X100 LBS	1d6X100 LBS
Size;	4'-5'	4'-5'	1'-3'
SV	F10	F10	F6
ML	8	9(in heat 12)	5
XP	2000	2000	200



Psittacosaurus is a genus of psittacosaurid ceratopsian dinosaur from the Early Cretaceous of Asia. It is notable for being the most species-rich dinosaur genus. All species of Psittacosaurus were gazelle-sized bipedal herbivores characterized by a high, powerful beak on the upper jaw. At least one species had

long, quill-like structures on its tail and lower back, possibly serving a display function. Psittacosaurus were extremely early ceratopsians and, while they developed many novel adaptations of their own, they also shared many anatomical features with later ceratopsians, such as Protoceratops and the elephant-sized Triceratops. Yet they were a different branch of the ceratopsian tree, being more nimble and faster.

Main predator; Carnosaur. Dragon



Brontosaurus (Apatosaurus species)

Herd Dinosaurs		Apato- /Bronto-saurus		
Herd	0(1d20			
Company	Other Herds			
Terrain	Forest, Swamps, Migrating			
Basic Era;	Cretaceous			
	Bull	Cow	Young	
ST/CO	24	26	17	
IN/WI	2	2	2	
DX	14	13	11	
CH	10	10	11	
AC	5	5	5	
AV	2	2	2	
HD	26	26	2-26	
HP	52d4+26	26d8	1d4/HD	
MV	60'(20')	60'(20')	60'(20')	
THACO	5	5	12	
Attacks	1 Bite			
Damage	2d6	2d6	1d4	
Attacks	1 Headswing			
Damage	3d6	3d6	1d6	
Attacks	1 Tailswing			
Damage	3d6	3d6	1d6	
Body Weight	35 tons	35 tons	1 to 6 tons	
Size;	60'-70'	55'-65'	5'-45'	
SV	F13	F13	F13	
ML	8	8	6	
XP	3570	3570	HD	



This is a huge, herbivorous dinosaur; it has a small head atop a long slender neck, a ponderous huge body, and a long slender tail. Altogether it is about 70' tall and weigh 35 tons. The Apatosaurus lives in swamps and forests, but it also follows the great dinosaur migrating herds. It strips leaves from trees and fronds from fern plants. Though it can swim, it is not limited to life in the water and mostly walks freely on the land. If only its neck shows above water, the brontosaurus may be mistaken for a plesiosaurus or sea serpent. This dinosaur eats plants, and can only be

found in deep marshes or on the edges of swamps. They were nightdwelling herbivores. These creatures are so big, they normally ignore creatures of human size, as seeing no threat in them. However, they easily step onto a creature, unaware one is below where they step, or do so in a stampede when carnosaur arrive. They will use this attach/defense awlso when they have smaller young, and then against equal sized predators (i.e. adventurers). In either case a step of these creatures on a character will cause 3d4 broken bones and 3d8 points of damage(always equal to or more than the amount of broken bones. This will be a gruesome death. The tail and neck have a reach of 20'and 30'each.

Main predator; Carnosaur. Dragon





Brachiosaurus (Brachiosaurus species)

Herd Dinosaurs		Brachiosaurus		
Herd	0(1d20)			
Company	Other Herds			
Terrain	Forest, Swamps, Migrating			
Basic Era;	Late Jurassic			
	Bull	Cow	Young	
ST/CO	26	26	18	
IN/WI	2	2	2	
DX	12	11	9	
CH	9	9	9	
AC	5	5	5	
AV	2	2	2	
HD	27	28	2-26	
HP	54d4+27	28d8	1d4/HD	
MV	60'(20')	60'(20')	60'(20')	
THACO	4	4	12	
Attacks	1 Bite			
Damage	2d6	2d6	1d4	
Attacks	1 Headswing			
Damage	3d6	3d6	1d6	
Body Weight	45 tons	55 tons	1 to 40 tons	
	60'-70'	70'-80'	5'-45'	
SV	F13	F13	F13	
ML	6	6	4	
XP	4000	4250	HD	



This is a huge, herbivorous dinosaur; it has a small head atop a long slender neck, a ponderous huge body, and a long slender tail. Altogether it is about 80' tall and weigh 55 tons. The Brachiosaurus lives in swamps and forests, but it also follows the great dinosaur migrating herds. It strips leaves from trees and fronds from fern plants. Though it can swim, it is not limited to life in the water and mostly walks freely on the land. If only its neck shows above water, the brachiosaurus may be mistaken for a plesiosaurus or sea serpent. These huge dinosaurs lived slow and long, feeding primarily on the treetops. Like cows they harvested upon the leaves, but like wolves they kept a harmonic communication. They were nightdwelling herbivores. These creatures are so big, they normally ignore creatures of human size, as seeing no threat in them. However, they easily step onto a creature, unaware one is below where they step, or do so in a stampede when carnosaurs arrive. They will use this attach/defense awlso when they have smaller young, and then against equal sized predators (i.e. adventurers). In either case a step of these creatures on a character will cause 3d4 broken bones and 3d8 points of damage(always equal to or more than the amount of broken bones. This will be a gruesome death. The tail and neck have a reach of 20'and 30'each. Main predator; Carnosaur. Dragon

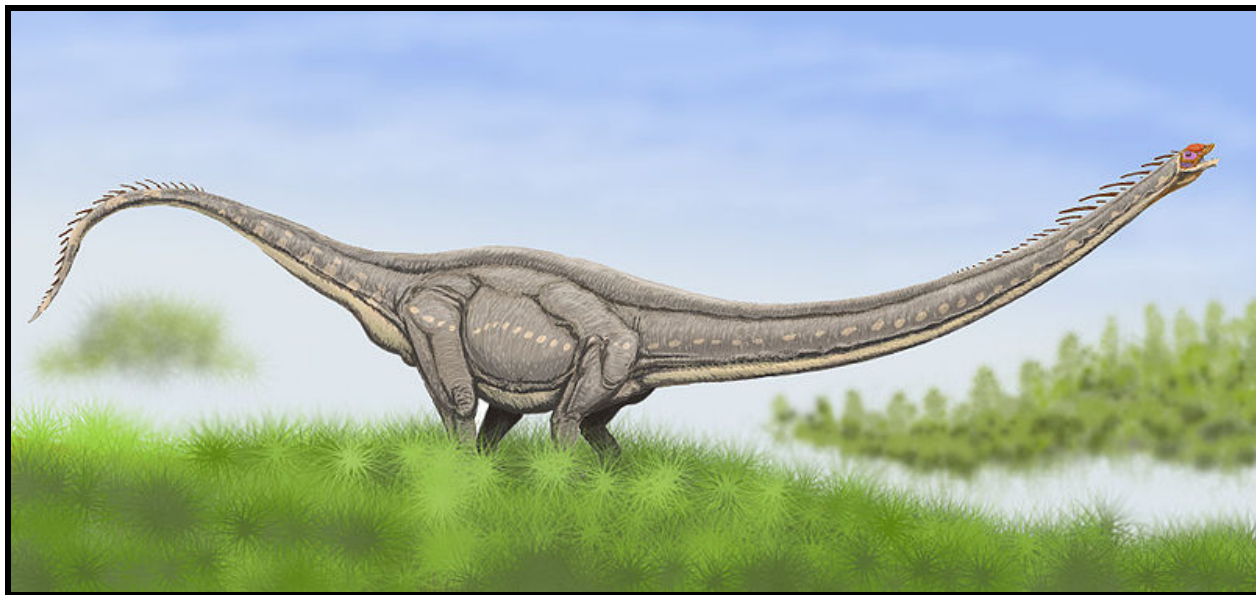


Mamenchisaurus (Mamenchisaurus species)

Herd Dinosaurs		Mamenchisaurus		
Herd	0(1d20)			
Company	Other Herds			
Terrain	Forest, Swamps, Migrating			
Basic Era;	Late Jurassic			
	Bull	Cow	Young	
ST/CO	25	22	16	
IN/WI	2	2	2	
DX	12	11	9	
CH	9	9	9	
AC	7	7	8	
AV	2	2	2	
HD	18	18	9	
HP	36d4	18d8	1d6/HD	
MV	60'(20')	60'(20')	60'(20')	
THACO	4	4	12	
Attacks	1 Bite			
Damage	2d8	2d8	1d6	
Attacks	1 Headswing			
Damage	2d6	2d6	1d6	
Body Weight	25 tons	1 -18 tons	1-30 tons	
	30'-65'	30'-70'	2'-25'	
SV	F9	F9	F4	
ML	6	6	4	
XP	2150	2150	HD	

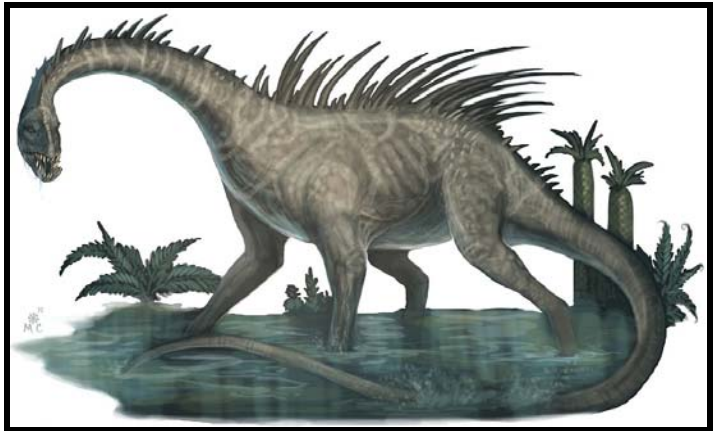


This swamp dwelling herbivore is very long and resembles a skinny diplodocus. It uses its 35-foot long neck to browse and, to prevent body exposure to lurking predators, keeping its body submerged in water. It will strike only in defense, but if it accidentally steps on small creature (such as a human), it will inflict 3-24 points of damage.



Mokèlé-mbèmbé (Chipekwe lackadaisicalus)

Herd Dinosaurs		Mokele Mbembe		
Herd	0(1d20)			
Company	Other Herds			
Terrain	Jungles Jungle Coast Davania			
Basic Era:	Cretaceous-Today			
	Bull	Cow	Young	
ST/CO	24	26	17	
IN/WI	2	2	2	
DX	14	13	11	
CH	10	10	11	
AC	5	5	5	
AV	2	2	2	
HD	20	21	2-19	
HP	20d8	21d8	1d4/HD	
MV	60'(20')	60'(20')	60'(20')	
T HACO	5	5	12	
Attacks	1 Bite			
Damage	2d4	2d4	1d3	
Attacks	1 Headswing/hom			
Damage	3d6	3d6	1d6	
Attacks	1 Tailswing			
Damage	3d6	3d6	1d6	
Body Weight	15 tons	16 tons	1 to 6 tons	
size:	20'-30'	25'-35'	5'-15'	
SV	F10	F11	F-HDx1/2	
ML	10	11	6	
XP	2375	2500	6	HD



Mokèlé-mbèmbé, meaning "one who stops the flow of rivers" in the Lingala language, is the name given to a large water-dwelling cryptid found in legends and folklore of the real world Congo River basin. It is sometimes described as a living creature and sometimes as a spirit. The creature can also be found in the jungle rivers of Davania's Jungle Coast on Mystara. The names of these rivers I (the writer/compiler) have kept intact to keep the spirit of reality.

Appearance

Descriptions of the Mokèlé-mbèmbé vary. Some legends describe it as

having an elephant-like body with a long neck and tail and a small head, a description which has been suggested to be similar in appearance to that of the extinct Sauropoda, while others describe it as more closely resembling elephants, rhinoceros, and other known animals. It is usually described as being gray-brown in color. Some traditions, such as those of Boha Village (somewhere near the mouth of the Congo River), describe it as a spirit rather than a flesh and blood creature.

The animal is said to be of a brownish-gray color with a smooth skin, its size is approximately that of an elephant; at least that of a hippopotamus. It is said to have a long and very flexible neck and only one tooth but a very long one; some say it is a horn. A few spoke about a long, muscular tail like that of an alligator.

According to sage writings, who mounted several unsuccessful expeditions to find it, it is likely that the Mokèlé-mbèmbé is a reptile. Of all the living



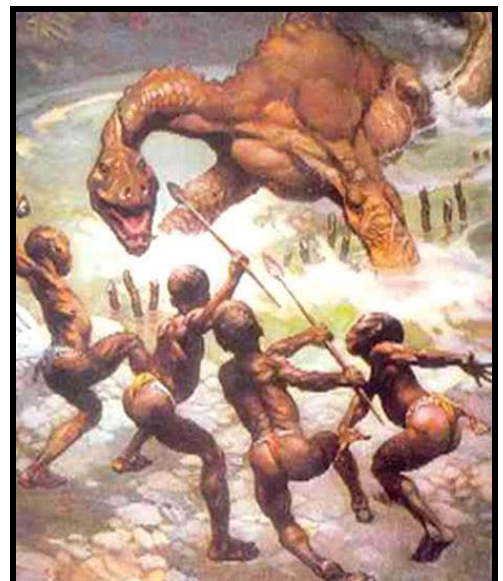
reptiles, Mackal argues that the iguana and the monitor lizards bear the closest resemblance to the Mokèlé-mbèmbé, though, at 15 to 30 feet long, the Mokèlé-mbèmbé would exceed the size of any known living examples of such reptiles, writing. They believe the description of the Mokèlé-mbèmbé is accounted for in all respects by an identification with a small sauropod dinosaur.

Combat

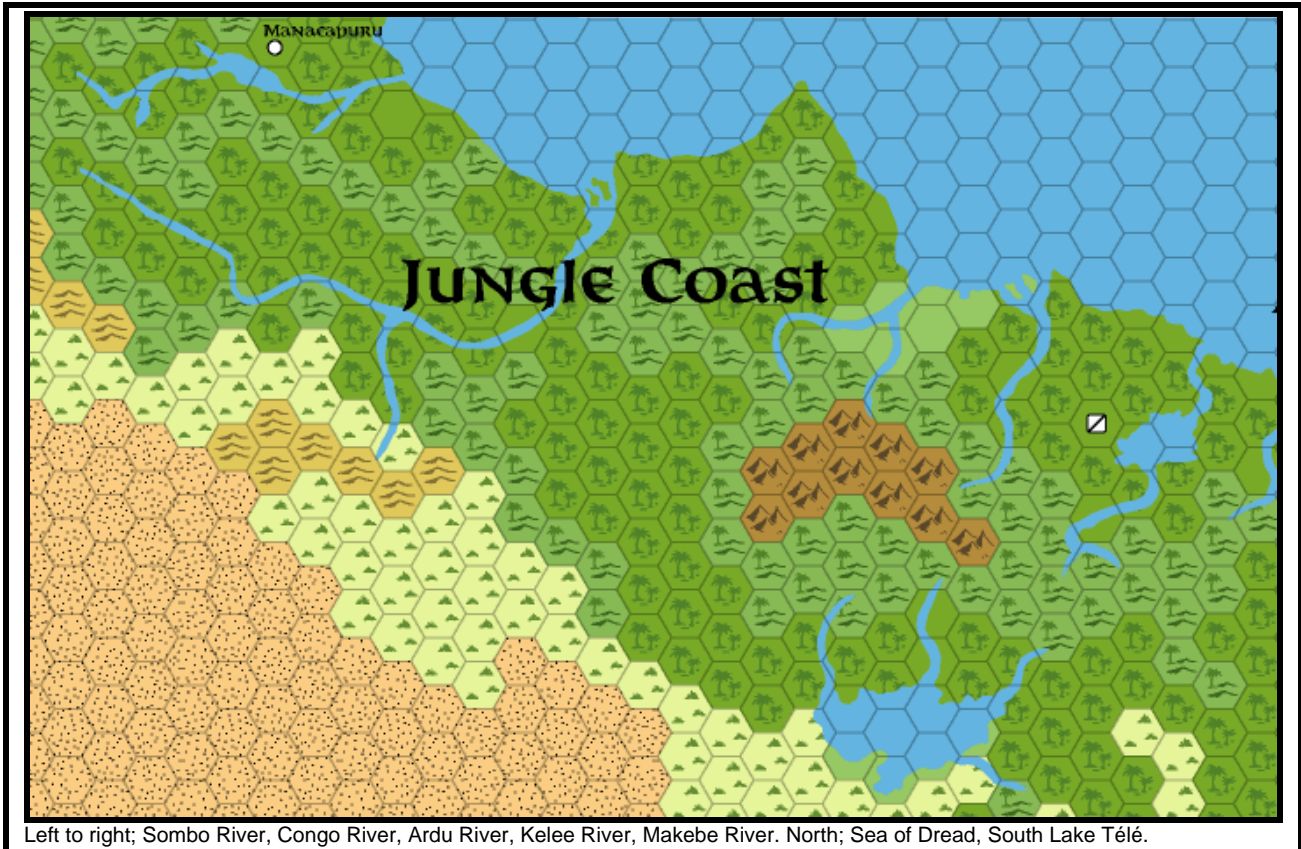
Canoes coming near it are said to be doomed; the animal is said to attack the vessels at once and to kill the crews but without eating the bodies. The creature is very territorial and may 75% chance decide to attack those humans entering its domain and 25% to go in hiding. The creature can become invisible at will, but never becomes truly invisible, but will appear more like a ghost or spirit, hence the tales.

The creature will be ferociously in attack, primarily attacking with its head and bite attacks. Those attacking from behind are attacked by the tail. The creature is fully aware of all that transpires within 50' around him in all directions. The creature is aware of spellcasters and will recognize them easily (preferring to attack these first).

The creature will use the following tactics; Charge, Drowning, Tossing, Trampling,



Habitat/Society



Left to right; Sombo River, Congo River, Ardu River, Kelee River, Makebe River. North; Sea of Dread, South Lake Télé.

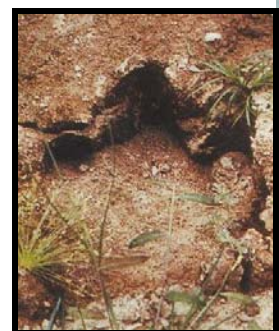
The creature is said to live in the caves that have been washed out by the river in the clay of its shores at sharp bends. It is said to climb the shores even at daytime in search of food; its diet is said to be entirely vegetable. Several expeditions have been mounted in the hope of finding evidence of the Mokélé-mbèmbé, though without success. Efforts have been covered in a number of books. The Mokélé-mbèmbé and its associated folklore also appear in several works of fiction and popular culture. According to the traditions of the Jungle Coast the Mokélé-mbèmbé is a large very territorial herbivore. It is said to dwell also in Lake Télé and the surrounding area, with a preference for deep water, and with local folklore holding that its haunts of choice are river bends.

Ecology



Their preferred plant is a kind of liana with large white blossoms, with a milky sap and applelike fruits. They also eat various carnivorous plants (especially the Cestian Gobbler). At the Ssombo River was found a path said to have been made by this animal in order to get at its food. The path was fresh and there were plants of the described type nearby. But since there were too many tracks of elephants, hippos, and other large mammals it was impossible to make out a particular spoor with any amount of certainty. Only one footprint is ever accounted for.

The creature can't be eaten by humanoids, as its flesh will cause severe (deadly) indigestion. Only dragons rarely feast upon such a creature.



Pachycephalosaurus (Pachycephalosaurus wyomingensis)

Herd Dinosaurs			
Pachycephalosaurus			
Herd	0(2d4)		
Company	other herds		
Terrain	Forest, Swamp, Jungle		
Basic Era;	Late Cretaceous		
	Bull	Cow	Young
ST/CO	24	22	16
IN/WI	2	2	2
DX	9	9	8
CH	7	7	9
AC	5	5	5
AV	2 H=7	2 H=6	2 H=5
HD	8	8	8
HP	16d8+8	8d8	8d4
MV	90'(30')	90'(30')	90'(30')
T HACO	10	10	10
Attacks	Headbash		
Damage	3d6	3d6	1d6
Body Weight	4.5 tons	4.5 tons	0.5 to 2 tons
Size;	15'-20'	17'-22'	5'-15'
SV	F4	F4	F2
ML	7	7	5
XP	650	650	50
Prenocephale			
Herd	0(2d4)		
Company	other herds		
Terrain	Forest, Swamp, Jungle		
Basic Era;	Late Cretaceous		
	Bull	Cow	Young
ST/CO	24	23	16
IN/WI	2	2	2
DX	9	9	8
CH	7	7	8
AC	5	5	5
AV	2 H=7	2 H=6	2 H=5
HD	8	8	8
HP	16d8+8	8d8	8d4
MV	90'(30')	90'(30')	90'(30')
T HACO	10	10	10
Attacks	Headbash		
Damage	3d6	3d6	1d6
Body Weight	4.5 tons	4.5 tons	0.5 to 2 tons
Size;	8'-10'	7'-9'	2'-6'
SV	F4	F4	F2
ML	7	7	5
XP	250	260	50



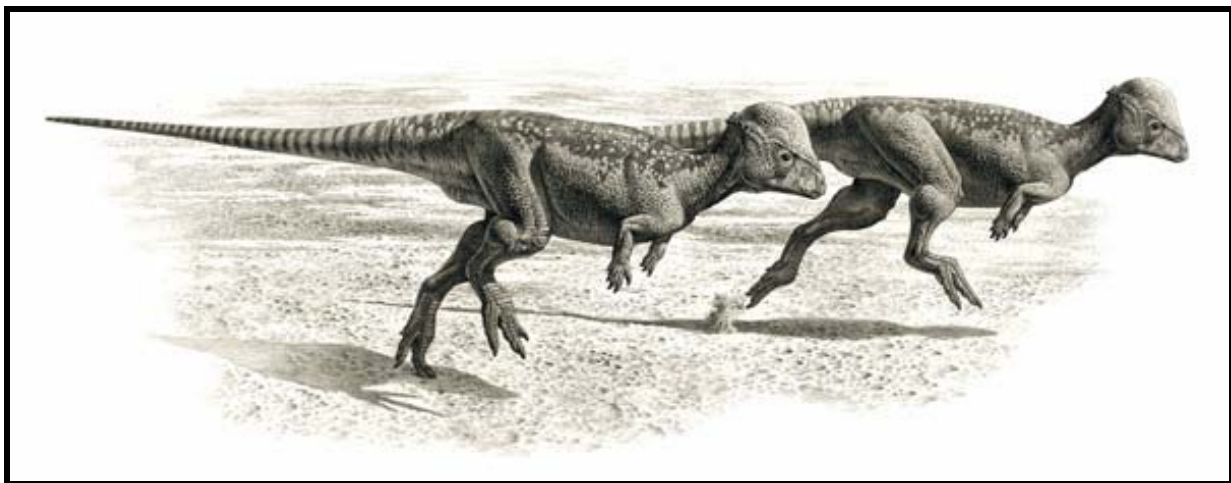
This is a four-legged, herbivorous dinosaur about 20' long. It often stands grazing on trees on two legs, however, but moves on all four. It has a head with an unusually thick crown atop a long neck. The skull is up to 9" thick on top and is used in mating duels. It defends itself from attackers by swimming its own head like a flail and smashing its skull into the enemy. It can also stand and ram the head forward which functions like a charge in effect. This attack is useless against objects smaller than human-size. It is related to the duck-bill and often lives with it in the same area. These creatures are notoriously bad-tempered and often attack without clear provocation. They are led by a dominant male. dominance fights between males often occur. This creature has a charge attack giving double damage when running 20' or more.

Main predator; Carnosaur. Dragon

Prenocephale (Prenocephale species)

Prenocephale was a small pachycephalosaurid dinosaur genus from the Late Cretaceous (from the Campanian through to the Maastrichtian) and was similar in many ways to its close relative, Homalocephale. Prenocephale probably weighed around 250 LBS and was around 8 to 10 feet long. Unlike the flattened wedge-shaped skull of Homalocephale, the head of Prenocephale was rounded and sloping. This creature has a charge attack giving double damage when running 20' or more.

Main predator; Carnosaur. Dragon

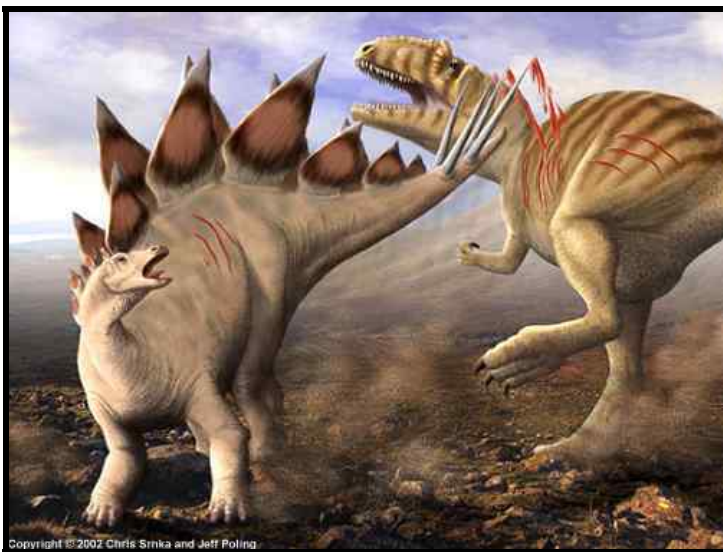
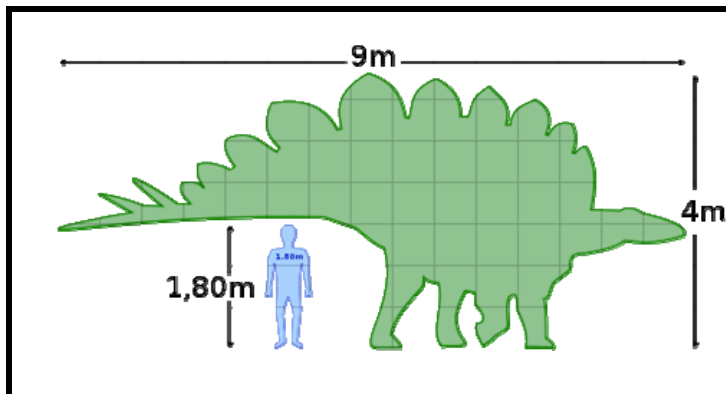


Stegosaurus (Stegosaurus species)

Herd Dinosaurs			
Stegosaurus			
Herd	0(1d4)-3d10		
Company	Other herds		
Terrain	Jungle, Hills, Plains, Forestedges		
Basic Era;	Late Jurassic		
	Bull	Cow	Young
ST/CO	25	25	18
IN/WI	2	2	2
DX	10	11	8
CH	10	11	11
AC	6	6	5
AV	6	6	2
HD	12	12	12
HP	24d4+12	12d8	12d4
MV	90(30')	90(30')	90(30')
THACO	9	9	9
Attacks	1 Tail club	1 Tail club	1 Tail club
Damage	1d8/spike	1d8/spike	1d2/spike
Body Weight	4 tons	4 tons	1-3 tons
Size;	25'	27'	3'-15'
SV	F6	F6	F2
ML	10	10	8
XP	1100	1100	50



This heavily-armored species of herbivorous (and sunlight absorbing) dinosaur walks low against the ground on four legs; it has two sets of leaf-shaped or



diamond-shaped armor plates running down its spine from its neck to its tail. These either stood right up, or slanted sideways to better protect the body. It attacks with its fearsome tail, which mostly (95%) ends in a set of four (some sub-species have 5, 6 , 7 or even eight—uneven numbers include the tail tip itself as a spike) upward pointing spikes. It swings that tail like a club and can damage the largest carnosaurs with it. These great wounds are sure to bleed long and deep, and have a great chance to infect. It is about 25' long. It is about 25' long weighing 4 tons. These creatures were well defended against carnosaurs. It is

rumored they used their back-shieldingsplates not only for defense, but also for absorbing solar energy. This means that the creature could survive where normal food is scarce. No other animal is known to have used this method.
Main predator; Carnosaur. Dragon

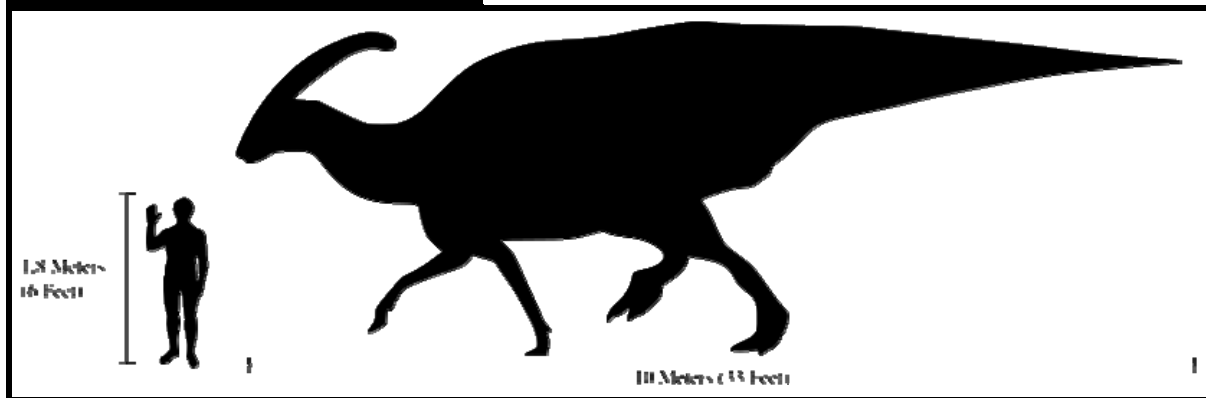


Parasaurolophus (Parasaurolophus species)

Ornithomimid Herd Dinosaurs			
Parasaurolophus			
Herd	0(2d4)		
Company	other herbivores		
Terrain	Forest, Swamp, Jungle		
Basic era	Late Cretaceous		
	Bul	Cow	Young
ST/CO	25	25	18
IN/WI	2	2	2
DX	14	14	11
CH	11	11	10
AC	5	5	5
AV	2 H=7	2 H=6	2 H=5
HD	8	8	8
HP	16d8+8	8d8	8d4
MV	90'(30')	90'(30')	90'(30')
T HACO	10	10	10
Attacks	Headbash		
Damage	3d6	3d6	1d6
Body Weight	4.5 tons 30'-35'	4.5 tons 32'-40'	0.5 to 2 tons 5'-25'
SV	F4	F4	F2
ML	7	7	5
XP	650	650	50



Parasaurolophus is a genus of ornithomimid dinosaur from the Late Cretaceous Period. It was a herbivore that walked both as a biped and a quadruped. Three species are recognized: *P. walkeri* (the type species), *P. tubicen*, and the short-crested *P. cyrtocristatus*. Parasaurolophus is a hadrosaurid, part of a diverse family of Cretaceous dinosaurs known for their range of bizarre head



adornments. This genus is known for its large, elaborate cranial crest, which at its largest forms a long curved tube projecting upwards and back from the skull. Charonosaurus which may have been its closest relative, had a similar skull and potentially a similar crest. The crest has been much discussed by scientists; the consensus is that major functions included visual recognition of both species and sex, acoustic resonance, and thermoregulation. It is one of the rarer duckbills, known from only a handful of good specimens. It communicated by whistling, and has a strong hearing (HN 75%) . The head has a higher AV, due to the strengthened noseridge. This relatively gentle creature feeds on all forms of vegetation in the swamplands where it prefers to live. With its duckbill it is able to eat algae. Its sound is shockingly loud and haunting, almost moyrning cries (including ultrasounds like elephants) that carry for miles. During mating season these creatures put on a true symphony of sound and color (they change their outer appearance by season, this is done by shedding the small feathers it has, and by coloration of the skin itself—which is mostly grey-green.). this creature prefers to flee above fight, but if cornered it will defend itself with trampling and headbashes. This creature, however big it actually is, can hide in vegetation at 45% chance.



Main predator; Carnosaur. Dragon

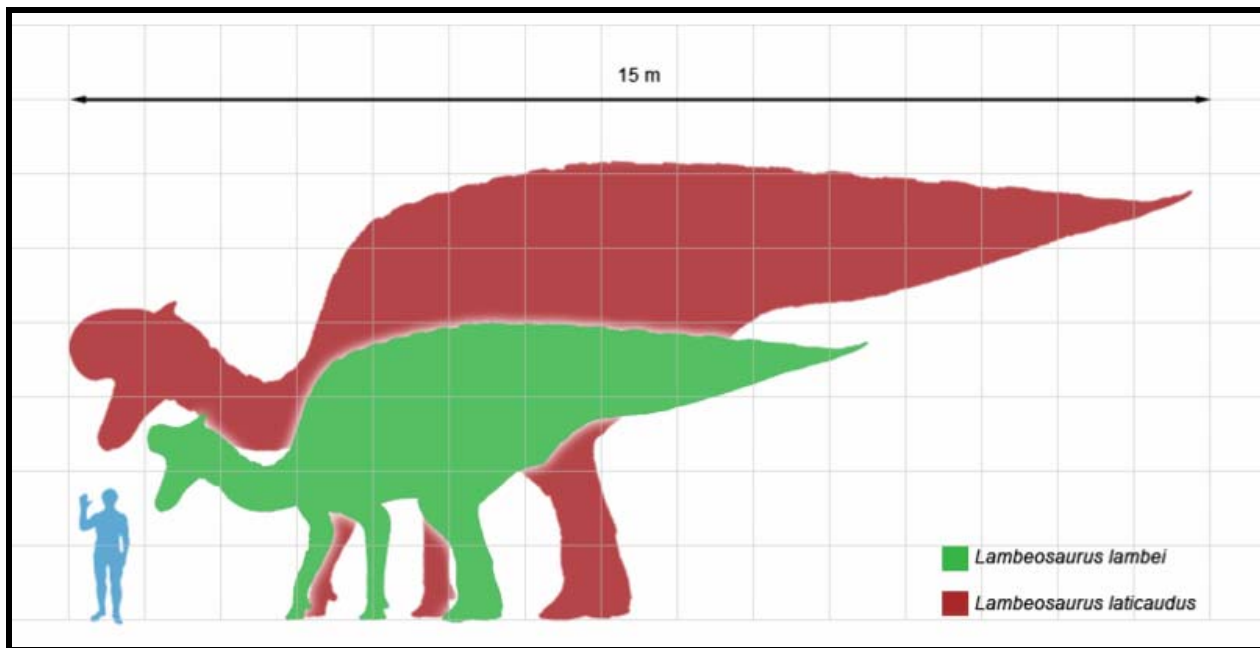
Lambeosaurus (Lambeosaurus species)

Hadrosaur herd Dinosaurs			
Lambeosaurus			
Herd	0(2d12)		
Company	other herbivores		
Terrain	Forest, Swamp, Jungle		
Basic Era	Late Cretaceous		
	Bul	Cow	Young
ST/CO	23	23	17
IN/WI	2	2	2
DX	12	12	9
CH	11	11	10
AC	5	5	5
AV	2 H=7	2 H=6	2 H=5
HD	8	8	8
HP	16d8+8	8d8	8d4
MV	90'(30')	90'(30')	90'(30')
T HACO	9	9	9
Attacks	Headbash		
Damage	2d6	2d8	1d6
Body Weight size;	4.5 tons 40'-50'	4.5 tons 30'-50'	0.5 to 2 tons 5'-25'
SV	F4	F4	F2
ML	7	7	5
XP	650	650	50



Lambeosaurus is a genus of hadrosaurid dinosaur that lived in the Late Cretaceous Period (Campanian). This bipedal-quadrupedal, herbivorous dinosaur is known for its distinctive hollow cranial crest, which in the best-known species resembled a hatchet. Two Canadian species are currently well

known. At about 15 meters (50 ft) long, the species *L. laticaudus* was one of the longest ornithischians. The other species were more modestly sized.



The various skulls assigned to the type species *L. lambei* are showing age differences and sexual dimorphism. Lambeosaurus was closely related to the better known *Corythosaurus*, which is found in slightly older rocks, as well as the less well-known genera *Hypacrosaurus* and *Olorotitan*. All had unusual crests, which are now generally assumed to have served social functions like noisemaking and recognition. It communicated by whistling, and has a strong hearing (HN 75%) . The head has a higher AV. This relatively gentle creature feeds on all forms of vegetation in the swamplands where it prefers to live. With its duckbill it is able to eat algae. During mating season these creatures put another coloration (they change their outer appearance by season, this is done by shedding the small feathers it has, and by coloration of the skin itself—which is mostly grey-green.). This creature prefers to flee above fight, but if cornered it will defend itself with trampling and headbashes. This creature, however big it actually is, can hide in vegetation at 35% chance. this creature travelled with the long herd along the seasonal trails. Main predator; Carnosaur. Dragon

Corythosaurus (Corythosaurus casuarius)

Hadrosaur herd Dinosaurs			
Corythosaurus			
Herd	0(2d6)		
Company	other herbivores		
Terrain	Forest, Swamp, Jungle		
Basic Era	Late Cretaceous		
	Bul	Cow	Young
ST/CO	23	23	17
IN/WI	2	2	2
DX	12	12	9
CH	11	11	10
AC	5	5	5
AV	2 H=7	2 H=6	2 H=5
HD	8	8	8
HP	16d8+8	8d8	8d4
MV	90'(30')	90'(30')	90'(30')
T/HACO	10	10	10
Attacks	Headbash		
Damage	2d8	2d8	1d8
Body Weight size;	4.1 tons 30'-35'	4.3 tons 30'-40'	0.5 to 2 tons 5'-25'
SV	F4	F4	F2
ML	7	7	5
XP	650	650	50

Corythosaurus was a genus of duck-billed dinosaur from the Upper Cretaceous Period.

Corythosaurus weighed in at 4 tonnes and measured roughly 35 ft from nose to tail. Like other hadrosaurs it had a toothless beak, the back of the jaws contained a dental battery composed of hundreds of small, interlocking teeth. These were used to crush and grind plant matter and were continually replaced as they wore away.

As with other lambeosaurs, the animal bore a tall, elaborate bony crest atop its skull, which contained the elongate nasal passages. The nasal passages extended into the crest, first into separate pockets in the sides, then into a single central chamber and onward into the respiratory system.

Any vocalization would travel through these elaborate chambers, and probably get amplified. Sages speculate that Corythosaurus could make loud, low pitched cries "Like a wind or brass instrument. The sounds would be useful for communicating over long distances, and could serve to alert other Corythosaurus to the presence of food or a potential threat from a predator

It was once thought that this dinosaur lived mostly in the water, due to the appearance of webbed hands and feet. However, it was later discovered that the so-called "webs" were in fact deflated padding, much like that found on many modern mammals. With its duckbill it is able to eat algae. During mating season these creatures put another coloration (they change their outer appearance by season, this is done by shedding the small feathers it has, and by coloration of the skin itself—which is mostly grey-green.). This creature prefers to flee above fight, but if cornered it will defend itself with trampling and headbashes. This creature, however big it actually is, can hide in vegetation at 40% chance. this creature travelled with the long herd along the

seasonal trails.

Main predator; Carnosaur. Dragon



Trachodon (Trachodon mirabilis)

Herd Dinosaurs			
	Trachodon		
Herd	0(1d68)		
Company	Other herds		
Terrain	Jungle, Forest, Swamp		
Basic era	Late Cretaceous		
	Bull	Cow	Young
ST/CO	21	21	15
IN/WI	2	2	2
DX	12	12	9
CH	11	11	10
AC	5	5	6
AV	5	4	2
HD	14	14	4-14
HP	28d4+14	14d8	1d4/HD
MV	120'(40')	120'(40')	120'(40')
THACO	12	12	5
Attacks	1 Tail club		
Damage	2d12	2d12	1d8
Body Weight	5 tons	4.5 tons	0.5 to 2 tons
Size;	18'	18'	3'-15'
SV	F7	F7	F2
ML	6	6	5
XP	450	450	HD



A Trachodon is a Duck-billed dinosaur that stands 18' tall. This beast runs erect on its hind legs and only eats plants. This dinosaur might be dangerous if enraged. With its duckbill it is able to eat algae. During mating season these creatures put another coloration (they change their outer appearance by season, this is done by shedding the small feathers it has, and by coloration of the skin itself—which is mostly grey-green.). This

creature prefers to flee above fight, but if cornered it will defend itself with trampling and headbashes. This creature, however big it actually is, can hide in vegetation at 35% chance. this creature travelled with the long herd along the seasonal trails.
Main predator; Carnosaur. Dragon

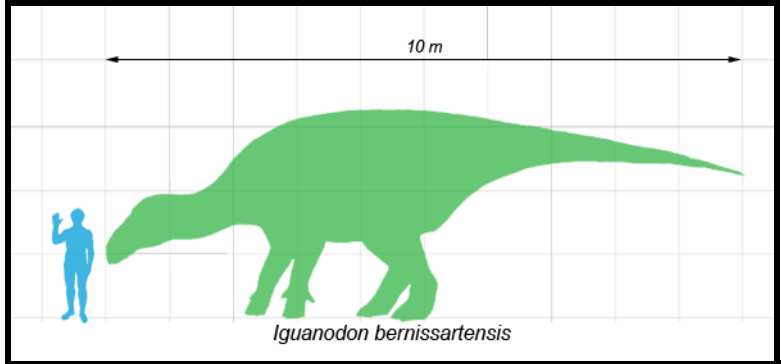


Iguanodon



Iguanodon (Iguanodon species)

Herd Dinosaurs			
Iguanodon			
Herd	0(1d68)		
Company	Other herds		
Terrain	Jungle, Forest, Swamp		
Basic Era	Late Cretaceous to Late Jurassic		
	Bull	Cow	Young
ST/CO	19	19	14
IN/WI	3	3	2
DX	13	13	10
CH	11	11	10
AC	5	5	6
AV	5	4	2
HD	12	12	4-12
HP	24d4+12	12d8	1d4/HD
MV	120'(40')	120'(40')	120'(40')
THACO	12	12	5
Attacks	1 Tail club		
Damage	2d12	2d12	1d8
Body Weight	5 tons	4.5 tons	0.5 to 2 tons
Size	13'-15'	12'-14'	2'-8'
SV	F7	F7	F2
ML	6	6	5
XP	350	350	HD



Iguanodon is a genus of ornithomimid dinosaur that lived roughly halfway between the first of the swift bipedal hypsilophodontids and the ornithomimids' culmination in the duck-billed dinosaurs. Many species of Iguanodon have been named, dating from the Kimmeridgian age of the Late Jurassic Period to the Cenomanian age of the Late Cretaceous Period. Iguanodon's most distinctive features were its large thumb spikes, which were possibly used for defence against predators. These were migrating creatures following the seasonal trends



and roams with the great herds.

Main predator; Carnosaur. Dragon



Dinosaur, Carnosaur

Dinosaur, Herd	
Type;	Prehistoric Animal
Climate/Terrain;	All but the most inhospitable climates Open, Light woods mostly
Basic Era	as given
Frequency;	Common
Organization;	Solitary, Pair, Group
Activity Cycle;	Variable, mostly day
Diet;	Carnivore, Scavenger
AL	Neutral
NA	0 (1d10)
Size;	By species
ST	17-27
IN/WI	2-8
DX	9
CO	9
CH	9
Languages;	0
Spellcaster limits;	non magic
HD;	as given
HP;	Males; 2d4+1/HD Females; 1d8/HD Young; 1d4/HD
Load;	Only given if can be tamed
BM;	Only given if can be tamed
TT;	Nil, or by load.



All but the most inhospitable climates will feature at least one species. Open, Light Woods, mostly.

These animals lived on the whole world before becoming extinct. When they became extinct due to celestial disasters, evolutionary changes, disease and radiation, and deprivation of vegetation and thus the primary food supply, the immortals took small groups and placed them in the Hollow World, if they had not wandered in by themselves already. The immortals transported a number into the hollow world where they still live and prosper. Some are magically revived by experiments from the different mages. The Alphatians were notary for this.

Some survived on the Outer World on enclosed islands (the Isle of Dread in the Sea of Dread is best Known).

Dinosaurs did not waddle like crocodiles, but moved upright like birds or elephants. Many were probably graceful in movement. Their tails did not drag on the ground, but were held out level in the air behind them.

Dinosaurs are in this no different than today's animals. They form sometimes-great herds, as in number the individual is more protected. Dinosaurs lived primarily from the Carboon era to the late Cretaceous. Many dinosaurs are very stupid (Intelligence 0-3), and can easily be fooled. Carnivores are usually more intelligent, ferocious and voracious; they will pursue anything that looks or smells edible. Their senses are keen, and very little escapes their attention. They may wade in water in pursuit of prey, but can't swim. They often follow herds of herbivorous dinosaurs, but are always on the lookout for small edible items such as human-sized animals.

In the real world it is rumored that a specific kind of Velociraptor had a brain mass and intricately windings that proof it had an intelligence equal to that of a primate (up to 8). It could easily have evolved into an intelligent humanoid. In the D&D world of Mystara this did actually happen, and these creatures became the Lizardmen and troglodytes. Herbivores, however, tend to ignore all non-eatable things which do not appear to threaten them, and flee in panic from anything which they view as dangerous, although certain types (e.g. ankylosaurus) can be very aggressive if cornered. Herd-living herbivores are listed under Animal Herd. This set of monster statistics represents most wild Carnosaurs. All but the most inhospitable climates in the world will feature at least one type of beast, as they live in all climates and terrain, from freezing tundra to temperate hills to tropical plains, but are more prominent in the warmer climates.

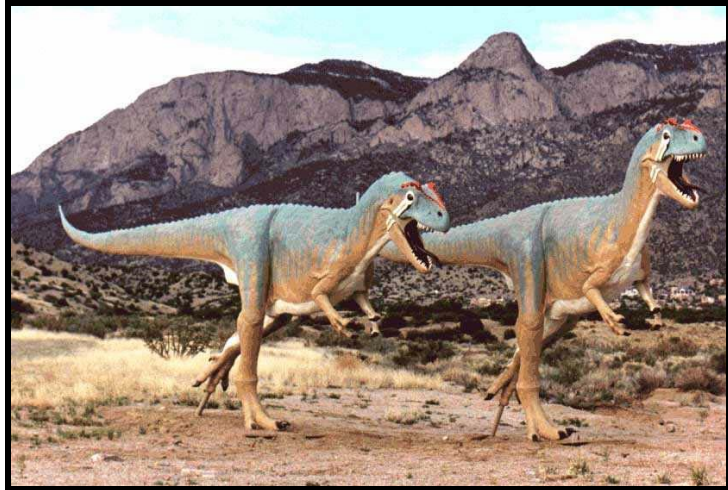
Some very large carnivores can swallow size S or M prey whole on a successful Hit roll of 18 or better. Those who survive the initial biting damage may attack from the inside, but the exposed portions of the innards are well protected (these beasts are adapted to swallowing things whole), and the position of the swallowed individual is distinctly awkward, so that the carnivore has the same effective armor class inside as it has outside. The situation gets worse as time goes on. There is a cumulative penalty of -1 to hit for each round spent inside. In addition, all archosaurs (see below), nothosaurs, plesiosaurs, and pliosaurus have a gizzard, which serves to pulverize food before it enters the stomach. The gizzard is hard and muscular, and contains rocks, just like a bird's gizzard. It inflicts damage equal to a bite on each round following ingestion, with no Hit roll required. The swallowed individual dies in six rounds from suffocation regardless of other factors, but the body can be recovered (more or less whole) for 1d3 hours thereafter unless the carnivore has a gizzard. If the victim manages to inflict damage for more than one round in a row, the carnivore spits it back up again and can bite again at +4 to hit while the prey is still recovering from being regurgitated.

IMPORTANT NOTE; Recent development revealed that most dinosaurs had feathers instead of reptile-like scales, and this presumes that the creatures were warm-blooded, and thus possible to stay active in cooler regions, or even in winter. The creatures were due to this also very active, and could call upon rapid energies for hyperspeedsprints (2 rounds at most) or normal sprints. Keep this in mind when viewing the pictures of reptile-like creatures, they probably had feathers instead.

All Carnosaurs had medium to low senses.

Allosaurus (A. fragilis, A. tendagurensis, A. europaeous, Epatarius amplexus)

Carnosaur	Allosaurus	
	(Outer World)	(Hollow World)
NA	1d2	0(104)
Company	Often following migrating Herds	
Terrain	Forest, Jungle, Plains	
Basic era	Late Jurassic	
ST	16	17
IN/WI	3-5	4-6
DX	9	10
CO	9	11
CH	8	8
AC	7	7
AV	1	2
HD	13*	16*
HP	13d8	16d8
MV	150'(50')	210'(70')
Sprint (1d10r)	180'(60')	210'(70')
Hypersprint	300'/100'	300'/100'
THACO	9	7
Attacks	1 Bite	
Damage	4d8	3d8
Attacks	1 Claw	2 Claws
Damage	2d8	2d8 each
Special Attacks	Pin	Pin
Body Weight	2d12X100 +12000LBS	1d20X100 +13000LBS
SV	F7	F16
ML	9	10
XP	1350	2300
It	v	nil

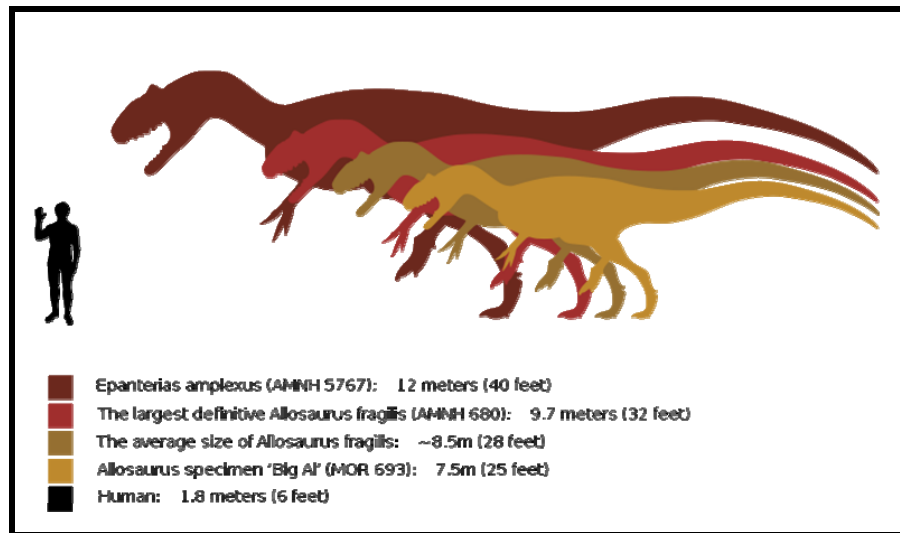


The Allosaurus is a Carnosaur (a flesh-eating Dinosaur). It walks upright on its large hind legs, and has short, not –especially-formidable forelimbs bearing three claws. It stands almost 15 feet tall, and 30' long, and weighs several tons, yet it is very fast moving. Those remaining on the Outer World in lost world areas have degenerated and are weaker. It can take a sprint of 2 rounds for 300' (100'). They either use the normal sprint or a hypersprint, they can't use either form of sprint after another without resting 1T or normal speed 2T.

The Allosaurus can attack by biting with its large jaws, which are lined with dagger-like teeth, but it prefers the Pin, followed by rending the prey with the claw of its free foot, the front claws are only used initially to claw itself in the target. The Allosaurus makes the pin attempt against the target's AC. On a successful hit, the target must make a save vs. Paralysis; if he succeeds, the hit does normal claw damage. But if he fails, the attack does him automatic normal claw damage and throws him to the ground, pinning him there (like wrestling). On each subsequent round, he must save again to get free (now at -4); if he fails he remains pinned. While pinned the Allosaur bites the prey as if it is prone. It usually targets the neck and breast or back area first (to rapidly incapacitate the prey). While pinned, the prey can't cast magic or wield weapons (natural attacks, magical rings, and such are possible only when already worn or handed). It is usually found in lowland hills and plains.

Leaping/Dropping:

Both the Velociraptor and the Deinonychus attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds. This save must of course be made by each successful attack. As the beasts are used to their attack, they can initially jump on a human-sized target with no more than 7 animals; yet, can attack a prone target with no more than 10 animals. Usually a single animal will remain on the prey to keep it down. A pinned (prone) prey must save TS each round to free itself.



Main predator; Carnosaur. Dragon Main Prey; any prey 2' up to 12'

Deinonychus (Deinonychus antirrhopus)

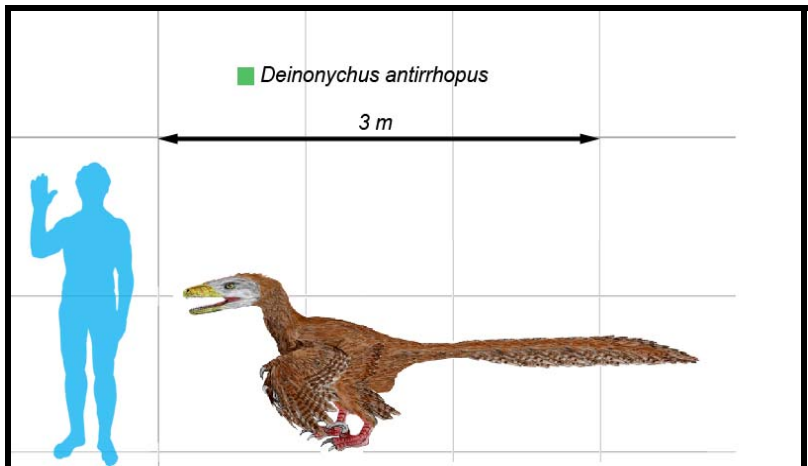
Carnosaurs	Deinonychus
NA	1d6
Company	na
Terrain	Subtropical/Tropical any land
Basic Era	Early Cretaceous
ST	13
IN/WI	5-8
DX	17
CO	11
CH	12
AC	6
AV	2
HD	6
HP	6d8
MV	120'(40')
Load	na
Sprint (1d10r)	180'(60')
Hypersprint 2r	330'/110'
THACO	14
Attacks	2 Foreclaws
Damage	1d4 each
Attacks	1 Bite
Damage	1d8
Attacks	2 rear claws
Damage	2d6 each
Special Attacks	Ambush
Body Weight	1d20X200 +190LBS
Size	8'-11' long
SV	F3
ML	10
XP	175

This feathered vicious carnosaur is deadly, similar and related to the Velociraptor, but much larger. It lives in packs and hunts with great cunning. They move with blinding speed, and can travel at 330'(110') for two rounds, then must slow down to 120'(60') their normal speed. They either use the normal sprint or a hypersprint, they can't use either form of sprint after another without resting 1T or normal speed 2T. It holds nothing back when it attacks. It uses its bite, both front paws, and a ripping sickle claw on each back leg. This carnosaur is as intelligent as an ape, and uses its cunning in hunting to set up feints, lures, and surrounding tactics (it excels at ambushes, surprising 1-3 at 6).

Leaping/Dropping:

Both the Velociraptor and the Deinonychus attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds. This save must of course be made by each successful attack. As the beasts are used to their attack, they can initially jump on a human-sized target with no more than 7 animals; yet, can attack a prone target with no more than 10 animals. Usually a single animal will remain on the prey to keep it down. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur. Dragon Main Prey; any prey 5" up to 9'



Velociraptor (Deinonychus Velociraptor)

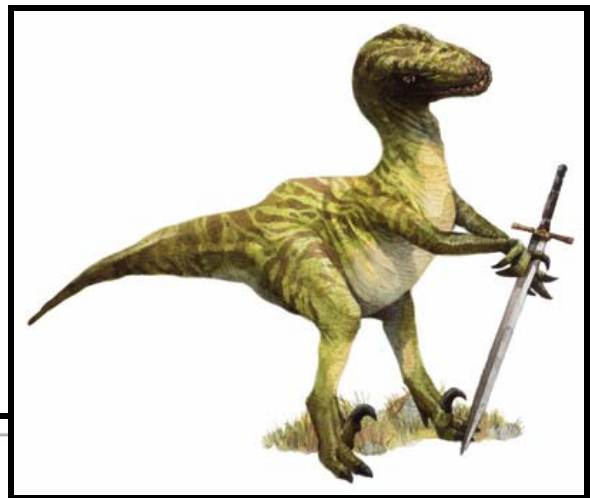
Carnosaurs	Deinonychus
NA	1d6
Company	na
Terrain	Subtropical/Tropical any land
Basic Era	Late Cretaceous
ST	9
IN/WI	6-9
DX	19
CO	14
CH	13
AC	6
AV	2
HD	6
HP	6d8
MV	120'(40')
Load	na
Sprint (1d10r)	180'(60')
Hypersprint 2r	450'/150'
THACO	14
Attacks	2 Foreclaws
Damage	1d4 each
Attacks	1 Bite
Damage	1d8
Attacks	2 rear claws
Damage	2d6 each
Special Attacks	Ambush
Body Weight	1d20X200 +190LBS
Size	6'-8'long
SV	F3
ML	10
XP	175



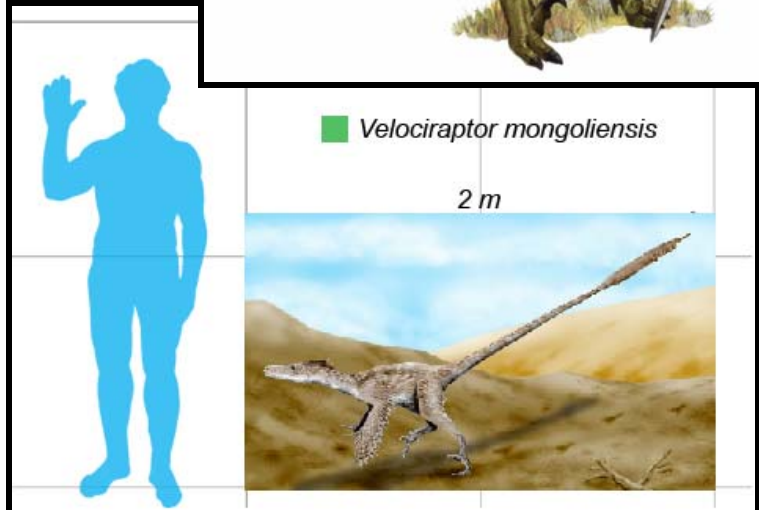
This feathered (in contradiction to most illustrations like here) vicious carnosaur is deadly. It lives in packs and hunts with great cunning. They move with blinding speed, and can travel at 450'(150') for three rounds, then must slow down to 180'(90') their normal speed. They either use the normal sprint or a hypersprint, they can't use either form of sprint after another without resting 1T or normal speed 2T. It holds nothing back when it attacks. It uses its bite, both front paws, and a ripping sickle claw on each back leg. This carnosaur is as intelligent as an ape (IQ 75=IN6-9), and uses its cunning in hunting to set up feints, lures, and surrounding tactics (it excels at ambushes, surprising 1 to 3 at 6.



Leaping/Dropping:
Both the Velociraptor and the Deinonychus attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds. This save



must of course be made by each successful attack. As the beasts are used to their attack, they can initially jump on a human-sized target with no more than 7 animals; yet, can attack a prone target with no more than 10 animals. Usually a single animal will remain on the prey to keep it down. A pinned (prone) prey must save TS each round to free itself. Main predator; Carnosaur. Dragon Main Prey; any prey 4" up to 12'



Troodon (Troodon formosus, T. inequalis)

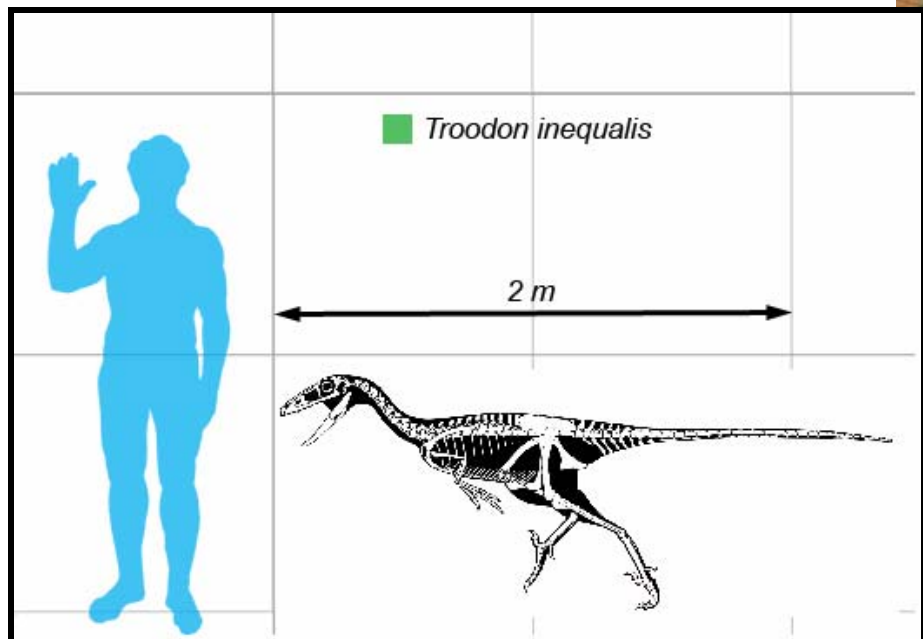
Carnosaurs	Troodon
NA	1d10 (3d20)
Company	na
Terrain	Subtropical/Tropical any land
Basic Era	Late Cretaceous
ST	9
IN/WI	10-15
DX	17
CO	13
CH	10
AC	6
AV	1
HD	3
HP	3d8
MV	120'(40')
Load	na
Sprint (1d10r)	180'(60')
Hypersprint 2r	450'/150'
THACO	14
Attacks	2 Foreclaws
Damage	1d3 each
Attacks	1 Bite
Damage	1d6
Attacks	2 rear claws
Damage	2d3 each
Special Attacks	Ambush
Body Weight	50-60 LBS
Size	7-9' long, 2-3' high
SV	F1
ML	9
XP	75



Troodon is a genus of relatively small, bird-like dinosaur from the Late Cretaceous period. Its name is Greek for "wounding tooth", referring to the dinosaur's teeth, which are different from those of most other theropods. The teeth bear prominent,

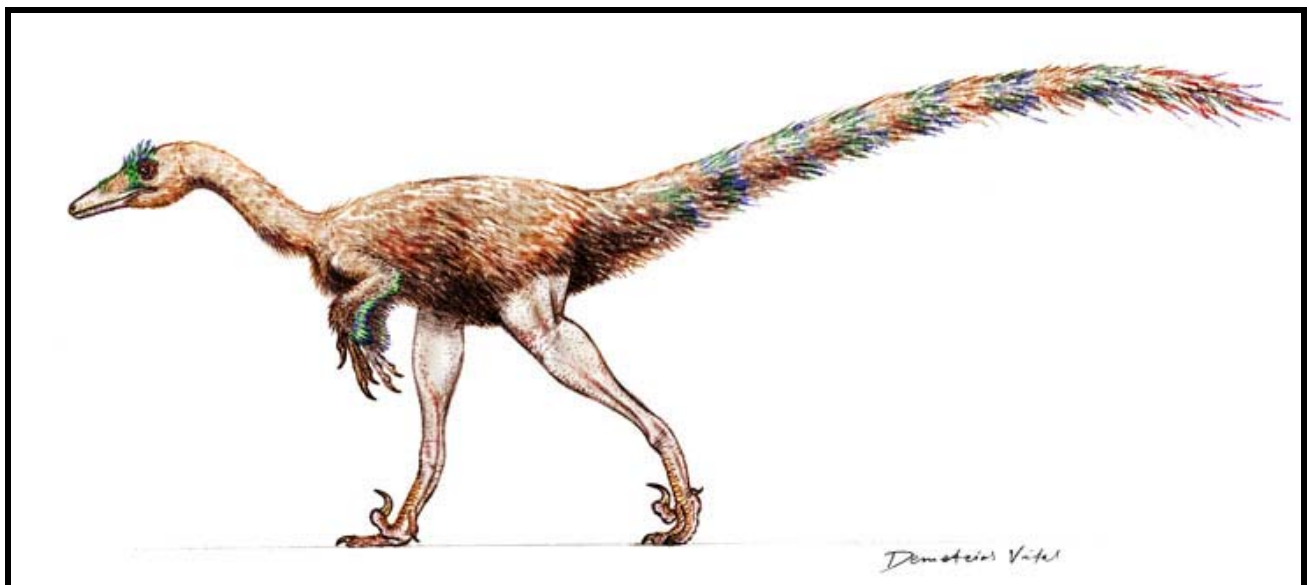
apically oriented serrations. These "wounding" serrations, however, are morphometrically more similar to those of herbivorous reptiles, and suggest a possibly omnivorous diet.

Troodon was a small dinosaur, around 7 to 9 ft) in length, and weighing on the order of 50 kilograms (110 lb). It was comparable in size to Deinonychus. Troodon is the largest known troodontid. It had very long, slender hind limbs, suggesting that the animal was able to run quickly. It had large, retractable sickle-shaped claws on its second toes, which were raised off of the ground, when running. Its eyes were large (perhaps suggesting a partially nocturnal lifestyle), and slightly forward facing, giving Troodon some degree of depth perception. Their light skulls contained a capsule similar to those found in ostrich dinosaurs. Troodon had one of the largest known brains of any dinosaur, relative to its body mass.





This feathered (in contradiction to most illustrations like here) vicious carnosaur is deadly. It lived in packs and hunted with great cunning. They move with blinding speed, and can travel at 450'(150') for three rounds, then must slow down to 180'(90') their normal speed. They either use the normal sprint or a hypersprint, they can't use either form of sprint after another without resting 1T or normal speed 2T. It holds nothing back when it attacks. It uses its bite, both front paws, and a ripping sickle claw on each back leg. This carnosaur was as intelligent as an human (IQ 100=IN 10-15), and uses its cunning in hunting to set up feints, lures, and surrounding tactics (it excels at ambushes, surprising 1 to 3 at 6.



Combat

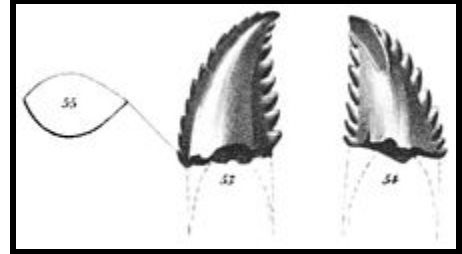
Leaping/Dropping:

Both the Velociraptor and the Deinonychus attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds. This save must of course be made by each successful attack. As the beasts are used to their attack, they can initially jump on a human-sized target with no more than 7 animals; yet, can attack a prone target with no more than 10 animals. Usually a single animal will remain on the prey to keep it down. A pinned (prone) prey must save TS each round to free itself.

Troodon is thought to have been a predator like other theropods. This view is supported by its sickle claw on the foot and apparently good binocular vision.

Troodon teeth, however, are different from most other theropods. One comparative study of the teeth and jaw suggests that *Troodon* could have been an omnivore. The jaws met in a broad, U-shaped symphysis similar to that of an iguana, a lizard species adapted to a plant-eating lifestyle. Additionally, the teeth of *Troodon* bore large serrations each of which is called a denticle. There are pits at the intersections of the denticles, and the points of the denticles point towards the tip, or apex, of each tooth. The teeth show wear facets on their sides. These characteristics used to support a predatory habit for *Troodon* - the grasping hands, large brain and stereoscopic vision, are all characteristics shared with the herbivorous/omnivorous primates and omnivorous raccoon.

Age determination studies performed on the fossilized remains of *Troodon* using growth ring counts suggest that this dinosaur reached its adult size probably in 3-5 years.



Habitat/Society



Troodon nests were built from sediments, they were dish shaped, about 100 cm in internal diameter, and with a pronounced raised rim encircling the eggs. The more complete nests had between 16 and 24 eggs (each 50 cm for a 500 cm adult.. The eggs were shaped like elongated teardrops, with the more tapered ends pointed downwards and imbedded about halfway in the sediment. The eggs are pitched at an angle so that, on average, the upper half is closer to the center of the nest. There is no evidence that plant matter was present in the nest. The adult might lay a pair of eggs every one or two days, and then ensured simultaneous hatching by delaying brooding until all eggs were laid. The young dispersed from the nest after hatching dispersed like hatchling crocodiles. *Troodon* females likely did not brood eggs, but the males did.

Ecology

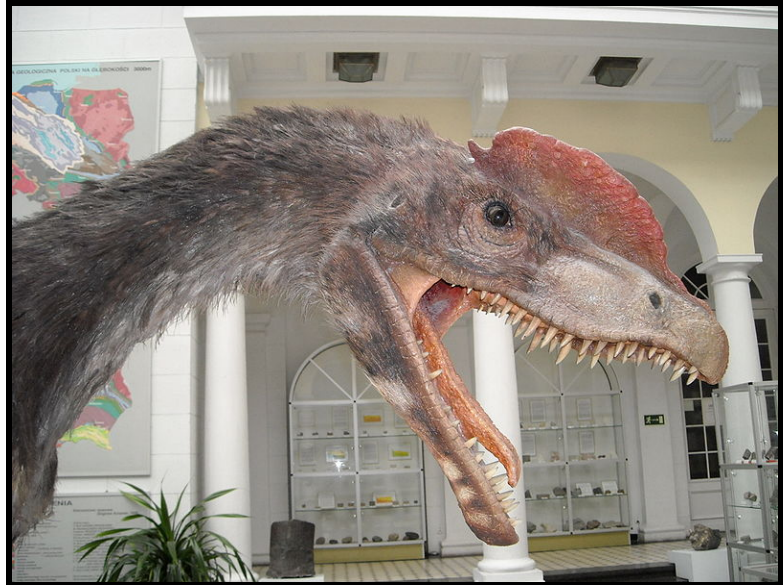
Troodons were the Ancestors of the early Carnifex (see under Humanoids). This initially small humanoid (2 feet to 3 feet tall), became for a long time the dominant species on Mystara, This stopped under influence of the immortals, when they almost surpassed the natural barriers of magic to their species.

Main predator; Carnosaur.
Dragon Main Prey; any prey
4' up to 12'

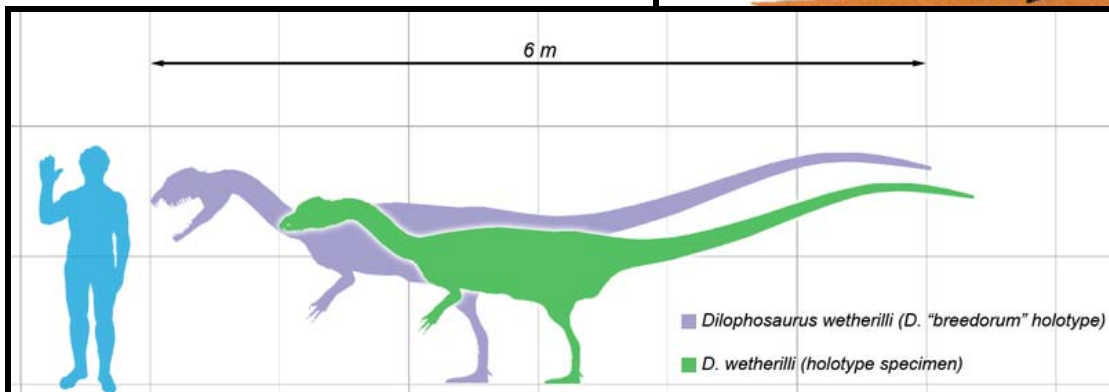
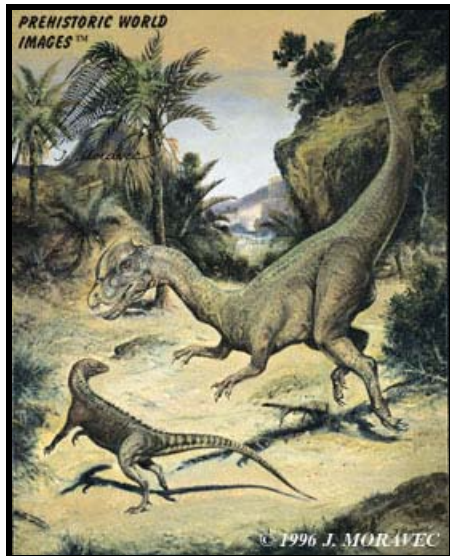


Dilophosaurus (Dilophosaurus species)

Carnosaur	Dilophosaurus
NA	102
Company	Often following migrating Herds
Terrain	Forest, Jungle, Plains
Basic era	Early Jurassic
ST	16
IN?WI	5-8
DX	15
CO	12
CH	13
AC	5
AV	3
HD	2
HP	2d8
MV	120'(40')
Sprint (1d10r)	180'(60')
THACO	18
Attacks	1 Bite
Damage	1d4
Special Attacks	Poison
Body Weight	4000cn
Size	18'-22'long
SV	F 1
ML	10
XP	25

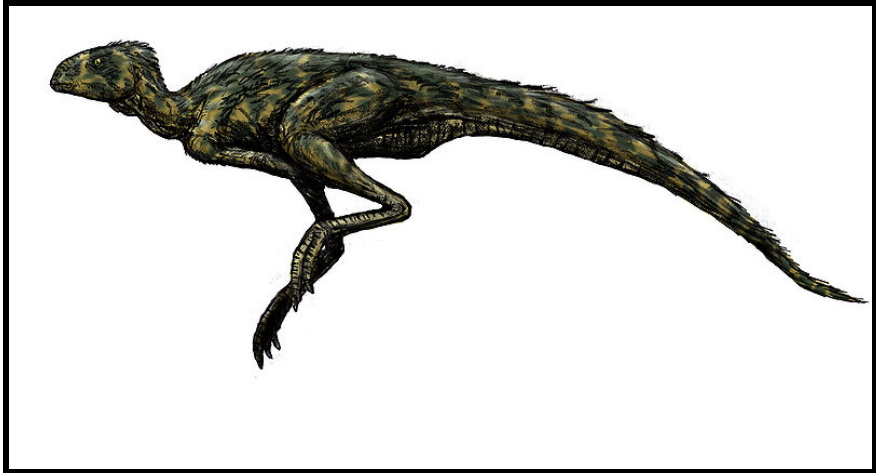


This carnivore was a carnosaur with a pair of semicircular bony crests on the top of its skull. Armed with tiny claws and weak jaws, Dilophosaurus seems to be a poor predator. However, this carnosaur has poison glands in its jaws; a bitten victim must save vs. poison or take 10 hp/round damage for 2-8 rounds (a successful save results in the loss of only 5 hp/round for 1-4 rounds). Dilophosaurus can also spit this poison up to 20', but this lessens its effectiveness. Failure to save against this spitting attack causes 5 hp/round damage for 2d4 rounds to the victim (2 hp/round for 1d4 rounds if the save is made) and blindness if a second save vs. breath weapons is failed. If the poison is washed off, the damage stops at once, but this must occur within two rounds. In any event, the blindness lasts for 1d4+1 hours. Dilophosaurus prefers to attack by first spitting poison, then mauling the blinded victim. It hunts in small groups of 1d6+3 adults. Main predator; Carnosaur. Dragon Main Prey; any prey 1' up to 12'



Pisanosaurus (Pisanosaurus mertii)

Carnosaur small	Pisanosaurus
NA	408
Company	nil
Terrain	Forest, Jungle
Basic Era	Late Triassic
ST	13
IN	4-6
DX	15
CO	12
CH	14
AC	7
AV	1
HD	4
HP	4d8
MV	120'(40')
Sprint (1d10r)	180'(60')
Hypersprint	300'/100'
THACO	18
Attacks	1 bite
Damage	1d2
Special Attacks	Jump 10'
Body Weight	2000cn =1d10x10cn
Size	4' bng
SV	NM
ML	10
XP	10



This small feathered Carnosaur is about 4' long. Like its relative the Allosaurus, it runs on its hind legs. A single Pisanosaurus is no match for a trained adventurer, but a whole pack of the can be pretty dangerous. Their primary attack is Jumping from surprise up to 10' away) amass on the target. Their front claws give no damage, they are used in the attack to balance or keep the prey down. It can take a sprint of 2 rounds for 300' (100').

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds. This save must of course be made by each successful attack. As the beasts are used to their attack, they can initially jump on a human-sized target with no more than 7 animals; yet, can attack a prone target with no more than 10 animals. Usually a single animal will remain on the prey to keep it down. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur. Dragon Main Prey; any prey 1' up to 4'



Thumper-Lizard (Allosaurus Tyrannii)

Carnosaur small	Thumper Lizard
NA	1d4+1
Company	Nil
Terrain	Forest, Jungle
Basic Era	Late Cretaceous
ST	17
IN/WI	4-6
DX	13
CO	14
CH	10
AC	5
AV	1
HD	6
HP	6d8
MV	150'(50')
Sprint (1d10r)	180'(60')
Hypersprint 2r	300'/100'
THACO	19
Attacks	2 Claws
Damage	1d2 each
Attacks	or 1 bite
Damage	1d4
Special Attacks	nil
Body Weight	2500cn +2d10X10cn
Size	3'tall
SV	NM
ML	5
XP	10
It	nil

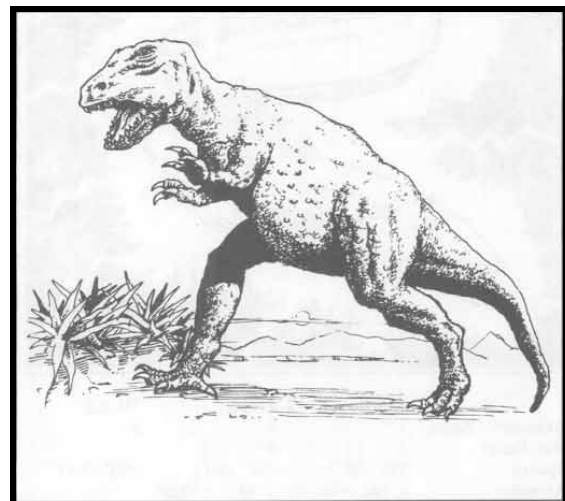


The Thumper lizard is a small breed of two-legged carnosaur, looking exactly like a miniature T-Rex. It is common to many secluded jungles or forests in the Hollow World, particularly the Kubitt valley. By human standards, it is a menace only to the young and very weak, but this animal is pretty terrifying for smaller creatures. It stands 3' tall (thus twice as tall as a Kubitt), and has a nasty bite. Its prey includes all the small animals, Kubitts included. It warns its fellows of danger or prey by thumping its tail against the ground, hence its name. Therefor initially only 1 or two animals will be encountered, but in 1d4 rounds the rest will be coming. It can take a sprint of 2 rounds for 300' (100').

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. If the animal hits, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds. This save must of course be made by each successful attack. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur. Dragon Main Prey; any prey 2" up to 3'

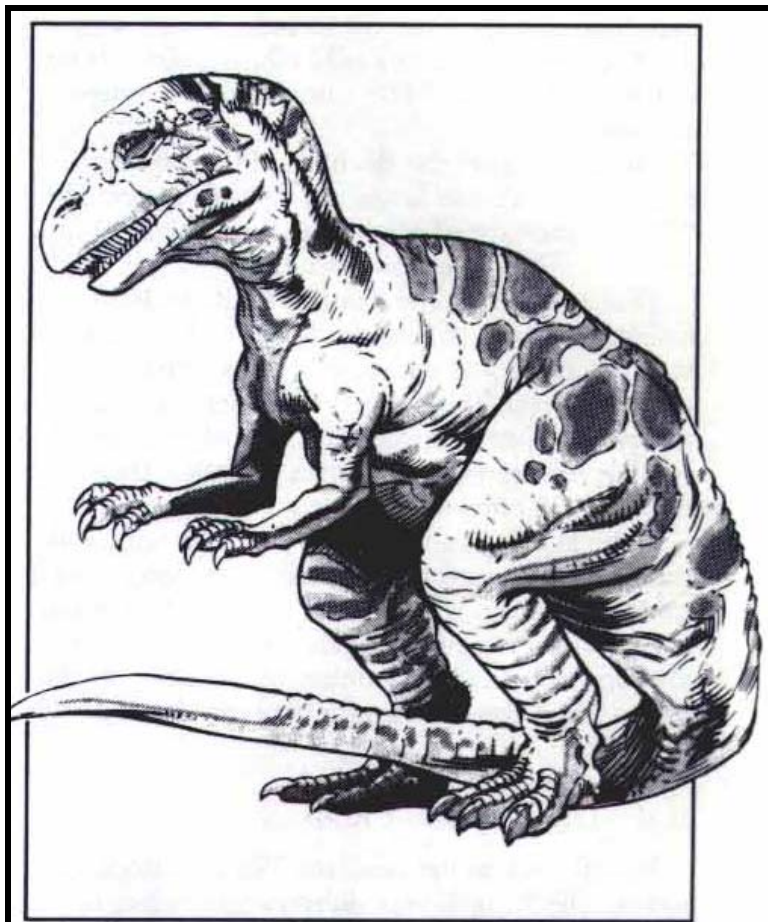


Megalosaurus (Megalosaurus bucklandii & M. hesperis)

Carnosaurs	Megalosaurus
NA	1d2
Company	nil
Terrain	Hills, Plains
Basic Era	Middle Jurassic
ST	27
IN/WI	4-6
DX	12
CO	18
CH	10
AC	5
AV	3
HD	20
HP	20d8
MV	120'(40')
Load	na
Sprint (1d10)	180'(60')
Hypersprint 2r	240'/80'
THACO	6
Attacks	1 Bite
Damage	6d6
Special Attacks	Jump
Body Weight	40 tons
Size	30' long
SV	F10
ML	11
XP	2000



This larger variant of the Carnosaurs preys mostly only on the larger dinosaurs. The



creature is rare and really huge. It was more a scavenger than a hunter, and it was this that led it to its demise. It has, unlike the other two-legged Carnosaurs, a good front claw use. It mostly jumps on its prey (human sized and smaller creatures will normally not be attack in a jumping style, unless they walk close together (resembling a single prey)). Its eye sight is mediocre, as its hearing, it attacks solely by scent. Creatures masking its scent by flowers, dirt, magic, or faeces will thus not be attacked unless they attack the animal. It can take a sprint of 2 rounds for 240' (80').

Leaping/Dropping:

This predator attacks their prey from ambush, closing the distance by leaping on the prey. If the animal hits, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds, and crushed for 1d20 damage if smaller than Ogre-size (1d8 to larger). This save must of course be made by each successful attack. As the beasts are used to their attack. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur. Dragon Main Prey; any prey 1' up to 60'

Dimetrodon (Dimetrodon species)

Carnosaurs	Dimetrodon
NA	U(106)
Company	Nil
Terrain	Hills, any Coasts
Basic Era	Middle Jurassic
ST	18
IN/WI	4-6
DX	6
CO	17
CH	10
AC	5
AV	2
HD	7
HP	7d8
MV	120'(40')
Sprint (1d10r)	180'(60')
Hypersprint 10 rounds	300'(100')
THACO	13
Attacks	1 Bite
Damage	2d8
Special Attacks	Nil
Body weight	1 ton
Size	10'long
SV	F4
ML	8
XP	250



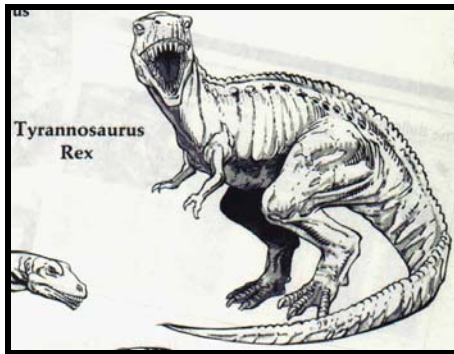
A dimetrodon is a sail-backed, meat-eating mammalian (although it is listed along the dinosaurs often), that lived in the early Mesozoic era. The "sail" is a comb of long bony spines connected by a webbing of skin. It was used to warm the blood of the creature in the sun, as the many veins on the bonespines do suspect. The Dimetrodon is about 10 feet long and weighs nearly a ton. Dimetrodons hunt most often in hills and in the drier areas of swamps. After periods of restful sunning it could hypersprint (when sufficiently warmed up) 10 rounds at an astonishing rapid speed. This acceleration was probably its way of success. In behavior it resembles more a crocodile that lives on land instead a Dinosaur. It's bark was both loud and distinctive, sounding like a truncated cross between an alligator's roar and a lion's growl. It fed upon any of the early mammals to the early dinosaurs. Main predator;(apex creature) Dragon Main Prey; any prey 1' up to 20'





T Rex (Tyrannosaurus Rex and related species)

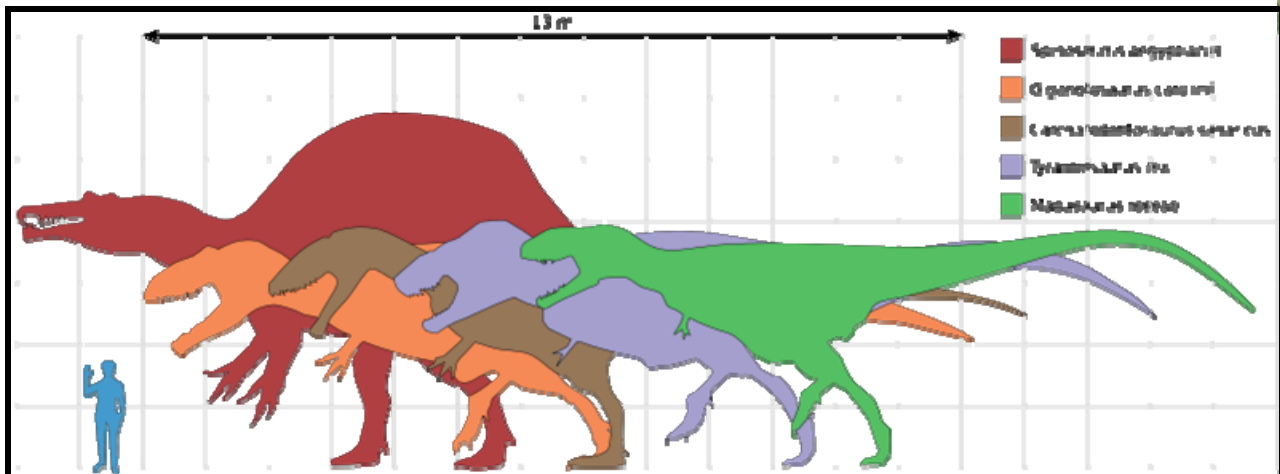
Carnosaur	Tyrannosaurus Rex
NA	1d2
Company	Often following migrating Herds
Terrain	Forest, Jungle, Plains
Basic Era	Cretaceous
ST	22
IN/WI	5-8
DX	6
CO	18
CH	6
AC	5
AV	3
HD	20
HP	20d8
MV	120'(40')
Sprint (1d10r)	180'(60')
THACO	6
Attacks	1 Bite
Damage	6d6
Special Attacks	Jump
Body Weight	40 tons
Size	40' long 18' tall
SV	F10
ML	11
XP	2000
It	nil



The "Tyrant Lizard" is the best known Carnosaur of the Hollow and Outer World. It is at least 40' long, standing upright up to 18' tall, weighing in at 8 tons. It walks on its hind legs, with its heavy tail held out as a counterbalance. Its forelimbs are small, bearing two claws each, but are next to useless in combat. However, its mighty jaws, bearing teeth up to 6" long, more make up for this deficit. When moving, the tyrannosaurus walks almost horizontally with the ground, not as upright as the Allosaurus. It is more heavily armored and can bite harder than the Allosaurus, but moves considerably slower than that dinosaur. It often jumps on its prey. It has a tremendous good scent, following prey like a dog for days. It has however bad sight, and is always careful not to be damaged too much (i.e. breaks for that would spell its doom.) it is also a scavenger. This creature had high senses, except vision which was human or even less.

Leaping/Dropping:

This predator attacks their prey from ambush, closing the distance by leaping on the prey. If the animal hits, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds, and crushed for 1d20 damage if smaller than Ogre-size (1d8 to larger). This save must of course be made by each successful attack. As the beasts are used to their attack. A pinned (prone) prey must save TS each round to free itself.



Main predator; Carnosaur, Dragon Main Prey; any prey 5' up to 60'

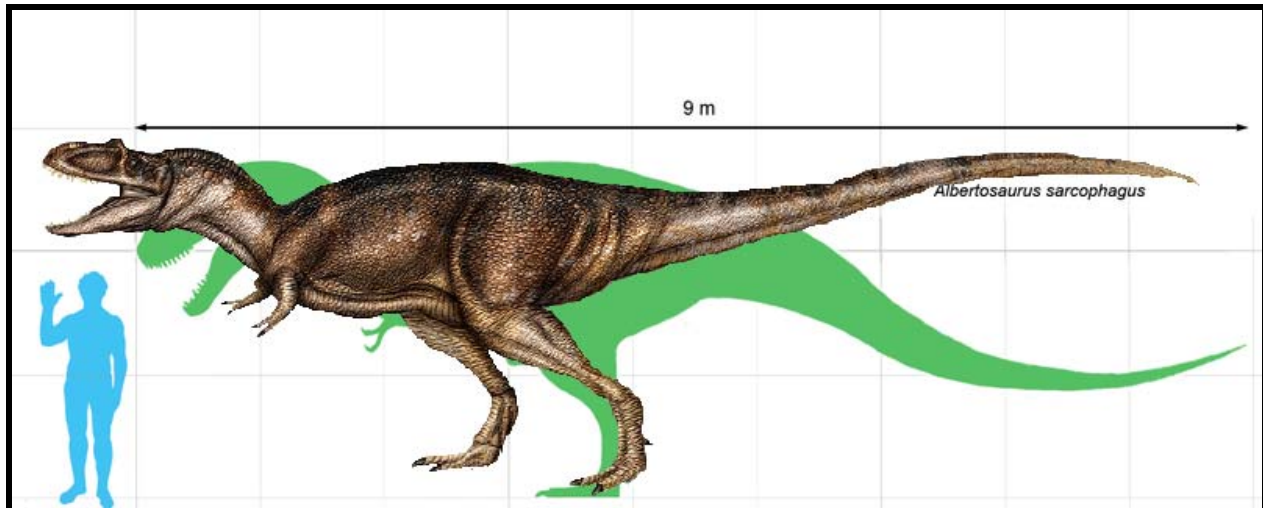
Albertasaurus (Albertasaurus sarcophagus)

Carnosaur	Albertasaurus
NA	1d2
Company	Often following migrating Herds
Terrain	Forest, Jungle, Plains
Basic Era	Cretaceous
ST	20
IN/WI	5-8
DX	6
CO	17
CH	6
AC	4
AV	3
HD	12
HP	12d8
MV	120'(40')
Sprint (1d10r)	180'(60')
THACO	8
Attacks	1 Bite
Damage	4d6
Special Attacks	Jump
Body Weight	5 tons
size;	30' long 12' tall
SV	F6
ML	11
XP	1200
It	nil



It is at least 30' long, standing upright up to 12' tall, weighing in at 5 tons. It walks on its hind legs, with its heavy tail held out as a counterbalance. Its forelimbs are small, bearing two claws each, but are next to useless in combat. However, its

mighty jaws, bearing teeth up to 3" long, more make up for this deficit. When moving, the Albertasaurus walks almost horizontally with the ground, not as upright as the Allosaurus. It is heavily armored and can bite harder than the Allosaurus, but moves considerable slower than that dinosaur. It often jumps on its prey. It has a tremendous good scent, following prey like a dog for days. It has however bad sight, and is always careful not to be damaged too much (i.e. breaks for that would spell its doom.) it is also a scavenger.



Leaping/Dropping:

This predator attacks their prey from ambush, closing the distance by leaping on the prey. If the animal hits, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds, and crushed for 1d12 damage if smaller than Ogre-size (1d8 to larger). This save must of course be made by each successful attack. As the beasts are used to their attack. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur, Dragon Main Prey; any prey 4' up to 40'

Carnatosaurus (Carnatosaurus pluvius)

Carnosaur	Carnatosaurus
NA	1d4
Company	Often following migrating Herds
Terrain	Forest, Jungle, Plains
Basic Era	Cretaceous
ST	19
IN/WI	4-6
DX	9
CO	16
CH	9
AC	6
AV	2
HD	10
HP	10d8
MV	90'(30')
Sprint (1d10r)	120'(40')
THACO	9
Attacks	1 Bite
Damage	4d6
Special Attacks	Jump
Body weight	2500 LBS
Size;	25'long 10'tall
SV	F5
ML	10
XP	1000
IT	nil



It is at least 25' long, standing upright up to 10' tall, weighing in at 2.5 tons. It walks on its hind legs, with its heavy tail held out as a counterbalance. Its forelimbs are small, bearing two claws each, but are next to useless in combat. In view it looks like a giant crossbreed between some weird chicken and a ravenous lizard. However, its mighty jaws, bearing teeth up to 2" long, more make up for this deficit.

When moving, the Carnatosaurus walks almost horizontally with the ground, like a chicken, but moves considerable slower than that most carnosaurs (probably therefore it relies primarily upon carnage) . It often jumps on its prey. It has a tremendous good scent, following prey like a dog for days. It has however bad sight, and is always careful not to be damaged too much (i.e. breaks for that would spell its doom.) it is also a scavenger.

Leaping/Dropping:

This predator attacks their prey from ambush, closing the distance by leaping on the prey. If the animal hits, the victim is knocked prone and must save vs. paralyzation or be stunned for 1d3 rounds, and crushed for 1d10 damage if smaller than Ogre-size. This save must of course be made by each successful attack. As the beasts are used to their attack. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur, Dragon Main Prey; any prey 4' up to 30'



Coelophysis (Coelophysis bauri)

Carnosaurs	Coelophysis
NA	1d6 or 4d100 dry season
Company	none
Terrain	hills/plains
Basic Era	Cretaceous
ST	19
IN/WI	4-6
DX	9
CO	16
CH	9
AC	6
AV	2
HD	6
HP	6d8
MV	180'(60')
Sprint (1d10r)	240'(70')
T HACO	14
Attacks	1 Bite
Damage	2d6
Special Attacks	Jump
Body Weight	800cn
size	3'-4' high 6'-10' long
SV	F1
ML	10
XP	175
It	Nil



Coelophysis bauri is known from a number of complete fossil skeletons. *C. bauri* was a lightly built feathered dinosaur which measured up to 10 ft in length, and which was more than a meter tall at the hips. The name *Coelophysis* means "hollow form" or "hollow process", so named because of its hollow limb bones.



Coelophysis was very slim and it probably would have been a fast runner. Despite being an early dinosaur, the evolution of the theropod body form had already advanced greatly from creatures like *Herrerasaurus* and *Eoraptor*. The torso of *Coelophysis* conforms to the basic theropod body shape, but the pectoral girdle displays some interesting special characteristics: *C. bauri* had a furcula (wishbone), the earliest known example in a dinosaur. *Coelophysis* also preserves the ancestral condition of possessing four digits on the hand (manus). It had only three functional digits, the fourth embedded in the flesh of the hand. *Coelophysis* had large eyes and good eyesight. Its neck and head were long. The tail was also long, and had an unusual structure within its interlocking

prezygapophysis of its vertebrae, which formed a semi-rigid lattice, apparently to stop the tail from moving up and down. This may have let the tail act as a rudder or counterweight when the animal was maneuvering at high speeds.

Coelophysis had a long narrow head, and its sharp, curved, jagged teeth show that it ate meat - probably the small, lizard-like animals that were found with it. It may also have hunted in packs to tackle larger prey. It is rumored to be cannibalistic.

Leaping/Dropping:

This predator attacks their prey from ambush, closing the distance by leaping on the prey. If the animal hits, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds, and crushed for 1d6 damage if smaller than human-size. This save must of course be made by each successful attack. As the beasts are used to their attack. A pinned (prone) prey must save TS each round to free itself.

Main predator; Carnosaur, Dragon Main Prey; any prey 4' up to 20'

Krugel Bounder (*Allosaurus Krugelensis*)

Carnosaurs	Bounder
NA	2d10
Company	Krugel Orc drivers
Terrain	Hills HW only
Basic Era	Late Jurassic
ST	20
IN/WI	5-7
DX	20
CO	16
CH	8
AC	5
AV	2
HD	4
HP	4d8
MV	150(50')
Load	4000/6000
Sprint (1d10)	na
THACO	16
Attacks	2 Claws
Damage	1d2 each
Attacks	1 bite
Damage	2d6
Attacks	or 2 rear claws
Damage	2 Each
Special Attacks	Jump 50'
Body Weight	1d20X100 +130LBS
Size	12 tall
SV	F2
ML	9
XP	75

The Bounder stands about 12' tall and can carry up to 4000cn of encumbrance at full movement or 6000cn at half speed. The bounder runs around on two hind legs and is capable of enormous leaps. A bounder normally travels by making mighty 50' leaps through the air. A bounder can make single leaps of up to 100' once per round. This is slower than their normal movement rate, but it allows them to cross wider crevasses. They can also jump with 4000 cn on their back, but the distances are then halved. Bounders are eminently suited to rocky, hilly terrain, and the Krugel Orcs have tamed them in order to have a mount which is effective in Kogolor Dwarf territory, in which they live.

Combat

The creature is very fast and gets a +2 on initiative. Bounders are most commonly found as mounts for the Krugel orcs. They attack with a powerful bite, and somewhat less powerful claw attacks. When a bounder makes a charge by jumping, it can follow with a full attack of beak and claws at +4 (as if victim is prone).

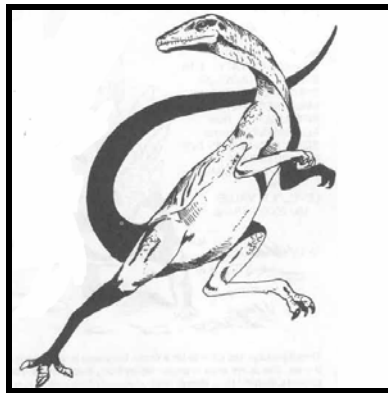
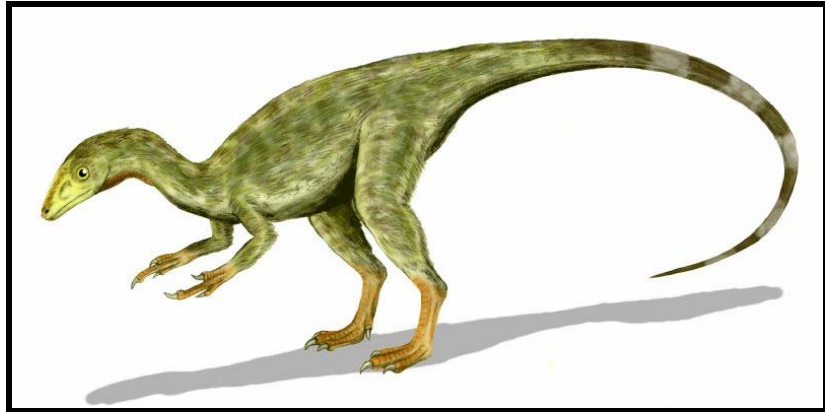
A Bounder can detect approaching enemies, sniff out hidden foes, and track by sense of smell. A bounder has a 40% bonus to all climb (CW), listen (HN), and a +4 to Jump, and survival skill checks.

Main predator; Carnosaur, Dragon Main Prey; any prey (mammals preferred) 4' up to 10'



Compsognathus (Compsognathus species)

Carnosaurs	Compsognathus
NA	2d10
Company	nil
Terrain	any
Basic Era	Late Jurassic
ST	4
IN/WI	3-4
DX	19
CO	10
CH	11
AC	5
AV	1
HD	1
HP	1d8
MV	150'(50')
Sprint (3d10r)	210'/70'
THACO	19
Attacks	1 bite
Damage	1d3
Attacks	or 2 rear claws
Damage	1d4 each
Special Attacks	infection jump 15'
Body Weight	50-90LBS
size	2'-4' long
SV	F2
ML	9
XP	1U



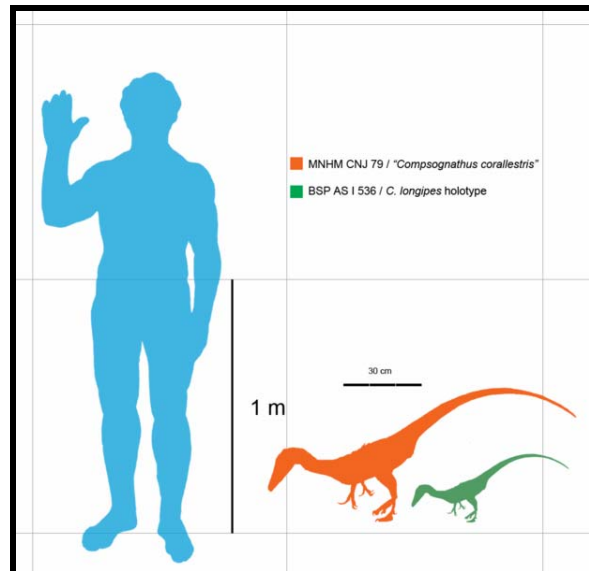
Compsognathus (was a small, bipedal, carnivorous theropod dinosaur. The animal was the size of a turkey and lived around the late Jurassic Period. Compsognathus is one of the few dinosaurs for which the diet is known with certainty: the remains of small, agile lizards are preserved in the bellies of both specimens. Teeth discovered in Portugal may be further fossil remains of the genus. It was covered in feathers and was an ancestor of the birds, like the Archaeopteryx (with which its bones are often misinterpreted to or visa-versa.it was 2 to 3 feet tall and 4 to 5 feet long. Weighing about 60 LBS. it preyed upon small lizards and insects.

Compsognathus is the only well-known small theropod. This led to comparisons with Archaeopteryx and to suggestions of a relationship with birds. In fact, The two animals share many similarities in shape, size and proportions, so many in fact that a featherless skeleton of an Archaeopteryx was for many years misidentified as a Compsognathus. Many other dinosaurs, including Deinonychus, Oviraptor and Segnosaurus, are now known to have been more closely related to birds.

Compsognathus preyed on small vertebrates, Lizards, (of the genus Bavarisaurus, which he concluded was a fast and agile runner due to its long tail and limb proportions. Thus its predator, Compsognathus, must have had sharp vision and the ability to rapidly accelerate and outrun the lizard. Compsognathus must have swallowed its prey whole. The creature was a quick, and surprisingly small dinosaur, but also quite vocal, and their chirps and twitters grow very rapid and excited when they sense (hear, see) a nearby source of food or danger. Their speeds and tiny size would make them popular familiars with prehistoric or Hollow World wizards and sorcerers. The creature rarely attacks creatures

bigger than itself, but it is not afraid of scavenging a corpse of any size. Only when it is part of a swarm (large group) that grossly outnumbers the enemy (in approximately size). The jaws of a Compsognathus contain dozens of tiny pockets that collect virulent bits of infected food. When they bite, this infected material is transferred into the victim's wound. They prefer to dart in and out at their prey, then run a safe distance away and watch as their infectious bite takes effect before moving back in for the kill. This version of infection primarily affects the strength of the creature in addition to a normal infection. Each Turn, the victim must save vs. poison or lose another strength point. The effect is similar to poison, but in reality it is an infection and thus more close to a disease. Neutralize poison and slow poison and even immunity to poison will have no effect upon the infection, but a cure disease will.. the creatures themselves are immune to their own species's bites.

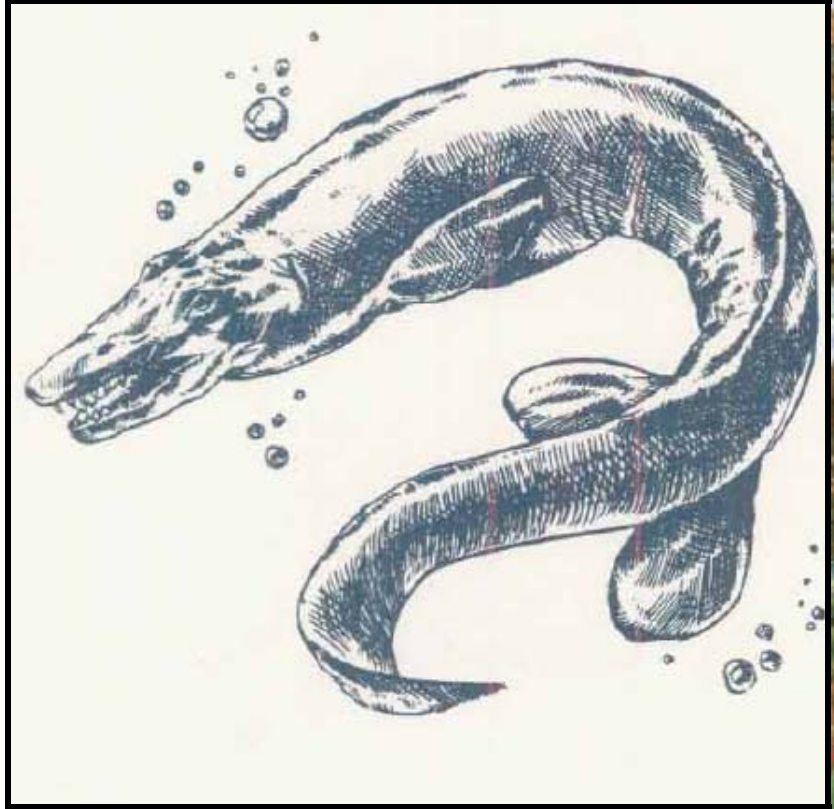
Main predator; Carnosaur, Dragon Main Prey; any prey up to 2' (sometimes en-masse bigger).



Carnosaurs, Aquatic

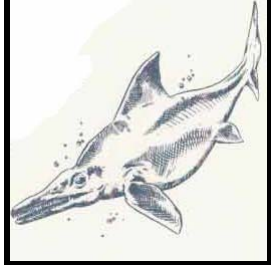
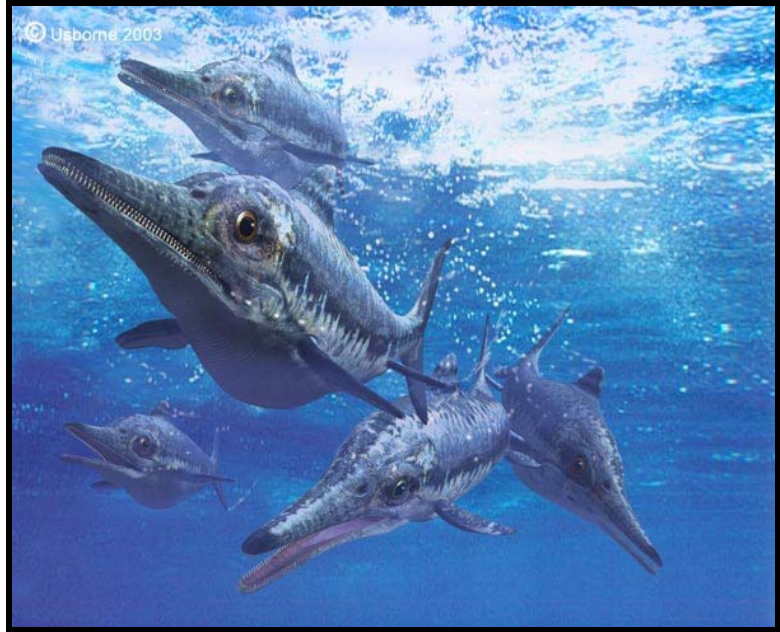
Aquatic carnososaurs, lived in many of the dinosaur eras, and primarily lived by the hunt for fish, cephalopods, squids, and sometimes even lowflying creatures. These creatures are fully adapted to the live in the water, but some species breathe by lungs (like the dolphin) and other by gills (like the fish). There were some species notable to be mentioned here; the fast swimming Ichthyosaurs which lived a live similar to the today dolphins and have developed themselves early in history (Trias) from small land-dwellers Nothosaurus; the Plesiosaurii, long-necked dinosaurs who have returned to the waters after an evolution on land and still resemble like some creatures of their era (like the Apatosaurus) and could be easily mistaken for either a Apatosaurus or even a giant snake; and the larger other Dinosaur creatures.

These creatures had **low senses**, but also had **darkvision** and sometimes an aquatic form of **tremorsense 30'**.

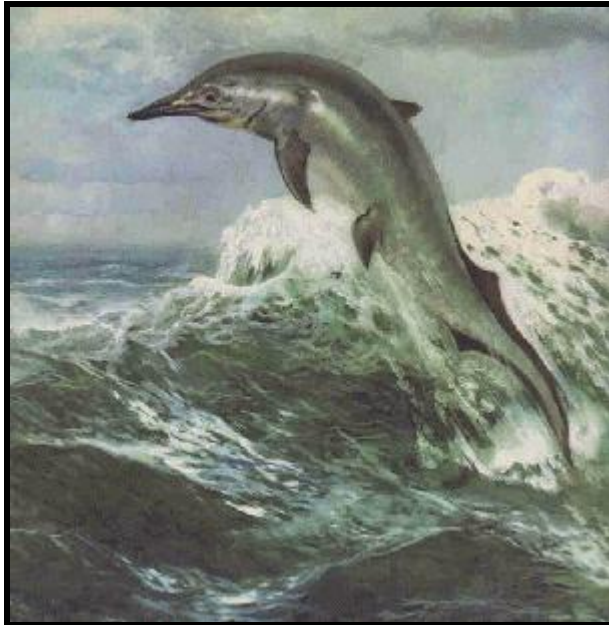


Ichthyosaurus (Ichthyosaurus species)

Aquatic Carnosaur Ichtyosaur	
	Ichtyosaurus
NA	1d4
Terrain	Ocean
Activity	Day
Basic Era	Middle Triassic to Late Jurassic
ST	17
IN	7
WI	9
DX	19
CO	12
CH	14
AC	5
AV	2
HD	10
HP	10d8
SW	240'(80')
Sprint 2d10 r	360'(120')
T HACO	10
Attacks	1 bite
Damage	2d8
Attacks	2 Flippers
Damage	1d4 each
Special Attacks	Drown
Body Weight	360-950 LBS
Size	8'-14'long
SV	F5
ML	11
XP	900



This is a sea dwelling carnosaur shaped like a shark, but with flippers near the front of its body. It has a long, tooth-filled, beak-like mouth and enormous, plate-sized eyes. It grows anywhere from 8' to 14' long. The smaller are its young or females. It eats fish, squid, and all other swimming creatures. The creature breathed by use of lungs and had to surface (often in regular jumps—see picture) at least once a Turn. In attack the creature pulled its prey below the water to drown it, their long beaks with regular teeth provided a good grip to crush shellfish and hold slippery creatures like fish and squid. These creatures were almost as intelligent as today's dolphins, but did not have sonar-like abilities, and therefore were not as communicative as the dolphin. They were viviparous (bore live young).
 Medium Senses, Echolocation 60'.
 Main predator; Carnosaur, Dragon Main Prey; any prey upto 6'



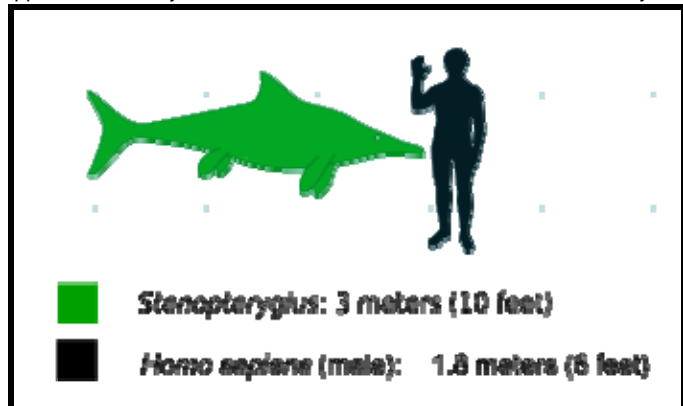
Stenopterygius (Stenopterygius species)

Aquatic Carnosaur Ichthyosaur	
Stenopterygius	
NA	1d4
Terrain	Ocean
Basic Era	Early to mid Jurassic
ST	17
IN	7
WI	9
DX	19
CO	12
CH	14
AC	5
AV	2
HD	6
HP	6d8
SW	240'(80')
Sprint 2d10 r	480'(160')
THACO	10
Attacks	1 bite
Damage	2d4
Attacks	2 Flippers
Damage	1d3 each
Special Attacks	Drown
Body Weight	600LBS
Size	10' to 20'
SV	F3
ML	10
XP	500



Stenopterygius is an extinct genus of ichthyosaur from the Early to Middle Jurassic (Toarcian - Aalenian). This is a sea-dwelling carnosaur shaped like a shark, but with flippers near the front of its body. It has a long, tooth-filled, beak-like mouth and enormous, plate-sized eyes. It grows anywhere from 10' to 20' long. The smaller are its young or females. It eats fish, squid, and all other swimming creatures. This version of Ichthyosaurus is the fastest version existing. It hunts for the fast smaller fish. This Ichthyosaurus was extremely fast, sporting speeds up to 480'(160') for several rounds. It is known to be the fastest water creature ever existing. Stenopterygius was physically similar to the better-known Ichthyosaurus, but had a smaller skull and narrower flippers. Beautifully as it was, it was also a hunter. Some safes say that

the today dolphin evolved from this creature, and long-lived between them. Others say these were two totally different creatures with only a similar appearance and behavior. Its skull was extended into a kind of a beak and was armed with a quantity of large teeth. The limbs had been transformed to fin-like structures. The tail terminated in a large, semicircular, leathery, vertical caudal fin and even a triangular dorsal fin was present. The habits of Stenopterygius were similar to those of present-day dolphins. It spent most of its life in the open sea, where it hunted fish, cephalopods and other animals. The abdominal cavity of skeletons of this ichthyosaur often contains the remains of such food. One famous fossil is that of a mother and baby that died in childbirth (ichthyosaurs were oviparous). This proved that ichthyosaur infants were born tail-first, just like cetaceans, to prevent them from drowning before fully clearing the birth canal. Medium senses, echolocation 60'. Main predator; Carnosaur, Dragon Main Prey; any prey up to 5'

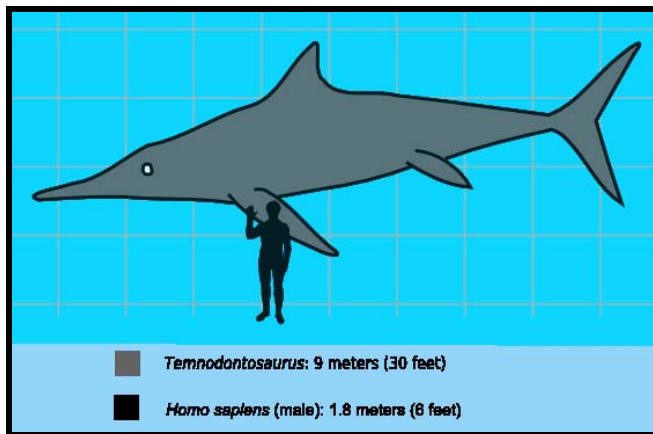


Temnodontosaurus (Temnodontosaurus species)

Aquatic Carnosaur Ichtyosaur	
Temnodontosaurus	
NA	1 (10% 2)
Terrain	Ocean
Basic Era	Early Jurassic
ST	15
IN	5
WI	6
DX	10
CO	14
CH	9
AC	4
AV	2
HD	10
HP	10d8
SW	240(60')
Sprint 2d10 r	360(120')
THACO	11
Attacks	1 bite
Damage	5d4
Attacks	Or 1 taillash
Damage	3d8
Special Attacks	frenzy
Body Weight	9 tons
Size	30'long
SV	F5
ML	7
XP	850

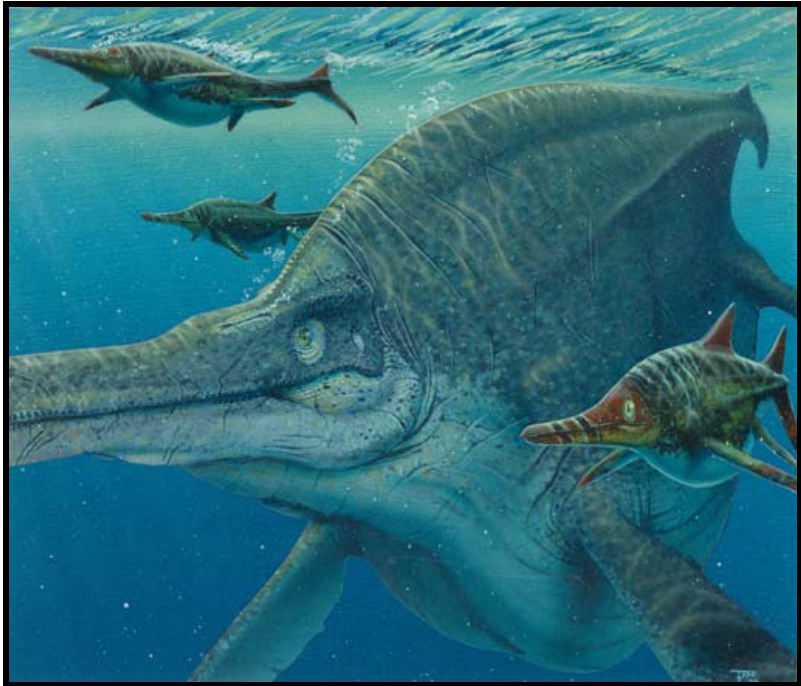


This monster is a large ichtyosaur or fish lizard. Although not a dinosaur, it thrives in the same habitat as the mosasaurus. Its young are born alive at sea, and it must come to the surface each turn to breathe. Its speed and ferocity allow it to compete fearlessly for choice prey with any creature. When in feeding frenzy, it strikes with its powerful tail, inflicting damage on anyone behind that is struck in the lashing. Low senses., **echolocation 30'**. Main predator; Carnosaur, Dragon Main Prey; any prey up to 9'

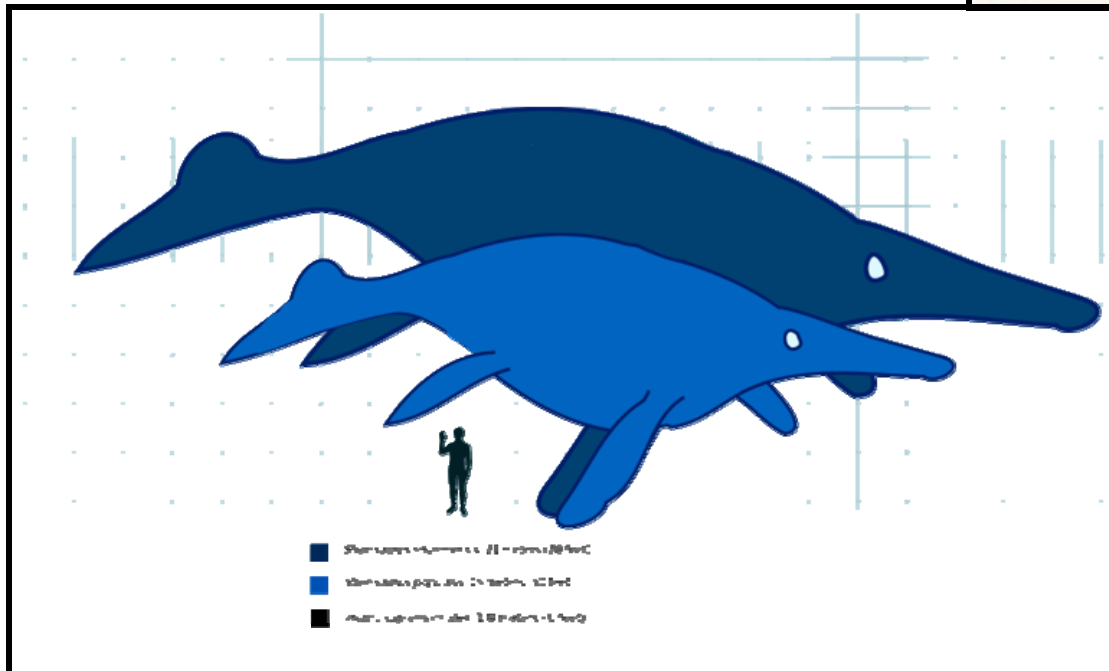
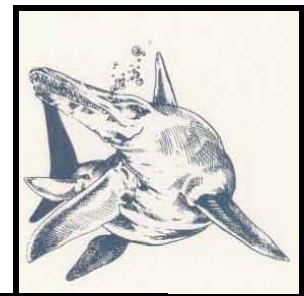


Shonisaurus (Shonisaurus species)

Aquatic Carnosaur Ichtyosaur	
Shonisaurus	
NA	1 (10% 2)
Terrain	Ocean
Basic Era	Late Triassic
ST	15
IN	5
WI	6
DX	10
CO	14
CH	9
AC	4
AV	2
HD	10
HP	10d8
SW	240(60')
THACO	11
Attacks	1 bite
Damage	5d4
Attacks	Or 1 tailash
Damage	3d8
Special Attacks	frenzy
Body Weight	6-9 tons
Size	30'-50' long
SV	F5
ML	7
XP	850

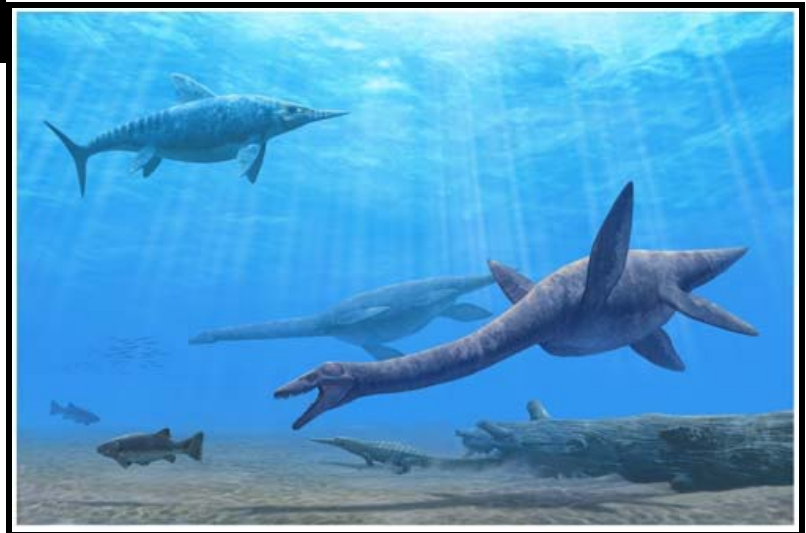


This was the giant of the ichthyosaur family, a group of marine reptiles that resembled long-snouted dolphins with vertical tail fins like a fish's. Shonisaurus had a huge guppy-shaped body with powerful elongated jaws; overall, Shonisaurus was up to 49' long. Oddly, the front and rear pairs of paddles were of equal length—an unusual feature in aquatic vertebrates. The jaws of Shonisaurus are large enough to swallow man-sized prey whole on a roll of 2 or more over the number needed to hit. All of these features suggest that *Shonisaurus* may be a relatively specialised offshoot of the main ichthyosaur evolutionary line. Low senses.
Main predator; Carnosaur, Dragon Main Prey; any prey 4' up to 20'



Plesiosaurus (Plesiosaurus species)

Aquatic Carnosaur	
Plesiosaurus	
NA	1d3
Terrain	Ocean
Basic Era	Early Jurassic-Late Cretaceous
ST	15
IN	5
WI	6
DX	10
CO	14
CH	9
AC	7
AV	2
HD	16
HP	16d8
SW	210' (70')
THACO	10
Attacks	1 Bite
Damage	4d6
Attacks	2 Flippers
Damage	2d6 each
Special Attacks	Ambush
Body Weight	15 Tons
Size	40'
SV	F8
ML	9
XP	1850



This sea-dwelling carnosaur has a heavy body with two sets of flippers (forelimbs and hind limbs) and a long neck. It grows up to 40' long, about half of which is neck and tail. It thus resembles a turtle body on a snakes neck (sans shell). Plesiosaurs dive to hunt fish, squid and aquatic dinosaurs. It usually spends most of its time at the water's warmer surface. It may rise up underneath a small vessel and tips its crew and passengers into the sea, resulting in a feeding frenzy with Plesiosaurs and Ichthyosaurs. The creature also feeds by attacking low-flying creatures by suddenly diving up from the water reaching its attacking beak up to 30' high, if it hits, it not only gives normal damage but also pulls the flyer down under water. Even if it escapes the further attacks, it will be easier to hit, floating in the water (mostly unable to reach the skies again THACO+4). It is strong and fast and highly maneuverable—it can “turn on a silver piece “ to lunge at its prey. In marine battle it can also strike with its flippers for 2d6 each. Plesiosaurs appeared at the start of the Jurassic Period and thrived until the K-T extinction, at the end of the Cretaceous Period. While they were Mesozoic diapsid reptiles that lived at the same time as dinosaurs, they were actually not dinosaurs. Plesiosaurs had a broad body and a short tail. They retained their ancestral two pairs of limbs, which evolved into large flippers. Plesiosaurs evolved from earlier, similar forms such as plesiosaurs or very early, longer-necked plesiosaurs. There are a number of families of plesiosaurs, which retain the same general appearance and are distinguished by various specific details. Plesiosaurs were probably slow swimmers. It is likely that they cruised slowly below the surface of the water, using their long flexible neck to move their head into position to snap up unwary fish or cephalopods. Their four-flippered swimming adaptation may have given them exceptional maneuverability, so that they could swiftly rotate their bodies as an aid to catching prey. Main predator; Carnosaur, Dragon Main Prey; any prey 2' up to 6'

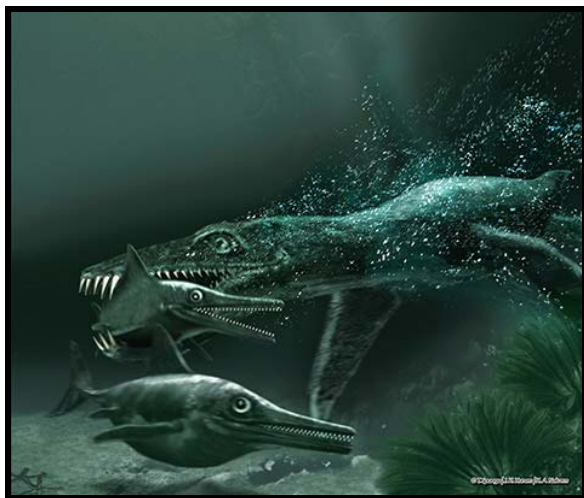
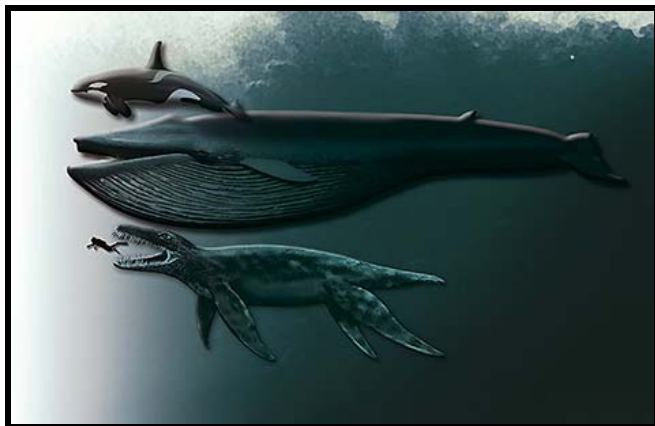
Kronosaurus (Kronosaurus species)

Aquatic Carnosaur	
Kronosaurus	
NA	1d2
Terrain	(Sub-)tropical any water
Basic Era	Early Cretaceous
ST	16
IN	4
WI	6
DX	9
CO	13
CH	7
AC	7
AV	2
HD	17
HP	17d8
SW	150(50')
THACO	5
Attacks	1 bite
Damage	7d8
Attacks	2 Flippers
Damage	1d4 each
Special Attacks	Swallow Whole
Body Weight	23 Tons
Size	42'
SV	F8
ML	10
XP	4175



This was the largest of the plesiosaur family, but it looked little like its relatives. It was about 2/3rd the size of a blue whale (the largest creature ever existing). It so was bigger than today's largest predator, the Orca, and could swallow a human whole in 1 bite.

Kronosaurus had a short, thick neck and a huge flat skull similar to that of a crocodile. At 9' long, Kronosaurus's skull was larger than that of Tyrannosaurus rex. The total length of Kronosaurus was 42', but the body was massive and thick, not elongated as in Plesiosaurus. This beast looked much like a crocodile with flippers. It fed on large fish and squid. Creatures up to man-size will be swallowed whole on a roll of four or more over what it needs to hit. It was a fierce predator, feasting upon anything bigger than 5' that moved, in or out of the water. It could jump 2/3 of its length, in or above the surface and still make a normal attack roll. Low senses. Main predator; Carnosaur, Dragon Main Prey; any prey 4' up to 30'



Tylosaurus (Tylosaurus species)

Aquatic Carnosaur	
Tylosaurus	
NA	1d2
Terrain	Ocean
Basic Era	Late Cretaceous
ST	16
IN	4
WI	6
DX	9
CO	13
CH	7
AC	7
AV	2
HD	15
HP	15d8
MV	na
SW	240'(80')
THACO	8
Attacks	1 Bite
Damage	3d8
Attacks	2 Flippers
Damage	1d4 each
Special Attacks	Lockjaw
Body Weight	1500 LBS
Size	50'long
SV	F7
ML	9
XP	1350

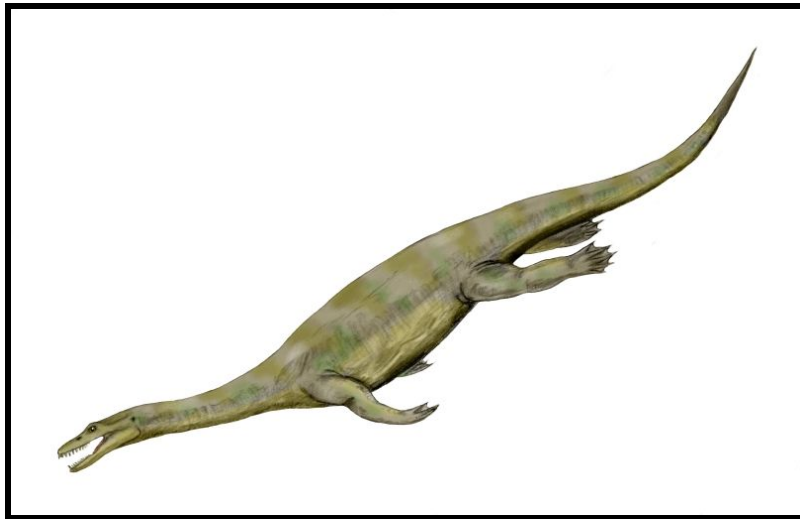


This creature is a huge, aquatic, carnivorous reptile. Its body is 50' long, and its head is capped by a high, dorsal crest. Tylosaurus can swim very swiftly, propelled by four broad fins. When the creature's bite hits, it holds on, inflicting automatic bite damage each round thereafter. The victim may attack, but with a -4 penalty to Hit Rolls. The creature fed on all that swims and is found near or above the watersurface. Even plesiosaurs are found in its diet. Low senses.
 Main predator; Carnosaur, Dragon Main Prey; any prey 4' up to 40'



Nothosaurus (Nothosaurus species)

Aquatic Carnosa	Nothosaurus
NA	1 or Gulf Aztlan 2d10
Terrain	Warm Waters Hollow World
Basic Era	Triassic
ST	16
IN	4
WI	6
DX	9
CO	13
CH	7
AC	6
AV	2
HD	7
HP	7d8
MV	30'(10')
SW	180'(60')
THACO	13
Attacks	1 Bite
Damage	5d4
Attacks	or flippers
Damage	2d6 each
Special Attacks	Drown+Frenzy
Body Weight	500-750 LBS
Size	10'-15'long
SV	F1
ML	6
XP	450



Nothosaurus was a semi-oceanic animal which probably had a lifestyle similar to that of today's seals. It was about 4 metres (13 ft), with long, webbed toes and possibly a fin on its tail. When swimming, Nothosaurus would use its tail, legs, and webbed feet to propel and steer it through the water. The skull was broad and flat, with long jaws, lined with needle teeth, it probably caught fish and other marine creatures. Nothosaurus hunted by sneaking up slowly on prey, such as shoals of small fish, then putting on a last-minute burst of speed. Once caught, few animals would be able to shake themselves

free from the mouth of Nothosaurus. In many respects its body structure resembled that of the much later plesiosaurs, but it was not as well adapted to an aquatic environment. It is thought that one branch of the nothosaurs may have evolved into plesiosaurs. There are over a dozen known species of Nothosaurus.

This voracious relative of the plesiosaurus is today found in lake Chittaloc and the warm southern rivers of Azca in the Hollow World, as well as the nearby seas, the bay of Colima, Gulf of Aztlan, Northern Atlass ocean, and so forth. It has a shorter neck and thinner body than the plesiosaurus. The Nothosaurus is a particular aggressive marine dinosaur, always seeking prey, when not sunning itself in the water surface or on shoreline rocks with its flippers used as lumbering 'feet'. It moves awkwardly on land, but rapidly in the ocean. When in frenzysm it can lash at its victim with its huge flippers, but its usual attack is its darting bite, as its long neck moves its head at great speed. Its diet consists primarily of fish, but it is also willingly to go after swimmers or even small canoes. The Gulf of Aztlan is a prime gathering area for these dinosaurs. The Nothosaurus sun themselves, like great reptilian walruses, on the shore's rocks. Azcans wisely avoid the nothosaurus whenever possible. If one seems to be particularly aggressive in seeking human prey or otherwise disrupting the rivers and lakes, a group of soldiers or adventurers will be dispatched to kill the beast. Medium senses.

Main predator; Carnosaur, Dragon Main Prey; mainly fish, chephalopds, squids up to 7'

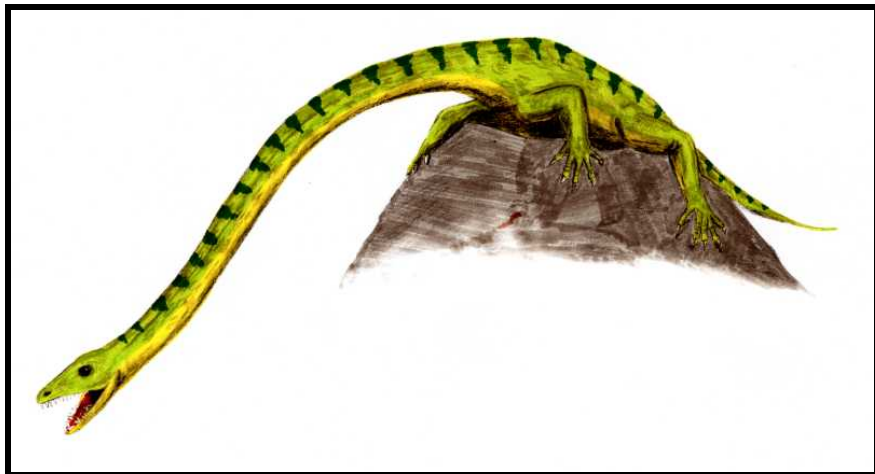


Tanystropheus (Tanystropheus species)

Aquatic Carnosaur	
NA	Tanystropheus 1 or Snake river 1d12
Terrain	
Basic Era	Middle Triassic
ST	15
IN	5
WI	9
DX	15
CO	11
CH	9
AC	7
AV	2
HD	8
HP	8d8
MV	60'(20')
SW	180'(60')
THACO	12
Attacks	1 bite
Damage	3d6
Attacks	or 1 Bump
Damage	1d6
Special Attacks	nil
Body Weight	950-1300LBS
Size	20'
SV	F4
ML	8
XP	650



This curious water-dwelling dinosaur-like creature was covered with a small fur and therefore could actually have been a mammalian creature. The tanystropheus is found occasionally in the Hollow World warm southern rivers (especially the Snake River- which is itself perhaps misnamed after the tanystropheus, some scholars speculate). It is best known as a danger of the warm, humid Acatlan Marshes. It is long and sinewy, with a snake-like body and small, webbed legs. This body is especially well suited to slithering amongst the reeds and pools of the marshes, chasing and devouring prey with swift strikes of its long neck and sharp teeth.



Tanystropheus is most often considered to have been piscivorous (or 'fish-eating'), due to the presence of a long, narrow snout sporting sharp interlocking teeth. In several young specimens, three-cusped cheek teeth are present in the jaw, which might indicate an insectivorous diet. Tanystropheus lived along the shoreline, snatching fish and other marine life from the shallows with its long neck and sharp teeth. The specimen displayed an unusual "black material" around the base of the tail, containing several calcium carbonate spherules, suggesting a quite noticeable amount of muscle behind the animal's hips. In addition to containing powerful hind limb muscles, this unusually large muscle mass would have shifted the animal's weight to its rear, stabilizing the animal as it swung and maneuvered its massive neck.

Main predator; Carnosaur, Dragon Main Prey; mainly fish, chephalopds, squids

Lake Klintest Monster (Plesiosaurus Klintestii)

Aquatic Carnosaur	Lake Klintest Monster
NA	1d2
Terrain	Deep, Large Lakes
Basic Era	Middle Triassic to today
ST	16
IN	6
WI	14
DX	16
CO	14
CH	13
AC	4
AV	2
HD	13
HP	13d8
MV	na
SW	100'(33')
THACO	9
Attacks	1 Bite
Damage	3d6
Attacks	2 Flippers
Damage	1d4 each
Special Attacks	nil
Body Weight	13 tons
Size	40'
SV	F13
ML	7 or 11
XP	1350

There really is a Lake Klintest Monster (Rockhome)—several, actually, for there are several examples of the species living in the lake. The monster (nicknamed Klinta by the local populace) is a variety of aquatic dinosaur, adapted to cold water, surviving the great death of dinosaurs eons ago. It looks rather like a long snake (40'), rather fat in the middle, with four flippers for movement and a large saurian head atop its neck. If it lives on fish, it can't swallow anything as large as a Dwarf, but may emerge from the water to take a look at what's making all the noise on the surface. If it is attacked, however, it will attempt to kill its attackers; if it is injured and escapes, it will attack any other creature it sees until its wounds healed (like a rage, morale 11). The creature can leave the water, but will have a slow movement rate of 10'(3') and will do so only in heavy rain, as it tends to dry out rapidly. The monsters located in other lakes (example; Lake Aksoli Darokin) are equal to this species but can vary in shape, diet and color. The creature is an omnivore in basic and will eat plants and fish alike. There are however, locations where the creature has so abundant animal life it primarily feeds upon these creatures, or situations where there is ample life so the creature feeds upon plants mainly. Main predator; Dragon Main Prey; mainly fish, chephalopds, squids.



Lake Eadaigh Monster (Tanystrophii caninoides Eadaighius)

Aquatic Carnosaur					
Lake Eadaigh Monster					
NA	1d2				
Diet	Omnivore but prefers carnivore				
Terrain	Deep, Large Lakes				
Basic Era	Middle Cretaceous to today				
ST	14		15		16
IN	4			5	6
WI	11		12	13	14
DX	10	11	12	14	16
CO	10	11	12	13	14
CH	9	10	11	12	13
AC	0	-1	-2	-3	-4
AV	1	1	2		3
HD	14	15	16	17	18
HP	14d8	15d8	16d8	17d8	18d8
MV	30'/10'				
SW	120'/40'				
T HACO	6	5	4	3	1
Attacks	1 Bite				
Damage	4d8		5d8		6d8
Attacks	1 tail				
Damage	1d6	2d6		3d6	
Special Attacks	nil				
Immune to ;	Nonmagical weapons				
Weakness	Silver weapons				
Body Weight	500LBS	750 LBS	1000LBS	1250 LBS	1500LBS
Size	10'	15'	20'	30'	40'
SV	F7	F9	F10	F11	F13
ML	7 or 11				
XP	1500	1850	1850	2000	2125

There really is a Lake Eadaigh Monster (Alfheim and Darokin)—several, actually, for it has several smaller versions which may aid the larger ones. There seems to be some parental bond between the creatures and their offspring. The older version may summon these (1d3) from their surroundings with the use of special sound effects. The creature sometimes comes to land to rest or feast upon the vegetation (or creatures). It is known to “attack” dead creatures near the shore. The creature is amphibious, and has a black-fur like covering (like that of a seal), its torso is bulky and with large flippers, and its head is long and doglike and covered with shaggy silver-streaked fur. The young are overall the same color. All these statistics assume that the creature is an evolved variant of mammal seal-like creature and it is rumored that it is related to the Tanystropheus.

The creature can be very old and a single individual (nick-named Eddy in Loch eadaigh in Alfheim) is rumored to be over 200 years old. The creature will normally not attack, but if caught in nets or lines it may furiously burst from the water to attack its assailants.

The creature is befriended with the local Fairies and Talking Fish, but is also often annoyed by their annoying behavior. It often snags fisherlines or is attracted by motion of boats. In itself it is not prominent to attack. They are quite solitary, yet in case of need they will help each other.

Main predator; Dragon Main Prey; mainly fish.



Giant Lake Serpent (Pythonidae laticaudae)

Snake; Constrictor	Giant Lake Serpent
Climate/Terrain	Any non arctic lake
Frequency	very Rare
NA	0(1)
Size	G;60'
ST	22
IN/WI	2
DX/CO/CH	9
AC	2
AV	2
HD	12
HP	12d8
MV	na
SW	240'(80')
THACO	9
Attacks	3 constrictions
Damage	1d8
Special Attacks;	Constrict
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	25
Save as;	F6
ML	9
XP	2700
TT	nil
Body Weight	2000cn

This creature looks more like a lizard, and has even rudimentary back legs, used as flippers. It looks actually like a relative cross between an extinct snake and lizard species, or actually more like a plesiosaurus relative. The creature can constrict up to three targets for 1d8 constriction damage each round for each victim, with its neck.

Constricted targets can't cast spells and attack at -4 to hit and damage. It lives in large lakes, with deep bottoms, Lake Klintest in Rockhome (some say the Lake Klintest monster is a snake) and the Darokin Lake Amsorak are best known for it but it can be found even in lakes with no rivers.

The species transports itself between these lakes at young age when it is only an inch or so long. It attacks a water bird, bites itself on the head and takes over the beast completely. With the bird's senses it searches and mostly locates a new lake. There it feeds on the bird, and swims away.

The creature can only stay a week on the bird, and is vulnerable to cold. It thus refuses to cross snowcapped mountains. When disconnected from the bird, the bird dies instantly. It also is a Chaotic and often Evil creature. It is often seen as a relative of the rare lake monsters (ex. Lake Klintest Monster—see Dinosaur, Aquatic), but this is a false assumption.

The takeover ability is completely lost after using it for the first time, and can not be recovered. Main Predator, Dragon Main Prey; Fish and Mammals



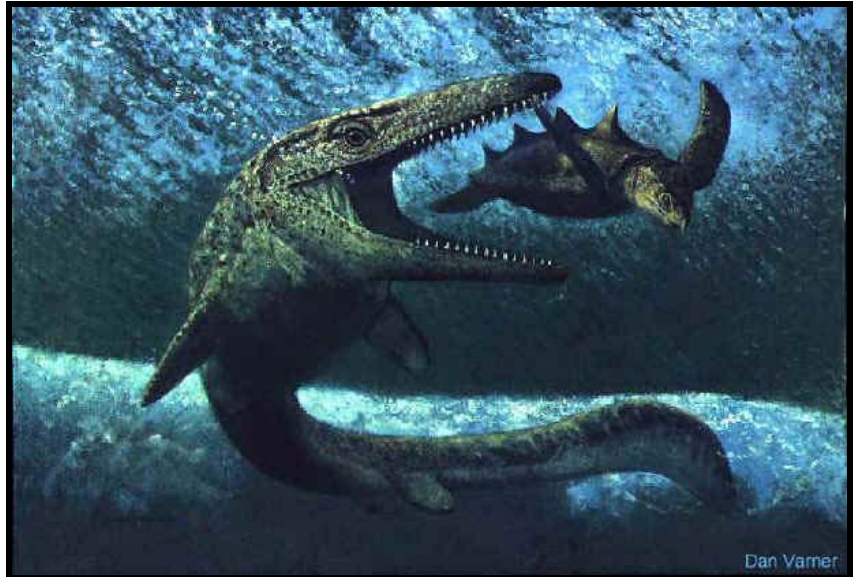
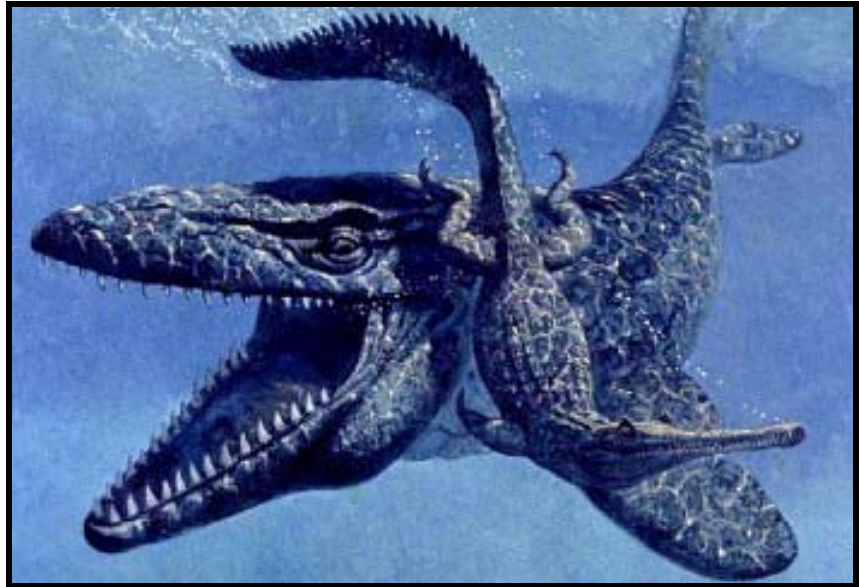
Mosasaurus (Mosasaurus Species)

Aquatic Carnosa	Mosasaurus
NA	1d2
Terrain	Any water
AC	7
AV	2
HD	12
HP	12d8
MV	30'(10')
SW	150'(50')
THACO	9
Attacks	1 Bite
Damage	4d8
Special Attacks	nil
Body Weight	13 tons
Size	40'
SV	F12
ML	7
XP	1250



The mosasaurus is a marine lizard, with species such as pletosaurus and platecarpus. This reptile breathes air like a crocodile. It travels very slowly on land, but its flippers move with ease and grace through the water. The mosasaurus preys on all forms of marine animals—and will as easily fwed upon a swimming human.its powerfull jaws can crack a shell or bone easily (each 3 points of damage will become 1 break, together with the damage. Much of the length of the mosasaurus is due to the large number of vertebrae, numbering over 100 in some individual species.

Medium senses, Tremorsense 120'.
Main predator; Dragon Main Prey; mainly fish, Chelopians, squid.



Dan Varner



Mosasaurus and chelopians

Winged Pterosaurs

Dinosaur, Flying	
Type;	Prehistoric Animal
Climate/Terrain;	All but the most inhospitable climates Open, Light woods mostly as given
Basic Era	Common
Frequency;	Solitary, Pair, Swarm or Flock
Organization;	Day, or Dawn
Activity Cycle;	Carnivore, Scavenger (primarily Fish)
Diet;	Neutral
AL	Variable
NA	By species
Size;	10-22
ST	2-8
IN/WI	9-18
DX	9-14
CO	6-15
CH	0
Languages;	non magic
Spellcaster limits;	as given
HD;	1d8/HD
HP;	Only given if can be tamed
Load;	Only given if can be tamed
BM;	Nil, or by load.
TT;	

These are hollow-boned flying and gliding animals from the Pleistocenic era. They have long beaks filled with numerous teeth, and reptilian arm structures with skin webbing which constitute for their wings. Some merely glide the thermal air-streams, others actually flap their wings and are avid flyers. In fact, all these creatures can fly from birth, and are in no need to be fed by its parents, however, they are not as nimble as these parents and their MF drops one whole step, until they are adult.

These animals lived on the whole world before becoming extinct. When they became extinct due to celestial disasters, evolutionary changes, disease and radiation, and deprivation of vegetation and thus the primary food supply, the immortals took small groups and placed them in the Hollow World, if they had not wandered in by themselves already. The immortals transported a number into the hollow world where they still live and prosper. Some are magically revived by experiments from the different mages. The Alphatians were notary for this. Some survived on the Outer World on enclosed islands (the Isle of Dread in the Sea of Dread is best Known).

Pterosaurs had low senses., but some due to their night life had darkvision or even infravision 30'.

Main Predator; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur.
Main Prey; Fish, Squid, (early) birds, Pterosaur



Rhamphorhynchus sub species

Pterosaur	Rhamphosaurus
NA	2d8 (2d20) Insectivore
Terrain	Forests
Basic era	Jurassic
ST	11-16
IN/WI	2-4
DX	15
CO	9
CH	9
AC	8
AV	0
HD	1/8
HP	1
MV	3'(1')
FL	180'(60')
MF	1B or 1C
Load	na
THACO	20
Attacks	1 Beak
Damage	1
Special Attacks	Swoop
Body Weight	50 cn
Size	1'-3'
Wingspan	8'-10'
SV	NM
ML	6
XP	5

Rhamphorhynchus long-tailed family of Pterosaur of the Jurassic period. Its name means 'beak snout'. Only 7 inches long but with a wingspan of up to 3 feet, it was less specialized than the later pterodactyloids. It had a long tail stiffened with ligaments which ended in a diamond-shaped vane. The creature existed in a great diversity of appearances and sub species. Its chaotic genetic stem bred easily into different physical appearances and traits. It is rumored that some of them used the rare organic lighter-than-air gas Tiusium or magical flight, as otherwise they couldn't have taken the air.

Rhamphorhynchus ate fish, frogs, and insects and it is believed that one of the ways it hunted was by dragging its beak in the water, catching fish and tossing them into its throat pouch, a structure similar to that of pelicans, which has been preserved in some fossils. This method of catching fish is found today in skimmers. Rhamphorhynchus laid eggs instead of giving birth to its young. It belongs to the Suborder Rhamphorhynchoidea. Some of these creatures had teeth, but the later evolved species had not.

Main Predator; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur. Main Prey; Fish, Squid, (early) birds, Pterosaur



226 Rhamphorhynchus (Rhamphorhynchus species)

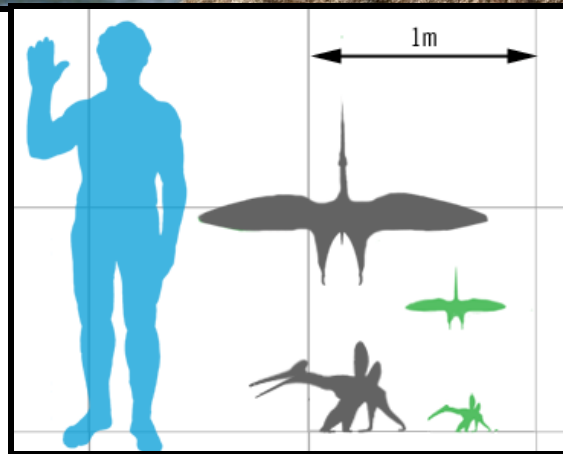
Pterodactyl (Pterodactyli species)

Pterosaur	Pterodactyl
NA	2d8 (2d100) Carnivore
Terrain	(Sub-)tropical any Coast, Cliff, Mountain
Basic Era	Late Triassic to Late Jurassic
ST	13-14
IN/WI	2-4
DX	14
CO	9
CH	9
AC	7
AV	0
HD	1/2 to 4 variable by species
HP	1d8/HD
MV	3(1')
FL	180(60')
MF	1B o 1C variable by species
Load	500 to 8000 variable by species
T HACO	18
Attacks	1 Beak
Damage	1d3
Special Attacks	Swoop
Body Weight	50 LBS/250LBS variable by species
Size	1'-3'variable by species
Wingspan	8'-10'variable by species
SV	F1
ML	7
XP	BY HD

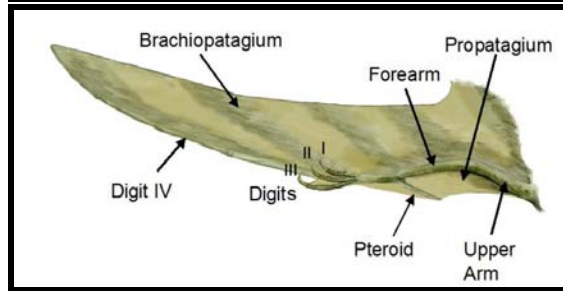


Pterodactylus was a relatively small pterosaur genus, with adult wingspans ranging from 50 centimeters (1.5 ft) in *P. kochi* to 2.4 (8 ft) meters in *P. grandis*. Other species were smaller, with some such as *P. micronyx* representing especially tiny individuals. However, these smaller "species" probably represent juvenile specimens of *Pterodactylus*, *Germanodactylus*, and / or *Gnathosaurus*.

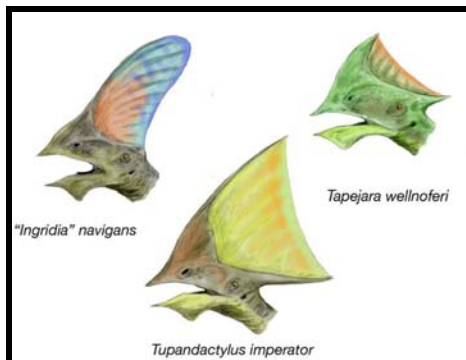
Pterodactylus was found to have a striated soft-tissue crest on the skull. Soft tissue impressions also showed unusually long, sharp, and recurved keratin sheaths on its claws. It was covered in hair-like material, with a mane of long hair running down the back of its neck. The feet also showed evidence of webbing. These creatures had an internal air sac that enabled them to fly easier, often this sack was filled with Titanium. These creatures did not have teeth. (Pteranodon means toothless wing).



Many Pterosaurs are as small as birds, and live by eating the many insects flying around, these include the Pterodactyl and Rhamphosaurus. Pterodactyls are bat-like with wingspans of 8 to 10 feet. They have very different appearances like today birds, to attract the other sex, camouflage or rivalry. They hunt small and medium sized animals, gliding slowly along air currents to spot their prey. if driven by great hunger, they may attack human-sized creatures. These creatures were assumed to only gain air when gliding from a higher surface, yet recent discoveries depict that these creatures were as muscular as common birds and as lightky build, thus could take the air as normal birds would do today. They can also climb as fast as they can move but at 100% succes, by using their wing claws. They also walk on their folded (knuckles) wings grass, like being quadrupeds.



Main Predator; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur. Main Prey; Fish, Squid, (early) birds, Pterosaur

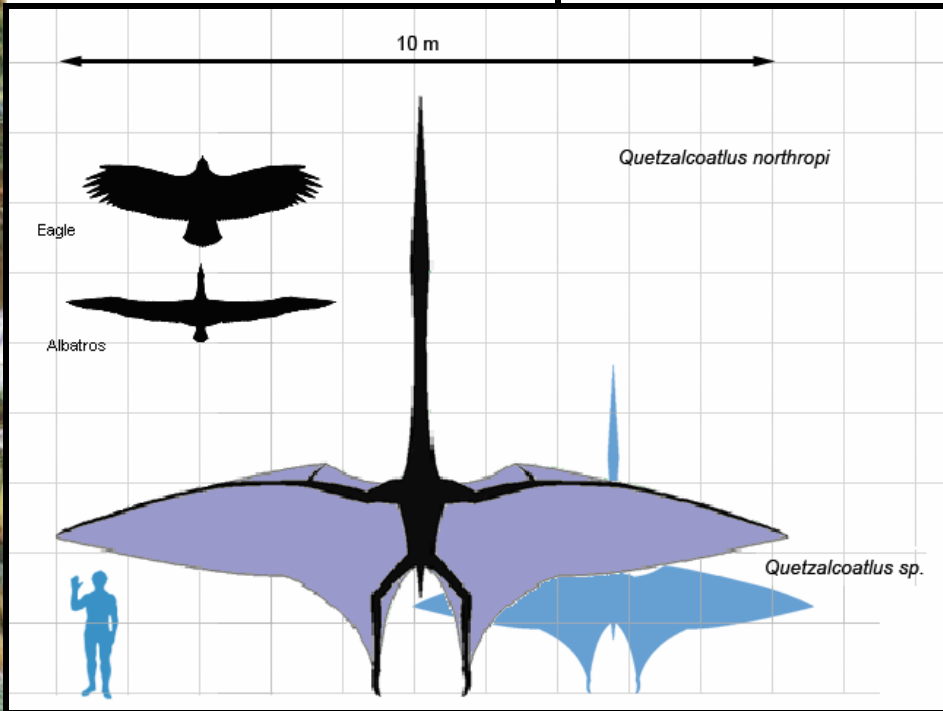


Quetzalcoatlus (Quetzalcoatlus northropii)

Pterosaur	Quetzalcoatlus
NA	204 (288) Carnivore
Terrain	(Sub-)tropical any Coast, Cliff, Mountain
Basic Era	Cretaceous
ST	15
IN/WI	3
DX	13
CO	10
CH	11
AC	7
AV	0
HD	4
HP	4d8
MV	3'(1')
FL	180'(60')
MF	1B
Load	4000
T HACO	16
Attacks	1 Beak
Damage	1d3
Special Attacks	Swoop
Body Weight	450cn
Size	33'-36'
Wingspan	24
SV	F2
ML	7
XP	75



The Quetzalcoatlus was the largest and most imposing of the Outer World Pterodactyls species. But many other species filled the niches of the world like today's birds. The shape of the beak determines the type of food, (Carnage, siltworms, fish, other prey. The shape of the wing determines the living area; long-tipped wings live mostly at or near sea. While other wingshapes live more inland. The smaller species live in or near trees. These creatures were also quadripeds, walking on all four legs and wings.



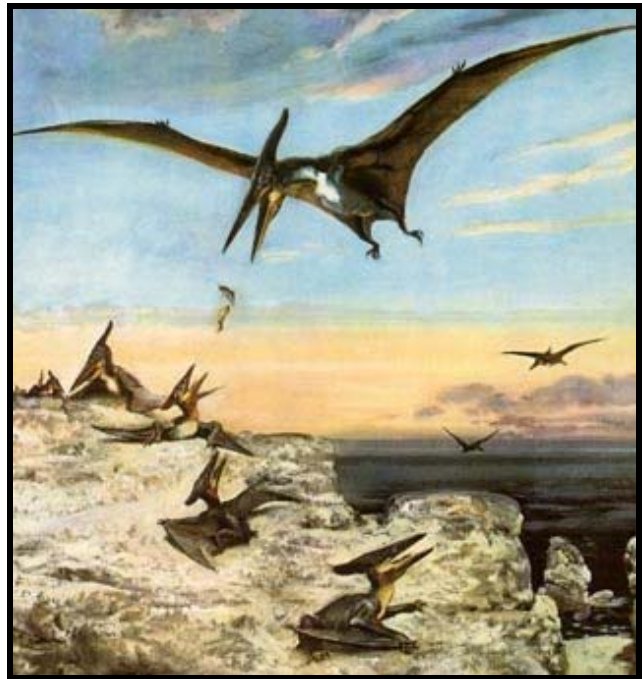
Main Predator; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur. Main Prey; Fish, Squid, (early) birds, Pterosaur

Pteranodon (Pteranodon species)

Pterosaur	Pteranodon	
	Normal	Large(Steinbergii)
NA	1d4(2d12) Carnivore	1d2(1d2) Carnivore/Scavenger
Terran	(Sub-)tropical any Coast, Cliff, Mountain	
Basic Era	Late Cretaceous	
ST	12-16	13
IN/WI	3	3
DX	13	15
CO	10	12
CH	11	12
AC	6	5
AV	0	0
HD	5	10
HP	5d8	10d8
MV	3(1')	3(1')
FL	240(80')	180(60')
MF	3B	3B
Load	950/1900	2000/4000
THACO	15	10
Attacks	1 Beak	1 Beak
Damage	1d12	3d6
Special Attacks	Swoop	Swoop
Body Weight	500cn	2500cn
Size	5'-8	9'
Wingspan	20'-25'	35'
SV	F3	F10
ML	10	9
XP	175	2000



Pteranodon Steinbergii



This is a larger variant of Pterosaur. It is more aggressive and will attack human-oid creatures. It can have a wingspan of up to 30', and could swoop down and carry off a man-sized creature or smaller. They can lift off from the ground like birds, but will need 3 rounds of running and flapping before being able to do so. A swoop however will enable them to capture a prey of less than 1500 cn weight without landing.

Rhamphorhynchus and Pterodactylus, Pteranodon had toothless beaks, similar to those of modern birds. Pteranodon were reptiles, but not dinosaurs. While the advanced pterodactyloid pterosaurs (like Pteranodon) had a semi-upright stance, it evolved independently of the upright stance in dinosaurs, and pterosaurs lacked the distinctive adaptations in the hip associated with the dinosaurian posture. However, dinosaurs and pterosaurs may have been closely related, and most paleontologists place them together in the group Ornithodira, or "bird necks".

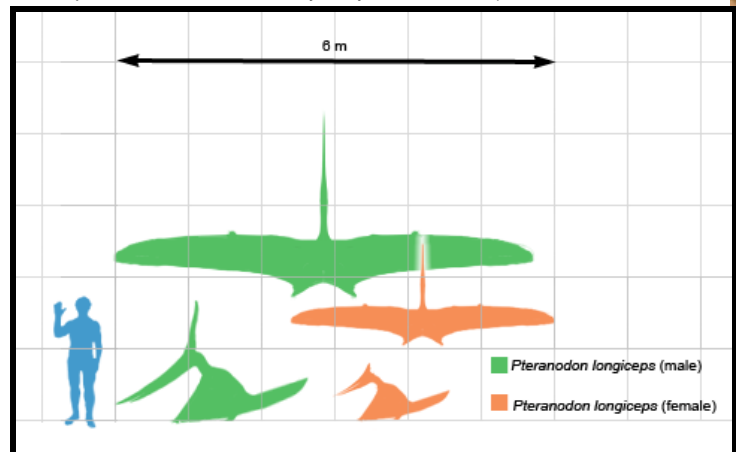
The diet of Pteranodon is known to have included fish. Pteranodon's wing shape suggests that it would have flown rather like a modern-day albatross. They spend long stretches of time at sea fishing, and utilize a flight pattern called "dynamic soaring" which exploits the vertical gradient of wind speed near the ocean surface to travel long distances without flapping and without the aid of thermals (which do not occur over the open ocean the same way they do over land). However Pteranodon could flap their wings and fly with power.

Pteranodon was notable for its skull crest. These may have been used as mating displays, or it might have acted as a rudder, or perhaps both. It is also believed that the crest kept it stable when flying. It has been suggested that males of the species bore larger crests, but with fossil animals it is often difficult to tell whether differences in crest shape reflect different sexes or different species.

The terrestrial locomotion of Pteranodon was bipedal. The possibility of swimming has rare, but some breed could swim/float like a duck and flapping start flying from the water surface, though not all species were able to do this.

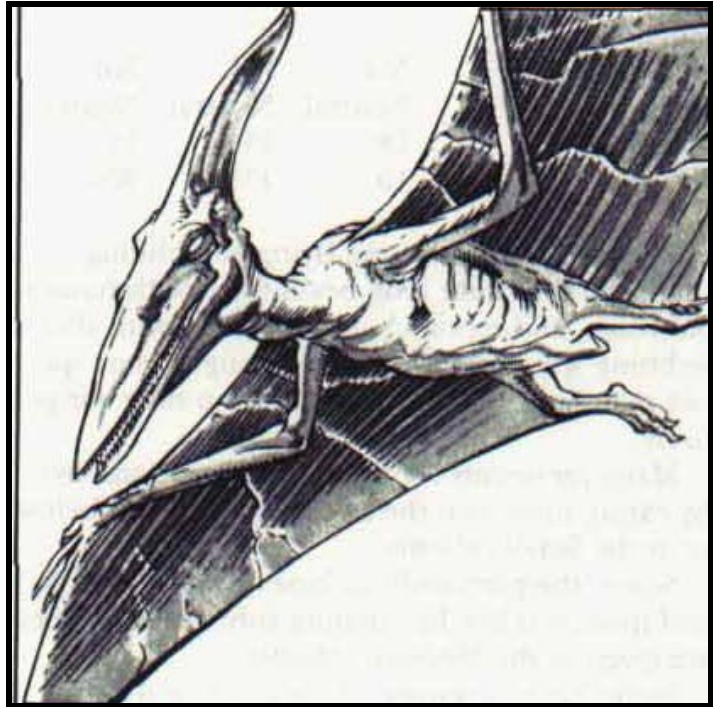
The Pteranodon Steinbergii was the largest variation.

Main Predator; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur. Main Prey; Fish, Squid, (early) birds, Pterosaur

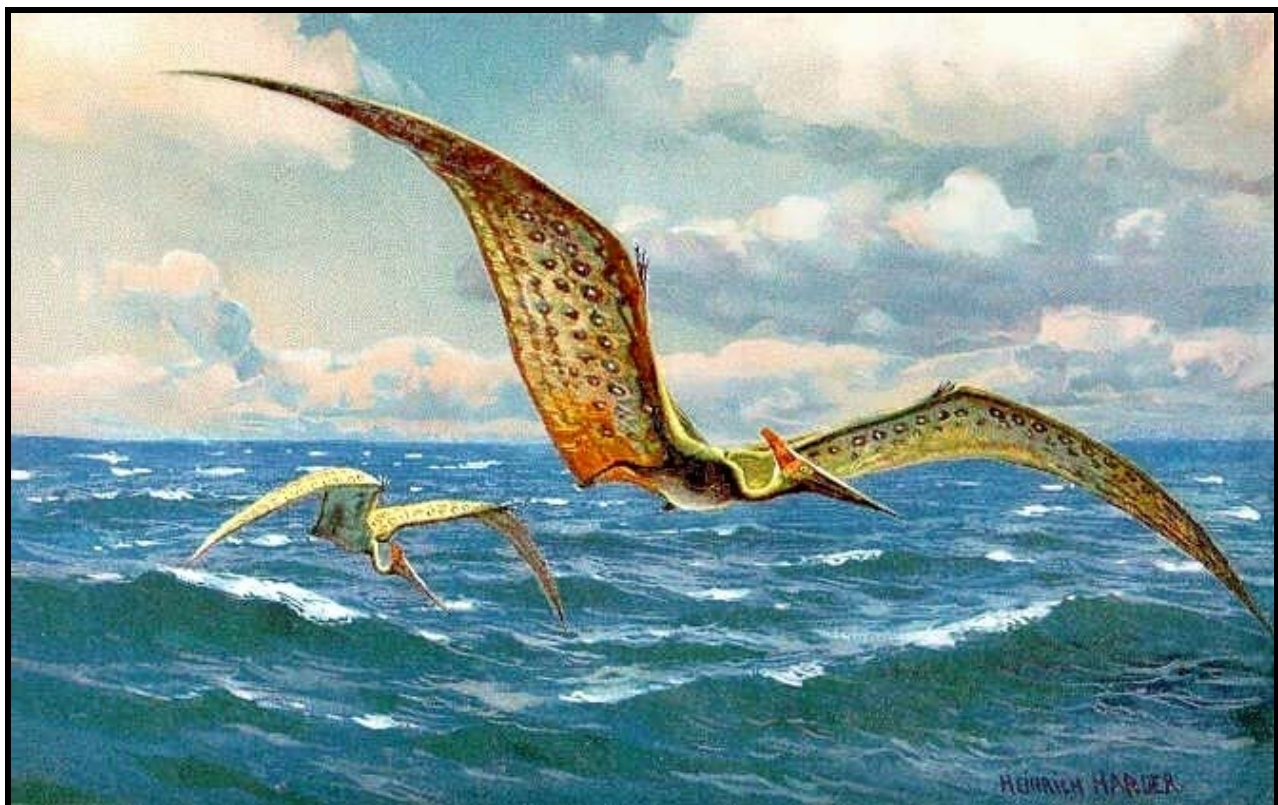


Pterosaur Giant (Pteranodon gigantes)

Pterosaur	Pterosaur
NA	1d2(1d4) Carnivore/Scavenger
Terran	(Sub-)tropical any Coast, Cliff, Mountain
Basic era	Cretaceous to today (Hollow World only)
ST	16
IN/WI	2
DX	11
CO	12
CH	9
AC	5
AV	2
HD	10
HP	10d8
MV	3'(1')
FL	240'(80')
MF	3B
Load	1500/3000
THACO	10
Attacks	1 Beak
Damage	1d3
Special Attacks	Swoop
Body Weight	1500cn
Size	40'-50'
Wingspan	10' to 30'
SV	F5
ML	9
XP	900



This is a variant of the Pterosaur, which has never been seen on the Outer World; it evolved here in the Hollow World. It is enormous, with a wingspan over 100' or more. It flies, rather than glides; it can flap its wings and take off from cliff tops, the ground or even the surface of the water. It is a strong enough flyer to fly at full speed when bearing loads of up to 2000cn, or at half speed when carrying up to 4000 cn. The giant Pteranodon lives in nests on cliff tops and mountaintops, and hunts live game on top of those nests for its hatchlings to eat. This is the only pterosaur, which must raise its young (for a half year) until they can take flight. These creatures either carry their prey to their lair or are trained to carry a load on their back. In either way, this is the only Pterosaur where treasure could be found. (type V x3). The Hollow world version has evolved Dark vision and medium senses. Main Predator; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur. Main Prey; Fish, Squid, (early) birds, Pterosaur



Ghriest (Novo-Pteranodon aquilea)

Crocodies	Ghriest
Type	Normal Animal
Climate/Terrain	Temperate Hills/Mountain
Frequency	Rare
Organization	Family
Basic era	Late Cretaceous to today
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d4(1d6)
Size	L: 10' wingspan-4' length
ST	15
IN/WI	2-4
DX	17
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	4+1*
HP	4d8+1
MV	3'(1)
FL	270'(90')
MF	3B
T HACO	16
Attacks	1 Bite
Damage	2d6
Special Attacks;	Dive Breath Weapon
Special Defenses; Immune to;	Surprise 1 on 8 only nil
Extra Vulnerable to;	Cold
MR;	0
Save as;	F2
ML	9
XP	200
TT	nil
	120-150 LBS

Habitat/Society:

Ghriests travel in family units. The creatures carry their eggs with them in belly pouches, transferring both eggs and newborn ghriests back and forth with their nimble feet. Once able to fly on their own, a young ghriest stays with its family for protection for at least six months. Ghriests generally have two young per year. Males tend to be somewhat bigger and more colorful, though the female is the more deadly hunter. Though its weak legs could not possibly maintain its weight, this is not the reason that a ghriest never lands. Strangely, a ghriest cannot land, or it will die. Requiring a constant and heavy flow of air past its breathing cavities, if it were to land, the ghriest would choke to death within a few minutes. Even after the first few seconds, it is unlikely that the creature would have the strength to return to the air. Ghriests live above the Forbidden Highlands and over the mountains on the Arm of the Immortals. They prefer to soar above hills or mountains, relying on the numerous updrafts to help keep them aloft while eating or mating. They also prefer to stay away from humanoid habitation, with the exception of the ee'aar. The ee'aar have even been known to join the creatures in flight.

Ecology:

Ghriests occupy a spot near the top of the aerial food chain. Ghriests hunt almost anything else in the air, impaling them with their deadly beaks and ripping them apart. They can be befriended and tamed by ee'aar, but they are occasionally hunted by other races for their feathers. Every ghriest possesses 4d4 "pilot" feathers along its wings with special flying abilities. Arrows and crossbow bolts tipped with these arrows fly 50% further and have a nonmagical +1 attack bonus.

Main Predator; Cretaceous; Dragon, Aquatic Dinosaur, Flying Dinosaur, Carnosaur. Main Prey; Fish, Squid, (early) birds, Pterosaur

This large flying creature spends its entire life in the air, hunting the skies over the Savage Coast. The ghriest's body is wedge-shaped, hanging mostly below its extremely wide wingspan. Its large eyes give the creature near-perfect vision, with a 360-degree range. The creature's long, narrow head tapers up into a kind of fin. The ghriest's sharp beak is lined with a row of tiny teeth. Two feet lay along the underside of the ghriest; atrophied from generations of disuse, these scrawny appendages are weak but agile. The ghriest's body is covered with feathers except on its head and along a bony ridge lining the front of each wing. The creature is an evolutionary branch of the Pterosaur, somehow (eons ago) genitically merged with some Draconic Traits (hence its Dragon Breath). The creature can be found anywhere but is mostly found on the savage coast and the Isle of Dread (where it is often mistaken for one of the original Pterodactyls or even Pteranodon (who by the way still survive there). Ghriests never gain Legacies or need *cinnabryl*, due to their Draconic heritage, even while residing on the Savage Coast.

Combat:

The ghriest attacks by stabbing an opponent with its long, pointy beak. Despite its sharp, tiny teeth, it never bites, larger prey than fish, Birds or other less than a feet or so. When attacking, the ghriest flies above its prey; it then dives toward the target with incredible speed and accuracy, catching most opponents completely by surprise. Its dive inflicts double damage (4d6), impaling the target., causing 4 points of continuous bloodloss For each AV over 4 this loss is reduced by 1). After a successful dive, the ghriest uses its feet to pull the victim from its beak (this will take the creature 1d4+AV victim rounds. If the victim is still alive, the ghriest then stabs it again while holding on tightly. The ghriest can remain aloft even while carrying a small human (up to 1500cn) Once per day, a ghriest can belch forth flames, much like the breath weapon of a small dragon. The flames are directional, striking a single target for 4d6 points of damage. If the victim makes a successful saving throw vs. breath weapons, it takes only half damage.



Skinwing (Pterodactylus Subterraneus)

Flying Dinosaur	Skinwing										Royal
Type	Normal Animal										
Climate/Terrain	(Sub)-Tropical Land										
Frequency	Rare										
Organization	Flock										
Activity Cycle	Night; underground any										
Basic Era	Late Cretaceous to today										
Diet	Carnivore										
AL	N€										
NA	2d4										
Size	H: 12' +2'/HD wingspan 8' + 1'/HD body										
ST	15										16+
IN/WI	2-4										
DX	17										
CO	9										
CH	9										
Languages	0										
Spellcaster Limits;	0										
AC	4										
AV	2										
HD	1	2	3	4	5	6	7	8	9	10	
HP	1d8	2d8	3d8	4d8				5d8	6d8	7d8	8d8
MV	60'(20')			90'(30')				120'(40')			
Load	0	200	400	1200			1400			1750	
FL	150'(50')			180'(60')				150'(50')			
MF	3B			1B							
THACO	19	18	17	16	15	14	13	12	11	10	
Attacks	2 Claws										
Damage	1 (+ST adj. each)										2+2 each
Attacks	1 Bite										
Damage	1d4	1d6	1d8	1d10			1d12	2d8			
Special Attacks;	Swoop										
Special Defenses;	0										
Infravision;	30'	40'	50'	60'	70'	80'	90'	100'	120'		
Immune to;	nil										
Extra Vulnerable to;	0,										
MR	0										
Save as ;	NM	F1	F1	F2	F2	F3	F4	F4	F5	F5	
ML	Untrained or Wild; 8 Trained; 10 Trained and Riden; 11										
	Trained and Unriden; 10										12
	Trained and Unriden; 10										11
XP	10	20	35	75	175	275	450	650	900	1000	
TT	nil										
Weight	120 LBS/HD					120LBS +1 LBS/Hp					

Skinwings play a vital role in the defense of the Shadow Elf cities, and the sight of their large forms gliding smoothly and silently above the City of the Stars is dramatic and impressive. Skinwings are reptilian, distant related to the Pterodactyls, but more bird-like in appearance (although they don't have feathers. Their skins are hard and leathery (AV2), varying in color from light brown to a dark teak.

The young are speckled in these colors, so it can never be determined beforehand, what color a Skinwing will become.

Shadow elves take great care to rub down their Skinwings with an oily substance prepared from fungal secretions to keep heir skins from cracking and to maintain full suppleness (wild Skinwings therefore reach the maximum age of 20 years, while a trained and cared one can often reach the age of 50 years.

Feeding them is slightly trickier. Skinwings will eat funghi if these are correctly prepared, but they also like and need meat in their diet. Rock rats and snakes are greedily gobbled up, but Skinwings will not usually eat fish or the giant frogs and toads sometimes to be found in the underground rivers. Their favorite meals are small, juicy little kobolds, Halflings, and similar humanoids. Joints of orcs, hobgoblin and there brethren are also eagerly fallen upon by these sharp-beaked creatures.

Skinwings may still be found in the surface world, in Red Orland, but those found in the great caverns of the Shadow Elves have developed considerably different abilities, notably extreme and accurate infravision 180'. Their senses are further low.



Young Skinwings are treated as having 1 HD, and they grow 1 HD for each 11 months (of 28 days). At age 3 or 4 they have 4 HD and have grown to a size where they can be flown. They gain additional HD as they grow to maximum size over some 20 further years, to 9 HD. A tiny few develop unusual size and Strength and have 10 HD. As they grow their abilities change as according to the tables given.

Their "natural" (pre-training or wild) morale is 8; after training, this becomes 10. If being flown by a rider, their morale is 11. a 10 HD Skinwing being flown by its personal rider has morale of 12 and need not to check it as long as its rider survives. Skinwings simply will not take more encumbrance onto them (including rider), and refuse to walk or fly. They will not accept greater loads than those shown (adjusted by Strength) as a basic safety reflex.

Main Predator; Humanoid, Dragon, Giant Spider, main Prey; humanoid, small mammals like rodents.

Skinwings in the army

Skinwings are usually flown with harnesses keeping the shadow elf rider firmly on the beast's back. Sometimes a small saddle with a mounted swivelling crossbow is used. Skinwings do become partial to individual riders if the same shadow elf (or anyone else) rides them regularly and to the exclusion of other riders. The older the skinwing gets, the more brained this habit becomes: the massive skinwings ridden by King Telemon and General Gprpfoele, for example, refuse to accept any other. Should either of these riders be slain, his skinwing would pine to death for its master within a few weeks. A young skinwing unaided to accept a rider, though, could be cajoled with some tasty tidbits and a little conversational magic, although, there's not great deal one can say to a creature with an intelligence this low. No rules are needed for Skinwing readiness to accept a rider. If a PC is trying to get a Skinwing to accept him, the DM should arrange matters so that he will have to work hard to persuade the ornery critter to let him fly on his back.

Skinwing riders are an elite group. They must have a dexterity score of 16 or higher and must have the Skin Wing flying (piloting) skill, and cannot wear any armor superior to leather (AV2) in the saddle. Swords and light crossbows (sometimes saddle-mounted) are standard equipment. First the Great Cavern of the Shadow Elves isn't a very large place. A Skinwing out of control and falling to the ground (or ceiling for that matter—with all the reverse gravity areas there) crashes into the ground in a single round, with a fair chance of grievously injuring its rider. When the Skinwing crashes, it should always be treated as being at terminal velocity. Well, no-one said life was easy in the Air Force. If a rider makes a successful dexterity check, he may have a single round (6 segments) to cast a life saving spell (fly, Feather fall, Levitate, or Teleport or Dimension Door onto another Skinwing, or performing some critical action, in time (ex. harnessing a Bumberchute or similar).

Second, Skinwings have a gliding ability (Swoop) which does not take a maneuver action to perform, they will glide their normal movement allowance and descend just 10' per round. However, the Skinwing must travel its full movement allowance to glide this way. Skinwings can Hover, although they're not very good at this. They can remain in the same place for 1 round if they were neither ascending or descending in more than a one-maneuver dive or climb in the previous round. In the following round after hovering, the Skinwing must dive or climb at one maneuver rate (no more is possible—less is allowed).

Finally, there is the unique problem of the gravity plane in the great Central cavern. Think this as being like the flat surface of wobbly jello being occasionally struck with a spoon. That is, it stays in more or less the same place, give or take a margin of error. Above the City of the Stars, the distance to the Great Cavern is some 2400 feet, and the gravity plane is at 1200 feet, although it varies slightly from place to place and from time to time. The point is that it isn't possible to predict or know exactly where the gravity plane is at any given instant. Thus anyone flying through it can brace themselves for it, but they can't absolutely ready themselves. When a Skinwing and rider pass through the gravity plane, the rider needs to check against his dexterity. If this failed the rider cannot perform any actions (spell casting, flying maneuvers, item use, etc.) on the coming round. The Skinwings are much less hassled, simply flapping a bit but adjusting to the new downwards direction (they travel 100 feet down but stabilize during this round if not directed else, because this will stop the stabilization, but not the descend).



These exists another flying creature called Skinwing, this is an bat-like surface creature of the Savage Coast. Don't confuse these creatures, for they may be similar in a way, they are further totally different.

Dog Canines (caninoidea species)

Offshoots of the Wolf, but smaller, the appearance of the dog varies from place to place. Most appear very wolf-like, while others seem to combine the looks of a wolf and a jackal. They are all Normal Animals, Carnivore, with ST 11 to 17, IN/WI of 3, DX, CO,CH of 9 to 15, normally know no languages and can't cast spells.

Combat:

Dogs fight as an organized pack. They favor small game, and attack men and human habitations only in times of great hunger. The bite of a dog inflicts 1-4 points of damage.

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. The impact of a heavy animal on an upright human frame is great. If the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralysis or be stunned for 1-3 rounds.

Snatch and run:

Fast, stout predators use this tactic. It can only be used against small and light prey, including gnomes and Halflings. The maximum prey weight allowed for this attack is 25 LBS (250 cn), per HD of the predator. This attack is done on the run, slowing briefly to make the attack, and the animal continues to run after the attack, successful or not. A critical hit (the animal may use only its bite attack) means that the animal has gotten a solid hold on its prey and inflicts automatic bite damage every round as the animal runs off with the victim in its mouth.

Strangling:

Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, Suit armor; or similar protections, as the neck is too well protected.



Habitat/Society:

Dogs are found almost anywhere. They run in packs, and are led by the dominant male. The pack usually hunts a variety of game, even attacking deer or antelope. Pups are born in the spring. Dogs can be tamed if separated from their pack. All Dogs have the following skills; Instinct (Wi+4), Hide in Shadows (30%), Jumping 10' (-2' with load of 500cn or less), **Odor Scenting** (Dx+2), Endurance (Co). They also have high to medium senses.

Special Abilities	Senses			
	High	Medium	Low Senses	None(as Human)
Detect Werewolf:	83%	66%	0%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual:	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Ecology:

Dogs are carnivores which usually thrive on a combination of hunting and scavenging. They are however able to digest vegetable matter in case of need or when fed, but this will often lead to digestive problems (remember the commonly known fat dog of a local ruler).

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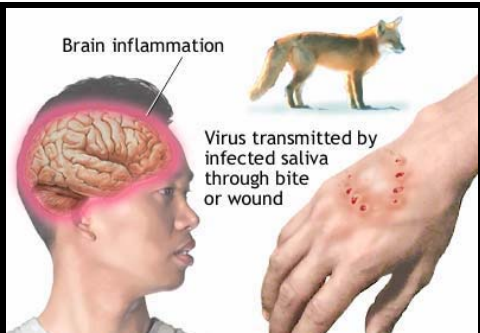
Even while evolved and crossbreedable with the wolf, wolves become very aggressive with dogs, this is probably caused of a dual combination of human(oid) smell and behavior and the different nonverbal communication the wolf and dogs use.

Rabies

Not only the Death dog can inflict Rabies, any dog could be infected with it, even one's own pet dog (i.e. "Old Yeller"). When rabies is contracted during the incubation time, and effects, the victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious.

Rabies: roll 1d8 (+2 if wounded by critical attack)	Normal Infection	(remember to add additional effect by severity –See Pages of Vrtue) Incubation Time;
1-3	Severe infection	1d2 days –(con adj. x Hr)
5-8+	Terminal Infection	24 Hr –(con adj. x Hr)

This disease spread by infected Foxes, Dogs, Gnolls, Lupins, Wolves or Lycantropes. It is transmitted like Lycantropy, by a bite-wound. In these hosts the disease is violent and usually fatal. Bats, Rats (even Were-Bats and Were-Rats) can also carry Rabies, but will not die by it, but transmit them as normal. A characteristic behavior of rabid creatures (be it animal or demi-humanoid) shows in the mild stage of the disease general malaise of the wound and a spasm of the muscles of the throat, especially at the sight of water, so that the patient is unable to drink, and generalized convulsions. Foam will show at the mouth and/or nose of the patient. The pupils will be small and unfocused. It is one of the most terrible diseases. The affected creature becomes Chaotic evil, and berserk at all creatures (even reflections, pictures, shadows, or even thoughts of a creature). **The disease spreads along the neurons, and this reveals the reason why the disease can be halted by amputation of the infected area.** The brain becomes blackened by the disease in the severe stage. The duration of the stages last as long as normal, and follow each other, but the disease can't be halted easily. **This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20 + Con. patient = % chance to be successful). The disease ends in a massive heart failure, or just passes away at the end of the severe stage, if not Terminal. The total Time to cure will be about 3 months. 1% of contracting the disease per week of exposure, but 50% if bitten by an affected creature. Epidemic lasts 1d6 weeks.**



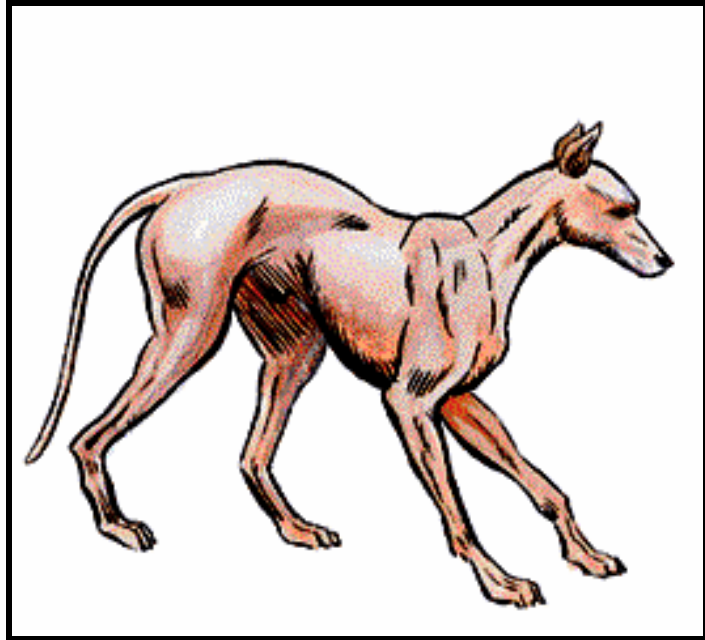
Some items are usable by dogs, but actually only one item is created solely for them. The Dogsled. Mostly used with the dog race Huskies. A very wolf-like primitive dogbreed adapted to cold, but very eager to run, and working together. The pack leader is always set on front, and those failing to continue will be mostly killed. Pack dogs often fight to see which is the new leader. And drivers must know this to correctly pack



Dogsleds mostly have skies, but those with wheels do exist. The driver needs a skill for driving and dog training to drive this. Dog, Sled (5 to 14 dogs are normally used per sled) 24MLS/day 500 / 1000 cn full speed 750 / 1500 cn half speed 250 sp

Normal Dogs (Canis lupus familiaris)

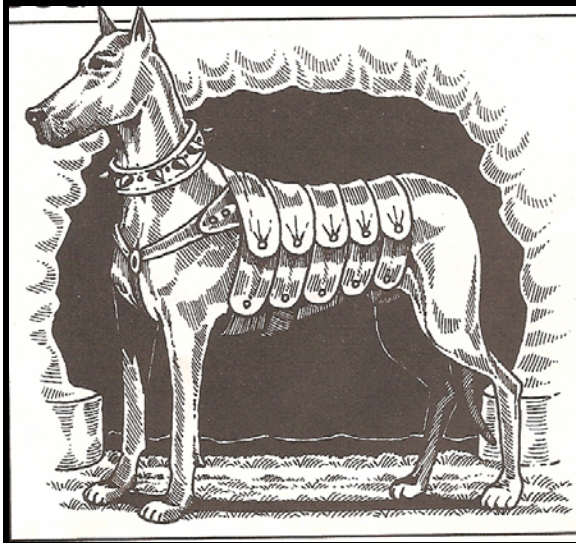
Dog	Normal	War
Type	Normal Animal	
Climate/Terrain	Any Inhabited	Any Non-Arctic
Frequency	Common	Uncommon
Organization	Pack	Solitary
Activity Cycle	Any	
AL	N	N
NA	2d6(3d60)	varies
Size	S: 3-4' long	M; 4-6' long
AC	7	7
AV	0	by Barding
HD	2	2+2
HP	2d8	2d8+2
MV	180'(60')	120'(40')
Run 1d10r	210'(70')	150'(50')
SW	9'(3')	9'(3')
THACO	20	19
Attacks	1 Bite	1 Bite
Damage	1d6	2d4
Special Attacks;	nil	nil
Special Defenses;	Medium Senses	High Senses
Immune to;	na	na
Extra Vulnerable to;	na	na
MR;	na	na
Save as;	F1	F1
ML	6	8
XP	20	25
TT	nil	nil
Body Weight	20 to 100 LBS	40 to 120 LBS



These carnivores hunt in packs. Although they prefer wilderness, they may occasionally be found in caves. If three or fewer dogs are encountered, or if

the pack is reduced to less than 50% of its original numbers, their morale is 6.
Main Predator; Human(oid), Wolf, Great Cat. Main Prey; Rodents

War dogs: (trained normal dogs in armor)



These are actually normal dogs trained, and by breeding programs enhanced. Generally large mastiffs or wolfhounds, they have keen senses of smell and hearing, making them adept at detecting intruders. Most war dogs are not usually vicious, and will rarely attack without cause. The status of war dogs varies greatly; some are loyal and beloved pets, some are watch dogs, others are hunting dogs, and some are trained for battle. Selected for their size and ferocity and trained for combat, they are loyal to their master/trainer and will attack on command. They are typically protected by light, leather armour (AV1 or 2) or other and a spiked collar. The number appearing depends on the owner.
Main Predator; Human(oid), Wolf, Great Cat. Main Prey; Rodents.

Saluqi Greyhounds (Canis lupus familiaris saluqi)

Dog	Normal
Type	Normal Animal
Climate/Terrain	Any arid Inhabited
Frequency	uncommon
Organization	Pack
Activity Cycle	Night
AL	N
NA	3d4
Size	S: 3' long
AC	7
AV	0
HD	2*
HP	2d8
MV	180'(60')
Run 1d10r	210'(70')
SW	9'(3')
T HACO	19
Attacks	1 Bite
Damage	1d8
Special Attacks;	Overbearing
Special Defenses;	Medium Senses infravision 120'
Immune to;	na
Extra Vulnerable to;	Sunlight, heat
MR;	na
Save as;	F1
ML	9
XP	25
TT	nil
Body Weight	20 to 100 LBS



Saluqi are the greyhounds of the desert, known for their hunting skills, favored by the Sheiks of Ylaruam and Sind. They are sleek black animals with grey markings, thin whiplike bodies, and long narrow heads, their pedigrees are rigorously maintained, allowing owners to breed only from the finest stock.

Combat

These nocturnal desert hounds hunt by sight rather than by smell, and they prefer to stay in packs rather than hunting alone or in scattered lines. Their blurring fast speed allows Saluqi a -2 bonus to their initiatives. The hounds have an inbred **infravision of 120' range**, and they can faultlessly track quarry by its heat trail if it has passed over ground within the past three turns (the warmer overall temperature the shorter the

duration)

Saluqi hounds are also known for their ability to bring down opponents by attacking en masse. This overbearing attack is resolved by a single attack roll against AC 9, allowing only adjustments of Dexterity and magical other protective devices. There must be a

minimum of four hounds for the overbearing attack, and each hound over four gives the pack a + 1 attack bonus (maximum total to a human sized victim is 7). If successful, the hounds knock down their opponent to the ground, and unless a saving throw vs. petrification is made successfully, the opponent is as if stunned and cannot take any action this single round. To rise from its prone position, the victim must spend a full round doing nothing but regain its footing in the midst of the pack. All attempts at spell casting are ruined by the pack, regardless of whether the overbearing attack succeeds. Only instantaneous mental abilities or activations are possible if they are of 1 initiative segment of activation.

After the initial overbearing attack, such a victim is attacked by individual members of the pack with bonuses as if Prone as normal. Some packs have also been trained to hold down their foes. This requires that two dogs score successful hits on their downed opponent. If the dogs succeed, the victim still must spend a full round to stand up, but he must also make a successful strength check for each dog that hits. Failure indicates that the victim was dragged down. Rigorously trained dogs can do this with bringing only a minimum amount of damage.

Habitat/Society

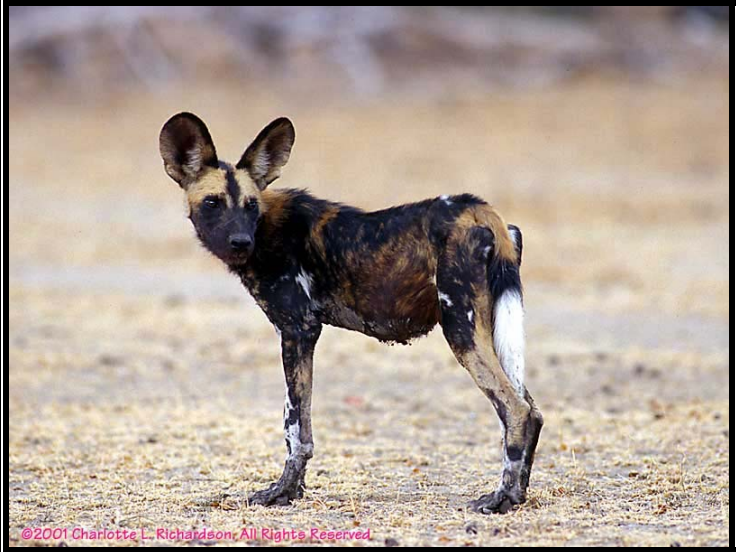
Saluqi are a carefully bred strain of hound, and they are always found in the care of a huntsman who has trained them from birth. They respond to a number of standardized calls; "Attack, Guard, Return, Pursue, Fetch, Stay, and Hold" are among the most common. Saluqi do not flourish if they spend too much time in the sun; nomads keep them in tents during the hottest part of the day. Bewildered packs usually live near some cave or overhanging shelter where they can retreat from the burning sun.

Ecology

Saluqi greyhounds hunt small game and are good at flushing antelope or other grazing animals from cover. Bewildered packs do exist, but they are extremely rare, as they are hunted and neutered, and then given as gifts to other tribesmen. These creatures breed badly in the wild, and within 2 generations, other dog breeds would have returned these creatures to normal, though, bewildered dogs.

Wild Dogs (*Lycaeon pictus*)

Dog	Wild Dog	Dingo
Type	Normal Animal	
Climate/Terrain	Temperate to Tropical Forest/Plain	
Frequency	Very Rare	
Organization	Pack	
Activity Cycle	Any	Day
AL	N	N
NA	4d4	0(3d6)
Size	S: 2-4' long	M: 4-6' long
AC	7	7
AV	0	0
HD	1+1	2
HP	1d8+1	2d8
MV	150'(50')	180'(60')
Run 1d10r	180'(60')	210'(70')
SW	3'(1')	9'(3')
THACO	19	18
Attacks	1 Bite	1 Bite
Damage	2d4	1d6
Special Attacks;	nil	nil
Special Defenses;	High Senses	Medium Senses
Immune to;	na	na
Extra Vulnerable to;	na	na
MR;	na	na
Save as;	NM	F1
ML	7	6
XP	15	20
TT	nil	nil
Body Weight	40 to 100 LBS	50 to 90 LBS



These carnivores hunt in packs. Although they prefer wilderness, they may occasionally be found in caves. If three or fewer dogs are encountered, or if the pack is reduced to less than 50% of its original, their morale is 6.
Main Predator; Wolf, Great Cat. Main Prey; Rodents

Dingo, Marindi (*Canis lupus dingo*)

Wallara medicine men often keep a local wild dog race as companions. They seem to exist solely on the Savage Coast north of Herath.
Main Predator; Wolf, Great Cat. Main Prey; Rodents

The Dreaming

The wallara people made sense of the world through the stories of the Dreamtime, which were about a time referred to as the Dreaming. Each chameleon men community had its own unique Dreamtime stories that had been nurtured and faithfully passed down to succeeding generations for thousands of years. These stories have been described as the first histories the Savage Coast. The Dreamtime stories provide the law and custom underlying the functioning of chameleon men society. They relate how the people of today are descended from ancestral beings that could be of Dragon origin, but might also be part of the natural environment - koalas, emus, kangaroos or magpies - or derived from spirits such as the rainbow snake. The experiences of these beings explain the origins of the land itself.



Sacred colours

From the legends, it is clear that some colours held great significance for certain groups. For example, the colour red was sacred to some groups of Wallara. This belief evolved from the Dreaming legend about Marindi, the dingo. The legend states that the chameleon men were tormented by a giant evil Dragon, which regularly caused death and destruction. The unfortunate people summoned Marindi to help rid them of the giant lizard. Marindi defeated the giant lizard in a colossal struggle, drenching the Earth in blood. In recognition of Marindi's bravery the ancestor spirits magically stained the remaining Earth a deep red colour. This explained why there is so much red ochre in the centre of the continent. According to the Wallara this is the source and reason of Cinnabar and red Steel.

It is rumored that these creatures have ESP in addition to their medium senses., but this is unconfirmed as the dog does not react apparently on thoughts. What they do with this ability—if they indeed have it—is unknown.

Other Canine species (Caninoidea species)

Jackal: (Canis aureus species)

Dog	Jackal
Type	Normal Animal
Climate/Terrain	Temperate to Tropical Forest/Plain
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
AL	N
NA	4d4
Size	S: 2-4' long
AC	7
AV	0
HD	1
HP	1d4
MV	120'(40')
Run 1d10r SW	150'(50')
THACO	3'(1')
Attacks	20
Damage	1 Bite
Special Attacks;	1d2
Special Defenses;	nil
Im mune to;	High Senses
Extra Vulnerable to;	na
MR;	na
Save as;	NM
ML	5
XP	15
TT	nil
Body Weight	40 to 50 LBS
Dog	Hyena
Type	Normal Animal
Climate/Terrain	Warm Plain, Hill
Frequency	Common
Organization	Pack
Activity Cycle	Any
AL	N
NA	2d6
Size	M; 5'-6' long
AC	7
AV	0
HD	3
HP	3d8
MV	120'(40')
Run 1d10r SW	150'(50')
THACO	3'(1')
Attacks	17
Damage	1 Bite
Special Attacks;	2d4
Special Defenses;	nil
Im mune to;	High Senses
Extra Vulnerable to;	na
MR;	na
Save as;	F2
ML	8
XP	35
TT	nil
Body Weight	150 to 250LBS

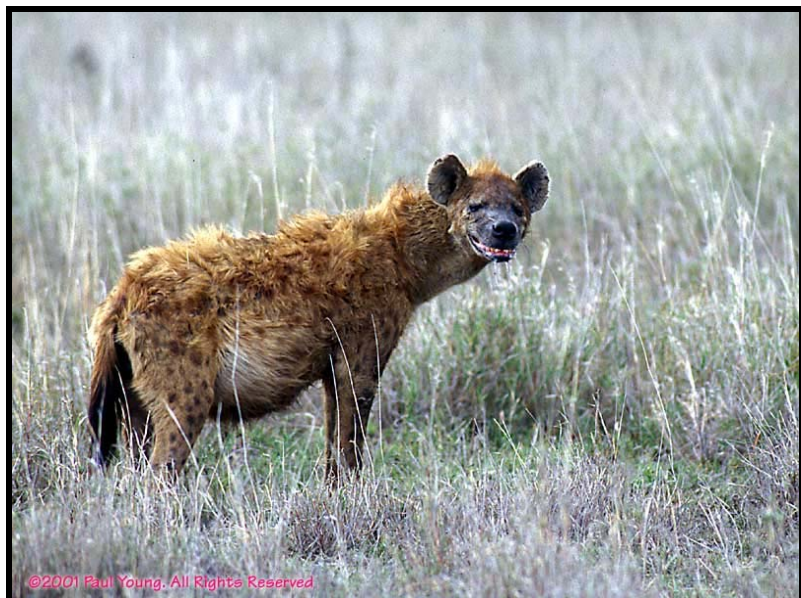


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Jackals are timid scavengers that run from the threat of other predators. When attacking, the jackal darts in to bite its victim and quickly retreats to a safe distance. If more than one jackal is trying to down an animal, they attack in a haphazard fashion with little or no coordination of effort.

Main Predator; Lion, Wolf, Great Cat. Main Prey; Rodents

Hyena: (Hyaena species)



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Often confused as a canine, the hyena taunts enemies with its nervous, high-pitched howl. It is further in combat and lifestyle similar to a dog or wolf. They are careful predators not negative upon scavenging, and even a single lion will leave its kill if threatened by a hyena pack.

Main Predator; Lion, Dragon, Wolf, Great Cat. Main Prey; Rodents, Animal Herd

Dwarven Dog-Brak Twan-Tunnel hound (*Canis lupus Dengarian*)

Dog	Dwarven
Type	Normal Animal
Climate/Terrain	Mountains
Frequency	Any Dwarven inhabited
Organization	Rare
Activity Cycle	Solitary
AL	any
NA	N
Size	variable
ST	M; 4'-5' long
IN	11
WI	3
DX	7
CO	10
CH	16
AC	6
AV	by armor
HD	3+3
HP	3d8+3
MV	120'(40')
SW	30'/10' con x r
THACO	17
Attacks	1 Bite
Damage	2d4
Special Attacks;	Rending, strangling
Special Defenses;	Low Senses
Immune to;	na
Extra Vulnerable to;	na
MR;	+2 to SV SP

The Dwarven tunnel hound, or Brak Twan, is an ugly dog by anyone's standards. It has a flat, box-shaped head, short ears, black eyes, and a broad chest. Its skin is pinky and hairless all over its body, except for its belly where silky, grey hair grows almost to the ground. Its skin is tough and leathery (unarmored AV2). Dwarves use the tunnelhound mainly as guard or for hunting, so its skin is often criss-crossed with battle scars. Some dwarves have their dog tattooed with runes and patterns. Some dwarves match their dog's tattoos to their own. Dwarven soldiers in particular tend to have a certain fondness for these, ugly scarred animals.

This dog is fiercely loyal to its owner and favors dwarves over all other races. However, it can also form a strong bond with Gnomes, and it tolerates humans and Halflings. The tunnel hound is suspicious of Elves of any race, and it never obeys them as masters. If orcs, goblinoids or giants are upwind within 100 yards, or anywhere within 20 yards, a tunnel hound detects them by scent and leaps to its feet, snarling and ready to fight. Otherwise, its sense of smell is not as acute as that of a normal dog (low senses). What it lacks in that smelling sense, it makes up for in others. Bred and raised in dark tunnels, it has developed **high eyesight (Dark vision and 60' Infravision)**, and it also has keen **hearing (high senses)**. Because of this, a brak twan receives a +2 bonus to its surprise rolls (it is less easily surprised).

Combat

Lockjaw: The tunnel hound's tough skin, sturdy body, and massive jaws make a fearsome opponent. When a tunnel hound hits with a roll 4 greater than the number needed, it keeps its jaws clamped on the victim. Each round following, the hound hits automatically, rending its foe for another 2d6 points of damage. The victim must roll 6+ on a 1d6 (adjusted by strength adjustments) to pry open the dog's jaws.

Strangling:

They instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. On a natural 20 (or 8 more than needed) to hit, the dog clamps its jaws on its enemy's throat (assuming it has a throat), crushing the victim's windpipe and choking its victim to death in 3 rounds thereafter (and inflicting maximum

damage each round).. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, Suit armor; or similar protections, as the neck is too well protected. This special choking attack will not work on very large opponents.

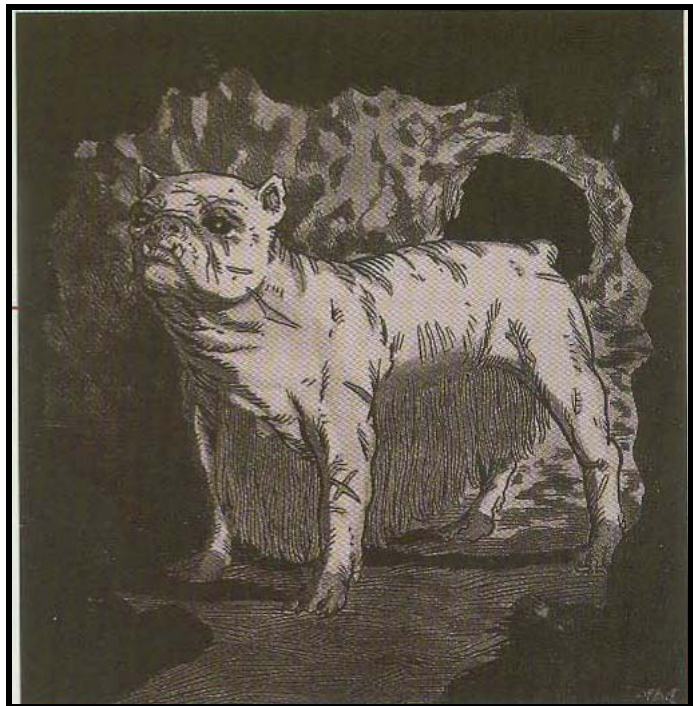
The tunnel hound has also picked up some of its dwarven master's resistance to magic, gaining a +2 to saving throws vs. spells.

Habitat/Society

Tunnel hounds are bred and raised by Outer World (Rockborn) and Hollow World (Hill Dwarves) Dwarves, and there have been some reports of Gnomes that use tunnel hounds as attack dogs. Dwarven kennel owners believe that the tunnel hound was created by Kagyar the Artisan (their immortal) along with the first dwarves, but common thought is that the breed evolved from a prehistoric mastiff thousands of years ago. A litter can produce anywhere from 3 to 10 puppies. They require little or no training to be useful as guard or war dogs, as battle (not to mention a protective disposition) seems to come naturally by them. A tunnel hound is fully grown and combat ready around the age of 1 to 2 years. They rarely live past the age of 15. Dwarven breeders will gladly sell available tunnel hound pups or adults to any they think deserving of such a loyal companion at a price of 50gp. These dogs seem to have a certain pride when it comes to combat, and if a potential victim seems nonthreatening or submissive, the dog usually does not attack unless so commanded by its owner. The only exception to this is in combat Goblinoids and Orcs.

Ecology

The tunnel hound is a domesticated animal and has little impact on its environment, other than keeping the dwarven tunnels free of rats, kobolds, goblins and such vermin. Packs of feral tunnel hounds have been encountered from time to time, roaming deserted dwarven mines or ancient halls. These bewildered dogs can be a menace to nondwarven explorers, though a dwarf can usually shoo them away or capture them for redomestication.



Death dog (Hyaena Biclopis)

Dog	Death
Type	Normal Animal
Climate/Terrain	Warm desert Subterranean
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
AL	NE
NA	5d10
Size	M; 6' long
AC	7
AV	0
HD	2+1
HP	2d8+1
MV	120'(40')
Run 1d10r	150'(50')
SW	3'(1')
THACO	17
Attacks	2 Bites
Damage	1d10 each
Special Attacks;	Disease
Special Defenses;	Medium Senses
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F1
ML	11
XP	25
TT	nil
Body Weight	75 to 150 LBS



Death dogs are large two-headed (or very Seldom Three-headed) hounds which are distinguished by their penetrating double bark. Death dogs hunt in large packs. Each head is independent, and a bite

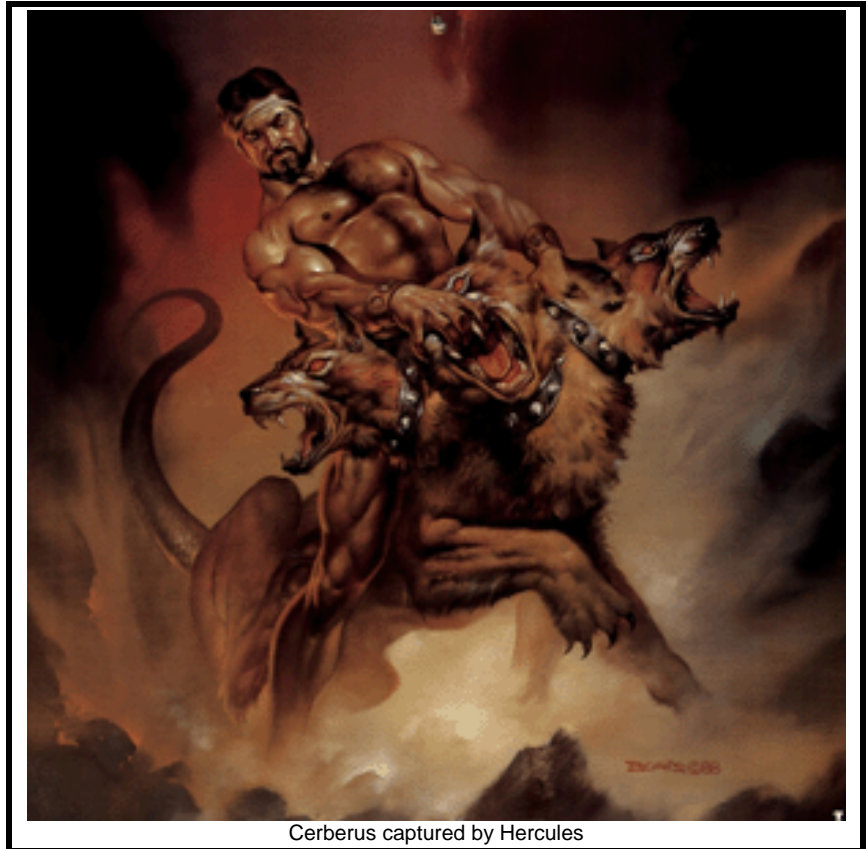
does 1d10 points of damage. Victims must save vs. poison or contract Rabies. Only a timely Cure Disease spell can save them. A natural roll of 19 or 20 on their attack die means that a man-sized opponent is knocked prone and attacks at a -4 until able to rise to its feet again. There is an 85% chance that death dogs will attack humans on sight. Some legends speak that all these dogs are descendant of the legendary two-headed hound Cerberus, the guardian to the Lower Plane Hades. Cerberus however had three heads and was about 15' high at the shoulders.

Main Predator; Dragon Main Prey; Animal Herd



Cerberus - The Guardian Of The Underworld.

Dog	Cerberus
Type	Immortal enhanced Animal
Climate/Terrain	Entrance Hades Subterranean
Frequency	Unique
Organization	single
Activity Cycle	Any
AL	NE
NA	Unique
Size	L; 10' long
ST	36 = + 8
IN	4 = - 2
WI	14 = + 1
DX	22 = + 5
CO	32 = + 7
CH	14 = + 1
AC	5 + 5 Dx = 0
AV	5
HD	22
HP	341
MV	180'/60'
Run 1d10r	300'/100'
SW	30' -10'
THACO	4 (with ST + 8 = -4)
Attacks	3 Bites
Damage	4d10 each
Special Attacks;	Trip
Special Defenses;	Medium Senses Regeneration MS, HIS
Immune to;	Acid, Electricity
Extra Vulnerable to;	na
MR;	25%
Save as;	F36
ML	12
XP	25
TT	nil
Body Weight	550LBS



Cerberus captured by Hercules

Cerberus, in Milenian (Greek) mythology, a three-headed, dragon-tailed dog that guarded the entrance to the lower world Plane), otherwise known as Hades. The center head one was that of a lion, while on one side was that of a dog, and on the other was that of a wolf, all of which snarled at those foolish enough to attempt to leave the underworld; the dog also had the tail of a serpent. Cerberus is sometimes pictured with a mane of 50 snakes, but these existed only temporarily, de to a corrupted reincarnation factor (declared under combat). His shape was that of the dogs who haunted the battlefields in the dark of the night, feasting on the bodies of the fallen warriors.

According to legend, Cerberus was the result of the union of Echidna and Typhon. Cerberus' father was Typhon, a huge dragon-like monster. His mother Echidna had the head and torso of a beautiful woman, though the lower part of her body was that of a speckled serpent. She liked to dwell in a cave where she ate men raw. With her husband Typhon she raised a monstrous brood which included the Hydra, the Chimaera, Orthrus, and, some say, the Sphinx, which further emphasizes his monstrous aspect.

Cerberus was the watchdog of hell. There he lay, chained to the gates of Acheron, fawning on the spirits entering Hades (due to the distraction of the honeycake given) and devouring those who tried to escape. Only a few heroes ever escaped Cerberus's guard; the great musician Orpheus charmed it with his lyre, and the Greek hero Hercules captured it bare-handed and brought it for a short time from the underworld to the regions above. In Roman mythology both the beautiful maiden Psyche and the Trojan prince Aeneas were able to pacify Cerberus with a honeycake and thus continue their journey through the underworld. Perhaps the best known involves the vigorous hero Herakles (or Hercules, if you prefer the more familiar Latinized version).

Herakles underwent a series of Twelve Labors, one of which was to capture the fierce canine guardian and parade him around the Greek city of Mycenae for a bit, and then return the dog to Hades. It was Hercules last and most difficult labor. When the fearless hero found the hellhound, he applied a swift strangle-hold to the monster's throat. Cerberus' barbed and poisonous tail whipped the air but, unable to pierce the lion pelt, the monster soon choked and yielded. Hercules bound him with adamantite chains and dragged him to the upper world. This unbelievable stunt was in due course accomplished by the hero, although one would imagine that Cerberus did not enjoy it in the least. As Cerberus vehemently resisted his captor, barking furiously with all three mouths, his slaver dripped on some fields, giving birth to a poisonous plant called aconite; thus named because it flourishes on bare rocks. It is also known as 'hecateis,' because Hecate were the first to use it. Medea tried to poison Theseus with it, and the Thessalian witches used it in preparing the ointment which enabled them to fly. In medieval times, witches concocted a similar ointment. Its main ingredients were aconite, abortifacient parsley, bat's blood (to assist nocturnal vision), belladonna, hemlock, and cowbane. The modern name for aconite is wolfsbane.

Another tale depicts the poet and singer Orpheus charming Cerberus by the power of his song, which emphasizes Orpheus's magical gifts of enchantment (indeed, Cerberus was notorious for not allowing mortals who were still alive to enter the underworld, with the exception of a handful of mythological characters).

In the Aeneid, the Trojan hero, Aeneas descends to Tartarus to visit his father Anchises. He is escorted by the Bybil of Cumae, and upon encountering 'huge Cerberus barking from his triple jaws, stretched at his enormous length in a den that fronts the gate,' she throws him a cake seasoned with honey and poppy seeds. Now Cerberus, 'his neck bristling with horrid snakes, opening his three mouths in the mad rage of hunger, snatches the offered morsel, and spreads on the ground, relaxes his enormous limbs, lies now extended at the vast length over all the cave. Aeneas, now that hell's keeper is buried in sleep, seizes the passage and swiftly over-passes the bank of that flood whence there is no return.'

Thyatians and Milenians (like Ancient Greeks and Romans) placed a coin and a small honeycake in the hands of their deceased. The coin was meant as payment for Charon who ferried the souls across the river Styx, while the cake helped to pacify Cerberus.

This custom gave rise to the expression 'to give a sop to Cerberus,' meaning to give a bribe or to quiet a troublesome customer. In game terms, Cerberus can be distracted 1 round for a honeycake, which is often enough to let it pass charon and the souls he carries. Cerberus never intends to attack Charon, as he brings him the cakes (and other food).

Cerberus has 60' infravision and medium senses in vision, but High senses in scent. Its other senses are low.

Special Abilities	Senses		
	High	Medium	Low Senses
Detect Werewolf:	83%	66%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2
Tracking:	Wis +8	Wis +6	Wis +4
Odor Scenting: Race:	Success	Int. at +4	Int. at +2
Odor Scenting: Individual:	Int.	Int -2	Int -4
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness

Combat

This creature was is so strong (St 36 = + 8) that it greatly affects his THACO, therefore its personal Hitroll is listed here. Since this immense THACO also affects damage on the Weaker AC hit, damage must be readjusted not only by Strength adjustment, but also by hit. This adjustment must be added to the rolled dice. In some special circumstances, magic could affect this damage, as normal. This creature can't be augmented in hitroll or decreased in hitroll by magic.

AC	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	
Hitroll	4*	3*	2*	1*	0*	1	2	2	2	2	3	4	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
with ST +8	11*	10*	10*	9*	8*	7*	6*	5*	4*	3*	2*	1*	0*	1	2	2	2	2	2	3	4	6	7	8	9	10	11	12	
x* = always hits add x and St adjustment to damagerolled.																													
Total Dm adj.	+19	+18	+18	+17	+16	+15	+14	+13	+12	+11	+10	+9	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8	+8

It heads could reach 10' from its body to attack, and the gigantic creature is faster than most people expect. In addition to his already high speed it can sprint. Luckily enough Cerberus is chained by a specially created chain to the wall next to the entrance of Hades. This chain is 100 yards long and never entwines, (even by magic).

This creature can Move Silently and Hide in Shadows as a Thief 22 (MS 84+5DX=89, HiS 72+5 DX=77).

When the beast roars or growls, it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must make a fear check adjusted by Cerberus its fear factor or be affected as normally. A successful save leaves that opponent immune to the beast's frightful presence for 24 hours.



Trying to attack the monster from behind, won't work either for there is its tail, which is a gigantic poisonous Asp (Poison J). when cut off (only possible with a cutting or slashing weapon on a natural 20 hitroll) the tail will regenerate in 1d3 rounds. Cerberus has a regeneration factor (due to his immortality) and otherwise always regenerates (even if defeated) at the rate of 3 hp/r. However, every hit anywhere on the Cerberus will affect this reincarnation, and create another snake (in addition to the regenerated 3 hit points), located next to the other. All these extra snakes have equal attack and poison statistics, yet these extra snakes (sometimes up to 50 or even 100) will be shed off in a full day, leaving one snake behind. Each snake has a reach of 20 feet, and can target different opponents within 20'.

Main predator, main prey; none or you must see the humanoids and souls passing as food or predator .

Hyenadon (Hyenadon species)

Dog	Hyenadon
Type	Prehistoric Animal
Climate/Terrain	Forest, Hill, Plain
Basic era	Pleistocene
Frequency	Rare
Organization	Solitary/Pair
Activity Cycle	Any
AL	N
NA	2d4
Size	L; 7'-9'
AC	7
AV	1
HD	5
HP	5d8
MV	120'(40')
Run 1d10r	150'(50')
SW	3'(1')
THACO	15
Attacks	1 Bite
Damage	3d4
Special Attacks;	na
Special Defenses;	High Senses
Im mune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F3
ML	7
XP	175
TT	nil
Body Weight	250-450LB



These giant, prehistoric canines resemble hyenae with tawny golden fur, like a lion's. they travel in packs, surrounding and pulling down to their numbers and large size (they average about eight feet from head to rump), they are able to take on large prey like the baluchitherium, as well as smaller creatures (including humans). They are also voracious eaters of carrion, eager to tear into remains left by the huge camosaurs. In the Azcan empire, they are found roaming the southwestern hills and the plains of the northwest. Hyenas appear together with Ogres and Gnolls, off which the latter sometimes uses them as guard animals. Hyeanonods are giant hyenas, large dog-like carnivores that lived in warm plains. They were most well known for their high pitched howl which sounds like laughing. Main Predator; Dragon. Main Prey; Animal Herd, Human(oids).



Cooshee: Elven Hound (*Canis lupus sylphus*)

Dog	Coshee
Type	Magical Animal
Climate/Terrain	Forest
Frequency	Very Rare
Organization	Pack
Activity Cycle	Day
AL	NG
NA	1d8
Size	M;3'-4'
AC	5
AV	0
HD	3+3*
HP	3d8+3
MV	150'(50')
Run 1d10r	240'(80')
SW	3'(1')
THACO	17
Attacks	1 Bite
Damage	2d4
Attacks	2 Claws
Damage	1d4 each
Special Attacks;	na
Special Defenses;	Medium Senses
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	E3
ML	8
XP	75
TT	nil
Body Weight	160 LBS+



Known as elven dogs, they only bark to warn their elven masters of danger. They can strike bipedal opponents with front paws to knock man-sized or smaller creatures down.

The cooshee, or elven hound, is a huge, long-lived dog. It is most commonly found in the company of sylvan elves, who use it for both hunting and guard duties.

Occasionally, high or grey elves will keep kennels of these dogs, but these are generally few and far between.

The cooshee has a thick greenish coat, often spotted with large brown spots or patches. This coat allows it to conceal itself in the forests and fields near its home with a 75% efficiency. Where most dogs crash through the forest, the cooshee moves as silently as its elf masters, gaining a +4 bonus on surprise rolls. Cooshees weigh more than 160 pounds and often weigh as much as 300 pounds. Their huge paws house equally huge claws, which are curved to ensure better traction in the soft loam of the forestlands. Their tails generally arc over their backs, though they hang between their legs when they are being scolded. Their ears come to a point on top of their heads, giving the cooshee an attentive, intelligent look.



Combat:

In combat, the cooshee is a fearsome opponent. Its powerful jaws are enough to frighten any normal person; coupled with its fierce claws and demeanor, the cooshee is a very effective fighting machine. With a party of elves providing distraction with their arrows, the cooshee can become a creature from a nightmare for its prey. Elves say that one cooshee is worth five orcs. Although cooshees can go head-to-head with many creatures, their strength lies in the chase. When they are pursuing an opponent, whether it be game or humanoid, the cooshee can begin an all-out sprint, increasing its speed to 240'/80' for five rounds. At the end of this time, if it didn't catch its prey, it slows down to 150'/50' for at least five additional rounds while it catches its breath. When they draw within range of their foe, cooshees may attempt to overbear their enemy. If this opponent is fleeing, the cooshee gains a one-round size bonus. That is, it becomes Size L for the purpose of the overbearing attack roll and thus gains +4 to attack rolls versus medium sized prey. If it rolls a successful attack roll, the cooshee has successfully dragged or knocked its opponent to the ground.

If it attempts to overbear, it must forfeit all its other attacks during that round. In the round following, it automatically pins the quarry and may make its ferocious bite attack on the helpless prey. The victim may attempt to break the pin by making a successful Strength check. If it fails, the victim loses any Dexterity bonus to his or her Armor Class. Further, the cooshee gains a +4 to attack targets so pinned. They tend to favor the throat of the creature over any other target. If the cooshee have been ordered to subdue their target, they simply close their jaws over the quarry's throat, resting their teeth against its skin. This tends to be an effective method of forcing surrender. If attacked while in this stage it will bite accordingly for maximum damage (no AV.), causing an open wound for medium bloodloss.(2 /round.).

Habitat/Society:

Cooshee mate for life. If one of the pair is killed, the other generally wastes away. Cooshee puppies bond strongly to their parents, and the parents are highly protective of their offspring. Only a fool comes between an adult cooshee and its children. Cooshee tend to avoid other "normal" dogs, seeming to find them inferior. In this regard, the cooshee echo their elf masters, refraining from much contact with other races. The cooshee have an incredibly loud bark that can be heard more than a mile away. However, they only bark to warn their masters or packmates. In almost no other circumstances will a cooshee emit noise. Cooshee often live to be more than 100 years old.

Ecology:

No one seems to know whether cooshee are a naturally occurring creature or if they are a creation of the elves. Cooshee are the result of breeding between a Fairy dog Coin Sith and a common dog. There is a 5% chance they produce one pup offspring, which will always be a male or female Coinshee. Further breeding results in only normal dogs. The cooshee seem almost too perfectly designed for their tasks to be anything but created beasts. However, their affinity with nature, closely mirroring that of the elves, leads one to believe that they are, in fact, entirely natural. Although elves have had much success in gaining the trust of the cooshee, few other races have been able to establish a rapport with the hound. Even experienced animal handlers of other races find it incredibly difficult to approach one of these magnificent creatures. Thus, unless the cooshee has been magically *charmed* (it saves at +3 vs. any *charm* spell), it will only be found in the company of elves.

Main Predator; Wolf, Great Cat. Main Prey; Rodents



Yowler (Canis lupus Terriblis)*

Dog	Yowler*
Type	Monster
	Magical Animal
Climate/Terrain	Any Land Desolate
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
AL	CE
NA	2d4 (4d4)
Size	M;3'-6"
Intelligence	4
AC	0
AV	0
HD	3+3**
HP	3d8+3
MV	150'(50')
Run 1d10r	180'(60')
FL	270'(90')
MF	1/2 A
THACO	17
Attacks	1 Bite
Damage	2d4
Special Attacks;	Swoop
Special Defenses;	Medium Senses Only magic damages
Immune to;	na
Extra Vulnerable to;	0
MR;	na
Save as;	MU 11
ML	10
XP	100
TT	nil
Body Weight	150 LBS



Yowlers look like huge, well-muscled dogs. Their short fur is as dull and black as chimney soot. Though a Yowler is definitely canine, its expression can be decidedly human, and its wrinkled ears could easily be mistaken for stubby horns. The eyes of a yowler glow with an infernal red light, and their teeth are well designed for tearing the flesh from unfortunate victims.

Combat;

The baying of a yowler pack is most horrible and is clearly audible at distances of up to a mile and carrying considerably farther under the right conditions (low moisture, night, no

wind, or wind from the right direction, etc.) Creatures within 90 feet must make a Saving

Throw vs. Spells each round or flee in panic until the Saving Throw is successful, or the baying can't be heard anymore. If the pack consists of more than five, the Saving Throw is made at a penalty of -1 for each additional yowler, up to a maximum of -10. Once a character has successfully saved, he is immune to the baying of this particular pack, as long as he remains within its immediate vicinity.

When a pack of Yowlers attacks a group of foes, the yowlers begin their bay, hoping to cause their enemies to scatter in fear. If some opponents flee, the bulk of the pack use their flying abilities to chase down and gang up on one or two panicked opponents. As long there is at least one panicked quarry, one or more yowlers will continue to bay rather than to attack.

Panicked characters flee at the top of their speed, in a random direction (often—50%--chance, dropping backpacks, weapons and other easily discardable items while in full flight to get faster). They move always away from the baying. Fleeing characters do not defend themselves unless cornered. In that case, they fight normally but turn to flee at the first opportunity (or the baying stops). Magical silence blocks the effect, but the victim will flee again in terror once again if the sound returns.

In melee, yowlers attack by masking quick bites for 2d4 damage. Their flying abilities enable them to dart in for swooping attacks while remaining out of reach of their foes' reach for the most of the time.

Yowlers can only be struck by silvered or magical weapons, and even then only suffer damage equal to the weapon's magical plus (a sword +1 inflicts 1 point of damage, a dagger +2 2 points, an arrow +3 3 points etc.). Silvered weapons inflict 1 point of damage, due to the silver, then any magic is added. Strength bonuses are not added, nor any weapon mastery bonuses (except those to hit of course).

Habitat / Society

These hideous creatures are found only in the most desolate of wilderness areas, and they often lair in gloomy caverns where they rest by day, coming out to hunt when night falls. They will attack almost any warm-blooded creature that is foolish enough to enter their territory, and ferociously drive away other carnivores, including other Yowlers, whenever they appear.

Tales are sometimes told of evil creatures using Yowlers as hunting or guard beasts, but even Yowler pups are stubborn, hostile and nearly impossible to train (although an Animal Charm might help). They cannot be truly domesticated and will run away or turn on their masters if given the slightest chance.

Yowler packs are loosely organized along the same lines as wolf or dog packs, with one dominant male, breeding pair and several junior members who act as dependable scouts, hunters, and fighters. The dominant members are frequently subjected to challenges from the junior members, and the loser in a dominance struggle is usually killed, though some manage to flee. Lone Yowler encounters are usually with individuals that have escaped death after a dominance fight.

The dominant pair of Yowlers aggressively defend their 2d4 pups and the additional members are responsible for bringing food to the mother and the pups. When a Yowler pack grows too large to support itself in the available territory, several juniors will break off to establish a new territory and form a new pack. This is often done after a lost battle. Yowlers have the ability to fly magically. They have low senses, but have **Darkvision** to increase their nightly b=hunts.

Ecology

Yowlers can eat any type of meat, but their preferred meat is that of demi(Human-oids). They will scavenge if necessary, but few edible creatures within their territories get the chance to die naturally.

Main predator; Dragon, Monster, Main Prey; any Demi-Human-oid or creature of less than 10'.

Debbi (*Hyena papio terriblis*)

Mammal	Debbi
Type	Normal Animal
Climate/Terrain	(Sub)Tropical Desert
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Scavenger
AL	NE
NA	1d8
Size	S; 2 tall
ST	9
IN/WI	1
AC	7
AV	0
HD	1+1
HP	1d8+1
MV	150'(50')
CL	60'(20')25%
THACO	19
Attacks	1 Claw or club
Damage	1d4
Special Attacks;	fear
Special Defenses;	Medium Senses
Save as;	NM
ML	5
XP	15
TT	nil
Body Weight	40 LBS



The Debbi is an unusual breed of Desert Scavenger capable of forcing creatures much larger than itself into flight from watering holes and from their prey because of its ability to instill magical fear. They are hateful and selfish creatures with not an ounce of mercy in them.

Smaller than usual dog, the two feet tall Debbi is a hairy creature halfway between a baboon and a hyena. It has the snout, head, and powerful jaws of a bone-cracking scavenger, with large ears and the body of a nimble monkey. They have sharp fangs but use them only for fierce grimacing displays, not for biting. Their small hands are capable of manipulating tools.

Combat

A Debbi has the power to put all other animals and men around it to flight through its primitive magical abilities. The Debbi can *cause fear* by stamping its feet in a slow, rhythm and calling forth magical power that makes its fur crackle and spark. The chill in the air and the magical unease that it conjures up seep into all nearby animals (not plants) the result is that any creatures within 2 yards of the Debbi when it begins screeching and stamping are affected as per fear spell once per Turn. This fear lasts for two rounds. Usually all the Debbi in a pack bring on their fear effects at the same time, forcing multiple saving throws by all nearby creatures and thus bettering the odds of driving every creature away. If a creature makes its saving throw against a particular Debbi, it will not be affected by its power for at least the next hour., thereafter, it must save again as normal. The Debbi uses this ability to drive other creatures away from recent kills and from watering holes, so that it may eat and drink what they have worked for. For all Debbi are immune to all forms of magical fear, and they are very aware of when their fear wears off. If forced into melee, a Debbi uses a simple club, striking for 1d4 points of damage or claws for the same damage on a successful hit. Generally, however, they attempt to flee if faced with serious opposition. Almost all Debbi are cowards at heart, their magic is bluster.

They are excellent climbers and generally flee for the palms (trees or whatever else high nearby) when in doubt. They throw rocks (opportunity weapon Ranges; 10'-20'-30', for 1d3 damage, Full AV subtraction), but they don't have the strength to hurl anything large or dangerous enough to seriously threaten human-sized creatures. Their misdeeds can however easily distract a spellcaster, though, however.

Habitat / Society

All other desert creatures despise the Debbi, for it takes what they have worked for and leaves them fleeing across the hot sands. Debbi live in a precarious existence, however, because they have troubles defending themselves from predators at night, when the Debbi rests and any other moment their ability is not active. Although they might benefit from cooperation in watch of danger then, they are too selfish to look out for their fellow pack members (often family or offspring) but they are also too weak to escape a determined stalker like the cheetah or the lion. As a result, Debbi are often slain at night, when they can be taken unawares by the predators they stole from during the day. They are also easy targets from birds of prey, who in a single fast strike attack, grips and flies of with its prey, killing it in flight or dropping it on the ground to prey upon it later. When from the ground, the Debbi can't conjure up their fear aura, and many fast predators are aware of this. They will also harass campsites at dawn and dusk, trying to get mounds to scatter, searching packs for easy food, and even making off with meals left unattended for an instant when the campers flee to crackling magical fear aura of the Debbi. Even if there is no available food, the pack delights in tearing up anything it can before the owners return. Debbi packs are regulated by a strict pecking order. The strong take what they want from the others and abuse them mercilessly. The young are often mistreated by their elders if their mothers aren't constantly watchful.

Debbi are too barbaric to understand the value of treasure of any kind. They value nothing, they can't eat. They can, however, sometimes be bribed for food.

Debbi who have taken over a rich hunting area or a clear watering hole then proceed to dirty their home with refuse, uneaten kills, and offal. Debbi always pollute an oasis just before leaving. Drinking from these polluted water forces other creatures to make a constitution check at -4 (+1 for each month after the Debbi left, until the check is made at 0 after which it is clean/clear again). Or suffer from internal parasites (gutworms and similar).

Ecology

The hair of this creature may be made into a talisman and enchanted to cause others to fear the wielders as per fear spell once per day (as long as the character is grounded, and the visual effects are the same—bad hair day indeed). For this reason they are often hunted by desert shamans and even wizards from the great metropolises. The unblemished hide of a Debbi can fetch up to 200 gp on the marketplace.

Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf.

Amorian Hound (Caninoides reptileae Amora)

Mammal	Amorian Hound
Type	Normal Animal
Climate/Terrain	HW Milenia only
Frequency	Uncommon
Organization	Pack
Activity Cycle	between day night day or night
Diet	Carnivore
AL	N
NA	1d4(2d4)
Size	M; 3'-6' long
ST	13
IN	4
WI	6
DX	12
CO	19
CH	1
AC	9
AV	4
HD	3+1
HP	3d8+1
MV	180/60
SW	60'(20')
Sprint 1d3 r	210/70
THACO	16
Attacks	1 Claw or Bite
Damage	1d8
Special Attacks;	Lockjaw
Special Defenses;	Medium Senses
Save as;	F1
ML	8
XP	50
TT	nil
Body Weight	70 LBS

These large dogs are a type of prehistoric canine. An Amorian hound's, head and snout are covered by tough reptilian hide. A strip of this scaly skin runs down its back and tail, and also under its belly. The dog's sides are covered with short black or brown fur.

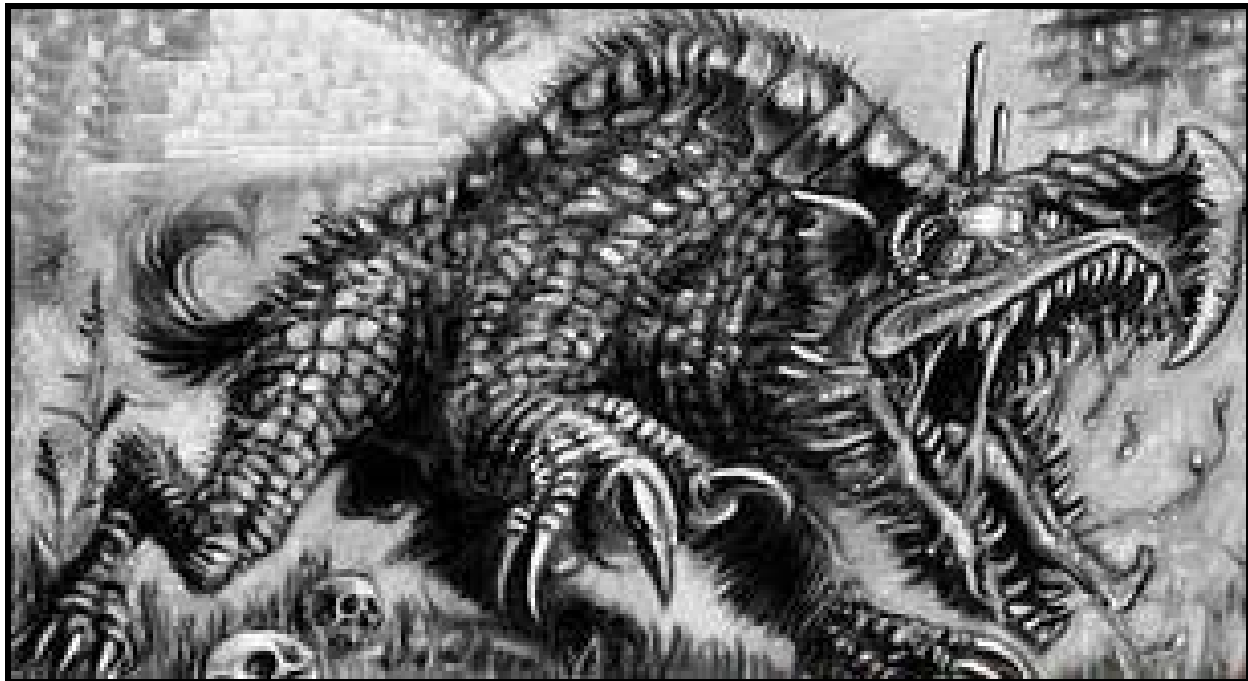
Combat

Amorian hounds have exceptionally long fangs, and are feared for their ferocious bite. This bite can be locked, and with the tearing of the beast at the enclamped flesh it causes automatical damage of 1d8 each round. There is a 5% chance per pint of damage taken (checked at the end of the round) that thew flesh will be torn frim its victim, causing a bleeding wound of 2 points per round there after. And increase the chance of infection to 75%.

Habitat/Ecology

Milenians discovered them on the Island of Amora. At that time, these beasts were near extinction, with only one sizeable pack remaining. Milenians began breeding them, and eventually domesticated the dogs. Herdsmen have trained them to protect and drive their flocks. Amorian hounds are also used as guards in forts, temples, and even private businesses. They are hig1 valued for their courage and loyalty.

Main Predator, Small dinosaurs, mammals, Rodentss Main Prey, Human(oid), Great carnosauers.



Wolf, common (*Canis lupus signatus*)

Wolf	Normal Wolf
Type	Normal Animal
Climate/Terrain	Non-Tropical
Frequency	Common
Organization	Pack
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	2d6(3d6)
Size	M; 3'-4'
IN/WI	3
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	2+2
HP	2d8+2
MV	180'(60')
Load	500/1000
BM	1/2
THACO	17
Attacks	1 Bite
Damage	1d6
Special Attacks;	Leaping
Special Defenses;	High Senses
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	8 or 6
XP	25
TT	nil
Body Weight	100LBS



Wolves are large, intelligent canine carnivores, and hunt in packs. Though they prefer the wilderness, they may occasionally be found in caves. Captured wolf cubs may be trained like dogs, but with great difficulty. If three or fewer wolves are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale is 6 rather than 8. Packs can become very large, but will break of in two separate pack as soon as the maximum number of 18 is reached. The two strongest males will then both become Alpha males.

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and

animals alike for the lack of better things to do. The truth is that never in recorded history has a non-rabid or non-charmed wolf attacked any creature having an equal or higher intellect than itself. (The chance of encountering a rabid wolf that would attack anything is 1%, if a lone wolf is encountered.)

Northern wolves exhibit colors from pure white, to grey, to black. Southern wolves are reddish and brown in color. Although fur coloration vary with climate, all wolves have various features in common. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost empathic ability. All wolves have the following skills; Instinct (Wi+8), Hide in Shadows (40%), Jumping 12' (-2' with rider), Odor Scenting (IN+5), Endurance (Co). They also have enhanced senses.

Special Abilities	High Senses	Medium Senses	Low Senses	None(as Human)
Detect Werewolf:	99%	83%	66%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2	not
Tracking:	Wis +8	Wis +6	Wis+4	Only with skill
Odor Scenting; Race:	Success	Int. at +4	Int. at +2	not
Odor Scenting; Individual;	Int.	Int -2	Int -4	not
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus	7%+/-Dex adjust
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness	none

Combat:

Wolves hunt in packs during winter and late fall when only large herbivores are available. Wolves prefer small prey over the larger variety, because of the amount of energy required to run them down. Even then, they catch only the weak and sickly animals. Wolves usually hunt only one large quarry per week, per pack, going without food for days at a time. During summer months, a single wolf can consume over 30 mice in a single day. If a wolf or wolf pack is attacked by humans, they run away, looking back momentarily to make sure they are not being followed. If backed into an inescapable location, they will attack by tearing at clothing or legs and arms until they have an opening to escape.

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. The impact of a heavy animal on an upright human frame is great. If the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds.

Snatch and run:

Fast, stout predators use this tactic. It can only be used against small and light prey, including gnomes and Halflings. The maximum prey weight allowed for this attack is 25 lbs. per hit die of the predator. This attack is done on the run, slowing briefly to make the attack, and the animal continues to run after the attack, successful or not. A critical hit (the animal may use only its bite attack) means that the animal has gotten a solid hold on its prey and inflicts automatic bite damage every round as the animal runs off with the victim in its mouth (not vs. metal armored and non-flesh targets).

Strangling:

Many predatory mammals do not kill by mauling their prey to death. Instead, they instinctively try to get a choking hold on the victim's neck, shutting down the air, blood, and nerve pathways. In game terms, a critical hit on a bite attack means that the animal has gotten a chokehold on the victim's neck, inflicting automatic maximum bite damage each round the chokehold is maintained. This tactic can't be used against characters with full helms, plate mail, plate armor; or similar protections, as the neck is too well protected.

Habitat/Society:

Wolves, like humans and demi-humans, are social animals. They live, hunt and play in families. There is a very strict social structure in these family groups that is continually followed. Each pack is led by an alpha male; his mate is the alpha female. Only the alpha male and alpha female breed, but the second ranking female often helps in whelping and nursing duties. Wolves prefer areas not inhabited by other large predators. Their domain has many terrain features in which they can play. Large rocks, fallen trees, and brooks play an important part in their recreational activities. Wolves will leave an area once humans move in. Wolves can communicate with other dog-like creatures (mostly only wolves) over long-distances, by howling. This communication, will mostly



only be identification, and location to others around. Sick (including rabies) wolves will be chased away or killed by the pack, even before the disease breaks out.

Ecology:

Wolves are valuable hunters in the wild. Fear of the wolf has resulted in their extinction in many areas. This genocide results in a marked increase in rodents and deer population that has nearly demolished the surrounding ecosystems. All wolf species are "vulnerable" to the calls of control by the Werewolves, and Vampire species, but when released they will mostly run. In the case of werewolves calling them they sometimes will fight for supremacy. The Alpha wolf will then attack the werewolf, and when defeated (they rarely fight to the death, but till morale breaks) the werewolf becomes the Alpha wolf, and the wolves will remain near to him until he is defeated. A Female werewolf will however, always lose the herd, unless she is taken by the Alpha as her mate. Werewolves will always be accepted as a wolf, not as a human by wolves, in either shape. They will not easily accept nor attack the werewolf, however, it has to proof itself in the pack, females however, are easily accepted in the pack, but when chosen by the Alpha as its mate, the Alpha female will try to defend its current position. There is one problem with this, that the werewolf then must accept other wolves to mate other wolves, (and then accept those cubs as her own) or the pack will die out, as normally only the Alpha may procreate.

A Vampire, actually "Charms" a wolf, and controls it thus. A Remove Charm, will instantly remove the Vampire's control over the creatures, however, as long the vampire is alive it can be called into control again.

Wolves, like many Dog Species have the strange ability to **Detect Disease**. When correctly trained they can become great companions to Clerics or Healers. When they are not trained, they will mostly attack the wounded and infected creatures first above others, or abandon them.

Wolves are very often used in infernal and magical experiments. Thus created the variant Undead Wolves, and Wolf constructs, but these are listed in chapters The Undead and Constructs, even while they still have habits and appearances equal to their ancestors".

Main Predator, Human(oid), Great Cat, Dire Wolf, Bear, Dragon, Main Prey; Animal Herd, Birds, Mammals (especially Rodents)

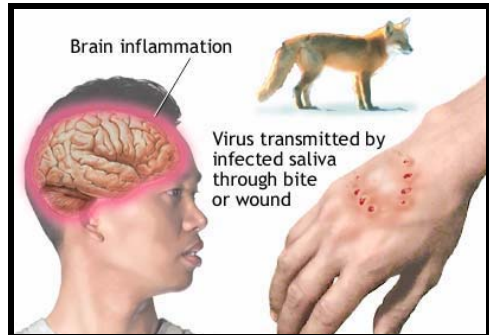


Rabies

When rabies is contracted during the incubation time, and effects, the victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious.

Rabies:	Normal Infection roll 1d8 (+2 if wounded by critical attack)	(remember to add additional effect by severity –See Pages of Vrtue) Incubation Time;
	1-3 Severe infection	1d2 days –(con adj. x Hr)
	5-8+ Terminal Infection	24 Hr –(con adj. x Hr)

This disease spread by infected Foxes, Dogs, Gnolls, Lupins, Wolves or Lycantropes. It is transmitted like Lycantropy, by a bite-wound. In these hosts the disease is violent and usually fatal. Bats, Rats (even Were-Bats and Were-Rats) can also carry Rabies, but will not die by it, but transmit them as normal. A characteristic behavior of rabid creatures (be it animal or demi-humanoid) shows in the mild stage of the disease general malaise of the wound and a spasm of the muscles of the throat, especially at the sight of water, so that the patient is unable to drink, and generalized convulsions. Foam will show at the mouth and/or nose of the patient. The pupils will be small and unfocused. It is one of the most terrible diseases. The affected creature becomes Chaotic evil, and berserk at all creatures (even reflections, pictures, shadows, or even thoughts of a creature). **The disease spreads along the neurons, and this reveals the reason why the disease can be halted by amputation of the infected area.** The brain becomes blackened by the disease in the severe stage. The duration of the stages last as long as normal, and follow each other, but the disease can't be halted easily. **This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20 + Con. patient = % chance to be successful).** **The disease ends in a massive heart failure, or just passes away at the end of the severe stage, if not Terminal. The total Time to cure will be about 3 months. 1% of contracting the disease per week of exposure, but 50% if bitten by an affected creature. Epidemic lasts 1d6 weeks.**



Dire Wolves: (Canis dirus)

Wolf	Dire Wolf	Worg
Type	Giant Animal	Giant Animal
Climate/Terrain	Any Forest	Any Forest
Frequency	Rare	Rare
Organization	Pack	Pack
Activity Cycle	Any	Day
Diet	Carnivore	Carnivore
AL	N	NE
NA	1d4(2d4)	3d4
Size	M; 7'-12'	M; 4'-7'
ST	17	18
IN/WI	4	6
DX	11	9
CO	10	12
CH	13	10
Languages	0	0
Spellcaster Limits;	0	0
AC	6	7
AV	0	0
HD	3+1*	3+3
HP	3d8+1	3d8+3
MV	150'(50')	180'(60')
Load	1000/2000	750/1500
BM	1	1/2
T HACO	16	17
Attacks	1 Bite	1 Bite
Damage	2d4	2d4
Special Attacks;	leaping	leaping
Special Defenses;	Medium Senses	Low Senses
Immune to;	0	0
Extra Vulnerable to;	0	0
AM	0	0
Save as;	F2	F2
ML	8	7
XP	125	175
TT	nil	nil
Body Weight	500LBS	2200LBS



The Dire Wolf is an ancestor of the modern species. Dire wolves are larger and more ferocious than normal wolves, and are semiintelligent. They are fierce enemies and usually hunt in packs. They are found in caves, woods, or mountains. They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves. They are otherwise similar to their descendants.

Main Predator, Human(oid), Great Cat, Dire Wolf, Bear, Dragon, Main Prey; Animal Herd, Birds, Mammals (especially Rodents)

Worgs (Canis dirus terribilis)

Worgs are an offshoot of Dire Wolf stock that have attained a degree of intelligence and a tendency toward evil. Worgs have a primitive language and often serve as mounts of goblins. They are otherwise similar to their descendants. About 15% of Worgs are infected with Rabies.

Main Predator, Human(oid), Great Cat, Dire Wolf, Bear, Dragon, Main Prey; Animal Herd, Birds, Mammals (especially Rodents)

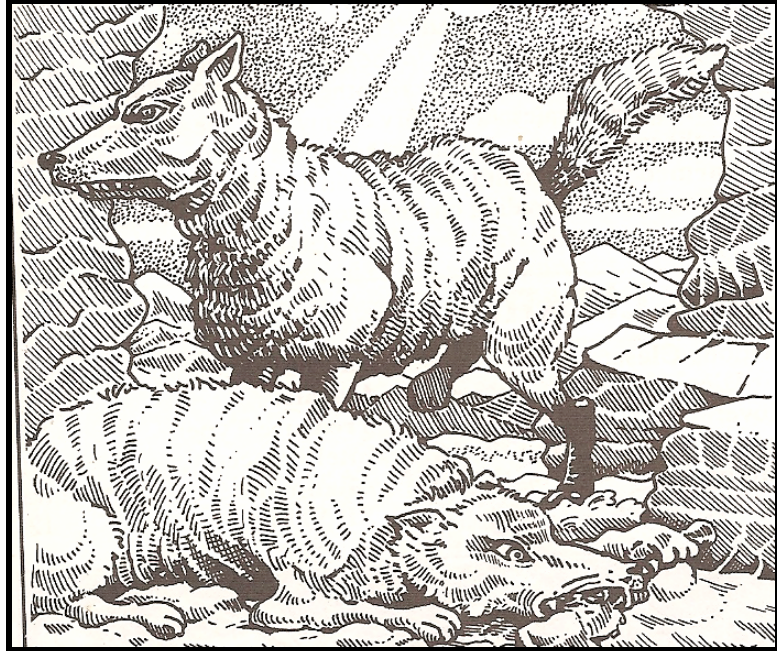
Goblins and Wolf Empathy.

During his younger years, a follower of the Great Wogar (goblin Immortal) must raise a dire wolf during the same moon. He is responsible for his wolf companion. If it dies due to his neglect, the goblin immediately becomes a pariah (outcast). If the wolf dies during combat, it is customary for the goblin follower to eat his wolf's heart to gain its strength. The ceremony of the wolf takes place at the temple. In effect the goblin gains Dire wolf Empathy and Dire Wolf Training (or a +2 to this skills if already having them). Goblin shaman can take the form of a Direwolf. See Goblin for more information. Dire wolf Empathy works on Dire Wolves, Worgs, Arctic, Winter and Mist Wolves. Dire Wolf Training works on all wolves.

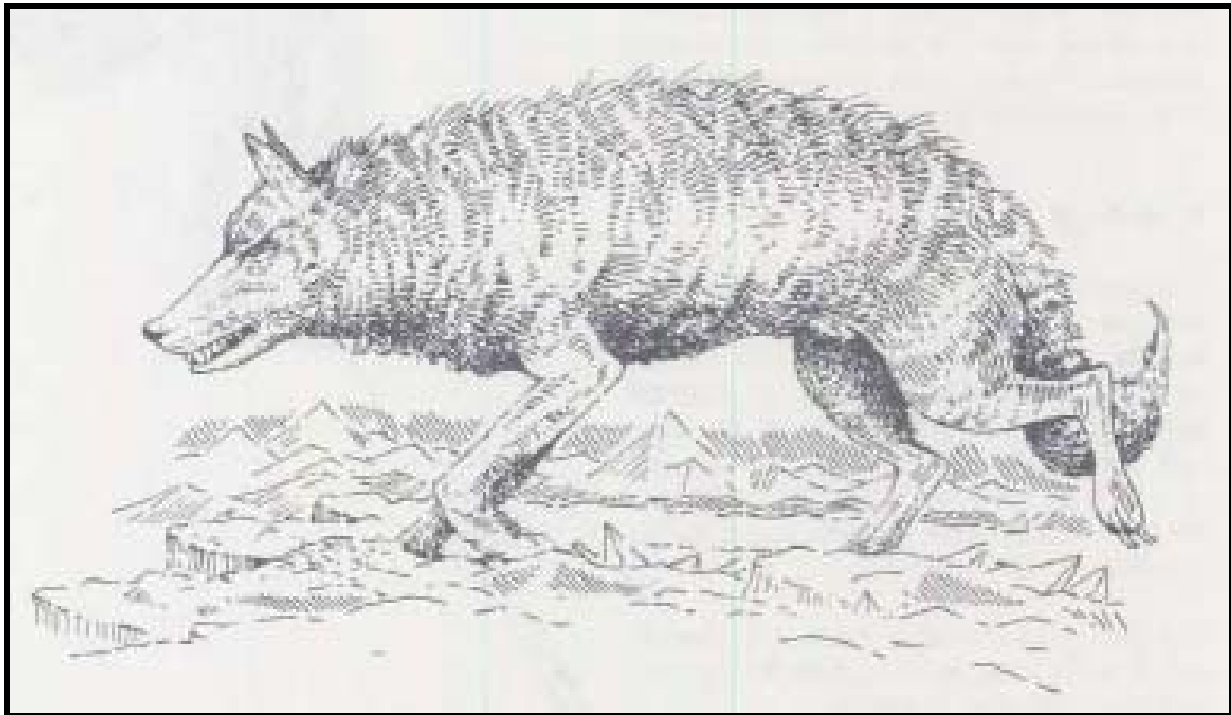


Arctic (Ice) Wolves (*Canis dirus polaris*)

Wolf	Arctic Wolf		
Type	Giant Animal		
Climate/Terrain	Arctic		
Frequency	Rare		
Organization	Pack		
Activity Cycle	Any		
Diet	Carnivore		
AL	N		
NA	0(1d8)		
Size	M; 7-8'	M; 9-10'	L; 11-12'
ST	17		
IN/WI	4		
DX	12		
CO	15	16	17
CH	13		
Languages	0		
Spellcaster Limits;	0		
AC	4		
AV	0		
HD	3+1**	4+1**	5+1**
HP	3d8+1	4d8+1	5d8+1
MV	150'(50')		
Load	2000/3000		
BM	1		
THACO	16	15	14
Attacks	1 Bite		
Damage	1d10		
Special Attacks;	Frost Breath		
	3d4	4d4	5d4
Special Defenses;	Medium Senses		
Immune to;	cold		
Extra Vulnerable to;	Fire		
AM	0		
Save as;	F4	F5	F6
ML	9		
XP	100	275	575
TT	C		
Body Weight	100LBS	150 LBS	250LBS



These great wolves, distantly related from the Dire Wolves, are huge (as big as a Pony) animals with pure white coats, and icy blue eyes. They run in packs just like the lesser and normal wolves, and live in high mountains and arctic regions, but often venture onto the lowlands during winter or in search of food when game is scarce. They are large enough to serve as riding beasts, but they can't be trained with a normal animal training skill, a character must have the animal (wolf) empathy skill in order to even befriend an arctic wolf. The Hobgoblins and Quariks make such use of them.



Combat

Each round during combat, these wolves (1-4 on 1d6) attack with a bite, or (5-6 on 1d6) they attack by breathing out an icy blast of air at a single victim in 15'. The victim is allowed a save for half damage. They are immune to cold and take only 50% of magical cold. If fire is used, however, 1 extra point is added to each die of damage. So a torch will do 1d4+1 instead.

Habitat/Society

They feed primarily upon the giant reindeers of the Hollow and Outer World (where they are extremely rare), though they will bring down a human they can catch out in the open. No Arctic Wolves are known to carry Rabies, but they can be infected.

Main Predator, Human(oid), Great Cat, Dire Wolf, Bear, Dragon, Main Prey; Animal Herd, Birds, Mammals (especially Rodents). If in good condition, a pelt is worth 250 gold pieces.



ARCTIC WOLF
Eric Berlin

Winter Wolves (*Canis dirus Frigidarius*)

Wolf	Winter Wolf
Type	Normal Animal
Climate/Terrain	Arctic
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any
Diet	Camivore
AL	NE
NA	2d4
Size	M; 7'-12'
ST	16
IN/WI	5
DX	14
CO	12
CH	13
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	6*
HP	6d8
MV	180'(60')
Load	na
BM	na
THACO	15
Attacks	1 Bite
Damage	2d4
Special Attacks;	Frost Breath 6d4 in 10'
Special Defenses;	Medium Senses
Immune to;	cold
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	8
XP	500
TT	V
Body Weight	150 LBS



The most dangerous member of the species, the winter wolf is known for its great size and foul disposition. Living only in chill regions, they can unleash a stream of frost from their lungs once every 10 rounds, causing 6d4 points of damage to everything within 10 feet. A save vs. breath weapon is allowed for half damage. Cold-based attacks do not harm the winter wolf, but fire-based attacks cause an additional point of damage, per die of damage. Winter wolves are more intelligent than their cousins and, in addition to being able to communicate with Worgs, have a fairly sophisticated language of their own. The winter wolf is beautiful, with glistening white or silver fur and eyes of pale blue or silver. If in good condition, a pelt is worth 500 gold pieces. A Winter wolf can't be infected by Rabies, they are somehow immune, probably this has something to do with their breath of Frost ability.

Main Predator, Human(oid), Great Cat, Dire Wolf, Bear, Dragon, Main Prey; Animal Herd, Birds, Mammals (especially Rodents).



Mist Wolves (Canis Dirus Aeolius)

Wolf	Mist Wolf
Type	Normal Animal
Terrain	Nondesert/dry
Climate	Subarctic temperate
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
Diet	Carnivore
AL	LG
NA	2-20
Size	M; 4'at shoulder
ST	14
IN/WI	8-10
DX	11
CO	13
CH	13
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	3+3*
HP	3d8+3
MV	180'(60')
THACO	17
Attacks	1 Bite
Damage	2d3
Special Attacks;	Mist Breath
Special Defenses;	high Senses Detect Evil
Immune to;	cold
Extra Vulnerable to;	Fire
AM	0
Save as;	10%
ML	10
XP	75
TT	0
Body Weight	450 LBS



Combat

Mist wolves attack in packs like common wolves, often using the sheer weight of numbers to drag down opponents. They're more intelligent than their cousins, so they are less likely to continue an obviously losing battle. Mist wolves have a magical ability that makes it easier for them to disengage from stronger opponents. Each mist wolf can exhale clouds of thick mist (similar to a wall of fog spell) blocking all vision, filling a volume ten feet on a side (1000 cubic feet) and lasting five rounds unless blown away.

The mist is purely defensive, since it's as opaque to the wolves as it is to their opponents. This ability can be used twice per day.

Mist wolves have an innate ability to detect evil. This power operates continuously, without conscious volition. They're implacable enemies of evil and defenders of goodness and law. They'll often go to great lengths-even giving up their lives-to protect humans and demihumans.

Habitat/Society

Because of their alignment, mist wolves attack only humans or demihumans who have been acting in a flagrantly evil manner. Normally, mist wolves protect travelers from evil creatures that may wish them harm. Unfortunately, fear and hatred of wolves are taught from the cradle and are embodied in everything from children's tales to common expressions ("a wolf in the fold," "the wolf at the door," etc.). The fact that mist wolves are frequently seen where evil is abroad doesn't help; people never realize-or refuse to believe-that the wolves only appear when evil is near in order to fight it. Therefore, mist wolves are often slain by the very people they're trying to protect.

Mist wolf society is based around the pack. Packs consist of up to 20 adult wolves, with an equal numbers of males and females. The leader of the pack is the strongest individual (usually male, but not necessarily so), who gains and defends the position by challenge and non-lethal combat. Mist wolves have their own rich language consisting of yips, barks, and growls. They understand the common tongue, but they are unable to speak it for anatomical reasons. These creatures are most common in forests with evil reputations, because that's where they can do the most good. (Of course, this doesn't help the wolves' reputation at all. . . .) There are large populations of mist wolves Forests of the Continent Skothar, although they aren't limited to these areas.

Ecology:

If a pack of mist wolves is encountered in its own territory (usually wilderness forests), there are half as many cubs present as there are females in the pack. Mist wolves are monogamous and mate for life, and both parents share the responsibility of caring for cubs. Cubs grow rapidly, reaching full maturity at the age of 12 months. They gain their breath weapon ability at half that age.

Mist wolves are highly efficient predators with few natural enemies. They're intelligent enough to select their victims and control their hunting with care, making sure never to over-hunt an area.

Mist wolves are cousins of normal wolves, but they are larger and have some magical abilities. Although they're lawful good in alignment, mankind's innate fear and hatred of wolves ensure that these creatures are treated with distrust. Mist wolves are almost identical to their nonmagical cousins, except that they're taller at the shoulder and their fur is gray with white tips on the hackles. They're slim and muscular, with fearsome-looking teeth. Their eyes are black, without the red tinge often seen in wild wolves.

Lupasus, Fwen, Winged Wolves: (Canis lupus Pterylykos)

Wolf	Lupasus
Type	Animal
Climate/Terrain	Any Forest, Hills, Fields, Steppes
Frequency	SE Brun; Uncommon, elsewhere: rare
Organization	Pack
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	4d4
Size	M; 8'
Wingspan	16'
ST	12
IN/WI	5-7
DX	15
CO	10
CH	13
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	5+5
HP	5d8+5
MV	180/60'
FL / MV	360/120' 3B
Load	1000/2000
BM	1
T HACO	14
Attacks	1 Bite
Damage	2d6
Special Attacks;	Swoop
Special Defenses;	High Senses
Im mune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	8
XP	400
TT	nil
Body Weight	900+2d100 LBS



These huge winged wolves are native to the Yazak steppes. Lupasi come in various colors and breeds, much like horses or dogs. The Lupasener breed from the Louvine Royal Kennels are especially renowned for their distinctive pure gray color and their ability to perform highly complex precision maneuvers. Other noteworthy breeds include the strangely patterned Lupaquins, the two-colored Lupintos, and the stocky Appalupas.

An adult lupasus measures up to 8 feet in length, not including the tail, and may weigh up to 1000 pounds. A typical lupasus is gray (with black patches above and white below), powerful teeth, a bushy tail, and round pupils.



Combat:

Lupasi can fly while carrying a man-sized creature outfitted with light armor, a shield, and several weapons. Still, the total weight carried by the lupasus cannot exceed 200 pounds. Unencumbered lupasi must make a saving throw vs. paralysis for each hour of flight. If the saving throw fails, they must rest a half hour for each 2 previous hours of flight. A lupasus with a rider drops one maneuverability class level and must make a saving throw every half hour.

Lupasus wings are covered with fine, soft fur (not feathers) and are no more or less vulnerable to fire than the rest of the body. Lupasi that have lost 50% or more of their hit points cannot fly, but they can glide until 75% or more hit points have been lost. Lupasi often prefer to attack from the ground, not using their wings at all, so being forced from the air is not a huge concern.

Habitat/Society:

Wild lupasi are most often found roaming the steppes and the skies of Yazak, north of Renardy. Lupasi are equally at home on prairies, in forest lands, and on all but the highest mountains.

It is extremely difficult to tame or capture lupasi. Wild lupasi generally try to avoid humanoids, although they will occasionally associate with solitary lupins. Lupin knights sometimes befriend lupasi, in which case they accompany the knights out of friendship, not servitude. To do this, a lupin knight must live with a pack of lupasi for 1 full year.

The den of a lupasus may be a cave, a thicket, or a hole in the ground. The breeding season is in the spring, and the female has a litter of three to nine cubs. The cubs normally stay with the parents until the following winter, when they start to fly. Parents and young constitute a basic pack, which establishes and defends a marked territory. Larger packs may also assemble, particularly in the winter. Packs will always have designated leaders.



Ecology:

Wild lupasi usually prey on small animals and birds. When lupasi hunt more dangerous animals, they always hunt in packs, with a close degree of cooperation.

Lupasus pelts are thick and beautiful, often bringing high prices (in excess of 100 gold pieces in good condition) on the black market. Except in self-defense, killing a wild lupasus is against the law in Renardy, and possessing a lupasus pelt (however obtained) is a hanging offense

Silver Wolves (*Canis lupus argenteum*)

Wolf	Silver Wolf
Type	Giant Animal
Climate/Terrain	Any Forest
Frequency	Rare
Organization	Pack
Activity Cycle	Any
Diet	Carnivore
AL	NG Or N
NA	1d4(2d4)
Size	M; 7'-12'
ST	15
IN	12
WI	4
DX	11
CO	14
CH	13
Languages	own
Spellcaster Limits;	0
AC	6
AV	0
HD	6*
HP	6d8
MV	180'(60')
Load	1000/2000
BM	1
THACO	16
Attacks	1 Bite
Damage	2d8
Special Attacks;	Slow Speed
Special Defenses; Immune to;	Medium Senses ageing, slow
Extra Vulnerable to;	illusions
AM	0
Save as;	F4
ML	8
XP	500
TT	nil
Body Weight	800LBS



The fastest member of the species, the silver wolf is known for its great size and swiftness. This Neutral Good or True Neutral beast is living only in remote forests.

It has the continuous magical ability to affect a single creature within 50' feet with Slow (equal to the magic spell), or to (at will) activate its speed ability (also like the spell Haste) on itself for its current hp in rounds duration. A save vs. spells is allowed for all creatures bigger than 4+1 HD, to be delayed only (1 round initiative is -6). This creature is well known for its jumping ability, and can jump 20 feet (instead the regular 12) and even double this distance if hasted. Both distances are reduced by 2 if having a rider or load.

Aging, or Slow affecting spells do not affect the Silver wolf, but Illusions seem to affect the creature stronger (SV SP-4 to negate).



Silver wolves are more intelligent than their cousins and, in addition to being able to communicate with worgs, have a fairly sophisticated language of their own. They are also very fast at understanding humanoid languages, but are unable to speak them.

The Silver wolf is beautiful, with glistening Blueish silver fur and eyes of pale blue or silver. If in good condition, a pelt is worth 500 gold pieces. No Silver Wolves are known to carry Rabies, but they can be infected.

Main Predator, Human(oid), Great Cat, Dire Wolf, Bear, Dragon, Main Prey; Animal Herd, Birds, Mammals (especially Rodents)



A group of young adventurers finds reality very bloody, in "And Adventuring To Go . . ." by Brenda Gates Spielman, illustrated by Jerry Eaton.

Crustacean:

Giant Crab (Cancer Species)

Crustacean	Giant Crab	Hermit Crab
Type	Giant Animal	
Climate/Terrain	Any seashore	
Frequency	Rare	
Organization	Solitary	
Activity Cycle	Any	
Diet	Omnivore / Scavenger	
AL	N	
NA	2d6	1(1d4)
Size	L; 8'-15'	L8'+
ST	15	10
IN/WI	2	2
DX	6	4
CO	9	9
CH	6	6
Languages	0	0
Spellcaster Limits;	0	0
AC	2	
AV	5	9
HD	3+6	
HP	3d8+6	
MV	150'(50')	
THACO	17	
Attacks	2 Pincers	
Damage	2d6 each	
Special Attacks;	na	
Special Defenses;	nil	
Immune to;	na	
Extra Vulnerable to;	Drought	
MR;	na	
Save as;	F2	
ML	7	
XP	35	
TT	nil	
Body Weight	100-500LBS	300-600LBS



Cancer Pacharus giganticus-common giant crab

Giant crabs are non-intelligent animals of a variable set of species all belonging to the *Brachura giganticus*, found in shallow waters, coastal rivers, and buried in sand on beaches. They cannot swim. The common giant crab is 8' in diameter, but larger specimens may be found (up to 6 Hit Dice, Damage 3d6 points per claw). If both claws hit, they bite hit for +2 to hit and 2 bite damage. They are always hungry and will attack and eat anything that moves. Salt-water giant crabs have a slightly different appearance than fresh-water giant crabs.

Giant crustaceans are peculiar mutations of crabs and freshwater crayfish. The first inhabits saltwater regions, while the latter is found only in fresh water.

Giant crabs look just like regular crabs except for their enormous size. There exist two main variants the normal and Hermite Crab that lives in giant shells (or other hard object to protect its weak abdomen (av0)). They come in a variety of colors, such as reds, browns, and grays. They have eyes set on stalks, which enable them to see around corners and onto ledges. Their bodies are covered by a large, chitinous shell. Crabs are distinguished by their scuttling, sideways mode of locomotion.

Combat:

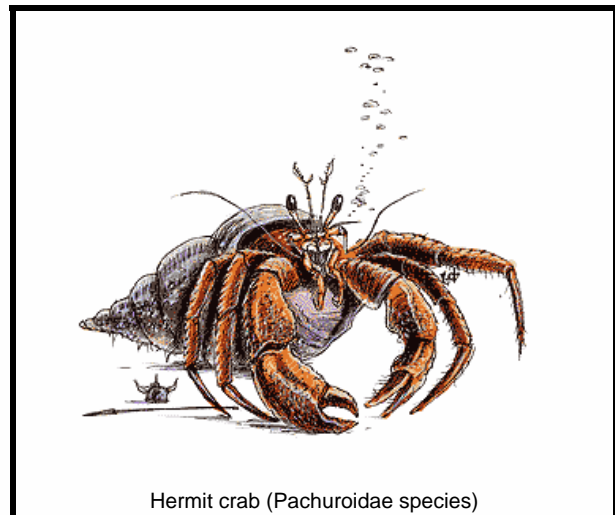
Always hungry, crabs prefer to sneak up upon their prey (-3 penalty to opponent's surprise roll) and catch it in their pincers, dismembering and eating it. A successful attack by the pincers causes 2d4 points of damage. Once they have caught something edible, they stop to eat it, unless they are attacked. If a crab finds its meal in question, it attempts to scuttle off with the prize, perhaps to its den.

Habitat/Society:

The giant crab lives on the shoreline, searching beaches for food and venturing into the water in search of fish and other aquatic life. It is well adapted to this sort of life, since it is able to breathe both air and water. Giant crabs frequently feed on large dead fish and other carrion washed up on the shore. They operate equally well on land and in the water. Giant crabs sometimes burrow into the sand during the day, emerging only at dusk and dawn to feed. At these times the beach is alive not only with the giant crabs, but with their tiny cousins as well. The giants may also hunt during the day and night. The crab exists only on the most basic instinctive level, and is interested solely in survival. Crabs mate in the autumn and males attempt to mate with as many females as they can. Females bury their eggs in the sand. The eggs hatch the following spring; few hatchlings survive to reach maturity. Nature has forced the giant crabs to become flexible eaters, always willing to try new food sources.

Ecology:

The giant crab performs a useful ecological function in keeping the seashores free of large carrion that would otherwise rot. On the shore, it is hunted by the ultimate predators -- humans and demihumans -- for its superb meat and hard chitinous shell, which is prized by some for making armor and shields. Human senses. Main Predator; Squid, Octopus. Mainprey; Mollusks, lowlife.



Hermit crab (Pachuroidae species)

Giant Crayfish (*Orconestes ruscicolor gigantes*)

Crustacean	Giant Crayfish
Type	Giant Animal
Climate/Terrain	Temperate/Fresh water rivers
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore/Scavenger
AL	N
NA	1(1d4)
Size	L8"+
ST	12
IN/WI	2
DX	4
CO	9
CH	6
Languages	0
Spellcaster Limits:	0
AC	4
AV	4
HD	4d4
HP	4d4+4
MV	60'(20')
SW	120'(40')
THACO	15
Attacks	2 Pincers
Damage	2d6 each
Special Attacks;	na
Special Defenses;	nil
Immune to;	na
Extra Vulnerable to	Drought
MR;	na
Save as;	F2
ML	7
XP	35
TT	nil
Body Weight	50-400cn

The crayfish is essentially a freshwater lobster. It has a similar multi-plated shell, numerous legs, eyes set on stalks, and two wicked pincers. The giant crayfish is muddy brown or sand colored, depending upon the color of the river bottom it inhabits. Some say that the giant crayfish, like the lobster, keeps growing as it gets older; certain sages even argue that the giant crayfish is really the same species as the ordinary crayfish, merely an extremely old specimen.

Combat:

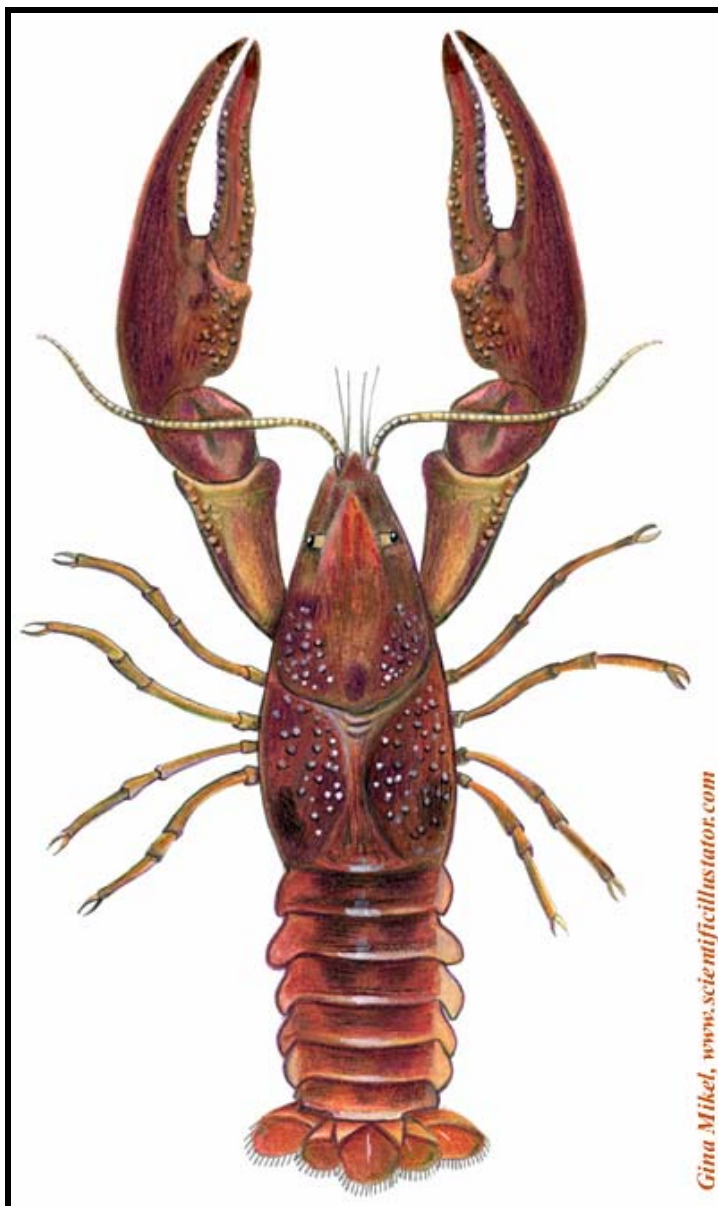
Like the crab, the crayfish prefers to ambush its prey (-2 penalty to opponent's surprise roll). It sits quietly on the river bottom, waiting, and then rushes forth to seize its food in its pincers. The giant crayfish does not normally represent a danger to adventurers, since it inhabits only deep rivers and spends all of its time on the river bottom. It would therefore only attack adventurers who were swimming along the river bottom, and then only if they came within its range. An attack by a giant crayfish's pincers inflicts 2d6 points of damage. The crayfish prefers to drag its catch back to its watery lair and eat in peace. Its shell is very tough, giving the creature AV4.

Habitat/Society:

The giant crayfish inhabits only wide and deep rivers, and feeds almost exclusively upon bottom-dwelling fish. Due to its great size, it can easily prey on such fish as sturgeon, carp, and large eels. It is voracious and spends most of its time hunting. On the whole it rarely crosses paths with adventurers, but it does compete with river fishermen. Human senses.

Ecology:

The giant crayfish is considered a delicacy by other creatures, which perhaps accounts for its rarity. Nixies especially prize the meat of the giant crayfish. Dragon turtles, giant snapping turtles, merrows, giant otters, gar, giant pike, and storm giants are just some of the monsters that hunt the giant crayfish. It is very far from being the top predator in its food chain, and must fight for its survival. Main Predator; Squid, Octopus. Main Prey; mollusks, lowlife



Hermit, Sea (Pachuroidea humanoidus)

Crustacean	Sea Hermit
Type	Giant Animal
Climate/Terrain	Any Coastal
	Savage Coast
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	NE
NA	2d6
Size	G; 40'long
ST	9
IN/WI	17
DX	6
CO	9
CH	6
Languages	1d4+1 Intelligent Sea Dwellers
Spellcaster Limits:	0
AC	3
AV	0 (or 6 in shell)
HD	10+5**
HP	10d6+5
MV	60'(20')
SW	120'(40')
THACO	9
Attacks	2 Pincers
Damage	2d8 each
Special Attacks;	spell use
Special Defenses;	nil
Immune to;	na
Extra Vulnerable to	0
MR;	15%
Save as;	MU 5
ML	11
XP	2700
TT	varies
Body Weight	varies

The sea hermit poses a very significant danger to the unwary. This creature appears to be nothing more than a lonely, benevolent person living in a huge shell on a deserted beach. It can appear as a human, turtle, lupin, etc., acting the role of a recluse happy to have visitors. It will offer travelers shelter within its shell-home. Surprisingly, the shell is indeed large enough, a majestic form spiraling upward into a small tower roughly 20 feet in diameter at the base and rising 30 feet high. This shell is usually white with deep blue and red markings.

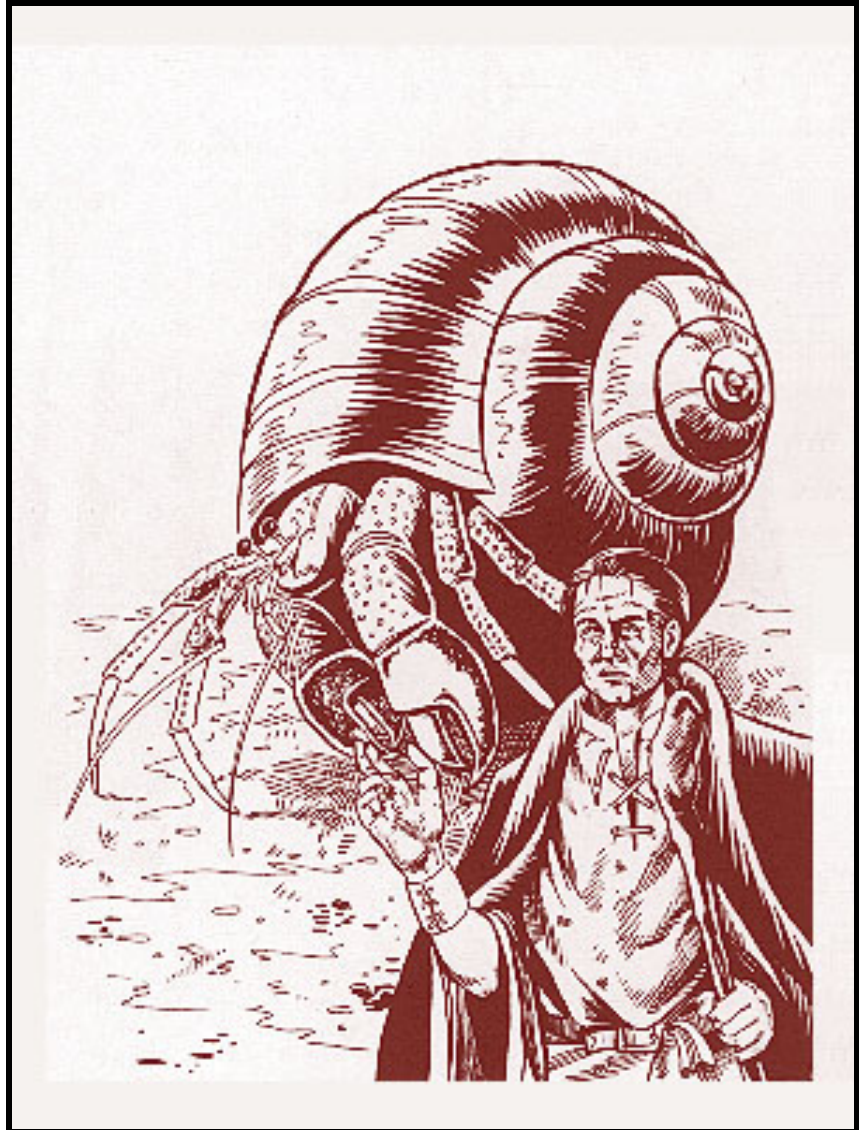
This large shell is truly the creature's natural home. The sea hermit is actually a creature of the deep—a powerful being from an underwater kingdom who is studying the surface world. It is also a shapechanger.

Its natural form is very similar to that of a giant hermit crab. In this natural state, it is 10 feet wide and almost 40 feet long. Large arms ending in huge pincers extend from its body near the front. Its large, black eyes are on stalks, which can be pulled into armored niches for protection, and its two pairs of large feelers can sense heat, motion, and sound. The creature's body is naturally armored in a dark red shell, and it has six skinny legs that extend out of the secondary shell to help pull it along the sea bottom and actually allow it to swim, dragging the majestic shell along behind it.

The sea hermit can speak several of the Savage Coast languages. It can also communicate with most intelligent, sea-dwelling creatures. Human Senses.

The Red Curse:

Sea hermits never gain Legacies, so they do not require *cinnabryl*.



Combat:

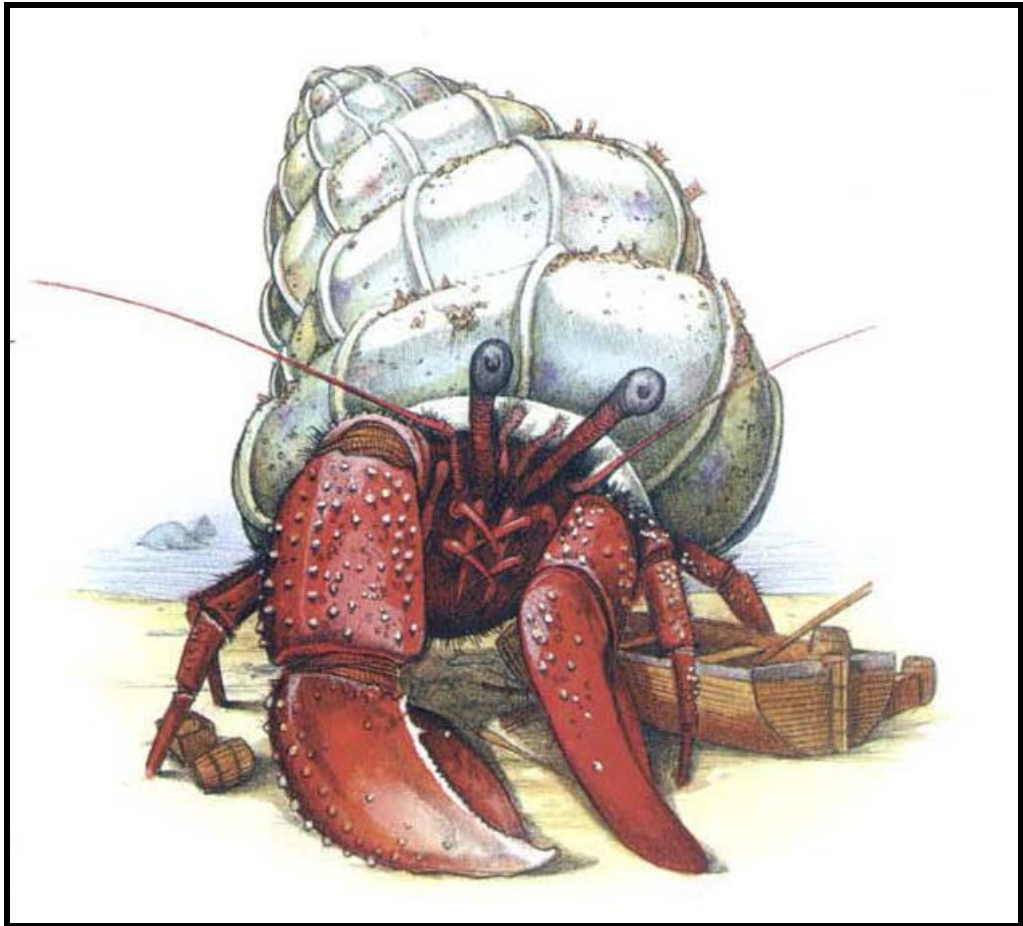
The sea hermit rarely attacks while in humanoid form. Occasionally, if it has lured people into its shell, it might attack while they sleep. Normally it prefers to capture specimens live. While in humanoid form, the sea hermit possesses the natural AC of that form. If attacked, the creature will *shapechange* back to its natural state during the first round of combat.

In its crab form, the sea hermit fights with two devastating pincer attacks. If the sea hermit makes a natural attack roll of 19 or 20, the victim must make a successful saving throw vs. death magic or lose a limb (determined randomly).

In this form, the creature's Armor Value becomes 6 in the front and 3 for the softer shell at its rear. If the creature is in its majestic shell with only the front poking out, it is always AV 6; the shell is too thick and well armored to break through during the fast-paced action of combat. People trapped within the shell thinking to strike at the softer armor toward the creature's back will find themselves suddenly dealing with several hundred gallons of water as the creature dives under the sea, allowing the seals to break long enough to flood the lower spiral of its shell.

Special Abilities:

A sea hermit has a 20% chance of being able to use the spells and skills of its previous prey. If so, the number and levels of any spells do not increase as with other spellcasters. Roll 4d10 for the actual number of spells learned previously, then determine each by rolling 1d8 for the level of spell, and then choose a spell randomly from the list. A sea hermit is considered a 16th level mage, so 9th level spells are beyond its capabilities. For skills, roll 2d10 and determine randomly. The sea hermit's big advantage is its *shapechanging* ability. This ability functions like the 9th level wizard spell *shapechange*, except that it is a natural ability. The sea hermit can imitate only intelligent creatures which it has studied. (The few



sages who know of the sea hermit and araneas have tried to find a link between their abilities. This has been unsuccessful because the sea hermit's ability is far more advanced, as it can quickly assume the form of any intelligent creature, not just a single humanoid.) It requires one round to change shape, after which the creature possesses full natural, nonmagical abilities.

Habitat/Society:

Sea hermits are sages of deep, undersea kingdoms who seek to trap the unwary in order to study their memories. Through arcane processes, these memories are extracted to teach the sea hermits new skills, spells, and other information about the people who dwell on the surface. They have no qualms about the deception they employ or the fatal methods of memory extraction. To them, the situation is no different from collecting and dissecting insects to learn about them. These are simply the methods that are available. The creature captures its prey alive when possible, taking it back down to the undersea kingdom where it can better perform its work. This sometimes requires that the sea hermit keep up its guise for hours, lulling its victims into a false sense of security. A sea hermit will never wander far from its shell-home while in humanoid form for fear of losing it. Finding a new, unoccupied shell requires a long and dangerous undersea quest, with the sea hermit lacking its strongest form of protection. The creature will take any steps necessary to protect its home. This is one of the creature's few weaknesses.

Ecology:

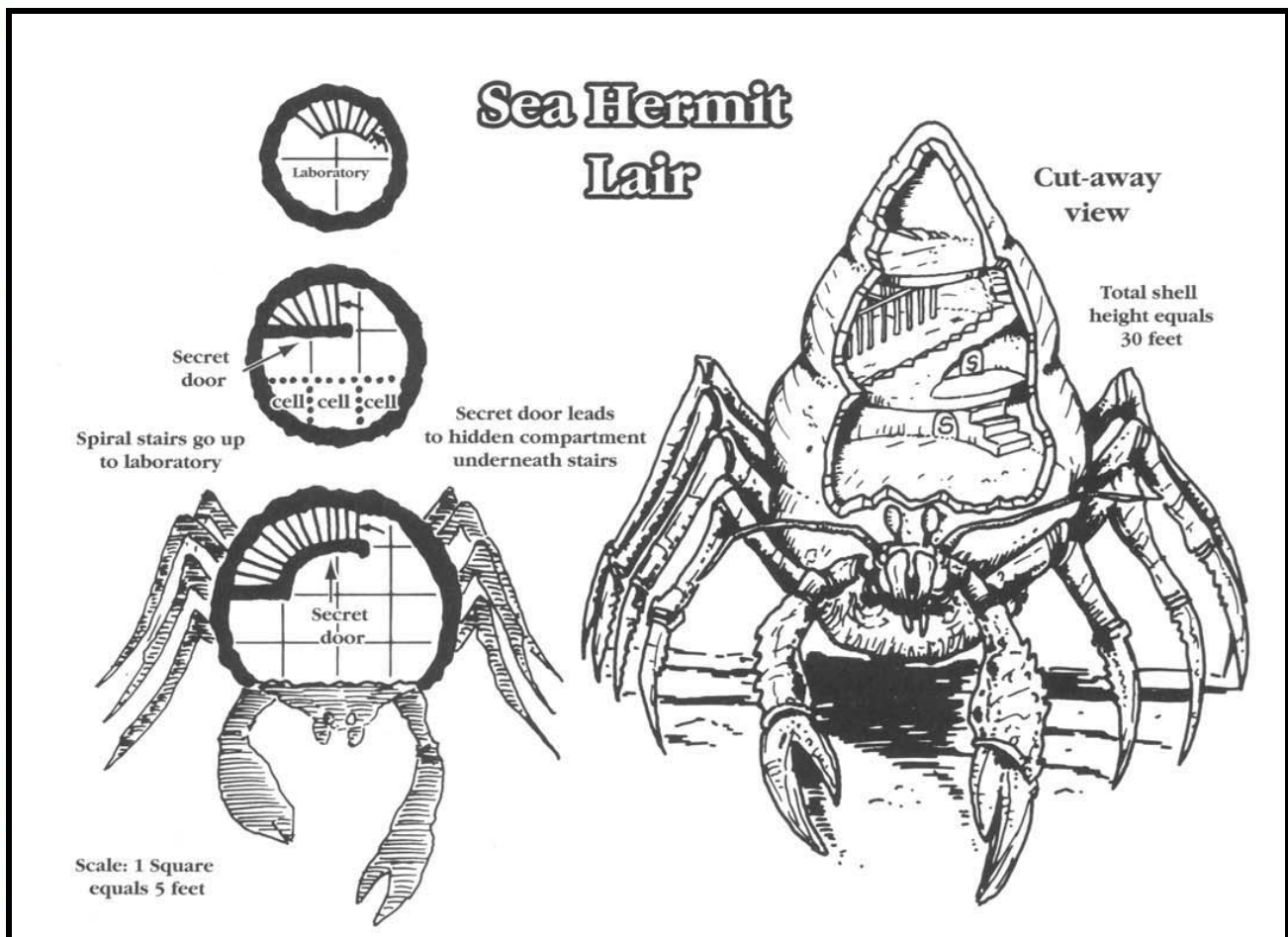
The sea hermit is a deep sea creature and it usually lives outside the Savage Coast, including its coastal waters. Its true lair is far from coastal waters; it only comes up to collect samples. A sea hermit never wanders far from its shell-home while in humanoid form for fear of losing it. Finding a new unoccupied shell requires a long and dangerous undersea quest, with the sea hermit lacking its strongest form of protection. The creature takes any steps necessary to protect its home, and this is one of the creature's few weaknesses. Except for those it kidnaps, its actual, overall effect on the land is minimal. Sea hermits do not view themselves or their undersea life as superior or inferior, just different. They exploit those on land for knowledge and skills to provide themselves with greater power back in their own kingdoms. Some parts of a sea hermit's natural form can be used in magical preparations that deal with water breathing and shapeshifting. It has even been rumored that a turtle wizard had one of these majestic shells enchanted to act like *instant fortress*.

Savage Coast lore

The sea hermit holds a special animosity for Jorries, a mischievous otter-like mammal, some of which can see through their. Jorries will often watch a sea hermit and try to warn any potential victims of the creatures. A sea hermit will sometimes go out of its way to run off any nearby dens of jorries before setting up its trap. The few sages who know of the sea hermit and araneas have tried to find a link between their abilities. This has been unsuccessful; the sea hermit's ability is far more advanced, as it can quickly assume the form of any intelligent creature, not just a single humanoid.

Lair:

This majestic structure is a squat, conical shell. It is approximately 20 feet across at its base (60 feet in circumference) and spirals upward 30 feet to a final room only 10 feet in diameter. In some areas, the overlapping spirals bend a portion of the ceiling below it, making the overall architecture lack the hard edges and corners that most races are accustomed to. In areas of sharp upward slope, the sea hermit has formed a polished stairway from the shell's glossy mother-of-pearl interior. The effect is quite beautiful. The first 40 feet of the shell, as it wraps around the first curve, is where the sea hermit in its natural form fits. When posing as a humanoid, this portion is cluttered with driftwood and minor implements, suggesting a craft workshop or junk storage area. Past this, the shell has been reshaped to form archways, stairs, and rooms, including a laboratory and cells for prisoners. A few secret doors were installed, some ending in traps for over-curious guests; these often involve spring-loaded tridents tipped with the poison of an exotic fish (THACO of 13, inflicts 1d10+4d8 points of damage; successful saving throw vs. poison reduces damage to 1d10+2d8 points).

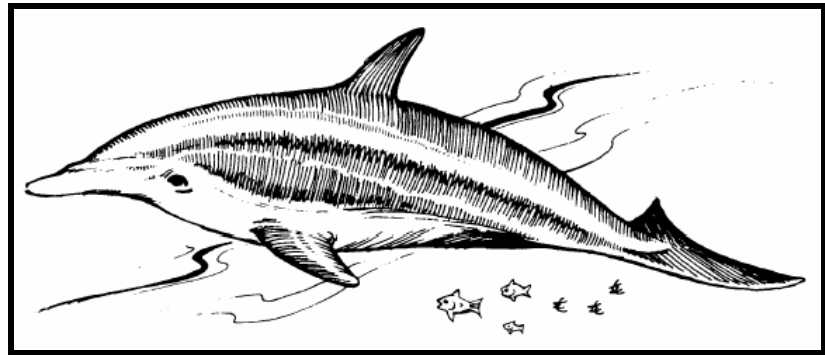


Dolphin

Dolphin (Delphinus species)

Dolphin	Dolphin
Type	Normal Animal
Climate/Terrain	Non-arctic Ocean
Frequency	Common
Organization	School
Activity Cycle	Day
Diet	Carnivore (Fish, Squid)
AL	LG
NA	0(1d20)
Size	M; 5'-6'long
ST	10
IN/WI	15
DX	13
CO	9
CH	9
Languages	dolphin, whale
Spellcaster Limits;	0
AC	5
AV	0
HD	3*
HP	3d8
SW	180'(60')
1d10 r sprint	210'(70')
BM	1
Load	1500/3000
THACO	17
Attacks	1 headbutt
Damage	2d4
Special Attacks;	0
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	Fire, electricity
AM	0
Save as;	D6
ML	10
XP	50
TT	0
Body Weight	500 LBS

Dolphins are seagoing mammals; their favorite food is fish. While all dolphins share a variety of common traits, the species comes in a variety of shapes and sizes. Their long, compact bodies are superbly adapted to the aquatic environment, and dolphins are among the most powerful swimmers in the oceans. All breeds of dolphins have a large fin on their backs, two flippers, a powerful tail, jaws filled with many sharp teeth, a blow hole, and are 5 to 6 feet long. Most common and well-known are the gray, or bottle-nosed dolphins, so named for their gray skin and bottle-shaped snouts. Other varieties have two-toned blue and gray coloring. The species communicates through an intricate speech consisting of high-pitched sounds, some out of the range of human hearing. They are related to whales, but are much smaller. They are 10' long with a smooth hide. Dolphins cannot breathe water and must come to the surface once every 15 minutes for air. Dolphins are intelligent and have their own high-pitched language. They can communicate telepathically with other dolphins within 50 miles, and they can **detect magic underwater (360' range)** Dolphins hate sharks and occasionally attack them. Dolphins are the friends of most sailors and have been known to help people in trouble. Mermen sometimes ride dolphins as steeds; fantastic sea-beings may even harness them to chariots.





Combat:

Inherently peaceful, dolphins will generally attack only if threatened. Unless outnumbered 2 to 1, dolphins always attack sharks. Whether attacking a foe or defending their school, dolphins fight as an organized unit, responding to commands from their leader. They fight with special vehemence to protect their young, and a select number of dolphins may sometimes engage in a holding action, sacrificing themselves so that the remainder of the school can swim to safety.

Charge:

Several large animals are capable of charging and ramming an opponent, as noted in their descriptions. This is devastating when used against humans, but it is rarely treated as more than a range of damage. On a successful charge attack, the victim will be thrown 1d6+4 feet, requiring a save vs. Paralysis to avoid being stunned for 1-3 rounds.

Drowning:

This is a tactic rarely used to seize prey from ambush, attempting to get a firm hold with its jaws. On a critical hit, the dolphin's jaws are firmly clamped on the victim, and then drags the victim underwater. Once there, the victim lasts only a few rounds before drowning (the character is assumed to be exerting himself). A Dolphin will release its victim if threatened by any other creature.

Habitat/Society:



Dolphins are completely carnivorous, living on a diet of fish. Though they can remain submerged for several minutes at a time, they must surface regularly to breathe. Unlike most mammals, breathing is a conscious, rather than unconscious action on the part of dolphins; in other words, they literally must remember to breathe. Newborn dolphins are assisted to the surface to breathe by their mothers and a female dolphin midwife. Dolphins are by nature playful, good-tempered, and lawful good, despising evil creatures. Most roam the oceans in schools, numbering as large as 20 dolphins, swimming where their fancy suits them. They never fight among themselves or with other breeds of dolphins. Dolphins are famous for the great pleasure they take in life; when swimming they often perform dazzling aquatic stunts, leaping in and out of

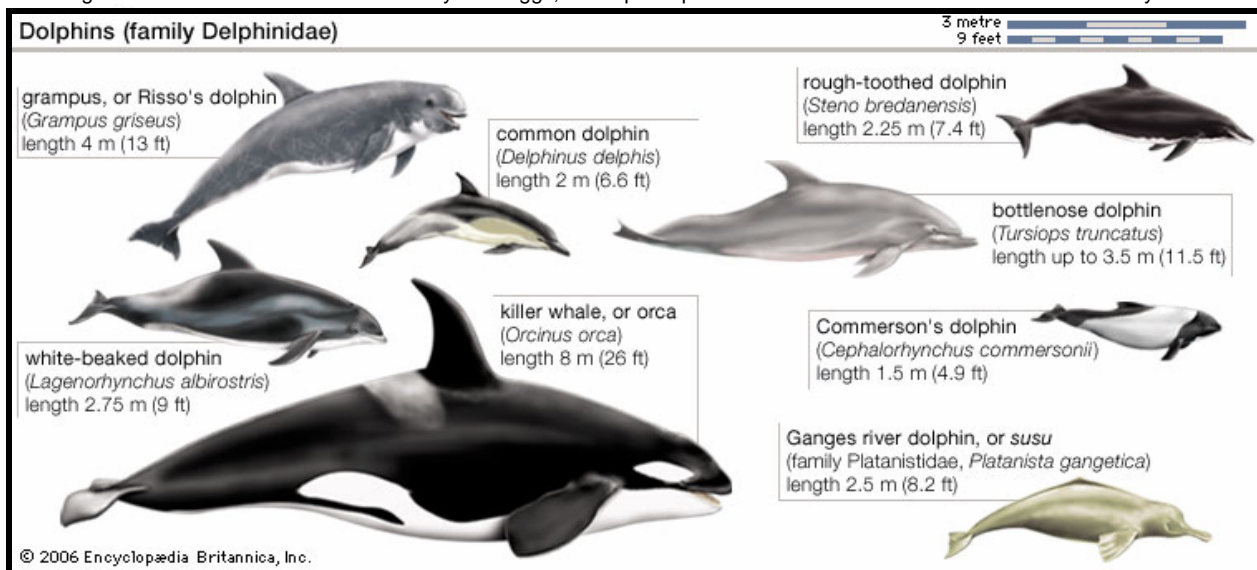
the water in a spectacular fashion. They will also play with objects that they find and enjoy games. Dolphins sometimes follow ships, entertaining the crews and passengers with their antics.



About 10% of all dolphins live in organized communities. These groups have 1d4+1 swordfish (AC 6, move 24, 1+1 Hit Dice, 2d6 points of damage/attack) or 1-3 narwhales (AC 6, move 21, 4+4 Hit Dice, 2d12 points of damage/attack) as guards, depending on the climatic region. If a community is found, there is a 75% possibility that there are 1d4 additional communities of dolphins within a five-mile radius. These organized communities of dolphins do not tolerate the presence of evil sea creatures in their domain, and if necessary enlist the aid of nomadic schools of dolphins to drive out evil creatures. Any region inhabited by dolphin communities is also shark and killer whale free. Dolphins are highly intelligent and take a benign, distant interest in human doings. They will always help humans in distress, guiding them to the shore and keeping the sharks at bay.

Certain solitary dolphins, known as rogues, have been known to form closer attachments to humans, accompanying them in a friendly fashion on swimming and fishing expeditions. These rogues often play dolphin games with their human companions. Dolphins

are far more valuable to men in other respects. Friendly dolphins have warned sailors of the approach of pirate ships and the intentions of evil sea creatures. More than one ship owes its safe arrival in port to the timely intercession and warning of dolphins. They have come to men's aid when their ships were attacked by mermen and Sahuagin. Dolphins have been known to raid Sahuagin / Sharkkin communities and destroy their eggs, for dolphins perceive these monsters as a threat to their safety.



Ecology:



Pink River Dolphin= very rare said magical

The dolphin is both a hunter and hunted in its marine world. Sharks and other large evil sea creatures hunt the dolphin with enthusiasm. Despite its many enemies, the dolphin has many distinct advantages that enable it to survive and even flourish. Not only is it a strong, swift swimmer, but its intelligence and organized lifestyle are highly effective defenses against its enemies.

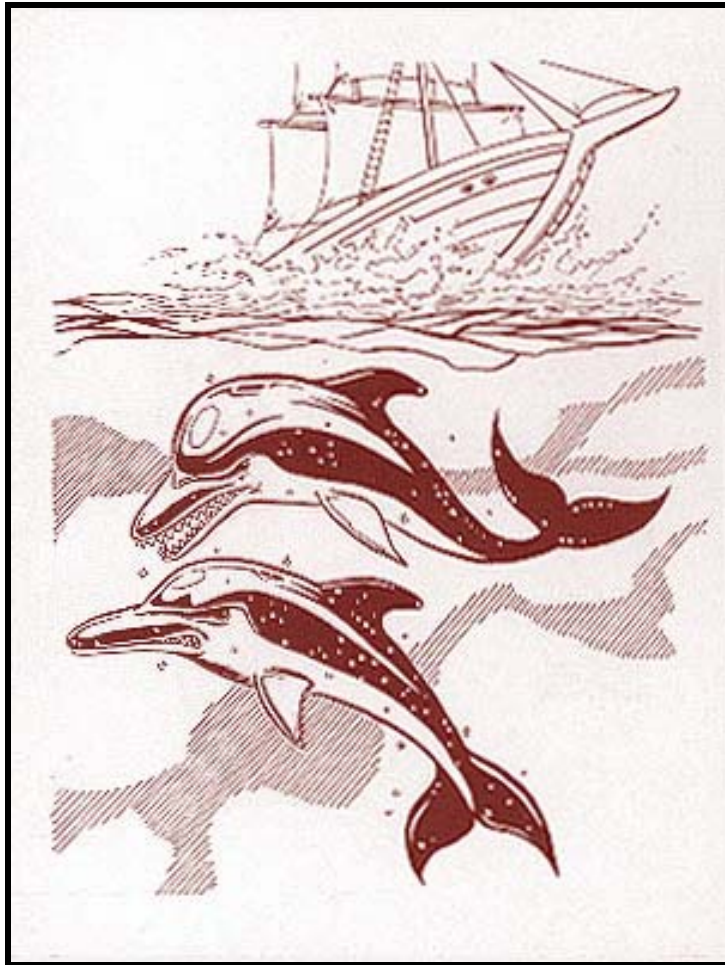
The pink river dolphin lives only in the longest, jungle cutting rivers (like today's amazon river). It is said to have magical abilities of unknown properties. These powers probably would resemble the powers of a Unicorn (like Invisibility or Camouflage, Curing or regeneration, Dimensional Door or Blink, . If this is true then double the current XP given by defeating it.

All Dolphins have High to medium senses, **Echolocation**, and **Darkvision**, **Detect Magic 180'**, and sometimes even **infravision 60' or 90'**.

Main Predator; Shark, Dragon. Main Prey; Fish

Shimmerfish (*Lagenorhynchus albirotris chaosar*)

Dolphin	Dolphin
Type	Normal Animal
Climate/Terrain	Any Salt Water Savage Coast only
Frequency	Uncommon
Organization	School
Activity Cycle	Any Salt Water
Diet	Carnivore
AL	NE
NA	2d10
Size	M; 6'-7'long
ST	9
IN/WI	11
DX	13
CO	9
CH	9
Languages	dolphin, whale
Spellcaster Limits;	0
AC	5
AV	0
HD	2+2
HP	2d8+2
SW	180'(60')
THACO	19
Attacks	1 headbutt
Damage	2d4
Special Attacks;	0
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	Fire, electricity
AM	0
Save as;	F4
ML	9
XP	25
TT	0
Body Weight	600 LBS



Shimmerfish are deadly, evil relatives of the friendly dolphins. These sleek and powerful swimmers are found in warm seas. Shimmerfish, unlike dolphins, are never found in fresh water. Both dolphins and shimmerfish often appear in open waters, making their characteristic arched bounds, frequently before the bow waves of ships.

The Red Curse: Shimmerfish never acquire Legacies or require *cinnabryl*.

Combat:

Shimmerfish can form rough, shimmering images underwater with their glowing bodies, sometimes appearing like golden, sunken treasure or even luminescent humanoid forms. A group of four or more shimmerfish acts as a magical lure. A victim who sees a group of shimmerfish using their lure must make a successful saving throw vs. spell or become entranced. The victim will jump into the water to retrieve the treasure unless forcibly restrained. Once the victim is in the water, the shimmerfish will close in for the kill, biting with their hundreds of razor-sharp teeth. Fisherfolk, sailors, and others who spend most of their lives at sea are resistant to the lure of the shimmerfish (+4 bonus on saving throws). New mariners have the most difficulty.

If it becomes clear that their attempts at luring are ineffective, shimmerfish will ram small boats. Each shimmerfish in the group will ram the boat at high speed, one after the other. The boat must make a successful saving throw vs. crushing blow with each attack or spring a leak, which will cause it to sink in 1d4+6 rounds. Shimmerfish can also leap up to 6' in the air to knock victims into the water. The shimmerfish must roll to hit, and then the victim must make a successful saving throw vs. paralyzation or get knocked into the water. Shimmerfish love to prolong a victim's death, teasing, drawing out the terror. Shimmerfish sometimes "rescue" victims of a shipwreck, carry them heartbreakingly close to shore, and then attack, just to watch the victims' rising hopes come crashing down in a rising tide of desperation.

Habitat/Society:

Shimmerfish follow schools of fish in groups of varying size. Most groups contain only a few members, although occasionally larger groups will form temporarily. Shimmerfish can sustain speeds of up to 19 miles per hour, with short bursts of more than 25 miles per hour. Their lungs are adapted to allow them to dive to depths of more than 1000 feet for short periods of time.

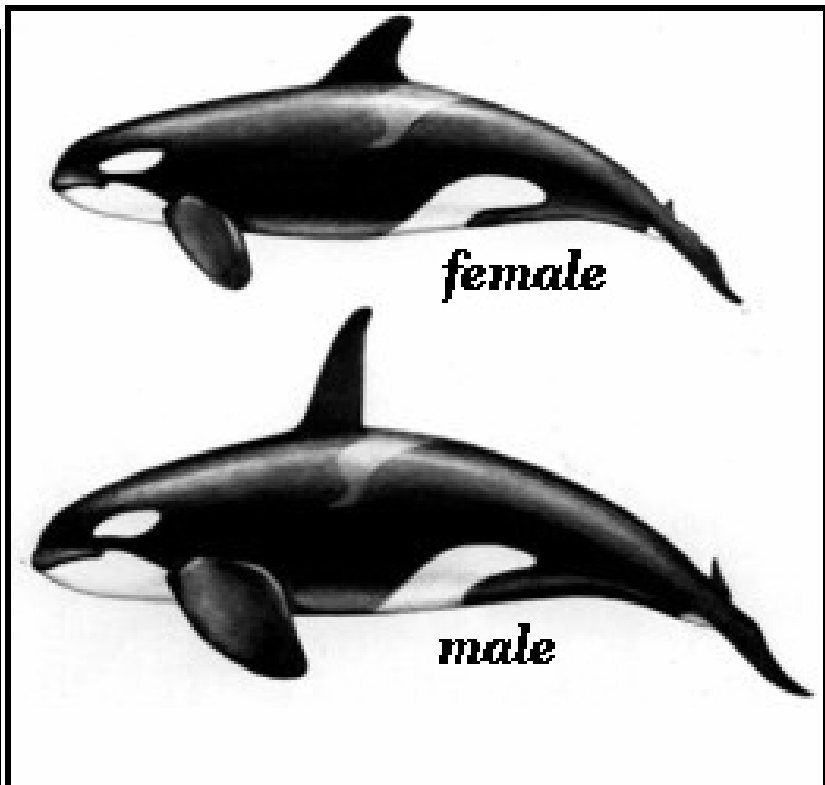
Ecology:

In one day, a shimmerfish eats nearly one-third of its weight, mostly in fish and squid. Shimmerfish reach maturity at about six years old, at which time their previously dull skin becomes shimmery. They mate in the spring and have a gestation period of eleven or twelve months. Calves swim and breathe minutes after birth. Shimmerfish have a language composed primarily of clicking sounds and whistles. These also act as part of an echolocation system, similar to that of a bat, enabling the shimmerfish to navigate and detect prey. Shimmerfish have a gland in the head that holds a small quantity of valuable oil, which is used to lubricate delicate mechanisms. Each shimmerfish gland holds about one ounce of oil, which sells for between one and five gold pieces. Also, raw, uncured hide sells for about two gold pieces, and a cured shimmerfish hide is a beautiful thing worth at least 10 gold pieces.

Main Predator; Shark, Dragon. Main Prey; Fish

Killer Whale (Orcinus orca)

Whales	Orca / Killer
Type	Normal Animal
Climate/Terrain	Oceans
Frequency	Common
Organization	Pod
Activity Cycle	Day
Diet	Carnivore (Fish, Sea, Squid)
AL	L
NA	0(1d20)
Size	L; 25'+
ST	16
IN/WI	1
DX/CH	12
CO	14
Languages	0
Spellcaster Limits;	0
AC	6
AV	4
HD	6
HP	6d8
MW = SW	240'(80')
THACO	14
Attacks	1 Bite
Damage	2d10
Attacks	1 Butt
Damage	2d6
Special Attacks;	Swallow Charge Tail
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	fire/electricity
MR;	na
Save as;	F3
ML	10
XP	275
TT	Special
Body Weight	2 tons/HD



These are giant Dolphin (Often seen as a Whale) species and are found mainly in cold waters. They live by hunting other sea creatures. The killer whale is one of the largest predatory sea mammals. It is a deadly killer able to hold its own against all but the most powerful sea monsters. A killer whale is likely to attack humanoid; it is capable of swallowing a man whole, should the need arise. Killer whales measure 15 to 30 feet long. Their black bodies are marked by a brilliant white belly and

markings that vary from individual to individual. Killer whales are not inherently hostile and do not attack unless hungry or provoked. There is a 20% chance that encountered killer whales are hungry. If they are communicated (use spells to do so) with rather than attacked, killer whales may prefer to talk rather than feed. The killer whale's diet consists of both fish and warm-blooded animals.

Combat

It is a crafty hunter that can recognize the shadows and sounds made by animals atop ice floes. It will break through the ice to visually confirm the presence of prey. Smaller ice floes are rammed and shattered to force the prey into the water. When the killer whale smashes into the ice, every being on the ice must roll a saving throw vs. paralysis. Failure means the being has slipped into the water and can be attacked the following round. When a killer whale makes a successful hit, its prey is held in its jaws where it can automatically bite each round. Creatures of halfling size or smaller will be swallowed whole if the killer whale scores a 20 on its hit roll. Those swallowed take 1d6 points of acid damage per round and will drown in 10 rounds unless freed, the creature often pulls surface prey deep down in an attempt to drown it. Victims risk drowning and suffering instant hypothermia. This will be a great chance of death. The killer whale's main weapon is its terrible bite. Killer whales cause 2d10 bite damage.. When hunting larger creatures, the pod acts together to bring down prey of up to 100 feet in length. Most pods consist only of adults, but 25% of encountered pods also have 1d8 calves (2-5 HD, swim 15, bite for 2d4). Adults defend their calves to the death. They also assist each other. Although killer whales prey on other whales, they also act as their protectors by battling other sea monsters that might decimate the entire cetacean family. Killer whales may enter into alliances with aquatic elves. The carcass of a killer whale is worth 100 gp per Hit Die.

All common Orca's can attack with their tails. These can deliver a Charge (crushing blow) that inflicts damage equal to half the whale's Hit Dice(round up). They can bite. They also have a tail attack of inflict 1d6 damage.They are vulnerable to surface ships only when the whales are on the surface. They can damage a ship by surfacing underneath one, which will give equal damage as that of a tail attack, but divide by 5 to find damage in Hull points.

Habitat/Society:

They live in tribal gatherings called pods. They maintain strong personal and family ties. Their culture is based on complex songs that can be heard for miles underwater. They are curious about humanoids but if attacked they can become deadly foes. They rarely initiate combat. They are curious about other intelligent beings. They welcome communication with other beings.

They do not lie, but they may not reveal everything they know They feed on larger fish, seals, octopi, and even giant squids. Cows normally give birth to a single calf. Twins occur in 5% of births. The calf remains with the cow for the next five to ten years, depending on the species. After five years, the cow may give birth again. The calves are protected and taught by all members of the pod.

Main Predator; Shark, Dragon. Main Prey; Seal, Fish

Ambergris (Ambra grisea, Ambre gris, ambergrease, or grey amber)

This is a solid, waxy, flammable substance of a dull gray or blackish color produced in the digestive system of sperm whales.

Ambergris has a peculiar sweet, earthy odor (similar to isopropyl alcohol). The principal historical use of ambergris was as a fixative in perfumery, though it has now been largely displaced by synthetics.

Ambergris is found in lumps of various shapes and sizes, weighing from ½ oz (15 g) to 100 pounds (50 kg) or more. When initially expelled by or removed from the whale, the fatty precursor of ambergris is pale white in color (sometimes streaked with black), soft in consistency, with a strong fecal smell. Following months to years of photo-degradation and oxidation in the ocean, this precursor gradually hardens, developing a dark gray or black color, a crusty and waxy texture, and a peculiar odor that is at once sweet, earthy, marine, and animalic. Its smell has been described by many as a vastly richer and smoother version of isopropanol without its stinging harshness.

In this developed condition, ambergris melts at about 62 °C to a fatty, yellow resinous liquid; and at 100 °C it is volatilized into a white vapor. It is soluble in ether, and in volatile and fixed oils. Ambergris is relatively nonreactive to acid. White crystals of a substance called ambrein can be separated from ambergris by heating raw ambergris in alcohol, then allowing the resulting solution to cool.

Ambergris has been mostly known for its use in creating perfume and fragrance much like musk. The ancient Ochalean called the substance "dragon's spittle fragrance." Ancient Nithians used burned ambergris as incense. During the Black Death, people believed that carrying a ball of ambergris could help prevent them from getting the plague. This was because the fragrance

This substance has also been used historically as a flavouring for food. The favourite dish of Late King Charles II of Alphatia is said to have been eggs and ambergris. Ochaleans have also used it as a spice for food and drinks.

Ambergris has also been used as a form of medical supplement. Ochaleans have used it to increase strength and virility and to treat heart and brain disease. In some cases, people consider ambergris as an aphrodisiac. Ambergris is also used as a medication for headaches, colds, epilepsy, and other ailments.

Ambergris was also moulded, dried, decorated and worn as jewellery, by Glantrians and Darokinians. It was often formed into beads.



The ambergris of a Killer whale is worth only 1d10 x 500 gp whatever the size..

Fish (Piscii species)

Fish, Normal	Most species
Type	Normal Animal
Climate/Terrain	Any one type water
Frequency	Common
Organization	School or Solitary
Activity Cycle	Mostly day
Diet	Variable
AL	N
NA	Variable
Size	1" to 4'
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	9
AV	0 to 1
HD	1
HP	1d8
SW	150'(50')
THACO	19
Attacks	1 (variable)
Damage	1d4
Special Attacks;	25% chance poison
Special Defenses;	Hide
Immune to;	na
Extra Vulnerable to;	na
AM	0
Save as;	NM
ML	7
XP	0
TT	5
Body Weight	5cn/inch

Most Species Common Fish

As there exist too many fish to list in this chapter or in this bookwork, this first table is used to depict all common fish. Damages range from 1. 1d2, 1d3, 1d4 at most. Sometimes they can attack by bite and stinger and there is a 25% the creature is poisonous. Then its xp is raised to 7. Sweet water fish bare rarely stinger or hooks or tails and never have a poisonous attack.

Type	cost			damage r / max	source
	investive	soluble	contact		
A	2500 sp	375 sp	10.000 sp	1/6	Insect / Fruits / Plants / Fish / Corpses
B	5000 sp	7500 sp	20.000 sp	1/10	Insect / Fruits / Plants / Fish / Corpses
C	10.000 sp	15.000 sp	40.000 sp	2/20	Insect / Fruits / Plants / Fish
D	15.000 sp	22.500 sp	60.000 sp	3/30	Insect / Fruits / Plants / Fish / Corpses
E	20.000 sp	30.000 sp	80.000 sp	4/40	Insect / Fruits / Plants / Fish / Troglodytes
F	25.000 sp	37.500 sp	100.000 sp	5/50	Snakes / Special Beasts / Fish
G	30.000 sp	45.000 sp	120.000 sp	6/60	Snakes / Special Beasts / Chemical / Fish
H	35.000 sp	52.500 sp	140.000 sp	7/70	Snakes / Special Beasts / Chemical / Fish
I	40.000 sp	60.000 sp	160.000 sp	8/80	Seasnake / Chemical / Fish
J	45.000 sp	67.500 sp	180.000 sp	9/90	Scorpion / Manta - Ray / Chemical / Fish
P	30.000 sp	45.000 sp	60.000 sp	Paralysis 2d30 T	Plants / Fruits / Chemical / Fish
S	5000 sp	7500 sp	20.000 sp	Sleep 8 Hr	Plants / Fruits / Chemical / Fish
V	1000 sp	2000 sp	4000 sp	Vomiting + Sick 1d20 Days	Plants / Fruits / Chemical / Fish

All these poisons have an onset of 1d10 Rounds
 Not damaging poisons will always do their effect, even if saved.
 Any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.
 A 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.

To catch fish special equipment is needed, together with the usage of a special skill, included in the fisher skill. DM's, remember, that fishing with the usage of a skill, does rarely earn the fisher any experience by doing so and capturing or killing the fish. Only give experience in the most special circumstances.
 Fish are a main food source and as such have an average monetary value of 1sp / 10cn.

Fishing Ware			Cost (sp)	cn
Fishing rod	10' - 30'Small, Lightweight rod with flotation device, weights (5% breakage / 40 cn fish caught)		50	15
Monster rod	10' - 30' iron rod, with flotation device, weights (5% breakage / 200 cn fish caught)		1500	100
Line Lead	weight for fish lines		1	1
Net Lead	Weight for nets made of stone, steel or lea 1 per 10 feet net needed		10	50
Flotation Devices	To detect motion at line			
Net Floaters	To keep net vertical, on surface 1 per 10 feet net needed		1	5
Fishnet	for fish size 3 to 6 (Smaller swim through, bigger break net) 5% day / used net will be torn / mostly repairable		1sp / foot ²	1cn / foot ²
Monsternet	for fish size 5 to 10 (Smaller swim through, bigger break net) 5% day / used net will be torn / mostly repairable		10 sp / foot ²	5cn / foot ²
Fishing Spear	1d6 + 1d20 by wrong removal, curing time x 1/2, else 1d4 20/40/60 2H 4/8'long		35	35
Fish hooks	Size	Size Fish Caught		
	1	1d4" long, weight 4cn / inch	3	1
	2	1d6 + 1" long, weight 4cn / inch	6	2
	3	1d6 + 2" long, weight 4cn / inch	9	3
	4	1d8 + 3" long, weight 4cn / inch	12	4
	5	1d8 + 4" long, weight 4cn / inch	15	5
	6	1d8 + 5" long, weight 4cn / inch	18	6
Monster hooks	7	1d12 + 6" long, weight 4cn / inch + 50 cn	21	7
	8	1d20 + 10" long, weight 4cn / inch + 100 cn	24	8
	9	1d20 + 12" long, weight 4cn / inch + 200 cn ,	27	9
	+1	+ 4" size and + 100 cn weight of fish caught	3 x size	1 x size
Fishline	50' (5% breakage / inch fish over x caught)			
	1	3"	30	1
	2	6"	60	2
	3	8"	90	3
	4	10"	120	4
	5	12"	150	5
	6	14"	180	6
	7	16"	210	7
	8	20"	240	8
	9+	24"	30 x size	1 x size

Giant Fish

Giant fish are a diverse group of creatures with varying attack and defense capabilities. Many of these creatures are able to swallow victims whole. Swallowed victims take normal bite damage. Victims take 1 point of damage per round from the fish's digestive juices and have a 5% cumulative chance per round of suffocating. To escape the fish's stomach, a victim can cut free with a sharp-edged weapon. The victim may be rescued by cutting or tearing from the outside. When the fish has lost 50% of its hit points, the victim breaks free. These monsters are just typical examples of "giant fish;" many others exist. Most fish have human to low senses, some have dark vision or infravision (never both), some have

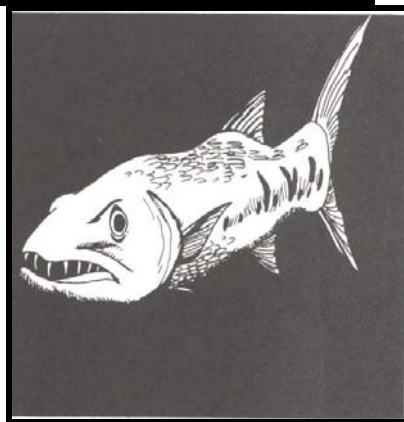
echolocation, tremorsense or even electrical field detection

Barracuda (*Sphyranea* species)

Fish, Normal	Barracuda
Climate/Terrain	Ocean reefs
Frequency	Uncommon
Organization	School
Activity Cycle	Day
Diet	Carnivore
NA	2d6 to 10d10
Size	1' to 3'
AC	6
AV	0
HD	1 to 3
HP	1d8 to 3d8
SW	300'(100')
THACO	1HD=19 2HD=18 3HD=17
Attacks	1 Bite
Damage	2d4
Special Attacks;	na
Special Defenses;	na
Immune to;	na
Extra Vulnerable to;	na
AM	0
Save as;	F1
ML	6
XP	5, 10, 25
TT	0
Body Weight	15cn/hp



Barracuda inhabit warm salty waters. In appearance, the barracuda is long 9up to 12 feet) and slender, with a cruel mouth and jaw that make it particularly ferocious. The lower jaw projects out and the entire mouth is rimmed with fang-like teeth.



Combat

Barracuda bodies are shaped much like an arrow, and can be just as deadly in tropical oceans. Able to move very rapidly, these fish can dart in for a bite and then swim off just as suddenly. These predatory fish are lightning quick, going from a motionless state to full speed in a single round.

Barracuda are the bullies of their saltwater home; they attack any prey that is injured, appears helpless, or is relatively small. To the barracuda, this includes most human swimmers, who will yield tasty tidbits even if not entirely defeated. The first clue that a barracuda is in the area might be a sudden pain in the foot, as the marauder swims by and tries to bite off a few tender toes or a chunk of meat for the hungry barracuda.

Worse yet, barracuda hunt in schools, taking turns who gets the next bite. An unprotected human swimmer having to fight off two or three of these fast fish is virtually helpless, for even if he manages to fend off one, the others are likely to score in the meanwhile.

The barracuda hangs in the water about 20 feet away, watching its prey for any signs of weakness and patiently waiting for an opportunity to strike. With its ugly eyes staring through the murky depths, this can be an unnerving experience to the large

fish's victim.

A school of barracuda has been known to dog a swimmer for hours, making feints and attacks now and again, until the swimmer finally succumbs. Many such opportunities do not last long enough for the barracuda to claim the victim, for sharks are mostly nearby, they come to the scent/taste of blood in the water once the first hit has been made.

Barracuda are also attracted to shiny objects underwater, and unfortunately for the swimmer, light skin often qualifies as a shiny object, especially wiggling just so. If the swimmer tries to cover himself up, that makes any exposed areas all the more tempting (this creature thus is able to negate any AV).

Those using underwater magic are particularly cautioned against barracuda attacks. The sad tale of Grindorel the Mage is worth relating here. In an attempt to visit a city of sea elves that he had heard of, he wore a ring of swimming and dove beneath the ocean. The glints of sunlight off the ring, unfortunately, attracted the attentions of a school of barracuda, and of the first attack, the ring (and the finger on which it was worn) were gone. Grindorel, unable to cast a spell or to reach the surface in time drowned a watery death becoming a feast thereafter.

Habitat/Society

As mentioned above, barracuda are usually encountered in small schools in tropical oceans, although some species are occasionally found in more temperate seas. Mermen have learned to tame the ferocious barracuda, and it is common to find a large school guarding the mermen community.

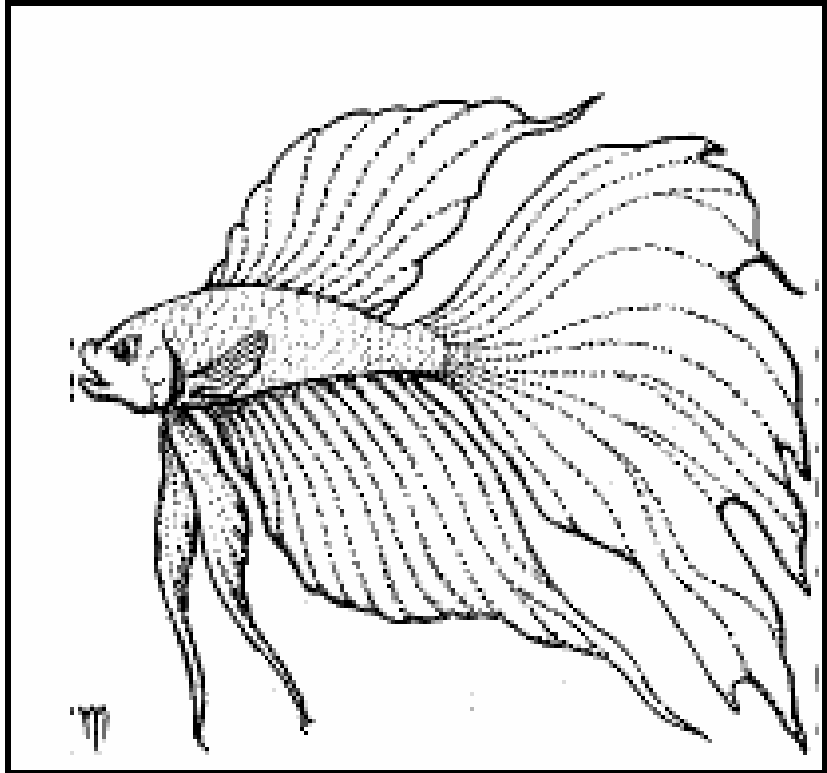
Ecology

Barracudas share the top of the food chain with other large predatory sea creatures, feeding on the smaller fish and sea mammals that seem weak or injured. For those who enjoy deep sea fishing, the barracuda is an excellent game fish—fast, full of fight, and relatively easy to attract to a lure. Use a heavy line, and be certain to fasten down in a boat. Being pulled overboard into a school of angry barracuda makes a much more interesting story if the teller survived the mishap. These creatures often swim in swarms of up to 2d6, but sometimes, as with the mermen societies can be found up to 100 creatures, and will cause a feeding frenzy when blood is drawn in the vicinity of the swarm. It is a truly deadly effect to be within such a swarm when such a frenzy ensues. Barracudas can be found to 100 feet depth.

Main Predator; Shark, Dragon. Main Prey; Fish.

Betta, Giant

Fish, Normal	Giant Betta	
Climate/Terrain	warm ocean reefs	
Frequency	Uncom mon	
Organization	School	
Activity Cycle	Day	
Diet	Carnivore	
AL	CN	N
	Male	Female
NA	1	1d8
Size	M: 5'-6'long	M: 4.5'- 5'long
AC	8	
AV	0	
HD	3+3	3+6
HP	3d8+3	3d8+6
SW	180'/60'	
THACO	16	
Attacks	1 Bite	
Damage	1d8	
Special Attacks;	na	
Special Defenses;	na	
Im mune to;	na	
Extra Vulnerable to;	na	
AM	0	
Save as;	F1	
ML	6	
XP	75	
TT	0	
Body Weight	15cn/hp	



Giant bettas, also known as giant Siamese fish, are somewhat similar to their smaller cousins. They inhabit fresh, tropical waters that are warm all year around. Giant bettas are encountered in schools which invariably contain one male fish and one or more female followers. Males are brightly colored, coming in red, blue, and green versions; females are always a drab green. Males have longer fins than females.

Combat

Male giant bettas are extremely hostile toward other males of their kind. If a male betta sees its own reflection in a mirrorlike surface, it will attack the reflection immediately, to the exclusion of any other enemy. The same applies to illusions the betta sees of other males. (Bettas receive no saving throw against illusions of this sort.) Male bettas will attack other brightly colored objects they see in the water, gaining a +2 bonus to hit against them; this includes characters wearing flashy clothes, bright silvery armor that will reflect the betta's coloration, and so forth. This does not apply to female bettas.

Habitat/Society

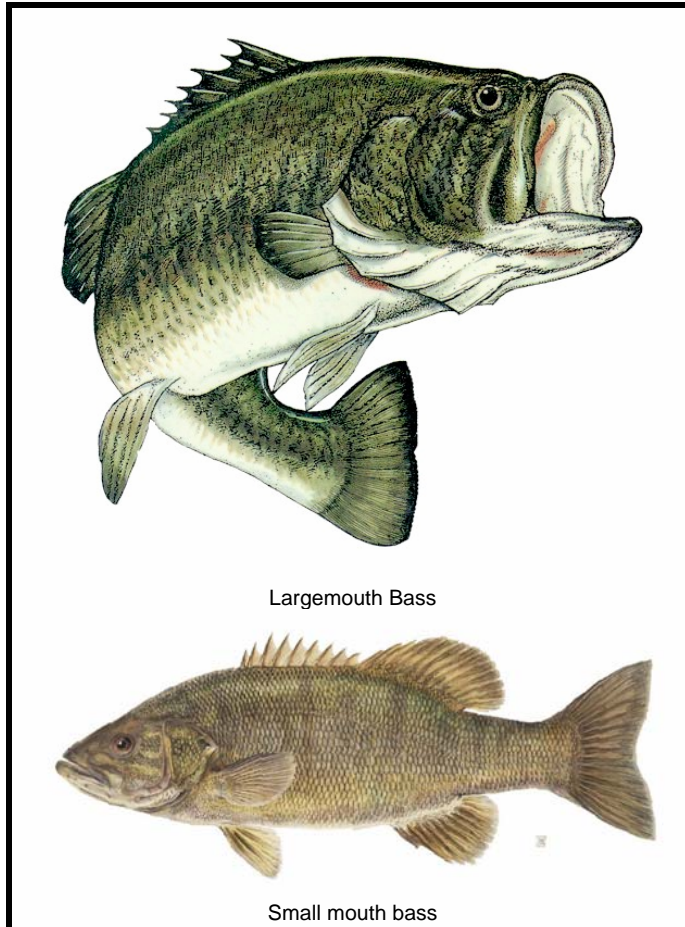
Male bettas will create a bubble nest when they desire to breed. A bubble nest is an underwater air pocket at least one cubic foot in volume, set under an overhanging rock, a collection of interlocked branches, or other 'suitable object'. The male betta will inhale a large quantity of air at the surface, swim down to the place where the nest is being built, and exhale, forming the air pocket. Any leakage will be stoppered by scooping mud onto the leaking spot. The male might also collect a few small shiny objects to enhance the nest's attractiveness (hence the presence of gems). Upon finding a female, the male will have her lay eggs in the bubble nest and will then chase the female away before she has a chance to eat the eggs. The male will guard the nest for two days, after which time the eggs hatch. After a short period of time, the male betta will eat whatever young remain in the area; the rest must scatter and hide.

Ecology

Young males soon start attacking each other and separate to go their own ways. Young bettas are born with 1 hp and gain a full hit die every three months. Their bite damage becomes effective against other creatures when they are three months old, doing 1-4 points damage. When they are six months old they do 1-6 hp damage, and finally they reach adulthood (and normal bite damage) at nine months of age. Bettas live in shallow waters not over 100. deep. They have to come to the surface and gulp air to breathe. Though males can be dangerous to underwater adventurers in the tropics, female bettas will attack only if hungry or if attacked themselves.

Bass, Giant (Micropterus salmoneus Macrosus)

Fish, Giant	Bass
Type	Giant Animal
Climate/Terrain	Fresh Water (deep)
Frequency	uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	0(2d4)
Size	L
ST	9
IN/WI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2
HP	2d8
SW	120'(40')
THACO	18
Attacks	1 Bite
Damage	1d6
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	8
XP	20
TT	Nil
Body Weight	2cn/hp



Largemouth Bass

Small mouth bass

These are normally shy fish, and will attack only if a morsel of food (Halfing-sized or smaller) is floating nearby or on the surface. They may also be summoned, and directed to fight, by Nixies. There are two species, of which the smallmouth bass preys primarily on swimming prey like fish, snakes insects, and the largemouth bass on surface prey (ducks, birds, etc.). These creatures can be found to 200 feet depth.

Main Predator; Dragon, Large Fish Main Prey; insects, fish

Carp, Giant (Cypinius carpo enormous)

Fish, Giant	Carp
Type	Giant Animal
Climate/Terrain	River/Lake
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1d4
Size	L: 15'
ST	9
IN/WI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	8 to 12 HD
HP	8d8 to 12d8
SW	180'(60')
THACO	8HD=12 9HD=11 10 to 11HD=10 12HD=9
Attacks	
Damage	
Attacks	
Damage	
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F6
ML	8
XP	8HD=650 9-10HD=900 11-12HD=1100
TT	nil
Body Weight	5cn/hp



Giant carp attack by biting, inflicting 2-20 points of damage with their sharp, curved teeth. Additionally, if an attack causes 12 or more points of damage, the carp swallows its victim. These creatures can be found to 300 feet depth.

Main Predator; Dragon, Large Fish Main Prey; insects, fish

Catfish (Siluriformes species)
Giant Catfish (Siluriformes Gigantes)

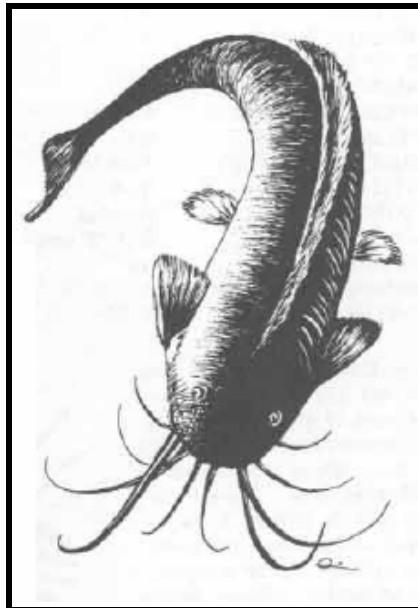
Fish, Normal	Catfish	Giant Catfish
Type	Normal Animal	Giant Animal
Climate/Terrain	River/Lake Muck	
Frequency	Common	Rare
Organization	Solitary	
Activity Cycle	Night	
Diet	Omnivore	
AL	N	
NA	1	0(2d10)
Size	1' to 4'	L: 15'
ST	14	16
IN/AWI	1	2
DX	9	9
CO	12	18
CH	9	9
Languages	0	0
Spellcaster Limits;	no spells	
AC	7	4
AV	0	0
HD	1 to 4	6+3 to 9+3
HP	1d8 to 4d8	1d8+3/HD
SW	180'(60')	90'(30')
THACO	1HD=19 2HD=18 3HD=17 4HD=16 5HD=15 6HD=14	6+HD=13 7+HD=12 8+HD=11 9+HD=10
Attacks	1 Bite	4 Feelers
Damage	1d4+1/HD	1d4 each
Attacks	1 Bite	1 Bite
Damage	1d4+1/HD	2d8
Special Attacks;	Surprise	
Special Defenses;	Hide in Muck	
Im mune to;	0	
Extra Vulnerable to;	0	
AM	0	
Save as;	1-2 HD=NM 3-4 HD= F1	F4
ML	8	
XP	1400	
TT	Nil	
Body Weight	15cn/hp	



This chalky-white fish is about 15" long / HD. It has two long feelers that sprout from each side of its mouth. Giant catfish lurk in the cool muck of rivers and lake bottoms. These creatures are in the mating season especially protective and territorial. This is the second month before winter starts, so this can be different according location. In the Northern reagions this could be Felmont (7th month normal midsummer), while most south this would be midfall Sviftmont (month 10). In this period they lay their thousands of yellowish eggs and protect them to anything small (mostly other fish and crayfish) and big (this can be any swimming human).

A giant catfish bites for 3d4 points of damage. It swallows it up to 3'6" (+1'/HD over 6+) prey if its attack roll is 4 points more than it needed. Any creature swallowed whole suffers normal bite damage plus, for each round the creature remains inside the catfish, it suffers 1 point of damage and has a 5% chance of suffocating. If the victim has a sharp edged small weapon in hand during swallowing, it may cut itself out, by inflicting internal damage at least half of the catfish's original hit points. Any attack from the outside has a 20% chance of inflicting equal damage to the victim inside.. The Giant Catfish can employ its

feelers as weapons by whipping its head back and forth. These feelers secrete a minor toxin that causes 2d4 points of damage if they strike a creature. A save vs. poison limits the damage to 1d4 points. Two additional opponents can be attacked if they are within range of the feelers. The smaller version do have this

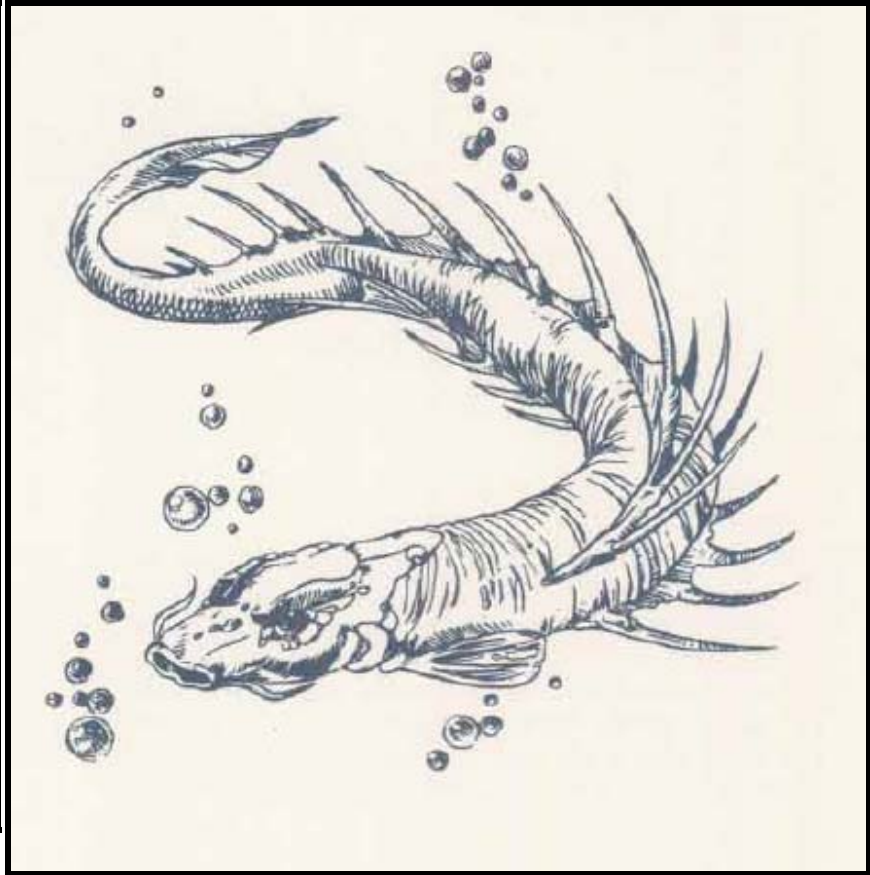


attack form also, but the toxin is too weak to affect any creature other than small fish, insects or crayfish. Since they are bottom feeding scavengers, catfish require a large area in order to find enough food to survive. Consequently, catfish live alone

rather than in groups. These creatures can be found to 50 feet depth. Tremorsense 30'.
 Main Predator; Fish Main Prey insects, fish.

Coral Masher (Eschvidinsci marbeitur)

Fish	Coral Masher
Type	Giant Animal
Climate/Terrain	Tropical Coral Reef
Frequency	uncommon
Organization	School
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	0(2d4)
Size	H; 12-15'long
ST	16
IN/WI	1
DX	10
CO	13
CH	8
Languages	0
Spellcaster Limits;	0
AC	7
AV	2
HD	8
HP	8d8
SW	90'/30'
THACO	13
Attacks	1 spine
Damage	5d4
Special Attacks;	Poison Spines
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F4
ML	5
XP	1200
TT	Nil
Body Weight	15cn/hp



The Coral masher, still another wonder of the undersea world, is a large, worm-like fish that moves slowly along coral reefs, crushing and digesting the coral. A masher is longer than most humanoid races are tall, and it is colored a rusty red with two bright blue dorsal ridges. The coral masher is not an aggressive creature, but it is easily surprised. If it feels threatened, it attacks in self-defense. Each of its dorsal ridges carries two to four spines, each four feet long or longer, and each able to secrete a virulent poison. When threatened, the masher flares these ridges, keeping enemies at bay. Any attacker must either use a weapon with a thrusting tip at least six feet from the hand, or be struck with a spine (requiring a successful saving throw vs. poison to prevent death after one turn; a successful saving throw indicates no damage). Some adventurers have spread rumors that the coral masher can be successfully attacked by positioning oneself directly in front of or beneath the creature. This is poor advice; the masher can maneuver much faster than humanoid attackers and it can twist or roll to injure its attackers. The masher's poison is very complex; no known antidote exists, save such spells as neutralize poison. For this reason, the coral masher is harassed now and again for its venom. **Tremorsense 30', darkvision.** These creatures can be found at a depth of no lower than 150 feet, as it feeds on coral, which does not grow below 150 feet. Main Predator;Fish Main Prey insects, fish, coral.

Dragonfish (Pleuronectiformes draconii)

Fish, Normal	Dragonfish
Type	Normal Animal
Climate	Subtropical to Temperate
Terrain	Fresh Water pools, streams
Frequency	Rare
Organization	Solitary
Activity Cycle	Dusk and night
Diet	Scavenger
AL	N
NA	1
Size	1' to 2'
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	2
HP	2d8
SW	60'(20')
THACO	19
Attacks	1
Damage	1d6
Special Attacks;	Spines and poison
Special Defenses;	Camouflage
Immune to;	na
Extra Vulnerable to;	na
AM	0
Save as;	NM
ML	4
XP	25
TT	0
Body Weight	5cñ/inch



population controls on the species.

Ecology

Intelligent races have discovered a large number of uses for the dragonfish. Dragonfish poison is highly toxic and a full-grown dragonfish can yield enough to kill a large number of creatures. It is natural that creatures who frequently use poison will have a standard method for capturing dragonfish. Also, dragonfish spines make excellent darts, as they are extremely strong and very sharp. The spines grow back on the fish, so harvesting is possible. The dragonfish skin is not wasted either, as it makes excellent material for scale armor. Using any part of a dragonfish is potentially deadly unless the poison sacks and spines are carefully removed first. The poison will be usable for 24 hours when exposed to open air, 2 hours when exposed to water, but 2 weeks when exposed to fire. The poison can be stored in small vials, but these must be corked.

Dragonfish can only be found in pools and streams that have a connection to the sea, else they must be planted here. It is possible that a riverarm closed and created a small pool in one of its formerarmlets, then the creatures inside can survive, but can't migrate on their own.

These creatures can be found to 10 feet depth.

Main Predator; Heron, Stork, Predatory fish. Main Prey; Snail, shellfish, small Shrimp and crayfish

These shy solitary scavengers are only interested in staying alive and eating. Nevertheless, the two excellent self-defense methods evolved in these creatures make them a potentially deadly enemy for clumsy, inattentive adventurers.

Preferring to dwell in shallow freshwater pools, slow-moving rivers and streams, dragon fish are flat and covered with thick hard scales of a mottled brown that give a high Armor Value. The fishes'back are lined with three to five rows of sharp two inch long spines. Together, the scales and the spined make the fishes'hide look much like that of a Dragon. However, the Dragonfish shares littleelse with its terrifying namesake.

Combat

Dragonfish are extremely hard to spot in their natural habitat. Their mottled brown coloration allows them to blend in with the rock and mud at the bottom of the waters they inhabit. Because their natural camouflage is so successful, dragonfish can only be spotted 15% of the time., and only if the searchers know what they are looking for. Also, as dragonfish tend to be active at night, finding one is always extremely difficult.

Most adventurers meet dragonfis inadvertently as they cross the pools and streams where the fish reside. Dragonfish have sharp teeth and will bite for 1-6 points of damage if they are provoked. However, most adventurers literally stumble across these creatures in the water. These encounters are always painful for the unlucky wayfahrer as the spines that line the fishes'back are sharp enough to penetrate leather boots and will snap off, remaining in the wound as the fish and its attacker separate. A person stepping on or attempting to grab a dragonfish will be struck by 1d6 of the fish's spines, causing 1 point of damage a piece before snapping off in the wound.

The pain caused by the spines to anyone unlucky enough to step on a dragonfish (or foolish enough to try to grab one) is certainly minor when compared to the deadly poison the spines inject when they do any damage. The special poison is slow-acting, and creatures injected with the neuro-toxin suffer increasingly violent nausea and a high fever for four hours, and have a penalty of -1 on all attack rolls and saving throws for each hour of illness. The penalty is cumulative, so, for example, after four hours, a victim of dragonfish poison will have a -4 penalty on all attack and saving throws. As these are the same symptoms that precede a death caused by dragonfish poison, it will be unclear if a character will survive the poisoning until the four hours of illness are over. Only after this time has elapsed can a saving throw vs. poison be made by the victim at a -4, like all saving throws after four hours. Those failing the saving throw die within 1d4 turns. But even for those who save, the effects of the poison are longlasting, and the next 1d12 hours, a character surviving the poison will suffer a -2 penalty on all attack rolls.

During the four houronset time, a slow poison spell will stop the penalties from adding up temporarily and , of course, a neutralize poison will negate all effects of the toxin. Only one saving throw against poison is required, regardless of the number of spines that strike thwe character at once.

Habitat/Society

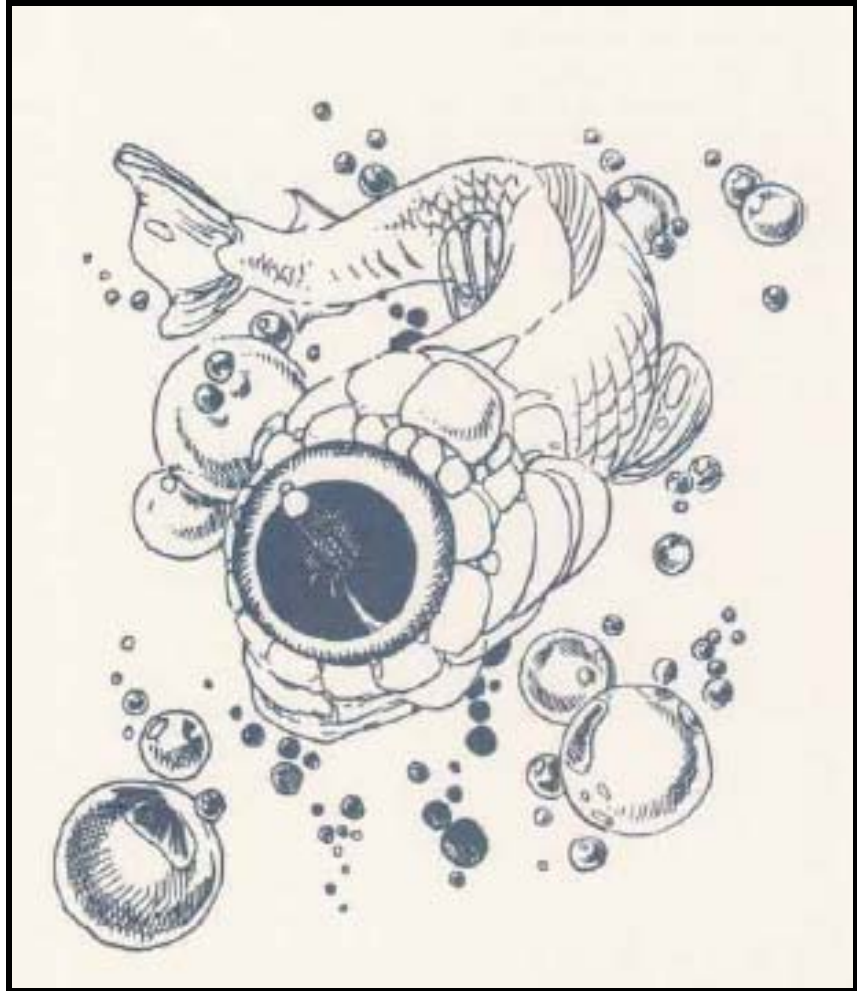
Dragonfish tend to dwell near the bottom of shallow bodies of water. Their diet consist largely of slowmoving snails, shrimp, small fish, and the remains of other creatures that have recently died in the water. However, the dragonfish has been known to eat almost anything it can swallow, including smallbits of metal such as coins or rings. The strong digestive acids in the fish's stomach break dowb anything it swallows very quickly, making it virtually impossible to recover any undamaged treasure from a dragonfish's stomach.

The dragonfish is not territorial, but it will protect a food source it discovers. Dragonfish abandon their young at birth, and both the male and female prey upon any small dragonfish that crosses their path. This is one of the primary

Floating Eye (*Navionum oculi*)

Fish	Floating Eye
Type	normal animal
Climate/Terrain	Any ocean
Frequency	Rare
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1-12
Size	S; 1' long
ST	6
IN/WI	1
DX	12
CO	9
CH	8
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1
HP	1d4
SW	300'/100'
THACO	20
Attacks	special only
Damage	0
Special Attacks;	Hypnotism
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	4
XP	5
TT	Nil
Body Weight	5cr/hp

Floating eyes are one of the undersea wonders, a salt-water fish of very unusual nature. The floating eye has a transparent body, practically invisible in the water, with a single large eye of about three inches in diameter (about the only thing that is readily visible of the fish). The eye is mostly milky white, with a large black pupil. If the pupil is gazed upon, tiny bolts of light appear to streak out from the center every few seconds.



Combat:

The floating eye is a poor combatant, but it has a significant effect on its surroundings. Any creature that is within 30 feet and stares into the eye must make a successful saving throw vs. paralyzation or hang immobile in the water, hypnotized. This is a useful defense for the floating eye. Another good defense is the floating eye's speed, as it is one of the fastest underwater creatures. Predatory marine animals, such as piranhas, sharks, or manta rays, have learned to keep close to floating eyes, while avoiding their hypnotic effects. These fish then attack any large prey that is immobilized by the school of floating eyes. The eyes feed upon the scraps that remain.

Habitat/Society:

Floating eyes silently patrol their oceans, looking for small creatures they can hypnotize and eat. They are mild and non-aggressive, keeping in schools of a dozen or fewer. They abandon their young at birth and if lacking food they will eat the small floating eyes.

Ecology:

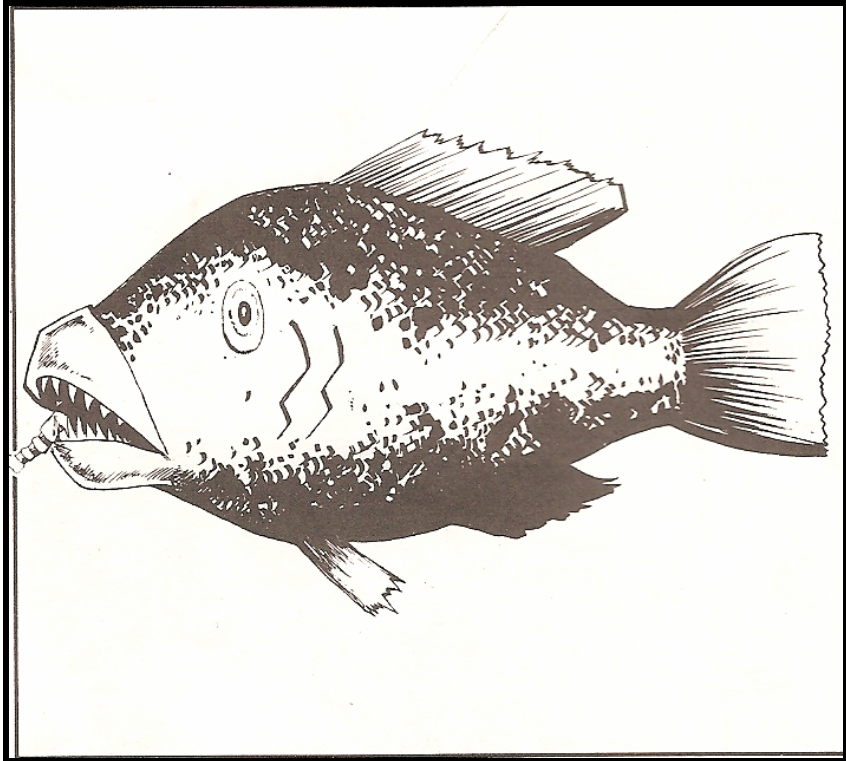
The floating eye does not have a significantly damaging attack. If it was alone with man-sized prey, it might be able to cause 1 point of damage every ten rounds or so. On the whole, it prefers brine and plankton. However, the symbiotic relationship mentioned above works well, and virtually every pack of floating eyes has a following of predator fish. Some adventurers have tried to imitate the predators' trick by capturing and carrying floating eyes. But the floating eye loses its magical powers immediately upon death, and there are difficulties with carrying fishbowls into perilous situations. Alchemists have for many years sought floating eyes. Most are certain that the eye is useful as an ingredient in some potion or scroll ink, but as yet no specific use has been found.

These creatures can be found at a depth of between 300 and 1000 feet. High vision other senses low, Infravision 30', Detect Life 60', Detect Invisibility 60', Detect Evil/good 30', Detect Magic 60'.

Main Predator; Fish Main Prey insects, fish.

Gargantua (Cyprio carpus Gargantua)

Fish, Giant	Gargantua
Type	Giant Animal
Climate/Terrain	Ocean
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	0(1)
Size	L; 55'
ST	9
IN/AWI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	1
HD	15*
HP	15d10
SW	90'(30')
THACO	9
Attacks	1 Tail
Damage	2d10
Attacks	1 Bite
Damage	3d6
Special Attacks;	Breath Swallow
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F7
ML	11
XP	2300
TT	A
Body Weight	5cn/hp



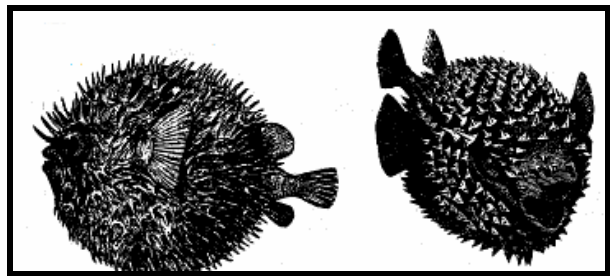
The Gargantua is a gigantic fish of the carp family. It is over 50 feet long with a large tail and a sucker mouth lined with many sharp teeth. It prowls the ocean floor scavenging for its meals, and often devours the contents of sunken ships. Any treasure it might have will be found in its belly. On an unmodified Hit Roll of 20 it will swallow any opponent of less than giant size. The gargantua's digestive juices do 2d6 points of damage each round. Each round, It can strike with its tail, and either bite or use its breath weapon (25% chance). The breath is a 30' wide and 60' long blast of water which knocks down any opponent and hurls him or her 100 feet away (negated by a successful Saving Throw vs. Dragon Breath). The water blast does no damage, but the landing might (If landing on anything solid, take falling damage as if fallen 50'). These creatures can be found to 800 feet depth.

Main Predator; Dragon, Large Fish Main Prey; insects, fish

Fish, Giant	Giant Pufferfish
Type	Giant Animal
Climate/Terrain	Ocean
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1-2
Size	S; 2'-3'long
ST	7
IN/AWI	1
DX	8
CO	9
CH	10
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	1*
HP	1d8
SW	90'(30')
THACO	19
Attacks	1 Bite or spines
Damage	1d3 or 3d6
Special Attacks;	Poison
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	7
XP	7
TT	0
Body Weight	5cn/hp

Giant Puffer or Porcupine Fish (Diodontidae grandis)

The giant porcupine fish is related to the puffer fish and the smaller porcupine fish. The giant porcupine fish is territorial and is most often found near rocky shelters and coral reefs. If endangered, this creature flees to its abode at the earliest opportunity.



The giant porcupine fish can bite for 1d3 hp damage; when attacked or threatened, it inflates its body, swelling to a size three times its normal girth. This action is performed by retaining water in the creature's stomach and using flexible abdominal sacs. By inflating itself, the fish causes numerous dagger-length spines to appear across its body. If an attacker comes within 5' of these spines, the giant porcupine fish may approach and attempt to score a successful hit; if this happens, the attacker takes 3d6 hp damage from the spines and must also make a save vs. poison; failure results in death within 1d4 rounds from heart failure. In any event, damage is taken, even if the attacker saves vs. poison. This save is not needed from creatures bred in captivity, so it is assumed that the poison is generated by bacteria from the sea itself. These creatures can be found to a depth of 150 feet.

Main Predator;Fish Main Prey insects, fish.

Hetfish (*Primetoreiscii fervense*)

Fish	Hetfish		
Type	Normal animal		
Climate/Terrain	Any Water		
Frequency	uncommon		
Organization	Den		
Activity Cycle	Any		
Diet	Omnivore		
AL	N		
NA	20-70		
Size	S; 1'long	S; 2'long	S; 3'Long
ST	8		
IN/WI	5		
DX	7		
CO	17		
CH	6		
Languages	0		
Spellcaster Limits;	0		
AC	5		
AV	1		
HD	1	2	3
HP	1d8	2d8	3d8
SW	120/40'		
THACO	19	18	17
Attacks	1 bump		
Damage	1		
Special Attacks;	Heat		
Special Defenses;	Heat		
Immune to;	Heat		
Extra Vulnerable to;	Cold		
AM	0		
Save as;	Nm	F1	F2
ML	10		
XP	10	20	35
TT	special		
Body Weight	5cr/hp		



The hetfish, or hotfish as some sailors know it, is another wonder of the undersea world. It is a small (one to three feet long) silver-and-orange fish, whose skin is covered by unseemly bumps and boils. It is found in both fresh and

salt water, from arctic climes to boiling hot springs. Its basic body shape resembles that of a piranha, although it has neither the piranha's teeth nor its distinctive underbite.

Combat:

Hetfish have super-heated bodies whose temperatures exceed 350 degrees Fahrenheit. This effectively turns the water within several inches of them to steam. When their den is disturbed, these fish swarm en masse to meet the intruder. Each hetfish has as many Hit Dice as feet in length (one to three), and the entire den bumps or rams the intruders, doing 1 point of damage per fish. Hetfish have been known to continue these attacks indefinitely, long after the target has been boiled to bone. Even if a victim cannot be touched directly, he can be injured by merely remaining in the vicinity of hetfish for too long. Every round a creature swims within 20 feet of a den of hetfish, it suffers 2 points of damage from the hot water. Hetfish are possessed of a simple intelligence; they are attracted to bright, shiny things, particularly gemstones. A hetfish coral den, when broken open, contains one gemstone for each fish, with a base value of 10 gp. Some hetfish communities have learned that ships often carry such pretty things, and they try to ram ships and sink them for treasure. Wooden ships sustain 1 point of hull damage per 15 Hit Dice of hetfish attacking, per round.

Habitat/Society:

Hetfish live in large communal dens. They are about as intelligent as bright dogs, or particularly dull polls. They have nothing resembling a language. They seem content to swim about and patrol a territory that is 50 feet in radius per hetfish in the den. Any creature entering this area is considered fair prey by the fish, regardless of its size or ferocity of damage each round, and thus there are very few creatures that live in the hetfish's territory.

Ecology:

It seems that the hetfish requires a steam environment for respiration, as it is unable to breathe water. How it continues to buoy itself up in the water is just one of the hetfish's mysteries. However, because of its heat-producing powers, the hetfish's greatest threats are civilized races. Underwater races, such as the tritons, hunt hetfish ruthlessly, as the super-heated fish are an environmental hazard in any but the hottest natural springs. Surface dwellers hunt hetfish as well, not merely for the gemstones the fish collect or to guard against hetfish sinking more boats. Alive, the animals are worth 10d10 gp apiece to alchemists and sages, for no one has yet learned the secret of the hetfish's strange properties, which resemble those of the remorhaz.

These creatures can be found to a depth of 4000 feet, but always within 500 yards from a volcanic source or flow.

Main Predator; Fish Main Prey insects, fish.

Lamprey (normal and giant) (Petromyzontidae species)

Fish, Normal	Lamprey		
	Normal	Giant	Land
Type	Normal Animal		
Climate/Terrain	Ocean reefs	Near Water	
Frequency	Common		
Organization	School		
Activity Cycle	Day		
Diet	Carnivore		
AL	N		
NA	1d2	1d4	2d6
Size	T;2"-36"	S;2'-12'	S;3"-48"
ST	9	9	9
IN/WI	1	1	1
DX	9	9	9
CO	9	9	9
CH	9	9	9
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	7	6	7
AV	0	0	0
HD	1+2	5	1+2
HP	1d8+2	5d8	1d8+2
SW	120(40')	90(30')	120(40')
THACO	19	15	19
Attacks	1	1	1
Damage	1	2	1
Special Attacks;	Blood Draining		
Special Defenses;	Numbing saliva		
Immune to;	na	na	na
Extra Vulnerable to;	Fire		
AM	0	0	0
Save as;	NM	F1	NM
ML	7	7	8
XP	6	75	6
TT	nil	nil	nil
Body Weight	5cn/hp	15cn/jp	3cn/hp



The lamprey (giant and normal) feeds by biting its victims, and fastening itself by its sphincter-like mouth. Once attached, the lamprey drains 2 hit points per Hit Die of blood on the next and successive rounds. Sea lampreys are especially susceptible to fire, making their saving throws against fire-based attacks with a -2 penalty. A bloodsucking creature never sucks more blood from a victim than itself hit points has, it will detach itself when this amount is reached.

The sea lamprey (*Petromyzon marinus*) is a parasitic lamprey (a kind of jawless fish) found on the Brun and Skothar, Alphantian Sea, and in the Great Lakes. It is brown or gray on its back and white or gray on the underside and can grow to be up to 3.5 inch long and *Petromyzon Giaganticus*- Giant Lamprey can grow up to 12 feet. Sea lampreys prey on a wide variety of fish. The lamprey uses its suction-cup like mouth to attach itself to the skin of a fish and rasps away tissue with its sharp probing tongue and teeth. Secretions in the lamprey's mouth



prevent the victim's blood from clotting. Victims typically die from blood loss or infection.

The life cycle of sea lampreys is anadromous, like that of salmon. The young are born in inland rivers, live in the ocean as adults, and return to the rivers to breed. Young emerge from the egg as larvae, blind and toothless, and live that way for 3 to 17 years, buried in mud and filter-feeding. Once they have grown to a certain length, they metamorphosize into their parasitic form, after which they migrate to the sea. After about 12 to 20 months, they metamorphosize into their adult form and return to the rivers and streams and spawn, after which they die. These creatures can be found to 200 feet depth.

Main Predator; Any . Main Prey; Fish

Lamprey, Land (*Petromyzon Humitas*)

The land lamprey is a magical mutated version

of the sea lamprey. It breathes air and moves in snake-like fashion. Land lampreys feed as do aquatic ones. Land lampreys may be found in almost any climate except desert or extreme cold. They prefer dark and damp environments. They always seek the moisture, but are known to crawl for miles in wet weather as if knowing where to find water and when it is going to rain and when it stops. Even in dry weather a land lamprey can still move through wet grass, but will normally not leave the water in these circumstances unless nearby prey is sensed or it is still on the way to water. It feeds on all warm blooded creatures, as it senses their warmth. Once attached (a hit for 1 point of damage), it drains blood for three rounds, unless killed or removed, for 1 point of damage per round. In addition, while attached to a character, each lamprey encumbers an individual; this is equivalent to a loss of 1 point of Dexterity per lamprey attached. A bloodsucking creature never sucks more blood from a victim than itself hit points has, it will detach itself when this amount is reached.. In addition, while attached to a character, each land lamprey will encumber the individual; this is equivalent to a loss of 1 point of dexterity per lamprey attached. Land lampreys can be removed only by killing them or exposing them to fire, whereupon they will release their hold in an effort to avoid the flames. A land lamprey is only about 3-feet long but fairly thick and heavy. Coloration ranges from light green to blackish green. These creatures can be found to 60 feet depth.

Main Predator; Giant Insects. Main Prey; Any Warm-blooded prey



Lava Fish (Sebastes Magmaoides)

Fish	Lava Fish
Type	Normal Animal
Climate/Terrain	Lava/Magma River Subterranean only
Frequency	Rare
Organization	School
Activity Cycle	Any
Diet	Chemovoric Omnivore
AL	N
NA	0(2d10)
Size	T; 2"+1"/hp
ST	9
IN/WI	1
DX	9
CO	16
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	1
HP	1d12
SW	90'(30')
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	Surprise Heat
Special Defenses; Immune to;	Heat Fire/Heat
Extra Vulnerable to;	Cold/Water
AM	0
Save as;	NM
ML	8
XP	5
TT	Nil
Body Weight	3cr/hp

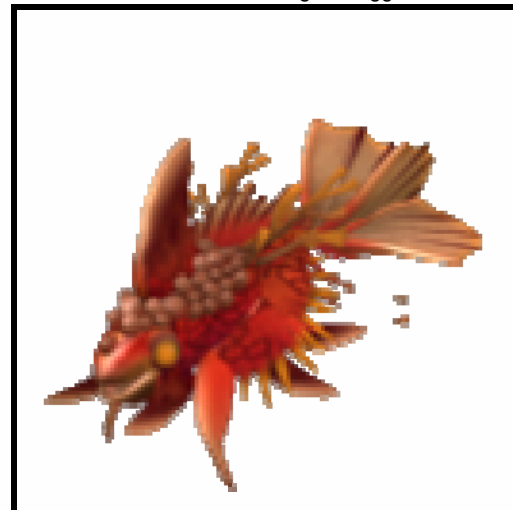


Shadow elves go to great length too beg or borrow (never steal) magical protections which will allow them to go Lava Fishing. Magical treated lines and rods can be hired in the cities and then the elves can go off in search of this elusive fish. These creatures are chemovoric, that means they take their sustenance out of eating chemicals and minerals in their surroundings. They also quickly devour any organics that has found its way into the lava, as an extra sustenance.

These creatures resemble Rockfish, from which they probably did evolve, either naturally,

magically or even divinely.

These creatures resist heat when alive, but cook normally once dead, so there is a finesse about hooking a maggot-and-kobold meat bait, gaffing it, and then flourishing it above the lava so that it is swiftly char-grilled. These creatures have thick scales and very dense fins, and highly unusual fanned tails which, can be as long as its body. These fish vary from a few inches to a foot and a half. Lava Fish, as the name implies, live in Lava rivers and Magma pools. It is rumored by Dwarves that these creatures are like bloodcells, keeping the living planet healthy, as they can be found anywhere in lava. They can withstand the pressure and the heat, without magic, as they were also found in lava of the Worldshield, which nullifies all magic. They seem, however, highly magical in nature, but their



origin is unknown. They take double damage from cold and water attacks, can themselves be treated as 1 HD but have no effective attacks except radiating heat. These creatures can be found to 100 feet depth, but often (probably a way of breathing) can be seen jumping on the lava surface, still liquid lava clinging to their fins and such. Their eyes glow as hot like the lava, but it is unknown if they still are able to see with them, or use another way of determining coordination and food.

These creatures are used in spells or items like Heat resistance, lava breathing, protection from lava or heat and similar. Blind, and further Human senses, but **tremor sense 120'**

Main Predator; Shadow Elves, Humanoids, Fire resistant creatures.

Piranha (Pristobrycon, Pygocentrus, Pygopristis, and Serrasalmus species)

Fish,	Piranha	
	Normal	Quipper
Type	Normal Animal	
Climate/Terrain	Fresh Water	
	Tropical	Temperate
Frequency	Rare	
Organization	School	
Activity Cycle	Any	
Diet	Carnivore	
AL	N	
NA	5d10	
Size	S; 6" to 1'	
ST	9	9
IN/WI	2	2
DX	9	9
CO	9	9
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	7	7
AV	0	0
HD	1/4	1/4
HP	1 or 2	1 or 2
SW	90'(30')	
run 1d10r	120'/40'	
THACO	20	20
Attacks	1 Bite/Shoal	
Damage	1d4	1d4
Special Attacks;	Frenzy	
	3d4	
Special Defenses;	0	0
Immune to;	0	0
Extra Vulnerable to;	0	0
AM	0	0
Save as;	NM	NM
ML	11	11
XP	5	5
TT	nil	nil
Body Weight	10cn	12cn



silvery black, red or green colored fish (up to 2 foot in length) with a saw-edged belly and bulging eyes and large mouths filled with vicious triangular shaped teeth that close in a scissor-bite.

Combat

Piranhas attack with their sharp teeth. A single bite, though painful, is not usually fatal. They inhabit rivers and lakes, and prey on any creatures entering the water. There is a 75% chance that at least one will attack any creature that swims or wades near the school. piranhas don't immediately attack their prey. Instead, they launch a series of small attacks to discover which fish is the weakest, and then will fully attack this creature. (remember, a wounded, sick heavy encumbered or panicky acting character will seem to be vulnerable). Piranha attack in "shoals" of 5d10 creatures, inflicting 1d4 points of damage per shoal. Once a victim's blood has been spilt, the attacking shoal and all those within 100 feet downstream and 10 feet upstream go into a killing frenzy for 1d6+9 rounds. While frenzied, the fish make the water churn with their thrashing and attack at +3 to hit for 3d4 points of damage per shoal per round. The entire school goes berserk (+3 To Hit) and each piranha attacks twice per melee round. Up to 20 piranhas can attack a single, man-sized individual simultaneously.

Habitat/society

Piranhas live in tropical environments. They are more abundant in large river systems. They are merciless predators and aggressive even out of water(though, like most fish, they suffocate in a matter of minutes without water). Like sharks, piranhas are attracted to the scent/taste of blood, and blood in the water quickly drives them into a feeding frenzy.It is rumored that some tropical waters harbor larger piranha (2hp each).

Ecology

Piranhas are meat eaters, their usual dish is fish, but they will eat any animal that enters their territory. They have only a few natural enemies (often surface dwelling, easily fishing these little mosters from the water and eating them there. Their cutting teeth, like those of sharks, pull the flesh from their

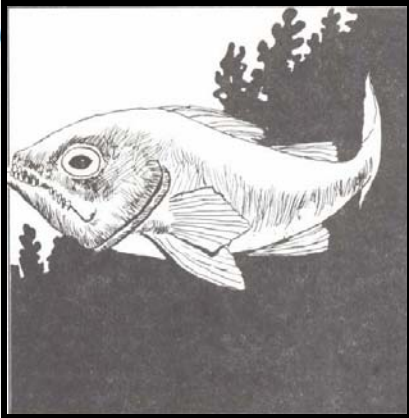


victims as they attack. They are capable of reproduction (which occurs year round) after only a few months of life, and their lifespan is about four years. There are no common uses for piranhas, either as trade good or magical components. Primitive tribes, do eat them (caught with fisher spears) and they might use piranha teeth as a decoration. Piranhas are occasionally sought by evil wizards and lords, who use them to populate their moats. These creatures can be found to 100 feet depth. Medium senses.

Main Predator; any. Main Prey; Any

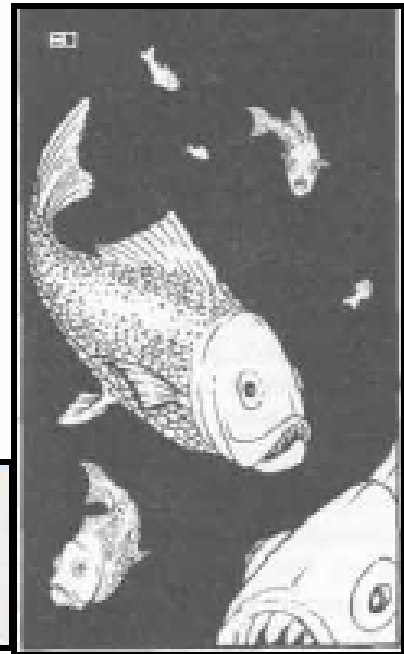


Quipper, Coldwater Piranha (Pristobrycon frigi-us,Pygocentrus frigi-us)



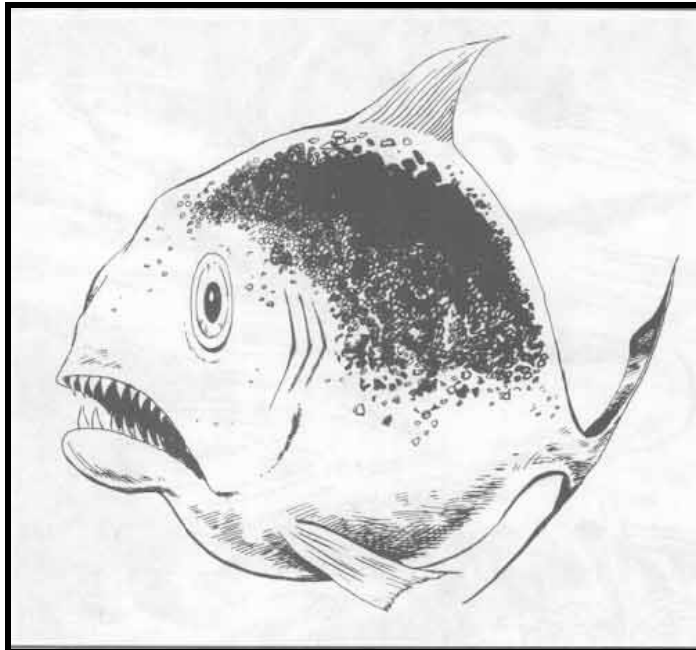
Quippers are freshwater piranhas that live in colder, temperate waters. They are identical to normal piranha's in all other aspects except for reproduction, there is no difference in behavior. Being native to a colder climate they produce offspring only in the spring and summer months. Quippers are sometimes used in humanoid or human created dungeon traps. Here they can survive, if regularly fed. It is guessed by sages that a single school of normal piranhas had been trapped in a lake when temperatures dropped slowly, so the creatures could adopt. When the cold finally passed on, the thaw did the waters of the lake rise, overflow and did spread the adapted fish to all regions, where the remained. These piranha's tend to be

longer and have more body fat. These creatures can be found to 80 feet depth. Medium Senses. Main Predator; any. Main Prey; Any



Fish,	Giant
Piranha	Giant
Type	Giant Animal
Climate/Terrain	Fresh Water
	Tropical
Frequency	Rare
Organization	School
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	0(3d6)
Size	L; 5'
ST	9
INWI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	3+3
HP	3d8+3
SW	150(50')
run 1d10r	180'/60'
THACO	16
Attacks	1 Bite
Damage	1d8
Attacks	Frenzy
Damage	3d8+3
Special Attacks;	+2 Initiative
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	7
XP	50
TT	Ni
Body Weight	80cn

Piranha, Giant (Pygopristis, and Serrasalmus gigantidae)



These deadly fish are 5 feet long and have green and black scales, over a silvery body. They appear like a normal piranha, but much longer bodies. They are capable of reaching great speeds in the water.

Combat

There is a 95% chance that at least one of them attacks any creature that swims or wades near the shoal. They will attack and eat anything that disturbs the water near them. Up to eight giant piranha can attack the same man-sized target at the same time. Once they draw blood, piranha go into a feeding frenzy (no morale checks allowed).

Habitat/Society

Piranha inhabit warm, fresh waters and prefer rivers to lakes. Giant piranhas behave like their smaller counterparts, but only 10 can attack a single, man-sized individual simultaneously. Giant piranhas are sometimes called sky-eaters; once per round they can charge at full speed and leap out of the water at heights of up to 10 feet; they often use this attack on water fowl that fly low over the water, but they sometimes use it against humans. Compared to normal piranha's their re[production rate is low, but their lifespan is proportionally longer (8-10 years). These creatures can be found to 150 feet depth. Medium Senses. Main Predator; any. Main Prey; Any

Pike, Giant (Esox Giganticus)

Fish, Giant	Pike
Type	Giant Animal
Climate/Terrain	Temperate, Fresh water
Frequency	Rare
Organization	School
Activity Cycle	any
Diet	Carnivore
AL	N
NA	1d8
Size	L-H; 9'-14'long
ST	12
IN/WI	1
DX	14
CO	11
CH	8
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	4
HP	4d8
SW	360'(120')
THAC0	15
Attacks	1 Bite
Damage	4d4
Special Attacks;	Swallow surprise
Special Defenses;	camouflage
Im mune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	5
XP	75
TT	nil
Body Weight	5cn/hp



Giant pike inhabit deep, freshwater lakes, but can be found even in brackish and most freshwaters of the northern hemisphere, and have a long, flexible body and greenish-yellow coloring.

The giant Pike uses both its speed and camouflage when hunting. Though a pike sometimes stalks its intended prey, its most common approach is to wait in the weeds for a likely target and then dart out to catch it (in this it behaves equal to a heron or stork). Because of its speed and natural camouflage, a pike's opponents suffer a -2 penalty to their surprise roll.

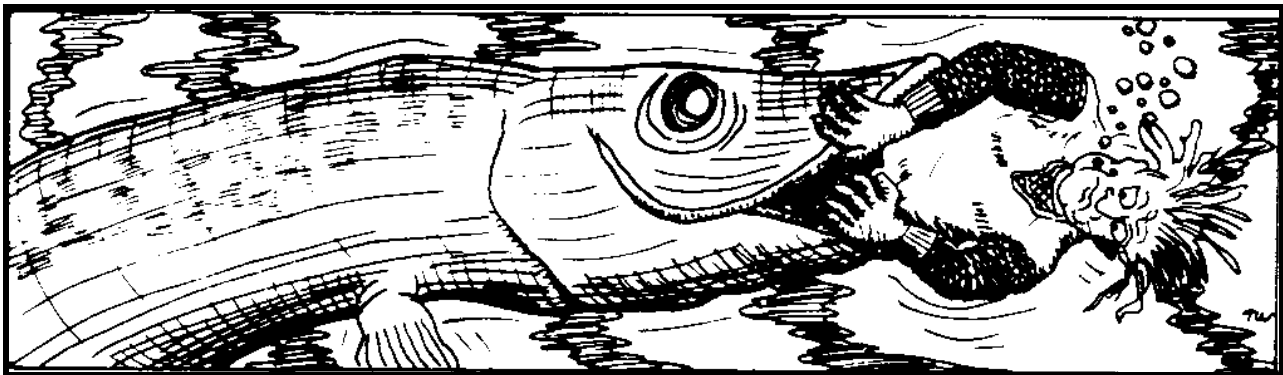
Vision High senses, further low. **Darkvision**

It bites its prey for 4d4 points of damage.

The **northern pike**, *Esox Giganticus* is a species of carnivorous fish of the genus *Esox* (the pikes). They are also known by the literal translation of their Latin name, "water wolf". They are fished for sport instead for food. They can be eaten but taste very salty.

These creatures can be found to 300 feet depth.

Main Predator; Dragon, Large Fish Main Prey; insects, Fish



Gar, Giant (*Lepisosteus Attractosteus giganticus*)

Fish, Giant	Gar
Type	Giant Animal
Climate/Terrain	Ocean
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6
Size	
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	3
HD	8
HP	8d8
SW	300'(100')
THACO	12
Attacks	1 Bite
Damage	5d4
Special Attacks;	Swallow
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F4
ML	6
XP	650
TT	nil
Body Weight	5cn/hp



The name gar meaning "spear". The genus name *Lepisosteus* comes from the Greek *lepis* meaning "scale" and *osteon* meaning "bone". *Atractosteus* is similarly derived from Greek, in this case from *atraktos*, meaning "arrow"

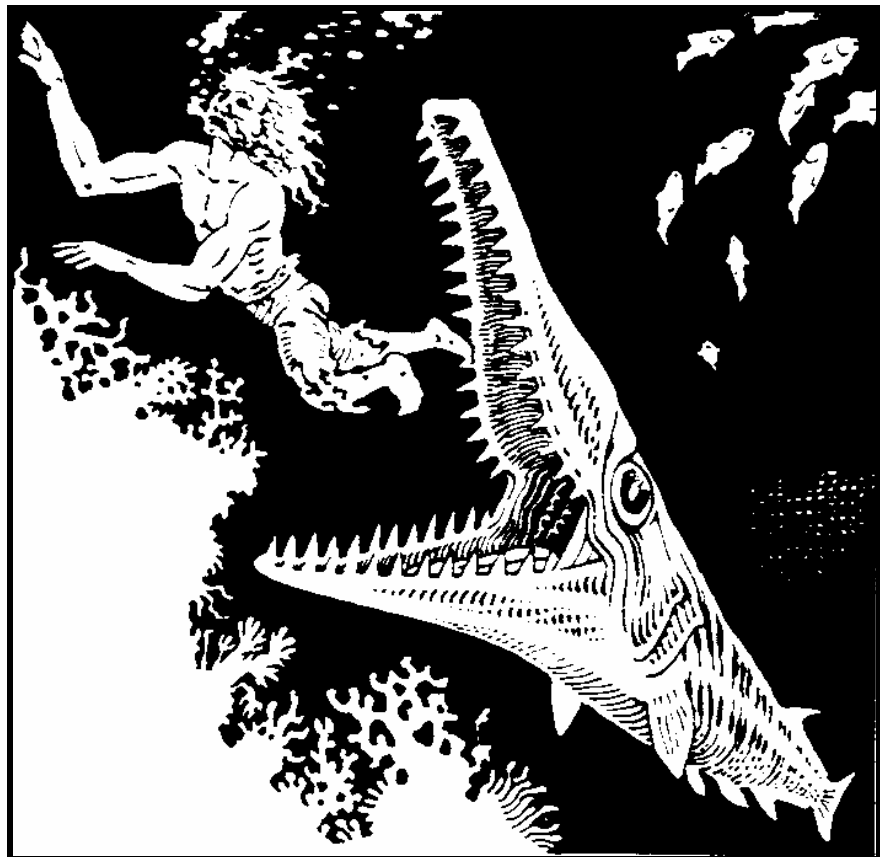
Gar bodies are elongated, heavily armored with ganoid scales, and fronted by similarly elongated jaws filled with long sharp teeth. Tails are heterocercal, and the dorsal fins are close to the tail. As their vascularised swim bladders can function as lungs, most gar surface periodically to take a gulp of air, doing so more frequently in stagnant or warm water when the concentration of oxygen in the water is low. As a result, they are extremely hardy and able to tolerate conditions that would kill most other fish.

All the gars are relatively big fish, but the alligator gar *Atractosteus spatula* is the champion, as specimens having been recorded up to 3 meters in length. Even the smaller species, such as *Lepisosteus oculatus*, are large, commonly reaching lengths of over 60 cm (2 feet), and sometimes much more.

The gar attacks with its teeth, inflicting 5d4 points of damage. On a score of 20, the gar swallows its victim whole. On average, a giant gar can swallow an object up to 5 feet long. A swallowed creature has a 5% chance of suffocating each round it remains in the gar. A swallowed victim may use a small sharp edged weapon to cut its way free of the gar if he has such a weapon in hand when swallowed.. to escape the victim must inflict at least 25% of the gar's hp. Anyone attacking and successfully piercing the gar from the outside has a 20% chance to hit the victim inside for equal damage. Giant gars are found in deep, freshwater lakes and rivers. These creatures can be found to 300 feet depth.

Medium sens of vision further low, Dark vision.

Main Predator; Dragon, Large Fish
Main Prey; fish,



Seahorse, Giant (*Hippocampus Equui*)

Fish,	Seahorse
Type	Normal Animal
Climate/Terrain	Tropical Salt Water
Frequency	Uncommon
Organization	School
Activity Cycle	Any
Diet	Herbivore
AL	N
NA	0(1d20)
Size	L; 15'
ST	9
IN/WI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2, 3 or 4
HP	2d8, 3d8 or 4d8
SW	180'(60')
run 1d10r	360'(60')
THACO	18, 17, 16
Attacks	1 Head butt
Damage	1d8
Special Attacks;	(Constrict)
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	5 (8 as mount)
XP	20, 35, 75
TT	nil
Body Weight	180LBS



A sea horse is 15 feet long and has the head of a horse. It is the giant version of the common seahorse which measures no more than 5 inches normally. Some natural causes created the larger variant, which easily took as niche in the ecology.



Many sea humanoids, especially the Merrow, use the sea horse as a steed mimicked from steeds they have seen ashore used by humans. These creatures are the favorite steeds of mermen and tritons. These creatures can be ridden like a normal horse and can be set in front of an underwater or even surface water boat. The merrow of the sea of Dread use a lightweight vessel (made of special hardened weed stems) that can easily surface by steering the sea-horses to the surface, their speed together with the low back of the vessel will empty the vessel of water and surfacing it thus.

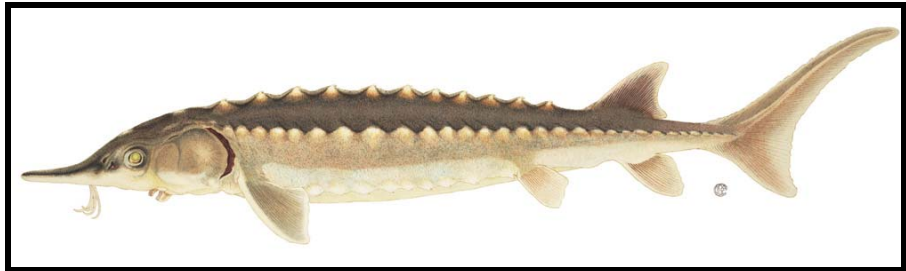
In their native state they have a morale of 5, but a trained sea horse has a morale of 8. Wild sea horses are shy creatures and will not attack unless provoked.

They are capable of moving at double speed for up to 10 rounds before tiring. A sea horse attacks with a head butt, but a sea horse trained as a steed can use its long tail to constrict and restrain enemies. A captured opponent can free itself with a open doors roll made with a -1 penalty. The tail of a giant sea horse is so long it can attack the same opponent its head butts, or the one its rider is attacking. The constriction causes no damage, but the sea horse can still butt the helpless victim. These creatures can be found to 600 feet depth.

Main Predator; Dragon, Large Fish.

Sturgeon, Giant (Huso Huso)

Fish, Giant	Sturgeon
Type	Giant Animal
Climate/Terrain	Fresh Water (deep)
Frequency	uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	0(2d10)
Size	H: 10'-30'
ST	9
IN/WI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	0
AV	6
HD	10+2*
HP	10d8+2
SW	180'(60')
THACO	10
Attacks	1 Bite
Damage	2d10
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	9
XP	1600
TT	Nil
Body Weight	500cn/ft length



This dangerous creature is almost 30' long and covered with thick armor like scales. It is a fierce fighter, and can swallow an opponent with an attack roll of 18 or better. The victim takes 2d6 points of damage per round and must make a saving throw vs. death ray or be paralyzed. If not paralyzed, the victim may attack from within. It is also called Beluge, which means white. They say it is an old and slow growing fish reaching ages of over 100 year. These creatures can be found to 500 feet depth. Tremorsense 30'.

Main Predator; Dragon, Large Fish Main Prey; insects, fish

Caviar

Beluga caviar is considered a delicacy worldwide. The meat of the beluga, on the other hand, is not particularly renowned. Beluga caviar has long been scarce and expensive, but the endangered status of the fish has made its caviar more expensive than before. Beluga caviar is caviar consisting of the roe (or eggs) of the Beluga sturgeon found primarily in the Seas without too much streaming. Beluga caviar is the most expensive type of caviar, with present market prices ranging from 7000 gp to 10.000gp per Pound. The Beluga sturgeon can take up to 20 years to reach maturity. The fish harvested for caviar are often nearly 2000 pounds. The eggs themselves are the largest of the commonly used roes, and range in color from dark gray (almost black) to light gray, with the lighter colors coming from older fish, and being the most valued. A pearly white variety, called Almas (Sindhi for diamond), taken from a centennial female sturgeon, is the rarest type of Beluga available, with an extremely small production and prices reaching almost 25.000gp per pound.

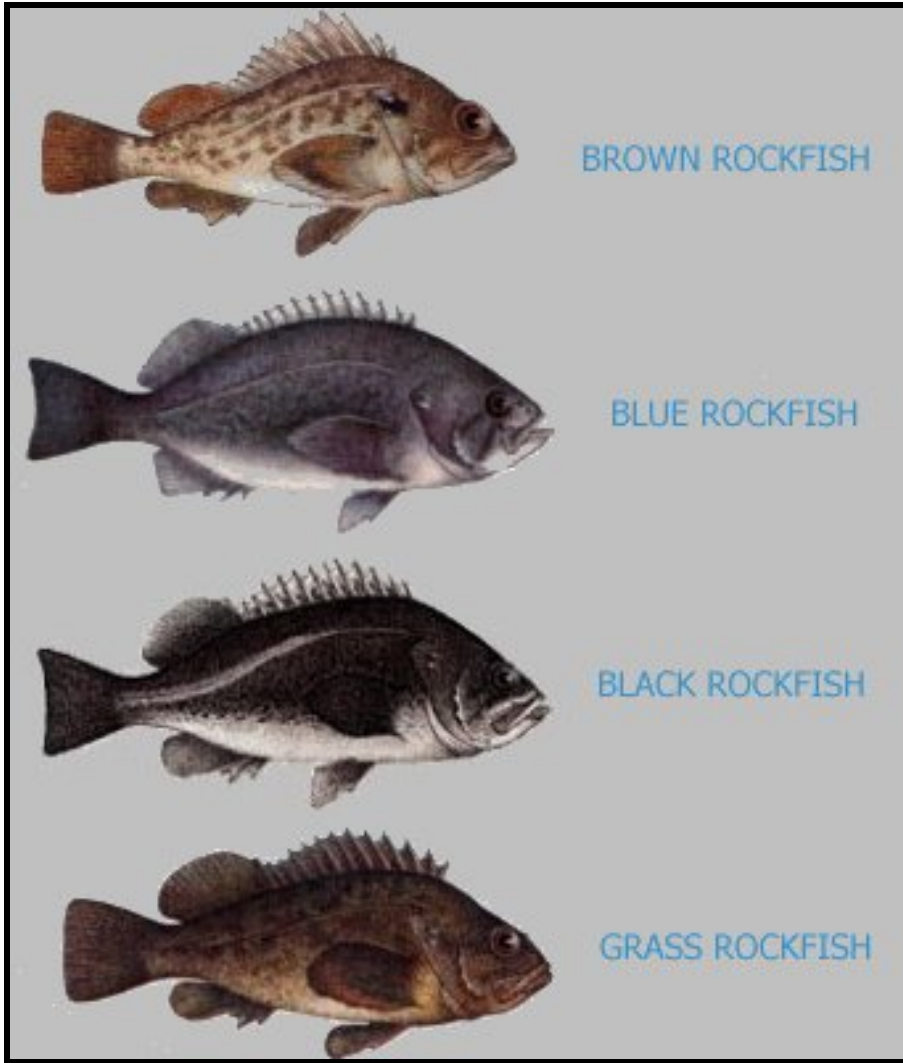
Any additions by producers diminish the value of the roe, and the caviar usually reaches the market without any additions or processing whatsoever. Most people also find a good bit of acidity and/or sweetness in the flavor as well.



As with most caviars, Beluga is usually handled with a spoon made of mother of pearl, bone, or other non-metallic material, as metal utensils tend to impart an unwelcome metallic taste to the delicate and expensive roe. But Beluga caviar, unlike less expensive varieties is usually served by itself on toast whereas other caviars can be served in a variety of ways, including hollowed and cooked new potatoes, on a blini, or garnished with sour cream, crème fraîche, minced onion or minced hard boiled egg whites. The higher grade caviars, including Beluga, usually need very little embellishment.

Spiny Rockfish, Giant (Sebastes species)

Fish, Giant	Rockfish
Type	Giant Animal
Climate/Terrain	Shallow Sat Water
Frequency	uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	0(2d4)
Size	L
ST	9
IN/WI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	5
HD	5+5*
HP	5d8+5
SW	180'(60')
THACO	16
Attacks	4 Spines
Damage	1d4 each
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	8
XP	400
TT	Nil
Body Weight	15cn/hp

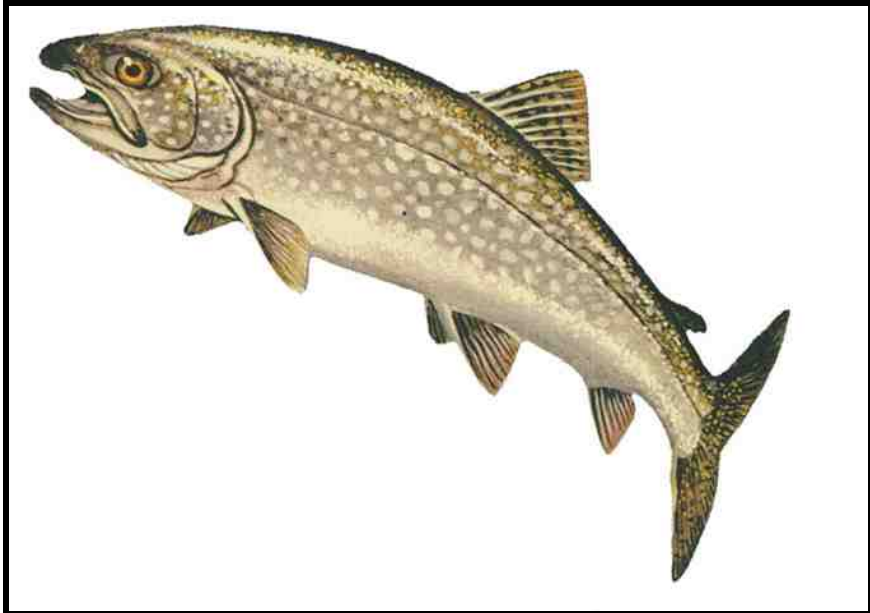


This fish, found in shallow salt water, is very difficult to see. Observers may mistake it for a large rock or lump of coal (70% chance). If disturbed, the fish will attack to drive off foes. If it hits a victim or is touched by accident, the victim is automatically hit by four of the sharp spines covering the creature's body; the victim takes 1d4 damage per spine and requiring a save vs. poison J for each hit. Any failure results in damage. Despite its fearsome attacks, the fish is normally peaceful, and will only attack if disturbed. These creatures can be found to 90 feet depth.
 Main Predator; Fish Main Prey
 insects, fish.

Natural Poisons					
Type	cost			damage r / max	source
	injective	soluble	contact		
J	45.000 sp	67.500 sp	180.000 sp	9/90	Rockfish
All these poisons have an onset of 1d10 Rounds					
Not damaging poisons will always do their effect, even if saved.					
Any successful save results in minimal damage /3 r adjusted by reversed constitution adj.					
A 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.					

Trout and Salmon (Oncorhynchus and Salmo species)

Fish	Trout
Type	Giant Animal
Climate/Terrain	Sea or River
Frequency	uncommon
Organization	Solitary en masse
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	0(2d4)
Size	s to M; 1' to 5' long
ST	9
IN/WI	2
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	5
HD	3
HP	3d8
Hump up stream	15'
SW	180'(60')
THACO	16
Attacks	1 tails wap
Damage	1d3
Special Attacks;	na
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F 1
ML	10
XP	25
TT	Nil
Body Weight	15cn/hp



Trout and salmon are treated here as almost equal since their ecological behavior is similar. Salmon is the common name for several species of the family Salmonidae. Several other fish in the family are called Trout; the difference is often said to be that salmon migrate and trout are resident, a distinction that holds true for the Salmo genus. Salmon live along the coasts of Brun and Skothar (one migratory species Salmo salar) and Alpathia and Davania (approximately a dozen species of the genus Oncorhynchus).

Typically, salmon are anadromous: they are born in fresh water, migrate to the ocean, then return to fresh water to reproduce. However, there are populations of several species that are restricted to fresh water through their life. Folklore has it that the fish return to the exact spot where they were born to spawn; tracking studies have shown this to be true, and this

homing behavior has been shown to depend on olfactory memory.

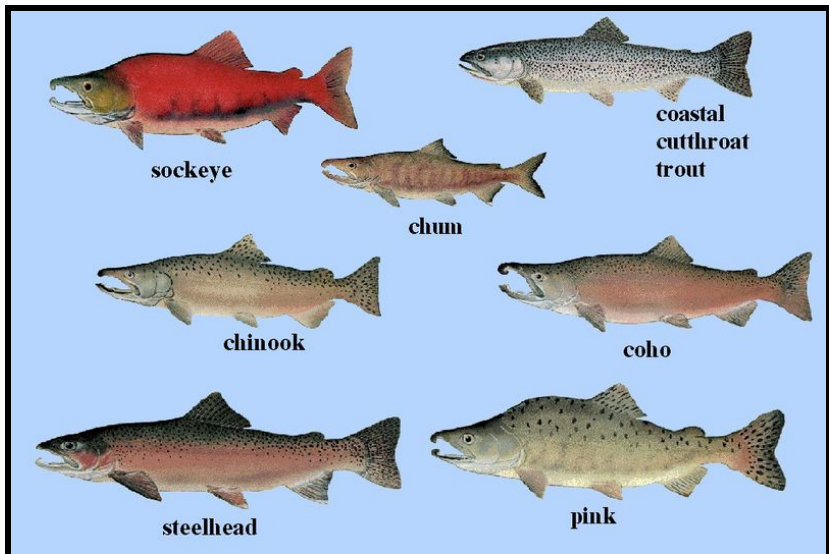
Trout are usually found in cool (50-60°F, 10-15°C), clear streams and lakes, although many of the species have anadromous strains as well. Young trout are referred to as troutlet or troutling. Trout that live in different environments can have dramatically different colorations and patterns. Mostly, these colors and patterns form as camouflage, based on the surroundings, and will change as the fish moves to different habitats. Trout in, or newly returned from the sea, can look very silvery, while the same "genetic" fish living in a small stream or in an alpine lake could have pronounced markings and more vivid coloration; it is also possible that in some species this signifies that they are ready to mate. It is virtually impossible to define a particular color pattern as belonging to a specific breed; however, in general, wild fish are claimed to have more vivid colors and patterns. They swim up and down rivers to lay eggs and die, or to go towards the sea and grow to adult age.

Different trout populations migrate upriver at different times of the year. "Summer-run trout" migrate between Yartmont and Swiftmont, before their reproductive organs are fully mature. They mature in freshwater before spawning in the spring. Most trout are "summer-run". "Winter-run trout" mature fully in the ocean before migrating, between Eirmont and Flaurmont, and spawn shortly after returning.

The maximum recorded life-span for a rainbow trout is 11 years.

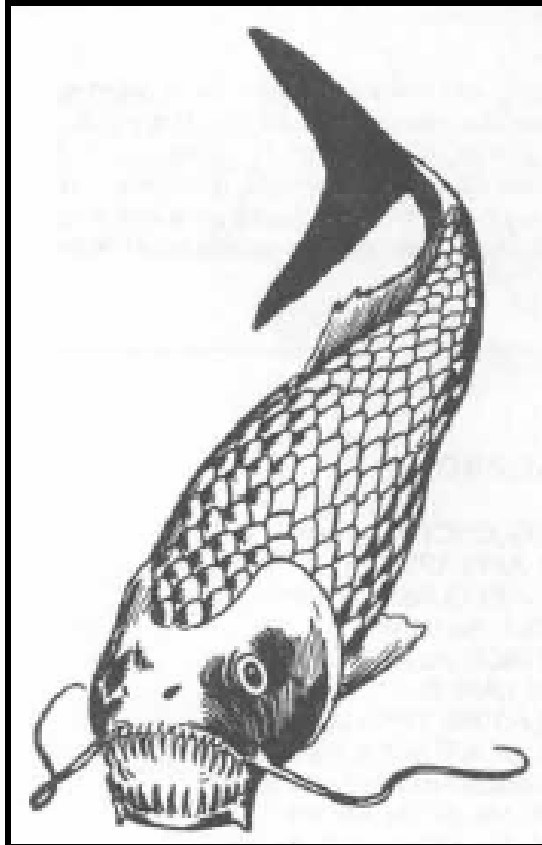
These creatures can be found to 150 feet depth in the seas, but only seasonally in the rivers to a depth of 40 feet.. Trout are predators with a varied diet, and will eat nearly anything they can grab. Their image as a selective eater is only a legend. Young trout survive on insects, fish eggs, smaller fish (up to 1/3 of their length), along with crayfish and other crustaceans. As they grow, though, the proportion of fish increases in most all populations. Some lake dwelling lines may become planktonic feeders. While in flowing waters populated with salmonids, trout eat varied fish eggs, including salmon, trout, as well as the eggs of other trout, alevin, fry, smolt and even left-over carcasses.

Main Predator;Bears, Shark Main Prey; any small creatures (insect, fish, shrimp, etc.)



Verme (Tutis capitis gigas)

Fish	Verme
Type	Giant Animal
Climate/Terrain	Any large river
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any large river
Diet	Carnivore
AL	N
NA	1
Size	G; 50'-80' long
ST	22
IN/WI	1
DX	15
CO	16
CH	7
Languages	0
Spellcaster Limits;	0
AC	8
AV	0 head 7
HD	18+18
HP	18d8+18
SW	180'(60')
THACO	5
Attacks	1 bite
Damage	7d4
Special Attacks;	Swallow
Special Defenses;	minimum vs edged Fire
Immune to;	0
Extra Vulnerable to;	internal heat
AM	0
Save as;	F9
ML	10
XP	2250
TT	Nil
Body Weight	15cn/hp



The verme is the largest of fish, yet another wonder of the undersea world. It resembles a giant catfish, except that it has large, thick, slime-covered scales and hundreds of long, needle-like teeth. It is yellow along its belly, with its flanks dark brown shading to a mottled green-and-brown back. Although the verme is gigantically long, it is flattish along its belly, and wider than it is high. This enables it to lurk on the bottom and swim in reasonably shallow rivers. The verme is a voracious carnivore, eating two tons of meat to sustain itself. Should a character attempt to speak with animals on a Verme, the fish will express no surprise that it is being spoken to. Indeed, it will only grow irritated that someone is keeping him from eating its fill.

Combat

A verme's head is covered with a thick bone plate, giving it an Armor Value of 7. The body is AC 8. A verme swallows any opponent under 12 feet tall should it score a hit. It tries to swallow those before maneuvering to reach

characters who are attacking its head

those beating on its sides. The victim suffers 3d8+4 points of damage upon being swallowed, and an additional 2d8 points of acid damage each round thereafter. No matter how many points of damage a creature inside a verme has suffered, it dies in six rounds and dissolves. A verme is AC 10 when attacked from the inside. The monster fish is able to upset almost any boat and ships of up to small galley size when hungry and seeking food. Its thick, slime-covered scales make edged weapons almost useless. Such attacks inflict only 1 point of damage each blow. Fire-based attacks inflict half damage, unless an attack strikes the inside of the mouth or somewhere internally. In the latter case, the damage is enhanced, gaining a +1 bonus per die of damage.

Habitat/Society:

Verme usually inhabit great rivers, but sometimes venture into saltwater. Regardless of the locale, it prefers warm water with an abundance of food, such as fish, reptiles, cattle, humans, or virtually anything else of damage. Because verme can swallow prey whole, even animals the size of water buffaloes, their stomachs might contain metallic items or other indigestible material.

Ecology

A verme spells ecological disaster for whatever area it settles in. It can scour rivers clean of fish, or rid swamps of all water-borne life. Verme have destroyed the economies of entire city-states just by roaming the waters upriver. A verme appearing in a city's waterways is a frightening prospect. Adventuring parties occasionally hunt verme for their dorsal scales, which can be powdered and used as one ingredient in the ink for a shield spell. The scales from one verme can supply enough material for several dozen spells. Some sages say this creature is a variation of a Mosasaurus, but this creature is a true fish, instead of a Dinosaur or reptilian creature. Tremorsense 30'.

These creatures can be found to a depth of 450'.

Main Predator: Fish Main Prey Squid, crustaceans, fish.

Subterranean Fish

Although many fish species are unique to subterranean fresh waters, three varieties in particular pose problems to creatures that pass through Underground's waterways: they are the wattlely, the lemon fish, and the iridescent plecos. These fish are found in bodies of water where luminous lichen or other sources provide a setting that approximates natural lighting. They particularly thrive in the underground caverns of the Shadow Elves.

While not as vicious as barracuda or piranha, these fish are carnivorous and enjoy the taste of flesh, attacking creatures of rat size and larger (even larger than themselves) when they are hungry. They can subsist on creatures smaller than that but they must eat a large amount to provide a good meal. The fish are docile and nearly harmless if they have fed recently. All these fish have Darkvision, may have infravision 30', 60' or even 90'. All have low senses, unless noted differently.

Underground fish can be found at a depth of 300' feet under the water surface, but this can be much deeper than the surface water surface.

Wattlely (*Viridis puteulanus frons virga*)

Fish	Wattlely
Type	Giant Animal
Climate/Terrain	Underground waters
Frequency	Rare
Organization	School
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	10-40
Size	T; 6"-12" long
ST	6
IN/WI	2-4
DX	18
CO	13
CH	11
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1
HP	1d8
SW	180'(60')
THACO	19
Attacks	1 bite
Damage	1 d2
Special Attacks;	Paralysis
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F9
ML	8
XP	10
TT	Nil
Body Weight	5cr/hp

Perhaps the most beautiful of the subterranean fish, wattlelys are oval-shaped, looking like near-circles with sharp, tiny teeth and lacy fins. The fish are from one to three inches thick. Brilliant stripes cover their bodies, and have caused sages to believe there are several varieties of wattlelys. Green-, blue-, and brown-striped fish have been caught, and rare solid blue and green wattlelys have been seen.

These are clearly the most intelligent of the subterranean fish. In schools led by a single fish, usually the largest and oldest (delivering 14



points of biting damage because of its size), they congregate in groups of 10 to 40 where they will be safer from predators. At night, schools come together in larger groups for even greater protection, sometimes numbering as many as 300 fish altogether. Wattlelys are voracious, consuming at least their weight in food every three days. The bite of a wattlely contains a paralytic venom. All creatures of 2 Hit Dice or fewer are automatically paralyzed if bitten by one of these fish. Creatures of greater Hit Dice must

make a successful saving throw vs. poison or fall unconscious for 3d6 rounds, minus a number of rounds equal to their Hit Dice. A saving throw must be made for each bite. An entire school hunts, using their paralytic bites to bring down large prey so all members can feed.

Unsuspecting adventurers wading through underground rivers and streams have found themselves floating helpless in the water after a single bite from these fish creatures not able to breathe water often drown before the paralysis wears off. Wattlelys mate for life, and each pair produces 10-100 eggs every three months, with 10d4 surviving to reach maturity.

Despite the danger, wattlelys are hunted by humans and demihumans traveling underground. These hunters throw small animals and fresh meat into water inhabited by the fish. When the fish eat and become satiated, the fishermen wade into the water and net as many fish as possible before they flee. The flesh of wattlelys is delicious, and their organs, properly prepared, can be used in the creation of paralytic poisons and salves. In addition, their scales are used to decorate clothing and jewelry. Live wattlelys can be sold for 2-12 gp apiece (depending on size and coloration) to wealthy surface dwellers who stock the fish in ponds and indoor tanks. In captivity, wattlelys live 2-4 years, opposed to 15 years in their normal habitat. Wattlely eggs are delicacies, commanding as much as 1600 gp per pound (roughly 800 eggs).

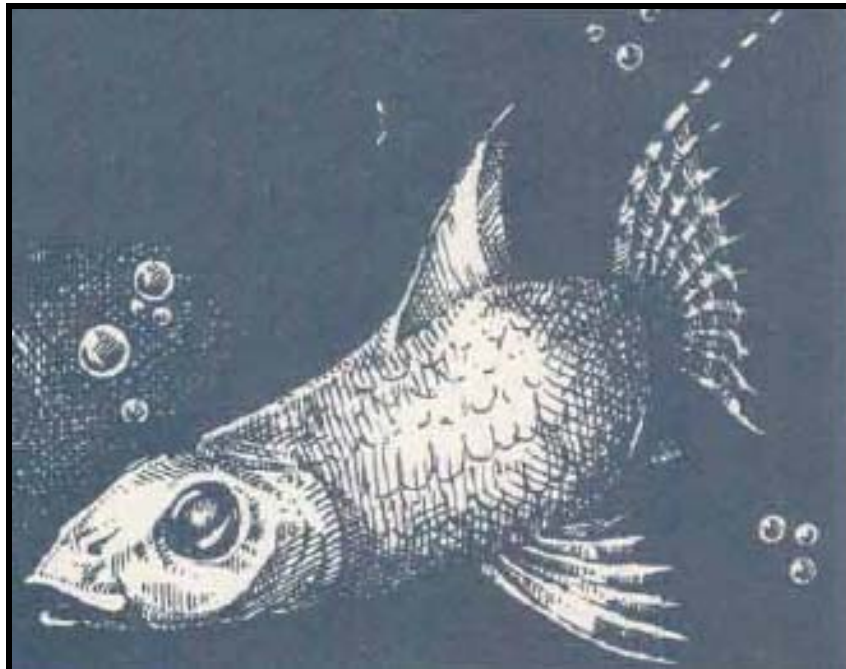
Wattlelys' major predators include Shadow Elves and Humanoids (who use the fish as a source of food and poison), and lemon fish, which prey upon the smaller school. The fish are also prized because of the treasure sometimes found inside. The wattlelys are drawn to shiny objects, and larger specimens can swallow pearls, small gems, and other tiny valuables. The objects become lodged inside the fish, and the fish must be gutted to retrieve any valuables. Only one in 20 fish (1 on 1d20 roll) has swallowed some small thing of value (DMs choice).

These creatures can be found to a depth underwater of 150' and to a surface depth of 1500'.
Main Predator; Lemon Fish, Demi-Humanoids. Main prey; insects, Gray ooze.

Lemon Fish (*Lemonis aureum*)

Lemon Fish	
Type	Normal Animal
Climate/Terrain	Any underground water
Frequency	Uncommon
Organization	Solitary
Activity Cycle	any
Diet	Carnivore
AL	N
NA	1
Size	S; 2'long S; 2.5'long S; 3'long M; 4'long M; 5'long M; 6'long
ST	22
IN/WI	1
DX	15
CO	16
CH	7
Languages	0
Spellcaster Lim	0
AC	8
AV	0
HD	4* 5* 6* 7* 8* 9*
HP	4d8 5d8 6d8 7d8 8d8 9d8
SW	240'/80'
THACO	16 15 14 13 12 11
Attacks	1 Bite
Damage	2d4 2d6 2d8
Attacks	1 tail
Damage	1d3+3 1d3+5 1d3+7
Special Attacks	Poison
Special Defens	Stun Cloud
Immune to;	0
Extra Vulnerabl	0
AM	40%
Save as;	F2 F2 F3 F3 F4 F4
ML	8
XP	125 300 500 850 1200 1600
TT	Nil
Body Weight	5cn/hp 10cn/hp 15cn/hp

Named for the bright yellow scales that cover much of their bodies, lemon fish are among the most vicious predators in subterranean fresh waters. They vary widely in size, with adults ranging from 2 feet to 6 feet long. Unlike other fish, the size of a lemon fish is not indicative of its age. The strongest of the fish feed more often, and therefore grow to become stronger still and vastly more dangerous. Lemon fish are pleasing to the eye. Those looking through the water at them have said they resemble living gold pieces. The dorsal fin, tipped with black like all the others, resembles that of a shark when it breaks the surface of the water. The tail is covered with yellow and black barbs, with a thin spike extending up to 2 feet beyond the tail. Its eyes are black saucers that close when the fish moves forward for a kill. The damage of a lemon fish's bite is proportionate to its size, the largest inflicting 2d8 points of damage with its double rows of teeth. Regardless of its size, the lemon fish is able to attack twice per round a vicious bite and a tail slap that causes points of damage equal to the fish's Hit Dice. For example, a 7 HD lemon fish has a tail slap that inflicts 7 points of damage each time it hits. The damage is caused by the needlelike spike and the barbs. Those struck by the tail must save vs. poison or suffer 1d6 points of damage per round for as many subsequent rounds as the fish has Hit Dice (an attack by a 7 HD lemon fish causes 7 points of tail slap damage plus 7d6 points of poison damage across 7 rounds). Lemon fish also possess a special defense that comes into play when the fish's body is punctured. The injured fish instinctively releases a filmy liquid that expands into a sphere twice the diameter of the fish's length (e.g., a 2-foot fish creates a Pfoot spherical area of effect). Those caught in the sphere must save



Lemonfish. Main Prey Wattleys, Insects.

vs. poison at 4 or be stunned for 1d4 rounds, often allowing the bleeding fish to flee. If other lemon fish are swimming with the injured one, they usually attack the stunned creature, since they are immune to their own poisons.

Lemon fish are usually solitary, and never more than three are found together. Generally, these fish are of 7 HD or fewer. The largest of the fish always hunts alone. The flesh of a lemon fish is tough and generally inedible, though the organs of the fish are tasty and prized by Dwarves, Shadow Elves and Humanoids. The fish's toxicity is lost after its death, so consuming the animal poses no threat. Lemon fish lay eggs up to four times a year, with each yielding 100-600 eggs. Only ten out of 100 young survive to reach adulthood. The eggs of the lemon fish are edible and command up to 400 gp a pound, (roughly 600 eggs). These creatures can be found to a depth underwater of 150' and to a surface depth of 1500'

Main Predator; Demi-Human-oids,

Iridescent Plecos (Sphyranea venator-iridiscii)

Fish	Iridescent Plecoe
Type	normal animal
Climate/Terrain	any underground water
Frequency	Very Rare
Organization	School
Activity Cycle	any
Diet	omnivore
AL	N
NA	1
Size	T; 6"-24"long
ST	13
IN/WI	1
DX	12
CO	13
CH	15
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1-1
HP	1d8-1
SW	120'/40'
THACO	20
Attacks	1 bite
Damage	1
Special Attacks;	disease
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	11
XP	5
TT	Nil
Body Weight	5cn /hp



These beautiful fish are shaped similarly to barracudas of which they probably did evolve, their long, tapered bodies covered with shimmering scales; their graceful movement along the bottoms of shallow streams and ponds reminds onlookers of long streams of sparkling diamonds. They are often found in schools of 10 to 100, though some fishermen claim to have spotted larger schools. Their diamondlike scales lure many humans and demihumans into the water to catch the fish, though few of these return. Iridescent plecos range from 6 inches to 2 feet long and can be quite deadly. The fishes' teeth are little more than a dull bony ridge; the bite of a pleco inflicts no damage, regardless of its size, as it uses its mouth to hold its prey. However, under each pleco's chin are spiked barbels: whiskerlike tendrils. On a successful bite, the barbels pierce the victim's skin around the bite, inflicting 1 hit point of damage and

injecting a violent venom. Creatures injected with pleco venom save vs. poison with a -4 penalty. Those who are successful suffer no ill effects. Creatures failing the save suffer a debilitating poison that sets in within two hours. An affected character loses 1 point of Strength and Constitution each per day until death (when one of the scores reaches 0). The poison can be stopped up to 72 hours after injection; after that time, the damage is irreversible and fatal. Victims with the venom in their system for more than three days literally wither away. Iridescent plecos are non-aggressive. They attack primarily in self-defense, such as if stepped on or if a creature is trying to catch them. Bottom feeders, the fish scavenge rotting flesh and plants and objects thrown into the water; they do not go after live prey. Of times their food is tainted or rotten, making their flesh inedible. Some believe this is also what causes their venom to be so potent and virulent. Iridescent plecos have few predators. Humans and demihumans have tried to preserve their glistening, gemlike skins to no avail; the lustre leaves the skins upon death, and the fish itself is malodorous. The only profit gained from encountering this fish is its eggs, from which some assassins can prepare a debilitating poison. Medium senses. These creatures can be found to a depth underwater of 150' and to a surface depth of 1500'. Main Predator; Demi-Human-oids, Lemonfish. Main Prey Wattleys, Insects.

Deepsea fish

The deep sea, or deep layer, is the lowest layer in the ocean, at a depth of 3600 feet (1000 fathoms or 1800 m) or more. Little or no light penetrates this area of the ocean, and most of its organisms rely on falling organic matter produced in the photic zone for subsistence. For this reason scientists assumed life would be sparse in the deep ocean, but virtually every probe has revealed that, on the contrary, life is abundant in the deep ocean.

Deep sea fish is a term for fish that live below the photic zone of the ocean. The lanternfish is, by far, the most common deep sea fish. Other deep sea fish include the flashlight fish, cookiecutter shark, bristlemouths, anglerfish, and viperfish.

Because the photic zone typically extends only a few hundred yards below the water, about 90% of the ocean volume is invisible to surface dwellers. The deep sea is also an extremely hostile environment, with pressures between 20 and 1000 atmospheres, temperatures between 3 and 10 degrees Celsius, and a lack of oxygen. Most fish that have evolved in this harsh environment are not capable of surviving in other conditions, and attempts to keep them in captivity have led to their deaths.



Variety

The fish of the deep sea are among the strangest and most elusive creatures on Earth. In this deep unknown lie many unusual creatures we still have yet to study. Since many of these fish live in regions where there is no natural illumination, they cannot rely solely on their eyesight for locating prey and mates and avoiding predators; deep sea fish have evolved appropriately to the extreme sub-photoc region in which they live. Many deep sea fish are bioluminescent, with extremely large eyes adapted to the dark. Some have long feelers to help them locate prey or attract mates in the pitch black of the deep ocean.

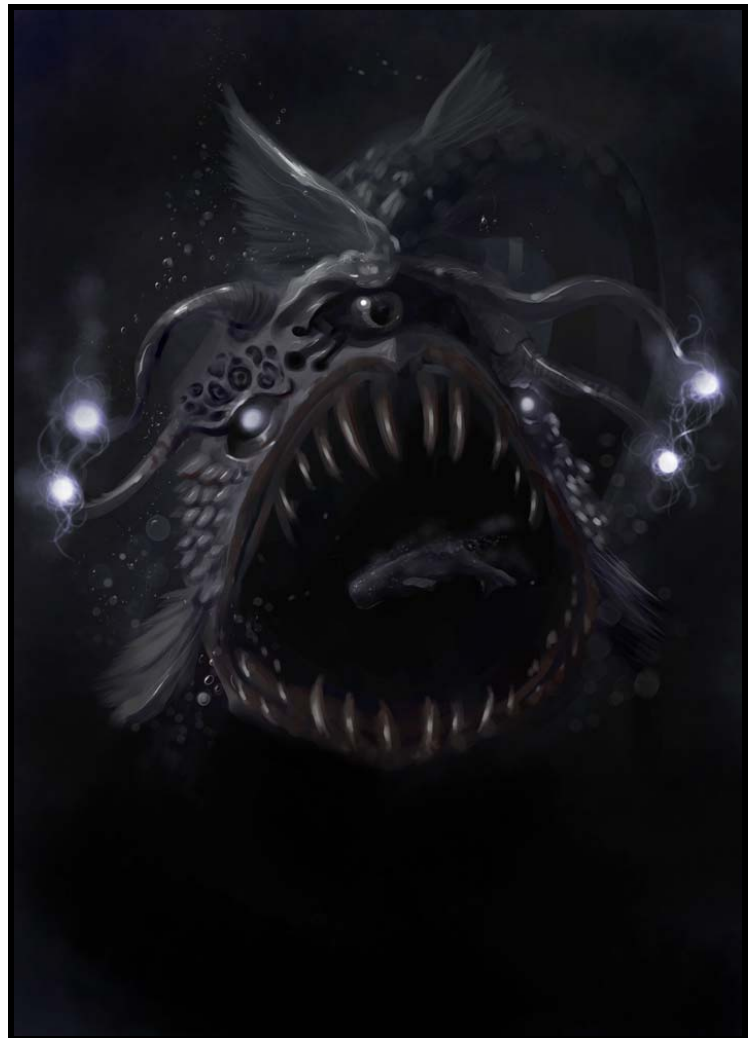
The deep sea angler fish in particular has a long fishing-rod-like adaptation protruding from its face, on the end of which is a bioluminescent piece of skin that wriggles like a worm to lure its prey. The lifecycle of deep sea fish can be exclusively deep water although some species are born in shallower water and sink on becoming born.

Feeding

Due to the poor level of photosynthetic light reaching deep sea environments, most fish need to rely on organic matter sinking from higher levels, or, in rare cases, hydrothermal vents for nutrients. This makes the deep sea much poorer in productivity than shallower regions. Consequently many species of deep sea fish are noticeably smaller and have larger mouths and guts than those living at shallower depths. It has also been found that the deeper a fish lives, the more jelly-like its flesh and the more minimal its bone structure. This makes them slower and less agile than surface fish.

Deep-sea fishes brought up from the depths are relieved of this pressure so abruptly that their air bladders may be forced out of their mouths. (This is all that comes out; contrary to popular myth, the entire fish will not be turned inside-out.)

Because there is no sunlight, there is no vegetable matter such as seaweed present, so all the food available — such as it is — is animal in nature. Animal food for creatures in this environment consists either of each other or dead creatures from above that sink into the depths. Of course, all the fish and other creatures in the upper levels get first crack at the second course, so very little remains for those on the bottom rung. Consequently, the denizens of the deep have to be able to eat anything and make the most of every opportunity. In practical terms, this often means the ability to swallow prey as large as or larger than oneself in a single gulp. The soft flesh of deep-sea fishes helps here, as it is easier to stretch. Of course, it also makes it easier to cut open a fish to rescue a swallowed comrade, but since the flesh is so soft, one would definitely do the same amount of damage to the trapped PC that he would cause to the fish when he starts slicing. Anyone trying to rescue a swallowed companion by cutting open the offending fish must roll as though he were actively attacking said companion whenever he damages the fish. Note that the resulting blood in the water is certain to draw more predators with its scent.



Senses

Creatures deal with the nearly complete lack of sunlight at these depths in a number of ways. Either they have extremely large eyes, to catch what little light there is, or they are blind. Even fish that can see, however, rely largely on the senses of hearing, smell, and touch. Fish can sense even subtle changes in water pressure by means of the lateral line that runs along each side of their bodies. Even near the surface, sharks use this means of picking up vibrations in the water set up by injured and struggling fish; when vision is chancy at best, this ability to sense vibrations becomes much more important.

Colors

From 500-1600' down, the fishes are generally gray, silvery, or pale brown. In lower depths than that, the fish tend to be dark brown, pure black, black with a violet or coppery cast, or, oddly enough, bright red or orange. The reason for this is that the long waves of light at the red and orange end of the spectrum are the first to be absorbed by water, so that fish of those colors appear to be black when encountered in the depths of the sea. If an NPC orders the party to find a brightly-colored fish of a particular type in the depths, this can cause endless (and amusing) confusion. Crustaceans such as shrimp are brighter in hue, generally being red, violet, or brown, while the squids and their relatives can be of a fantastic variety of ever-changing colors.

Bioluminescence

The most famous deep-sea residents, such as the angler fish, are known primarily for carrying their own lights along. This living light, or bioluminescence, is generally created by either colonies of luminescent bacteria or by specialized light organs. Light can be used both as a lure for prey, and as a dazzling defense mechanism. Squids and octopi are famous for blinding adversaries with clouds of ink; those that live in the ocean depths produce instead a cloud of luminous particles, generally either bright blue or bluegreen in color. The more potent light defenses can have an effect like the sunburst power of a wand of illumination. Light sources will definitely be necessary for PCs, even though they will bring every predator for miles around on top of them. Visibility without them will be 30' at most. Save for the occasional squidhunting sperm whale, there are no warm-blooded animals in the ocean depths, so infravision powers based on picking up body heat are of little or no value, which is tough on elves. Under these conditions, a wand of illumination may be the most prized magical possession of all on a deep-sea adventure, at least after whatever magical device allows the PCs to survive underwater in the first place.

All these fish have Darkvision, may have infravision 30', 60' or even 90'. All have low senses, unless noted differently.

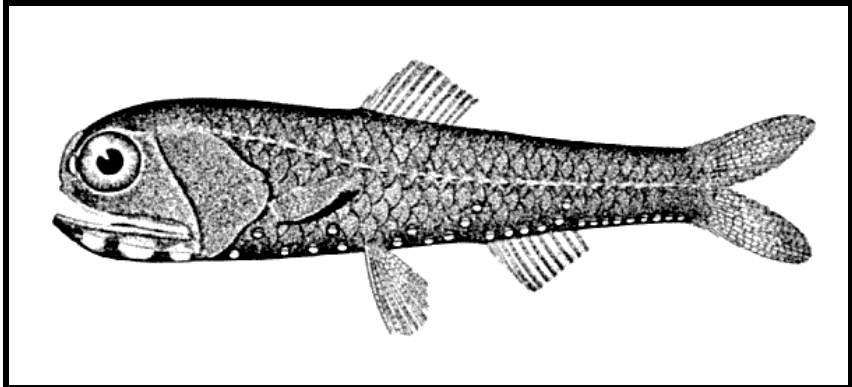
Basic Era;

Most deep sea fish described here existed already in the Cretaceous era up to today. Otherwise use these statistics for similar species.



Lantern Fish (Myctophidae species)

Deep sea Fish	Lantern Fish
Type	Normal animal
Climate/Terrain	Ocean depth
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	carnivore
AL	N
NA	100d100
Size	S;1 "to 3"
ST	6
IN/WI	1
DX	16
CO	14
CH	8
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1/8
HP	1
SW	150/50'
sprint	180/60'
THACO	nil
Attacks	0
Damage	0
Attacks	0
Damage	0
Special Attacks;	0
Special Defenses;	0
Im mune to;	deep sea pressure
Extra Vulnerable to;	surface pressure
AM	0
Save as;	NM
ML	6
XP	0
TT	0
Body Weight	1cn



Sampling via deep trawling indicates that lanternfish account for as much as 65% of all deep sea fish biomass. Indeed, lanternfish are among the most widely distributed, populous, and diverse of all vertebrates, playing an important ecological role as prey for larger organisms. In the Ocean, Myctophids provide an alternative food resource to krill for predators such as squid and whale.



These creatures can be found at any depth of lower than 1000 feet. Main predator; any fish, main prey; krill, organic matter falling down.

Angler Fish (Lophiiformes species)

Deep sea Fish	Angler fish
Type	Normal animal
Climate/Terrain	Ocean depth
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	carnivore
AL	N
NA	0(2d4)
Size	L: 8'long
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	8
HP	8d8
SW	120'/40'
sprint	120'/40'
THACO	13
Attacks	1 bite
Damage	2d8
Attacks	snare
Damage	1d4
Special Attacks;	Swallow whole 1d8/r
Special Defenses;	0
Immune to;	deep sea pressure
Extra Vulnerable to;	surface pressure
AM	0
Save as;	F4
ML	10
XP	650
TT	Nil
Body Weight	15cn/hp



The angler fish is, as its name implies, a fish that hunts the lightless depths by means of a natural "fishing line, sometimes even with a hook (not in the real world creatures). These bloated-looking things are clumsy swimmers, relying on their lures to cause prey to come to them. Some anglerfish are pelagic (live in the open water), while others are benthic (bottom-dwelling). Some live in the deep sea (e.g. Ceratiidae) and others on the continental shelf (e.g. the frogfishes Antennariidae and the monkfish / - goosefish Lophiidae). They occur worldwide. Pelagic forms

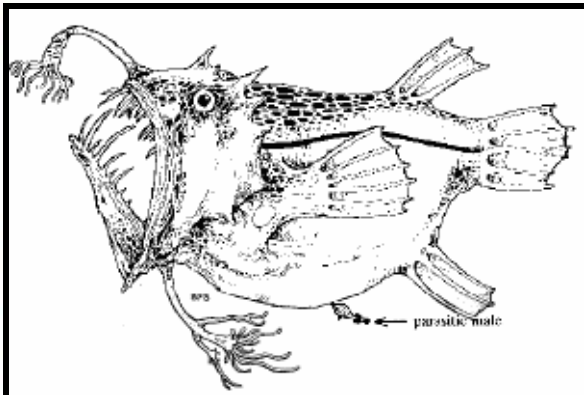
are most laterally (sideways) compressed whereas the benthic forms are often extremely dorsoventrally compressed (depressed) often with large upward pointing mouths.

Angler fish have an illicium (the "fishing line, actually the modified first ray of the dorsal fin) that looks like a worm or similar creature; with deep sea anglers, the illicium is luminous. Some anglers don't have an illicium, relying instead on a luminous growth protruding from the roof or palate of their mouth. These growth, in some fantastic species, might produce a magical illusion together with the light resemble anything from mounds of sunken treasure to a beautiful mermaid, both lying in a "cavern" chock full of "stalactites" and "stalagmites".

Combat for the angler fish generally consists of decoying the victim close enough to be attacked, with the teeth getting in one good bite for 2d8 damage and then simply holding the victim in place to be digested for a damage of 1d8 per round continuously.. some anglers have one or more hooks at the end of their illicium. With some fantastic species of these fish, these hooks are functional (and regrow upon damage) and can be used to snare prey for 1d4 points of damage, drawing it down to its mouth to be bitten

automatically (no hit roll required) in the same round. The angler's fish poor armor class allows stabbing weapons to penetrate it relatively easily. A swallowed prey takes as much damage from any outside attack as the fish. The fish's teeth curve inward, so it can't even think about letting go, no matter how much opponents with tridents and daggers might make it wish it could. Swallowing prey is the ultimate act of commitment.

In most species of angler fish, only the females do the hunting. The male, only a fraction of the female's size, clings like a lamprey to her body, living off her like a parasite. This worksd well for the angler fish, despite the darkness of the ocean depth and the fact that anangler fish are few and far between, this system ensures that every fish always has a mate on hand when breeding season (summer) comes around. What happens to the young is not known.



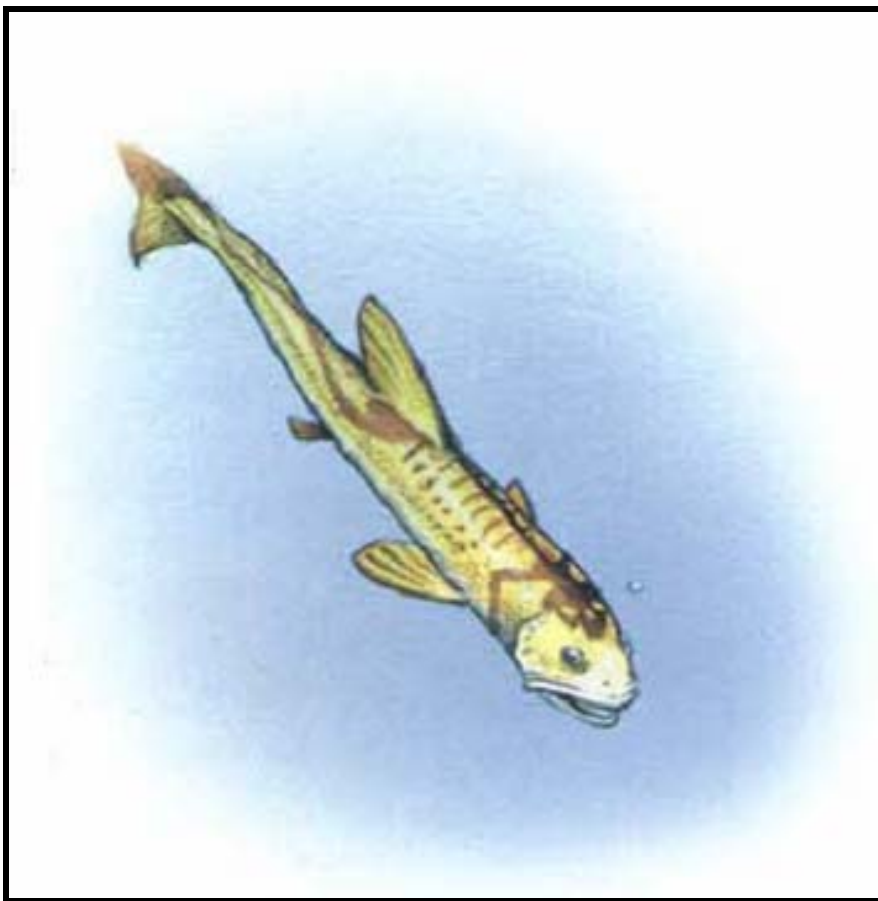
The angler fish is a typical predator, like nearly all hunters of the deep. Its flesh is edible, though not a gourmet's delight by most human standards.however, some species can be quite consumable with the taste of a lobster.

This fish can be found at depth of 1000 feet or lower.
Main Predator; Humanoids, any predatorial fish, Main Prey; any.



Death Minnow (*Clupea veneficus adaugeo*)

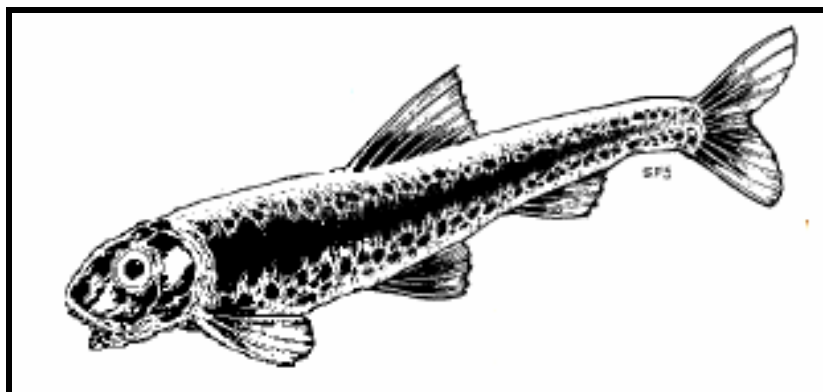
Deep sea Fish	Death Minnow
Type	Bioconstruct
Climate/Terrain	Ocean depth
Frequency	very rare
Organization	solitary
Activity Cycle	any
Diet	carnivore
AL	N
NA	0(2d4)
Size	T; 2" or L; 8'
ST	18
IN/WI	1
DX	18
CO	13
CH	8
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	6*
HP	6d8
SW	90'/30'
sprint	120'/40'
THACO	15
Attacks	initial bite
Damage	0
Special Attacks;	Swallow whole 1d8/r Enlarge\
Special Defenses;	Shrink
Immune to;	deep sea pressure
Extra Vulnerable to;	surface pressure
AM	0
Save as;	F3
ML	10
XP	500
TT	Nil
Body Weight	1cr/hp



The Death Minnow is a bright orange fish only 2 inches long. It is a magical creature, created by powerful, but unknown undersea sorcerers (Devilfish?, Sharkin?). a potent guardian of dark undersea lairs and treasure troves, this creature relies on pressure-sensitive lateral lines on its side to detect prey.

The Death Minnow's creators incorporated into the fish an innate magical ability of enlarge and shrink (like the spells with the same name and effect). Simply put, this little fish can swim up to a creature, looking as innocuous as can be, suddenly enlarging itself to the size of a large angler fish, swallowing the size of the surprised victim with a single gulp, and then reduce both itself and its prey to minute size again. If no one else is looking in the victim's direction at the time (remember, there is no apparently nothing large enough to be a threat in the vicinity), then the victim will seem to have simply disappeared without a trace.

The act of swallowing itself causes no damage, as the victim is drawn into the mouth by suction. Once inside, however, the prey suffers 1d6 points of damage per round from the Death Minnow's digestive juices until rescue or death. Weapons inflict full damage on the swallowed creature as well as the Death Minnow. However, even bloated with prey, the tiny Death Minnow can easily dodge most blows (hence its AC). Once the fish is slain (an ingrained instinct prevents it from releasing its prey under any circumstances), the victim instantly returns to normal size. Casting Dispel Magic on a tiny Death Minnow causes it to grow to its monster size of 8 feet, making it a far easier target. There are no known "wild" populations of Death Minnows. These are magical guard beasts. As they are created magically, they do not need (or are able to) to breed. In fact, it is uncertain if they even have male and female sexes. As a magical beast, the Death Minnow ensures that the immediate vicinity it is set to guard remains free of dangerous predators such as adventurers or other fish. If the party can kill one, its blood might be used as an ingredient in the ink used for



penning down Enlarge or Shrink on spell scrolls. The creature will always return to small size upon slaying it. This is an unconscious release of the magic, returning it to its original size.

If instead, someone wants to return the swallowing flavor by eating it, it tastes remarkably like kippered herring. This reveals the origin of the creature. As a biological construct it has a long life expectancy, does not reproduce by itself, and can survive long periods of food deprivation.

These creatures can be found to a depth underwater of 1500'

Main Predator; Humanoids, any predatorial fish, Main Prey; any.

Dragon Fish (Stomiidae species)

Giant Dragon fish (*Astronesthes Richardsonii Gigas*)

Sabertoothed Dragon Fish (*Melanostomias validae gigas*)

Electric Dragon Fish (*Opostomias electris*)

Deep sea Fish	Dragonfish		
	Giant	Sabertoothed	Electric
Type	Normal animal		
Climate/Terrain	Ocean depth		
Frequency	Rare	very rare	
Organization	solitary		Family
Activity Cycle	any		
Diet	carnivore		
AL	N (E)	N	N (E)
NA	1	1	2d4
Size	L: 10'long	L: 12'long	L: 8'long
ST	14	13	11
IN/WI	5-7	2-4	7-9
DX	18	17	16
CO	10	12	11
CH	12	9	12
Languages	0		
Spellcaster Limits;	0		
AC	3		
AV	0		
HD	6*	6	5*
HP	6d8		
SW	180'/60'		240'/80'
sprint	210'/70'		270'/90'
THACO	14	14	15
Attacks	initial bite		
Damage	3d6	4d6	2d6
Special Attacks;	Swallow whole	0	jolt
Special Defenses;	Shrink		
Immune to;	deep sea pressure		
Extra Vulnerable to;	surface pressure		
AM	0		
Save as;	F3	F3	F2
ML	9	10	8
XP	500	275	300
TT	B	Bx2	BH
Body Weight	1cn/hp		

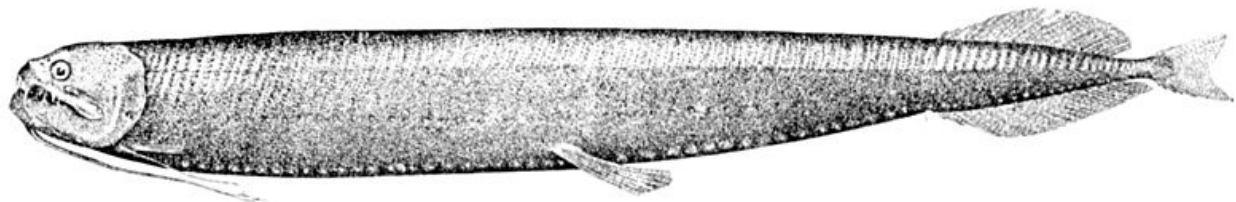


Sabertoothed Dragon Fish

Stomiidae is a family of deep-sea ray-finned fish, including the barbeled dragonfishes, stareaters and loosejaws.

Stomiids are generally elongated fish with black or near-black bodies, but they are highly variable in form, and are sometimes grouped into multiple different families as a result. The largest species are about 40 centimetres (16 in) in length, with most being about half that. Most species lack any scales, and have numerous small light-producing photophores scattered over their bodies. In some species, a larger photophore dangles from a barbel attached to the lower jaw, presumably as a lure to attract prey. Many species also have photophores attached to the pectoral fins, which are highly mobile, allowing the light to be moved about.

They are predators, eating smaller fish, and have greatly enlarged, fang-like, teeth. Their gut is heavily pigmented, so that any luminescent organs in their prey cannot shine through their bodies and attract larger predators.



Electric Dragon Fish

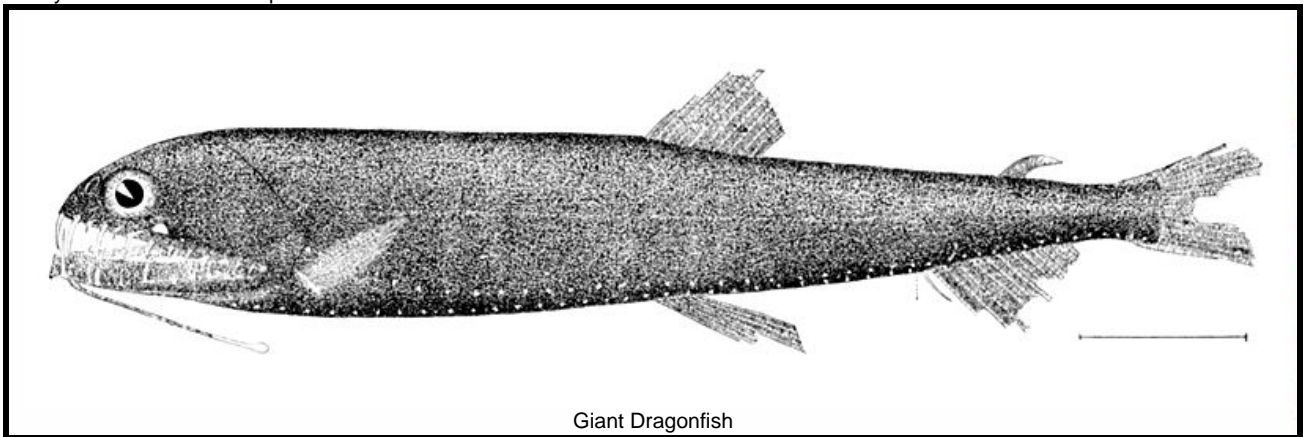
Like many other deep-water fishes, stomiids produce buoyant eggs, that float up into the surface waters to hatch. The larvae live among the plankton close to the surface, and only swim down to the depths when they begin to take on adult form. Some species are known to be able to change from male to female as they age, increasing their chances of finding a mate.

Dragon fish (beware there are also other fish with the same name, but this species lives in deep sea waters) are very large eel-like creatures that sport a massive array of teeth and exhibit a cunning intelligence. In the case of the saber-toothed, the teeth are so overwhelming that the animal cannot close its mouth. They were named by fishermen who noted their resemblance to the Oriental dragons. While dragon fish are not actually kin to dragons, being true fish and not reptiles, they are fearsome predators nonetheless.



Sden appearance of a giant Dragon Fish.

All dragon fish are able to distend their jaws and rearrange internal organs in such a way as to swallow meals as large as the animals themselves. The common and saber-toothed varieties have no formal language, but if a speak with animals spell is used they can be made to comprehend.



Giant Dragonfish

Gulper (Saccopharyngiformes species)

Deep sea Fish	Gulper
Type	Normal Animal
Climate/Terrain	Ocean depth
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	canivore
AL	N
NA	0(2d4)
Size	L; 12'long
ST	24
IN/WI	1
DX	12
CO	15
CH	5
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	9
HP	9d8
SW	150'/50'
THACO	11
Attacks	Initial bite
Damage	2d8
Special Attacks;	Swallow whole
	1d8/r
	constriction
	1d6/r
Special Defenses;	0
Immune to;	deep sea pressure
Extra Vulnerable to;	surface pressure
AM	0
Save as;	F4
ML	10
XP	900
TT	Nil
Body Weight	15cn/hp



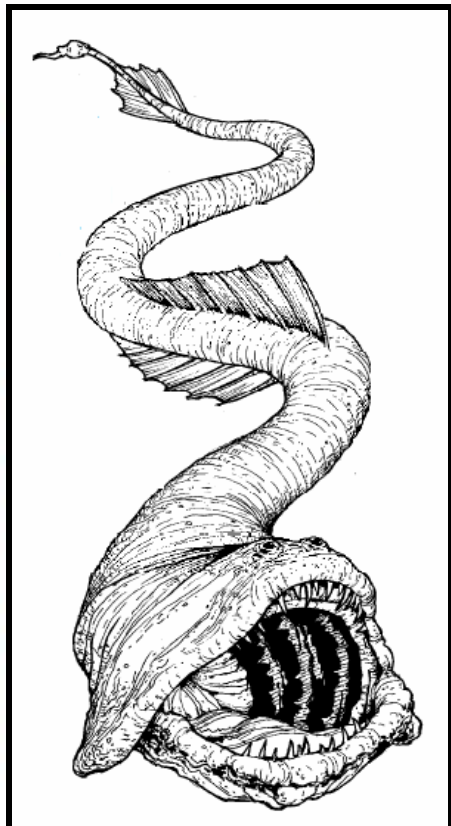
The gulper is little more than a huge mouth, following by a trailing tail that seems to stretch forever. The mouth is huge; it can swallow prey several times larger than the Gulper itself. Gulpers can grow to a size of 12 feet. This creature has small eyes set on top of its head to catch the least bit of sunlight that filters down from the surface; however, it relies almost solely on its lateral lines (a pressure-sensitive line that runs along each side of its body), to feel the approach of structures and prey. Some species have bio-electric light at the tip of the tail, to attract potential victims.

The Gulpers bite, causing 2d8 points of damage, is inflicted only once on any prey. The next round, the victim is swallowe whole, and the creature's teeth are now reduced to a supportive role, holding the prey in place so it can't get away. Further damage is caused by the Gulper's digestive juices, which inflict 1d8 points of damage each round until the prey is either digested or released. Release can be tricky, though as cuttling through the gulper's soft flesh inflicts an equal amount of damage to the trapped prey. A gulper might use its tail for a constriction attack, inflicting 1d6 points per damage per round upon the hapless victim. Any creature smaller than 20' can be constricted by a 12 feet Gulper.

Gulpers are solitary. Their reproductive cycle is mostly unknown, but it is possible that one parent may shelter the newborn young in its mouth for some time. In this case "survival of the fittest" means knowing enough to leave home before hunger overrides parental arges. Gulpers eat anything. They are edible in turn, with delicate flesh, an enterprising magical artificer, might use their skin in the construction of—what else?—a bag of holding.

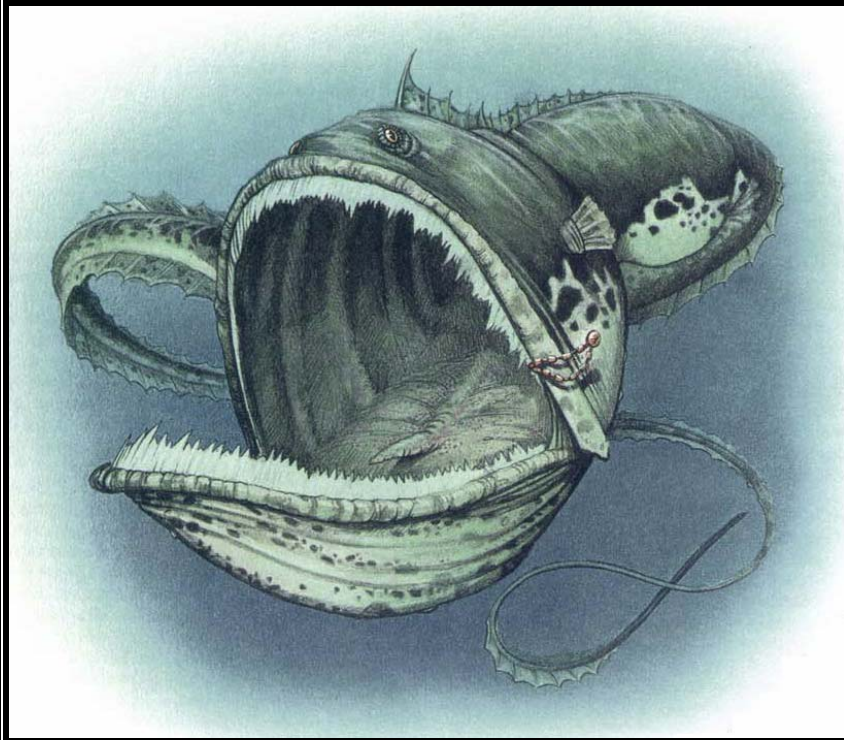
The gulper eel eats fish, copepods, shrimp, and plankton. It uses its mouth like a net by opening its large mouth and swimming at its prey. Due to the gulper eel's specialised body shape, it is a poor swimmer and relies on the luminescent organ at the tip of its tail to attract prey.

This fish lives as deep as 10.000 feet or as undeeep as 300 feet. Main Predator; Humanoids, any predatorial fish, Main Prey; any.



Giant Gulper (*Saccopharyngiformes gigas*)

Deep sea Fish	Gulper
Type	Normal Animal
Climate/Terrain	Ocean depth
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	carnivore
AL	N
NA	0(2d4)
Size	L; 12'long
ST	24
IN/WI	1
DX	12
CO	15
CH	5
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	9
HP	9d8
SW	150'/50'
THACO	11
Attacks	Initial bite
Damage	2d8
Special Attacks;	Swallow whole
	1d8/r
	constriction
	1d6/r
Special Defenses;	0
Immune to;	deep sea pressure
Extra Vulnerable to;	surface pressure
AM	0
Save as;	F4
ML	10
XP	900
TT	Nil
Body Weight	15cn/hp



The Giant Gulper, or Vurgens as they are also called, is a fierce marine predator that roams the depths of the sea. Its body consists of a long, sinuous torso and tail, and an oversized head and detachable jaw. Its eyes are tiny but acute (in detecting light). The Vurgens has a bite radius of 6 feet; the mouth and stomach can expand, to hold prey as large as it self is. Rows of spines extend down either side of the body from its head to the tip of its tail. The tail is extremely strong and formed from a pointed, tapered cluster of

spines, making the Vurgens a powerful swimmer. Most giant Gulpers are colored a mottled brown, though olive, russet, white, and purple specimens have been reported. The small eyes are a flat black.

Combat

Vurgens prefer to strike quickly, swallow prey whole, and move to the next meal. Their great jaws enable them to swallow even huge prey. However, the large jaws of the Vurgens causes only 2d6 points of damage, as these are toothless, bony ridges designed to clamp down on prey and hold it inside the mouth, rather than to shred or chew on food. Once prey is swallowed, corrosive saliva floods the mouth. Victims must make a successful saving throw vs. poison or be paralyzed by it in 1 round. Digestive acids combine with the saliva to dissolve the intended meal; the prey suffers 4d4 points of damage each round it remains within the creature. This occurs whether the prey is paralyzed or not. Active prey can easily curl or eat its free limb in good shape and if it can fit between the curving ribs and jaw. The Vurgens's spines are extremely sharp; any creature contacting them suffers 1d4 points of damage. The Vurgens can lash with its tail to inflict 3d4 points of damage.

Habitat/Society

Little is known about the Vurgens. The simple reason is that any time someone encounters the monster, chances are that either the observer or the Vurgens dies. These solitary hunters endlessly cruise the ocean depth, swallowing anything edible in their paths. These creatures consider vast tracts of the ocean to be their territories. Rival Vurgens participate in titanic battles over territory. They do not keep lairs, although they may retreat to ocean-floor caves to give birth (these creatures keep their fertilized eggs in an egg sac to be released when the eggs hatched) or heal wounds. Vurgens will certainly haunt waters that have yielded plentiful food in the past. Vurgens spawn once every two years, producing 20 to 40 offspring. The female carries the fertilized eggs and hatchlings within her. The hatchlings emerge when they are one foot long (1 HD inflict 1 dm only). The young gain 1 HD each month, maturing in six years, provided they live that long. Vurgens also eat other Vurgens, even their own offspring.

Ecology

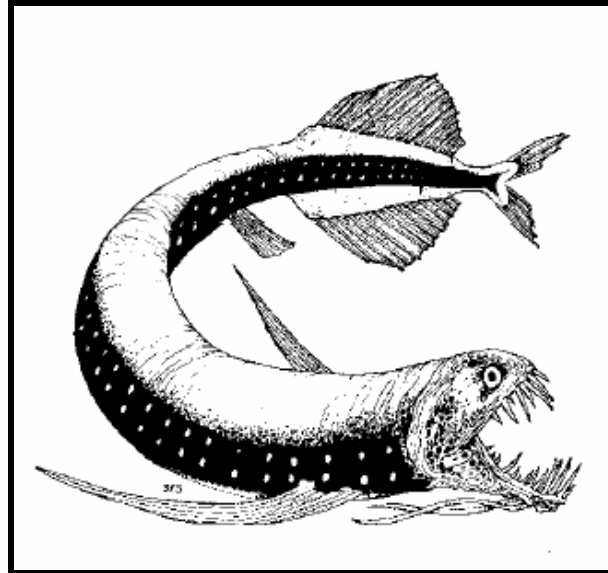
Vurgens are the terror of deep-sea dwelling races. They perceive any creature their own size as a rival, thus they attack even whales and Kraken. However, these creatures are more agile, and greater in combat powers, making the number of Vurgens very low. So low actually, that these creatures would be on the endangered species list if there were one. Humanoids are fortunate that the Vurgens prefer the depth of the sea and come near the surface only when forced up by unguessed-at disturbances. These creatures are deliberately hunted by deep-diving Spermwhales.

These creatures can be found from a depth underwater of 2500' and lower.

Main Prey; Specially Lantern fish, but any other also, Main Predator, Sperm Whale. Kraken, Vurgens.

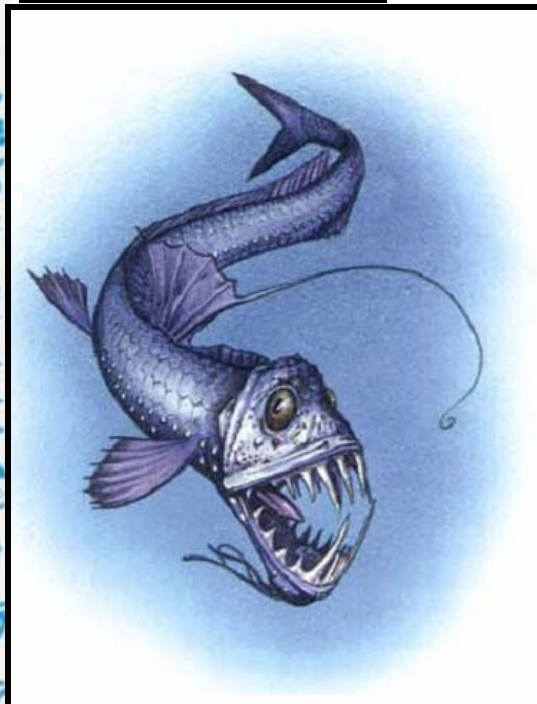
Viperfish (Chauliodus species)

Deep sea Fish	Viperfish
Type	Normal Animal
Climate/Terrain	Ocean depth
Frequency	uncommon
Organization	solitary
Activity Cycle	any
Diet	any carnivore
AL	N
NA	0(2d4)
Size	H; 20'long
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	10
HP	10d8
SW	180/60'
sprint	
THACO	11
Attacks	Initial bite
Damage	1d20
Special Attacks;	Swallow Whole 1d8/r constriction 1d8/r
Special Defenses;	0
Immune to;	deep sea pressure
Extra Vulnerable to;	surface pressure
AM	0
Save as;	F5
ML	12
XP	750
TT	Nil
Body Weight	5cn/hp

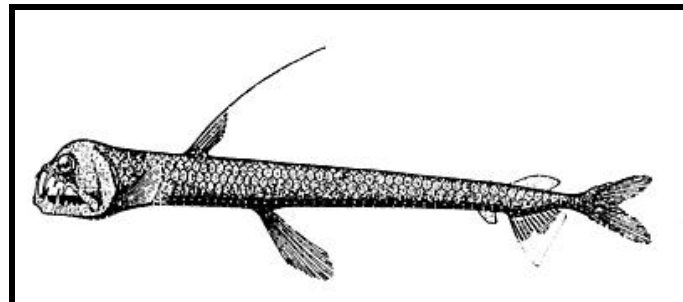


The Viperfish is among the most vicious inhabitants of the deepest ocean depths. It is an active cruiser after prey rather than a mere passing toothed trap waiting for a meal to come within reach. The creature has light for vision as well as attracting prey, and often has a double row of lights along its torso like portholes of an ocean liner. Prey lures include luminous patches directly inside the creature's mouth. From a viperfish's chin protrudes one or more branches—or whiplike growths. In all species, this is an extension of the lateral line senses,

serving as a type of antenna to detect movement in the nearby (20') water. Some fantastic species, however, might use it as a weapon (see below). The smallest natural viperfish is about an inch and a half long, while the largest can grow to 6 feet long. Monstrous viperfish, however, can grow to a length of 20 feet or more. Like many other fish of the depths, a viperfish gets in one good bite at the start of the attack (1d20 points of damage) and then swallowing its prey whole, its teeth serving as no more than bars in a cage to keep the prey from escaping. They also keep the Viperfish from letting its prey go if it realizes it is too much for it, as they slant backwards. If the Viperfish takes too big a mouthful (especially with the smaller species), then that's too bad for it, as well as its prey. Some specimens have a whiplike chin growth that acts as a tentacle, causing 1d8 points of obstruction damage each round. Swallowed prey takes 1d8 points of damage per round from the Viperfish's stomach acids until rescued or death. Slashing or piercing damage



around waiting for prey to come to them. They also have edible, if nontasty, flesh. This fish lives as deep as 5000 feet or as undep as 250 feet. Main Predator; Humanoids, any predatorial fish, Main Prey; any.



inflicted on the Viperfish is inflicted on the trapped prey as well. Viperfishes are solitary creatures, only coming together briefly for the mating season (Late summer-early fall). They abandon their young as soon as the eggs are laid. As active hunters, Viperfish have more of an impact on the deep sea ecology than those predators that simply sit



The Waveleaper Incident

Vatermont 2, 1011AC; The Wave Leaper Incident
Location; Minrothad Guilds



Description; The passenger vessel Waveleper, a comfortable vessel of Thyatian registry, sinks this evening. The captain of the fishing vessel Reedbottom, half a mile away sees some of what goes on. The waveleaper is visible only by her lights, which suddenly begin spinning around as if the passenger ship were a top. Then the lights go out. Following the ancient code of the sea, the Reedbottom's crew nervously sailed closer to look for survivors, but found nothing—not even floating deck chairs or broken pieces of wood.

What this means; Either the minrothad seas are being haunted by a sea monster with an enormous appetite, or some other disaster has befallen the poor passengers of the waveleaper.

What can be done; As an adventure it could be investigated. The Waveleaper could have disappeared for one of three reasons. First, the captain could have faked the extra-ordinary event. His; motivation blackmail. He'll kidnap his wealthy passengers and later pose as a mystic capable of returning them from whatever magical place they ended up. Knowing that the Reedbottom was close enough to see, he had his crew carry the ship's lights, moving them around in drilled formations to simulate a spinning ship. Then he had the lights put out and sailed away.

Second, the ship could have been swallowed by a sea monster (the Behemoth or a deep sea monster could be possible), in which case the crew and its passengers are probably dead, but this must be a large dangerous monster to fight and have some ship's goods to salvage as treasure. This was probably the most realistic choice of what could have happened.

Third, the ship could have run afoul of a bizarre whirlpool which sucked it down into a subaquatic cavern or even the elementalm Plane of Water, in which case the exact site of the sinking has to be found, and find out from there what they saw. This would lead them to the place where the ship is trapped.

Behemoth (see under Sharks)

Fish, Shark

Sharks are predators, feeding mostly on fish. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300' and it will drive them into a feeding frenzy (they attack but make no morale checks). Normally they attack carefully by making long passes, to investigate its prey. Often they bite only once to then retreat. Sharks are found in salt water. Most humanoids die by this single wound, bloodloss, and then drowning. Other fish will then feed upon the corpse. Only the Bull and Mako Shark are known to eat all prey including humanoids.

Combat

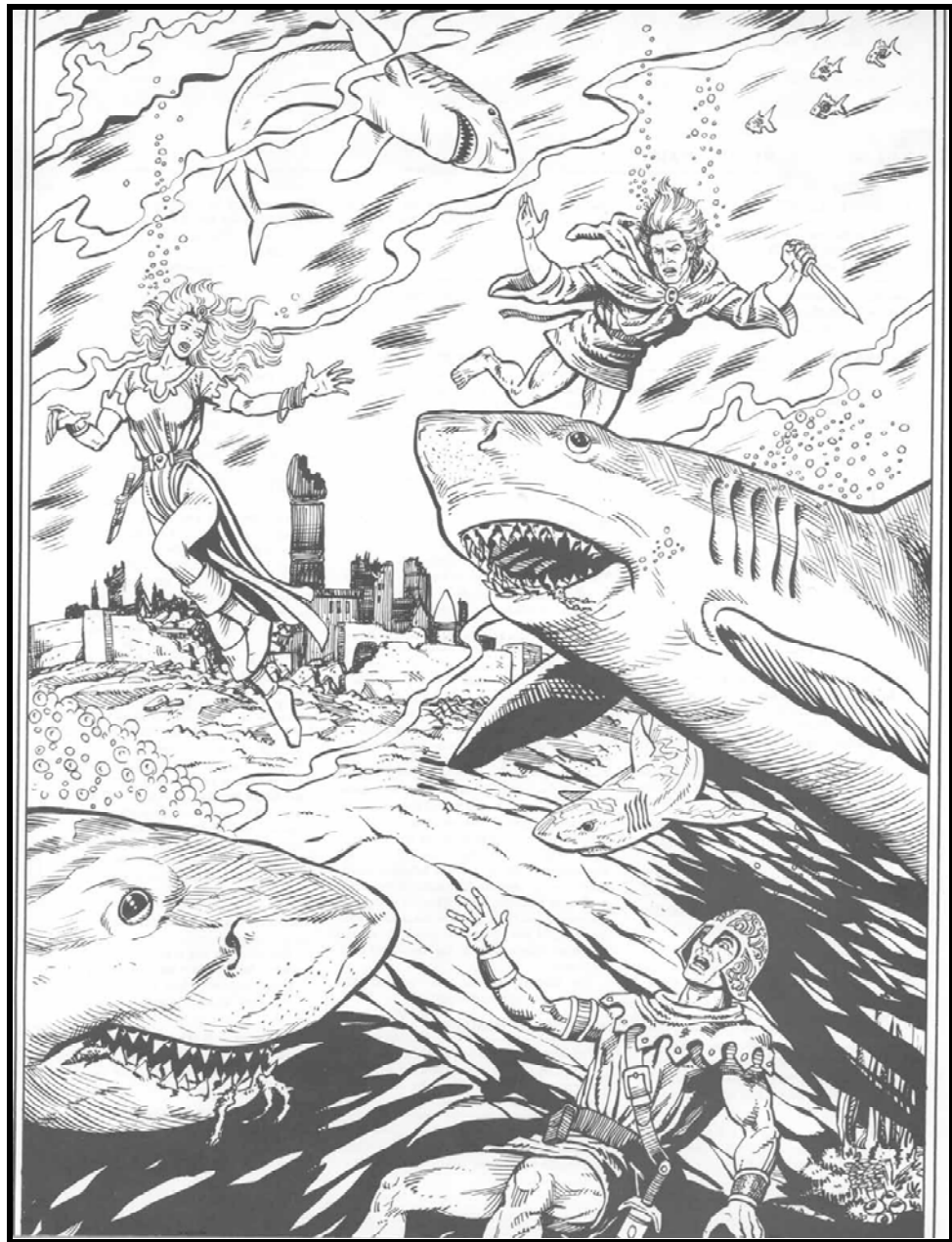
Since sharks move up, take a bite of flesh, and retreat, 15 small sized, 10 normal-sized, 4 Giant-sized sharks can attack a man-sized opponent in a single round of attack. Sharks can make a rip-shake on the prey if it is not protected by metal. He needs to make a critical hit (8+ or more to hit), and will rip a chunk of flesh from the prey (roll damage normally), which will bleed this round and every following round for the same damage. A character may try to pull free when being bitten by a successful Strength check penalized by the HD of the Shark. He will then become exerted, and bleed for 1d6 damage/round until cured/bound.

Ecology

All sharks are hunted for their flesh, their teeth can be used as jewelry, their bones can be made into glue, and even their skin has a use; it becomes sand-paper to soften and shape wood.

All sharks have medium senses, electrical field detection 30' or even 60', and sometimes even darkvision.

Main Predator; Shark, Dragon, Fish
Main Prey
Fish



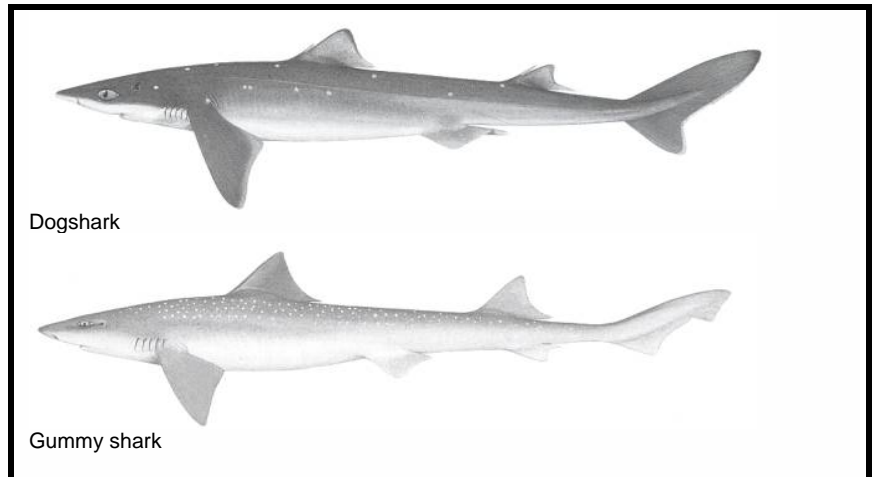
Ground Shark (*Charcharhinus melanopterus*)

Fish, Shark	Dogshark
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	3d4
Size	1' to 3'
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	3 or 4
HP	1d8/HD
SW	240'(80')
THACO	17 or 16
Attacks	1 Bite
Damage	1d4+1
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	7
XP	35 or 75
TT	nil
Body Weight	50-150 LBS
Fish, Shark	Ground Shark
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	3d4
Size	2' to 6'
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	5 or 6
HP	1d8/HD
SW	240'(80')
THACO	15 or 14
Attacks	1 Bite
Damage	2d4
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	7
XP	175 or 275
TT	nil
Body Weight	50-150 LBS



The Ground Shark is a small shark living in colder waters near coasts preying on ground fish. Normally neutral in behavior, but it will defend itself when caught. These creatures can be found to 200 feet depth.
Main Predator; Shark, Dragon, Fish Main Prey Fish

Dog and Gummy Shark (*Squalas acanthias* & *Mustelus antarcticus*)



Yjese small and agile sharks are paid hunters living in cold to medium warm waters feeding on fish herds. Normally neutral in behavior, but it will defend itself when caught. These creatures can be found to 400 feet depth.
Main Predator; Shark, Dragon, Fish Main Prey Fish

Common Shark (Selachimorpha species)

Fish, Shark	Common Shark
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	3d4
Size	3' to 9'
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	7 or 8
HP	1d8/HD
SW	240'(80')
THACO	13 or 12
Attacks	1 Bite
Damage	3d6
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	8
XP	450 or 650
TT	nil
Body Weight	50-550 LBS



These include the Hammerhead Shark, and the Mako Shark, but also many other species. Some live solitary like the Mako, others prefer to hunt in schools like the Hammerhead.

Like most sharks they are neutral until disturbed. They could however become misguided by their senses and make a bite attack or become under control of a Wereshark or similar to attack. These creatures can be found to 300 feet depth.

Main Predator; Shark, Dragon, Fish Main Prey Fish

Fish, Shark	Large Shark
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d3
Size	3' /HD
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	9 or 10
HP	1d8/HD
SW	180'(60')
THACO	11 or 10
Attacks	1 Bite
Damage	4d4
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F7
ML	8
XP	900
TT	nil
Body Weight	150-300 LBS

Large Shark (Selachimorpha species)



Lemon Shark

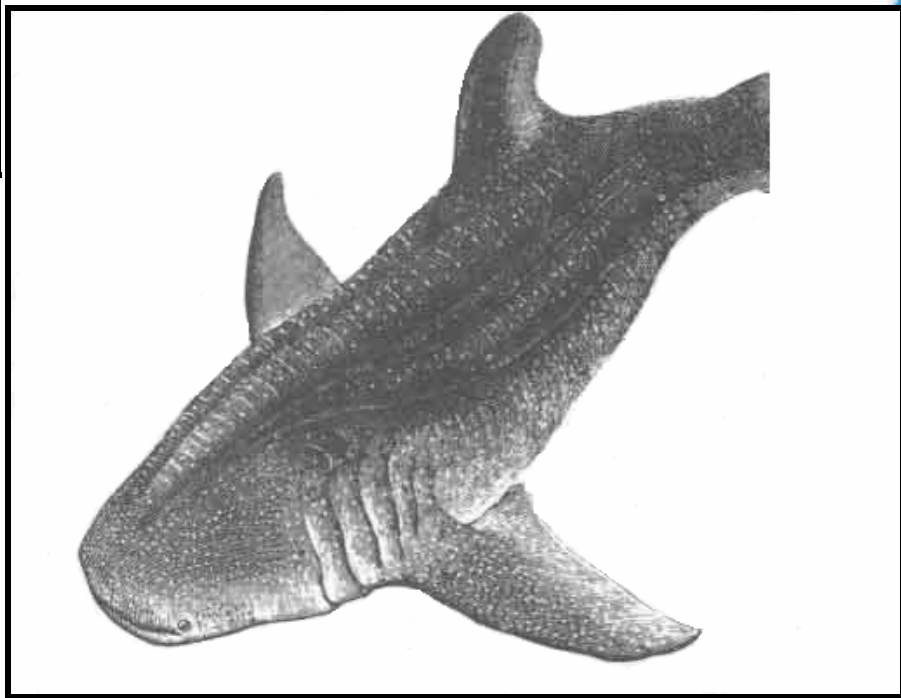
These include the Lemon Shark and Large Hammerhead but also many other species. Some live solitary like the Lemon, others prefer to hunt in schools like the Hammerhead.

Like most sharks they are neutral until disturbed. They could however become misguided by their senses and make a bite attack or become under control of a Wereshark or similar to attack. These creatures can be found to 600 feet depth.

Main Predator; Shark, Dragon, Fish Main Prey Fish

Bull Shark: (Charcharhinus leucas)

Fish, Shark	Bull
Type	Normal Animal
Climate/Terrain	Any sea connecting
Frequency	Common
Organization	School
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d3
Size	8'
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	2"
HP	2d8
SW	180'(60')
THACO	18
Attacks	1 Bite
Damage	2d4
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	9
XP	25
TT	nil
Body Weight	200-500 LBS



These are 8' long and brown in color. Bull sharks will ram their prey first to stun it (save vs. paralysis or be stunned for three rounds), and then attack the helpless prey the next round. Bull Sharks are known to swim several miles upriver, where the find often easy prey, but too much solid undergrowth—branches, etc., They surely prefer salt water, but can be found far up the rivers and corresponding lakes accidentally they always try to return to saltier waters for breeding. These creatures are cunning and curious. They are most often found on subtropical shores, but are also known to reach temperate waters in summer. These creatures can be found to 150 feet depth.

Main Predator; Shark, Dragon, Fish
Main Prey Fish, Mammals

Mako Shark (*Isurus oxyrinchus*)

Fish, Shark	Mako
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	School
Activity Cycle	Day
Diet	Carnivore
AL	CN
NA	1d3
Size	12'
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	4
HP	4d8
SW	180'(60')
THACO	16
Attacks	1 Bite
Damage	2d6
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	9
XP	75
TT	nil
Body Weight	300-700 BBS



These are 12' long and blue-gray or tan in color. Mako sharks are very unpredictable, ignoring prey one moment and attacking another. These creatures habit the reefs, and often reach the undep shoreline (to depths of only 3 feet). Mako sharks will snap bite their prey creating small but bleeding wounds, and then attack the prey the next rounds until it has bled to death. These creatures can be found to 200 feet depth.
Main Predator; Shark, Dragon, Fish Main Prey Fish

Vamora Shark (*Isurus vamoros*)

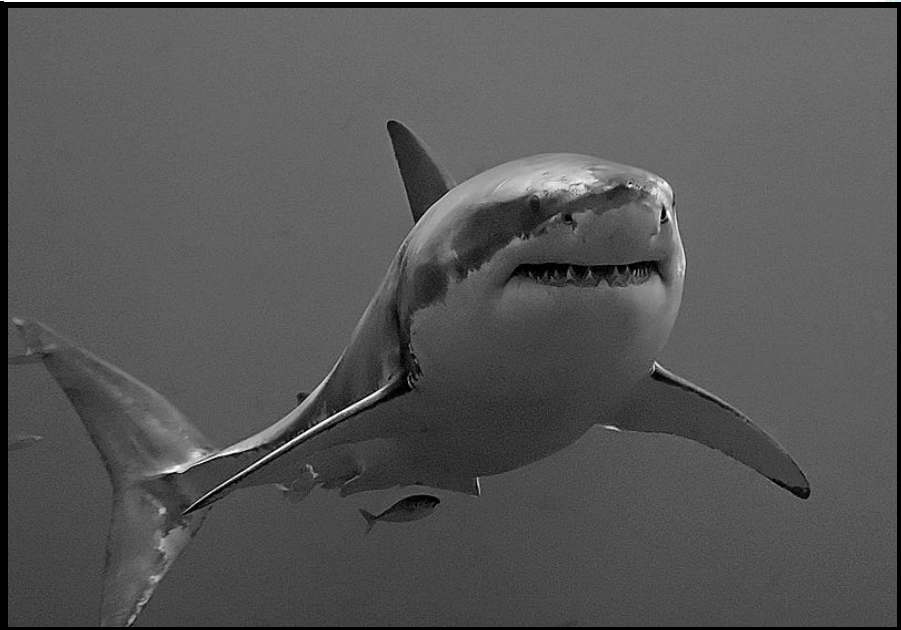
Fish, Shark	Vamora
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Diet	Carnivore
AL	CN
NA	1d3
Size	3' /HD
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	4*
HP	4d8
SW	180'(60')
THACO	16
Attacks	1Bite
Damage	1d10
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	9
XP	500
TT	nil
Body Weight	300-600LBS



The Vamora shark is small (3' long) but tough, and mottled grey in color. It holds onto its victim after a bite attack hits, bashing around in the water and shaking its prey like a terrier. This automatically inflicts a further 1-8 points of damage per round and impedes the victim's attacks (-4 to hit). It may, however, let go and flee if it fails a morale check. Like other sharks, the Vamora are often curious, attracted movement. Blood in the water within 300' will attract these sharks drive them into a feeding frenzy (no morale checks.) These creatures can be found to 900 feet depth. Main Predator; Shark, Dragon, Fish Main Prey Fish

Shark, Giant (Selachimorpha species)

Fish, Shark	Giant Shark
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d3
Size	3'/HD
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	11 or 12
HP	1d8/HD
SW	180'(60')
THACO	11 or 10
Attacks	1 Bite
Damage	5d4
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F8
ML	9
XP	1100
TT	nil
Body Weight	5000 LBS

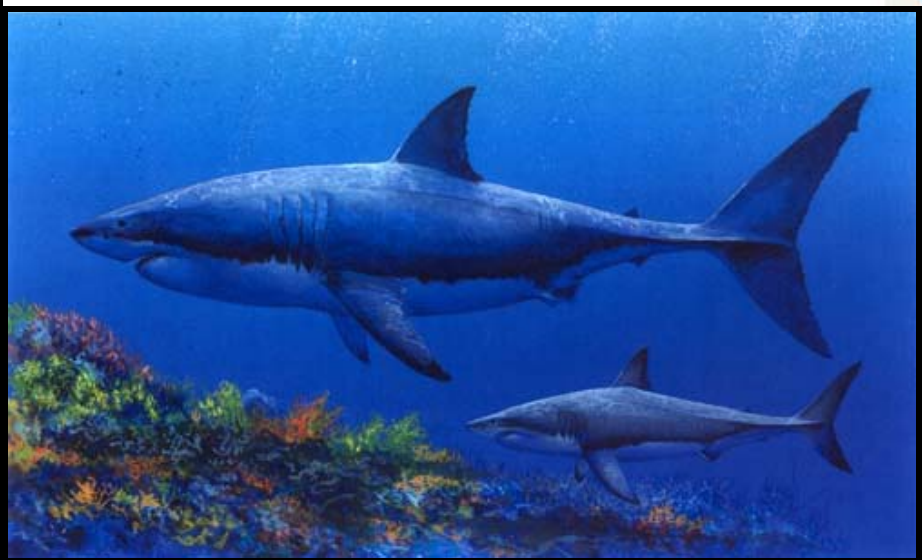


The huge Sharks never reach a frenzy, since they can swallow most creatures whole on an attack roll 4 greater than minimum number needed to hit. These creatures can be found to 1000 feet depth.

Main Predator; Shark, Dragon, Fish Main Prey Fish

Great White Shark (Charcharodon Charchatias)

Fish, Shark	Great White
Type	Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d3
Size	3u
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	8
HP	8d8
SW	180'(60')
THACO	12
Attacks	1 Bite
Damage	2d10
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F4
ML	9
XP	650
TT	nil
Body Weight	5000 LBS



These are 30' long or larger and gray with a white underside. They are intelligent, very curious and have been known to destroy small boats. Their main prey are seals and fish. Mostly they leave humanoids alone after the first bite, on which they taste that it is not their prey. Merrow and Tritons, however, are seen as prey. They can swallow most creatures whole on an attack roll 4 greater than minimum number needed to hit. These creatures can be found to 1500 feet depth.

Main Predator; Shark, Dragon, Fish Main Prey Fish, Seal

Megalodon (Charcharodon Megalodon)

Fish, Shark	Megalodon
Type	Prehistoric Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	solitary to school
Activity Cycle	Day
Basic Era;	Late Jurassic
Diet	Carnivore
AL	N
NA	1d3
Size	3' /HD
ST	12
IN/WI	2
DX	10
CO	11
CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	13 to 15
HP	1d8/HD
SW	180'(60')
THACO	11 or 10
Attacks	1 Bite
Damage	6d4
Special Attacks;	0
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F10
ML	9
XP	1350
TT	nil
Body Weight	20,000LBS



The megalodon; meaning "big tooth" was a giant shark that lived in prehistoric times, and was the apex predator of its time. It is the largest carnivorous fish known to have existed and quite

possibly the largest shark ever to have lived. Megalodon could grow to more than 49 ft long. This species is a member of the Lamnidae family. Evidence has revealed that megalodon fed upon large animals, including the early whales. It is believed that Megalodon would have had a huge appetite, which would be necessary for sustenance of its enormous bulk. It was contemporaneous with a large variety of marine animals, including various species of whales. Several whale vertebrae and bones have been found with clear signs of large bite marks made by the teeth that match those of Megalodon. The teeth are serrated which would have improved efficiency in slicing the flesh of prey items. Various excavations have revealed teeth lying close to the chewed remains of whales. This evidence suggests a predator-prey relationship between megalodon and large marine animals including whales, sirenians, dolphins, and pinnipeds.

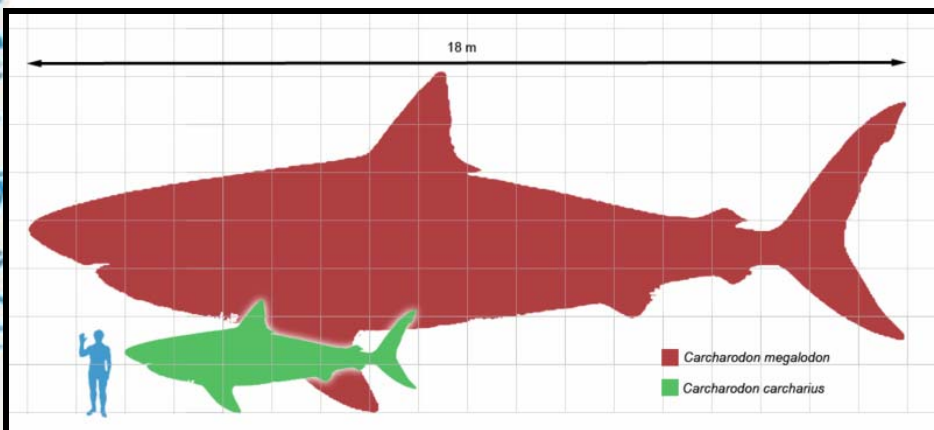


Megalodon feeding on an unfortunate swimming t-rex

Most sharks are opportunistic predators and rely on a broad spectrum of prey coupled with scavenging. Megalodon was unlikely to have been an exception to this rule. Some large sharks (including the great white shark) employ ambush strategies against their prey during hunting. A shark usually attacks its prey with great force in the first attempt to inflict maximum possible damage. Then it circles its prey and waits for it to weaken, before dispatching it without facing any resistance. Some paleontologists suggest that megalodon also may have employed a similar hunting strategy against large potential prey, like adult whales. Evidence indicates

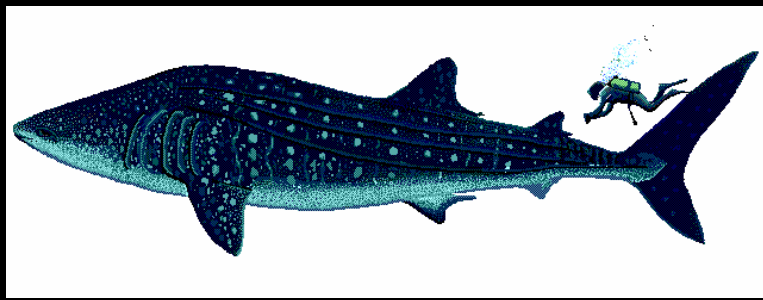
that megalodon most likely injured and immobilized its prey by biting off its propulsive structures, before proceeding to feed on it.

Megalodon may have been more aggressive than the great white shark. The shark apparently focused its attack on the bony portions of the prey, which great white sharks generally avoid. The preferred breeding grounds of Megalodon were mostly warm coastal regions. These creatures can be found to 3000 feet depth.



Whaleshark (Rhincodon Typus)

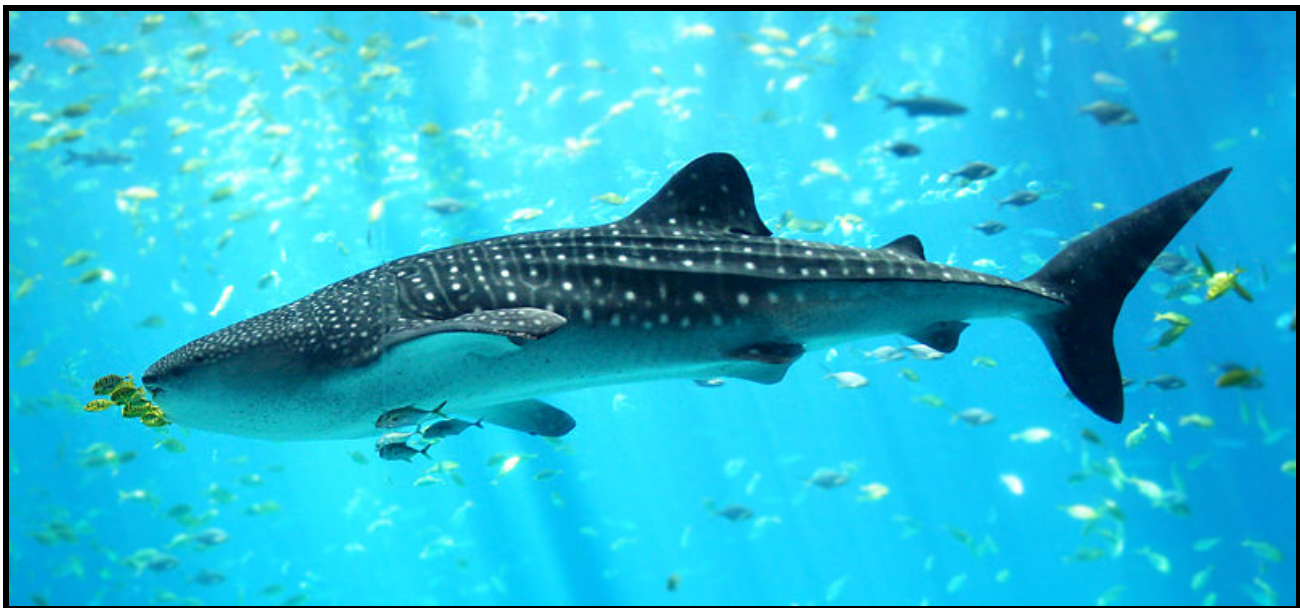
Fish, Shark	Whale Shark
Type	Prehistoric and Normal Animal
Climate/Terrain	Ocean
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore/Krill
AL	N
NA	1d3
Size	40'to 60
ST	11
IN/WI	2
DX	8
CO	18
CH	7
Languages	0
Spellcaster Limits;	0
AC	5
AV	2
HD	11
HP	1d8+3/HD
SW	180'(60')
THACO	12
Attacks	1 fin or tail swap
Damage	3d6
Special Attacks;	Knockout
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F10
ML	9
XP	1350
TT	nil
Body Weight	47000 LBS



The whale shark, is a slow filter feeding shark that is the largest living fish species. It can grow up to 12.2 m. (40 ft.) in length and can weigh up to 13.6 tonnes (15 short tons). This distinctively-marked shark is found in tropical and warm oceans and lives in the open sea. The species is believed to have originated about 60 million years ago. The whale shark inhabits the world's tropical and warm-temperate oceans. While thought to be primarily pelagic, seasonal feeding aggregations of the sharks occur at several coastal sites.

As a filter feeder it has a capacious mouth which can be up to 1.5 metres (4.9 ft) wide and can contain between 300 and 350 rows of tiny teeth. It has five large pairs of gills. Two small eyes are located towards the front of the shark's wide, flat head. The body is mostly grey with a white belly; three prominent ridges run along each side of the animal and the skin is marked with a "checkerboard" of pale yellow spots and stripes. These spots are unique to each whale shark and because of this they can be used to identify each animal and hence make an accurate population count. Its skin can be up to 10 centimetres (3.9 in) thick. The shark has a pair each of dorsal fins and pectoral fins. A juvenile whale shark's tail has a larger upper fin than lower fin while the adult tail becomes semi-lunate (or crescent-shaped). The whale shark's spiracles are just behind the eyes.

The whale shark is not an efficient swimmer since the entire body is used for swimming, which is unusual for fish and contributes to an average speed of only around 5-kilometre-per-hour (3.1 mph). The largest specimen was 12.65 metres



(41.50 ft) long, weighed more than 21.5 tonnes (47,300 lb), and had a girth of 7 metres (23.0 ft). Stories exist of vastly larger specimens in excess of 15 metres (49.2 ft), and tells of reports of specimens surpassing 21 metres (68.9 ft).

Whale sharks congregate at reefs off the Thanagian coast, supplementing their ordinary diet by feeding on the spawn of giant cubera snappers, which spawn in these waters between the full and new moons of spring and summer they existed already in the Cretaceous era..

This species, despite its enormous size, does not pose any significant danger to humans. It is a frequently cited example when educating the public about the popular misconceptions of all sharks as "man-eaters". They are actually quite gentle and can be playful with divers. There are unconfirmed reports of sharks lying still, upside down on the surface to allow divers to scrape parasites and other organisms from their bellies. Divers and snorkelers can swim with this giant fish without any risk apart from unintentionally being struck by the shark's large tail fin. These creatures can be found to 500 feet depth.

Main Predator; Shark, Dragon, Fish Main Prey Krill, Plankton

Cookiecutter shark (*Isistius brasiliensis*)

Fish, Shark	Whale Shark
Type	Normal Animal
Climate/Terrain	Ocean and deep ocean
Frequency	Common
Organization	school
Activity Cycle	any
Diet	Carnivore
AL	N
NA	2d10
Size	T; 6" to 12" long
ST	9
IN/WI	5
DX	15
CO	14
CH	13
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	1
HP	1d8
SW	180'(60')
T HACO	19
Attacks	1 bite only each
Damage	1d6 each
Special Attacks;	bypass AV
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	9
XP	10
TT	nil
Body Weight	5 - 15 cn



The cookiecutter shark, also called the cigar shark, is a species of small dogfish shark. This shark occurs in warm, oceanic waters worldwide, particularly near islands, and has been recorded from as deep as 2,3 miles (5000feet). It migrates vertically up to 1000 feet every day, approaching the surface at dusk and descending with the dawn. Reaching only 17–22 inches in length, the cookiecutter shark has a long, cylindrical body with a short, blunt snout, large eyes, two tiny spineless dorsal fins, and a large caudal fin. It is dark brown in color, with light-emitting photophores covering its underside except for a dark "collar" around its throat and gill slits.



The name "cookiecutter shark" refers to its feeding habit of gouging round plugs, like a cookie cutter, out of larger animals. Marks made by cookiecutter sharks have been found on a wide variety of marine mammals and fishes, as well as on submarines, undersea cables, and even human bodies. It also consumes whole smaller prey such as squid. Cookiecutter sharks have adaptations for hovering in the water column and likely rely on stealth and subterfuge to capture more active prey. Its dark collar seems to mimic the silhouette of a small fish, while the rest of its body blends into the downwelling light via its ventral photophores. When a would-be predator approaches the lure, the shark attaches itself using its suctorial lips and specialized pharynx and neatly excises a chunk of flesh using its bandsaw-like set of lower teeth. This species has been known to travel in schools.



Though rarely encountered because of its oceanic habitat, there are a handful of documented attacks on humans that were apparently caused by cookiecutter sharks. Nevertheless, this diminutive shark is not regarded as highly dangerous.

The intrinsic green luminescence of the cookiecutter shark is the strongest known of any shark, and has been reported to persist for three hours after it has been taken out of water. The ventrally positioned photophores serve to disrupt its silhouette from below by matching the downwelling light, a strategy known as "counter-illumination". The individual photophores are set around the denticles and are small enough that they cannot be discerned by the naked eye, suggesting that they have evolved to fool animals with high visual acuity and/or at close distances.

Set apart from the glowing underside, the darker, non-luminescent collar tapers at both sides of the throat and has been hypothesized to serve as a lure by mimicking the silhouette of a small fish from below. The appeal of the lure would be multiplied in a school of sharks.

Main predator; Prey; Virtually every type of medium to large-sized oceanic animal sharing the habitat of the cookiecutter shark is open to attack: bite scars have been found on cetaceans (including porpoises, dolphins, pilot whales, beaked whales, sperm whales, and baleen whales), pinnipeds (including fur seals, leopard seals, and elephant seals), dugongs, sharks (including blue sharks, goblin sharks, and megamouth sharks), deepwater stingrays, and bony fishes (including billfishes, tunas, dolphinfishes, jacks, escolars, opahs, and pomfrets). The cookiecutter shark also regularly hunts and eats entirely squid with a mantle length of 6–12 inches, comparable in size to the shark itself, as well as bristlemouths, copepods, and other prey of more modest dimensions. Any predator getting its chance would eat this creature. These creatures can be found at 3000 feet depth. Low senses, darkvision.



The Behemoth; (Charchardon supremor)

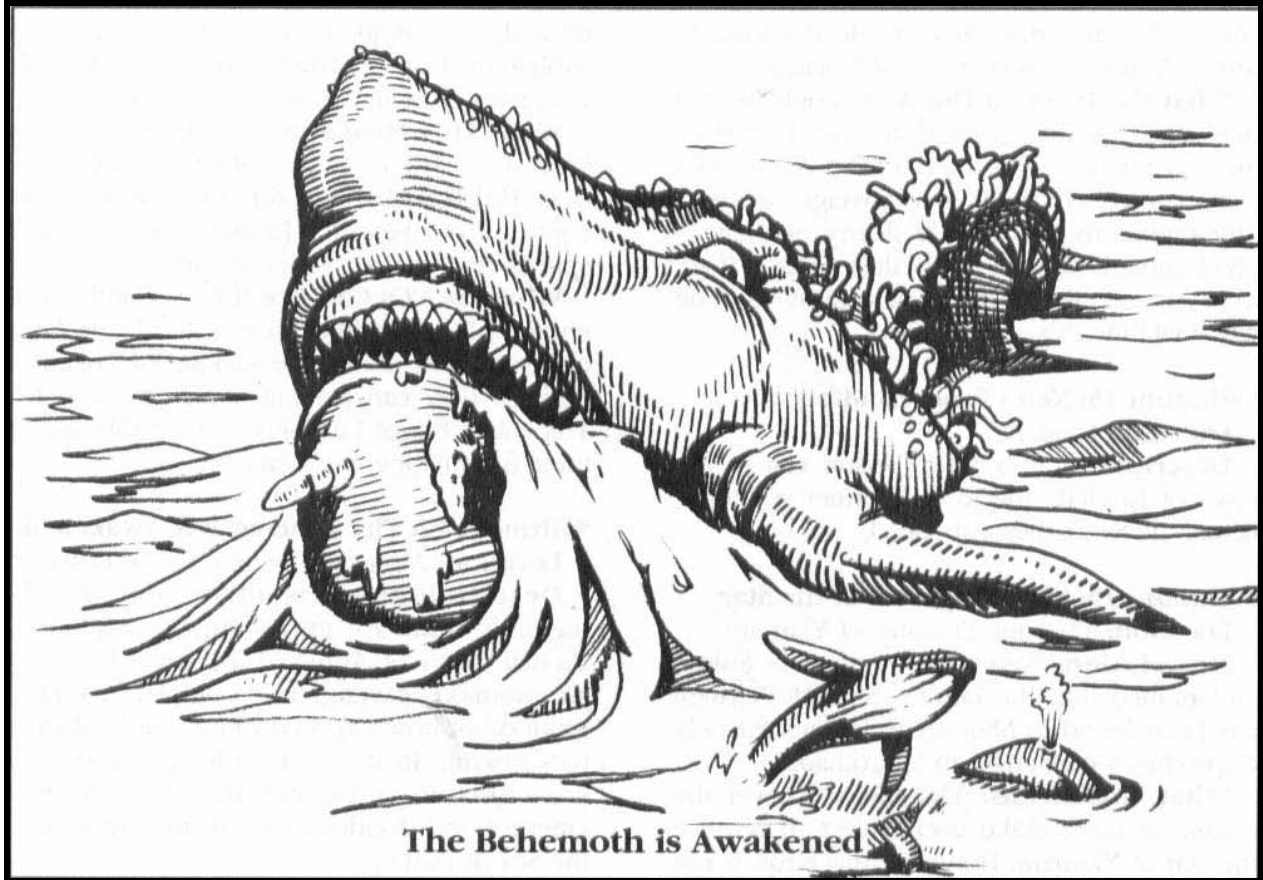
Sviftmont 22 1010AC. The Behemoth is awakened.

Location; Alphatian Trench, Sea of Dawn.

Description; aquas adventurers in submersible carft are exploring the Alphatian Trench north of Aquas. They stumble upon an enormous cavern, once completely underground, but now exposed to the sea by the sinking of the Alphatian continent in 1009AC. In it is a miles-long, island sized, sea-monster, a behemoth which slowly emerges and decides to go swimming around the Sea of Dawn.

What this means; islands and seamen of the Sea of Dawn now need to fear the largest monster on the face of the World..

What can be done; Someone will have to go and confront the Behemoth, either to persuade it to return to its cavern home or to slay it. Killing the beast, which has an almost infinite number of hit points, would require entering its body, fighting the many life-forms that live within it (corporeal defense mechanisms like white bloodcells), and doing damage to vulnerable areas deep within it.



Fyrmont 10 1012AC; Behemoth sighted

Location; Sea of Dread, between Kstelios of Davania and N'Goro of Yavdlom.

Description; A merchant vessel making the crossing from Kastelios to N'Goro encounters the Behemoth, a miles long monster that plagued the waters around the Isle of Dawn throughout 1011AC. The creature suddenly surfaces four miles from the merchant ship. It thrashes violently, then abruptly dives back under the waves. Fierce waves caused by the monster's struggles nearly swamp the merchant's vessel. When the turbulence dies down, the merchant captain order his lookout to scan the area for any signs of the beast, but it does not appear again.

What this means; the behemoth was loosened on the world when the continent of Alphatia sank, ripping apart the underwater cave in which the monster had been trapped. Now the Behemoth is in the Sea of dread. The creature is large enough to swallow ships whole—entire fleets, if you listen to the tales of seafahrers.

Ambymont 8 1012AC; survivors wash ashore

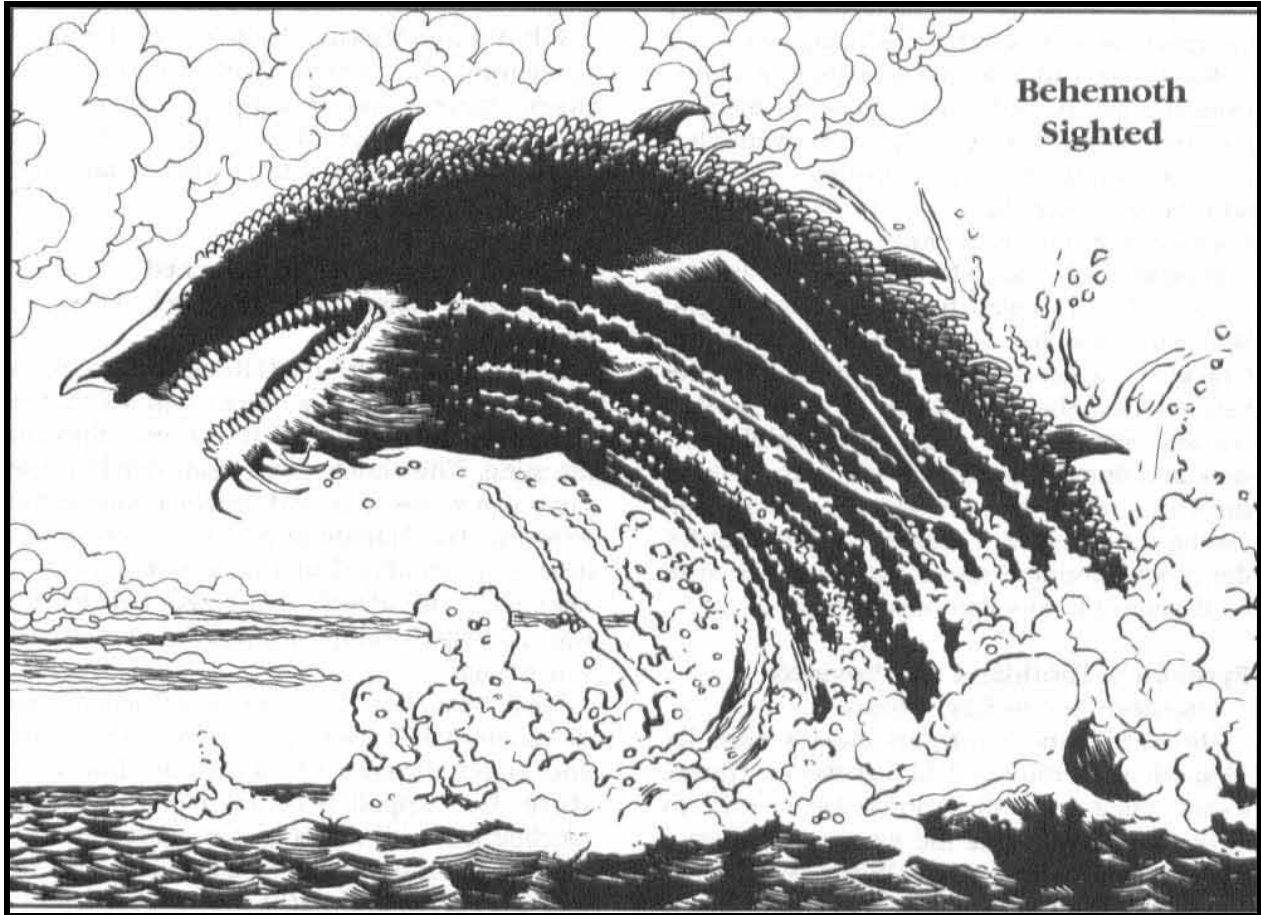
Location; Orji, Divinarchy of Yavdlom

Description; A large battered metal cylinder washes ashore near the villagw of Orji on Thanegia Island. Villagers drawn to the unusual sight are startled when part of the cylinder splits open, revealing a door. Even more alarming are the creatures that emerge; manshaped things with horrible distorted one-eyed heads and loose, shiny black skin.

Most of the villagers run away in fright. The man-thinga remove their mishapen heads, revealing normal—albeit pale-skinned—human heads underneath. After some frustrating false starts, the pale-faced visitors communicate their need for food, water, and a heaker; three of tem are wounded. The villagers help the six people back to Orji and call for a seer of Yav.

What this means; the cylinder is a magical submersible craft, damaged beyond repair. Its occupants are adventurers who survived being swallowed by the Behemoth, although just barely. Their startling appearance was due to water-tight leather suits with magical air masks; necessary equipment on a leaky submerible.

Eirymont 25 1012 AC: Behemoth strikes again



Location; Northwestern Sea of Dread

Description; a large convoy of Yavdlom merchant vessels braving the season's rough seas on their way to trade with Sind comes under attack by the dread Behemoth. The monster's gaping maw engulfs two ships as it rises from the water; a slap of its tail crushes three more ships as it disappears once more beneath the waves. Every ship in the convoy suffers damage in its wake. What this means; the Behemoth had not been sighted since Fyrmont 10—at least not by anyone who lived to tell the tale. Many people believed the creature dead or gone, especially in the light of people who'd survived being in the creature's belly and claimed to have done some damage while there. Perhaps it was recovering from the indigestion they caused; or perhaps it had turned its attention to other prey for a while. Now that it's attacked again, sailors and fishermen will once again live in fear of the Behemoth.

What can be done; Adventurers hearing of the adventurers who survived (albeit just barely) in a submersible machine within the Behemoth may want to try the same tactic to destroy the Behemoth once and for all. The original submersible cylinder is no longer functional, but an Alphatian submersible Galley might do the trick. Of course these adventurers will have to find one—or something similar—before they can tackle the Behemoth.

Yarthmont 6, AC 1015: Dreaden Lost At Sea.

Location: Thyatis City, Thyatis. OW

Description: The cargo ship Dreaden is reported lost at sea. This is the seventh Thyatian ship to disappear since the start of shipping season back in Vattermont (the 25th). Sailors begin to fear that the Behemoth, reportedly slain by adventurers, has returned.

What This Means: Although the Behemoth is indeed still alive (regardless of what bragging adventurers claim), it is not responsible for the recent ship disappearances. Instead, a new threat to the Thyatians has arrived: the mermen of the Twaelar Empire.

Fish, Shark	Behemoth
Type	Magical animal/Monster
Climate/Terrain	Ocean and deep ocean
Frequency	Unique
Organization	solitary
Activity Cycle	any
Diet	Carnivore
AL	CE
NA	1
Size	G; 5000' to 9000' long
ST	26
IN/WI	5
DX	10
CO	26
CH	8
Languages	0
Spellcaster Limits;	0
AC	2
AV	6
HD	5000 to 9000 (unknown)
HP	12/HD
SW	180'(60')
THACO	1
Attacks	Swallow
Damage	unknown
Special Attacks;	Swallow
Special Defenses;	Tidalwave Regeneration 30/r
Immune to;	Heat, Cold, Electricity, Mind effects, Illusions
Extra Vulnerable to;	0
AM	90%
Save as;	IM 10
ML	12
XP	uncalculable
TT	uncalculable
Body Weight	uncalculable

(90%) and many other effects.

Habitat/Society

This creature seems to be particularly aggressive against other large forms, be it whales, leviathan whales, kraken or vessels of any kind. It mostly swallows vessels whole, and what happens inside is uncertain. Its inside would probably behave like a normal body, but of gigantic size, white defensive white bloodcells (giant amoeba alike) and similar. A whole culture of evil critters could reside within this moster.

Ecology

The awakening of this monster with a ravenous appetite would logically have a great impact upon the life of creatures in the waters. Other species could become extinct due to the feeding of this beast. Whales and Leviathans, Kraken, and other dangerous creatures could become endangered species. When these creatures were no more the Behemoth would die by starvation automatically. But this would finally make the seas a much more boring place, with only the rare surviving moster and the weather as its enemies. It is uncertain how the ecological world would behave to the sudden appearance of this creature. The effects would (and actually already are) be disastrous, and surely drive many races away, spreading them worldwide or just kill them off.

This creature can't reach the Hollow World, as the sees on the poles aren't deep enough and are further mostly covered with miles thick ice, leaving only smaller passages open.

The Behemoth is a unique creature. In fact it is a merging of the greatest shark ever known with a Burrower (a evil destructive creature created by Thanatos. How this creature came to be is not known exactly, but the fact that it was created underneath the largest concentration of magic users could mean a explanation on itself. It could be an accidental byproduct of magic, or a subtle manipulation of this magic by immortal (who?? Thanatos?? Or someone else) to alter the shape of the Burrower hidden underneath the alphatians.

The creature is estimated somewhere between 5000 and 9000 feet in length (1 to 1.5 miles)!!. And its mouth is about as wide as 1000 feet. The creature is capable of swallowing entire fleets. With the destruction of Alphatia this creature came to life. Some sages say that Alphatia was destroyed in the wrath of the Immortals by the Doomsday device and the inherent powers of the Behemoth. In this case the creature would have greatly influenced its immortal for the death toll then was in the millions.

Combat

The creature has an Armor Class of 2, and an AV of 6, and would probably have as many HD as it has feet in length, and have maximum hit points for each of them. The creature does not need a THACO, any attack will have effect, in one way or another.

It can jump above the water surface and cause a tidal wave up to 10 miles away, causing 90% of vessels to sink instantly. This percentage is reduced by 10% for each mile more than 1, so at a distance of 3 miles this tidal wave would have a 70% chance of sinking the vessel. If survived, the vessel will sustain the same percdntage damage as the strength of the tidal wave. When the wave hits a surface it will create a similar effect like the spell with the same name (Tidal wave) equal to a caster of level 15 + 1 level for each 10% of sinking vessels. The Behemoth has no magical abilities of what sort whatever, but its size alone gives it a regeneration of 30 hp each round, and immunities against magic

Fish, Eel

Fish, Eel	Eel, Marine
Type	Giant animal
Climate/Terrain	Salt Water Reef
Frequency	Common
Organization	Solitary
Activity Cycle	Mostly day
Diet	Carnivore
AL	N
NA	1
Size	1' to 4'
ST	9
IN/WI	1
DX	9
CO	9
CH	7
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	6 to 8
HP	6d8 to 8d8
SW	90'(30')
THACO	6-7HD=13, 8HD=12
Attacks	1 Bite
Damage	1d4/2HD
Special Attacks;	Electricity
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	8
XP	6HD=275 7HD=450 8HD=650
TT	Nil
Body Weight	10cn/hp

Eels are elongated, snake-like fish, with a beak full of sharp teeth. They are all carnivorous and scavengers. They can be found in all kinds of climates and sorts of waters. The common version is eaten around the world by all kinds of creatures and has a single nesting area in the Sargasso sea (Sunlit Sea). They spread the world filling oceans, rivers, lakes, bogs, gulleys and are even known to crawl the land during rain, as if they can smell the nearby water of another lake or so. When they become adult (about 2 to 4' long) they return to mate, lay eggs, and live out there last days in the Sunlit Sea (often captured by the many fishers and creatures around). Common eels have only 1 hp, and can bite those in reach with THACO 20 only for 1 point of damage. They have no xp value. These creatures can be found to 400 feet depth. All eels have low senses, darkvision and tremorsense 30'.

Main Predator; Shark, Dragon, Fish Main Prey Fish

Eel, Marine (*Anquilla rostrata*)



Marine eels have an electrical discharge with a range of 15 feet; creatures less than 5 feet from the eel suffer 6d6 points of damage, those 5 to 10 feet away receive 4d6 points, and all others in range suffer 2d6 points. Victims must roll a saving throw vs. paralyzation or be stunned for a number of rounds equal to the damage they sustained from the electrical shock. This eel, too, is immune to electrical effects. These creatures can be found to 200 feet depth. Main Predator; Shark, Dragon, Fish Main Prey Fish

Fish, Eel	Eel, Weed
Type	Giant Animal
Climate/Terrain	Any Water
Frequency	Common
Organization	School
Activity Cycle	Mostly day
Diet	Carnivore
AL	N
NA	10d6
Size	1' to 4'
ST	9
IN/WI	1
DX	9
CO	9
CH	10
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1
HP	1d8
SW	150'(50')
THACO	19
Attacks	1 Bite
Damage	0
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	7
XP	10
TT	JKL
Body Weight	15cn/hp

Eel, Weed (*Anquilla Forestra*)

They grow up to 6 feet long. They are found only in large groups, which resemble tangled masses of seaweed. The eels' bites do no damage, but the bite of the weed eel is poisonous. The creatures wrap themselves around victims, dragging them beneath the surface, pinning arms and legs and preventing swimming. Each round constricted victims can only break free if they roll less than their Strength on 3d8. Weed eels do not collect treasure, but previous victims often remain near the creatures' lair. Weed eels are at home in both fresh and salt water, 25 to 40 feet deep. Each colony has a lair consisting of a central cave, roughly 30 feet long and 20 feet wide and high. The floor of the central cave is covered with small stones, coins, and gems that the eels have scavenged. Radiating from this central cave are a series of 6-foot-diameter tunnels, which in turn lead to a network of 6 to 8-inch-diameter holes. These are the homes of the individual eels that make up the colony. Weed eels are fiercely protective of their lairs, especially the central cave where



their young are raised. These creatures can be found to 100 feet depth. Main Predator; Shark, Dragon, Fish Main Prey Fish, insect

Natural Poisons

Type	cost	damage	source
	injective	r / max	
I	40,000 sp	8/80	Weed Eel

Onset 1d4 r

Not damaging poisons will always do their effect, even if saved. Any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.

A 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.

Eel, Electric (*Electrophorus electricus*)

Fish, Eel	Eel, Electric
Type	Normal Animal
Climate/Terrain	Salt Water Reef
Frequency	Common
Organization	Solitary
Activity Cycle	Mostly day
Diet	Carnivore
AL	N
NA	1d3
Size	9'
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	2*
HP	2d8
SW	120'(40')
THACO	18
Attacks	1 Bite
Damage	1d4
Special Attacks;	Shock 60'
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	7
XP	25
TT	Nil
Body Weight	10cn/hp

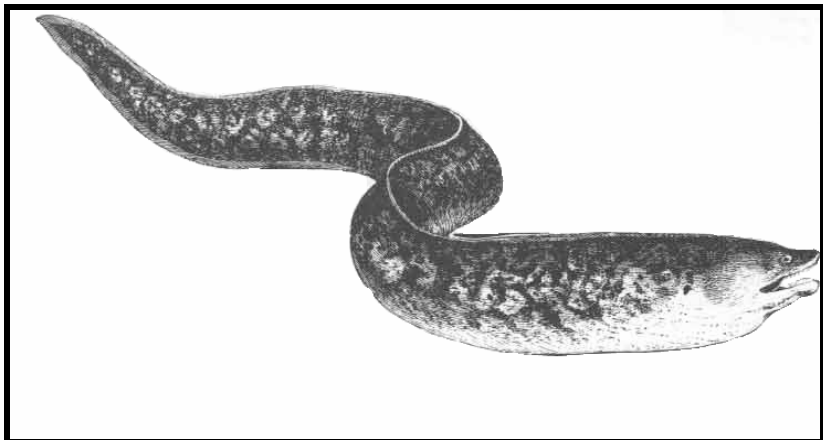


These eels are 9' long and can give off an electrical shock in a radius of 60'. There is no save against the shock, but the damage is based upon the distance from the creature. (0' to 20' = 3d8, 20' to 40' = 2d8, 41' to 60' = 1d8). The electric eel can shock once every turn. It is immune to all forms of electrical attacks. These creatures can be found to 300 feet depth.

Main Predator; Shark, Dragon, Fish Main Prey Fish

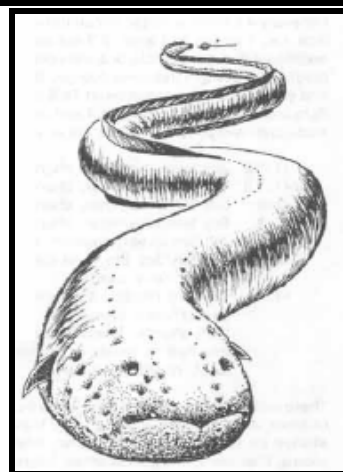
Eel, Giant Electric (*Electrophorus electricus giganteus*)

Fish, Eel	Eel, Giant Electric
Type	Giant Animal
Climate/Terrain	Ocean Reef
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d4)
Size	L; 15'
ST	9
IN/WI	1
DX	9
CO	9
CH	6
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	6*
HP	6d8
SW	240'(80')
THACO	14
Attacks	1 Bite
Damage	3d4
Special Attacks;	Shock 60'
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	9
XP	500
TT	nil
Body Weight	15cn/hp



Giant marine electric eels are found only in warm, relatively shallow salt waters, 30-300 feet deep being the common range. Although these creatures move with relative lack of speed, they strike quickly, gaining a +1 on initiative.

Giant electric eels can be up to 20 feet long. Although their shocks have the same ranges as normal electric eels, all damages are doubled. They are vicious and will attack anything that threatens them. The electric eel can shock once every turn. It is immune to all forms of electrical attacks. Unless such victims make a successful saving throw vs paralysis they will be stunned and helpless for a number of rounds equal to the points of damage sustained from electrical shock. Note that a successful save does not reduce damage by one-half, but merely negates stunning.



Main Predator; Shark, Dragon, Fish Main Prey Fish

Range	Effect	Save
0-20'	6d8	0
20'-40'	4d8	+1
40'-60'	2d8	+2

Murene (Muraenidae species)

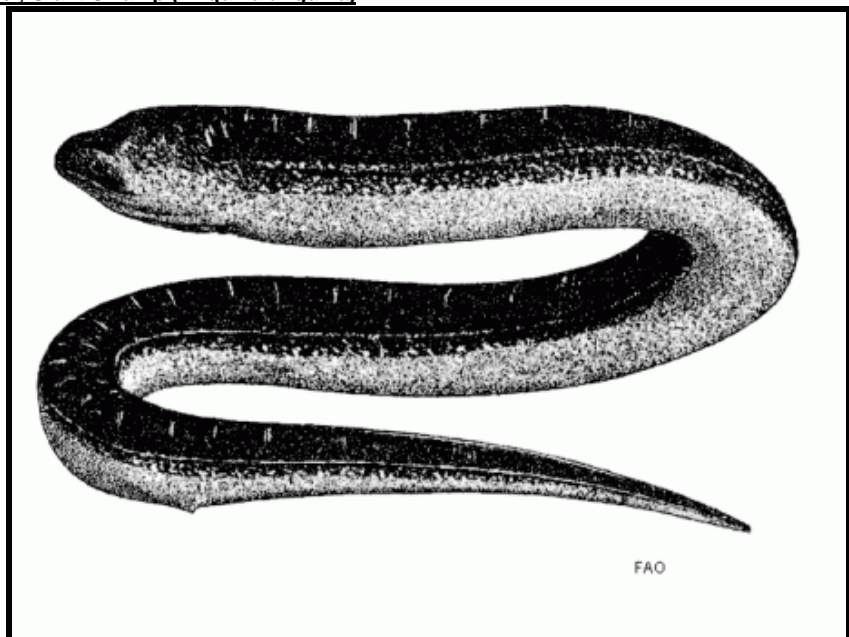
Fish, Eel	Murene
Type	Giant Animal
Climate/Terrain	Any Water
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1d4
Size	L; 15'
ST	9
IN/WI	1
DX	9
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	6
HP	6d8
SW	240(80)
THACO	14
Attacks	1 Bite
Damage	3d4
Special Attacks;	na
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	9
XP	275
TT	nil
Body Weight	10-25LBS



Giant eels have no electrical discharge attack. Instead, they attack with their teeth. Since they strike with amazing speed, giant eels receive a +1 bonus to initiative rolls. They hide in coral, sunken ships, pottery or similar until their common prey (other fish) comes passing by. Although they have no treasure, a giant eel provides a lot of valuable meat, that connoisseurs of eel meat feel that the meat loses delicacy as the animal that bears it gets larger. When pickled or smoked for the luxury trade, a typical giant eel is worth 2000gp. These creatures can be found to 200 feet depth.
Main Predator; Shark, Dragon, Fish Main Prey Fish

Eel, Giant Swamp (*Anquilla anquilla*)

Fish, Eel	Giant Swamp
Type	Giant Animal
Climate/Terrain	Swamp
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1)
Size	L; 20'
ST	9
IN/WI	1
DX	9
CO	9
CH	6
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	6*
HP	6d8
SW	180(60)
THACO	14
Attacks	1 Bite
Damage	2d8
Special Attacks;	Drowning
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	9
XP	500
TT	nil
Body Weight	10-25LBS



About 20' long, giant swamp eels are black on their upper side and grayish green on the lower. They live in the rivers and open waters of freshwater swamps. Although basically only viscous predators, they possess a certain amount of animal cunning. They are the same breed as the common swamp eels, but they have lived long enough to grow gigantic, and have gained wisdom in the process. They prefer to lurk in unseen in thick water weeds, then leap to their prey; they have been known to tail a boat for hours until one of the boatmen looked careless. When attacking, they attempt to bite their prey. If successful, they trash, a convulsive movement that drags the prey underwater, where it begins to drown as the eel swims away. Although they have no treasure, a giant eel provides a lot of valuable meat, though connoisseurs of eel meat feel that the meat loses delicacy as the animal that bears it gets larger. When pickled or smoked for the luxury trade, a typical giant eel is worth 2,000 gp. These creatures can be found to 100 feet depth.
Main Predator; Crocodile, Dragon, Fish Main Prey Fish

Murene, Giant (*Muraenidae gigas*)

Fish, Eel	Murene Giant
Type	Giant Animal
Climate/Terrain	Any Water
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore/Scavenger
AL	NE
NA	1 (7-12 in lair)
Size	L to H; 8'-20' long
ST	17
IN/WI	1
DX	6
CO	9
CH	5
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	5+*
HP	5d8+
SW	150/50'
THACO	15
Attacks	1 Bite
Damage	2d4
Attacks	1 Tailash
Damage	2d4
Special Attacks;	na
	Disease Lockjaw; 1d4+2
Special Defenses;	+4 Sv vs. Enfeeblement
Immune to;	Fear, Disease
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	8(12)
XP	400
TT	nil
Body weight	10LBS/lb

These aquatic predators are evil, cruel creatures—slow, but feared for their diseased bite and their fearlessness once they have seized prey. Giant morays have brown, mottled, thick, leathery skin, with lighter brown or yellow-brown spots on their dorsal surface. They have pronounced incisor teeth, and their unblinking eyes see to reveal their baneful nature. Both freshwater and saltwater versions exist, identical save for their chosen environment. Giant morays are very longlived, with some specimens believed to have survived for hundreds of years. Older individuals are larger than most; length is 6+1d6+1d8 feet, and for every foot in length above 8 feet the moray gains an additional hit point (so a 20-foot-long specimen has HD 5+12).



Combat:

Giant morays usually conceal themselves in fissures in reefs, beneath stones, in the sand of the sea bed, or in weeds, kelp, etc. They lunge forth to attack prey with their bite, and they will attack virtually anything, irrespective of its size or strength. A successful attack made with a score of +4 or better above the minimum number needed to hit, or a natural 20, means that the moray has gripped its prey firmly and locked its jaws into the wound, causing automatic damage thereafter (1d4+2). Normally, morays have steady morale (ML 8), but once a moray has locked its jaws in this way it is fearless (ML 12). Furthermore, even if the moray is killed the jaws remain locked in the wound and have to be cut away, or else the victim continues to bleed (though automatic damage is now reduced to 1d2 points per round). Cutting away the head of the moray in this manner requires one round of work with a dagger or knife, and the cutter must make a Dexterity check. Failure means that the knife or dagger slips and the unfortunate bitten victim suffers a further 1d4 points of damage from this accidental wounding. A lock-jawed moray bite causes a rotting disease (no saving throw). After 12+1d12 hours, the bitten body part becomes swollen and very sore (-2 to Dexterity due to swelling); it rots away within 1d4+4 days. A Cure Disease or heal spell can prevent or reverse the Dexterity loss and stop the rot. As a rule, giant morays use their tail lash attack only if they have locked jaws on a victim, when they employ it against secondary targets on their flank. A giant moray out of the water can employ its tail lash in addition to its bite attack, though not against the same target. Giant morays are very tough creatures, and if removed from water they can survive for 10+1d10 rounds before expiring from an inability to breathe.

Giant moray eels are immune to all forms of magic and disease and gain a +4 bonus to all magical attacks that have a primary effect of reducing strength (ray of enfeeblement, weakness, etc.).

Habitat/Society:

Giant moray eels are solitary creatures, though rarely several will share a stretch of reef, rocky outcrop, etc. They have almost no form of social organization, though each individual knows the extent of its territory and does not usually intrude on those of other morays. Morays do not cooperate in any form (in combat, etc.). Even mating between them can be hazardous, with males and females as likely to attack and eat each other as cooperate in the production of young. Young morays are born with 2 HD and are 3.5 feet in length; they gain 1 HD and 1/2 feet in length for every month of growth up to 5 HD. Thereafter the rate of growth slows, with the moray gaining an additional hit point and extra foot of length every decade. Few survive to adulthood, as immature morays have many enemies (including adult morays, who will consume younger ones, given the chance). But since the adult giant moray has few natural predators, their numbers tend to be relatively stable.

Ecology:

Giant morays are thoroughly unpleasant creatures and are feared by almost all intelligent aquatic creatures for their ferocity, fearlessness, and lack of discrimination (they will attack anything, even a kraken, if it gets close enough). However, they rarely move from their own small territory, preferring to wait for prey to come to them, which minimizes their dangerousness somewhat. In addition to being indiscriminate carnivores, they are also unfussy consumers of carrion of all kinds. Giant morays will gleefully gulp down all manner of detritus, no matter how rotten or diseased, and this habit explains their own ability to inflict disease with their bites. As scavengers they have a useful role in aquatic ecology, since they consume refuse and carrion which few other creatures would consider edible. The giant moray has few natural predators; only creatures of the size and strength of sharks, kraken, and the like prey on them. Treasure found in a moray lair will be incidental: anything dropped by victims of the eel.

Main Predator; Shark, Main Prey; any smaller than them.

Terror or Armorfish Fish (Dinychtis or Dunkleosteus species)

Fish, Normal	Dinychtis
Type	Prehistoric Animal
Climate/Terrain	Any deep
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Basic era	late Devonian
Diet	Carnivore
AL	N
NA	1d4
Size	H 25'long
ST	14
IN/WI	2
DX	14
CO	15
CH	3
Languages	0
Spellcaster Limits;	0
AC	7
AV	Head 6 body 3
HD	10
HP	10d8+2/HD
SW	210'(70')
THACO	11
Attacks	1 Bite
Damage	5d4
Special Attacks;	Swallow
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	6
XP	75
TT	nil
Body Weight	20cn/HP

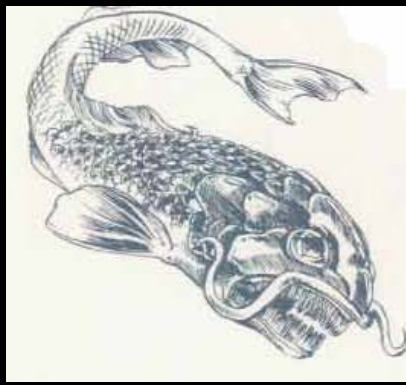


Dinychtis! The name—terrible fish—reveals that this fearsome creature is not actually a dinosaur but a huge primitive fish species of which the Dunkleosteus is the best known (others are similar). Its great mouth can swallow man-sized prey on a 20. Dunkleosteus is a prehistoric fish, one of the largest arthrodire placoderms ever to have lived. This carnivorous predator lived during the Late Devonian period, No other placoderms rival its size: it is considered to have been one of the fiercest marine predators. This hunter, measuring 20 ft and one ton if weight, was at the top of the food chain.

They first appeared in the Silurian, and the group became extinct during the transition from the Devonian to the Carboniferous, leaving no descendants.

The name—terrible fish—reveals that this fearsome creature is not actually a dinosaur but a huge primal fish. Its great mouth can swallow man-sized prey whole on a natural attack roll of 20.

Due to its heavily armoured nature Head and neck are covered by heavy bone plates while the body is covered by a strong supple thick skin., Dunkleosteus was likely a relatively slow (albeit powerful) swimmer. It is presumed to have dwelled in diverse zones of inshore waters, although it is unknown whether or not it was also somewhat pelagic, that is, swimming freely in open ocean.



Instead of teeth, Dunkleosteus possessed two pairs of sharp gnathal plates which formed a beak which can cut through any organic AV of less than 4 as if not existing. Dunkleosteus could also open its mouth in one-fiftieth of a second, which would have caused a powerful suction that pulled the prey into its mouth, a food-capture technique reinvented by many of the most advanced teleost fishes today.

The discovery of Dunkleosteus armor with unhealed bite marks strongly suggest that they cannibalized each other when the opportunity arose. Frequently, fossils of Dunkleosteus are found with boluses of fish bones, semi-digested and partially eaten remains of other fish. As a result, there are indications that it may have routinely regurgitated prey bones rather than digesting them. Some have suggested that placoderms such as Dunkleosteus were outcompeted by the smaller, swifter fishes, such as the early shark. However, others have pointed out that this assessment fails to take into account that predatory placoderms would have inhabited different ecological niches than the early sharks during the Devonian period

Dunkleosteus, like most other placoderms, may have also been among the first vertebrates to internalize egg fertilization, akin to the modern process of vivipary as seen in some modern sharks. The first recorded sexual dimorphism appeared in the middle-Devonian ptyctodontid placoderm Rhamphodopsis, which had external clasping organs on males that are strong indicators of intermittent sexual intercourse and internal fertilization. Claspers are modified structures at the base of the pelvic fins which transmit sperm directly inside the female. Females had wide pelvic basal plates. These creatures can be found to 600 feet depth. **Medium senses, Darkvision.**

Main Predator; Shark, Dragon, Fish Main Prey; Fish, Frogs and Toads

Ray fish

Manta Ray (*Manta birostris*)

Fish, Normal	Pungi Ray	Manta Ray
Type	Normal Animal	Normal Animal
Climate/Terrain	Ocean reefs	Ocean reefs
Frequency	Common	Common
Organization	School	School
Activity Cycle	Day	Night
Diet	Carnivore	Carnivore
AL	N	N
NA	1d3	0(1d3)
Size	M;3' to 4'	L; 12'
ST	9	9
IN/WI	2	2
DX	9	9
CO	9	9
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	7	6
AV	0	0
HD	4	4*
HP	4d8	4d8
SW	120'(40')	120'(40')
THACO	17	16
Attacks		1 Tail
Damage		1d8
Attacks		
Damage		
Special Attacks;	0	Paralysis
Special Defenses;	0	0
Immune to;	0	0
Extra Vulnerable to;	0	0
AM	0	0
Save as;	F2	F2
ML	6	7
XP	75	125
TT	nil	nil
Body Weight	10cn/hp	15cn/Hp

Manta rays (or in effect all ray fish) are aquatic creatures, flat fish whose bodies are shaped like broad wings or sails. They flap their "wings" to propel them through the water. When a Manta Ray lies in the sand on the ocean floor it is completely invisible. They prey upon shrimps, and fish hiding in the sand, or slugs and small octopi swimming around. They are themselves preyed upon by sharks and other larger predators.



If opponents attack its rear, it uses its stinger for 2d10 points of damage; victims must save vs. poison or be stunned for 2d4 rounds. Fish will always only be paralyzed, and not poisoned. They can't drown if paralyzed.

In summer many Manta Rays and Sting Rays congregate in roughly the same area for mating, this will last for the 5 days around the full moon of

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
P	30.000 sp	Paralysis 2d4 r	Manta Ray
Onset 1 round			
Not damaging poisons will always do their effect, even if saved.			

Fyrmont, and is located north of the Isle of Dread in the Sea of Dread. After this they return to their egg-laying and hunting areas spread over the world. They leave their egg sacks in the weed and plants, and the young are immediately active and self-sufficient. These creatures can be found to 300 feet depth.

Normal manta rays can grow to be 7' in width and 12' in length. The tail on the manta ray has many sharp poisonous spines that can paralyze its victim. They attack with this tail. When they lie in the sand on the ocean floor they are completely invisible.

Low senses, Tremorsense 30', Darkvision

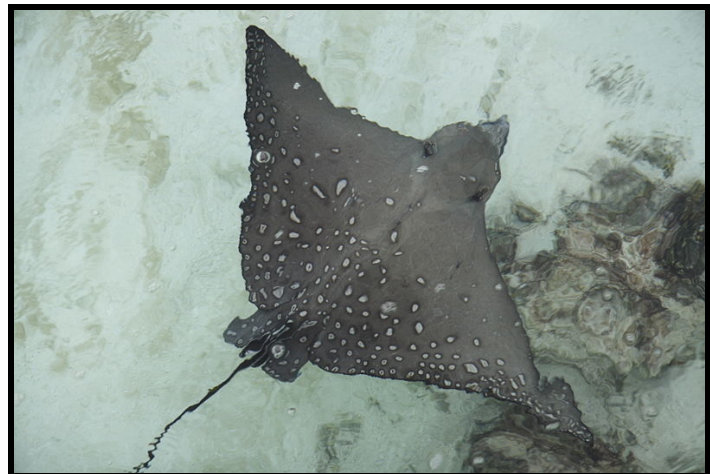
Main Predator; Shark, Dragon, Fish Main Prey Fish

Pungi, brown or eagle Ray (*Rajiformes species*)

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
P	30.000 sp	Paralysis 2d4 r	Manta Ray
Onset 1 round			
Not damaging poisons will always do their effect, even if saved.			

Yjese are small Manta Ray sub species living nearby shores, and often located on the shoreline, waiting in the wet sand to try to return to the waters. Any creature stepping on a Pungi must save vs. poison x or die. A footstep on a Pungi ray equals one attack; if a creature fell on a Pungi ray it would suffer 2-8 spinal attacks. If attacked, it swims away. These creatures can be found to 200 feet depth. Low senses, Tremorsense 30', Darkvision

Main Predator; Shark, Dragon, Fish Main Prey Fish



Giant Manta Ray: (*Manta birostris giganteum*)

Fish, Normal	Manta Ray, Giant	Sting Ray
Type	Normal Animal	Normal Animal
Climate/Terrain	Ocean reefs	Ocean reefs
Frequency	Rare	Common
Organization	School	School
Activity Cycle	Night	Day
Diet	Carnivore	Carnivore
AL	N	N
NA	0(1)	2d30
Size	H; 75'	M; 6'
ST	9	9
IN/WI	2	2
DX	9	9
CO	9	9
CH	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	6	7
AV	0	0
HD	10*	1
HP	10d8	1d8
SW	180'(60')	90'(30')
THACO	10	19
Attacks	1 Buffet	1 Tail
Damage	3d4	1d3
Attacks	1 Tail	
Damage	2d10	
Special Attacks;	Paralysis	Poison
Special Defenses;	0	0
Immune to;	0	0
Extra Vulnerable to;	0	0
AM	0	0
Save as;	F5	NM
ML	7	5
XP	1600	13
TT	V	nil
Body Weight	50cn/jp	10cn/hp



Giant manta rays can be up to about 40' in width and 75' in length. Beside the poisonous tail, they can also buffet (ram) a creature for 3d4 points of damage. They feed from the ocean floor and sometimes swallow treasure that has settled there. If the giant manta's attack roll is 2 or more greater than the number needed to hit, it swallows its prey. A Giant Manta Ray can swallow one man-sized creature or three small-sized creatures. Treasure may often be found inside the creature, because it feeds on the ocean floor. These creatures can be found to

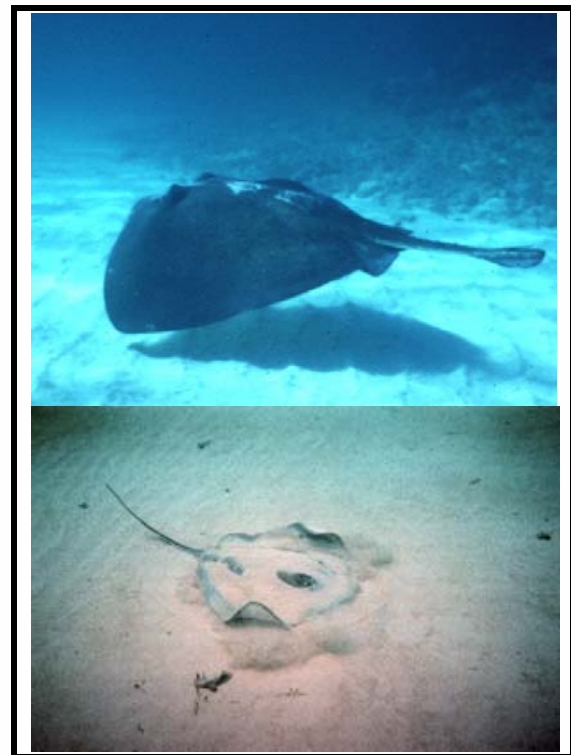
600 feet depth. Low senses, Tremorsense 30', Darkvision
Main Predator; Shark, Dragon, Fish Main Prey Fish

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
P	30,000 sp	Paralysis 2d4 r	Manta Ray
Onset 1 round			
Not damaging poisons will always do their effect, even if saved.			

Sting Ray (*Dasyatidae* species)

Sting Rays are beautiful colored smaller Manta Rays, literally "flying" through the waters. They swim in the upper layers of the water instead of the lower. Here they prey upon krill, small fish and enjoy the warmer water. If a creature steps on a sting ray, it lashes out with its tail spine. The creature must save vs. poison or be paralyzed for 5d4 turns. These creatures can be found to 60 feet depth. Low senses, Tremorsense 30', Darkvision
Main Predator; Shark, Dragon, Fish Main Prey Fish

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
P	30,000 sp	Paralysis 5d4 r	Manta Ray
Onset 1 round			
Not damaging poisons will always do their effect, even if saved.			



Ray, Forest (*Manta sylvestris*)

Fish, Normal	Forest Ray			
Type	Magical Animal			
Climate/Terrain	any forest Savage Coast only			
Frequency	Rare			
Organization	solitary			
Activity Cycle	any forest			
Diet	Carnivore			
AL	N			
NA	0(1)			
Size/Wingspan	G; 16'	G; 18'	G; 119'	G; 20'
ST	9			
IN/WI	2			
DX	9			
CO	9			
CH	9			
Languages	0			
Spellcaster Limits;	0			
AC	6			
AV	0			
HD	8*	9*	10*	11*
HP	8d8	9d8	10d8	11d8
FL	180'(60')			
	MF 1/3 B			
THACO	12	11	10	9
Attacks	1 bite			
Damage	3d4			
Attacks	1 sting			
Damage	2d10			
Special Attacks;	Stun Swallow			
Special Defenses;	0			
Immune to;	0			
Extra Vulnerable to;	0			
AM	0			
Save as;	F4	F4	F5	F5
ML	7			
XP	1200	1600	1750	1900
TT	V			
Body Weight	2750 LBS	2900 LBS	3000 LBS	3100 LBS



The forest ray, also known as the "forest devil," is a dark green creature that looks like a flying manta-ray. This creature is created by the devilfish to harass the upperworld (it flies like a bird but has

lift due to Tiusium gas). The creature, however, got lost in the forest near the coast where they were released to attack the humans there, what the devilfish did not expect. The creature never escaped the forests and soon adapted to it, and now can't leave it anymore. They live in forests, jungles, or other areas of heavy undergrowth, such as the forested areas of the Orc's Head Peninsula and Herath. These clumsy fliers can fly no higher than the treetops, but they can turn sideways to fly between the trees. A forest ray can weigh as much as 3,000 pounds. Its eyes are on the upper surface of its body. The underbelly has a mouth and a second set of eyes. The upper surface is dark and mottled to match the forest floor, but its underbelly is colored to match the sky and the treetops. The forest ray can change its color to provide better camouflage, but this change takes several days to complete. Their pectoral fins are huge, which gives them a batlike appearance, and they use their short tails as a rudder.

The Red Curse:

A forest ray has a 25% chance of having a Legacy. They typically have Legacies, such as Duplicate or Regenerate. Forest rays do not require *cinnabryl*. due their magical background.

Combat:

Forest rays bury themselves and wait for victims to arrive. This gives them a +2 bonus to surprise opponents. The forest ray has a giant maw that can totally engulf any creature man-sized or smaller in a single bite. If the ray's attack roll succeeds by more than 2 (e.g., it rolls a 16 or better when it needed to roll only a 14), then it swallows its prey. Swallowed creatures die at the end of six rounds. Any creature swallowed can attack from inside the ray with a dagger or a short sword at a -4 attack penalty; the ray's AC remains the same. The forest ray's stomach may contain treasure, indigestible remnants of its past victims. Alternatively, the forest devil can attack with its stinger. If the stinger successfully strikes, the victim suffers 2d10 points of damage and must make a successful saving throw vs. paralysis or be stunned for 2d4 rounds.

Habitat/Society:

Forest rays are solitary predators and have no society. They gather only to mate. A forest ray typically ranges over an area of several square miles. It is an opportunistic feeder, so it seldom actively hunts. A forest ray needs surprisingly little food. It has a slow metabolism and goes into a state of hibernation when it has buried itself to wait for prey.

Ecology:

Unlike its cousin the manta ray, the *forest devil* has sharp, pointed teeth suitable to a carnivore. The forest ray is a fearsome predator. Even jaguars and other large predators avoid it. The skin of a forest ray can be cured into a very fine and supple leather. This leather is useful in the manufacture of various magical cloaks and can also be used to make superior book covers. Low senses, infravision 60'.

Devilfish Cleric (Manta Ixachitl sacerdos)

Fish, Normal	Devilfish Cleric								Devilfish Vampire*								
Type	Normal Animal enchanted								Undead Animal enchanted								
Climate/Terrain	Any ocean																
Frequency	rare																
Organization	group																
Activity Cycle	Any																
Diet	Carnivore, Scavenger								also Hemovore								
AL	CE																
NA	1-20(20-120)																
Size/Wingspan	4/6'	5/7'	6/8'	7/9'	8/10'	8/11'									9/12'		
SI	8																
IN	9																
WI	12																
DX	10																
CO	12																
CH	7																
Languages	Own, Sharkin																
Spellcaster Limits;	Cleric to 16th level and 6th level clerical spells																
AC	6																
AV	0																
HD	1	1+3*	2*	2+3*	3*	3+3*	4**	4+3**	5****	5+3****	6*****						
HP	1d8	1d8+3	2d8	2d8+3	3d8	3d8+3	4d8	4d8+3	5d8	5d8+3	6d8						
Level	1	2	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16
Title	Acolyte	Adept	Priest	Vicar	Curate	Elder	Bishop	Lama	Patriarch	Matriarch							
FL	120/40'			150/50'				180/60'									
MF	1/3 B																
THACO	19	18	17	16	15	14	13										
Attacks	1 Tail sting																
Damage	1				1d3				1d4								
Attacks	1 Bite																
Damage	1				1d3				1d6								
Special Attacks;	Clerical Spellcasting																
Drained victim becomes	Control Devilfish Warriors								Double Energy Drain								
									Ghoul		Wight						
									Charm Person								
									Summon Devilfish								
Level 1		1	2	2	2	2	3	3	3	4	4	4	5	5	6	6	7
Level 2				1	2	2	2	3	3	4	4	4	5	5	5	6	6
Level 3						1	2	2	3	3	3	4	4	5	5	5	5
Level 4								1	2	2	3	3	3	3	3	4	4
Level 5										1	2	2	2	3	3	4	4
Level 6												1	2	2	3	3	3
Control Undead HD limit									18	20	20	22	24	26	28	30	32
Max HD limit									5	5	5	6	6	7	7	8	8
Skeleton (1HD)									C		C						
Zombie (2HD)									3		C						
Ghoul (3HD)									5		C						
Wight (3HD)									7		3						
Wraith (4HD)									9		5						
Mummy (5HD)									11		7						
Spectre (6HD)											11						
(Devilfish) Vampire (6HD)											11						
Special Defenses;	0								Regenerate 3/r								
Immune to;	deepsea pressure								Nonmagical weapons								
	0								Charm, Hold, Sleep								
Extra Vulnerable to;	0								Sunlight								
	0								Holy Water 2d4								
	0								Mirrors, Garlic, Silver Weapons								
	0								Turn Undead								
AM	0																
Save as;	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C10	C11	C12	C13	C14	C15	C16
ML	8																
XP	10	19	25	35	50	100	175	275	675	1100	1400						
TT	Ax2 +F/20 devilfish																
Body Weight LBS	160	170	180	200	220	240	260	280	150								

Physical description

Devilfish, also called by their scientific name Ixachitl, are a race of intelligent, aquatic beings that resembling Dark Brown, Black or Grey (sometimes mottled) manta rays in shape, size and appearance with barbed tails. As mantarays their lowerside is lighter in color, more resembling the color of the above watersurface, like somewhat camouflage. They have an evil disposition and worship evil powers; they love to hunt marine humanoids, and then sacrifice or devour their catch.

The word Ixachitl is both singular and plural; it is properly pronounced ish-it-shach-itl, though many refer to them as icks-it-zach-it-ul or even icks-it-zuh-chit-ul. It is derived from the oldest picture found of these creatures, in an ancient Azcan temple where they were first described. It seems that these creatures existed already around 2500BC, and could probably be a creational byproduct of the Great Rains of Fire in 3000BC.

Although they are very seldom encountered by humans and humanoids who travel in or on the seas, the Devilfish are a numerous race and rule large areas of the coastal salt waters of our world, relying on their aggressive nature and their magical powers to build an undersea empire of sorts. Devilfish are carnivorous and prey on all marine life that they can kill and devour, this even extending at times (when they attack in huge hunting packs) to giant octopi, whales, and—on at least one documented occasion—a dragon turtle, or a Kraken. The creatures range far from their lairs in search of food, and often battle Sharkin, Merrow, and especially Tritons. The superior organization and tactics of these opponents have earned them victory over the Devilfish often enough to keep these magically endowed rays from destroying all resistance and mastering the oceans. But, at the same time, the Devilfish have certainly made their presence felt; in some areas of our world, they have all but eradicated aquatic elves in warm seas, and the tritons have largely found it easier to make their abodes in deeper waters, and only venture in armed bands into shallower areas as a result of Devilfish activities therein. Because of the enmity between the different Immortals, intelligent marine undead will not aid—and sometimes will actively oppose—the rays.

Devilfish are a constant threat in the Sunlit sea (or any warm sea actually). They attack without warning, waylaying travellers and raiding settlements and the temporary camps of nomadic groups. They are the kind of enemy that appears often, either as a wandering monster or as part of a scenario (DM!!).

Devilfish groups are often encountered by land dwellers. These groups contain mostly devilfish clerics, but devilfish warriors also exist. Contrary to popular opinion, devilfish can be encountered in groups of less than 20 members. The larger groups known to land-based sages are the only ones that venture close to the surface of the sea. Smaller groups of devilfish can frequently be found swimming in the deeper reaches of the sea and invading the waters of the sunlit sea.

The "Devil rays" or Devilfish. (as they are sometimes called) all appear externally identical to other creatures, but Devilfish can apparently distinguish sexes and individuals readily at a distance. Each creature mates once a year, at varying times (there are no "seasons" as we know them beneath the surface of the tropical seas). The process is initiated by a female, which chooses, sometimes aggressively, a male partner. By this method, some sages argue, the females deliberately attempt to breed to improve the race. The life cycle of Devilfish is still poorly understood, but can be summarized as follows: Six months after mating, a female gives birth to a single young, of 1-1 HD. It is born in full control of its physical faculties, but does not acquire spell ability until reaching adult size in 1-3 months thereafter. The speed with which it grows to maturity depends upon available food; a young Devilfish in a relatively small colony with an adequate food supply will mature (1+1 or 2+2 HD and full powers) in 1 month. Increases in spell capability and hit dice, for those rare individuals able to attain them, come at the rate of 1 level of spell use every six months and/or 1 hit die every year thereafter, so that it takes an additional three years for a leader type to reach full maturity. Most Devilfish live for 30 years or so, but some are known to have lived for 10 times that long. Certain Devilfish continue to grow in strength and power upon becoming adults.

Two kind of devilfish exists; warriors and clerics. Only devilfish clerics can exist comfortably in depths of 50' or less, but characters should find this out only through experience. Devilfish warriors will never enter shallow waters, even when in pursuit of their prey, except at night and in battle rage. Devilfish Vampires exists also, but as seen in the biological sense they are still the Devilfish Cleric, though especially enhanced by Vampirism.

Senses

All devilfish can see in total darkness (**darkvision**), but only to a range of 30'. Using their ability to smell/taste the surrounding waters, the devilfish can detect other creatures up to 90' away. Devilfish are capable of affecting creatures which can be hit only by +1 or greater magical weapons. In a manner similar to the way that sharks do, Devilfish can sense vibrations for great distances underwater, by means of receptors on their backs and tails. the shock waves of explosions, for instance, they can "hear" from miles away. They can smell blood, lamp oil, or other foreign substances released into the water at up to 400' distant from the source, depending upon water currents. The normal, color-sensitive vision of an Devilfish extends to the limit of comparable (average) humanvision in the same circumstances, being governed by water conditions, in pitch darkness, or the murk of disturbed sediments, visibility can be reduced to zero, and it can range up to half a mile or more in clear, calm water lit by a bright sun.

They have a form of speech by which they can communicate openly with one another, and with some Sharkin that have learned at least the rudiments of their strange tongue, and those Devilfish with access to the proper spells can also communicate magically with other creatures. Devilfish have a second form of language that they use among themselves (and with some other marine creatures, such as Sharkin), which is best described as "Touch-telepathy". This is a form of limited mental exchange possible only between creatures the Devilfish are actually touching, usually with their tails. Groups of Devilfish sometimes swim in "stacks", fins beating in unison, one atop another, belly to back. This is believed to be a form of this mental communication (transmitting emotions or general thoughts), and not mating or courting behavior.



Devilfish gain spell bonuses for wisdom just as clerical spell-casters of other races do, and can use any magic items not specifically prohibited to clerics that can be worn and operated without hands. Most such items either have, or can be modified to operate through, mental commands rather than audible command words. An opponent using ESP could learn such commands from the mind of an Devilfish while the commands were actually being made, but not at any other time, since the commands would not then be part of the conscious surface thoughts of the creature.

Note also that Devilfish can employ their clerical spell powers without components of any sort (although verbal and/or somatic components may well be part of some rituals); these spell powers are considered innate once they are bestowed, and do not need to be triggered by an external object or force. However, "innate" does not mean unlimited; as with normal clerics, Devilfish can use each of their spells no more frequently than once per day.



Combat:

Sometimes Devilfish burrow into bottom-sand, leaving only their eyes uncovered, to escape dangerous foes; but more often they do this to lie in wait for speedy prey, which they then ambush. The creatures are not very stealthy, and this tactic gives them normal chances to surprise their prey. In battle, Devilfish swoop rapidly at opponents from opposing directions and levels, seeking to confuse prey by striking at it from two or more sides at once. In this maneuver, they are often led by any Devilfish present of the so-called "Vampire" variety, which are envied and personally powerful war leaders and influential individuals in Devilfish society.

If an attacking Devilfish employs a touch-effect spell (such as cause light wounds), the spell will only take effect if a normal bite attack succeeds. If the bite attack does not hit, the cause wounds spell (or whatever) is not dissipated and remains "stored up" until a hit is scored. Once an Devilfish has decided to use such a spell, its effects will be felt by the first eligible victim; the creature cannot withhold the spell when it does score a hit, with the intent of using it against a different target in a later attack.

These powerful spell-users typically swoop together with two or more other Devilfish, so that the target will find it difficult to escape their attacks.

Outside their lairs, they are mostly found in wandering groups of 20 or more, but there is no minimum number of devilfish that may be encountered. It is nearly impossible for characters to tell which devilfish in a group are casting spells; thus, if the PCs defeat the entire group, they get the experience for Entire group. This standard group is 15 acolytes + 1 priest + 1 curate + 1 bishop + 1 patriarch + 1 matriarch = 3000 xp for the entire group.

Devilfish of 5 or more Hit Dice have the abilities of vampires as well, as being induced with vampirism. Only the female Devilfish matriarchs can have 10th to 16th level spell ability. All have 6 Hit Dice, with one asterisk for each two levels of spells used (round down), plus one asterisk for normal-weapon immunity and one for other vampiric abilities. They cannot gain seventh level spells. The most powerful Devilfish (which are the social leaders of Devilfish society) hang back until the single most powerful opponents are identified, whereupon they attack with spells.

Devilfish cannot function or survive in a waterless environment. As with other aquatic creatures, they can be effectively kept at bay by an airy water spell or similar magic. Except under the special conditions (DM!!), they cannot hit characters or creatures able to be struck only by magic weapons.

Weaknesses of Devilfish:

Despite the great powers which Devilfish obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not

approach it. The odor of garlic repels a Devilfish; the creature must make a successful saving throw vs. poison or stay at least 10 feet away from the garlic during that round. Garlic will prevent the creature from attacking or entering the area. Luckily for the creature this plant does not exist normally under water and will spoil in 3 days if brought under water. Most even don't know of its existence and power over Devilfish

Further, they will recoil from the face of a mirror (A vampire casts no reflection and avoids mirrors.) or lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the Devilfish in any way nor drive it off, it can still move to attack from another direction. Mirrors and holy symbols force the Devilfish to find some means of removing the offending object before it can be bypassed.

In most cases, the Devilfish will seek to overcome these hazards with the aid of its minions. For example, a charmed person might be called upon to attack someone who is holding the Devilfish at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the Devilfish regardless of the Devilfish's original religious background.

Devilfish which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

Just as Devilfish can be kept at bay, so too can they be slain by those who have the knowledge to do so. If a Devilfish is exposed to direct sunlight, the creature must make a saving throw vs. death ray each round or disintegrate—a clouded sky gives no damaging sunlight, and this power loses its strength with the depth of water (imposing a bonus to the save of +1 for each 10' depth at day. A continual light spell will not disintegrate a Devilfish. Any Devilfish which is exposed to direct sunlight is instantly rendered powerless. Last, a Devilfish can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the Devilfish. In order for it to be completely destroyed, the vampire's head must be cut off.

In addition to its aversion to items like garlic and holy symbols, the Devilfish acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an "invitation" to all.

Once a Devilfish has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the Devilfish's gaze to charm a servant or other inhabitant. Devilfish matriarchs can have 10th to 16th level spell ability. All have 6 Hit Dice, with one asterisk for each two levels of spells used, plus one asterisk for normal-weapon immunity and one for other vampiric abilities. They cannot gain 7th level spells. It is nearly impossible for characters to tell which devilfish in a group are casting spells; thus, if the PCs defeat the entire group, they get the experience listed in the table as "Entire group."

Habitat/society:

These have a complex civilisation on the floor of the Sea of Dread. They are found in the Sunlit sea and the Sea of dread mostly, but the seas off the coast of the Azcan lands in the Hollow world would be a perfect place for them, given their Ancient Azcan name. The Dread Sea Devilfish have not yet taken a significant role in the politics of the region, but they have the capability and probably will do so in the years to come. In addition to their major settlements in the Sea of Dread, they have been spotted as far as in the Norwold .

Though they are occasionally encountered in rivers, Devilfish preferably live in the ocean depths. They usually have a community of 20-120 individuals. Devilfish infest old abandoned ruins and sunken vessels or just in the depths of the sea they lair in deep cracks in the ocean floor. Undead creatures are used by the devilfish to guard their lairs. Normal fish are turned to ghoul fish by vampiric clerics. A community usually has 20-200 Undead to do heavy labor for them, such as carving corridors. The community's entrance is preferably hidden. Large communities that have strong leaders, like a greater vampiric Devilfish, are sometimes built on the ocean floor. These large cities hold pyramids and other buildings which serve as lairs for small groups of the creatures. Rumors tell of Devilfish cities with populations in the thousands. The strongest Devilfish in the community leads its religious hierarchy, which controls the lives of the populace.

Once they've become established in an area, Devilfish wage war against other intelligent creatures that trespass. Those that they capture are used as food or undead slaves, and undead slaves can outnumber Devilfish two-to-one in large settlements.

Potential leaders that are deemed unsatisfactory, by whatever standards the Devilfish use (perhaps disrespect or disloyalty for Saaskas is a factor), are set upon by the group and slain before they have a chance to force themselves into positions of influence and power. This "weeding-out" process that destroys many of these special Devilfish helps to explain why the creatures have not risen to a position of absolute domination of the seas. At the same time, this process seems to help insure the unity of purpose that binds the members of an Devilfish colony together and keeps them, as a group, strongly loyal to their Immortal. All Devilfish Clerics have an appreciation (partly inborn, partly learned) for their race's allegiance to Saaskas. Each of them which has at least the spell ability of a 1st level cleric, gives Saaskas full credit for endowing them with this special power. Their actions will be governed by Saaskas's wishes and orders, or what the Devilfish believe these to be. They are oblivious to fear (of the non-magical sort) and fanatical, but not personally foolhardy. Those that attain higher levels of spell ability prefer to let lesser Devilfish do the dirty work . and perish, should matters come to that . instead of themselves. These special types will always .run away to fight another day, rather than impetuously put their lives on the line, and they often pass grudges on to young members of a colony, so that certain individuals, heraldic devices, and types of creatures will be recognized and attacked with particular savagery, or pursued tirelessly, by encountered Devilfish

Ecology:

Devilfish have no natural predators, though they have many enemies, ranging from Shark-kin, Merrow, Nixies, Sea Giants, Kna, Kopru, Aquatic Elves to Humans. They are vicious predators who prey on almost any living creature; they often over hunt a region, eliminating all life forms, forcing the Devilfish to find new hunting grounds.

They are fearless in behavior (but not reckless or imprudent), cunning in battle, and prone to collect treasure of all sorts, to bargain with and in hopes of finding items of magic, which the leaders take possession of. They value most highly those magic items which they can employ; Devilfish have been seen wearing rings on their tails and wielding rods, staves, and the like that they hold in their clenched jaws. If they come across items of magic that they cannot themselves use, they will hide them away, to keep them from the grasp of other creatures and possibly to use as a bargaining tool. Sometimes Devilfish will cooperate with other aquatic creatures such as sea hags, or even sahuagin or locathah, for mutual gain, and have been known to hire or train creatures (such as sea lions) to work for them. Sharks can seldom be thus used by their cousins the ixitxachitl, for Sharkin have long employed sharks in their battles against the rays, and sharks seem to have acquired a dislike for the "Dark rays", or perhaps they merely recall Devilfish flesh as tasty.



Devilfish religion

The devilfish worship beings from the Sphere of Entropy. They seek to pervert the other creatures of the sea to their diabolical aims, or failing that, to destroy them. In the depths of the seas and oceans of the world, their vampiric clerics sacrifice many who fall into their clutches. Others they drain of their life energies, turning them into Ghouls or Wights.

Vampiric devilfish never create other vampires, except among their own kind. Once a devilfish cleric has proved himself, it is transformed during a diabolical ceremony into a devilfish vampire.

The devilfish are fanatical in their devotion. The appearance of Saaskas the hissing demon has convinced them that they are the chosen people of the depth. Their mission is to bring death to all they find. Corpses are either eaten or turned into Zombies, or Skeletons by the clerics, or into Ghouls or Wights by the vampire clerics.

Devilfish use "evil clerical spells". Following is a suggested list of spells from which to choose, including some which are reversed forms of "good" spells:

- 1st level Cause fear Cause Light Wounds Find traps. Curse Darkness Detect good Detect magic Prot. from good Putrefy food & drink
- 2nd level Chant Hold person Silence 15. r. Speak w/animals Spiritual hammer
- 3rd level Animate dead Bestow curse Cause blindness Cause disease Continual darkness Dispel magic
- 4th level Cause s. w. Poison Prot. f. good 10. r. Tongues

Saasskas the Destroyer

(Hissing Demon, Alignment: Chaotic evil)

The depths of the sea contain many things that man was not meant to know. One of these malignant entities is Saasskas the Destroyer, a demonic Immortal from the Sphere of Entropy .

Saasskas began her mortal life as one of the more ruthless devilfish of the seas of the south. After having guided legions of her like to raid and depredate the other underwater races for decades, succeeding finally to become a vampire (ixitxachitl) thanks to a pact with Demogorgon, and from that moment dedicated herself to the achievement of true Immortality, an goal she realised around 24th century BC, after having sacrificed thousands of tritons on the altars situated in the oceanic depths of the Izondian Deep and made an entire triton population to migrate in fear of the terror.

After a pair of centuries spent operating in the outer planes advancing the plans of Entropy, Saasskas returned to Mystara and saw that her natural enemies, the tritons, were surviving in the Sunlit Sea and had founded Undersea. She therefore appeared before her followers and exhorted them to undertake an evil unholy crusade against the tritons of the Sunlit Sea, guiding their actions from the shadows.

All the devilfish attacks which have taken place in Undersea have occurred as a result of her commands. To avoid intervention by other Immortals, Saasskas has not made her presence known to the tritons; rather, she uses her followers to accomplish her ends. Saasskas prefers to corrupt any who venture into her dark realm, using them to further her aims. The devilfish are firmly under her control and she occasionally appears to them as a devilfish of huge size. Totally in awe of her powers, the devilfish carry out her every wish. As an Immortal, Saasskas takes a long-term view. As far as she is concerned the ultimate destruction of Undersea is inevitable. She can afford to take her time, and revel in its slow destruction. Her plan is to spread dissent among the races of the sea and to set them against one another.

She also subjugated some Taymorani priests inducing them to follow the entropic cause and harass her enemies. She raises the dead of the sea as her soldiers in her war. Following the terrible natural catastrophe that sank the region in which lived the Taymorans in the Sea of Dread, Saasskas then appropriated many of the cadavers of the Taymorans and reanimated them as Zombies and Velya under her orders, spreading them throughout the Sea of Dread. Thousands of drowned sailors and the bones of the ancient Taymorans wait for the day that she will send them against the sea-peoples in a wave of unstoppable undeath.

Today Saasskas controls many hordes of undead, devilfish and pirates scattered throughout the Sea of Dread, where she is also known under the name of Panzuriel by her humanoid followers.

Read Further about Saasskas; The immortals.

Devilfish and Undead

Devilfish, for their part, devour such prey whenever it can be found, and so the intelligent undead largely avoid Devilfish. Those rays with especially powerful cleric abilities can raise additional "recruits" for their armies by use of the animate dead spell. Any Devilfish with the spell ability of a 5th level cleric (or higher) can use animate dead and will prefer to do so upon creatures of any type. Devilfish do not have skeletons like humans, humanoids, and other higher vertebrates do; their bones are unconnected pieces of cartilage that cannot be animated like a human skeleton can be. The bodies of dead Devilfish can be animated as zombies, however; these creatures have AC 7, MV 6., 2 HD, and the normal 3d4 bite damage. These zombies do not have cleric spell ability and cannot employ magic items or take independent action of any sort; their principal function is to add numbers to an Devilfish attacking force. As specified in the animate dead spell description, these zombies are subject to the commands of the Devilfish that cast the spell . Devilfish zombies can be turned or destroyed by other clerics as usual.

Devilfish Vampire (Manta Ixachitl sacerdos-vampiros)

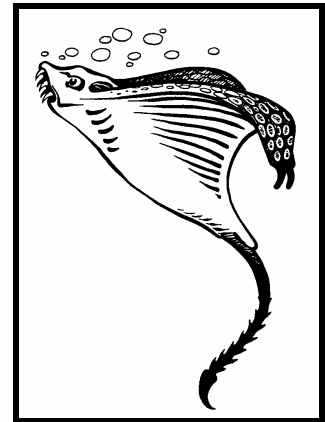
Vampiric Devilfish are more feared by other creatures than even the most powerful of the non-vampiric Devilfish leaders, because of their lethal bite which saps a victim's very life force, and because of their ability to heal wounds that they suffer.

Devilfish vampires are unaffected by sleep, charm and Hold spells or abilities, and can only be hit by silver or magical weapons. (or holy items, as vampires), but can be turned by a cleric, like regular vampires. Unlike vampires, they can't change shape.

They regenerate 3 hp/r, starting as soon as it is damaged. If a devilfish vampire is reduced to 0 hp it stops regenerating, and dies, and changes to a black bubbly cloud of smoke, slowly (20'/r) rising to the surface.

The creatures gaze can charm. Any victim who meets the gaze must make a saving throw vs. spells to avoid the charm, but with a -2 penalty to the roll.

A devilfish vampire, can attack by touch. The touch of a Devilfish vampire inflicts mostly a double energy drain (removing 2 levels of experience in addition to damage).



DM!! If you don't like the idea of a multitude creatures with draining capabilities, read the following information carefully.

Some devilfish may have their drain ability reduced to a less devastating effect, due to the chaotic strain in their bodies. The drain causes often only a temporary reduction in level lasting for 3d6 turns, or it may cause paralysis unless a successful saving throw vs. paralysis is made. Other possibilities include letting the attack influct the same effects as a slow spell, or reducing the victim's hit rolls by 2 per attack, with the effects lasting 3d6 turns, or the victim is afflicted as though feebleminded (negated by a saving throw vs. Spells). You as DM take control of this, but keep in mind that when this happens, you must also increasing their damage to 1d6/1d8 to compensate for their no longer being able to use their energy drain power, to keep the creature in balance.

The devilfish vampire may summon only 2d4 devilfish, be it devilfish warriors or clerics), which will come to its aid if they are within 300 yards (300 feet inside). This is not the same as controlling Devilfish warriors, which is an additional devilfish ability and not solely for devilfish vampires.

They are held at bay by a strongly presented Holy Symbol, and woul normally be damaged by Holy Water, were it not that this would be instantly diluted in the sea water without any effect to the Devilfish. They also habe no reflection in mirrors, and can't (seemingly won't) enter a occupied residence (House, barrow, etc.) without being invited by any residence inside.

Any demi-Human-oid character slain by a devilfish vampire with draining does not become a vampire or a devilfish, but becomes a normal ghoul or wight. Fish fully drained can only become Ghoulfish.

They can control undead like a normal vampire. It may thus control a number of undead whose total hit dice are less than or equal to twice it's own Level, and no more HD than half its own.(see table). Read also the chapter Undead Lieges and Pawns in the Chapter Undead. It must roll a 2d6 for each undead attempting to control within its limits. If the Roll is greater than or equal to the number as in the table it will control that Undead. Undead under the control of another are rolled on 2d6-4 to determine control. A C on the table is automatic control up to the Maximum number of HD and highest HD. If an undead creates another of the same type by slaying a living creature, the new undead is automatically a pawn of the slayer if the slayer wants it to be. As this are the Ghouls and Wights that can be created by the Devilfish vampires. This may force the creator to release other existing pawns; if so, the pawns with the highest Hit Dice are released first. An undead would be wise to release a less-important pawn before the new pawn rises as an undead monster; that way, he can keep the pawns he wants. If an undead can call or summon others, those responding are automatically its pawns unless the new Hit Dice total would exceed the limits given above, or unless the liege allows them to retain free will.



A liege is telepathically linked to its pawns and can see and hear through them whenever it chooses. This communication is at will and need not be continuous. Control of a pawn is total, even to the point that it will obey suicidal orders: pawns obey without hesitation. The maximum range of control is 24 miles (one outdoor map hex) per Hit Die of the liege.

If a pawn fails a morale check and flees from combat, the liege may stop the pawn and force it back into melee. This can be the only action the liege takes during that melee round. The pawn will miss at least one full round of attacks. A liege can create a chain of control by instructing its pawns to become lieges too. For example, a spectre could control up to 12 wights, who could each control up to six skeletons. Direct communication and control does not extend through a chain of control, but only to a liege's personal pawns. Any liege may coordinate the attacks of its pawns in a well-organized fashion. A liege at the top of a chain of control that consists of ten or more undead (counting the entire chain) may be considered the Leader of an undead army.

When a character tries to turn pawns, the attempt is checked as if against the liege. If the attempt fails, the pawns are completely unaffected, even if they would normally be turned or destroyed by the result. If the turn succeeds, the control link is broken, but there is no other effect. A second attempt at turning the same group must be made for the former pawns to be turned with normal chances and results.

At moonrise on the night of the full moon, all pawns are freed of control and cannot be controlled again until the following dawn. Thus, the maximum continuous duration of undead control is about four weeks. Any liege may release control of its pawns at any time, and often will do so, and retake control when the moon goes under again. It is not possible for any liege to have control over undead during the full moon.

Thus, the maximum continuous duration of undead control is about four weeks. Any liege may release control of its pawns at any time, and often will do so, and retake control when the moon goes under again. It is not possible for any liege to have control over undead during the full moon.

Creation:

The devilfish have a bloodline of vampires of their own, which includes all of the elder devilfish. This bloodline was created by Saasskas, the Immortal patroness of the devilfish race, who was a vampire itself, having been infected by a Velya since;500BC.

Devilfish Warrior (Manta Ixacachitl bellator)

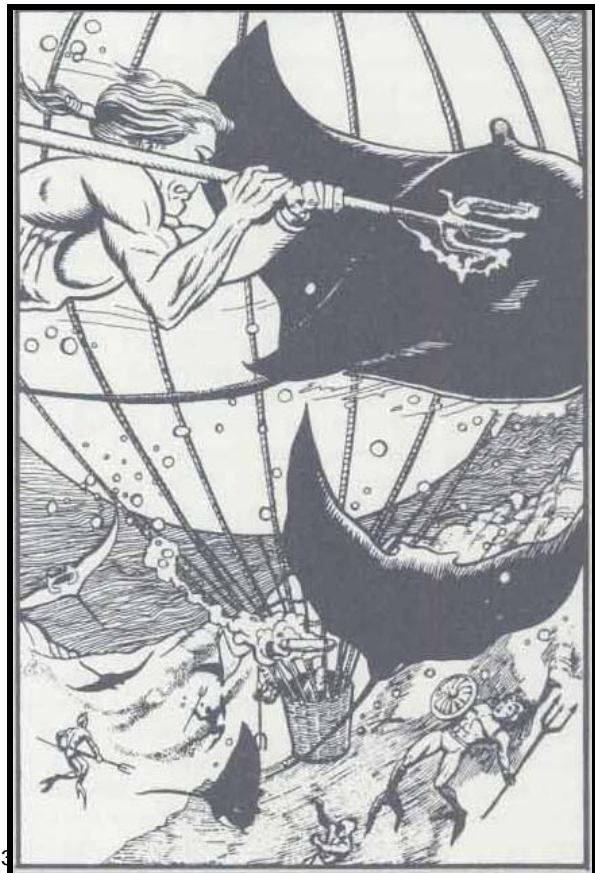
Fish, Normal		Devilfish warrior									
Type		Normal Animal									
Climate/Terrain		Any (warm) ocean									
Frequency		rare									
Organization		Tribe									
Activity Cycle		Any									
Diet		Carnivore									
AL		CE									
NA		1-20(20-120)									
Size/Wingspan		3/5	4/6	5/7	6/8	7/9	8/10	8/11			
ST		8									
IN		7-15									
WI		9									
DX		10									
CO		11									
CH		7									
Languages		Own, Sharkin									
Spellcaster Limits;		0									
AC		5	4	3	2	1	0				
AV		0									
HD		1	2	3	4	5	6	7	8	9	
HP		1d8	2d8	3d8	4d8	5d8	6d8	7d8	8d8	9d8	
FL		120/40'	150/50'	180/60'	210/70'	240/80'					
MF		1/3 B									
THACO		19	18	17	16	15	14	13	12	11	
Attacks		1 Tail sting									
Damage		1d4	1d6	1d8	1d10	1d12					
Attacks		1 Bite									
Damage		1d6	1d8	1d10	1d12	2d8					
Special Attacks;		Feeding Frenzy-Battle Rage									
Control Rating		2	4	6	8	10	12	14	16	18	
Special Defenses;		0									
Immune to;		deep sea pressure									
Extra Vulnerable to;		Sunlight									
AM		0									
Save as;		F1	F2	F3	F4	F5	F6	F7	F8	F9	
ML		12									
XP		10	20	35	75	175	275	450	650	900	
TT		Ax2 +F/20 devilfish									
Body Weight LBS		150	160	171	180	190	200	220	240	260	

Devilfish warriors are bred by the Devilfish Vampires during their transition to Vampirism. During this ritual, hundreds of eggs from one devilfish cleric are fertilized by specifically chosen strong devilfish male clerics or even Vampires, and then bred and trained to fight and die in the glory of their species. They are similar in appearance to normal devilfish, but they are slightly larger and their tails are covered in stinging barbs. Their mouth are filled with razorsharp teeth. Warriors are darker in color than normal devilfish, and can easily be mistaken for manta rays from a distance of 50' or more. Like devilfish clerics, some warriors are larger and more powerful than others, possessing more HD and inflicting greater amounts of damage.

Control Ratings

Fiercely independent, Devilfish warriors cannot be subdued and will fight to the death if not stunned or otherwise immobilized. Devilfish warriors are fanatical and will gladly die for their Religion (Saaskass the Destroyer (500BC+), or Demogorgon in earlier era's). This has proved to be a problem for the devilfish clerics, as the warriors are reluctant to leave combat once blood has been spilled. This battle rage or feeding frenzy lasts as long as the combat + 3 Turns. After this the "battle hormones" of the devilfish warrior have settled again and make rest in its mind. The battle rage not only lets the creatures continue a battle but also improves their attack rates, somewhat like a Berserk spell (THACO +2). The problem is that these creatures become ignorant to what comes over them, they forfeit saving throws (i.e. those used to negate an incoming attack, but not those of corporeal affection, like disease or similar. DM!! You must take care of this!!). Devilfish warriors possess a Control Rating which is equal to twice their Hit Dice; this indicates how easily they can be directed by devilfish clerics once combat begins.

Larger warriors are easier to control than the smaller ones; experience and size have taught them that it is better to retreat and fight another day than to ndie gloriously in the waters of battle. Control ratings are made in the same way as ability



checks; to make a Control Check, roll 1d20 and compare it to the devilfish's Control Rating; if it is less or equal to the Control Rating, he can be successfully controlled. For example, devilfish warriors with a Control Rating of 8 are controlled on a roll of 8 or less.

Devilfish clerics are able to exercise control over their warriors during combat. For every HD they possess, devilfish warriors can increase the warriors' control number by 2. thus a 5HD devilfish patriarch has a +10 modifier and controls 1 HD devilfish warriors as though he had a Control rating of 12. devilfish clerics with bonuses to their HD are considered to be one HD higher for the purposes of determining their Control Rating modifiers. So, a devilfish elder with 3+3 HD has a control rating modifier of +8.

A devilfish cleric can attempt to control devilfish warriors up to a range of 120, but to do anything other than order a retreat, it must be able to see the warriors. A Control Check is required only after blood has been drawn. Prior to that, warriors do as they are told. To get the warriors to obey commands the cleric may attempt one control Check per round. The result is applied against all devilfish present, so it is possible for a devilfish cleric to bring the higher HD warriors under control, but not the ones with lower HD. This check is made with a cumulative -2 penalty to the die roll after the first attempt (i.e. the first round), so a cleric will soon reach a point where it is impossible to control the warriors. Another cleric present may try at his own rolls.



Another cleric present may try at his own rolls.

Example; Swallower of Fish, a Devilfish curate with 3HD, is hunting for Shark-kin with a group of six 1 HD warriors and Ripper of Carrion, a 3 HD warrior. Some Shark-kin are sighted and Swallower leads the warriors to attack. The Shark-kin flee upward after one of their number is wounded. Suspecting a trap, Swallower attempts to stop the warriors in following them. Swallower has 3HD (a Control Modifier of +6) so he increases the 1 HD warriors' Control Rating from 2 to 8, and Ripper of Carrion's (HD 3) from 6 to 12. he rolls a 10, enough to control Ripper, but not the 1 HD warriors. They swim upward after the Shark-kin. Next round, Swallower tries again. He suffers a -2 penalty, so now he needs a 6 or less to control the 1 HD warriors. Ripper remains under his control automatically. Swallower rolls a 17, and the 1 HD warriors continue their chase. They are attacked by the Shark-kin waiting sharks. Figuring that it is only a matter of time before the Shark-kin finish off the warriors, Swallower and Ripper swim hastily away.

Warriors who go out of control attack the nearest enemy and always follow fleeing foes. They display no tactical abilities and are slow to respond to new events (minimum 1 round). Warriors can easily be drawn off and ambushed. No matter how many times it happens to them, they always fall for the same tricks (clearly a sign of lack of wisdom). Only the clerics are capable of directing them effectively and responding to new situations.

The Effects of Sunlight

Any Devilfish warrior or Devilfish Vampire who rises above a depth of 50' during the day (see table) suffers 1d8 points of damage per round from the light of the sun. their skin burns and blackens, and gives off a dark, oily smoke which rises in black glistening bubbles to the surface. A warrior reduced to 0 or less hp by sunlight will burn up totally in another 1d4 rounds.

Devilfish Employment

Devilfish warriors will nearly always be encountered with one or more clerics. If they are ever encountered on their own, it is because they have previously gone out of control. A cleric might be following them, or it might have given up trying to control them altogether. If they survive, warriors will return to the depths after 1-3 days.

Devilfish warriors appear in groups of 1-20. larger numbers may be encountered, but these will contain multiple groups of devilfish warriors. DM!!T he HD of encountered devilfish warriors and clerics should be based on the experience of the player characters. Decide on the opposition you want to face the PC's to face and work from there.

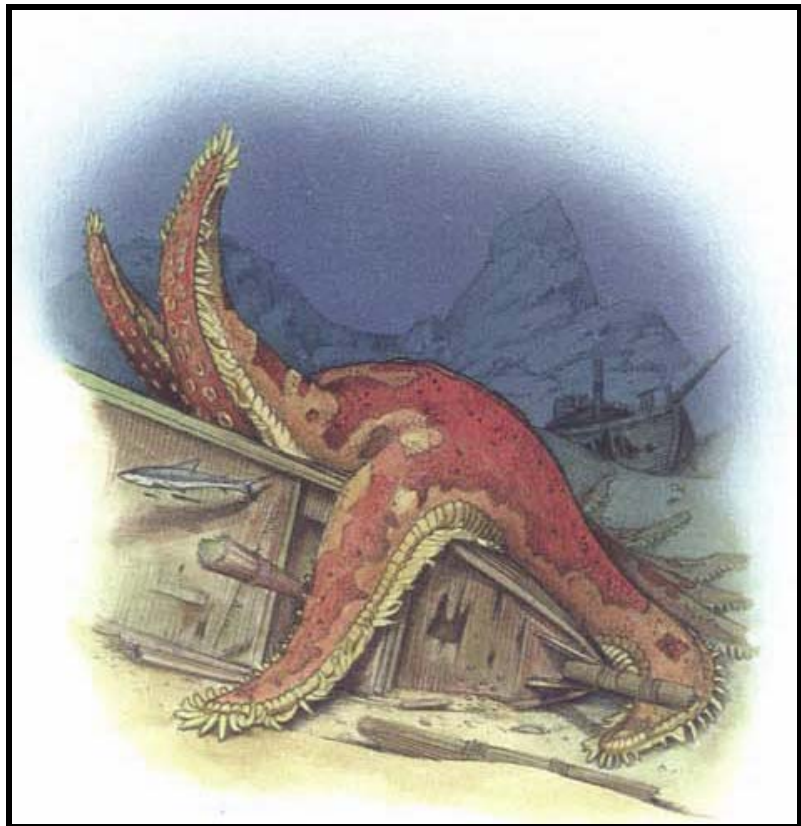
Time	Depth
Night	0'
Sunrise -1 Hr	10'
Sunrise -2 T	20'
Sunrise	30'
Sunrise +2 T	40'
Day	50'
Sunset -2 T	40'
Sunset	30'
Sunset +2 T	20'
Sunset +1Hr	10'
Night	0'

Main Predator; Sea monsters, Humanoids, Main Prey; Aquatic Humanoids, any fish.

Echinoderm species

Starfish, Giant Sunstar (*Astroidea gigas* species))

Echinoideaus	Giant Sunstar	
Type	Giant Animal	
Climate/Terrain	Any Saltwater	
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Any Saltwater	
Diet	Carnivore	
AL	N	
NA	1d4	
Size	G; 20'-30' across	
ST	22	
IN/WI	3-4	
DX	8	
CO	15	
CH	6	
Languages	0	
Spellcaster Limits;	0	
AC	2	
AV	5	
HD	10	12
HP	2d4/arm and total to body	
Double sized variants	2d8/arm and total to body	
Triple sized variants	2d12/arm and total to body	
SW	60'/20'	
Sprint 3d2 r	300'/100	
THACO	11	9
Attacks	1 to 10	1 to 12
Damage	1d10 per arm	
Double sized variants	2d10 per arm	
Triple sized variants	3d10 per arm	
Special Attacks;	Ship damage	
Special Defenses;	50% from blunt weapons	
Immune to;	0	
Extra Vulnerable to;	0	
AM	0	
Save as;	F5	F6
ML	7	8
XP	1000	1250
Double sized variants	1750	2125
Triple sized variants	2500	3000
TT	nil	
Body Weight	20cr/Hp	



The Giant starfish (or Sunstar) is a gigantic cousin of the smaller common sunstars that live in the ocean. It has a central body with 10 or 12 arms radiating from the center. The undersides of the arms are covered with sticky suckers. Different individuals have a variety of colors; tan, orange, yellow, pink, and red, ranging from pastel hues to vibrant, almost glowing colors. On other worlds might freshwater versions exist, but on Mystara there was never a recorded freshwater example in

history. And since the creature is on the endangered species list, this will probably not happen also.

Combat

A Giant sunstar has one arm per HD. The central body has as many hitpoints as the total of arms. Hitpoints for each arm are recorded separately. In combat, the arms take damage separately from the body and each other.

1d6	effect	secondary effect
1	Hole below Water line	-1d4 hullpoints/r until plugged
2	Hole above Waterline	-1d4 hullpoints
3	Hole in deck	50% chance arm below deck
4	Mast breaks (random)	decrease movement
5	Ship shaken	individuals not secured DX check or thrown to deck 1d6 dm each
6	Ship rocked	1d4 crew fall overboard

A giant sunstar most often attacks a ship directly, although sometimes it just snatches individuals from the deck. When attacking a ship, the giant sunstar maneuvers to approach from the underside. Although it might follow a ship for hundreds of miles or maneuver hundreds of yards out of a ship's path to gain a satisfactory approach angle, the attack is made at maximum speed. This high speed it can sustain only for a small burst. It hurls itself at the ship, wrapping its suckered arms around the hull. When this attack is successful, the starfish has grappled the ship. There is a 50% chance of immediate severe damage. Small boats might be swamped or crushed immediately. Larger ships suffer one effect from the table. The amount of damage in this initial attack is the total damage done by the arms divided by 5, so 50 total damage would give a hull damage of only 10.

Once the giant sunstar grapples a ship, it attempts to pry open the hull in search for food inside (any creature). The starfish tears at the hull with all its arms. Each time a specific arm inflicts a total of 10, the ship suffers another result from the damage table (roll randomly). A ship reduced to 0 hull points is a broken wreck, but a vessel reduced to 25% is also a wreck incapable of controlled movement, though it is still afloat.

The sunstar's rubbery limbs suffer normal damage from all attacks except those of blunt weapons, which inflict only half normal damage. If the final hitpoints to an arm are inflicted by a slashing weapon, then the arm is severed; otherwise the arm hangs limp and useless. A giant sunstar retreats when half its arm have been disabled or severed. The sunstar tries to carry away one victim in each functioning arm.

If the sunstar does not attack the ship's hull directly; it can merely wrap itself somewhere on the hull (if unnoticed speed will slow down by 25%), and snatch as many exposed individual as it can. Half its arms coming over each side of the ship, and then retreats with its catch.

Each grabbed prey can try to free itself (or be freed) from the suckers with a successful strength check against the creature. Otherwise the suckers will bring the victim to the mouth beak where it will be severed in small pieces (1d10 hp will be cut from the creature each round).

As echinoderms, all starfish possess a hydraulic water vascular system that aids in locomotion. The water vascular system has many projections called tube feet on the ventral face of the sea star's arms which function in locomotion and aid with feeding. Tube feet emerge through openings in the endoskeleton and are externally expressed through the open grooves present along the bottom of each arm. The mouth of a starfish is located on the underside of the body, and opens through a short esophagus into firstly a cardiac stomach, and then, a second, pyloric stomach. Each arm also contains two pyloric caeca, long hollow tubes branching outwards from the pyloric stomach. Each pyloric caecum is lined by a series of digestive glands, which secrete digestive enzymes and absorb nutrients from the food. A short intestine runs from the upper surface of the pyloric stomach to open at an anus in the center of the upper body.

The Giant sunstar may also swallow their prey whole, by everting the cardiac stomach out of the organism's body to engulf and digest food. In these species, the cardiac stomach fetches the prey then passes it to the pyloric stomach, which always remains internal.

Because of this ability to digest food outside of its body, the sea star is able to hunt prey that are much larger than its mouth would otherwise allow, such as clams and oysters, arthropods, small fish, and mollusks. Some starfish can live for several weeks without food.

Habitat/Society

Giant starfish make their lairs in large caves and undersea trenches. Here, they store any treasure or extra food in crevices and niches. (their arms are quite agile and can pass through any opening of up to 1 foot diameter 2 feet deep). Other underwater creatures usually avoid these lairs, as giant starfish are highly efficient eating machines. A giant sunstar will retreat to its lair to regenerate lost arms. A lost arm regenerates fully in 1d4 months; other injuries heal with 1+constitution adjustment each day.

Two sunstars are seldom encountered. This usually occurs during mating, and only at great depths. The 10 and 12 armed varieties never interbreed (they are fully different species), they are more likely to attack each other when they meet. Fertilization takes place externally, both male and female releasing their gametes into the environment. Some species of sea star also reproduce asexually by fragmentation, often with part of an arm becoming detached and eventually developing into an independent individual sea star.

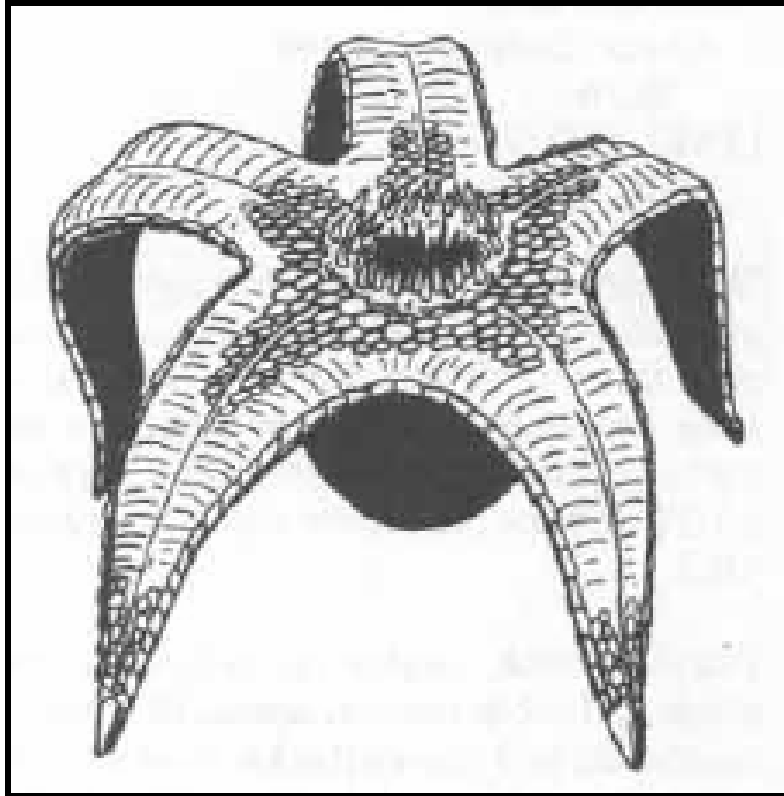
Ecology

Giant sunstars spend most of their time hunting for sufficient food to feed themselves. They eat giant clams and other giant undersea lifeforms (usually slimes, puddings and oozes) that have limited mobility. On rare occasions, one will tangle with a whale, a giant octopus or squid, or a Kraken. This results in a titanic battle, with the loser usually eaten by the winner. Over time, giant sunstars have learned that passing ships hold a pleasing selection of tidbits; they almost always guarantee a meal and are worth the effort of capture. Giant sunstars of double or even triple size are rumored (see table). Human senses.



Dustdigger (Asteroideaus desertus)

Echinoideaus	Dustdigger
Type	Giant Animal
Climate/Terrain	Any Desert
Frequency	Very Rare
Climate/Terrain	Skothar Deserts
Frequency	uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Camivore
AL	N
NA	1d20
Size	L; 6'-8'diameter
ST	19
IN/WI	5
DX	8
CO	16
CH	5
Languages	0
Spellcaster Limits;	0
AC	back 4 front 7
AV	back 5 Front1
HD	4*
HP	4d8
SW	30'/10'
Sprint 3d2 r	45'/15'
THACO	16
Attacks	1 arm
Damage	1d8+AV victim
Special Attacks;	illusion
Special Defenses;	50% from blunt weapons
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	7
XP	125
TT	nil
Body Weight	20cn/Hp



Dustdiggers look like giant starfish (of which they are somehow—maybe with magical assistance—evolved) with 5 arms around a central maw. The dustdiggers inhabit arid areas that have loosely packed, sandy soil, such as desert dunes.

Combat

A dustdigger will typically dig a hole, cover itself with a layer of sand, and then inflate itself to fill up the hole it made, leaving the ground above level with the surrounding terrain. When an animal walks on top of the dustdigger, the dustdigger deflates, creating an area very much like a sinkhole. The dustdigger uses the sands shifting towards its mouth to slow the escape of its prey. After it hastily deflated, it folds its arms up around the victim and attempts to kill it before swallowing. The dustdigger's back is armor class 4 but its front side is only armor class 7. Once the dustdigger has folded up, its prey is caught and cannot attack. Thus, the best defense strategy is to recognize a dustdigger before it folds.

Habitat/ Society

They travel above ground only at night and never for longer than a few minutes at a time. They often travel in groups. Twenty percent of dustdiggers have a born talent for illusion. They will typically project a pool of bubbling water in the desert sands when approaching victims come within striking range.

Ecology

The arms of this creature are edible to most humanoids, albeit fishy in taste are quite nutritious. Worms of any kind know this and feast upon these critters.

Urchin (Echinoidea species)

Urchin	Urchin					
	Black	Green	Red	Silver	Yellow	Land
Type	Animal					
Climate/Terrain	Sea bed, Coast					Any Temperate/Tropical
Depth;	0-50'	0'- 60'	0'-150'	0'-150'	0'-450'	na
Frequency	uncommon	rare	rare	very rare	very rare	rare
Organization	Bed	Group	Group	Pair	Group	Pair
Activity Cycle	Day					
Diet	Scavenger, Omnivore					
AL	N					
NA	1d6	1d4	1d4	1d2	1d3	1d2
Size	S; 1'-3'					
ST	4					6
IN/WI	2-4					1
DX	15					16
CO	8					10
CH	8					7
Languages	0					
Spellcaster Limits;	0					
AC	4	3	2	0	1	3
AV	1	1	2	2	2	1
HD	1+1*	2+1*	3+1*	5+3*	4+2*	3+3*
HP	1d8+1	2d8+1	3d8+1	5d8+3	4d8+2	3d8+3
MV	60/20'					
SW	60/20'					
THACO	17	17	15	13	15	15
Attacks	2 spines	2 spines	3 spines	5 spines	4 spines	6 spines
Damage	1d4 each	1d6+1 each	1d4+1 each	1d6 each	1d6 each	1d2each
Special Attacks;	nil	Paralysis	Paralysis	Poison	paralysis	paralysis
Special Defenses;	Spines (25% hit / attack)					
Im mune to;	0					
Extra Vulnerable to;	0					
AM	0					
Save as;	NM	F1	F2	F3	F2	F2
ML	7					
XP	19	35	75	400	200	75
TT	10+1d10 gp	40+1d10 gp	90+1d10 gp	250+1d10 gp	160+1d10 gp	special
Body Weight	10cn/Hp					

Sea urchins or urchins are small, spiny, globular animals which, with their close kin, such as sand dollars, constitute the class Echinoidea of the echinoderm phylum. They inhabit all oceans. Their shell, or "test", is round and spiny.. Common colors include black and dull shades of green, olive, brown, purple, and red. They move slowly, feeding mostly on algae. Sea otters, wolf eels, triggerfish, and other predators feed on them. Their "roe" (actually the gonads) is a delicacy in many cuisines.

The name urchin is an old name for the round spiny hedgehogs that sea urchins resemble.

5 sea bound urchins are described here; The Black, Green, Red, Silver and Yellow. These basic types exists in a variant of forms, with small differences. The names given are just examples)

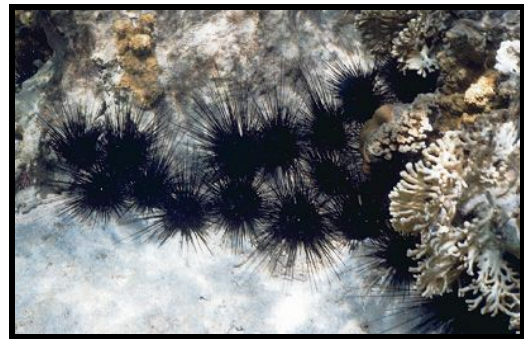
Urchins are a family of marine creatures that, like oysters, are hunted for the value of the stones and the

roe found in their bodies.

They resemble 3-foot-diameter balls covered with thousands of 3-inch-long, needle-sharp spines. There are several species of urchins, which can be distinguished from each other by their distinctive colors.

Combat:

Urchins can fire their spines with the distance and accuracy of light crossbows. An urchin can fire multiple spines per round as listed above under "No. of Attacks". Urchins have no eyes with which to see their opponents; instead they possess an innate clairvoyance ability. This ability gives all spines fired by urchins a +2 bonus to the attack roll. Damage from an urchin spine varies from species to species and many spines contain paralytic (P) or even lethal poisons (I t J). Since urchins are covered with thousands of spines, they have a virtually unlimited supply of ammunition.



Black Urchins *Diadema antillarum*



Yellow (Purple) Urchin (*Strongylocentrotus purpuratus*)

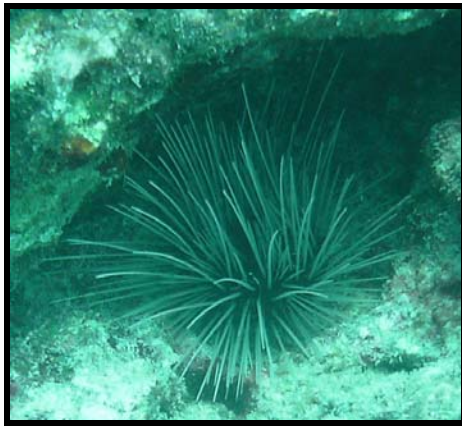
Natural Poisons		
Type	cost	damage
	investive	r / max
I	40.000 sp	8/80
J	45.000 sp	9/90
P	30.000 sp	Paralysis 2d30 T

All these poisons have an onset of 1d10 Rounds
 Not damaging poisons will always do their effect, even if saved.
 any successful save results in minimal damage for 3 rounds
 adjusted by reversed constitution adjustments.
 a 17 con. Fighter saving against a poison H would
 get 5-2(con 17=+2)=3 rounds long 7 damage.

Spines

The spines, long and sharp in some species, protect the urchin from predators. The spines inflict a painful wound when they penetrate human skin, but are not dangerous. It is not clear if the spines are venomous (unlike the pedicellariae between the spines, which are venomous).

Typical sea urchins have spines that are 1 to 2 inch in length, 1 to 2 millimetres thick, and not terribly sharp. Black Urchins (*Diadema antillarum*), familiar in the Tropical seas, has thin, dangerous spines that can reach 4 to 12 inch long.



Green Urchin (*Strongylocentrotus droebachiensis*)

Habitat/Society:

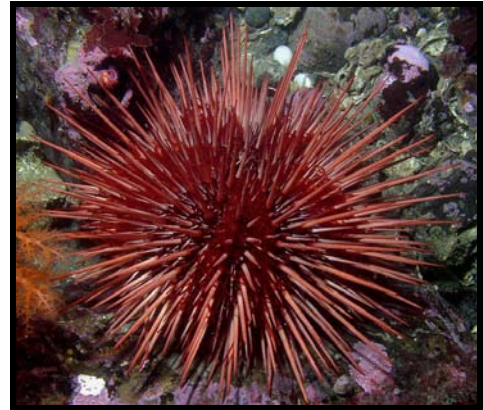
Urchins are primarily scavengers, scouring the ocean floors for remains of shellfish. Occasionally they hunt fish, but they never attack man-sized beings unless threatened or approached within 10 feet. Urchins live in the shallows and upon shoals near the coast. They occasionally (10% chance) remain on land during low tide to scavenge for food. While on land, urchins move via rolling. They are capable of surprisingly high speeds when moving this way.

Ecology:

Inside each urchin is a crystalline organ-gem that seems to have some connection to their innate clairvoyance ability. While this gem has little value as a stone, it is highly prized by alchemists. The exact value of the organ-gem depends on quality and the type of urchin it was taken from. To determine a stone's value, consult the "Treasure" entry above.

Sea urchins feed mainly on algae, but can also feed on sea cucumbers, and a wide range of invertebrates such as mussels, polychaetes, sponges, brittle stars and crinoids. Population density varies by

habitat with more dense populations being found in barren areas as compared to kelp stands. Even in these barren areas, greatest densities are also found in shallow water. Populations are also generally found in deeper water if waves action is present. Density also decrease in winter when storms cause them to seek protection in cracks and around larger underwater structures. The Silver urchin (*Colobocentrotus argenteum*) which lives on exposed shorelines is particularly resistant to wave action



Red Urchin (*Cidaris tribuloides*)



Silver Urchin (*Colobocentrotus argenteum*)

Sea urchin is one of the favorite foods of sea otters and is also the main source of nutrition for wolf eels. Left unchecked, urchins devastate their environment, creating what biologists call an urchin barren, devoid of macroalgae and associated fauna. Sea otters have re-entered local waters, dramatically improving coastal ecosystem health.

As food

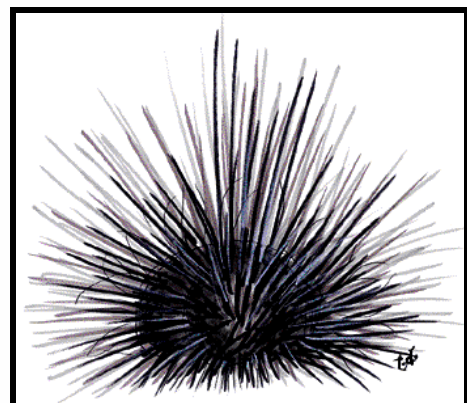
The gonads of both the male and female sea urchin, usually called sea urchin roe or corals, are culinary delicacies in many parts of the world.



In cuisines around the Known world, Yellow Urchin (*Paracentrotus lividus*) is often eaten raw, with lemon. It can also flavor omelettes, scrambled eggs, fish soup, mayonnaise, Béchamel sauce for tartlets, the boullie for a soufflé, or Hollandaise sauce to make a fish sauce. In Bellisaria, it is served raw with lemon, onions, and olive oil. Though the edible Green Urchin (*Strongylocentrotus droebachiensis*) is found along the Savagie Coast, it is not widely eaten, though it is exported, mostly to Ochalea; in Thyatis, sea urchins are known as whores' eggs. It was formerly a delicacy in the southern Islands, used instead of butter. Along The Davanian Coast, the Red Urchin (*Cidaris tribuloides*) are eaten instead. On the Coast of Alpathia, and Dawn, The Silver Urchin is praised by local Gibbons, and is also eaten by local fishermen. In Skothar coasts, known as kina in Maori, is a delicacy, traditionally eaten raw. Though local fishermen would like to export them to Ochalea or Alpathia, their quality is too variable. In Ochalea and the Pearl Islands, sea urchin is known as uni, and its roe can retail for as much as 45gp/10 cn.; it is served raw as sashimi or in sushi, with soy sauce and wasabi. Ochalea and the pearl Islands imports large quantities from Thyatis, Dawn, and even Davania.

Land Urchin (*Diadema antillarum Terrum*)

These distant cousins of sea urchins live strictly on land. Land urchins move on five spindly legs. They are shy creatures and only attack if approached within ten feet. Their paralytic poison lasts for six turns. Land urchins have no organ-gem but often (80% chance) form pearls inside their bodies. Old urchins contain 2d6 such pearls, each valued at 1d6x100 gold pieces.



Kraken, Squid and Octopus (Cephalopods)

Octopus is the largest genus of octopuses, comprising more than 100 species. These species are widespread throughout the world's oceans. Only the larger versions are important to note.

Octopuses have two eyes and four pairs of arms, and like other cephalopods they are bilaterally symmetric. An octopus has a hard beak, with its mouth at the center point of the arms. Octopuses have no internal or external skeleton (although some species have a vestigial remnant of a shell inside their mantle), allowing them to squeeze through tight places. Octopuses are among the most intelligent and behaviorally flexible of all invertebrates. (Int 2 to 8 and Wis 5 to 15).

The octopus inhabits many diverse regions of the ocean, including coral reefs, pelagic waters, and the ocean floor. They have numerous strategies for defending themselves against predators, including the expulsion of ink, the use of camouflage and deimatic displays, their ability to jet quickly through the water, and their ability to hide. An octopus trails its eight arms behind it as it swims. All octopuses are venomous, but only one group, the blue-ringed octopuses, is known to be deadly to humans (Poison J).

Octopuses are characterized by their eight arms, usually bearing suction cups. The arms of octopuses are often distinguished from the pair of feeding tentacles found in squid and cuttlefish. Unlike most other cephalopods, the majority of octopuses – those in the suborder most commonly known, Incirrina – have almost entirely soft bodies with no internal skeleton. They have neither a protective outer shell like the nautilus, nor any vestige of an internal shell or bones, like cuttlefish or squid. A beak, similar in shape to a parrot's beak, is the only hard part of their body. This enables them to squeeze through very narrow slits between underwater rocks, which is very helpful when they are fleeing from morays or other predatory fish. Octopuses have a relatively short life expectancy, and some species live for as little as six months. Larger species, may live for up to five years under suitable circumstances. However, reproduction is a cause of death: males can only live for a few months after mating, and females die shortly after their eggs hatch. They neglect to eat during the (roughly) one month period spent taking care of their unhatched eggs, but they do not die of starvation. Endocrine secretions from the two optic glands are the cause of genetically programmed death (and if these glands are surgically removed, the octopus may live many months beyond reproduction, until she finally starves). These creatures existed since the Devonian to today.

Squid are marine cephalopods of the order Teuthida, which comprises around 300 species. Like all other cephalopods, squid have a distinct head, bilateral symmetry, a mantle, and arms. Squid, like cuttlefish, have eight arms arranged in pairs and two, usually longer, tentacles. Squid are strong swimmers and certain species can 'fly' (Sail or Jump) for short distances out of the water. Squid have differentiated from their ancestral molluscs such that the body plan has been condensed antero-posteriorly and extended dorso-ventrally. What before may have been the foot of the ancestor is modified into a complex set of tentacles and highly developed sense organs, including advanced eyes similar to those of vertebrates.

The ancestral shell has been lost, with only an internal gladius, or pen, remaining. The pen is a feather-shaped internal structure that supports the squid's mantle and serves as a site for muscle attachment. It is made of a chitin-like substance. The head end bears 8 arms and 2 tentacles, each a form of muscular hydrostat containing many suckers along the edge. These tentacles do not grow back if severed. In the mature male, one basal half of the left ventral tentacle is hectocotylied — and ends in a copulatory pad rather than suckers. It is used for intercourse.

They existed from the late cretaceous era to today. Low senses, Tremorsense 30', Darkvision

All these species live in a depth of 5' above the surface (mostly traversing from tiddle pool to the sea) to 2500 feet or more.

Main Predator; any, main prey, shellfish, shrimp, small fish and crustaceans. Some of these creatures eat only once a month due to the limited energy they use to swim.

Giant Nautilus (Asteroceas Gigas)

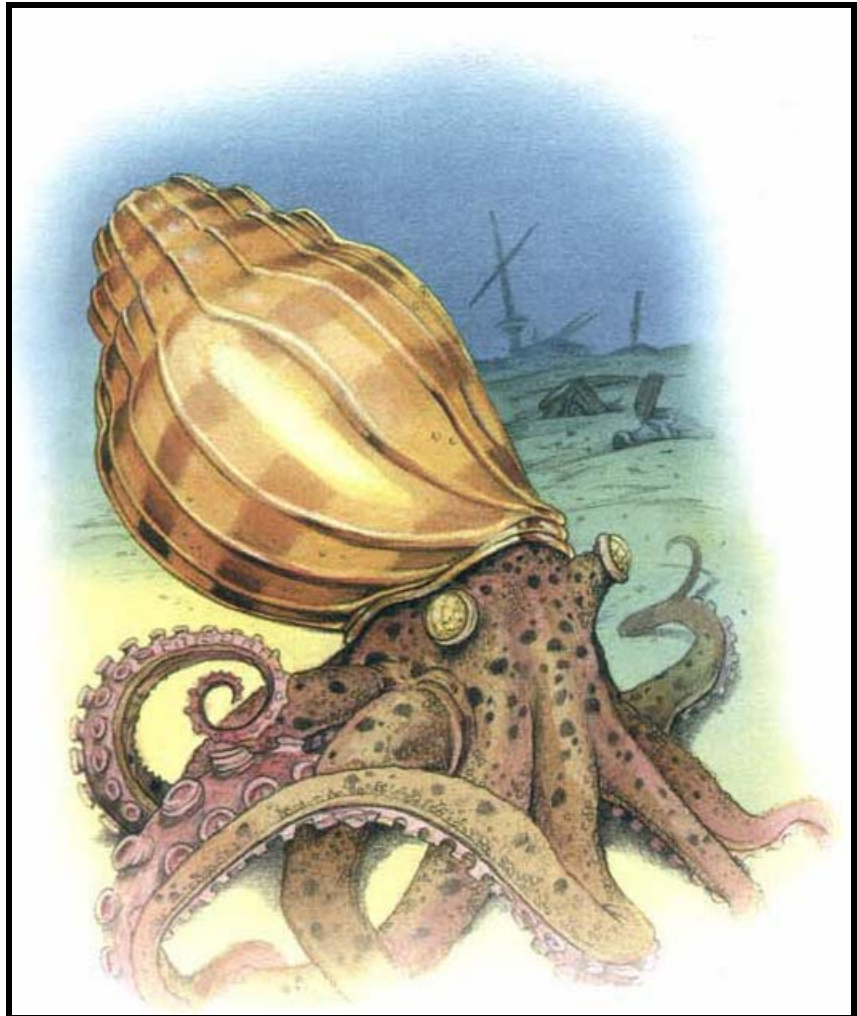
This giant version creature of the normal nautilus has all statistics of a giant octopus, but its reach is halved, due to shorter tentacles, but instead it has a shell that gives it an Armor Value of 6.

The shells of normal sized nautilus are valued at 1 to 4 gp each. Giant nautilus shells are useful in furniture making and have a value of 30 to 400 gp. These creatures existed since the premian era to today.



Golden Ammonite (Nipponites Auream)

Octopi	Golden Ammonite
Type	Magical Animal
Climate/Terrain	Deep sea
Frequency	Extremely rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore, Scavenger?
AL	N
NA	0(1d3)
Size	L; 6'-8'shell, 12'tentacles
ST	20
IN/WI	2-4
DX/CO	8
CH	3
Languages	0
Spellcaster Limits;	0
AC	8 (eyes 2)
AV	0, Shell 12
HD	8+3*
HP	8d8+3
MV	30'(10')
SW	120'(40')
Jet SW	360'(120')
THACO	13
Attacks	10Tentacles
Reach	12'
Damage	1d4 each
Attacks	1 Bite
Damage	1
Special Attacks;	Constrict 1d4
	Blinding Light
Special Defenses;	Ink Cloud 40'
	Camouflage
Immune to;	Psionics
Extra Vulnerable to;	ESP
MR;	90%
Save as;	F8
ML	9
XP	500
TT	Shell
Body Weight	3600-4800LBS
Shell Weight	1200/1800 LBS



The legendary Golden Ammonites are sea-dwelling octopoids that live in great coiled shells like hermit crabs. The body and tentacles of a Golden Ammonite are dark brown with spots of black. The shell, however, is made of pure solid gold; each one weighs between 1200 and 1800 lbs. So rare and beautiful are these shells that they can be sold for up to 150,000 gp each, if buyers can be found who can afford them. Yet getting these shells is another matter entirely.

Golden Ammonites have two great multifaceted eyes on either side of their bodies that project just beyond the rim of their golden shells. While most of its soft body is protected, the creature has 10 tentacles it can use to drag itself slowly across the ocean floor. They do not speak or communicate by sound. Apparently they have a form of tentacle sign language, though no one can translate it.

Combat

The ammonite discourages close approach by its magical ability to project lightballs from its faceted eyes. Each eye has the power to launch a small ball of light, 1' in diameter, out to a range of 90'. The eyes rotate independently (much like a Chameleon's) and each can thus target a creature in any direction as long as the line of sight is not physically blocked. This attack may initially appear much like a fireball being cast, though such a thing is of course impossible underwater.

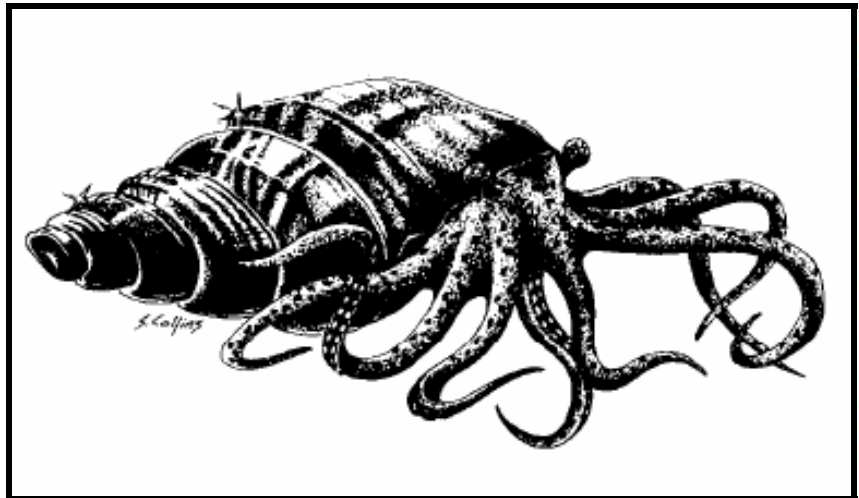
Victims must save vs. spell (with Dexterity adjustments for spell evasion applicable) if a Lightball is cast at them; failure means the victim is struck in the face by the lightball and blinded as if struck by a Continual Light spell. The lightball may only be removed from the character's eyes by a Dispel Magic cast by a character of 12th or higher level or by a Wish. Even after the lightball is removed the character's vision is permanently damaged and attacks will be made by the character at -2 to hit. Only a Cure Blindness, Cure all/Heal or another Wish will cure the damage to the eyes. Two such lightballs may be fired per round (one per eye) as often as the Golden Ammonite has a target within range.

Golden ammonites are immune to all psionic attacks, but are susceptible to ESP.

If attacked physically, these creatures are 50% likely to fight with their tentacles and 50% likely to crawl back into their shells and seal themselves up, giving them an Armor Value of 12 all around. Physical attacks on a creature not sealed up are 50% likely to strike the ammonite's shell (AC 8, AV12), 45% likely to strike the soft body or tentacles (AC8, AV0), and 5% likely to hit one of the two large eyes (AC2, AV0). An eye is destroyed instantly if any damage is inflicted upon it, and its loss will cause the creature to immediately withdraw into its shell for 4d6 turns.

It should be noted that each point of damage done to the shell of the Golden Ammonite reduces its overall resale value by 1000 gp, to a minimum value of 15,000 gp.

If a Golden Ammonite is able to grasp an opponent with one or more of its tentacles, it does not need to check for hitting again against the same opponent(s). The tentacles that hit do 1d4 constricting damage to the victim each round thereafter until the creature or the victim is dead, or the creature has been driven back into the shell. The creature is reputed to direct its attacks with some intelligence. These creatures may divide their attacks against up to 10 opponents. A single blow with an edged weapon that inflicts more than 8 points of damage, or on an attack roll of a natural 20, will sever a tentacle. The Golden Ammonite can regrow severed tentacles completely in 3 weeks.



Habitat/Society

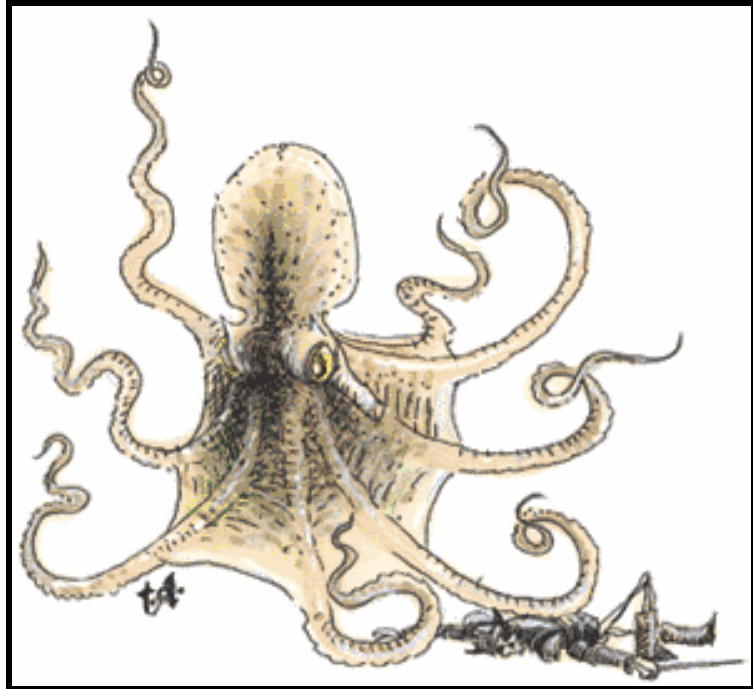
Deep marine canyons at depths below 1000 feet, in the coldest and darkest regions of the sea, are where Golden Ammonites make their homes. They collect no treasure or property. It moves slowly about the ocean floor, grazing on whatever food it can find (mostly organic debris sinking down). Now and then (25% chance) an Eye of the Deep will be found with one or more of these creatures, apparently acting as an ally and not being attacked in any way.

Ecology

The shells of these octopoids have never been found empty; it is believed that these creatures have a lifespan of thousands of years, but this is unconfirmed. The origin of the ammonite's golden shell is as obscure as the details of its day-to-day existence. All that can be said is that it slowly makes its way through the undersea world and most natural predators leave it alone. Some say these creatures are near immortal, and make no offspring, (there has never been encountered a young Golden Ammonite), others say they are biological constructs from the era of Blackmoor, and with each killing of a Golden Ammonite, their number dwindles. Others say it existed already in the early Devonian till the cretaceous era. None are sure, but the number of these creatures is rapidly dwindling, and the creature would be placed on the endangered species list if there were one. The accounted number of these creatures is less than 100 worldwide. This creature could become extinct with the release of the Behemoth 1011AC.

Octopus Giant (*Octopus giganteus*)

Octopi	Octopus	
	Large	Giant
Type	Normal Animal	Giant Animal
Climate/Terrain	Any Salt Water	
Frequency	Rare	
Organization	Solitary	
Activity Cycle	Nocturnal	
Diet	Carnivore	
AL	NE	N
NA	0(1d3)	0(1d2)
Size	L; 9'-12'	L; 12'-15'
ST	20	20
IN/WI	7	8
DX/CO	8	8
CH	3	3
Languages	0	0
Spellcaster Limits;	0	0
AC	7	7
AV	0	0
HD	6*	8*
HP	8d8	8d8
MV	30'(10')	30'(10')
SW	120'(40')	90'(30')
Jet SW	360'(120')	270'(90')
THACO	13	12
Attacks	6 Tentacles	8 Tentacles
Reach	9'-12'	12'-15'
Damage	1d4 each	1d3 each
Attacks	1 Bite	
Damage	1d6	1d6
Special Attacks;	Constrict 2d4	
	Arm autonomy	
Special Defenses;	Ink Cloud 40'	Ink Cloud 60'
	Camouflage	
Immune to;	na	na
Extra Vulnerable to;	na	na
MR;	na	na
Save as;	F1	F4
ML	8	7
XP	500	1100
TT	nil	nil
Body Weight	50cn/hp	150cn/hp



Octopuses are characterized by their eight arms, usually bearing suction cups. The arms of octopuses are often distinguished from the pair of feeding tentacles found in squid and cuttlefish. Both types of limbs are muscular hydrostats. Unlike most other cephalopods, the majority of octopuses have almost entirely soft bodies with no internal skeleton. They have neither a protective outer shell like the nautilus, nor any vestige of an internal shell or bones, like cuttlefish or squid. A beak, similar in shape to a parrot's beak, is the only hard part of their body. This enables them to squeeze through very narrow slits between underwater rocks, which is very helpful when they are fleeing from morays or other predatory fish. The octopuses in the less familiar Cirrina suborder have two fins and an internal shell, generally reducing their ability to squeeze into small spaces. These cirrate species are often free-swimming and live in deep-water habitats, while

incirrate octopus species are found in reefs and other shallower seafloor habitats.

Normal sized octopuses have a relatively short life expectancy, and some species live for as little as six months. Larger species, may live for up to fifty years under suitable circumstances. However, reproduction is a cause of death: males can only live for a few months after mating, and females die shortly after their eggs hatch. They neglect to eat during the (roughly) one month period spent taking care of their unhatched eggs, but they do not die of starvation. Endocrine secretions from the two optic glands are the cause of genetically programmed death (and if these glands are surgically removed, the octopus may live many months beyond reproduction, until she finally starves).

Octopuses have three hearts. Two branchial hearts pump blood through each of the two gills, while the third pumps blood through the body. Octopus blood contains the copper-rich protein hemocyanin for transporting oxygen. Although less efficient under normal conditions than the iron-rich hemoglobin of vertebrates, in cold conditions with low oxygen pressure, hemocyanin oxygen transportation is more efficient than hemoglobin oxygen transportation. The hemocyanin is dissolved in the plasma instead of being carried within red blood cells and gives the blood a bluish color. Octopuses draw water into their mantle cavity where it passes through its gills. As mollusks, octopuses have gills that are finely divided and vascularized outgrowths of either the outer or the inner body surface.

Combat:

The dreaded "cuttlefish" are the scourge of ocean-going sailors and fishermen. Malicious and cunning, giant octopi have been known to attack ships, sinking smaller craft and stealing crew members from the larger ships.

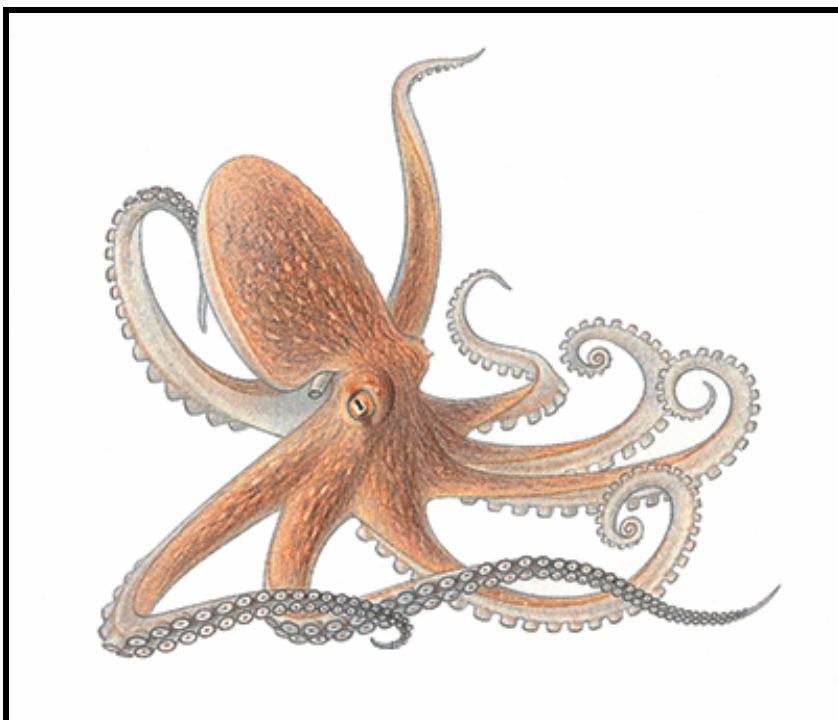
Defense

An octopus's main (primary) defense is to hide, either not to be seen at all, or not to be detected as an octopus. Octopuses have several secondary defenses (defenses they use once they have been seen by a predator). The most common secondary defense is fast escape. Other defenses include the use of ink sacs, camouflage, and autotomising limbs.

Most octopuses can eject a thick blackish ink in a large cloud to aid in escaping from predators. The main coloring agent of the ink is melanin, which is the same chemical that gives humans their hair and skin color. This ink cloud is thought to reduce the efficiency of olfactory organs, which would aid an octopus's evasion from predators that employ smell for hunting, such as sharks. Ink clouds of some species might serve as decoys that the predator attacks instead.

Giant octopi change their color to blend into their surroundings, and the range of colors and patterns available to them is extensive, from green to deep black, blue speckles and red stripes. Tentacles are often disguised as seaweed. Once camouflaged, there is only a 10% chance to detect them, and usually it is their eyes that give them away. Normal coloration is grey to brown, and their vicious beaks are a deep yellow with a bright orange mouth and tongue.

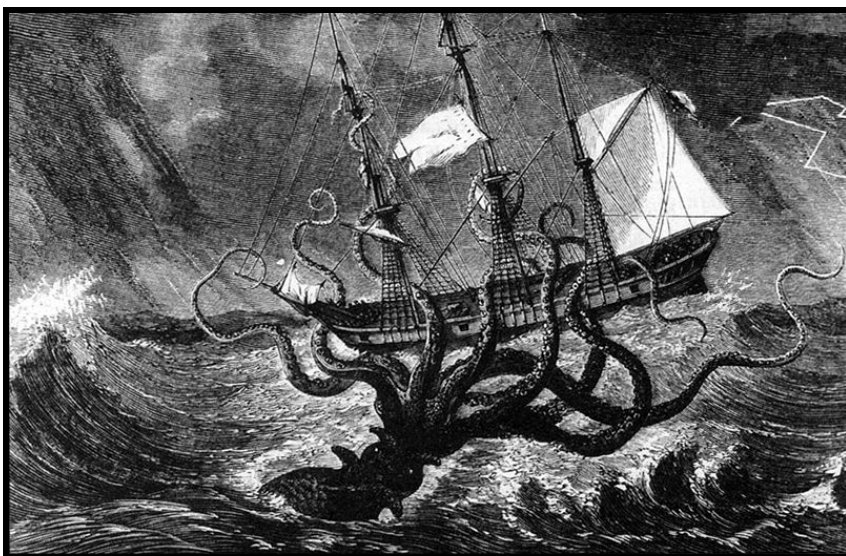
An octopus's camouflage is aided by certain specialized skin cells which can change the apparent color, opacity, and reflectiveness of the epidermis. Octopuses can use muscles in the skin to change the texture of their mantle to achieve a greater camouflage. In some species the mantle can take on the spiky appearance of seaweed, or the scraggly, bumpy texture of a rock, among other disguises. However in some species skin anatomy is limited to relatively patternless shades of one color, and limited skin texture. It is thought that octopuses that are day-active and/or live in complex habitats such as coral reefs have evolved more complex skin than their nocturnal and/or sand-dwelling relatives.



Attack

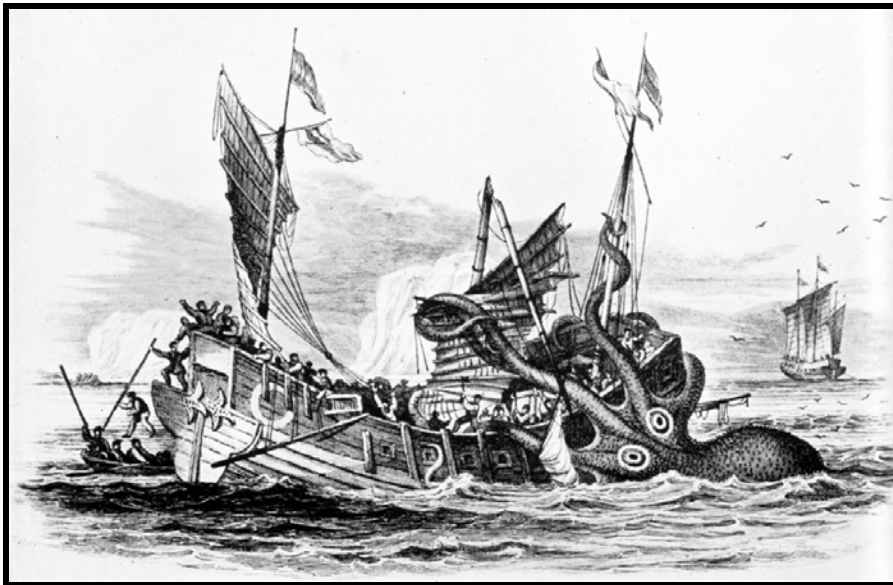
An octopus will readily attack swimmers or small vessels in order to eat the crew. Several have been known to cooperate in order to overwhelm a larger ship, and any craft seized by these monsters loses way and comes to a full stop in three turns. A Large octopus generally attacks with six of its eight tentacles, using two to anchor itself., a giant octopus uses all 8.

Each striking tentacle has a reach equal to the size of the creature as it stretches and causes impact damage, but unless the member is loosened or severed, it constricts for 2d4 points of damage every round after striking. In combat, a giant octopus will squeeze a creature with its tentacles and stab or bite the creature with its fearsome beak. The harder the target's AV, the less eager an octopus will be to begin feeding on it, it prefers freshly dead meat, and reaches this goal by squeezing it to death.



Once its tentacles hit in combat, they will constrict automatically doing damage each round. Each tentacle that hits also reduces its victim's chance to hit by 1. A character severs a tentacle when any single hit with an edged weapon does six or more points of damage. If a victim is dragged close enough to the beak (this will take at least 1 round—but then the beak will hit for +1 per tentacle having hold on that target), the monster can bite for damage. The chance that upper limbs are pinned is both 0-25%, the weapon Arm 26-50%, the other arm 51-75%, and 76-00%.

When both upper limbs are held, the victim has no attack; if only one limb is held the victim attacks with a -3 penalty to its attack roll; if both limbs are free (i.e., the tentacle is wrapped around the victim's body) then the victim attacks with a -1 penalty to its attack roll. Tentacles grip with a Strength of 20. Any creature with a Strength equal to or greater than 20 can grasp the tentacle and negate its constriction. This does not free the victim, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed; this requires 8 points of damage. (These hit points are in addition to those the octopus gains from its 8 Hit Dice.) Once three or more tentacles are severed, it is 90% probable that the octopus will retreat, jetting away at triple speed and trailing a large cloud of black ink. This ink cloud completely obscures the vision of any creature within it. The wounded octopus then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.



Arm Autotomy

When under attack, some octopuses can perform arm autotomy, in a similar manner to the way skinks and other lizards detach their tails. The crawling arm serves as a distraction to would-be predators. These detached arms continue to wave around and make clubbing attacks for normal damage to anything in range. These arms do not move away, yet their movements can be unwanted and undirected, letting it move to lower parts where it tends to "sink". Arms tend to regrow in 1-8 weeks.

Senses

Octopuses appear to have limited hearing. Octopuses also have an excellent sense of touch. An octopus's suction cups are equipped with chemoreceptors so that the octopus can taste what it is touching. Octopuses have keen

eyesight. Octopuses can distinguish the polarization of light. Color vision appears to vary from species to species, just as the potential of Infravision. This could range from 0' to 60' or any in between.

Ecology

Humans eat octopus in many cultures. The arms and sometimes other body parts are prepared in various ways, often varying by species. Octopus is a common ingredient in Japanese cuisine, including sushi, takoyaki, and Akashiyaki. Some small species are sometimes eaten alive as a novelty food. Similarly, a live octopus may be sliced up and the legs eaten while still squirming, which continues for some minutes. Care must be taken to boil the octopus properly, to rid it of slime, smell, and residual ink.

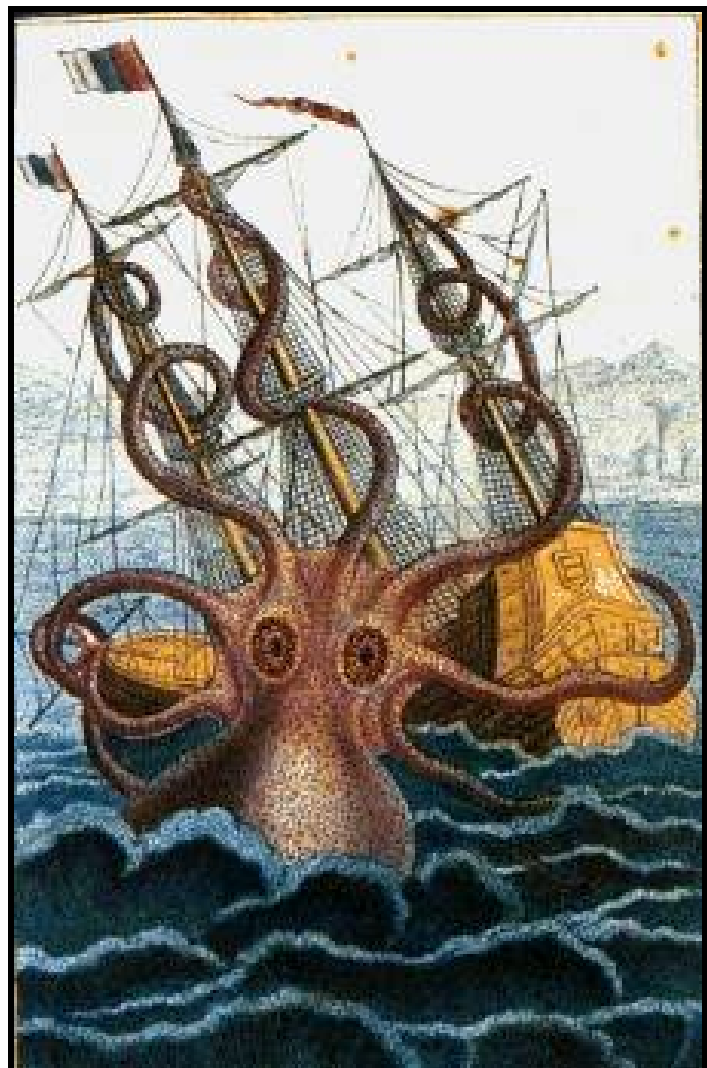
Habitat/Society:

While octopi cooperate to attack a food source, they live a solitary existence, preferring to shelter in warm water of medial to shallow depth. Lairs are made in wrecked ships and undersea caves; any treasure found there is just an incidental leftover from previous meals. Consummate hunters, these monsters have great patience and cover a very small area, waiting for their food to come to them. Mating season comes every spring. Like most marine animals, octopi leave their eggs in a reef to fend for themselves.

Ecology:

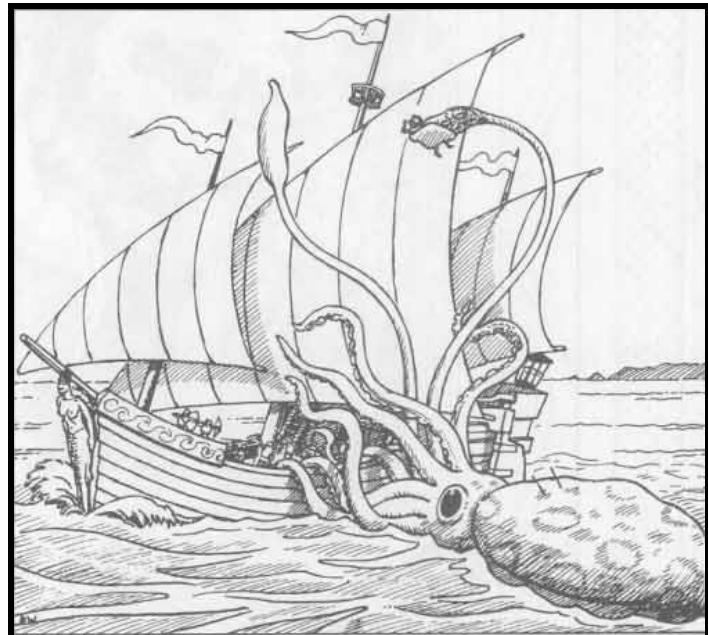
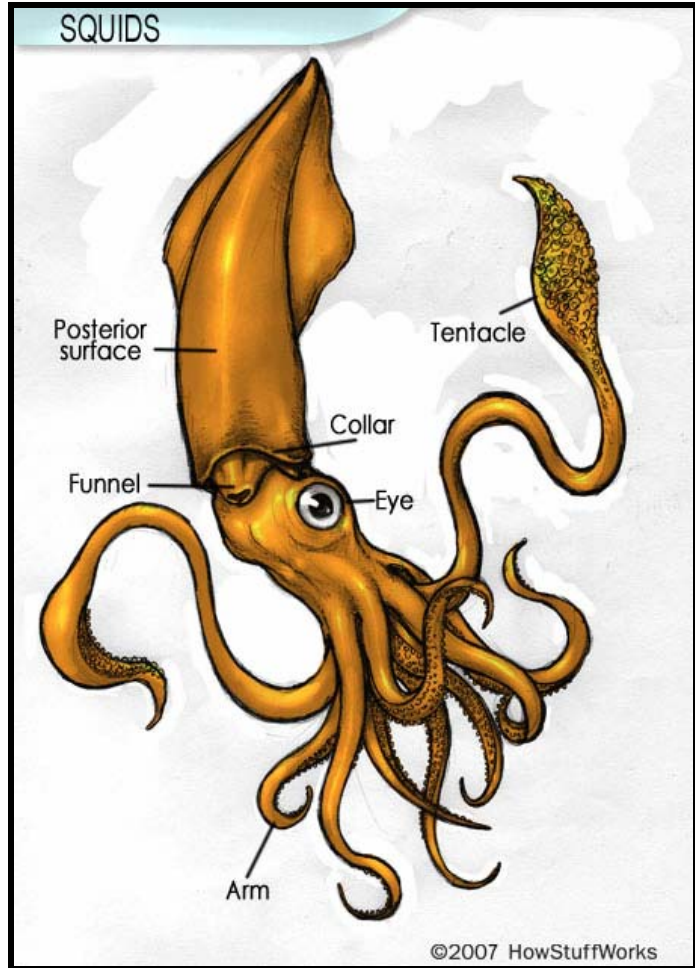
When prey is scarce, or if it has been wounded, an octopus turns to scavenging, eating everything from small crustaceans to seaweeds. Survival is paramount with this monster. It prefers to hunt at night, and often a man missing during the late night watch has been grabbed by a giant octopus, pulled quickly over the side, and eaten. Giant octopi's leathery hide is tough and waterproof, and it is worked into fine rain ponchos by sailors lucky enough to catch and kill one. Another byproduct of these monsters is their ink -- they are most often hunted for this commodity. Giant octopus ink can be used to pen magical scrolls.

Main Predator; Whale, Human(oids), Turtle, Fish Main Prey Fish, Human(oids).



Giant squid and Large Squid (Mastigoteuthis Enormus & M. Gigantes)

Octopi	Squid	
	Large	Giant
Type	Normal Animal	Normal Animal
Climate/Terrain	Any Deep Water	Any Deep Water
Frequency	Rare	Rare
Organization	Solitary	Solitary
Activity Cycle	Day	Day
Diet	Carnivore	Carnivore
AL	N	N
NA	0(1d4)	0(1)
Size	G; 60'+	G; 60'+
ST	11	26
IN/WI	3	3
DX/CO	9	9
CH	13	13
Languages	0	0
Spellcaster Limits;	0	0
AC	7	5
AV	0	0
HD	6*	12*
HP	6d8	12d8
MV	30'(10')	30'(10')
SW	120'(40')	30'(10')
Jet SW	360'(120')	180'(60')
THACO	17	9
Attacks	8 Tentacles	8 Tentacles
Reach	60'	80'
Damage	1d4 each	1d6 each
Attacks	1 Bite	1 Bite
Damage	1d10	1d6
Attacks	2 Special Tentacles	2 Special Tentacles
Reach	60'	80'
Damage	1d6 each	2d6 each
Special Attacks;	Constrict 2d6	Constrict 2d6
Special Defenses;	Ink Cloud 60' Color Change	Ink Cloud 400' Color Change
Immune to;	na	na
Extra Vulnerable to;	na	na
MR;	na	na
Save as;	F1	F3
ML	6	7
XP	500	1900
TT	V x 2	V
Body Weight	50 cn/hp	150 cn/hp

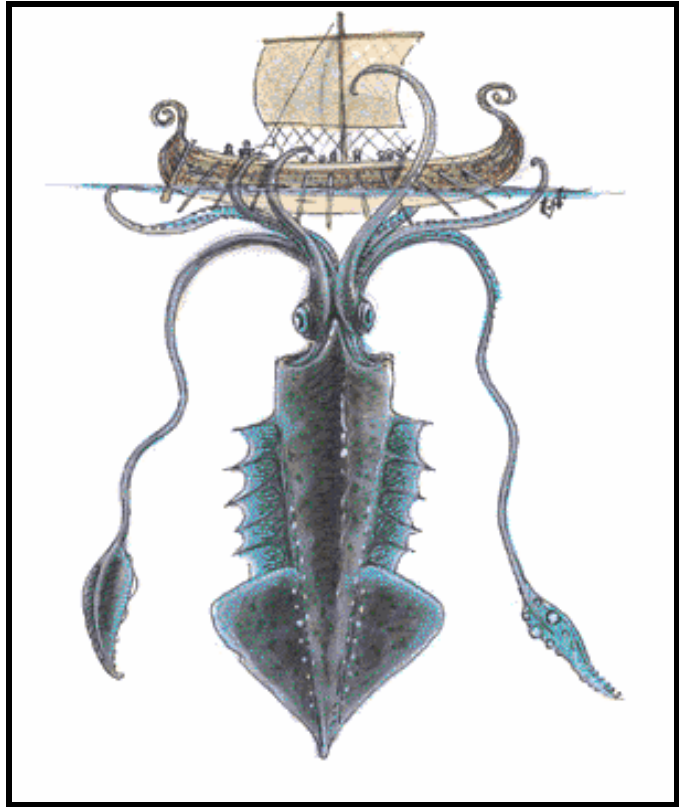


Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods (unshelled invertebrates). They have ten long tentacles, two of which are always used to maintain stability when attacking or defending, and long, protected heads with two eyes. Their beak-like mouths are located where the tentacles meet the lower portion of their bodies.

The large squid lives in deep ocean waters, rising to the surface only to hunt. It rarely (25%) attacks ships, preferring to pick off individual sailors. Unlike the large octopus, it does not anchor itself. Against individuals, it attacks with all tentacles for automatic constriction damage after each hit. Any of the eight lesser tentacles can be severed with a single blow that does 6 or more points of damage, while the two greater tentacles can only be severed by a blow of 10 points of damage or greater. Against a ship, it does 1d10 points of hull damage with its two greater tentacles and then attacks with its beak for 2 points per round. If its morale fails, the squid flees at triple speed, leaving great clouds of ink (30' radius, 2x per day) to confuse pursuers.

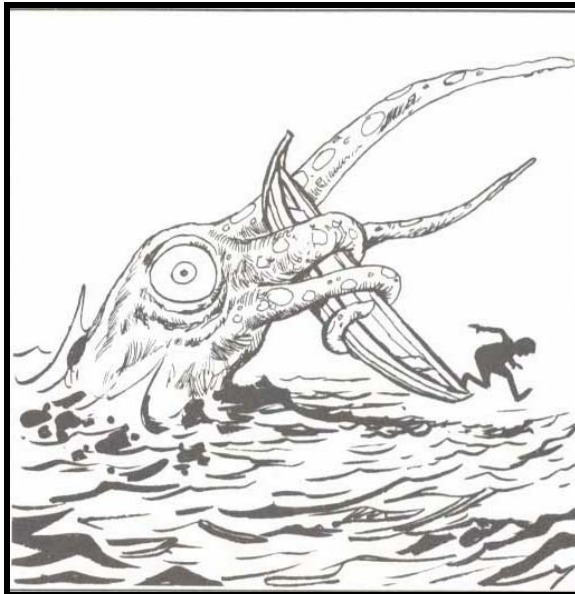
Combat:

Giant squids prefer to grab their opponents in their tentacles and constrict them, while they bring the thrashing victims into their huge jaws. As many as eight tentacles can attack one opponent, but only one at a time can constrict a man-sized opponent (the rest are free to attack anything else within reach). The rubbery tentacles are so strong they cannot be broken by force and must be severed. A giant squid's tentacles hit for 1d6 points of damage and constrict for 2d6 points of damage every round after the initial strike. The beak of a giant squid inflicts 5d4 points of damage. Any character who is constricted may have one arm (01-25% left, or 26-50% right), no arms (51-75%), or both arms (76-100%) pinned. A constricted character cannot cast any spells, but he can grab a weapon and attack the tentacle (if only one arm is free, he attacks with a -3 penalty to the attack roll; if both arms are free, the penalty is -1). A giant squid's tentacle requires 12 points of damage from sharp or edged weapons to sever (these hit points are in addition to the hit points from Hit Dice). If a giant squid has four or more tentacles severed, the monster is 80% likely to squirt out a cloud of jet-black ink. The squid then jets away and retreats to its lair. The ink completely obscures the vision of all within the cloud. A giant squid can drag ships of small size to the bottom and can halt the movement of larger ones in one turn of dragging. After six or more tentacles have squeezed the hull of the ship for three consecutive rounds giving hull damage, the vessel suffers automatic hull damage as if it had been rammed (1d8/r) and it begins to take on water and sink, even when the squid does no longer crush.



Arm Autonomy

When under attack, some squid can perform arm autotomy, in a similar manner to the way skinks and other lizards detach their tails. The crawling arm serves as a distraction to would-be predators. These detached arms continue to wave around and make clubbing attacks for normal damage to anything in range. These arms do not move away, yet their movements can unwanted and undirected let it move to lower parts where it tends to "sink". Arms tend to regrow in 1d8 week.



Main Predator; Whale, Human(oids),Turtle, Fish Main Prey Fish, Human(oids)

Kraken (Architeuthis Gargantuam)

Octopi	Kraken
Type	Normal Animal
Climate/Terrain	Very Deep Ocean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	CN
NA	0(1)
Size	G; 150'+
ST	28
IN/WI	15
DX/CO	9
CH	13
Languages	0
Spellcaster Limits;	limited spells
AC	0
AV	0
HD	64*
HP	64d8
SW	240'(80')
Jet SW	360'(120')
THACO	9
Attacks	1d10 Tentacles
Reach	160'
Damage	7d6 Each
Attacks	1 Bite
Damage	8d10
Attacks	2 Special Tentacles
Reach	160'
Damage	3d6 each
Special Attacks;	Constrict 2d12
Special Defenses;	Ink Cloud 1000' Poison Cloud Color Change Faerie Fire Control Temperature Weather Summoning Animal Summoning
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F36
ML	10
XP	26000
TT	G,H
Body Weight	250.000 LBS

Combat:

The Kraken attacks by stealthily approaching a ship, slithering its tentacles up the hull's sides, and gripping tightly, yanking it underwater. If the crew can fight back, the Kraken smashes the hull and masts with its tentacles, probing the decks and holds with its sensitive suckers seeking out its prey. The destruction is catastrophic, and its two forearms are so powerful it can easily rip a ship apart in mere rounds.

When a kraken attacks a ship, it wraps, it six tentacles around the craft and attacks crew member with the remaining four. Each tentacle inflicts 7d6 points of damage (Of which to the vessel is 50% direct and indirect (waves) damage, Hull points). The six tentacles hold on to the ship, automatically inflicting 7d6 points of constriction damage each round. Once the boat has been crushed, the kraken attacks the survivors with all tentacles. The victims are drawn to the monster's cavernous mouth in 2d4 rounds for a bite of 7d4 points of damage. Any victim caught has a -4 penalty to all Hit Rolls, but may attack the tentacle (60 hit points each, in addition to the body's 64 Hit Dice) to attempt to escape.

Two of their tentacles are barbed and cause 3d6 points of damage when they hit, but negate any AV (unless Magical).



A kraken is a rare form of gargantuan squid. It is one of the most deadly monsters in existence. The kraken is one of the largest of all creatures; the body is, over 150' long, and each of its 10 huge tentacles can reach up to a range of 750'. It usually remains, deep under the sea, reaching up from the depths to attack large prey, passing ships, and even low-flying creatures. It is greenish-blue, and when it floats on the surface (a rare occasion), It appears identical to a mass of kelp.





If three or more of its tentacles have been severed, the monster is 80% likely to retreat, leaving behind a cloud of ink to discourage pursuit. The kraken is 50% likely to retreat to its den if four or more of its tentacles have victims. If the Kraken loses 5 or more tentacles, it releases all its victims and flees, releasing a 1000' x 1000' cloud of ink for obscurement. This cloud blinds all creatures for as long as they remain within it (it dissipates in 2d4+1 rounds). Those within the cloud receive 2d4 points of damage every round they remain. Krakens jet away to their lairs at a movement rate 210'(70').

Krakens can drag ships of 60 feet long down in the same way as normal giant squids attack. They have the innate power to cause airy water in a sphere 120 yards across or in a hemisphere 240 yards across (they can do this continuously). They can employ the following spell-like powers, one at a time, at will: *faerie fire* for up to eight hours affecting as many creatures as it has HD, *control temperature* in a 40-yard radius continuously, *weather summoning* once per day, and *animal summoning* (fish only) three times per day (note that this spell does not grant control over the fish once summoned). Krakens are not affected by the conch horns of tritons.

Kraken attacks often leave the survivors, if any, psychologically damaged, traumatized or deranged. In one case, a survivor is left without a face, it having been contorted by the suckers.

Each striking tentacle has a reach equal to the size of the creature as it stretches and causes impact damage, but unless the member is loosened or severed, it constricts for 2d4 points of damage every round after striking. In combat, a Kraken will squeeze a creature with its tentacles and stab or bite the creature with its fearsome beak. The harder the target's AV, the less eager a Kraken will be to begin feeding on it, it prefers freshly dead meat, and reaches this goal by squeezing it to death.

Once its tentacles hit in combat, they will constrict automatically doing damage each round. Each tentacle that hits also reduces its victim's chance to hit by 1. A character severs a tentacle when any single hit with an edged weapon does six or more points of damage. If a victim is dragged close enough to the beak (this will take at least 1 round—but



then the beak will hit for +1 per tentacle having hold on that target), the monster can bite for damage. The chance that upper limbs are pinned is both 0-25%, the weapon Arm 26-50%, the other arm 51-75%, and 76-00%.

When both upper limbs are held, the victim has no attack; if only one limb is held the victim attacks with a -3 penalty to its attack roll; if both limbs are free (i.e., the tentacle is wrapped around the victim's body) then the victim attacks with a -1 penalty to its attack roll. Tentacles grip with a Strength of 20. Any creature with a Strength equal to or greater than 20 can grasp the tentacle and negate its constriction. This does not free the victim, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed; this requires 8 points of damage. (These hit points are in addition to those the octopus gains from its 8 Hit Dice.) Once three or more tentacles are severed, it is 90% probable that the octopus will retreat, jetting away at triple speed and trailing a large cloud of black ink. This ink cloud completely obscures the vision of any creature within it. The wounded octopus then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.

Arm Autonomy

When under attack, some octopuses can perform arm autotomy, in a similar manner to the way skinks and other lizards detach their tails. The crawling arm serves as a distraction to would-be predators. These detached arms continue to wave around and make clubbing attacks for normal damage to anything in range. These arms do not move away, yet their movements can unwanted and undirected let it move to lower parts where it tends to "sink". Arms tend to regrow in 1d8 week.





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Summoning the Kraken

Only a few captains can summon the Kraken to destroy vessels. On-board of these ships, is a massive capstan with a carved Kraken on the top, the so-called *Kraken's Hammer*. To call the Kraken, the crew rotate the capstan clockwise, lifting it to its highest point. It then slams down, blasting shockwaves through the ocean, thus summoning the Kraken. One shockwave usually does the job unless the Kraken is farther away.

The Kraken attacks anyone marked with the Black Spot, which is delivered to its victims by *the law of Irendi* and can only be removed by its lawyers on royal decree. Those marked with the Black Spot are taken by the Kraken, where they must experience their worst fears for eternity. When pirates see the black spot, they say "Black spot! Black spot!" Then they turn a full turn while brushing themselves off and spit. This represents their fear of what the Black Spot denotes.

The monster has also large round eyes with orange irises and black pupils. Interestingly, the eyes seem to show pain, most likely from when a PC has to kill it, although it could also be the Kraken's default expression.



Whirlpool



When the Kraken is on the surface, and for whatever reason it suddenly departs back into the depths of the waves, it will cause a gigantic whirlpool, dragging all on the surface down. The whirlpool will be 160' diameter with a speed of 240'/80', and will cause 8d8 hullpoints of damage. Each round thereafter, the whirlpool will decrease with 20' in diameter, 15'/5' speed, and will cause 1d8 less hullpoints of damage. Anything drawn underwater will be pulled down with a speed of 120'/40' -20' per round after being dragged under. Thereafter normal sinking (or resurfacing/floating rates are applicable again.

The Kraken uses this attack form as a last resort, not only to flee, but also as a way of still getting what it wants, namely food.

Habitat/Society:

Krakens have Intelligences of genius or higher and often control entire regions of the underwater world. Their lairs lie thousands of feet below the surface and they maintain huge complexes of caverns where they keep and breed human slaves to serve and feed them. They are befriended with the Devilfish of the deep.

Ecology:

Krakens can breathe either air or water and are aggressive hunters. Many tropical islands have been completely stripped of all inhabitants (animal and human) by krakens. It is said that krakens retreated to the depths when the forces of good thwarted their attempt to rule the seas, but it is also said that in the future krakens will rise again. This creature could become threatened and very rare with the release of the Behemoth 1011AC.

Main Predator; Whale, Human(oids), Turtle, Fish
Main Prey Fish, Human(oids)



*Below the thunders of the upper deep;
Far far beneath in the abysmal sea,
His ancient, dreamless, uninvaded sleep
The Kraken sleepeth: faintest sunlights flee*

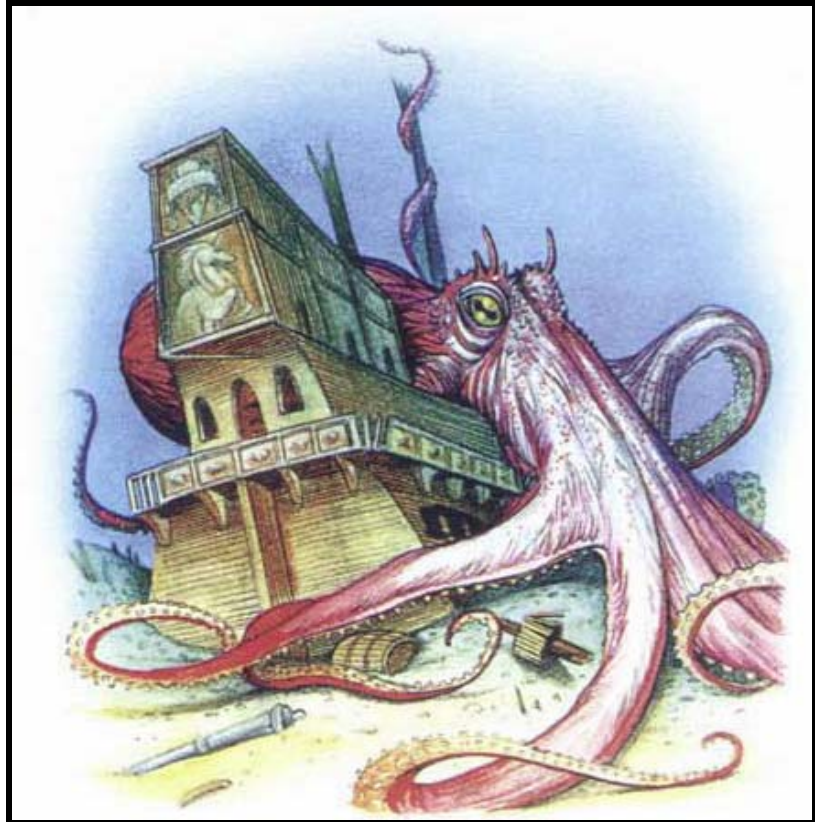
*About his shadowy sides; above him swell
Huge sponges of millennial growth and height;
And far away into the sickly light,
From many a wondrous grot and secret cell*

*Unnumber'd and enormous polypi
Winnow with giant arms the slumbering green.
There hath he lain for ages, and will lie
Battening upon huge seaworms in his sleep,
Until the latter fire shall heat the deep;
Then once by man and angels to be seen,
In roaring he shall rise and on the surface die.*



Sea Demon (Architeuthis Daemonis)

Octopi	Sea Demon
	Normal
Type	Giant Animal
Climate/Terrain	Ocean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	CN
NA	0(1)
Size	H; 30' long
ST	19
IN/WI	7
DX/CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	2
AV	0
HD	12+12*
HP	12d8+12
MV	60/20'
SW	150/50'
THACO	9
Attacks	1-9 (1-5 on land) tentacles
Reach	30'
Damage	1d8 each
Attacks	1 Bite
Damage	5d4
Special Attacks;	Constrict 2d8 Whirlpool
Special Defenses;	Ink Cloud
Immune to;	na
Extra Vulnerable to;	na
MR;	15%
Save as;	F6
ML	10
XP	2300
TT	nil
Body Weight	40,000 LBS



The Sea Demon resembles a Giant Octopus, but it is much larger. The smaller version of the Sea Demon has ten tentacles, averaging 30 feet long, and a body diameter of 15 to 18 feet. The Sea Demon is an endangered species, only a few hundred still exist. Somehow these creatures can't tolerate the light in the Hollow World, and can't be relocated there to let the species survive. The species was

abundant before the rain of Fire in 3000BC in the era of Blackmoor. It was probably one of the predecessors of the today giant octopi and even the Kraken.

Combat

On land, the Sea Demon attacks with half its tentacles, slithering along the ground upon it rests. At sea, two tentacles, anchor the creature, while the rest attacks. The initial attack roll inflicts 1d8 points of impact damage. No attack roll is required thereafter, the tentacle constricts for 2d8 points of damage per round, until the creature detects it does not move (is alive) anymore. Two rounds after prey has been seized, it is dragged to the creature's great beak, which inflicts 5d4 points of bite damage. A tentacle grips with a strength of 19, a creature with at least this strength can avoid the crushing damage, but will not be free of the tentacle's grip. A tentacle can take 12 points of slashing damage before being severed; damage to its tentacles do not count to the total hit points. If half the attacking tentacles are severed or incapacitated, the sea demon withdraws. In water, it discharges an inky cloud that fills a volume of 40 feet by 60 feet diameter. All within are blinded after. The cloud also deadens sound and pressure sensing organs so they are useless for 2d4 turns.

The sea demon attacks ships that venture too close to its lair. Multiply the surface distance in miles from the ship to its lair by 20% for the chance the ship will not be attacked. The sea demon takes two minutes to get to a shallow depth, then more depending on the distance, to catch the ship. A vessel leaving the territory in the mean time will not be attacked, but the creature will attack anything else floating around.

A ship seized by the sea demon comes to a stop in 1 minute (6 rounds). The creature will try to sink the ship, attacking whatever prey comes within tentacle reach. As long as six tentacles grasp the ship, it causes 1d4 points of hull damage each round, if four or more tentacles are severed—but no more than half the total number of attacking tentacles—, the sea demon retreats to 500 feet below the ship (or half the distance to the bottom if shallower water). It then begins to spin; after 1 minute (6 rounds) a whirlpool of 60 yards diameter forms. Unless the ship is mobile and attempt immediate flight before the whirlpool forms, it will be caught in the whirlpool for 1d4 Turns before it can try to escape. Escape requires the ship to be able to move—enough oars and crew to man them or sails and wind to fill them—and a successful seaworthiness check (and sailor check). A failure means the ship will take water, break or otherwise become destroyed. The sea demon cannot maintain the whirlpool for more than 5 turns, nor will it pursue after creating one, for it must rest a full day. A vessel will **not** be dragged underwater in this whirlpool, only very roughly dragged around at a speed of its maximum movement rate of the sea demon. It may snatch floating (or swimming) prey in or on the water. The sea demon will recognize an escaped ship on a later day; it can sense such a ship (unless it has been fully careened before the next meeting) up to 10 miles away (double the normal distance), and will immediately attack and try to destroy it again.

Habitat/Society

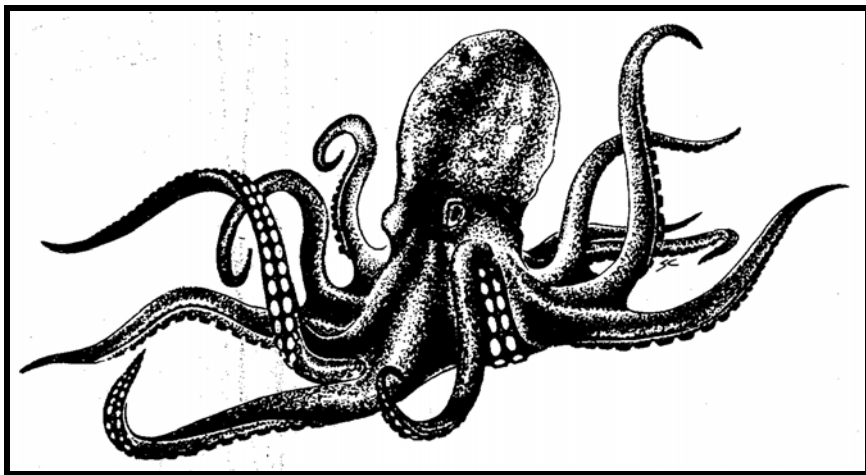
The sea demon may be encountered at sea or in coastal areas. Its lair is usually in the sea, but it may be on land if the climate is humid and either subtropical or tropical (thus not mountains, hills or desert). It will nearly always be found alone, for it hates all other life, especially sea demons (hence it is an endangered species). The creature is 80% likely to be in or near its lair when encountered. A sea demon that has lost tentacles can regenerate them at a rate of 3 feet per tentacle per week. A sea demon will not attack a ship if its wounded tentacles are less than half healed.

Ecology

The sea demon eats whatever it can catch, preying mainly on giant marine life, small whales, and the like. It may come ashore to hunt, especially if the food in the surrounding seas has been depleted. Perhaps sea demons first attacked ships because a ship's hull somewhat resembles a whale when seen from below, but the creatures have learned that a ship crew are prey, also. This creature could become extinct with the release of the Behemoth 1011AC.

Greater Sea demon (Architeuthis Daemonis gigas)

Octopi	Sea Demon
	Greater
Type	Giant Animal
Climate/Terrain	deep ocean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	CN
NA	0(1)
Size	H; 40'long
ST	20
IN/WI	6
DX/CO	8
CH	10
Languages	0
Spellcaster Limits;	0
AC	0
AV	0
HD	16+16*
HP	16d8+16
MV	90'/30'
SW	180'/60'
THACO	5
Attacks (Tentacles)	1-11 (1-6 on land)
Reach	40'
Damage	1d10 each
Attacks	1 bite
Damage	5d6
Special Attacks;	Constrict 2d8 Whirlpool
Special Defenses;	Ink Cloud
Immune to;	na
Extra Vulnerable to;	na
MR;	30%
Save as;	F8
ML	11
XP	3150
TT	nil
Body Weight	70,000 LBS



This creature is in most ways similar to its smaller cousin, but has twelve tentacles (ten of which it uses to attack). It is larger, having a diameter of 20-25 feet and its tentacles grow to 40 feet in length. A greater sea demon is found mainly in the deeps; its lair is nearly always below a depth of 1000 feet. A greater sea demon tentacle has the effective strength of 20 and requires 20 points of slashing damage to sever. Its beak inflicts 5d6 points of biting damage, and is strong enough to crush coral, or crack the shell of a giant clam. The creature can cause 2d4 points of hull damage per round and crush small boats with ease. Severed tentacles regrow at a rate of four feet per tentacle per week. Its cloud measures 60 feet by 80 feet diameter.

This creature could become extinct with the release of the Behemoth 1011AC.

Vampire Squid (*Vampyroteuthis infernalis*)

Octopi	Vampire squid
Type	Normal Animal
Climate/Terrain	Very Deep Ocean
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	CN
NA	0(1)
Size	N; 6'long
ST	4
IN/WI	6
DX/CO	12
CH	13
Languages	0
Spellcaster Limits;	0
AC	0
AV	0
HD	6
HP	6d8
SW	240'(80')
Jet SW	360'(120')
THACO	14
Attacks	1 clasp
Damage	3d6 each
Attacks	1 Bite
Damage	1d6
Special Attacks;	Constrict 2d12 Lure lighting
Special Defenses;	Daze Counter lighting
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F3
ML	9
XP	275
TT	0
Body Weight	250 LBS

The vampire squid (*Vampyroteuthis infernalis*, lit. "vampire squid from 'Hell'") is a small, deep-sea cephalopod found throughout the temperate and tropical oceans of the world. Unique retractile sensory filaments justify the Vampire Squid's placement in its own order: Vampyromorphida (formerly Vampyromorpha), which shares similarities with both squid and octopuses.

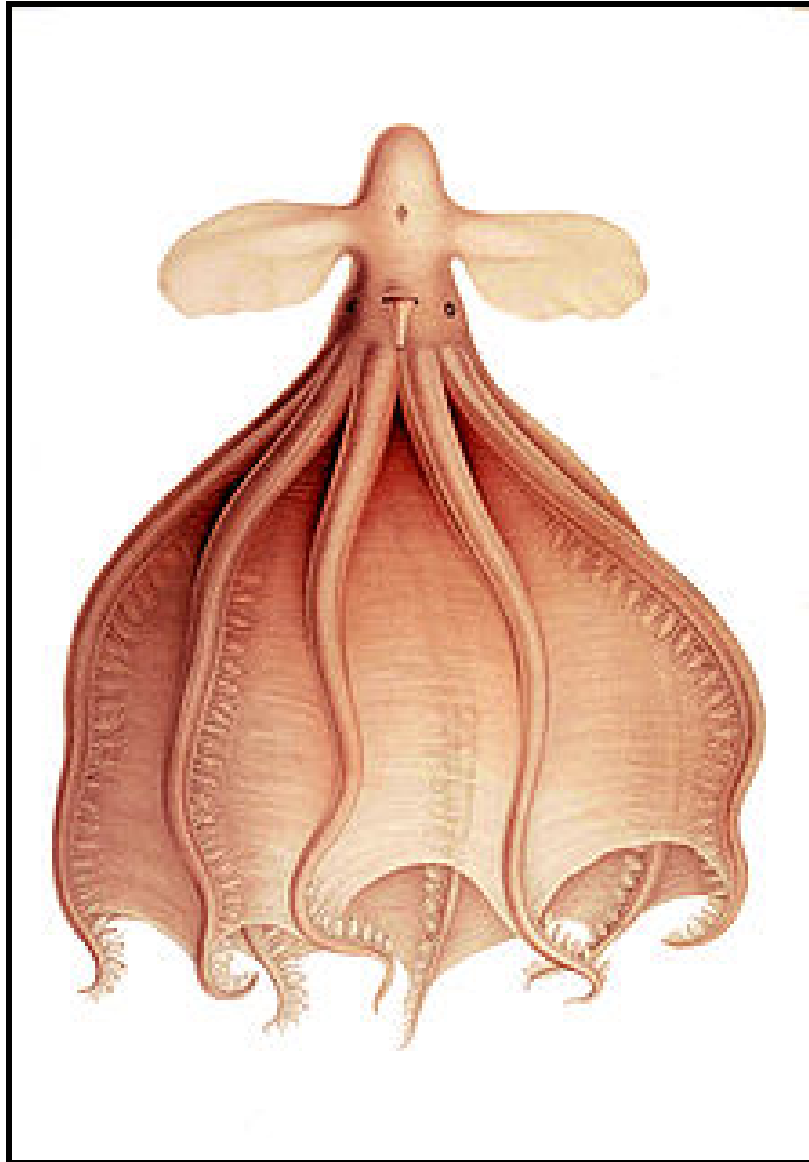
Physical description

At a maximum 30 cm (1 ft) in total length, the normal vampire squid is no threat to humans, however, the larger variant is displaced here. Its 6 feet gelatinous body varies in color between velvety jet-black and pale reddish, depending on location and lighting conditions. A webbing of skin connects its eight arms, each lined with rows of fleshy spines or *cirri*; the inside of this "cloak" is black. Only the distal half (farthest from the body) of the arms have suckers. Its limpid, globular eyes, which appear red or blue, depending on lighting.

Mature adults have a pair of ear-like fins projecting from the lateral sides of the mantle. These fins serve as the adult's primary means of propulsion: vampire squid "fly" through the water by flapping their fins. Their beak-like jaws are white. Within the webbing are two pouches wherein the tactile velar filaments are concealed. The filaments are analogous to a true squid's tentacles, extending well past the arms; however, they are a different arm pair than the squid's tentacles. Instead, the filaments are the same pair that were lost by the ancestral octopuses.

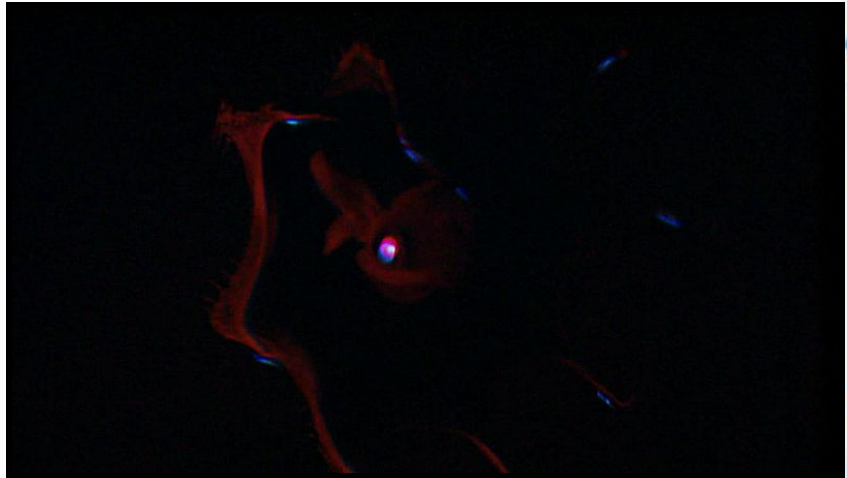
Lure Light

The Vampire Squid is almost entirely covered in light-producing organs called photophores. The animal has great control over the organs, capable of producing disorienting flashes of light for fractions of a second to several minutes in duration. The intensity and size of the photophores can also be modulated. SV vs. Spells or be Charmed.



Counter Light

At the shallower end of the Vampire Squid's vertical range, the view from below is like the sky at twilight: The highly sensitive eyes of deepwater denizens are able to distinguish the silhouettes of other animals moving overhead. To combat this, the vampire squid generates its own bluish light (bioluminescence) in a strategy called counterillumination: The light diffuses the animal's silhouette, effectively "cloaking" its presence from the watchful eyes below. Its own large eyes detect even the faintest of gleams. A pair of photoreceptors are located on top of its head, perhaps alerting the animal to movements above.



Daze light

Like many deep-sea cephalopods, Vampire Squid lack ink sacs. If threatened, instead of ink, a sticky cloud of bioluminescent mucus containing innumerable orbs of blue light is ejected from the arm tips. This luminous barrage, which may last nearly 1 Turn (10 minutes), is presumably meant to daze would-be predators (SV vs. Spells at -1 cumulative – round after the first) and allow the Vampire Squid to disappear into the blackness without the need to swim far. The display is made only if the animal is very agitated; regenerating the mucus is costly from a metabolic point of view.

Habitat and adaptations

The Vampire Squid is an extreme example of a deep-sea cephalopod, thought to reside at aphotic (lightless) depths from 2000-3000 feet or more. The animals have weak musculature but maintain agility and buoyancy with little effort thanks to sophisticated statocysts (balancing organs akin to a human's inner ear) and ammonium-rich gelatinous tissues closely matching the density of the surrounding seawater.

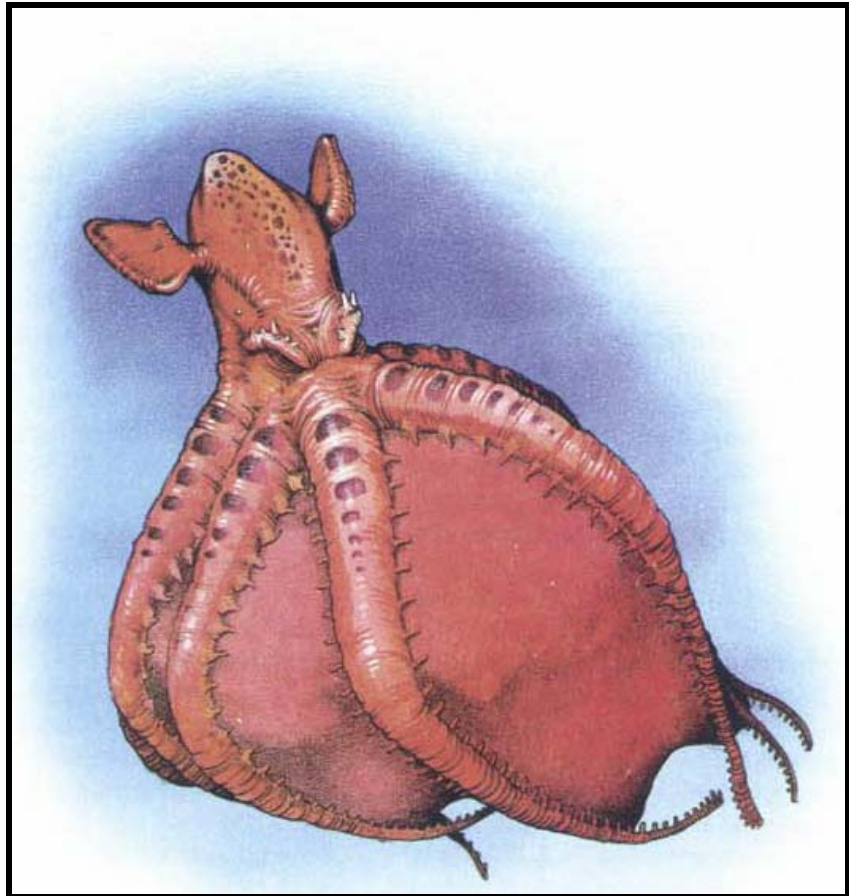
With their long velar filaments deployed, Vampire Squid have been observed drifting along in the deep, black ocean currents. If the filaments contact an entity, or if vibrations impinge upon them, the animals investigate with rapid acrobatic movements. They are capable of swimming at speeds equivalent to two body lengths per second, with an acceleration time of five seconds. However, their weak muscles limit stamina considerably.

Unlike their relatives living in more hospitable climes, deep-sea cephalopods cannot afford to expend energy in protracted flight. Given their low metabolic rate and the low density of prey at such depths, Vampire Squid must use innovative predator avoidance tactics to conserve energy. Their aforementioned bioluminescent "fireworks" are combined with the writhing of glowing arms, erratic movements and escape trajectories, making it difficult for a predator to home in.



Octopi	Octo Jelly
Type	Normal Animal
Climate/Terrain	Very Deep Ocean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1 or 2
Size	L; 9'long, 5'across
ST	4
IN/WI	6
DX/CO	10
CH	12
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	8*
HP	8d8
SW	90'/30'
THACO	13
Attacks	1 Bite
Damage	1d6
Special Attacks;	Constrict 1d10
Special Defenses;	Luminous Cloud
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	F4
ML	12 special
XP	1100
TT	0
Body Weight	250 LBS

Octo Jelly (*Vampyroteuthis infernalis chaosar*)



This deep-water predator is a bell-shaped octopus with a pair of swimming fins protruding from its body. Its tentacles appear to be very short, as they are connected by webbing for nearly the entire length, creating a fleshy bag in which to trap prey. Further

the creature is effectively blind, using touch, and sensing vibration and corporeal electricity (up to 60 feet) to pinpoint its prey. While it can distinctively change color in an instant to match the ocean floor, the lack of light makes camouflage rather irrelevant.

Combat

Moving in the manner of a jellyfish along the ocean floor, the octo-jelly's hunting method is to position itself directly above its intended prey and then drop down, enveloping the prey completely with its webbed tentacles. The octo-jelly has two attacks against the trapped prey; a bite with its horny beak that inflicts 1d10 points of damage and a smothering s another 1d6 points of damage. Once prey is trapped, no further attack rolls are necessary, both types of damage are inflicted each round until the prey escapes or is consumed. A trapped prey can free itself at the beginning of any round with a successful saving throw vs Turn to stone at a -1 penalty. Because the Octo-jelly is so soft, all attacks directed at it cause full damage to anyone trapped inside its mass.

Although fragile, it has virtually unshakable morale. An octo-jelly will not retreat until it has lost 75% of its hit points; under absolute no other circumstances will it ever retreat. When attacked by a stronger foe, the Octo-jelly can release a luminous cloud of green-particles (somewhat like an ink cloud of normal octopi). Anyone caught in this 20 feet high by 30 feet diameter cloud is blinded for a full turn, losing all initiative and affected as per normal blindness.

Habitat/Society

The Octo-jelly is solitary; due largely to the difficulty of finding a stable food source for even a small gathering in the ocean depths. No more than two (a male and a female) will be found together, and then only in their mating period (once a year, for a month, but variable per individual). The tendrilled eggs are hidden in a nearby patch of weed. When the creature's eggs, the young live for a short time within the mother's protective tentacle bell (she does not feed in this period), but soon disperse in search of food. These creatures rarely come to the surface, unless driven upward by some major undersea disturbance or cataclysm (live a seaquake or underwater volcano).

Ecology

The octo-jelly eats any animal it has a chance to kill. In return, it is eaten by anything that can catch and kill it, meaning virtually all of its neighbours; there are few clear-cut distinctions between predator and prey in the ocean depths. Because it is softer than octopi that live near the surface, the skin of the Octo-jelly is useless for commercial purposes. It is edible, however. If its ink particles can be collected, they might be used as an ingredient in the ink used to creating such spell scrolls as light, continual light and various other light or prismatic based spells. An octo-jelly carries enough particles to provide sufficient ink for one written spell.

Octo hide (*Vampyroteuthis infernalis gigas*)

Octopi	Octo Hide
Type	Giant Animal
Climate/Terrain	Very Deep Ocean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1
Size	H; 20' across
ST	5
IN/WI	5
DX/CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	10**
HP	10d12
SW	120/40'
THACO	11
Attacks	1 Bite
Damage	2d6
Special Attacks;	Constrict 1d10 Cone of Cold
Special Defenses;	Luminous Cloud
Immune to;	Cold
Extra Vulnerable to;	Heat
MR;	0
Save as;	F5
ML	12 special
XP	2500
TT	0
Body Weight	800LBS

The Octo hide, a relative of the octo jelly, is a bottom dwelling octopus of the deepest oceans. Enormous in size (20 feet or more across), with comparatively short, webbed tentacles, it might be of any color and changes hues frequently (some say it speaks like this, but in the darkened deep nobody sees nor understands). Its basic color is brown.

Combat

The octo hide will try to get close enough to bite the prey. To disble prey so it can close in for the kill, each round it can generate a Cone of Cold effect 10' wide and 30' feet long that inflicts 3d6 points of cold damage (Sv Sp for half). The octo hide itself is immune to all cold-based attacks. The beak inflicts 2d6 points of damage. On a beak hit, the octo hide's tentacles wrap around the prey so that no further attack rolls are necessary and bire damage and constrict damage are made each following round.

The octo hide is ferocious, but if the battke goes against it (the creature loses 75% of its hit points), the octo hide retreats, releasing any prey and covering its withdrawel with a luminous cloud of green-particles (somewhat like an ink cloud of normal octopi). Anyone caught in this 40 feet high by 60 feet diameter cloud is blinded for a full turn, losing all initiative and affected as per normal blindness.

Ecology

Octo hides are also solitary, due to the difficulty of finding a stable supply of food for more than one octo hide in a small area. The octo hide's mating season is brief, and the multitude of eggs are abandoned as soon as they are laid. The octo hide preys on both swimmers and bottom crawlers. Its ink particles can be collected, they might be used as an ingredient in the ink used to creating such spell scrolls as light, continual light and varioius other light or prismatic based spells. An octo-hide carries enough particles to provide sufficient ink for one written spell.



Darkmantle (*Vampyroteuthis aeromobils*)

Octopi	Darkmantle	variants
Type	Magical Animal	
Climate/Terrain	Any Underground	
Frequency	Very Rare	
Organization	Solitary, Pair or Clutch	
Activity Cycle	Any Underground	
Diet	Carnivore	
AL	CN	
NA	1 (2, or 1d8)	
Size	N: 6'long	L: 16'long
ST	11	12
IN	2	2
WI	11	12
DX	15	12
CO	14	13
CH	10	9
Languages	0	0
Spellcaster Limits;	0	0
AC	0	
AV	0	1 or 2
HD	3*	4*, 5*, or 6*
HP	3d8	1d8/HD
MV	30'/10'	
FL	60'/20'	
MF	1/3C	
THACO	17	16, 15, 14
Attacks	1 slam +Grab	
Damage	1d4	1d6, 1d8, 2d6
Attacks	1 Bite	
Damage	1	1d2, 1d3, 1d4
Special Attacks;	Constrict	
	1d4+4	1d6+6, 1d8+8, 2d6+1
Special Defenses;	Darkness 1/day Camouflage	
Immune to;	na	
Extra Vulnerable to;	na	
MR;	na	
Save as;	F3	F3, F4, F5
ML	9	
XP	50	125, 300, 500
TT	0	
Body Weight	250 LBS	350, 450 600 LBS



A darkmantle is a creature that evolved from the vampire squid, with the use of magical help by magicians (of probably deepsea origin or Shadowelves) resembles something akin to a dark brown colored squid, roughly 4 feet long, with webs of membrane between the tentacles. Its part is shelled, and it has a muscular "foot" on the top of it. Though darkmantles have eyes, they "see" by using echolocation, much the way a bat does. Using a mixture of telekinetic ability and the flapping of its webbed tentacles, it can perform low level flying.

Combat

The darkmantle attacks by attaching itself to the ceiling of a cave and disguising itself as a stalactite. It waits until someone is underneath, and then drops down, wrapping its tentacles around the head of the victim. It smothers them, and then proceeds to eat them from a mouth located under its head. A darkmantle can use its grab attack against any foe of any size. A darkmantle's tentacle span measures just under 5 feet—when attached to a cave roof and disguised as a stalactite (like a Piercer), its length varies from 2 to 3 feet. A typical Darkmantle weighs 40 Pounds. The creature is usually the color of basalt or dark granite, but their webbed tentacles can change color to match their surroundings.

The darkmantle isn't a particularly good climber, but it can cling to any surface, including a cave roof like a bat, hanging by its hooks at the end of its tentacles so that its dangling body looks nearly indistinguishable from a stalactite. In this hidden position, the darkmantle waits for prey to pass beneath, at which point it drops swoops down to attack its victim, slamming its body against the foe and attempting to wrap its webbed tentacles around the target. If the darkmantle misses its prey, it swoops backup and tries to drop again until its prey is vanquished, disappeared, or the Darkmantle is grievously injured (in which case the creature flutters back up to the roof to hide and hope its "prey" leaves it alone). The darkmantle's inborn ability to cloak the area around it in magical darkness gives it an additional advantage over foes that rely upon light to see. The Darkmantle, has infravision 60' and can detect prey by air movements (an air form of Tremorsense) and sound. Like a bat it has a form of echolocation.



Habitat and society

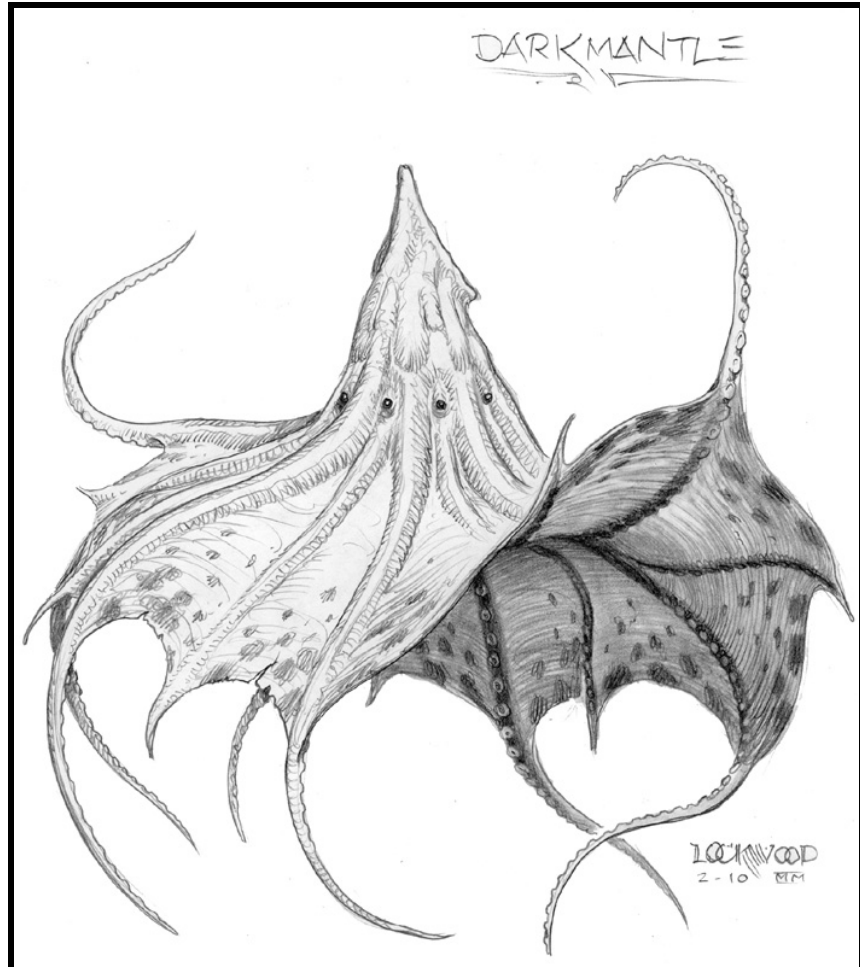
Darmantles prefer to dwell and hunt in the caves and passageways that are closest to the surface, as these tend to possess more traffic for the monsters to feed upon. Yet they do not confine themselves to those dark cavern, and can sometimes be found dwelling in ruined fortresses or even in sewers of bustling cities. They tend to travel during the mating season in the night to find a new mate and there after a new hunting location. During travel they do not attack, and fly as fast as possible to a new location. They do so at an average height of 60 feet, preferring not to fly too high and attract predators. It is therefor possible to find a darkmantle resting in a tree on its way to find a new lair. Even while reluctant, an easy prey(i.e small) they will attack in these resting moments. Anywhere food is plentiful and there is a ceiling to cling to is a possible den for a Darkmantle.

Ecology

Da dakmantle's lyfecycle is swift— young grow to maturity in a matter of months, and most die of old age after only a few years. As a result, generatuons of Darkmantles quickly accrue, and over the years the evolution of these creatures is similarly swift. In this manner, a cavern ecosystem can have a significant effect on a group of Darkmantles' appearance, behaviois and tactics. Aquatic cavern might develop Darkmantles that return to the waters from which they have been (magically) evolved eons ago, while those beset with volcanism might generate darkmantles with a resistance

to fire. Other Dark mantle variants might develop much sturdier hides (AV 0 to AV 2), and instead of swooping down to crush prey might imply drop and pierce them through with their stalactites-like lengths. The deepest, darkest caves are rumored to host darkmantles of incredible size, capable of smothering multiple human-sized foes at once in their leathery folds. Any attack is rolled only once, and each PC sees if its character is wounded, then roll each damage accordingly.

Main Predator; Lowlife, Spiders. Main prey ; Mammals.



Giant Amphibians (Amphibia species)

Giant Frogs (Small, Large, Giant) (Ranax giganticus Species)

Frogs	Small	Large	Giant
Type	Giant Animal		
Climate/Terrain	Any Fresh Water		
Frequency	Uncommon		
Organization	Pack		
Activity Cycle	Any		
Diet	Carnivore		
AL	N		
NA	5d8	3d8	1d8
Size	M; 2'	M; 4'	M; 6'
IN/WI	1	1	1
ST/DX/CO/CH	9	9	9
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	7	7	7
AV	0	0	0
HD	1*	2+2*	3**
HP	1d8	2d8+2	3d8
MV	30'(10')	30'(10')	30'(10')
SW	90'(30')	90'(30')	90'(30')
Hop	30'	30'	30'
THACO	17	18	18
Attacks	1 Bite		
Damage	1d3	1d4+1	1d6
Attacks	or 1 tongue	or 1 tongue	or 1 tongue
Damage	0	0	0
Special Attacks;	Jump	Jump	Jump
Max Jump	60'	40'	20'
	Swallow		
	Tongue entrapment		
Special Defenses;	0	0	0
Immune to;	0	0	0
Extra Vulnerable to;	0	0	0
AM	0	0	0
Save as;	F1	F1	F1
ML	5	5	5
XP	13	35	65
TT	nil	nil	nil
Body Weight	30LBS	100LBS	800LBS



Giant frogs resemble their more common relatives in everything but size. Their enormous size means that they consider larger creatures as a source of food, making small creatures and even demihumans possible prey. A giant frog can range from 2 to 6 feet in length and weigh between 50 and 250 pounds (a 2-foot frog weighs 50 pounds, adding 50 pounds for each additional foot of length). Frogs with 1 Hit Die are 2 feet long, while those 2 to 4 feet long have 2 Hit Dice, and those over 4 feet long have 3 Hit Dice. The distance that a giant frog can jump is based upon its weight, with the maximum jumping distance being as given in the tables. A frog cannot jump backward or directly to either side, but can leap 50% of its range straight up.

Combat:

Because of its camouflaging color, a giant frog surprises opponents easily (-3 penalty to opponents' surprise rolls) when in its natural habitat. A giant frog uses its long, sticky tongue to entrap its victim. The tongue is equal in length to three times the frog's length and strikes with a +4 bonus to the attack roll. The tongue inflicts no damage when it hits. Once a victim is caught by the frog's tongue, it has one chance to hit the tongue before the frog attempts to reel it in. If the tongue is hit, the frog releases the victim and does not attack that creature again. Otherwise, the victim is reeled in. If the victim weighs less than the frog, it is dragged into the frog's mouth in the same round it attacked and missed striking the tongue. If the creature weighs more than the frog, an extra round is required for the frog to draw the creature in. This grants the victim another opportunity to hit the tongue.

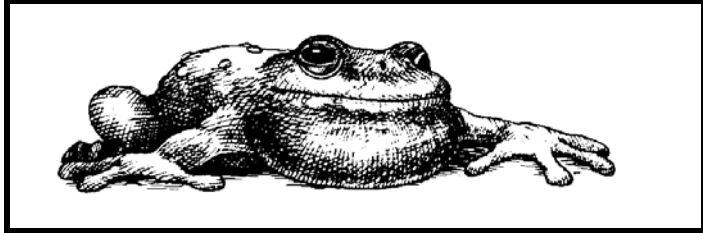


Any creature weighing more than twice the frog's weight cannot be pulled by the frog and is released on the third round after it was caught, even if the tongue is never struck. Once the victim has been drawn to the frog's mouth, the frog attempts to eat it. If the giant frog successfully bites its victim in the first round the creature is in range, it automatically scores maximum damage. On an attack roll result of 20, the frog can swallow whole any creature shorter than half its length long. Any creature swallowed whole has a chance to cut its way out of the frog with a sharp-edged weapon, but must roll an attack roll penalty of -8. A victim has only three rounds to escape before asphyxiating. A successful escape kills the frog. Any damage inflicted upon a frog that has swallowed a creature whole has a 33% chance of also being inflicted on the swallowed victim. Giant frogs fear fire and always retreat from it.

Incidentally, the terms toad and frog are often interchangeable. Originally, the terms were used to differentiate between the species: toads having drier (and often bumpier) skin than frogs; frogs generally being more streamlined and better jumpers than toads. Nowadays, the term .toad. is often used as a catch-all to include all types of anurans, especially since individual species are often called by different common names in different parts of the world. All anurans are carnivorous, although individual species have adopted different hunting strategies. Some roam at night searching for prey, specifically the snails and worms that appear in the dampness accompanying the dew. Others actively seek out prey in specific locations, especially areas of high concentration (for instance, a watering hole or giant ant hill). Still others ambush prey by using camouflage techniques and pouncing on their victims as they pass within range.

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. The impact of a heavy animal on an upright human frame is great. If the frog hits with its bite or sticky tongue or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds.



Habitat/Society:

Giant frogs live in groups but don't have any real social structure. They are aggressive hunters and eat insects, fish, and small mammals. Large aquatic predators such as giant fish and giant turtles often prey upon them. Vision high, further low senses, Tremorsense 60'.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals

Killer Frogs: (Ranax Terriblis)

Frogs	Killer
Type	Giant Animal
Climate/Terrain	Any Fresh Water
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any
Diet	Camivore
AL	N
NA	3d6
Size	S; 7'
IN/WI	1
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1+4**
HP	3d8+1
MV	60'(20')
SW	120'(40')
Hop	60'
THACO	16
Attacks	1 Bite
Damage	1d6+1
Attacks	1d2 Talons
Damage	1d4 each
Special Attacks;	Jump
Max Jump	50'
	Cham
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	4
XP	75
TT	V
Body Weight	160LBS



This smaller version of the giant frog attacks with sharp teeth and front talons. While it does not swallow victims whole, the killer frog is a vicious hunter and is especially fond of the taste of human flesh. It will digest a human in 1 week, not needing to feed for a full month thereafter. Often it uses this period to find a mate and produce offspring.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals, Human(oids)



Poisonous Frogs: (Dendrobates species)

Frogs	Poisonous	
	Giant	Large
Type	Giant Animal	
Climate/Terrain	Any Fresh Water, Jungle	
Frequency	Rare	
Organization	Pack	
Activity Cycle	Any	
Diet	Carnivore	
AL	N	N
NA	1d6(1d6)	2d6
Size	M; 5'	S; 6" to 12"
IN/WI	2	1
ST/DX/CO/CH	10	9
Languages	0	0
Spellcaster Limits;	0	0
AC	7	8
AV	0	0
HD	2**	1**
HP	2d8	1d8
MV	30'(10')	30'(10')
SW	90'(30')	90'(30')
Hop	30'	30'
THACO	18	19
Attacks	1 Bite	1 Bite
Damage	1d4+1	1
Attacks	or 1 tongue	
Damage	entangle	
Special Attacks;	Jump	Jump
Max Jump	30'	10'
	Poison	Poison
Special Defenses;	0	0
Immune to;	0	0
Extra Vulnerable to;	0	0
AM	0	0
Save as;	F1	NM
ML	9	4
XP	30	16
TT	nil	nil
Body Weight	700LBS	5 to 10LBS



A rare type of normal frog, this breed secretes a contact poison from its skin, as well as with its bite. The weakness of the poison gives all victims a +4 bonus to their saving throws. Due to its weakness and the difficulty of collecting it, there is no market for this poison. The best known variant of this frog is used by the Azcans (Hollow World only) for poison on their arrows to hunt for birds these miniature (1 to 3 inches) has only 1hp, weighs no more than 5 cn, and moves / hops at 10% of the large poisonous frog and is statistically equal to the large poisonous frog listed here.. Other variants have many subspecies with many differences in coloration, but are further equal in statistics and poison.

Poison

The Small Poison Frog's alkaloid poison nerves from transmitting impulses, leaving the muscles in an inactive state of contraction. This can lead to heart failure or fibrillation. Alkaloid batrachotoxins can

be stored by frogs for years after the frog is deprived of a food-based source, and such toxins do not readily deteriorate, even when transferred to another surface. Chickens and dogs have died from contact with a paper towel on which a frog had walked. The average dose carried will vary between locations, and consequent local diet, but the average wild *P. terribilis* is generally estimated to contain about one milligram of poison, enough to kill about 10,000 mice. This estimate will vary in turn, but most agree that this dose is enough to kill between 10 and 20 humans, which correlates to up to two African bull elephants. This is roughly 15,000 humans per gram. The poison frog stores its poison in skin glands. Due to their poison, the frogs taste vile to predators; This poison kills whatever eats it, except for creatures resistant to poison. The poisonous frogs are perhaps the only creatures to be immune to this poison. Batrachotoxin attacks the sodium channels of the cells and through the ages, the frog has evolved special sodium channels that the poison can't harm.

Natural Poisons			
Type	Cost	damage r / max	source
	contact		
A	no market	1/6	Poisonous Frog
X	300.000 sp	10/dearth	Small poisonous frog
B	20.000 sp	2d8	Giant Poisonous Frog
Onset 1d10 r			
Any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.			
A 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

Since easily purchasable foods such as fruit flies and extra-small crickets are not rich in the alkaloids required to produce batrachotoxins, captive frogs do not produce toxins and they eventually lose their toxicity in captivity. All poison frogs lose their toxicity when deprived of certain foods, and captive-bred Golden Poison Frogs are born harmless, a wild-caught poison frog can retain alkaloids for years. It is not clear which prey species supplies the potent alkaloid that gives poison frogs their exceptionally high levels of toxicity, or whether the frogs modify another available toxin to produce a more efficient variant, as do some of the frog's cousins from the Dendrobates family.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects

Thus, the high toxicity of *P. terribilis* appears to be due to the consumption of a small insect or other arthropod, which may truly be the most poisonous creature on Earth. The Azcan people carefully expose the frog to the heat of a fire, and the frog exudes small amounts of poisonous fluid. The tips of arrows and darts are soaked in the fluid, and keep their venomous effect for over two years. This will work with the larger ones too, but isn't really worth the effort.

Bite and retreat:

Even the giant versions of the poisonous frogs are too small to swallow humans whole, so there is no reason for them to fight to the death. A poisonous frog's usual tactic is to deliver one bite, then retreat to a dark hole or brush, where they wait to see if the venom works.

Giant Poisonous Frog (Dendrobates Giganticus)

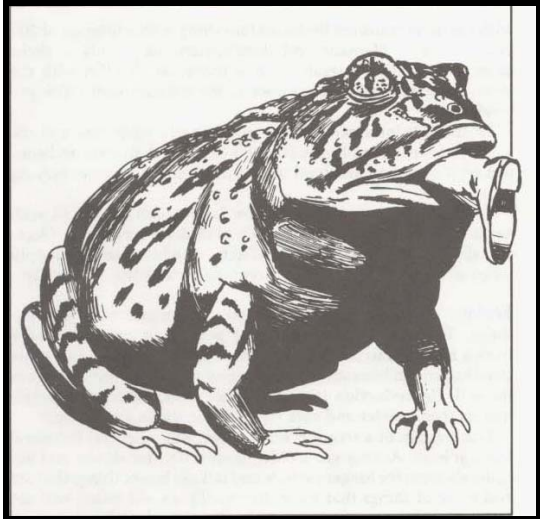


This variety of giant frog is slightly smaller than the giant toad and, unlike the toad, is far from being camouflaged. It has slimy-looking, moist skin, which is bright yellow on its belly and lurid green elsewhere. Like the toad, the giant poisonous frog has a long tongue, which it can wrap around victims up to 15 feet away (normal chance to hit). Trapped victims of dwarf size or smaller can then be dragged to the frog's mouth at a rate of 5' per round, and the creature then has a +2 bonus to Hit Rolls against them. For purposes of attacks, the tongue has AC8, and the frog will release its victim following any successful attack that damages its tongue. The tongue will be severed if it takes 6 or more points of damage from an attack with an edged weapon. The frog does not swallow victims whole. The skin of these frogs secretes a poison and their saliva is also poisonous. Anyone touching (or bitten by) one of them must make a Saving Throw vs. Poison or suffer 2d8 points of damage from the effects of the poison. The frog's tongue is not poisonous. Giant frogs inhabit marshes and swamps in tropical and temperate areas, as well as damp underground caverns. They often lurk underwater with only their eyes above the surface.

Bite and retreat:

Even the giant versions of the poisonous frogs are too small to swallow humans whole, so there is no reason for them to fight to the death. A poisonous frog's usual tactic is to deliver one bite, then retreat to a dark hole or brush, where they wait to see if the venom works.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish
Main Prey Insects, Mammals



Ghoul Frog (*Rana vista-corpora*)

Frogs	Ghoul
Type	Giant Animal
Climate/Terrain	Any Fresh Water
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
Diet	Insectivore
AL	N
NA	2d4
Size	M; 2'-3'
IN/WI	1
ST/DX/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	1+4**
HP	1d8+4
MV	60'(20')
SW	120'(40')
Hop	30'
THACO	18
Attacks	1 Bite
Damage	1d2
Special Attacks;	Jump
Max Jump	60'
	Blinding Flash
Special Defenses;	Poison
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	6
XP	23
TT	nil
Body Weight	60-85 LBS



A ghoulish frog appears to be some sort of zombified creature, but it is not. Its skin is translucent, revealing the skeleton, muscles, and internal organs. Large, black pupils give the illusion of hollow eye sockets, adding to the misconception. Ghoul frogs are not undead and exhibit no ghoulish attributes: they cannot paralyze, nor do they feast on carrion. Nonetheless, the term ghoulish frog has stuck, although they are sometimes called zombie frogs or skull frogs.

Combat:

The skin of a ghoulish frog gives off a faint luminescence that attracts flying insects at night. Those that fly too close are attacked by the frog's tongue, which draws the prey into the frog's mouth. Ghoul frogs normally attack only insects, but they can bite for 1-3 hp damage if cornered (although they flee from most attackers larger than themselves). Like most anurans, they have many small teeth, but only on their upper jaw. These teeth are used primarily to hold struggling prey steady so they can be swallowed whole. Once per turn, a ghoulish frog can generate a flash of bright light from its luminescent skin, causing victims to save vs. paralysis or be blinded for 1d4 rounds, during which time the ghoulish frog escapes. Ghoul frogs themselves are immune to the effects of such flashes. They are also somewhat resistant to the blinding effects of light and continual light spells; if either of these spells is cast directly on a ghoulish frog's eyes, its attack rolls and saving throws are reduced by 2, not 4.

Habitat/Society:

Ghoul frogs are often found in small packs, but they have no specific social structure. Staying in a group allows them to use their defensive flash more effectively, as they can take turns flashing enemies. They are never found far from a source of fresh water like a lake, pond, or stream, where they lay their jellylike eggs. Ghoul frog tadpoles are transparent as their adult forms, although they do not gain their bioluminescence until after completing the metamorphosis into full adults. Glowing tadpoles would be too easily spotted by aquatic predators. During daylight, ghoulish frogs lie buried in the mud of the lake bottom, covering their skin and preventing its light from being spotted by predators. Only during the darkness of the night do they emerge and begin their hunt for insects.

Ecology:

From a distance, the eerily-glowing ghoulish frog is often mistaken for a will o'wisp. Those hoping to find a will o'wisp treasure trove are in for a disappointment, for ghoulish frogs accumulate no treasure. Ghoul frog flesh is bitter and mildly poisonous. Those eating it must save vs. poison or be violently nauseous for 1d4 hours. During this time, the afflicted individuals suffer a -2 attack penalty and a +2 AC penalty, as well as temporarily losing 24 points of Strength. Thus, ghoulish frogs are not often hunted as prey. However, many predators try to stay close to a pack of ghoulish frogs, waiting to pounce upon those creatures unfortunate enough to be blinded by the frog's defensive flash. In addition, ghoulish frog skin, once dried and powdered, can be a useful ingredient in the manufacture of magical inks used to transcribe various spells. It is predominantly used for such light-based spells as faerie fire, dancing lights, and so on, but it can also be used for corpse visage and similar spells that deal with at least the appearance of being undead. Ghoul frog blood is a vital ingredient in the manufacture of skeletal potions (which turn the imbiber's skin and organs invisible but leave his bones unaffected). In a pinch, it can also be used to create potions of invisibility, but such potions are usually inferior in terms of duration and often cause a flickering luminescence that negates the benefits of the invisibility.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals

Archer Frog (*Rana saggitaria*)

Frogs	Archer
Type	Giant Animal
Climate/Terrain	Any Fresh Water, Often Tropical
Frequency	Very Rare
Organization	Pack
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d6
Size	M; 6'
IN/WI	1
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	3**
HP	3d8
MV	60'(20')
SW	120'(40')
Hop	30'
THACO	16
Attacks	1 Bite
Damage	1d8
Special Attacks;	Acid
Max jump	10'
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	NM
ML	7
XP	100
TT	Incidental
Body Weight	5 to 10LBS



Archer frogs look like large specimens of the standard giant frog. They are usually mottled shades of green and brown.

Combat:

In their natural surroundings, archer frogs. Coloration gives them a natural camouflage, imposing a -3 penalty to opponents. surprise rolls. Like giant frogs, they attack with their tongues to a range of 18 feet, at +4 to hit. An archer frog.s tongue, however, ends in a hardened series of wicked barbs. The frog uses its tongue to pierce the body of its prey, causing 1d8 hp damage and drawing the victim into its, mouth. The tongue barbs prevent prey from escaping; those that manage to pull free from the tongue suffer an additional 3d4 hp damage. A victim pierced by an archer frog can cut itself free by slicing through the tongue. The tongue is AC 9 and must suffer 6 hp damage in a single blow to be severed. This damage is not subtracted from the archer frog's hit points. Once severed, the tongue regenerates, barbed tip and all, in about two weeks. Once the prey is within the mouth, the archer frog's acidic saliva begins the process of digestion, causing an addition 1d4 hp damage each round, until the prey has been totally liquefied and swallowed. Non-organic materials (such as armor, weapons, and jewelry) are not digested; these items are spit out by the archer frog after dissolving its meal. Once an archer frog has "speared" a victim on its tongue, it is virtually defenseless until its current victim is dissolved. For this reason, an archer frog prefers to target solo prey; parties of two or more capable of fighting back are seldom attacked.

Habitat/Society:

Archer frogs, possibly because of their larger size and greater food requirements, are not found together in as great numbers as are other species of giant frogs and toads. They tend to hunt on their own, gathering only to mate and sleep. Possibly this is to prevent two different archer frogs from accidentally spearing the same prey.an awkward situation that would endanger both frogs until the victim was fully dissolved and the frogs. tongues were freed. Because of their unique hunting method, archer frogs tend to concentrate on larger prey. Creatures smaller than a rabbit are difficult to spear with their tongues and are often ignored by the archer frogs in favor of creatures closer to their own size. The frogs have large, expandable throat-sacs which hold prey in much the same manner as a pelican.s beak. This enables a full-grown archer frog to digest something as large as an elf or human in its mouth. The throat-sacs also come into play during courtship rituals. In the springtime, the male archer frogs inflate their sacs and issue forth impressive bellows and croaks. These bellows attract females of the same species while simultaneously warning off competing males. They can often be heard from well over a mile away.

Ecology:

If properly preserved, an archer frog.s barbed tonguetip can be used as a spearhead, harpoon tip, or similar weapon. Its flesh is considered a delicacy among many humanoid races. In fact, a common practice among those who hunt archer frogs is to silently follow one as it hunts, attacking it immediately after it captures prey of its own. This ensures that the archer frog is defenseless when attacked and also gains the frog.s prey as well as the archer frog itself. On rare occasions, archer frogs have been domesticated by humanoid races, usually bullywugs, grippli, or lizard men. Frogmen and lizard men use archer frogs as guard animals, often keeping them tied by a leash or chain to a certain area. In either case, the archer frog makes a belowaverage war beast, as its combat abilities extend only to the first victim it spears with its tongue.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Main Prey Insects, Mammals

Giant Toads

Giant Toad (*Buffus Gigantes*)

Toads	Giant Toad
Type	Giant Animal
Climate/Terrain	Non-Arctic or Subterranean
Frequency	Common
Organization	Colony
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d4 (1d6)
Size	M; 5'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	1
AV	0
HD	2+2
HP	2d8+2
MV	90'(30')
Hop	90'
THACO	17
Attacks	1 Bite
Damage	1d4+1
Special Attacks;	Jump
max Jump	20'
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as ;	F1
ML	6
XP	25
TT	nil
Body Weight	160LBS



About the size of a very large dog, and weighs 150-250 pounds. It can change its skin color to blend into woods or poorly lit dungeons, surprising its prey on a roll of 1-3 on 1d6. It can shoot its tongue out to 15', and may drag victims of dwarf size or smaller to its mouth to be bitten. Small prey is swallowed whole on a attack roll of 20, causing 1d6 points of damage each round thereafter.

Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads devour (or at least attempt to devour) any creature which appears edible. Their exact appearance varies from species to species, but these beasts are all just what their name implies, giant versions of toads. Coloration runs the gamut from weak brown to iron red, but their skin is always dry, rough to the touch, and warty. They also tend to burrow, especially the non-frost resistant species, to survive the wintery cold.

Combat:

All giant toads can jump up to their movement distance. This hop will clear any object up to one-third as high as the length of the leap and requires but a single round to accomplish. A jumping toad can attack in midair or at the end of the leap. When hunting, giant toads remain motionless until likely prey walks or slithers within range. The toad then leaps to the attack; the victim has a -3 penalty on its surprise roll.

Leaping/Dropping:

Many predators attack their prey from ambush, closing the distance by dropping on the prey from above or leaping. The impact of a heavy animal on an upright human frame is great. If the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1-3 rounds.

Habitat/Society:

Giant toads often make their homes underground, where they enjoy both the damp air and the steady supply of food. They prefer temperate zones, near water where they can lay their eggs, but often survive in surprisingly cool or dry regions. Toads are often attracted to settled areas where they prey upon livestock (goats, chickens, and even sheep). Cities often have problems with sewer toads, giant monstrosities which have grown fat on vermin, house pets, and, occasionally, civil engineers

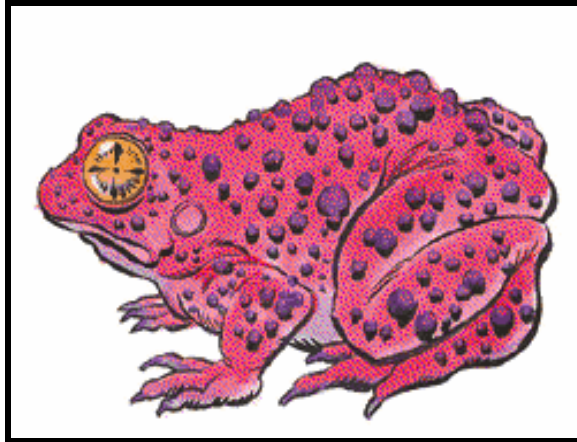
Ecology:

Giant toads keep no treasure, but worthwhile indigestibles are occasionally found in their droppings. Their skin can be fashioned into suitable leather armor, but its odor will be at least as distinctive as its appearance.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals

Fire Toad (*Buffus furens*)

Toads	Fire Toad
Type	Giant Animal
Climate/Terrain	Non-Arctic or Subterranean
Frequency	Rare
Organization	Colony
Activity Cycle	Any
Diet	Carnivore
AL	CN
NA	1d6
Size	S; 4'
IN/WI	2
ST/D X/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	9
AV	0
HD	4+1*
HP	4d8+1
MV	90'(30')
Hop	90'
THACO	17
Attacks	1 Bite
Damage	1d8
Special Attacks;	Jump
Max Jump	40'
	Fire Spit
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F2
ML	6
XP	200
TT	nil
Body Weight	120LBS



These large, red toads are about 4 feet long and covered with rough, purple warts. Fire toads shun water, preferring drier surroundings. Fire toads are so named because of their ability to exhale small fireballs. These fireballs are their only form of attack; a single fireball can travel up to 30 feet and has a blast radius of 5 feet. Damage is equal to 2d8 points, half that if a saving throw vs. spell is made. Fire toads rarely attack unless threatened, molested, or defending their lairs. Fire toads subtract 1 point of damage on all dice for fire-based attacks against them, but cold- or water-based attacks inflict an additional point of damage per die. Throwing liquid—even water—at a fire toad will cause it to retreat, though it will immediately breathe twice at its assailant in the round of its retreat. Dead fire toads will always look like burned creatures, as their internal heat will consume their body without resistance after death. The stench from a killed fire toad will linger on for weeks and often cling to cloth and hair of any kind. The smell resembles the stench of burned silicone. (for those of you interesting to know what smell; let a portable heating unit—often used by military—drycook and break. Then await the response from your surroundings for the next weeks to come. Don't say I did not warn you. It is all your own risk. Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals.

Ice Toad (*Buffus Frigidus*)

Toads	Ice Toad
Type	Giant Animal (Sub)-Arctic or Subterranean
Climate/Terrain	(Sub)-Arctic or Subterranean
Frequency	Rare
Organization	Colony
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d4
Size	L; 8'
IN/WI	9
ST/D X/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	5
HP	5d8
MV	60'(20')
Hop	60'
THACO	15
Attacks	1 Bite
Damage	3d4
Special Attacks;	Jump
Max Jump	20'
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as;	F2
ML	7
XP	175
TT	nil
Body Weight	220LBS



Fully intelligent, ice toads dwell in cold climes or far beneath the surface of the ground. In addition to its vicious bite, the creature can radiate cold in a 10-foot radius from its body. Ice toads can generate this special attack once every other round. All noncold-using creatures within this sphere of cold suffer 3-18 points of damage. Characters making a saving throw vs. spell suffer only half damage. Ice toads speak their own weird language and actively collect gems and jewelry, particularly diamonds. They are the ancestors of the Frogman humanoid race in the Northern Wildlands north of Wendar.

Main Predator; Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals





Rock Toad/Cave Toad: (Buffus subterraneus)

Toads	Rock/Cave Toad
Type	Giant Animal
Climate/Terrain	Non-Arctic or Subterranean
Frequency	Rare
Organization	Colony
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d6
Size	M; 5'
IN/WI	1
ST/D X/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	5*
HP	5d8
MV	60'(20')
Hop	30
THACO	19
Attacks	1 Bite
Damage	1d4+1
Special Attacks;	Jump
Max jump	40'
	Paralyzing Gaze
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	4
XP	400
TT	nil
Body Weight	120 LBS
Toads	Poisonous Toad
Type	Giant Animal
Climate/Terrain	Non-Arctic or Subterranean
Frequency	Rare
Organization	Colony
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d6
Size	M; 5'
IN/WI	1
ST/D X/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	2*
HP	2d8
MV	60'(20')
Hop	60'
THACO	19
Attacks	1 Bite
Damage	1d4+1
Special Attacks;	Jump
Max jump	30'
	Poison
Special Defenses;	0
Im mune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	4
XP	25
TT	nil
Body Weight	150 LBS



A rock toad, or "cave toad", lives in rocky, cold region such as high mountains or frozen deserts. It is about the size of a large dog, weighs 150 pounds, and carries hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. They shine with hypnotic glow. Any creature gazing into the eyes must save vs. paralysis, or be paralyzed for 2d4 rounds. The eyes will continue to cast a feeble 'light (5' radius) for 1d3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with a horny, beaked mouth.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals

Poisonous Toads: (Buffus alvarens)



A rare type of normal toad, this breed secretes a contact poison from its skin, as well as with its bite. The weakness of the poison gives all victims a +4 bonus to their saving throws if coming in contact with it. Due to its weakness and the difficulty of collecting it, there is no market for this poison. These toads, indistinguishable from common giant toads, secrete a weak, hemotoxic poison. A creature bitten by a poisonous toad must save vs. poison at +2. Failure means the victim falls comatose and will die within 24 hours unless treated.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals

Natural Poisons			
Type	Cost	damage	
	contact	r / max	source
X	300.000 sp	Comatose/death in 24 hr	Poisonous Toad
Onset 1d3 r			

Bite and retreat:

Even the giant version of the poisonous Toad is too small to swallow humans whole, so there is no reason for them to fight to the death. A poisonous Toad's usual tactic is to deliver one bite, then retreat to a dark hole or brush, where they wait to see if the venom works.

Spined Toad (Buffo Spinatus)

Toads	Spined Toad
Type	Giant Animal
Climate/Terrain	Non-Arctic
Frequency	Uncommon
Organization	Pack
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d4+1
Size	S to M; 2+1/HD
IN/WI	1
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	1 to 4*
HP	1d8/HD
MV	90' (30')
Hop	90'
T HACO	19
Attacks	1 Bite
Damage	1 to 2 HD = 1d2 3 to 4 HD = 1d4
Special Attacks;	Jump
Max jump	60'-10'/HD
	Paralyzing Gaze
Special Defenses;	Spines
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F1
ML	4
XP	1 HD = 13 2 HD = 25 3 HD = 50 4 HD = 125
TT	nil
Body Weight	35 LBS/HD



Spined toads appear to be a strange mix between a giant toad and a hedgehog. Except for their undersides, their bodies are covered in short, sharp spines. Coloration ranges from tan to dark brown, with a lighter (often white) underbelly.

Combat:

The spines are used strictly in defense; like other giant toads, the spined toad attacks only with its bite, inflicting 1d4 hp damage. However, those attacking a spined toad with bare hands or short weapons, like a dagger or knife. If attacked by a powerful enemy, a spined toad curls up into a ball, protecting its soft underbelly with its outward-thrusting spines. Most natural enemies give up and seek easier prey.

Habitat/Society:

Spined toads live in small family units. They lay their eggs in water; after the tadpole stage, a young spined toad stands 2 feet long, has 1 HD, and bites for 1-2 hp damage. Every year it grows one foot in length; upon reaching four feet, it adds an extra hit die and bites for 1d4 hp damage. Spined toads eat insects and most animals smaller than themselves, preferring small rodents. They also dine on everything from snails to snakes. While hunting mainly on land, spined toads occasionally enter the water to hunt ducks, swans, and other water fowl, popping up underneath them to swallow them whole. Like other giant toads, spined toads can hop their full movement distance. However, they don't hop as often as do other frogs and toads, especially when in forested areas, as they tend to get their spines stuck in tree trunks or low overhanging branches. Spined toads walk in an awkward, loping gait. As they move through foliage, their spines tend to shred leaves and twigs; rangers should be granted a +8 bonus to their tracking ability when attempting to follow a spined toad's path. Somewhat playful at times, it isn't uncommon to see a spined toad curl up in a ball at the top of a hill and go rolling down to the bottom. This behavior not only provides an avenue of amusement for the toad but also occasionally impales small creatures on the toad's spines on the way down. These creatures are then removed and devoured.

Ecology:

Because of their impressive defenses, not many creatures prey upon spined toads. However, some lizard man tribes have devised a way of turning spined toads into weapons: using a wooden oar or similar implement, they flip the toads at their enemies. Projectile spined toads cause 2d4 hp damage to their opponents, while the toads themselves suffer 1-2 hp damage upon impact and are 50% likely to be stunned for 1 round. Generally, only spined toads smaller than three feet long can be used in this fashion. Spined toad skin is also popular among lizard men as leather armor, due to the extra damage caused by the spines. The skin can be stretched across a frame to form a shield with offensive capabilities similar to a spiked buckler. The spines of the largest specimens of spined toad can be sawed off and used as weapons themselves: as primitive daggers, or as the heads of such weapons as spears or morning stars. Several humanoid games take advantage of the spined toad's armament. The simplest, often played by goblins, involves surrounding a spined toad, poking it with spears until it curls up into a ball, and then playing tug of war with a 10 pole centered over the toad, with each goblin trying to pull his opponent onto the toad's spines. Another game involves throwing apples or similar fruit at a spined toad; the winner is the one who gets the most of his fruit to stick. Ogres have a variation of this game in which they see who can throw a curled-up spined toad and get it to stick the highest in a tree.

Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals





Leech Toad (Buffo Hemovorus)

Toads	Leech Toad
Type	Giant Animal
Climate/Terrain	Non-Arctic
Frequency	Very Rare
Organization	Pack
Activity Cycle	Any
Diet	Hemovore
AL	N
NA	3d8
Size	T; 6" to 12"
IN/WI	1
ST/DX/CO/CH	10
Languages	0
Spellcaster Limits;	0
AC	10
AV	0
HD	1-1***
HP	1d8-1
MV	60'(20')
Hop	60'
T HACO	20
Attacks	1 Bite
Damage	1d3
Special Attacks;	Jump
Max jump	40'
	Leech Gaze
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Fire
AM	0
Save as;	F1
ML	3
XP	8
TT	nil
Body Weight	150LBS



Small horns protrude from the heads of leech toads. With pitch-black skin, these creatures are difficult to see at night, when they are most likely to be encountered. Their bright red eyes are large, with horizontal pupils. Leech toads are also known as

.bloodeyes,. .Stirgetoads,. or .shadow toads..

Combat:

Leech toads hunt in small packs. They encircle a potential victim stealthily. Then one of the creatures approaches from the front, using its gaze attack. The leech toad's eyes glow an evil red while it gazes at its victim. Those meeting the eyes of a leech toad must save vs. paralyzation or be frozen in place. The paralyzation lasts one round per point by which the save failed. Thus, if a 14 was needed to save and the roll was a 12; the victim is paralyzed for two rounds. A victim who saves is immune to further paralyzation attempts for the next 12 hours. Paralyzed victims are swarmed by the rest of the leech toad pack; each leaps onto the victim and bites for 1-3 hp damage at +4 to hit. Leech toads are bloodsuckers, and once a successful bite occurs, each toad remains in place, draining an additional 1-3 hp of blood per round automatically, until it has drained a total of 6 hp. At that point, the leech toad leaps off the victim and moves on, sated. If there are still leech toads on the victim when the paralyzation effects wear off, they immediately disengage and flee, regardless of how much blood was drained. Leech toads are cowards, attacking only those who cannot fight back. Victims of the leech toad's gaze attack are immune to further paralyzation attempts for the next 12 hours, just as if they had originally made a successful save.

Habitat/Society:

Leech toads stay in small packs to hunt more effectively. A single leech toad is almost never encountered. Neither is it likely to find these creatures about in the daylight hours, as they prefer a nocturnal existence, when they can hide in the shadows of the trees. They prey exclusively on warm-blooded creatures. They prefer attacking larger creatures over smaller ones: a mammal the size of a wolf can provide sustenance for many leech toads at the same time with only one gaze attack, whereas something the size of a mouse would only feed a single toad, and perhaps not fully at that. When stalking potential victims, leech toads call out to each other in high-pitched chirps. While not approaching the complexity of a spoken language, these chirps allow each toad to know the locations of the other members of the pack. Each leech toad's chirp is slightly different in pitch, length, or volume, enabling the toads to differentiate between individuals. Leech toads spend the daylight hours in hollow stumps, hidden under fallen leaves, or, more commonly, in holes dug by burrowing creatures such as moles, rabbits, or ground squirrels. They are too lazy to dig their own holes but are more than willing to take over one already created, usually by hypnotizing and killing the current inhabitants.

Ecology:

Leech toads are universally hated and feared by those who live near them. They are tasty when cooked but generally too dangerous to hunt. Nonetheless, wizards and alchemists have quite a different opinion about the usefulness of the leech frog. The blood of these creatures, when dried and mixed with fluid from their eyes, is a useful component in the magical inks used to inscribe the spells hypnotism, hypnotic pattern, and hold person. Leech toad hearts can be used as substitute material components in the casting of a fear spell without any lessening of the spell's efficacy. Furthermore, one formula for the creation of a wand of fear calls for the wooden wand to soak in the blood of thirteen leech toads for no less than one week before the spell enchantment is cast upon it.

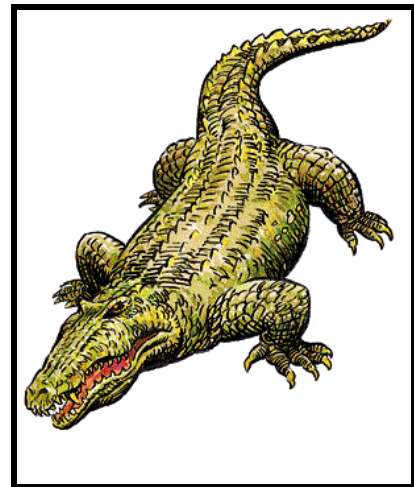
Main Predator; Crocodile, Bird of Prey, Roc, Dragon, Fish Main Prey Insects, Mammals



Reptiles

Crocodiles & Alligators

Crocodiles	Small, Alligator	Normal	Large	Giant
Type	Normal Animal	Normal Animal	Normal Animal	Giant Animal
Climate/Terrain	(Sub-)tropical freshwater	(Sub-)tropical any water		
Frequency	Common	Uncommon	Rare	Very Rare
Organization	Solitary	Solitary	Solitary	Solitary
Activity Cycle	Day	Day	Day	Day
Diet	Carnivore	Camivore	Carnivore	Carnivore
AL	N	N	N	N
NA	3d8	1d8	1d4	1d3
Size	S to M; 1' to 6'	M; 5'-15'	L 10'-20' long	L: 20'-40'
ST	15	16	17	18
IN/WI	2	2	2	2
DX	8	9	9	10
CO	9	9	9	9
CH	9	9	9	9
Languages	0	0	0	0
Spellcaster Limits;	0	0	0	0
AC	5.	5	3	1
AV	2	2	2	2
HD	1	2	6	15
HP	1d10	2d8	6d8	15d8
MV	60'(20')	90'(30')	90'(30')	90'(30')
Run 1d10r SW	120'(40')	90'(30')	90'(30')	90'(30')
THACO	17	17	14	9
Attacks	1 Bite	1 Bite	1 Bite	1 Bite
Damage	1d6	1d8	2d8	3d8
Attacks	1 Tail	1 Tail	1 Tail	1 Tail
Damage	1d4	1d4	1d8	2d10
Special Attacks;	Ambush	Ambush	Ambush	Ambush
Special Defenses;	nil	nil	nil	nil
Immune to;	nil	nil	nil	nil
Extra Vulnerable to;	Cold	Cold	Cold	Cold
MR;	0	0	0	0
Save as;	NM	F1	F3	F8
ML	6	7	7	9
XP	5	20	275	1350
TT	nil	nil	nil	nil



The crocodile is a large, dangerous predatory reptile native to tropical and subtropical climates. Awkward on land, crocodiles do not stray far from water, it spends most of its time submerged in swamps, rivers, or other large bodies of water, and are even seen in underground rivers and seas. The crocodile is one of the most feared and ugliest predators of the tropics. It has a long, squat body, ranging in size from a scant foot to well over 10' long. Most mature specimens range from eight to 15' long, and some even larger. Many sages argue that crocodiles never stop growing. Some breeds of crocodile remain small while other stop somewhere in the normal or large range. It can be said that these

creatures are mature at the normal size, except the smaller species, like the alligator.

The crocodile has a long jaw filled with sharp, conical teeth. The powerful maw is superbly adapted for dragging prey beneath the water and dismembering it. Its four short legs are very powerful, and can propel the crocodile rapidly through the water and over the land. Its long tail is also very strong and is sometimes used on land to unbalance its foes. The crocodile is covered with a tough horny hide, which blends in very well with the surrounding water. Its eyes and nose are placed so that when the crocodile floats, only they remain above water, enabling the beast to spot and ambush prey. The crocodile is adept at floating through the water and remaining quite still, presenting the illusion that it is nothing more than a floating log. If hungry, these animals will attack creatures in the water. They are particularly attracted to the smell of blood or violent thrashing of the water. Large crocodiles or greater can overturn canoes and small rafts. Giant crocodiles are almost always found in oceans or where prehistoric creatures thrive. They are over 50' long and have been known to attack small ships.

All Crocodile species have low senses, but have an aquatic form of **Tremorsense (120')**. They also have **darkvision**, enabling them to hunt at night.

Habitat/Society:

Crocodiles sometimes congregate in large numbers, but they are not by nature sociable, nor do they cooperate in hunting. They have well-concealed lairs and will often drag their prey to their lairs before eating it. When a tasty morsel comes its way, a group of crocodiles will go into a feeding frenzy, each attempting to get a part of the feast. They hunt almost daily, primarily in the water, rarely on land. Their tastes are broad: fish, men, small mammals, aquatic birds, and even a careless lion has occasionally been known to fall into their grasp. Hungry crocodiles will sometimes upend boats to see what falls out. Crocodiles mate once a year, and the female lays a clutch of about 60 eggs, carefully burying them in the sand. Unlike many other reptiles, the female carefully guards her eggs, protecting them from other predators. When the time comes for the eggs to hatch, the mother assists by digging the eggs out of the sand. The newly hatched young are thrown entirely on their own resources to survive. Very few of the young survive to maturity. Swamps and rivers are not the only abode of the crocodile. In recent years there have been dreadful rumors that some of these reptiles have made their homes in the sewers of cities in tropical regions, living on waste and carrion.

Combat:

Ever voracious, hungry crocodiles will attack anything that looks edible, including men. They prefer to lie in wait for their prey (-2 penalty to opponent's surprise roll), and are exceedingly sensitive to movements in the water. They have been known to swiftly and silently swim up to the shore and seize a man, dragging him below the surface of the water. They prefer to attack with their powerful jaws, and lash with their tails. Crocodiles will fight among themselves for any prey they seize in their jaws, sometimes tearing their victim to pieces. The only thing that can slow a crocodile is cold. They become slow and sluggish (reduced to 50% of their normal movement) when the temperature falls below 40 degrees Fahrenheit.



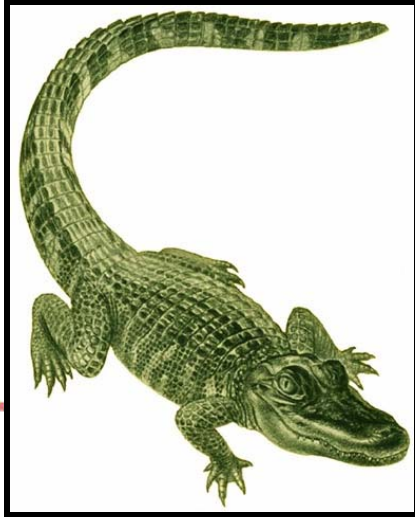
Drowning:

This is a tactic used by crocodiles. These reptiles seize prey from ambush, attempting to get a firm hold with its jaws. On a critical hit, the crocodile's jaws are firmly clamped on the victim. The croc then drags the victim underwater. Once there, the victim lasts only a few rounds before drowning (the character is assumed to be exerting himself). Others may attempt to pull the victim free, but this requires at least 10 points of strength for every hit die of the crocodile. If the croc feels the prey being dragged away, it shakes the victim vigorously, requiring each puller to make a dexterity check or lose his grip; the shaking inflicts double bite damage to the victim in that round. If the victim is successfully pulled for two consecutive rounds, the crocodile gives up and releases its prey.

Death Roll

When a crocodile has captured its prey and it is of equal or greater size, it will use its death-roll tactic. It needs to bite, and then twist itself along its tail-beak axis, thus tearing a chunk of meat away from the target. This can only be done by characters not armored by steel (or similar), and the crocodile prefers to do this on killed (drowned) prey. The death roll causes double damage, and a continuous bloodloss of 4 points, per torn chunk of character meat. The character also must roll a constitution check at -4 or faint from the pain. If somehow saved and cured magical, each chunk bitten away reduces the character's hit points permanently by 1 unless a Con. check at -4 is successful per made. A conscious character in a death roll grip may attempt a strength and Dexterity check to pull free, both must be successfully rolled with a -2 penalty. This means the character has torn himself free from the crocodile, but not that he is out of harm's way. He must flee as fast as possible, as his continuing bloodloss and the turmoil of the fight will attract more crocodiles, which are 25% chance to even enter the shore if the character is within 50'.

Small Crocodiles and Alligators (different Species)



There exist about 35 crocodile sub-species, ranging from the true crocodile to the resembling alligator (longer nose), or gavial which is a specialist fish predator. These are listed here under the small crocodiles, and though gavials, and even some alligators can become as large as a normal crocodile, they still use the statistics of the small crocodiles, this mainly because they rarely attack humans.

Species include; Crocodylus (true crocodiles), Caiman (true caiman), Alligator (true alligator species)



Dwarf Caiman-(Paleosuchus palpebrosus)

99% of the crocodile offspring are eaten in the first year of life by large fish, monitor lizards, herons and ... adult crocodiles. During the first weeks of life, the crocodile offspring eats the food reserves from its vitelline sack. The crocodile eggs are appreciated by monitor lizards, hyenas, large storks and even... humans. A female lays 20-80 eggs which are incubated in a nest built from plant materials and defended by her for three months.

A farmed crocodile reaches 1.5 m (5 ft) in length in just one year. In the wild, without such a constant food supply, it requires 3 years to reach the same length.

Crocodiles can swim just with the help of their powerful tail with 40 km (25 mi) per hour, and can stand underwater 2-3 hours. On land they can burst on short rapid races, but they get tired very quickly. They can also execute jumps out of the water, a several meters long.

The first crocodiles appeared 240 million years ago, at the same time with the dinosaurs (to which they are related), had less than 1 m (3 ft) in length and ran on two feet! That's why even today, crocodiles have longer hind limbs than fore limbs. Crocodiles can live up to 80 years.



Each crocodile jaw carries 24 sharp teeth meant to grasp and crush, not to chew. That's why they swallow stones that grind the food inside their stomachs (the stomach stones also serve as ballast). The teeth are continuously replaced along the crocodile's life. Crocodiles can exert enormous pressure when closing their jaws, but the force for opening them is so weak, that an adhesive band is enough to keep a large crocodiles' jaw shut up. The powerful jaws can be extremely delicate, working like pencils, when removing offspring from the nest. Still, beware at the tail: it inflicts powerful blows.

Many times crocodiles stay on the river banks mouth wide open. That is not an aggressive posture, but a way to cool off: they sweat through the mouth!

The crocodiles have a four-chambered heart like in birds (their closest relatives) and mammals, for an active life. Still, when diving, the heart behaves like a three-chambered reptilian heart, enabling them to stay longer underwater.

How can you make the difference between a crocodile and an alligator? If you are not accustomed to their shape, look at the mouth: crocodiles have a clearly visible fourth tooth on the lower jaw even when the mouth is closed (alligators and caymans have a groove where that tooth fits). Because crocodiles have salt glands inside their mouths they can stand sea water, while alligators cannot. That's why many crocodiles species abound in mangroves and estuaries. Behaviorally, crocodiles are more active and more aggressive than alligators, and also less resistant to cold (alligators are found in subtropical areas, crocodiles not).

If you turn on a lantern at night in waters populated by crocodiles, you will see pairs of shiny red dots. These are the crocodiles' eyes which have a layer called tapetum behind their retina, containing crystals that reflect light and make possible the night vision.

The crocodile is a formidable predator and has little competition for food from other water creatures. One of the few monsters that can compete with it is the Dragonturtle. Even on the riverbanks it has little to fear from rival predators; most would prefer not to tangle with a crocodile. The only predator that the crocodile need fear is man, who hunts it for its tough hide, which can be transformed into a beautiful, gleaming leather. Crocodiles are also hunted to eliminate the danger that they represent to riverside communities.

Main Predator; Dragon, Human(oid), Great Cat. Main Prey; Any, some sorts feed primarily on fish (gavial), all young feed even on insects and tadpoles



Black Crocodile-(Melanosuchus niger)



Gavial-(Gavialis langeticus)



American Aligator-(Aligator mississippiensis)



Giant Crocodile Saltwater crocodile-(Crocodylus porosus)

These creatures are far rarer than their smaller cousins. They attain sizes from 21 to 30 feet long, and they also continue to grow until death. Giant crocodiles typically inhabit large water bodies like the ocean or prehistoric settings, where they have been know to prey upon sharks, small whales, and small seagoing crafts, such as fishing boats. When attacking a small boat, their favorite technique is to ram it, attempting to capsize and smash it open with their huge jaws. They have been known to gorge upon the catch within the fishing boats, and then

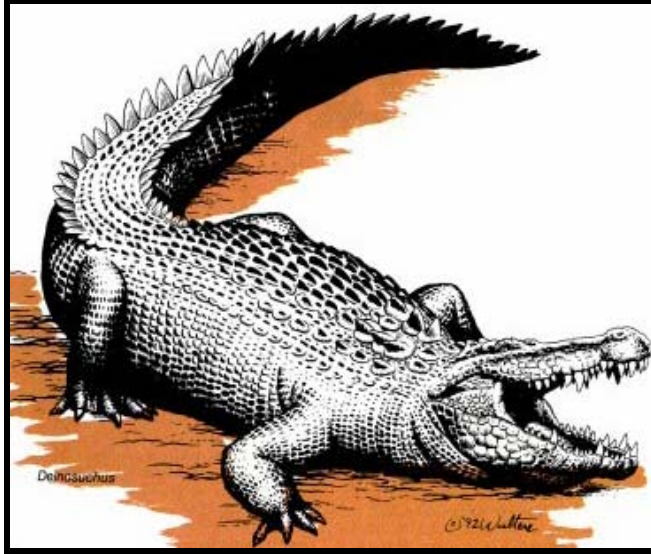
to swim away, leaving the fishermen unharmed.

Main Predator; Dragon, Human(oid). Main Prey; Any, some feed primarily on fish, all young feed even on insects and tadpoles.



The Deinosuchus (Phobosuchus riograndensis)

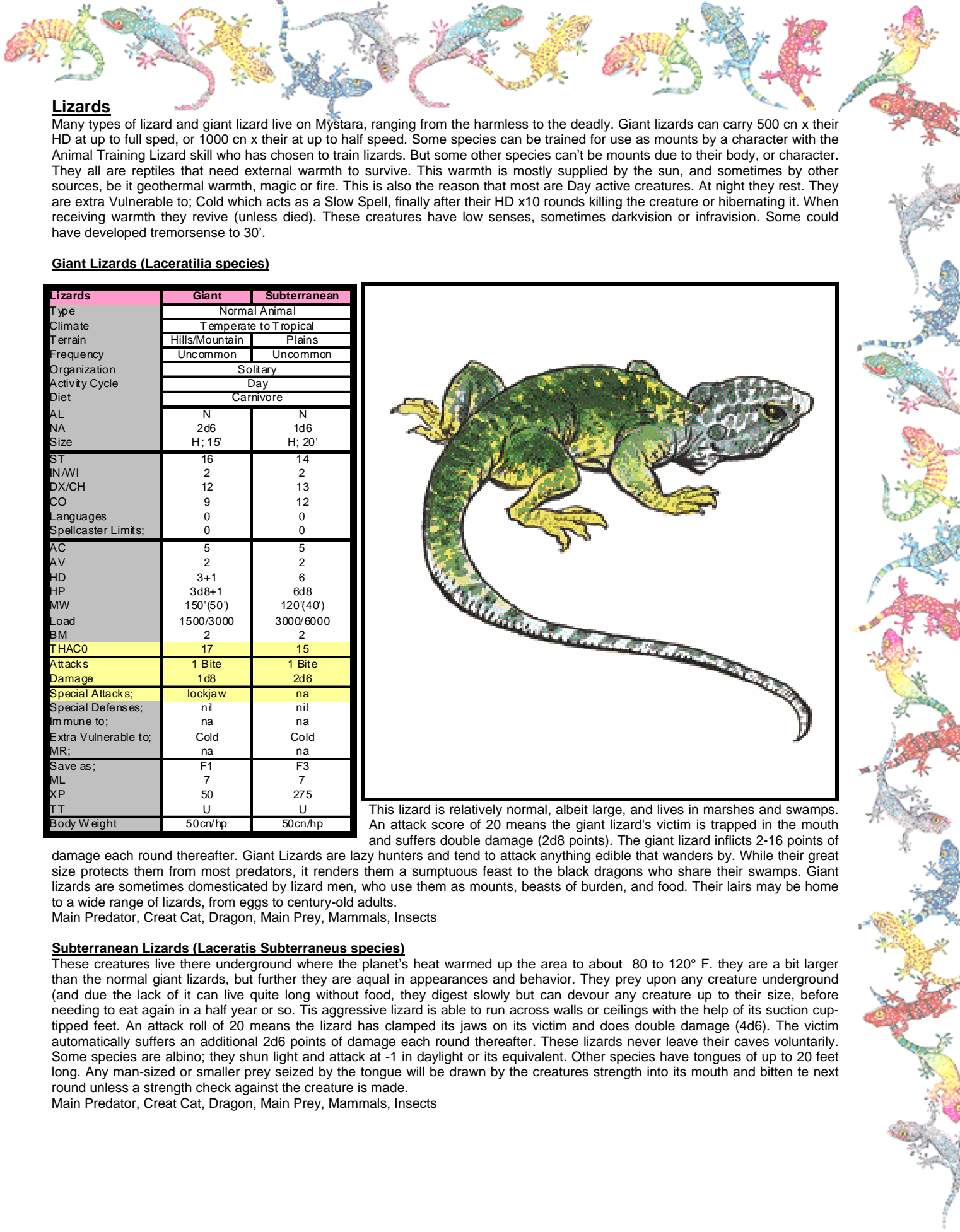
Crocodiles	Deinosuchus
Type	Prehistoric Animal
Climate/Terrain	(Sub-)tropical freshwater
Main Era	Late Cretaceous
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d3
Size	G;49'
ST	19-20
IN/WI	2
DX	10
CO	9
CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	2
HD	17
HP	17d8
MV	90'(30')
Run 1d10r	120'(40')
SW	150'(50')
THACO	5
Attacks	1 Bite
Damage	6d8
Attacks	1 Tail
Damage	3d10
Special Attacks;	Ambush
Special Defenses;	nil
Immune to;	nil
Extra Vulnerable to;	Cold
MR;	0
Save as;	F8
ML	9
XP	4175
weight	1200LBS-1800 LBS



These are two nearly identical huge extinct crocodiles, nearly 50' long, that were a contemporary of the last dinosaurs. The skull of these beasts were 6' long. Like modern species, *Deinosuchus* lived along lakes and rivers. It fed on small dinosaurs, possibly of up to duckbill size, attacking from ambush. It could make a tail swipe against up to four man-sized opponents to its rear for 3d10 hp damage. *Deinosuchus* can move at a sprint of 20, but for only one round; it does this out of ambush, giving it a -1 bonus on surprise rolls. Whereas crocodiles can look like floating logs when drifting on the rivers surface, these creatures, when doing the same thing, look like an entire sandbar. Unknown characters who have never encountered a creature as this will not have any conception that the sandbar they intend to pass or tie off their boats to actually wants to kill and eat them. The sole difference between these two creatures is that the Phobosuchus lived from the carbon era to the Jurassic, and the Deinosuchus from that era to the end of the cretaceous. Both live in the Hollow World, and some Deinosuchus individuals exist in Lost world areas.

Main Predator; Carnosaur. Main Prey; Mammals, Dinosaur



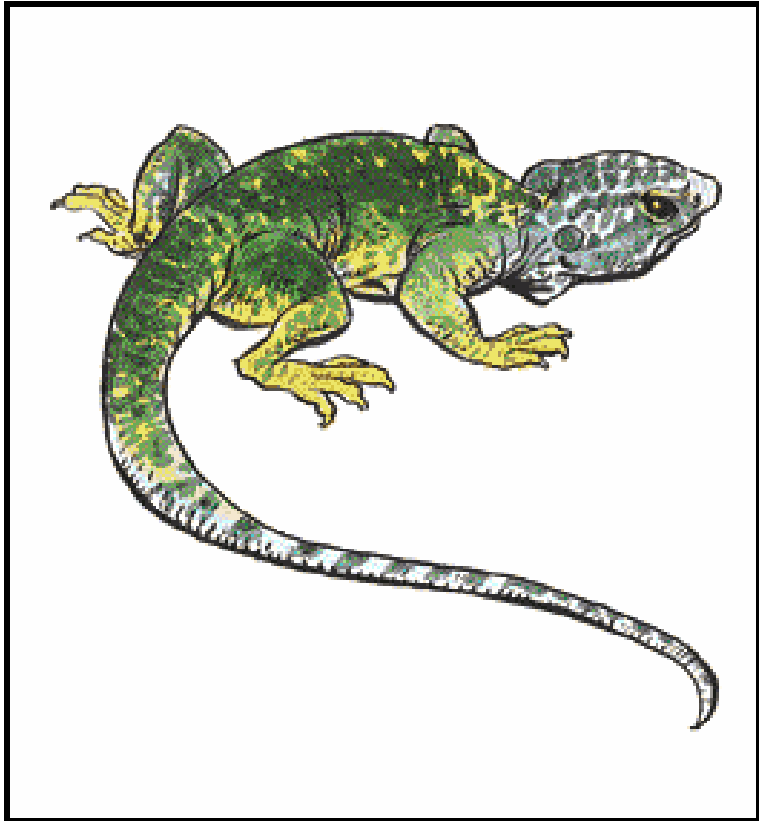


Lizards

Many types of lizard and giant lizard live on Mystara, ranging from the harmless to the deadly. Giant lizards can carry 500 cn x their HD at up to full speed, or 1000 cn x their at up to half speed. Some species can be trained for use as mounts by a character with the Animal Training Lizard skill who has chosen to train lizards. But some other species can't be mounts due to their body, or character. They all are reptiles that need external warmth to survive. This warmth is mostly supplied by the sun, and sometimes by other sources, be it geothermal warmth, magic or fire. This is also the reason that most are Day active creatures. At night they rest. They are extra Vulnerable to; Cold which acts as a Slow Spell, finally after their HD x10 rounds killing the creature or hibernating it. When receiving warmth they revive (unless died). These creatures have low senses, sometimes darkvision or infravision. Some could have developed tremorsense to 30'.

Giant Lizards (Laceratilia species)

Lizards	Giant	Subterranean
Type	Normal Animal	
Climate	Temperate to Tropical	
Terrain	Hills/Mountain	Plains
Frequency	Uncommon	Uncommon
Organization	Solitary	
Activity Cycle	Day	
Diet	Carnivore	
AL	N	N
NA	2d6	1d6
Size	H; 15'	H; 20'
ST	16	14
IN/WI	2	2
DX/CH	12	13
CO	9	12
Languages	0	0
Spellcaster Limits;	0	0
AC	5	5
AV	2	2
HD	3+1	6
HP	3d8+1	6d8
MW	150'(50')	120'(40')
Load	1500/3000	3000/6000
BM	2	2
THACO	17	15
Attacks	1 Bite	1 Bite
Damage	1d8	2d6
Special Attacks;	lockjaw	na
Special Defenses;	nil	nil
Immune to;	na	na
Extra Vulnerable to;	Cold	Cold
MR;	na	na
Save as;	F1	F3
ML	7	7
XP	50	275
TT	U	U
Body Weight	50cn/hp	50cn/hp



This lizard is relatively normal, albeit large, and lives in marshes and swamps. An attack score of 20 means the giant lizard's victim is trapped in the mouth and suffers double damage (2d8 points). The giant lizard inflicts 2-16 points of

damage each round thereafter. Giant Lizards are lazy hunters and tend to attack anything edible that wanders by. While their great size protects them from most predators, it renders them a sumptuous feast to the black dragons who share their swamps. Giant lizards are sometimes domesticated by lizard men, who use them as mounts, beasts of burden, and food. Their lairs may be home to a wide range of lizards, from eggs to century-old adults.

Main Predator, Creat Cat, Dragon, Main Prey, Mammals, Insects

Subterranean Lizards (Laceratis Subterraneus species)

These creatures live there underground where the planet's heat warmed up the area to about 80 to 120° F. they are a bit larger than the normal giant lizards, but further they are equal in appearances and behavior. They prey upon any creature underground (and due the lack of it can live quite long without food, they digest slowly but can devour any creature up to their size, before needing to eat again in a half year or so. Tis aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and does double damage (4d6). The victim automatically suffers an additional 2d6 points of damage each round thereafter. These lizards never leave their caves voluntarily. Some species are albino; they shun light and attack at -1 in daylight or its equivalent. Other species have tongues of up to 20 feet long. Any man-sized or smaller prey seized by the tongue will be drawn by the creatures strength into its mouth and bitten te next round unless a strength check against the creature is made.

Main Predator, Creat Cat, Dragon, Main Prey, Mammals, Insects

Minotaur Lizards (*Lacertus minotauris*)

Lizards	Minotaur
Type	Normal Animal
Climate	Temperate to Tropical
Terrain	Hills/Mountain
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d8
Size	G; 40'
ST	15
IN/WI	2
DX/CH	10
CO	11
Languages	0
Spellcaster Limits;	0
AC	5
AV	2
HD	8
HP	8d8
MW	60'(20')
Load	4000/8000
BM	2
CL	young only 30'/10'55%
T HACO	13
Attacks	2 Claws
Damage	2d6
Attacks	1 Bite
Damage	3d6
Special Attacks;	na
Special Defenses;	nil
Im mune to;	na
Extra Vulnerable to;	Cold
MR;	na
Save as;	F4
ML	7
XP	650
TT	U
Body Weight	50cn/hp

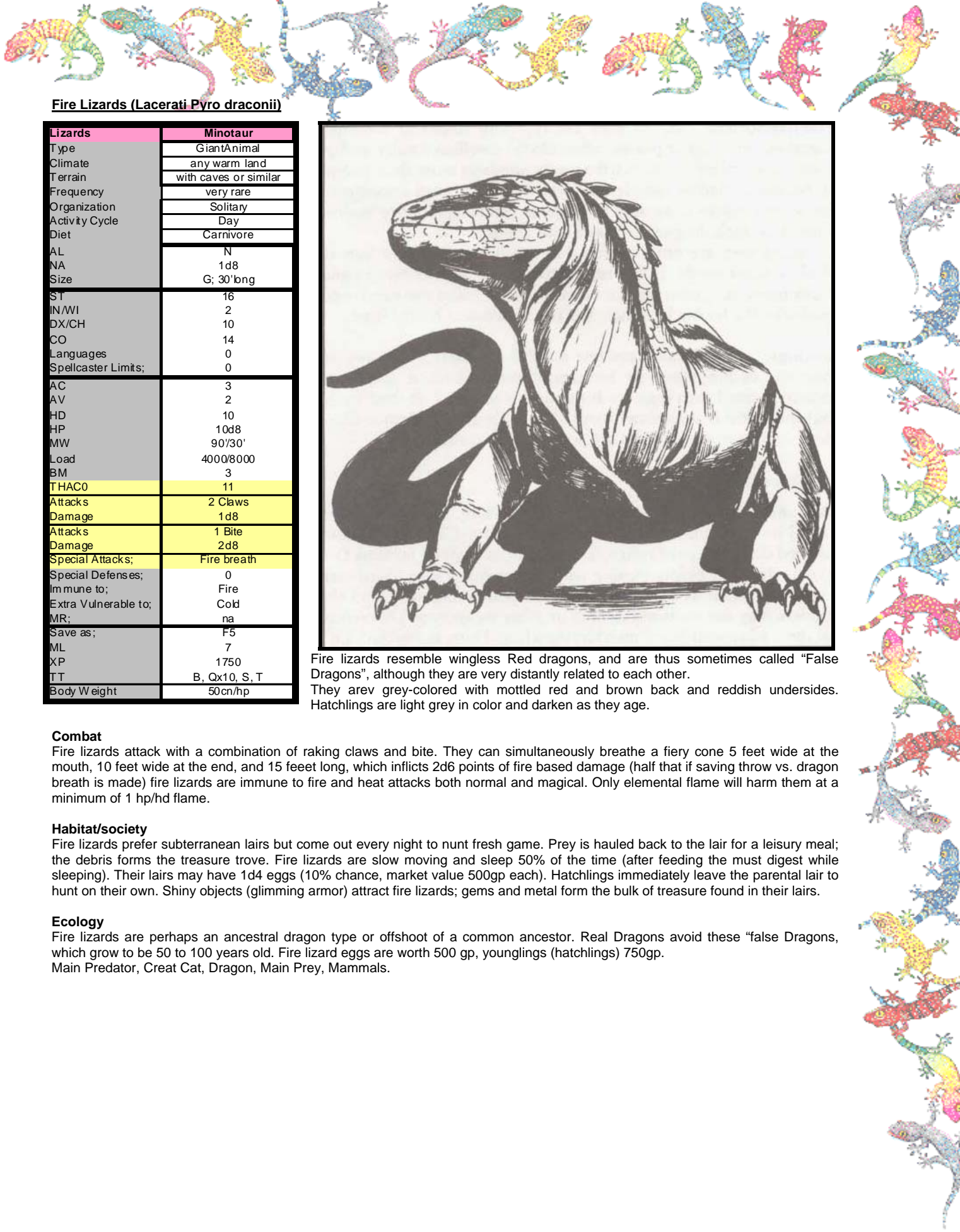


This huge, aggressive lizard derives its name from its horns. While these horns look like those of a minotaur, the male's horns are not used in combat -- rather, they are believed to be a means of attracting a mate. The minotaur lizard attacks with sharp claws and teeth. They are adept at ambushes; others are -5 on their surprise roll. An attack roll of 20 means the lizard has trapped its victim within its jaws and can automatically inflict 3-18 points of damage each round thereafter until the victim escapes or dies. The victim is unable to attack the following round.

Minotaur lizards are found in tropical hills and mountains, often near near Ruby and Red dragons, of which scent they feel attracted to.

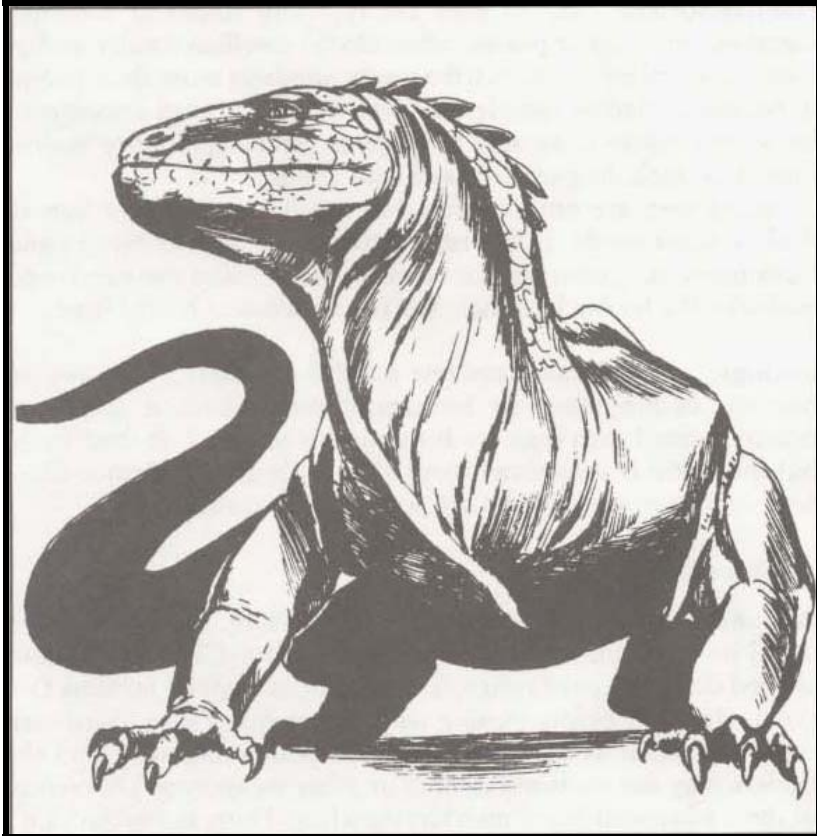
High sense of Scent, further low, Darkvision.

Main Predator, Creat Cat, Dragon, Main Prey, Mammals, Insects



Fire Lizards (Lacerati Pyro draconii)

Lizards	Minotaur
Type	Giant Animal
Climate	any warm land
Terrain	with caves or similar
Frequency	very rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d8
Size	G; 30' long
ST	16
IN/WI	2
DX/CH	10
CO	14
Languages	0
Spellcaster Limits;	0
AC	3
AV	2
HD	10
HP	10d8
MW	90/30'
Load	4000/8000
BM	3
THACO	11
Attacks	2 Claws
Damage	1d8
Attacks	1 Bite
Damage	2d8
Special Attacks;	Fire breath
Special Defenses;	0
Immune to;	Fire
Extra Vulnerable to;	Cold
MR;	na
Save as;	F5
ML	7
XP	1750
TT	B, Qx10, S, T
Body Weight	50cn/hp



Fire lizards resemble wingless Red dragons, and are thus sometimes called "False Dragons", although they are very distantly related to each other. They are grey-colored with mottled red and brown back and reddish undersides. Hatchlings are light grey in color and darken as they age.

Combat

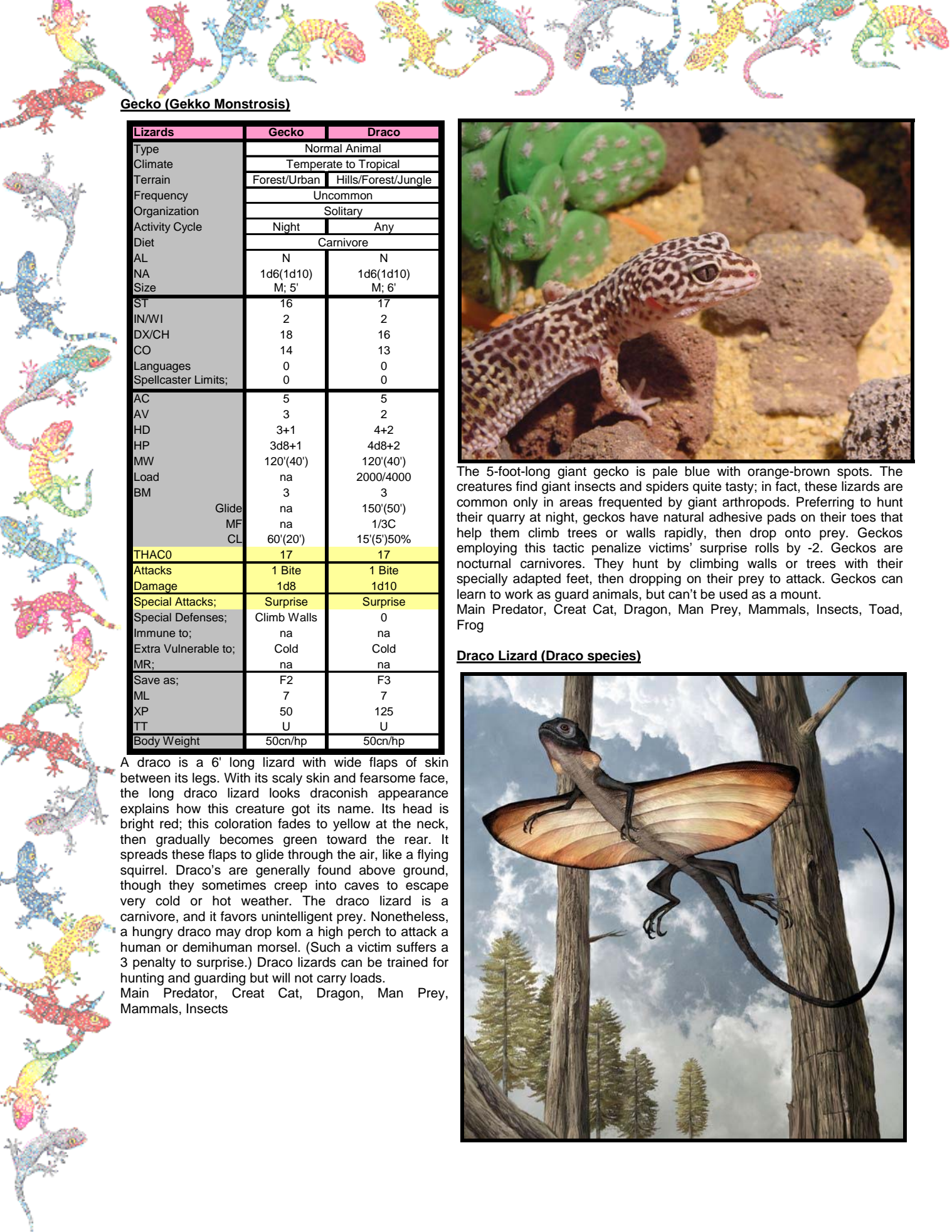
Fire lizards attack with a combination of raking claws and bite. They can simultaneously breathe a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long, which inflicts 2d6 points of fire based damage (half that if saving throw vs. dragon breath is made) fire lizards are immune to fire and heat attacks both normal and magical. Only elemental flame will harm them at a minimum of 1 hp/hd flame.

Habitat/society

Fire lizards prefer subterranean lairs but come out every night to hunt fresh game. Prey is hauled back to the lair for a leisurely meal; the debris forms the treasure trove. Fire lizards are slow moving and sleep 50% of the time (after feeding they must digest while sleeping). Their lairs may have 1d4 eggs (10% chance, market value 500gp each). Hatchlings immediately leave the parental lair to hunt on their own. Shiny objects (glimmering armor) attract fire lizards; gems and metal form the bulk of treasure found in their lairs.

Ecology

Fire lizards are perhaps an ancestral dragon type or offshoot of a common ancestor. Real Dragons avoid these "false Dragons", which grow to be 50 to 100 years old. Fire lizard eggs are worth 500 gp, younglings (hatchlings) 750gp. Main Predator, Great Cat, Dragon, Main Prey, Mammals.



Gecko (Gekko Monstrosis)

Lizards	Gecko	Draco
Type	Normal Animal	
Climate	Temperate to Tropical	
Terrain	Forest/Urban	Hills/Forest/Jungle
Frequency	Uncommon	
Organization	Solitary	
Activity Cycle	Night	Any
Diet	Carnivore	
AL	N	N
NA	1d6(1d10)	1d6(1d10)
Size	M; 5'	M; 6'
ST	16	17
IN/WI	2	2
DX/CH	18	16
CO	14	13
Languages	0	0
Spellcaster Limits;	0	0
AC	5	5
AV	3	2
HD	3+1	4+2
HP	3d8+1	4d8+2
MW	120'(40')	120'(40')
Load	na	2000/4000
BM	3	3
Glide	na	150'(50')
MF	na	1/3C
CL	60'(20')	15'(5)/50%
THACO	17	17
Attacks	1 Bite	1 Bite
Damage	1d8	1d10
Special Attacks;	Surprise	Surprise
Special Defenses;	Climb Walls	0
Immune to;	na	na
Extra Vulnerable to;	Cold	Cold
MR;	na	na
Save as;	F2	F3
ML	7	7
XP	50	125
TT	U	U
Body Weight	50cn/hp	50cn/hp



The 5-foot-long giant gecko is pale blue with orange-brown spots. The creatures find giant insects and spiders quite tasty; in fact, these lizards are common only in areas frequented by giant arthropods. Preferring to hunt their quarry at night, geckos have natural adhesive pads on their toes that help them climb trees or walls rapidly, then drop onto prey. Geckos employing this tactic penalize victims' surprise rolls by -2. Geckos are nocturnal carnivores. They hunt by climbing walls or trees with their specially adapted feet, then dropping on their prey to attack. Geckos can learn to work as guard animals, but can't be used as a mount. Main Predator, Creat Cat, Dragon, Man Prey, Mammals, Insects, Toad, Frog

Draco Lizard (Draco species)



A draco is a 6' long lizard with wide flaps of skin between its legs. With its scaly skin and fearsome face, the long draco lizard looks draconish appearance explains how this creature got its name. Its head is bright red; this coloration fades to yellow at the neck, then gradually becomes green toward the rear. It spreads these flaps to glide through the air, like a flying squirrel. Draco's are generally found above ground, though they sometimes creep into caves to escape very cold or hot weather. The draco lizard is a carnivore, and it favors unintelligent prey. Nonetheless, a hungry draco may drop kom a high perch to attack a human or demihuman morsel. (Such a victim suffers a 3 penalty to surprise.) Draco lizards can be trained for hunting and guarding but will not carry loads. Main Predator, Creat Cat, Dragon, Man Prey, Mammals, Insects



Horned Chameleon (*Chameleo chameleonsis triceratops*)

Lizards	Horned Chameleon	Tuatara
Type	Giant Animal	
Climate	Temperate to Tropical	Temperate
Terrain	Hills/Forest/Jungle	Plains
Frequency	Uncommon	
Organization	Pack	
Activity Cycle	Day	Night
Diet	Carnivore	
AL	N	N
NA	1d3(1d6)	1d2(1d4)
Size	L; 7'	L; 8'
ST	19	20
IN/WI	2	2
DX/CH	12	11
CO	14	16
Languages	0	0
Spellcaster Limits;	0	0
AC	2	4
AV	3	2
HD	5*	6
HP	5d8	6d8
MW	120(40')	90(30')
Load	500/1000	1200/2400
BM	3	3
CL	na	15/5' 15%
THACO	15	15
Attacks	1 Horn	1 Bite
Damage	1d6	2d4
Attacks	1 Bite	2 Claws
Damage	2d4	1d4 each
Special Attacks;	Surprise Tail Sweep	nil
Special Defenses;	nil	Nil
Immune to;	na	na
Extra Vulnerable to;	Cold	Cold
MR;	na	na
Save as;	F3	F3
ML	7	6
XP	300	275
TT	U	V
Body Weight	50cn/hp	



The horned chameleon, a 7-foot-long lizard with a tail another 10 feet long, changes color to blend in with its surroundings. Opponents suffer a -5 penalty to their surprise rolls. A very aggressive lizard known to attack people with no provocation. A horned chameleon can shoot out its sticky tongue up to 5' long. A successful hit means that the victim is pulled to the horned chameleon's mouth and automatically bitten for 2d4 points of damage. The creature also attacks with its horn, causing 1d6 points of damage, except to those already in its beak. Further, it can use its tail to knock down attackers within 10 feet. A tail strike requires a successful attack roll for each victim. While such "knock-downs" cause no damage, victims lose their next round of attacks, and are the full



round prone. It surprises on a roll of 1-5 (on 1d6). Horned chameleons prefer giant insects, but will settle for human prey in lean times.

The creature can also attack with its horn (for 1d6 points of damage) and may use its tail to knock other attackers down (make another attack roll, not doing any damage but preventing the target struck from attacking that round). The Kara-Kara (Green Orcs) sometimes use them as mounts or guard animals.

Main Predator, Great Cat, Dragon, Man Prey, Mammals, Insects



Tuatara (*Sphenodon Tuatara Gigantes*)

An 8-foot-long lizard that looks like a cross between an iguana and a toad is the giant tuatara. White spikes along its back protrude from olive-colored, pebbly hide. Tuataras have a temperature-sensitive membrane over their eyes which, when lowered, allows the lizards to "see" in darkness (90-foot infravision). Tuataras love to hunt small animals at night and sleep during the day. They aggressively attack people who wander too close to their lairs. Although these lizards can be trained to attack, the spines along their backs make them poor mounts. Tremorsense 60'
Main Predator, Great Cat, Dragon, Man Prey, Mammals, Insects

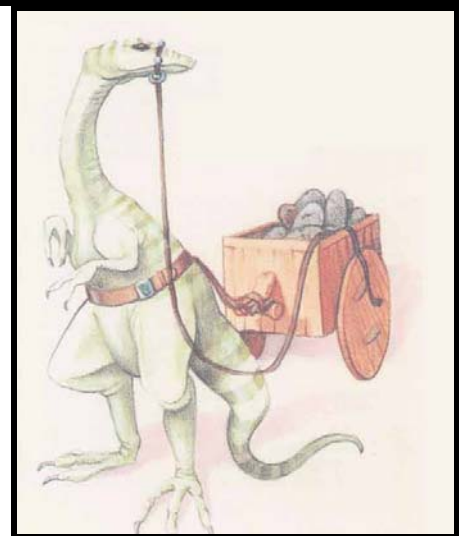
Rockhome Lizard (*Laceratis subterraneis*)

Lizards	Rockhome
Type	Giant Animal
Climate	Temperate
Terrain	Subterranean
Frequency	Common
Organization	Pack
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	2d4
Size	L: 9'
ST	14
IN/WI	4
DX/CH	9
CO	13
Languages	0
Spellcaster Limits:	0
AC	5
AV	1
HD	3
HP	3d8
MW	150'(50)
Load	600/1200
BM	3
THACO	17
Attacks	1 Bite
Damage	1d6
Special Attacks;	nil
Special Defenses;	Nil
Immune to;	na
Extra Vulnerable to;	Cold
MR;	na
Save as;	F2
ML	7
XP	35
TT	U
Body Weight	50 cn/Hp



If the dog is man's best friend, then the Rockhome lizard is the best friend of the rockhome Dwarf. The Rockhome lizard is a gentle creature commonly found in terranean colonies of dwarves or gnomes.

Possibly an ancestor or offshoot of the early lizard man, it stands on two legs and seem roughly as intelligent as a domesticated dog. It is about 5' tall and from 9' head to tail. All rockhomes can run very fast. They have long fairly weak forelimbs for catching prey and strong jaws. Coloration varies from white to whitish hues of green and blue, and vary in the shape of their head. Some look more like a giant Chameleon, others look like normal two-legged lizards.



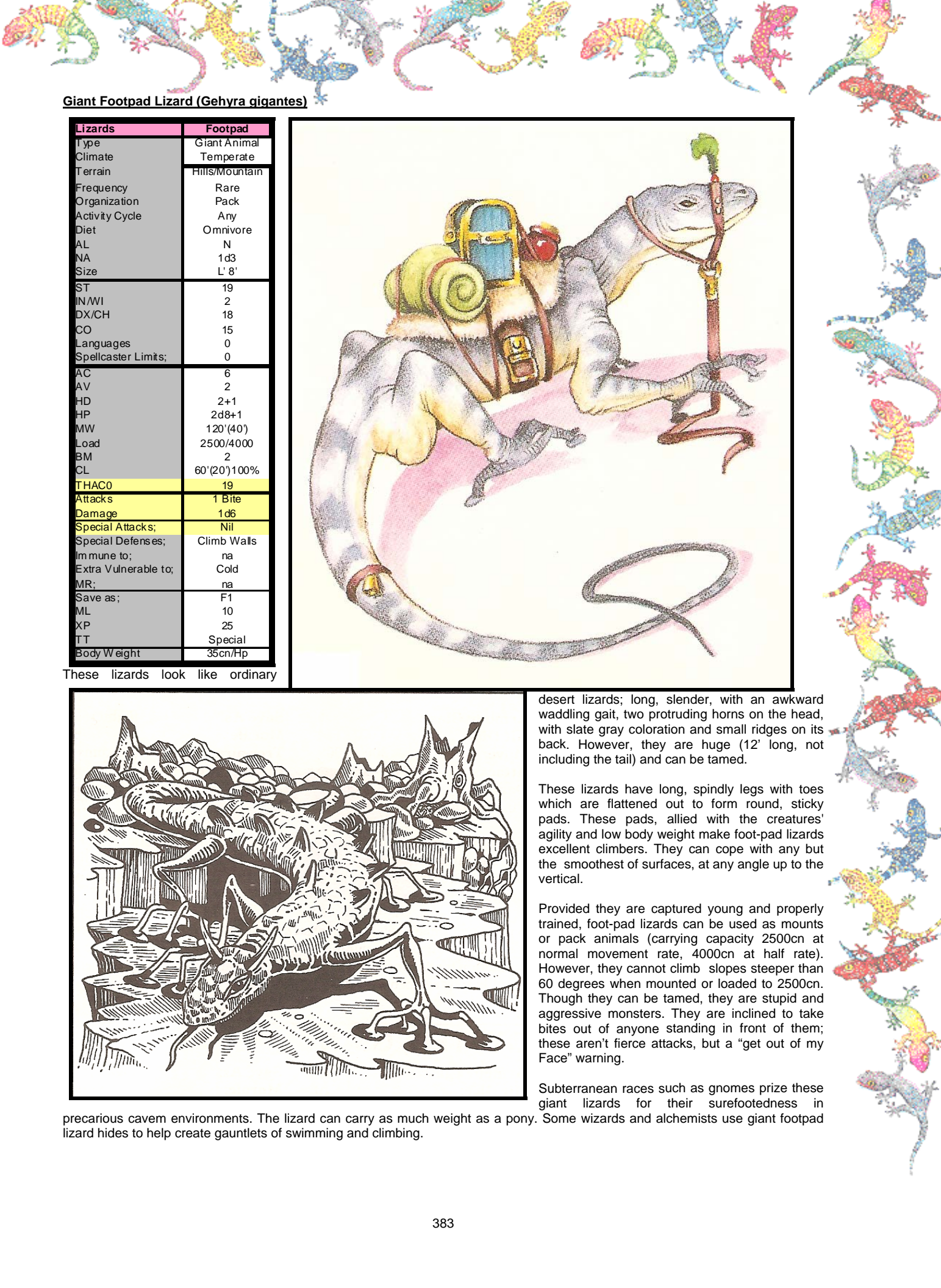
The creature is completely nocturnal, being warmed by the warmer temperatures deep below the earth. They die if exposed to sunlight, suffering 1d6 points of damage per hour of exposure until dead, but can sometimes be found outright at night, preying upon creatures around. In the wild, they live in large cave complexes and feed on rats, Skitterlings, insects and the occasional Choker, and sometimes, wolves or lone travelers.

As they thrive in captivity, these reptiles can learn to perform simple tasks (They catch rats and Chokers carry riders, pull wagons or carts, and continually run in large wheels to power machines, or being yoked together in groups to haul wagons, chariots, or heavy blocks of stone.).



Unfortunately, rockhome lizards do not get along well with horses: The species seem to scare each other, else they'd be the Dwarven draft animal of choice. There exist two main variants that don't breed with each other; the chameleon-like (which is used more like a hunter/guard) and the lizard-like (which is used more for work).

Low senses, Infravision 60', tremorsense 30'
Main Predator, Creat Cat, Dragon, Man Prey, Mammals, Insects



Giant Footpad Lizard (Gehyra gigantes)

Lizards	Footpad
Type	Giant Animal
Climate	Temperate
Terrain	Hills/Mountain
Frequency	Rare
Organization	Pack
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1d3
Size	L' 8'
ST	19
IN/WI	2
DX/CH	18
CO	15
Languages	0
Spellcaster Limits;	0
AC	6
AV	2
HD	2+1
HP	2d8+1
MW	120'(40')
Load	2500/4000
BM	2
CL	60'(20')100%
THACO	19
Attacks	1 Bite
Damage	1d6
Special Attacks;	Nil
Special Defenses;	Climb Walls
Immune to;	na
Extra Vulnerable to;	Cold
MR;	na
Save as;	F1
ML	10
XP	25
TT	Special
Body Weight	35cn/Hp



These lizards look like ordinary



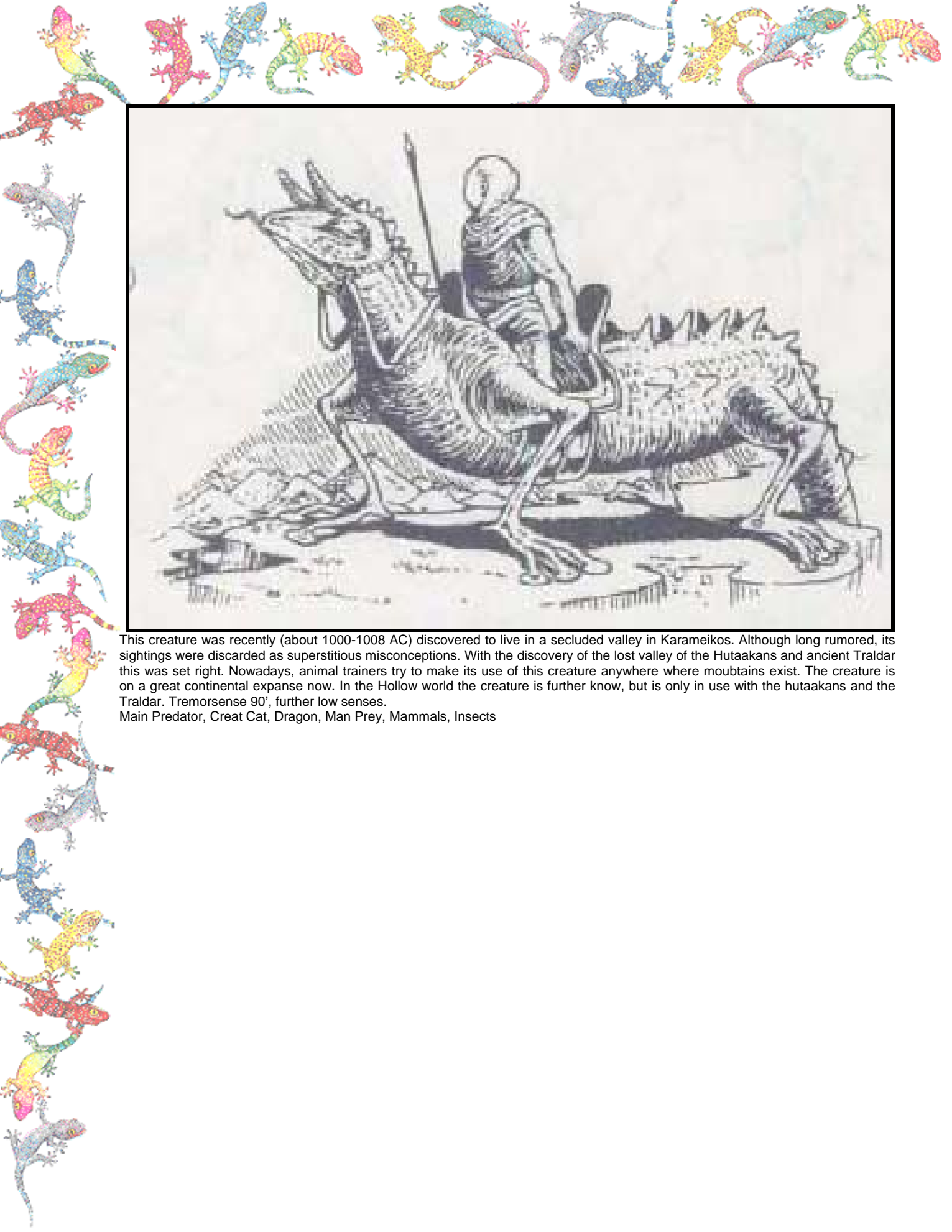
desert lizards; long, slender, with an awkward waddling gait, two protruding horns on the head, with slate gray coloration and small ridges on its back. However, they are huge (12' long, not including the tail) and can be tamed.

These lizards have long, spindly legs with toes which are flattened out to form round, sticky pads. These pads, allied with the creatures' agility and low body weight make foot-pad lizards excellent climbers. They can cope with any but the smoothest of surfaces, at any angle up to the vertical.

Provided they are captured young and properly trained, foot-pad lizards can be used as mounts or pack animals (carrying capacity 2500cn at normal movement rate, 4000cn at half rate). However, they cannot climb slopes steeper than 60 degrees when mounted or loaded to 2500cn. Though they can be tamed, they are stupid and aggressive monsters. They are inclined to take bites out of anyone standing in front of them; these aren't fierce attacks, but a "get out of my Face" warning.

Subterranean races such as gnomes prize these giant lizards for their surefootedness in

precarious cavern environments. The lizard can carry as much weight as a pony. Some wizards and alchemists use giant footpad lizard hides to help create gauntlets of swimming and climbing.



This creature was recently (about 1000-1008 AC) discovered to live in a secluded valley in Karamaikos. Although long rumored, its sightings were discarded as superstitious misconceptions. With the discovery of the lost valley of the Hutaakans and ancient Traldar this was set right. Nowadays, animal trainers try to make its use of this creature anywhere where mountains exist. The creature is on a great continental expanse now. In the Hollow world the creature is further known, but is only in use with the Hutaakans and the Traldar. Tremorsense 90', further low senses.

Main Predator, Great Cat, Dragon, Man Prey, Mammals, Insects



Goanna (*Varanus Giganticus*)

Lizards	Goanna
Type	Normal Animal
Climate	Tropical
Terrain	Hills/Forest/Plains
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d20)
Size	S; 1'-2'
ST	14
IN/WI	2
DX/CH	13
CO	10
Languages	0
Spellcaster Limits;	0
AC	5
AV	1
HD	1/2
HP	1d4
MW	120'(40')
Load	na
BM	na
Run 1d10 r	240'(80')
CL	120'(40')35%
THACO	20
Attacks	1 Bite
Damage	1d4
Attacks	2 claws
Damage	1d4 each
Special Attacks;	poison
Special Defenses;	Camouflage
Immune to;	na
Extra Vulnerable to;	Cold
MR;	na
Save as;	F1
ML	7
XP	5
TT	nil
Body Weight	50cn/hp



Goanna is the name used to refer to any number of monitor lizards of the genus *Varanus*. There are around 30 species of goanna, 25 of which are found near Yalu Bay. They are a varied group of carnivorous reptiles that range greatly in size and fill several ecological niches.

The Goanna features prominently in Chameleon man mythology and folklore. Being predatory lizards, goannas are often quite large, or at least bulky, with sharp teeth and claws. The largest is the Perentie (*Varanus giganteus*), which can grow over 8 feet in length.

Not all goannas are gargantuan. Pygmy goannas may be smaller than a man's arm. The smallest of these, the short-tailed monitor (*Varanus brevicuda*) reaches only 8 inches in length. They survive on smaller prey such as insects and mice.

Goannas combine predatory and scavenging behaviour. A goanna will prey upon any animal it can catch that is small enough to eat whole. Goannas have been blamed for the

death of sheep by farmers, though most likely erroneously, as goannas are also eaters of carrion and are attracted to rotting meat. Most goannas are dark in coloration, whites, greys, browns, blacks and greens featuring prominently. Many desert dwelling species also feature yellow-red tones. Camouflage ranges from bands and stripes to splotches, speckles and circles, and can change as the creature matures; juveniles sometimes being brighter than adults.

Like most lizards, goannas lay eggs. Most lay eggs in a nest or burrow, but some species lay their eggs inside termite mounds. This offers protection and incubation, additionally the termites may provide a meal for the young as they hatch. Unlike other species of lizards, goannas do not have the ability to regrow limbs or tails. Like most native fauna, goannas are rather wary of human intrusions into their habitat, and will most likely run away (into the scrub, up a tree, or into the water, depending on the species). A goanna is a rather swift mover, and when pressed will sprint short distances on its hind legs.

Goannas also rear up when threatened, either chased or cornered, and also inflate flaps of skin around their throats and emit a harsh hissing noise.

Some goannas recover from their initial fear of humans, especially when food is involved (or food has been involved previously). This reinforces the chameleon man's mantra of not feeding animals while camping or erstwhile adventuring. This said, most people doubt that a goanna will actually direct an intentional attack on human unless said human attempts to attack it (or grasp at it) first. Chameleon man who hunt goannas for food consider this as a high-risk (but tasty) prey.

Goannas are venomous and have oral toxin-producing glands, that causes blood to flow (non-coagulating). Other dangers a goanna presents is from its hefty tail. It can swing this much like a crocodile if cornered. Small children and dogs have been knocked down by such attacks. Often victims in goanna attacks are bystanders, watching the person antagonising the goanna. Alarmed goannas can mistake standing humans for trees and attempt to climb off the ground to safety, which is understandably painful, as well as distressing for both man and beast. This is treated as a normal attack, but actually is not. Even when it attack roll indicates no damage, it will climb the human, thus toppling him normally, and becoming prone for each round underneath the creature.

Main Predator, Creat Cat, Dragon, Man Prey, Mammals, Insects



Komoda Dragon (Varanus komodoensis)

Lizards	Komodo Dragon
Type	Normal Animal
Climate	Tropical
Terrain	Hills/Forest/Plains
Frequency	Very Rare
Organization	Soitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d20)
Size	L,3' to 15'
ST	16
IN/WI	2
DX/CH	11
CO	10
Languages	0
Spellcaster Limits;	0
AC	4
AV	2
HD	6
HP	6d8
MW	90'(30')
Load	1200/2400
BM	3
Run 1d10 r	120'(40')
THACO	15
Attacks	1 Bite
Damage	2d4
Attacks	2 Claws
Damage	1d4 each
Special Attacks;	Infection
Special Defenses;	Nil
Immune to;	na
Extra Vulnerable to;	Cold
MR;	na
Save as;	F3
ML	6
XP	275
TT	V
Body Weight	154 LBS

The Komodo dragon is a species of lizard that inhabits the islands of the Thanagian archipelago. It is the largest living species of lizard, growing to an average length of 6.5–10 ft and weighing around 154 lb. These lizards are apex predators, dominating the ecosystems in which they live. Although Komodo dragons eat mostly carrion, they will also hunt and ambush prey including invertebrates, birds, and mammals.

The Komodo dragon has a tail as long as its body, as well as about 60 frequently-replaced serrated teeth that can measure up to 1 inch in length. Its saliva is an ideal culture for the virulent bacteria that live in its mouth. It also has a long, yellow, deeply-forked tongue. Mating begins in summer, and the eggs are laid in autumn. About twenty eggs are deposited in abandoned nests and incubated for seven to eight months, hatching in Spring when insects are most plentiful. Young Komodo dragons are vulnerable and therefore dwell in trees, safe from predators and cannibalistic adults. They take around three to five years to mature, and may live as long as fifty years. They are capable of parthenogenesis, in which viable eggs are laid without fertilization by a male. Their large size and fearsome reputation makes them an opponent to remember.

Komodo dragons are carnivores. Although they eat mostly carrion they will also ambush live prey with a stealthy approach. When suitable prey arrives near a dragon's ambush site, it will suddenly charge at the animal and go for the underside or the throat. It is able to locate its prey using its keen sense of smell, which can locate a dead or dying animal from a range of up to 6 miles. Komodo dragons have also been observed knocking down large pigs and deer with their strong tail.

Combat

Komodo dragons eat by tearing large chunks of flesh and swallowing them whole while holding the carcass down with their forelegs. For smaller prey up to the size of a goat, their loosely articulated jaws, flexible skull, and expandable stomach allow it to swallow its prey whole. The vegetable contents of a stomach and intestines are typically avoided. Copious amounts of red saliva that the Komodo dragons produce helps to lubricate the food, but swallowing is still a long process, it takes 2 turns to swallow a goat. Komodo dragons may attempt to speed up the process by ramming the carcass against a tree to force it down its throat, sometimes ramming so forcefully that the tree is knocked down. To prevent itself from suffocating while swallowing, it breathes using a small tube under the tongue that connects to the lungs.

They may be somewhat venomous. The bites inflicted by these lizards were prone to infection because of rapid virulent bacteria in their saliva. These bacteria cause swelling within minutes, localized disruption of blood clotting, shooting pain up to the elbow, lasting for several hours; if an initial bite does not kill the prey animal (Sv Poison) and it escapes, it will commonly succumb within a week to the resulting infection. There is no specific antidote to the bite of a Komodo dragon, but it can usually be survived by cleansing the wounded area, and treating the patient with large doses of Cure Disease spells (1 for

each 8 points of damage sustained). If not treated promptly, gangrene can quickly develop around the bite, which may require amputation of the affected area.

Ecology

After eating up to 80% of its body weight in one meal it drags itself to a sunny location to speed digestion, as the food could rot and poison the dragon if left undigested for too long. Because of their slow metabolism, large dragons can survive on as little as 12 meals a year. After digestion, the Komodo dragon regurgitates a mass of horns, hair, and teeth known as the gastric pellet, which is covered in malodorous mucus. After regurgitating the gastric pellet, it rubs its face in the dirt or on bushes to get rid of the mucus, for it does not relish the scent of its own excretions. The largest animals generally eat first, while the smaller ones follow a hierarchy. The largest male asserts his dominance and the smaller males show their submission by use of body language and rumbling hisses. Dragons of equal size may resort to "wrestling." Losers usually retreat, though have been known to be killed and eaten by victors.

The Komodo dragon's diet is wide-ranging, eating anything they can manage to swallow. Young Komodos will eat insects, eggs, geckos, and small mammals. Occasionally they have been known to consume humans and human corpses, digging up bodies from shallow graves to do so. This habit of raiding graves caused the local villagers to move their graves from sandy to clay ground and pile rocks on top of them to deter the lizards. The Komodo dragon can't suck water when drinking, nor can it lap water with its tongue. Instead, it drinks by taking a mouthful of water, lifting its head, and letting the water run down its throat.

The Komodo dragon, which normally reproduces sexually, has also been found able to reproduce asexually by parthenogenesis. A case has been documented of a Komodo Dragon switching back to sexual reproduction after a known parthenogenetic event. It has been postulated that this gives an advantage to colonization of islands, where a single female could theoretically have male offspring asexually, then switch to sexual reproduction with them to maintain a higher level of genetic diversity than asexual reproduction alone can generate.

Main Predator, Creat Cat, Dragon, Man Prey, Mammals.





Lava Lizard (*Tropidurus Magmatoides*)

Lizards	Lava Lizard
Type	Normal Animal
	Monster
Climate/Terrain	Subterranean
	Volcanic Lava Pools
Frequency	Very rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1(1)
Size	L:6'
ST	15
IN/WI	2
DX/CH	12
CO	13
Languages	0
Spellcaster Limits;	0
AC	3
AV	5
HD	4
HP	4*
MW	90'(30')
Run 1d10 r	120'(40')
CL	30'(10') 35%
THACO	17
Attacks	1 Bite
Damage	1d6
Attacks	or 2 Claws
Damage	1d3 each
Special Attacks	Heat 1d6/r
Special Defenses	Weapon Melt
Immune to;	Fire/Heat
Extra Vulnerable to;	Cold
MR;	na
Save as;	F4
ML	12
XP	125
TT	0
Body Weight	250 LBS



The lava lizard is a strange and bizarre reptile that dwells in subterranean caverns among pools of bubbling lava. The creature has a rock-like outer shell that helps to maintain the high body temperature a



lava lizard must have to survive. Most lava lizards have reddish brown hides. Bright red lumps on their outer shell resemble hot coals, and their eyes glow pale yellow. A smoky odor hangs about them. And the area around them (the total environment) is so extremely hot that breathing becomes difficult due the heat and often noxious gasses (DM; volcanoes are poisonous—remember the gasses, depletion of oxygen, and its effects on creatures other than the lava lizard.

The lava lizard fights by trying to bite a creature with its quick but relatively weak jaws. A bitten creature takes 1d6 points of damage from the lizard's bite and must make a Saving Throw vs. Dragon Breath. If unsuccessful, the creature is gripped momentarily by the lava lizard's jaws and takes an additional 1d6 points of damage from heat. For magical types of fire resistance, such as rings of fire resistance, potions and spells, they reduce the heat from the creature by 50% if they succeed a save vs. dragon breath. When the character is prone the creature tries to rip the boiling flesh apart by using its front claws, if both claw hit the creature has a +2 to hit with the beak. Lava lizards remain immune to both magical and normal heat, magma and fire. These creature hunt their prey, or scavenge it when it is fleeing the heat, lava or succumbs by it.

The lava lizard also has a special defence. Whenever the creature is struck by a non-magical metal weapon (such as a sword or dagger), the owning character must make a Saving Throw vs. magical fire for the item or the weapon melts from the intense heat of the creature's interior. Note that a melted weapon still inflicts damage on that round, but is unable to do so thereafter.

Although these creatures dwell in hot subterranean caverns, they have been known to travel several miles from the lava they need to survive. As they feel their body temperature cooling, they will attempt to return to the nourishing fires. There are a few unconfirmed reports of lava lizards being found in statue-like immobility, presumably having been caught too far from their source of heat. This often happens when they are in search of a mate, and sometimes statues of matinf Lava Lizards can be found, in the immediate vicinity of formerly active volcanoes or lava flow (or still active but then the beasts were too eager). There is a 25% chance that when the statue is exposed to lava, 1d3 internal eggs still has survived (unaffected by time), the Petrification, and succeeded in fertilization. These eggs will immediately hatch when the statue melts in the lava, and the newborn lizards will escape by diving in the lava. Medium senses, Tremor sense 60'.



Main Predator; unknown, Main Prey; Lava fish, insects, mammals

Ash Crawler (*Tropidurus ratoides thermo-virens*)

Lizards	Ash Crawler
Type	Normal Animal
Climate/Terrain	Monster and areas with fire
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1d6(1d2)
Size	S; 2' body
ST	14
IN/WI	2
DX/CH	14
CO	13
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	3+1
HP	3d8+1
MW	60'(20')
BR	60'(20') ash only
CL	30'(10')25%
THACO	17
Attacks	1 Bite
Damage	1d2
Attacks	2 claws
Damage	1d4 each
Attacks	or tail
Damage	ensnare
Special Attacks	Continuos Damage
Special Defenses	Resistant to Fire
Immune to;	nil
Extra Vulnerable to;	Cold
MR;	na
Save as;	F1
ML	10
XP	50
TT	V
Body Weight	70 LBS



This peculiar creature always dwells near a permanent source of fire, where it may lie nearly buried in ash and soot, awaiting the unwary visitor. Its sooty bgray skin flakes and sheds weekly in ashlike sheets. Ash crawlers are large, hog-nosed, rat-like reptilian creatures, about two feet long with a four-foot-long, naked tail that is 4 feet long and prehensile (it can grab).

Combat

An Ash Crawler gains a +4 bonus to its Ac and saving throws when hidden beneath the ash of its territory. It loses this bonus as soon as it is exposed—for example, when it attacks. The creatures are agitated by movement in their ashy lairs and

by the display of bright colors. It has Tremor sense of 60' and dislikes all colors other than grey, brown and black and white.

Whenever possible, the creature's "first move" in combat is a special tail swipe. Using its long prehensile tail, it attempts to snare an opponent, dragging the victim beneath the ash. The tail swipe requires an attack roll, and if succesful, a man-sized or smaller victims must succeed a Dexterity check or fall. Those who fall into the ash suffer a -4 armor Class penalty and strike at -4. When under the Ash they must roll each round a constitution check to hold breathe to avoid suffocation and inhale ash flakes which cause internal damage at -1d3/r (the victim must cough constantly. Another constitution check must be made at the end of each Turn (10 minutes = 60 rounds) to stop the coughing, when failed another constitution check is allowed each minute (6 rounds) thereafter. The tail can't be used while the crawler has its jaws locked onto a creature.

Next, an Ash Crawler bites its victim, locking its jaws into a wound. A succesful bite means the creature has effectively attached itself, causing 1d2 points of bite damage immediately. Each round thereafter thew bite-hold inflicts 1 point of bite damage (no attack roll needed), and the Ash Crawler attacks with its front claws. An Ash Crawler only makes claw attacks while attached to a victim; each claw gains a +4 attack bonus and causes 1d4 points of damage the creature continues to attack until it suffers 5 points of damage, at which point it releases its grip and must attack again normally by biting.

An Ash Crawler's tough hide makes it immune to normal fire and heat. It also gains a +2 bonus to any saving throw against magical fire or heat, and this damage is reduced by 1

point per die (minimum of 1 point per die remains).

Habitat/Society

Ash crawlers favor warm areas with an existing fire source. They dwell in caves, deserts, and mountains, near places of volcanic activity, or even in human(oid) ruins, provided there is a ready source of fire. They always protect the source of fire and attack any invaders. They feed the fire with local combustables every morning gathered in the surrounding.

Although their diet consists mainly of small animals, Ash Crawlers have large and sturdy jaws that serve well in defending their lairs.

Ash Crawler lairs are carpeted with a 2 to 4 feet layer of fine ash and shed skin through which the creature can burrow rapidly (other creatures move at half normal speed due to the sinking and updraft of the ash). Often the lair smells of seared flesh and wood smoke, and the air is hot and difficult to breathe (con check -1 cumulative per Turn or become fatigued) , preventing actions. These creatures dislike water (or ice) and curl over their fire source to prevent it from being extinguished. These creatures sometimes carry burning remains in their beaks to start a new fire somewhere else to survive, when their last lair was somehow extinguished. They do this also during mating season and are known to travel up to 10 miles a day in search of a mate and good fire(lair) source.

Ash Crawlers live alone or in small family groups, with 1d6 of the beasts sharing one single fire source or a group of smaller nearby fires. Treasure in these lairs is rare and incidental (and often damaged by heat or fire); 10% chance of 1d100 local metallic coins, 5% chance of 1d4 gems or 1d2 pieves of jewelry (art Objects) and 2% chance of a single magical item. All these were of the former victims or remains from the burned location, these beasts do not collect treasure, merely like the feeling of hot metal or stone against their skin.





Ecology

Ash Crawlers feed most commonly on rodents, birds, and so on which pass near, or fall into, the ash. Feasting occurs in the colder months, when many creatures are drawn to an Ash Crawler's warm lair for shelter.

The flaky hide of an ash crawler may be fashioned into fire resistant clothing. It takes the hides of four Ash Crawlers to make a suit of protective leather for a Halfling or Kobold, and at least nine for the typical human and dwarf. Properly tanned and hardened, the leathger may serve as Leather Armor (AV2), and is usable by any class able to use leather armor (thus not wizards).

Alternatively, the hide can be treated to become soft and supple leather. In this case, it confers not to benefit any Armor Value, but does provide fire protection—and is thus usable by any, including those not permitted to use armor.

The special virtue of Ash crawler leather is that it is immune to normal fire and heat, and such fire inflicts 1 fewer point of damage per die (minimum received damage is 1 point per die). It also grants the wearer a +1 bonus to saving throws vs. magical fire (including breath weapons) without adding a magical charge.

It is very important that the hide is treated properly. A skilled leather worker or tanner is required. A skill check of this profession is needed at half normal chance of success. If improperly prepared, the hide peels away and crumbles to useless ash whenever it is first exposed to flame, or within 1d4 weeks at most.

Low senses, Infravision 30', tremor sense 60', high sense of scent of fire alone.

Main Predator; dragon, Main Prey; any, especially mammals



Chameleon Lizard (Chameleo Chameleonsis gigante)

Lizards	Chameleon	Skitterling
Type	Normal Animal	
Climate	Temperate to Tropic	Underground Warm
Terrain	Forest/Grasslands	Subterranean
Frequency	Uncommon	
Organization	Solitary	Flock
Activity Cycle	Any	
Diet	Omnivore	
AL	N	N
NA	1d3	2d100
Size	L' 8'	T; 5'-19'
ST	12	6
IN/WI	2	4
DX/CH	9	18
CO	9	9
Languages	0	0
Spellcaster Limits;	0	0
AC	4	9
AV	0	0
HD	1	1/8
HP	1d8	1
MV on Land	120'(40')	90'(30')
on Water	na	150'(50')
CL	30'(10)85%	90'(30')65%
SW	3/1'	
THACO	19	20
Attacks	1 Bite	
Damage	1d3	0
Special Attacks;	Surprise 1-5 on 6	nil
Special Defenses;	Camouflage	Nil
Immune to;	na	na
Extra Vulnerable to;	Cold	
MR;	na	na
Save as;	F1	NM
ML	10	4
XP	25	1 (if alive)
TT	Special	nil
Body Weight	12 to 40cn	5cn

Chameleon Lizards can change their skin color to match their surroundings, making them very hard to spot.

Actually they are so near to invisible that they can only be seen when they move or are particularly searched for. They are aggressive carnivores living on insects, other lizards, snakes, spiders and even eggs or young birds. They live on the Forbidden Highlands and the grasslands north of it. They are eaten by the Chameleon men. Some sages say this diet makes the chameleon men their color shifting ability, but other sages, Historians and even Alchemists already have proven that this is not true.

Main Predator, Great Cat, Dragon, Man Prey, Mammals, Insects

Skitterlings (Lacerati species)

Many small, inoffensive reptiles live in the tunnels and caves of the shadow elf lands. Long evolution underground has made many of them very unusual by the standards of surface dwellers. Perhaps none is as odd as the skitterling. Skitterlings are small lizards, up to 18 inches in length, and about half of their body length is taken up by a long, slender tail. At the end of this tail is a fan of very almost translucent, webbed skin. At the base of its tail is a pair of oil-secreting glands. It is the tail which makes the skitterling so prized by the shadow elves. The tail skin is used to make cloth of exquisite fineness, used for decorative purposes. The oil of the glands is an important element in several alchemical preparations. Firnafel "Six-hand" of Losetrel is known to use it in his special preparations to make potions of Shroud Spider attraction.

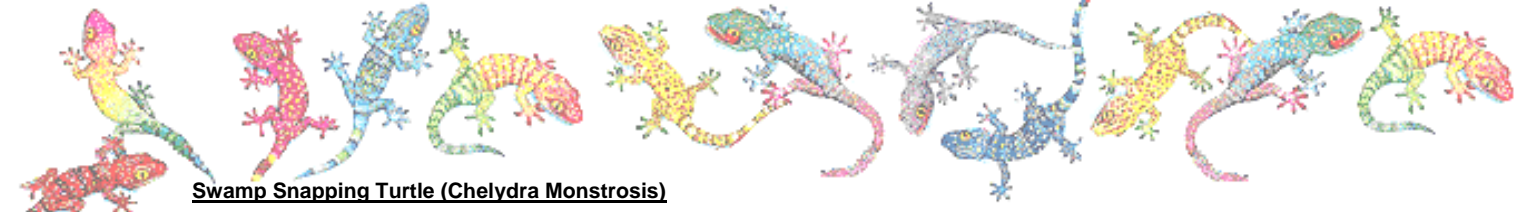
However, catching skitterlings isn't easy. They move quickly (90' (30')) and they can readily hide in the narrowest rock crevices. Their precious tails are ruined by over-aggressive actions on the part of hunters, of course. And they can walk on water.



Their bones are lightly calcified and hollow, and they are very light anyway despite their apparent size. Their webbed feet are very large, and they move faster on the surface of water than they do on land (Move 150' (50') on water). They exploit the surface tension of water to "skitter along," as the elves put it. Watching a skitterling skitter along the water of a placid river is a delight to a shadow elf. Their sinuous movements and rapid speed combine grace and efficiency with a very unusual ability.

They run on their back legs mostly, their tail gliding on the water surface while they run with awkward looking long steps over the water to another surface. They sometimes run on all fours while doing this, but then only when there are no waves and water insects can be caught.

Main Predator, Great Cat, Dragon, Man Prey, Mammals, Insects

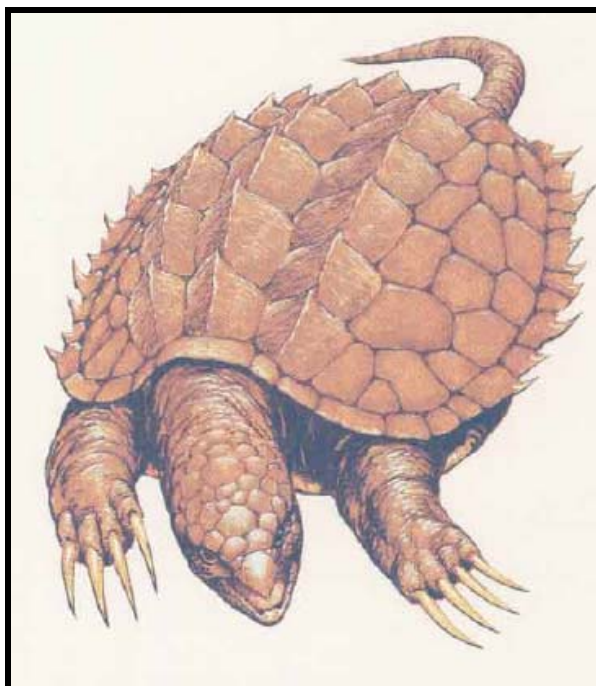


Swamp Snapping Turtle (Chelydra Monstrosus)

Lizards	Swamp Snapping Turtle	
	Normal Animal	Giant
Type	Normal Animal	Giant Animal
Climate	Temperate to Tropic	
Terrain	Swamp	
Frequency	Uncommon	Rare
Organization	Solitary	
Activity Cycle	Any, Mostly Day	
Diet	Carnivore	
AL	N	
NA	1d3	1
Size	L' 8'	H' 28'
ST	12	19
IN/WI	2	2
DX/CH	7	6
CO	15	15
Languages	0	0
Spellcaster Limits;	0	0
AC	5	5
AV	9	9
HD	1 to 3	20
HP	1d8/HD	20d8
MV on Land	30'(10')	30'(10')
SW	90'(30')	90'(30')
THACO	19 (3HD 18)	6
Attacks	1 Bite	1Bite
Damage	1d6	6d6
Special Attacks;	nil	Swallow
Special Defenses;	Surprise 1-5 on 6	Surprise 1-5 on 6
Immune to;	Camouflage	Camouflage
Extra Vulnerable to;	na	na
MR;	Cold	Cold
Save as;	na	na
ML	F1	F12
XP	7	10
TT	10, 20, 35	4175
Body Weight	Nil	Nil
	100 to 600cn	1500 LBS



The normal Swamp Snapping Turtle is dangerous enough to behold, but rarely a match for its larger cousin. It is assumed that the larger is nothing more than a more fully grown version of Swamp Turtle.

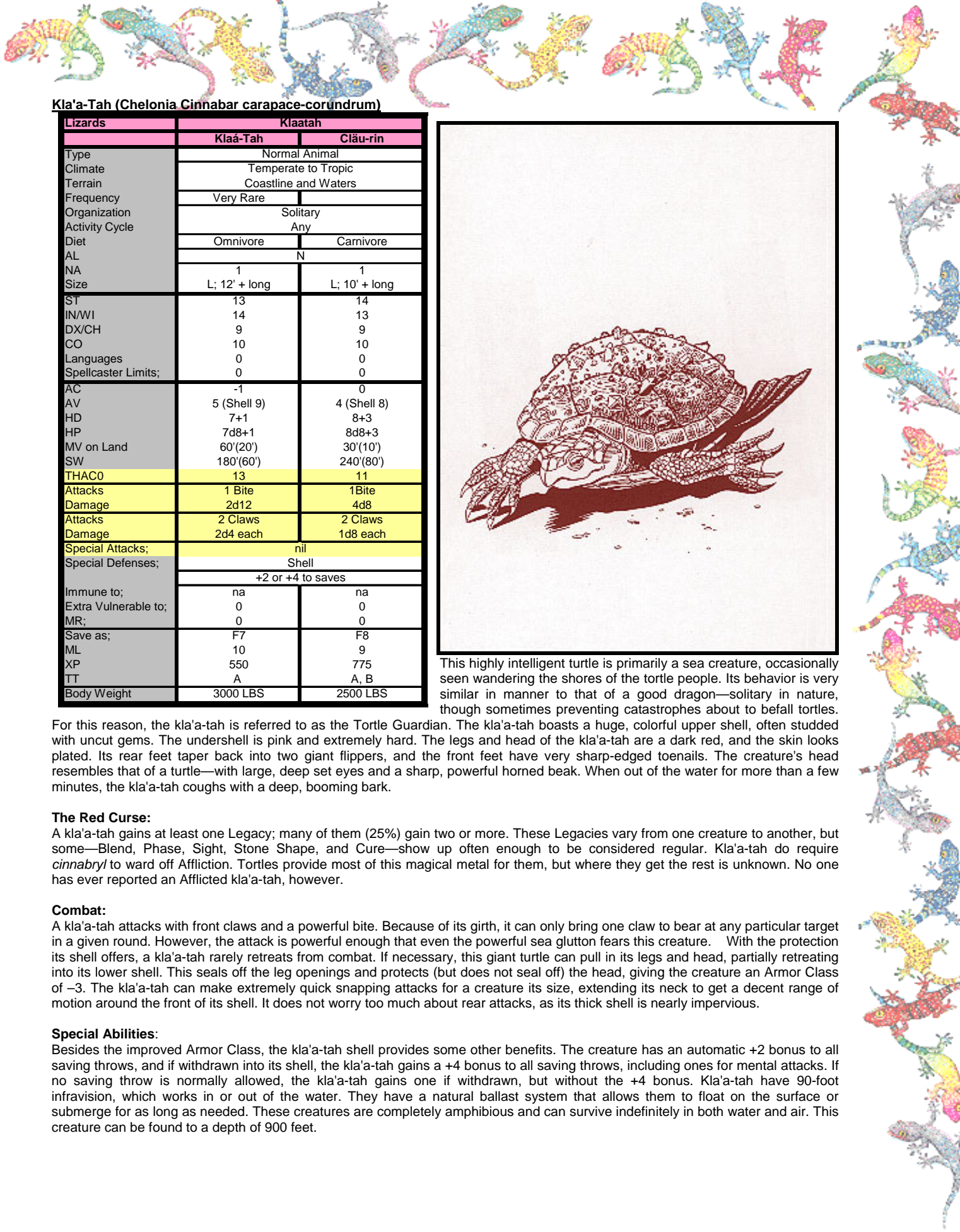


This ornery giant swamp creature can be mistaken for a dragon turtle at a glance, though it is smaller and actually has few dragon traits. Among other things, it does not collect treasure nor does it breathe anything. However, like a purple worm, if its attack roll is 4 or more over what it needs to hit its target, or a 20 in any case, creatures of mansize or smaller are swallowed whole, taking 3d6 points of damage each round thereafter.

The main tactic of the giant snapping turtle is to wait by a main waterway, looking like a hummock of ground. As a prey (deer or elk or gator or boat) passes, it snaps its head out of the shell and reaches as much as 30' for one of the occupants of the boat. Once it has either taken a bite out of a victim or swallowed him whole, its head snaps back into the shell and it depends on its armored back for protection.

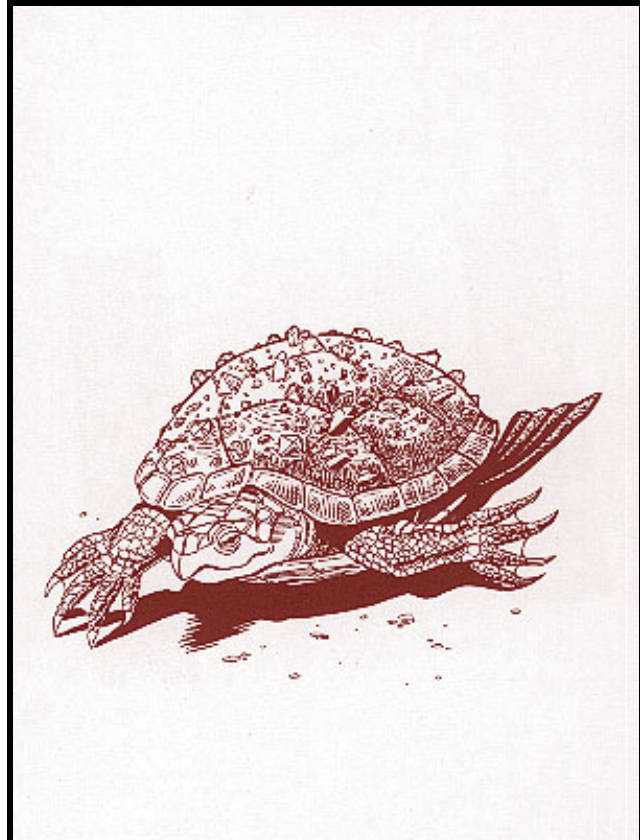
Main Predator, Creat Cat, Dragon, Man Prey, Mammals, Insects, Fish





Kla'a-Tah (Chelonia Cinnabar carapace-corundrum)

Lizards	Klaatah	
	Klaá-Tah	Clāu-rin
Type	Normal Animal	
Climate	Temperate to Tropic	
Terrain	Coastline and Waters	
Frequency	Very Rare	
Organization	Solitary	
Activity Cycle	Any	
Diet	Omnivore	Carnivore
AL	N	
NA	1	1
Size	L; 12' + long	L; 10' + long
ST	13	14
IN/WI	14	13
DX/CH	9	9
CO	10	10
Languages	0	0
Spellcaster Limits;	0	0
AC	-1	0
AV	5 (Shell 9)	4 (Shell 8)
HD	7+1	8+3
HP	7d8+1	8d8+3
MV on Land	60'(20')	30'(10')
SW	180'(60')	240'(80')
THACO	13	11
Attacks	1 Bite	1Bite
Damage	2d12	4d8
Attacks	2 Claws	2 Claws
Damage	2d4 each	1d8 each
Special Attacks;	nil	
Special Defenses;	Shell	
	+2 or +4 to saves	
Immune to;	na	na
Extra Vulnerable to;	0	0
MR;	0	0
Save as;	F7	F8
ML	10	9
XP	550	775
TT	A	A, B
Body Weight	3000 LBS	2500 LBS



This highly intelligent turtle is primarily a sea creature, occasionally seen wandering the shores of the turtle people. Its behavior is very similar in manner to that of a good dragon—solitary in nature, though sometimes preventing catastrophes about to befall turtles.

For this reason, the kla'a-tah is referred to as the Turtle Guardian. The kla'a-tah boasts a huge, colorful upper shell, often studded with uncut gems. The undershell is pink and extremely hard. The legs and head of the kla'a-tah are a dark red, and the skin looks plated. Its rear feet taper back into two giant flippers, and the front feet have very sharp-edged toenails. The creature's head resembles that of a turtle—with large, deep set eyes and a sharp, powerful horned beak. When out of the water for more than a few minutes, the kla'a-tah coughs with a deep, booming bark.

The Red Curse:

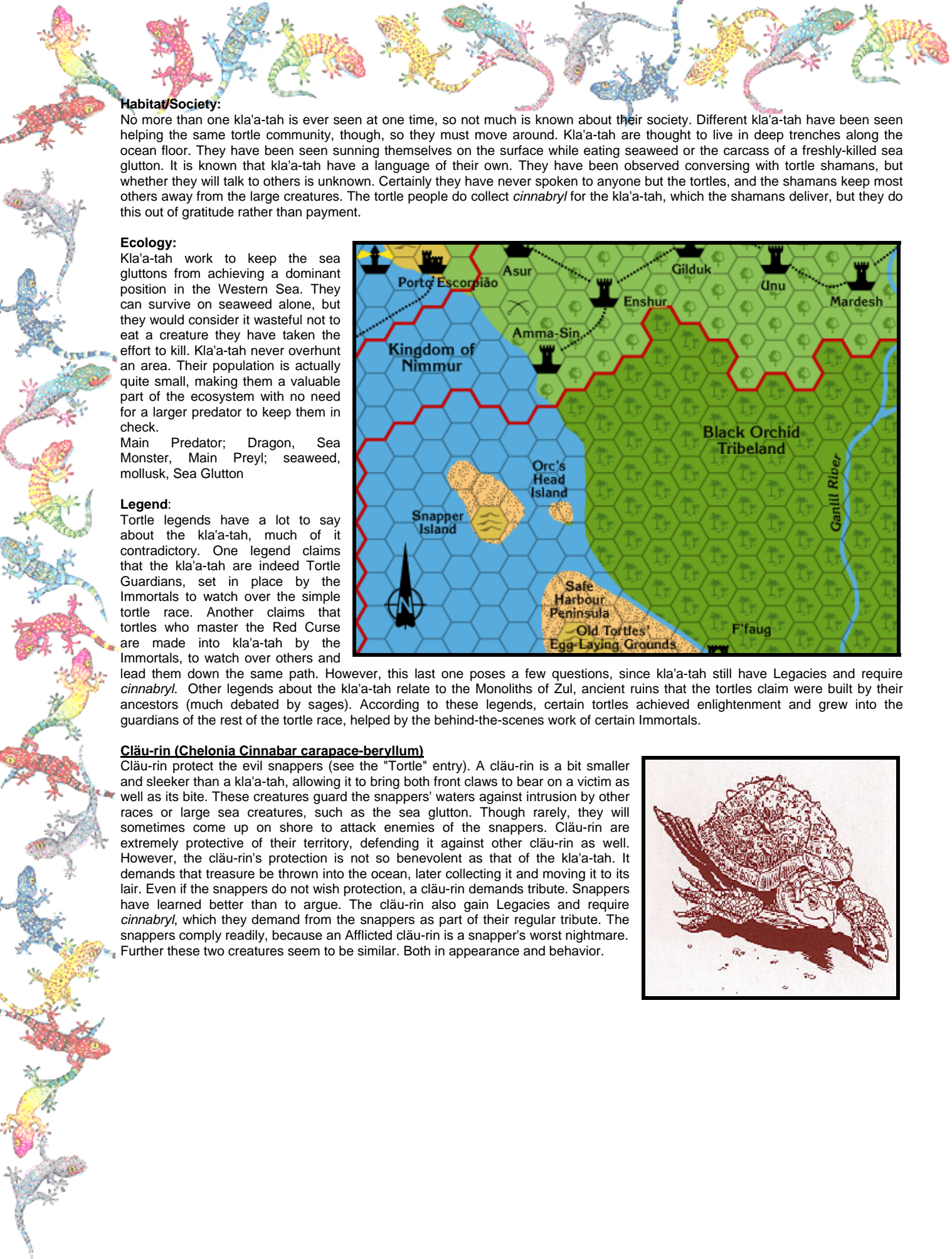
A kla'a-tah gains at least one Legacy; many of them (25%) gain two or more. These Legacies vary from one creature to another, but some—Blend, Phase, Sight, Stone Shape, and Cure—show up often enough to be considered regular. Kla'a-tah do require *cinnabryl* to ward off Affliction. Tortles provide most of this magical metal for them, but where they get the rest is unknown. No one has ever reported an Afflicted kla'a-tah, however.

Combat:

A kla'a-tah attacks with front claws and a powerful bite. Because of its girth, it can only bring one claw to bear at any particular target in a given round. However, the attack is powerful enough that even the powerful sea glutton fears this creature. With the protection its shell offers, a kla'a-tah rarely retreats from combat. If necessary, this giant turtle can pull in its legs and head, partially retreating into its lower shell. This seals off the leg openings and protects (but does not seal off) the head, giving the creature an Armor Class of -3. The kla'a-tah can make extremely quick snapping attacks for a creature its size, extending its neck to get a decent range of motion around the front of its shell. It does not worry too much about rear attacks, as its thick shell is nearly impervious.

Special Abilities:

Besides the improved Armor Class, the kla'a-tah shell provides some other benefits. The creature has an automatic +2 bonus to all saving throws, and if withdrawn into its shell, the kla'a-tah gains a +4 bonus to all saving throws, including ones for mental attacks. If no saving throw is normally allowed, the kla'a-tah gains one if withdrawn, but without the +4 bonus. Kla'a-tah have 90-foot infravision, which works in or out of the water. They have a natural ballast system that allows them to float on the surface or submerge for as long as needed. These creatures are completely amphibious and can survive indefinitely in both water and air. This creature can be found to a depth of 900 feet.



Habitat/Society:

No more than one kla'a-tah is ever seen at one time, so not much is known about their society. Different kla'a-tah have been seen helping the same turtle community, though, so they must move around. Kla'a-tah are thought to live in deep trenches along the ocean floor. They have been seen sunning themselves on the surface while eating seaweed or the carcass of a freshly-killed sea glutton. It is known that kla'a-tah have a language of their own. They have been observed conversing with turtle shamans, but whether they will talk to others is unknown. Certainly they have never spoken to anyone but the turtles, and the shamans keep most others away from the large creatures. The turtle people do collect *cinnabryl* for the kla'a-tah, which the shamans deliver, but they do this out of gratitude rather than payment.

Ecology:

Kla'a-tah work to keep the sea gluttons from achieving a dominant position in the Western Sea. They can survive on seaweed alone, but they would consider it wasteful not to eat a creature they have taken the effort to kill. Kla'a-tah never overhunt an area. Their population is actually quite small, making them a valuable part of the ecosystem with no need for a larger predator to keep them in check.

Main Predator; Dragon, Sea Monster, Main Preyl; seaweed, mollusk, Sea Glutton

Legend:

Turtle legends have a lot to say about the kla'a-tah, much of it contradictory. One legend claims that the kla'a-tah are indeed Turtle Guardians, set in place by the Immortals to watch over the simple turtle race. Another claims that turtles who master the Red Curse are made into kla'a-tah by the Immortals, to watch over others and lead them down the same path. However, this last one poses a few questions, since kla'a-tah still have Legacies and require *cinnabryl*. Other legends about the kla'a-tah relate to the Monoliths of Zul, ancient ruins that the turtles claim were built by their ancestors (much debated by sages). According to these legends, certain turtles achieved enlightenment and grew into the guardians of the rest of the turtle race, helped by the behind-the-scenes work of certain Immortals.



Cläu-rin (Chelonia Cinnabar carapace-beryllum)

Cläu-rin protect the evil snappers (see the "Turtle" entry). A cläu-rin is a bit smaller and sleeker than a kla'a-tah, allowing it to bring both front claws to bear on a victim as well as its bite. These creatures guard the snappers' waters against intrusion by other races or large sea creatures, such as the sea glutton. Though rarely, they will sometimes come up on shore to attack enemies of the snappers. Cläu-rin are extremely protective of their territory, defending it against other cläu-rin as well. However, the cläu-rin's protection is not so benevolent as that of the kla'a-tah. It demands that treasure be thrown into the ocean, later collecting it and moving it to its lair. Even if the snappers do not wish protection, a cläu-rin demands tribute. Snappers have learned better than to argue. The cläu-rin also gain Legacies and require *cinnabryl*, which they demand from the snappers as part of their regular tribute. The snappers comply readily, because an Afflicted cläu-rin is a snapper's worst nightmare. Further these two creatures seem to be similar. Both in appearance and behavior.





Nikt'oo (Chelydra equii)

Lizards	Klaatah
Type	Normal Animal
Climate/Terrain	Forrest/Shorelines
Terrain	Savage Coast only
Organization	Uncommon
Activity Cycle	Solitary
Diet	Day
AL	Omnivore
NA	N
Size	1
ST	L; 10' to 12'long
IN/WI	13
DX/CH	1
CO	7
Languages	12
Spellcaster Limits;	0
AC	5
AV	3 (Shell 6)
HD	3
HP	3d8
MV	60'(20')
BM	2
Load	6000/9000
SW	180'(60')
THACO	17
Attacks	1 Bite
Damage	3d4
Special Attacks;	Sever hand/foot
Special Defenses;	Shell
Immune to;	na
Extra Vulnerable to;	0
MR;	0
Save as;	F1
ML	8
XP	35
TT	0 or load
Body Weight	2500 LBS



These large, turtlelike creatures serve as mounts for the more intelligent turtles. Nikt'ooos are amphibians, and their shells are just hard layers of leathery skin underlaid with large, bony plates. The skin of a nikt'oo is usually olive, and its back is spotted with brown and yellow.

Their large, round eyes are deep black in color. Nikt'ooos are longer and stronger than horses, though only half as high. An adult female nikt'oo will often weigh more than 2,500 pounds. Their feet make nikt'ooos slow land creatures, though they can swim faster than many fish (above or under the water).

These strong creatures can run for

12 (their constitution) days without rest and, at half their normal movement, swim indefinitely (eating and even sleeping while they move, waking just long enough to make course corrections). After this period they need 2 days rest and enough food. A nikt'oo can carry up to 600 pounds without slowing, up to 900 pounds at half speed, and up to 1,200 pounds at 1/3 normal movement speed, but they utterly dislike this load and often refuse to walk (stubborn as a mule).

Combat:

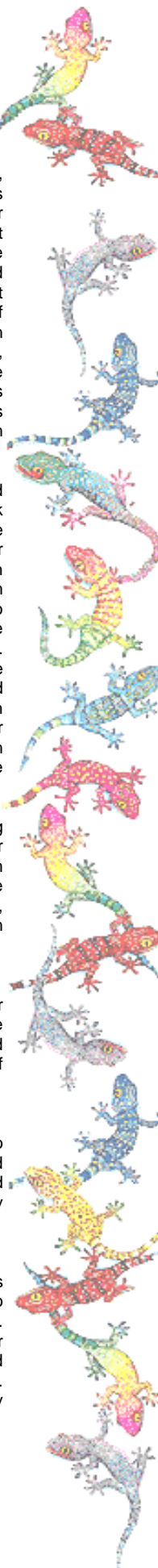
A nikt'oo can deliver a vicious bite, and on an unadjusted roll of 20, it severs the hand or foot of an attacking man-sized or smaller creature. These giant creatures are usually quite passive, not biting unless severely provoked. However, they can be trained to bite on command. Evil snappers often train their mounts to behave this way. Because nikt'ooos do not have shells, they cannot their head and limbs for protection. They have bony heads and backs, which are AC 5. The legs are the most vulnerable parts (AC 6 instead of AC 5). Opponents near the extremities of a nikt'oo are assumed to strike these vulnerable areas.

Habitat/Society:

Most nikt'ooos are domesticated and can be found in the company of turtles or snappers. The small number of wild nikt'ooos tend to be very skittish of humanoids, fleeing if given an opportunity. During mating season, all nikt'ooos become aggressive and bad tempered. Sailing ships sometimes encounter nikt'ooos far out in the ocean. Nikt'ooos out in the ocean seem to be more relaxed and will sometimes swim parallel to a sailing ship. Sailors believe that a major curse will befall anyone who kills such a nikt'oo. A properly trained female nikt'oo can be used as an amphibious beast of burden, capable of carrying goods in the water and on land.

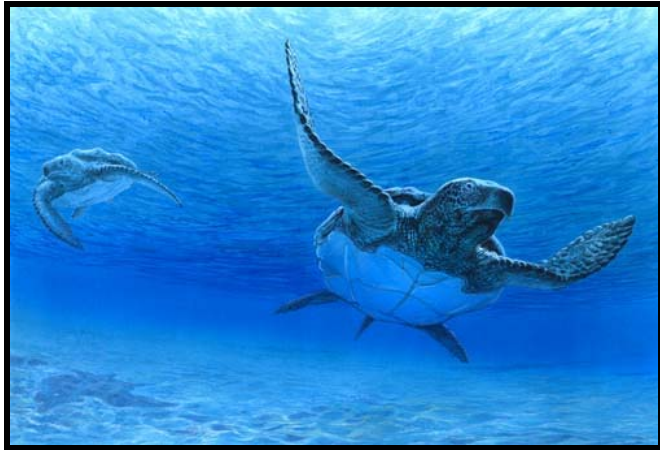
Ecology:

Wild nikt'ooos who reach adulthood live for about 90 years, while domestic nikt'ooos often live as long as 150 years. Female nikt'ooos each lay 5d6 eggs every year, burying the eggs above the tide line on a warm beach. Hatchlings are extremely vulnerable to disease, ecological contamination, and sea predators. In the wild, less than 5% of nikt'oo offspring survive to reach adulthood. Male nikt'ooos spend most of their lives in the water; they weigh so much that they dislike leaving the water. They will leave the water if the female is threatened while egg-laying. Out of water, they suffer a -2 penalty to hit and suffer 2 points of damage per round from the dryness. The male and female nikt'ooos bellow to each other while the eggs are being laid, providing constant reassurance. Otherwise, the nikt'ooos never make any vocal sounds. For the most part, nikt'ooos subsist on jellyfish, mollusks, and seaweed. They are not edible by most humanoid races, but snappers sometimes eat them. Main prey Lowlife, seaweed, main predator; Snapper and Dragon.



Turtle aquatic (Chelonian species)

Lizards	Chelonian		Archelon
Type	Normal Animal	Prehistoric Animal	
Climate	Temperate to Tropic		
Terrain	Warm salt water		
Frequency	Uncommon		Common
Organization	Solitary		
Activity Cycle	Any, Mostly Day		
Diet	Carnivore		
AL	N		
NA	1d2	1d2	150'(50')
Size	S-L 2'to 12'	S-L 2'to 12'	H;
ST	19	19	12
IN/WI	2	2	2
DX/CH	7	7	6
CO	15	15	15
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	3	3	4
AV	3	3	3
HD	1-2	3-5	6
HP	1d8/HD	1d8/HD	6d8
M V on Land	30'(10')	30'(10')	30'(10')
on Water	na	na	na
CL	na	na	na
SW	90'(30')	90'(30')	150'(50')
THACO	20-HD	20-HD	14
Attacks	1B bite	1B bite	1B bite
Damage	2d4	2d4	2d6
Special Attacks;	nil	nil	Swallow
Special Defenses;	Surprise 1-5 on 6		
Immune to;	Camouflage		
Extra Vulnerable to;	na	na	na
MR;	na	na	na
Save as;	NM	F2	F3
ML	6	5	5
XP	1=10 2=20	3=35 4=50 5=100	275
TT	Nil	Nil	Nil
Body Weight	50cn/hp	50cn/hp	50cn/hp



Aquatic Chelonians, also known as sea turtles, may be found in Cretaceous setting as well as in modern times, with the difference that the Cretaceous forms may have exceeded 3 HD in size. Though large, they are inoffensive eaters of sea grasses and jellyfish. Modern leatherback and hawksbill turtles are typical, while Archelon is an extremely large Cretaceous form. If attacked, they usually flee, if this fails, they retaliate with a bite. Main Predator, Shark, Aquatic Carnosaur, Human(moid), Dragon, Man Prey, Fish

Archelon (Archelon ischyros)

The Archelon is a prehistoric reptile from the Cretaceous era, the giant ancestor of modern sea turtles. Its twelve-foot diameter "shell" is not hard and calcareous, but rather thick and leathery, like the soft-shelled tortoise. The Archelon, besides being found in many seas and oceans in the Hollow World only, is a denizen of the Azcan Lake Chitlalo, where it feeds on schools of smaller fish. It usually crawls onto land only for the purpose of breeding (for which it requires sandy beaches). It rarely assaults humans purposely, but may unwittingly cause havoc by overturning a canoe or raft when it comes to the surface.

The Azcans occasionally hunt this prehistoric turtle, serving the tender parts of its flesh as a delicacy and making armor and shields out of its sturdy hide. They also harvest the edible turtle eggs from the known breeding beaches. They are careful to leave most eggs undisturbed, lest upset nature's balance and cause the creatures' extinction.

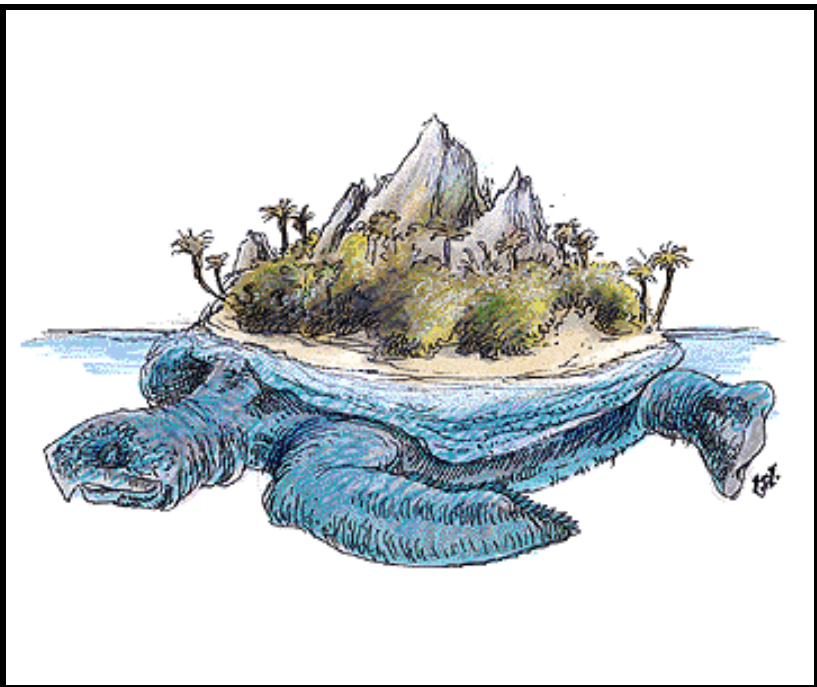
These creatures can be found to a depth of 450 feet.

Main Predator, Shark, Aquatic Carnosaur, Human(moid), Dragon, Man Prey, Fish



Zaratan* (Chelonian Zaratanus)

Lizards	Zaratan*
Type	Normal Animal
Climate	Tropical
Terrain	Fresh/Salt Waters
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	N
NA	1
Size	G; 200' + 10'/HD
ST	25
IN/WI	9
DX/CH	16
CO	10
Languages	0
Spellcaster Limits;	0
AC	0
AV	6(shell 9)
HD	51-70*
HP	1d8/HD
MV on Land	12'(4')
SW	24'(8')
THACO	5
Attacks	1 Bite
Damage	10d10
Attacks	2 Claws
Damage	2d4 each
Special Attacks;	Swallow
Special Defenses;	Shell
	+2 or +4 to saves
Immune to;	Poison
	Nonmagical weapons
Extra Vulnerable to;	0
MR;	0
Save as;	F7
ML	11
XP	550
TT	A
Body Weight	3000 LBS/HD



The zaratan is an enormous, passive turtle found in the warm currents of the southern seas of Hollow World Mystara. Thankfully, the zaratan spends most of its existence in a profoundly deep slumber. The shell of a zaratan (plural, zaratani) looks like a sloped, rocky mound several hundred feet in diameter. The zaratan's head, over 50 feet across, is often mistaken for a partially-submerged, barnacle-encrusted boulder. The zaratan usually keeps its eyes shut, covered with stony lids that blend with the rest of its head in texture and color. The zaratan's four flippers, each over a hundred feet long, appear to be small reefs, supporting a variety of corals, barnacles, and small fish. The zaratan's rocky shell is considered AC -6, while its head and flippers are only AC 0. In its dormant state, a zaratan appears to be a small, floating island.

Combat:

More often than not, once wakened from its slumber, a zaratan will react to an enemy by withdrawing into its rocklike shell, against which nonmagical weapons have absolutely no effect. In addition, no known poison will effect a zaratan with its incredibly slow metabolism. A zaratan will remain in its shell for 1-10 years (if not further provoked) before re-emerging. However, if pestered and wounded for more than 5% of its total hit points, a zaratan becomes a terrible opponent. Although it attacks last in every round, a single bite from its 40' maw delivers 10-100 points of damage and will swallow any beings within a 10' radius of its target (no save), should its attack roll succeed by 4 more than needed.

The stomach of a zaratan is a tough, tube-shaped cave. Usually there is enough stale, trapped air for a creature to survive indefinitely (if they survived the bite attack), but creatures trapped within also suffer 2 points of damage per day unless they can figure out a way to protect themselves from the stomach's corrosive digestive juices. The stomach lining is AC 5. Damage equal to 5% of the zaratan's total hit points (a case of painful indigestion) will result in the victims' regurgitation. A zaratan's stomach might contain just about anything, depending upon the whim of the DM, from pieces of driftwood and chunks of ships, to weapons, armor, and even a small amount of treasure (suggested type A). After a battle, a zaratan will immediately fall into a deep slumber, which typically lasts 1d100 years.

Habitat/Society:

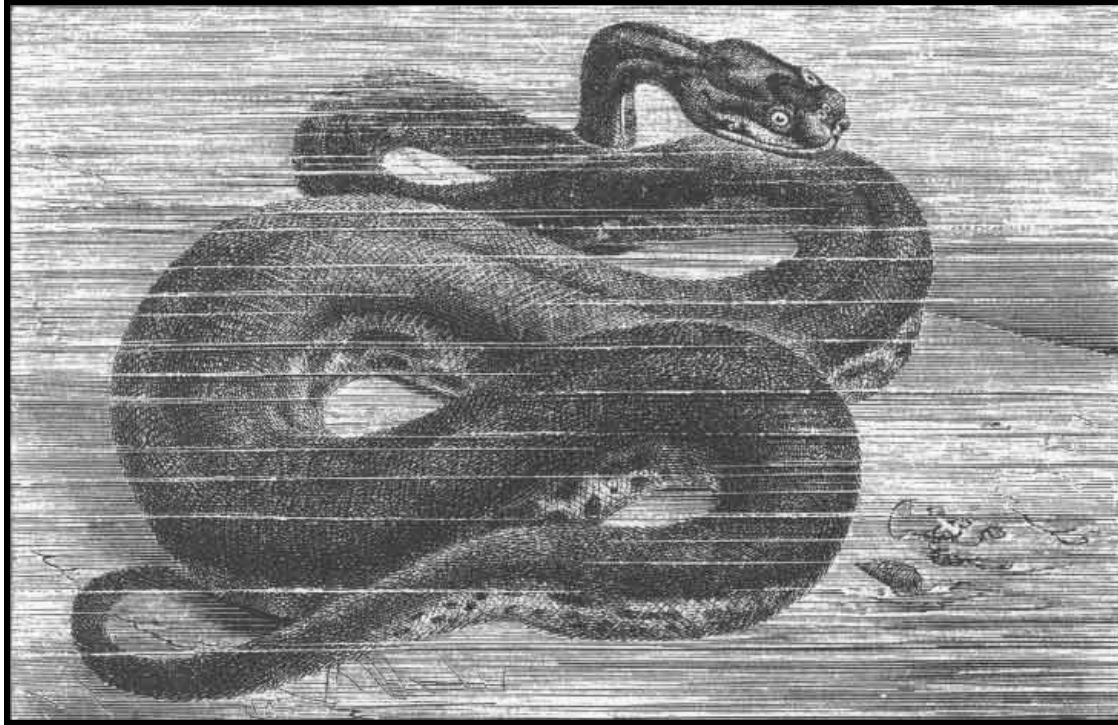
The slow metabolism of the zaratani assure them incredibly long (if uneventful) lives, measured in millennia. The zaratani are said to have been floating in the sea long before the genies first visited the Land of Fate. At any given time, a zaratan is 99% likely to be sleeping. As it slumbers, it keeps its mouth wide open. Any small to man-sized creatures stupid enough to swim inside (large fish mostly) are reflexively swallowed. The zaratan spends the rest of its time either mating or conversing with others of its own kind. Every few centuries, by sheer coincidence, a pair of zaratani will drift into each other. Should they awake (and be of the opposite sex), they will mate. The courtship ritual may take decades, and the mating itself lasts as long as a year. The zaratani communicate with one another in a language similar to that of the whales. Conversations between the zaratani often last decades. On rare occasions, they have been known to communicate with other beings by telepathy.

Ecology:

The older a zaratan gets, the longer it sleeps. As a result, many actually become indistinguishable from a floating island or reef, supporting their own mini-ecosystems on their broad, rocky carapaces and underbellies. Many sport stunted palm trees and vegetation on their shells. The older and wiser zaratani are perfectly content to be attended by lesser symbiotic beings, provided the symbiotes are not too bothersome and don't interfere with a zaratan's sleep. A few are known to support small, uncivilized villages, while others have even been used as a mobile base for pirates and corsairs! Visitors will find most inhabitants of a zaratan highly superstitious. Many revere their island home as a god. They believe (rightly) that were their deity to awaken due to hunger, their island might sink beneath the sea, destroying their village. As a result, these villagers strive at every opportunity to keep the zaratan well-fed and content, sacrificing large quantities of caught fish and even visitors to placate their floating "god". These are rarely swimming elsewhere than the surface, but can if they wanted go as deep as 500 feet.

Predator;Dragon. Main prey any plant animal.

Snake (Serpentes species)



Snakes are long, sinuous, legless reptiles (cold blooded, thus preferring warmth).

They come in two varieties: constrictors and vipers. Constrictors wrap around their prey and squeeze it to death (they can bite, too, for some damage, and a chance to contract an infection);

Vipers bite their prey and inject poison. Snakes are found almost everywhere, avoiding only very cold places and on most islands. Fifteen families are currently recognized, comprising 456 genera and over 2900 species. They range in size from the tiny, 10 cm-long thread snake to pythons and anacondas of up to 30 feet, or the giant snakes of up to 100 feet length. Snakes are thought to have evolved from either burrowing or aquatic lizards during the Cretaceous period. The diversity (in appearance, poison and abilities) of modern snakes appeared during the Paleocene period

Like all reptiles, snakes are ectothermic, amniote vertebrates covered in overlapping scales. Some snakes have developed hairs protruding from their skin (often still between the scales). Many species of snakes have skulls with many more joints than their lizard ancestors, enabling them to swallow prey much larger than their heads with their highly mobile jaws.

Most snakes do not usually attack unless surprised or threatened. Most snakes are carnivores but prefer prey small enough for them to eat; when dining, they unhinge their jaws and swallow their prey whole, but very slowly. Snakes fear fire and will retreat from open flames, suffering a -6 morale modifier when flames are used against them. The basically two types of snakes appear in all manner of sizes. The poisonous snakes make up for their relatively smaller size with deadly venoms, while the larger constrictors squeeze their victims to death. Both types sleep for days after eating. All snakes shed their skin several times each year, this is called moulting. These "skins" can often be used as spell components. All snakes are extra vulnerable to Cold, it acts as a Slow Spell, finally after their HD x10 rounds killing the creature or hibernating it. When receiving warmth they revive (unless died). In wildfires snakes are often too slow to escape.

Snakes exist since the cretaceous era and already became as they are today in the end of this era.

Senses;

Snake vision varies greatly, from only being able to distinguish light from dark to keen eyesight, but the main trend is that their vision is adequate although not sharp, and allows them to track movements. Generally, vision is best in arboreal snakes and weakest in burrowing snakes. Some snakes, have binocular vision, with both eyes capable of focusing on the same point. Some may have infravision, mostly only 30', but 60' or even 120' are recorded.

Snakes use smell to track their prey. They smell by using their forked tongues to collect airborne particles, then passing them to the mouth for examination. The fork in the tongue gives snakes a sort of directional sense of smell and taste simultaneously. They keep their tongues constantly in motion, sampling particles from the air, ground, and water, analyzing the chemicals found, and determining the presence of prey or predators in the local environment.

Vibration sensitivity is a sense from the part of the body in direct contact with the ground is very sensitive to vibration; thus, a snake can sense other animals approaching by detecting faint vibrations in the air and on the ground. This is ranged to 30' from the snake in all directions.

All Snakes	
Type	Normal or Giant animal or enchanted
Organization	Solitary
Activity Cycle	Mostly Day
Basic Era	Cretaceous to today
Diet	Carnivore, Insectivore, Ovipavore (eggs)
AL	C or N, N or E
Languages	0
Spell casting limits	na
Extra vulnerable	Cold
CL	30'/10' at 35% to 55% depending on species

Constrictor Snake

Constrictor snakes (normal (Boidae species))

Snake; Constrictor	Normal
Climate/Terrain	Any Tropical
Frequency	Uncommon
NA	1d2
Size	M; 10'-20'
ST	18
IN/WI	2
DX/CO/CH	9
AC	6
AV	0
HD	3+2
HP	3d8+2
MV	90'(30')
	60'(30')
SW	
THACO	17
Attacks	1 Bite
Damage	1
Special Attacks;	Constrict 1d3
	Gaze
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	5
XP	50
TT	nil
Body Weight	300 to 600LBS
Snake; Constrictor	Giant
Climate/Terrain	Any Tropical
Frequency	Uncommon
NA	1d2
Size	L; 30'+
ST	24
IN/WI	2
DX/CO/CH	9
AC	5
AV	0
HD	6+1
HP	6d8+1
MV	90'(30')
	60'(30')
SW	
THACO	15
Attacks	1 bite
Damage	1d4
Special Attacks;	Constrict 2d4
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	6
XP	350
	nil
TT	900LBS+
Body Weight	600 to 1000LBS

Constrictors of all sizes hide in the branches of trees, waiting patiently until they can slowly lower themselves or suddenly drop onto their unsuspecting victims. Once they strike, the victim is constricted automatically, suffering damage every round. Constricted humanoid creatures can escape the coils of normal constrictors with a successful open doors roll (at a -1 penalty). Anyone who attempts to free a captive by hacking at the constrictor has a 20% chance of striking the victim instead (roll normal damage and apply it to the victim). Area spells like fireball will likewise affect both combatants, but target-specific spells like charm monster and magic missile are more precise. Common constrictor species include anacondas, boas, and reticulate pythons, all of which can reach lengths of 30 feet. Giant boas are lime green with black and yellow diamond patches. When lying motionless amid hanging vines, they are nearly invisible (surprising on 1-4 on 1d6). Their favorite hunting grounds are vine-festooned trees along game trails and paths. If they miss a bite attack, they must save vs. breath attack or fall to the ground.



Giant anacondas are dark green with black oval spot. Their favorite nick is to lie perfectly still in shallow water near a trunk or other object, attacking suddenly and out warning (surprising on a roll of 1-4). Victims must make a ST. check when first wrapped in the snake's coils. If the check falls, the victim is dragged into the water and is in danger of drowning. Also check a constricting snake's Morale; on a failed check the snake releases the victim and attempts to flee.

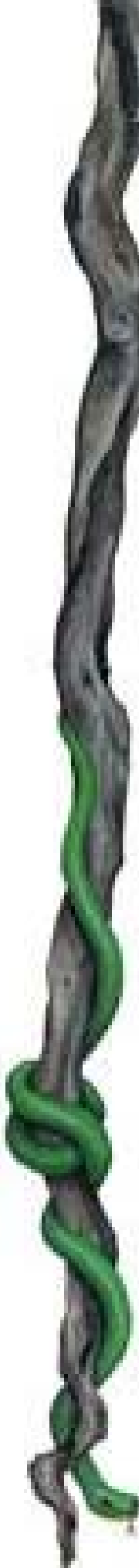
Their skin is valuable, with an unblemished skin selling for as much as 100 gp. Some constrictor snakes are known as birdcharmers; these innately magical snakes can mesmerize their prey by swaying slowly and steadily while staring down their victims. Creatures of animal intelligence or less must make a saving throw against paralyzation or be effectively paralyzed for as long as the snake continues to sway, and for 2d6 rounds thereafter. Senses low, tremorsense 30'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals

Constrictor Snake, Giant (Boidae Species)

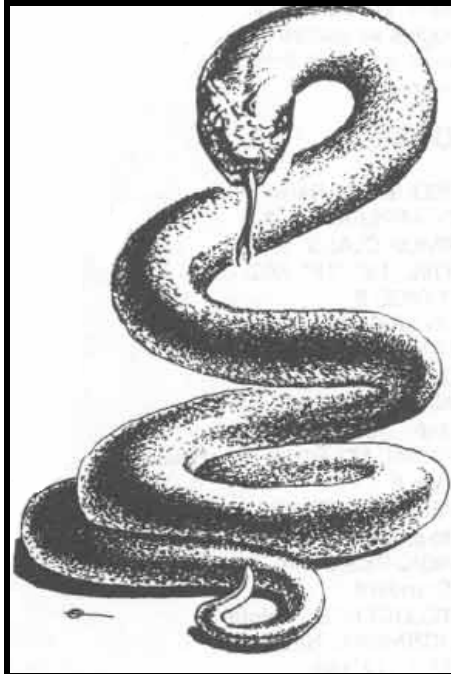
Giant constrictor snakes are larger and much stronger than their smaller cousins. It requires the combined efforts of 60 total points of Strength (the coiled victim plus outside help) to extricate someone from a giant constrictor's steel grasp. The skin of a giant constrictor snake is too thick and stiff to be workable, and is valuable only as armor, not for decoration. An uncured hide can fetch 20 gp. Senses low, tremorsense 30' darkvision.

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals



Constrictor Snake; Boalisk (Boidus Basilliscus)

Snake; Constrictor	Boalisk
Climate/Terrain	Any Tropical
Frequency	Rare
NA	1d3
Size	L; 25'
ST	22
IN/WI	2
DX/CO/CH	9
AC	5
AV	0
HD	5+1
HP	5d8+1
MV	120'(40')
	na
THACO	17
Attacks	1 Bite
Damage	1d3
Special Attacks;	Constrict 1d6+1 Gaze Disease
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	6
XP	225
TT	nil
Body Weight	750LBS



The boalisk is a tropical constrictor snake with a gaze attack. They say the creature is created by magically crossbreeding a gant Boa with a Basilisk. Any creature meeting its gaze (failing a saving throw vs. petrification) is infected with a magical mummy rotting disease. Characters refusing to look at the boalisk automatically avoid its gaze but suffer a -4 penalty to their AC. Surprised victims always meet its gaze and gain no saving throw. The boalisk can use its gaze on a single victim each round in addition to normal biting and constriction attacks. Senses low, tremorsense 30'
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals.

Mummy Rot:

Slow Infection active after 1d4 Days -con x Hr24 Terminal Only; Death (or loss of the body part or function) in 1-12 days, 3 additional effects.

A Cure disease spell and/or other treatment is absolutely needed to cure the patient to the "severe" severity, and to prevent him or her from dying.

Caused by contact with boalisk. Rotting skin, death in a few days if not cured. The Charisma of the patient will be lowered by

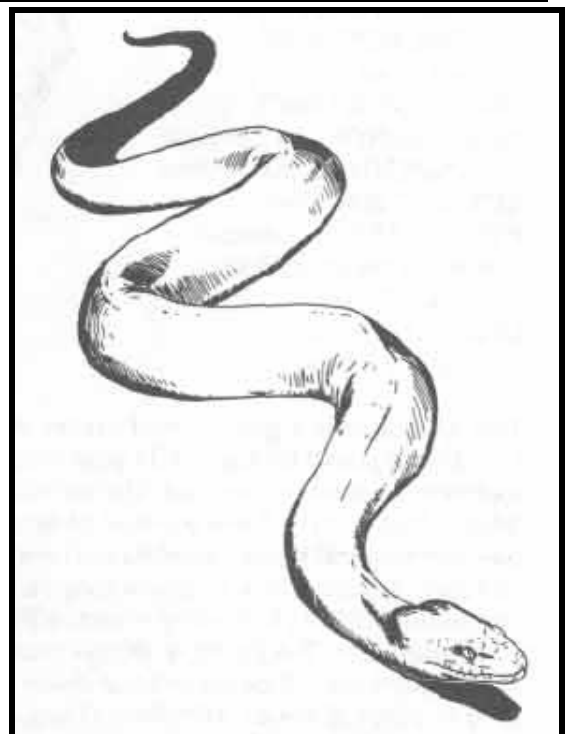
the Broken Bones Table with half effect as the rotting can affect specific body parts. **1% of contracting the disease per week of exposure. Epidemic lasts 1d6 weeks.** This disease is common in Nithia, Ylaruam, Isle of dread, Karameikos, Thyatis, and all other places where ancient tombs exist and are visited irregularly (by adventurers, or Humanoids, for example). It also comes forth on the religious Holidays in Surra-Men-Raa. **The disease is also brought forth by the attacks of a Mummy, and contracted on touch by a Mummy, it's winds, sacrificial items, it's tomb, or even other items touched by it, and in this case it can be treated by a single Cure disease spell, except when caused by a Greater Mummy, or by the contact of old relics, entering ancient tombs, or the Curse of the Mummy. In these cases a Dispel Evil and a Remove Curse, must be cast before the double application of Cure Disease spell to kill the disease. No more than one hour may exist between the several castings of Cure Disease and thus the lowering of the severity stage, or the whole curing has failed as if not cast at all.**

Snake; Constrictor	Heway
Climate/Terrain	Desert
Frequency	Uncommon
NA	1d2
Size	M; 12'
ST	19
IN/WI	6
DX/CO/CH	9
AC	7
AV	0
HD	1+3
HP	1d8+3
MV	120'(40')
	60'(30')
THACO	19
Attacks	1
Damage	1d3
Special Attacks;	Constrict 1d3 Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	NM
ML	4
XP	15
TT	nil
Body Weight	36LBS

Heway (Boidus Hewayus)

These intelligent snakes have slimy, poisonous skins that they use to foul wells and oases. After swimming in a body of water for several hours and releasing its poison, it slinks off to wait for its prey to arrive. A creature drinking water poisoned by a heway must make a successful saving throw vs. poison at +2 or suffer 30 points damage within 3d6 minutes and be paralyzed for 1d6 hours. Creatures that make their saving throws suffer 15 points of damage. Even animals that survive the initial effects are

often doomed to die of dehydration. Many humans and animals attack heways on sight, but it can defend itself with its hypnotic stare, which has a powerful effect; any creature failing a saving throw vs. paralyzation will follow the heway to its lair and allow itself to be devoured. The heway sometimes uses this stare simply to immobilize a menacing creature. It then leaves the area while the hypnotized creature remains stationary for 1d6 turns. Heway are innate cowards and avoid contact with other animals. It is a weak fighter, its bite is not venomous, and its jaws are weak. Its preferred food is small animal carrion. Simply touching heway skin has no effect; the poison must be ingested. Senses low, tremorsense 30'
Main Predator, Humanm(oid), Great Cat, Dire Wolf, Main Prey; Mammals



Constrictor Snake: Giant Racer (Coluber species)

Snake; Constrictor	Rock Python
Climate/Terrain	Any Temperate
Frequency	Uncommon
NA	1d3(1d3)
Size	M: 12'
ST	18
IN/WI	2
DX/CO/CH	9
AC	6
AV	0
HD	5*
HP	5d8
MV	90'(30')
SW	na
THACO	15
Attacks	1 Bite
Damage	1d4
Special Attacks;	Constrict 2d4
Special Defenses;	0
Immune to;	
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	8
XP	300
TT	U
Body Weight	40LBS
Snake; Constrictor	Giant Racer
Climate/Terrain	Any Temperate
Frequency	Uncommon
NA	1d6(1d8)
Size	M; 4'
ST	20
IN/WI	2
DX/CO/CH	9
AC	5
AV	0
HD	2
HP	2d8
MV	120'(40')
SW	na
THACO	18
Attacks	1 Bite
Damage	1d6
Special Attacks;	Constrict
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	7
XP	20
TT	nil
Body Weight	12LBS

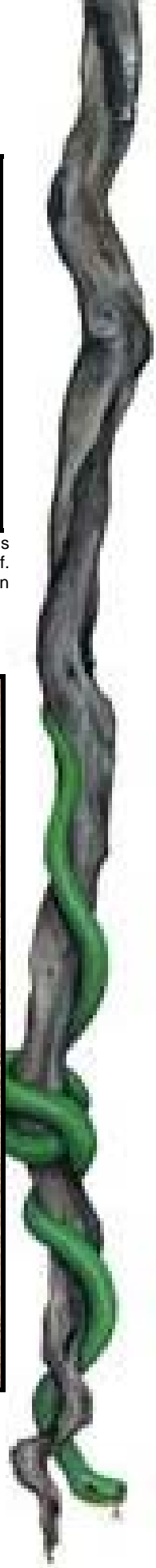


This is an "average" type of giant snake about 4' long. It has no special abilities, but is faster than most other types. It is not poisonous, but its bite can be dangerous in itself. Larger ones may be found, averaging 2' long per Hit Die and inflicting 1d8, 1d10, or even 2d6 points of damage per bite. Senses low, tremorsense 30'
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals

Constrictor Snake, Rock Python: (Python species)

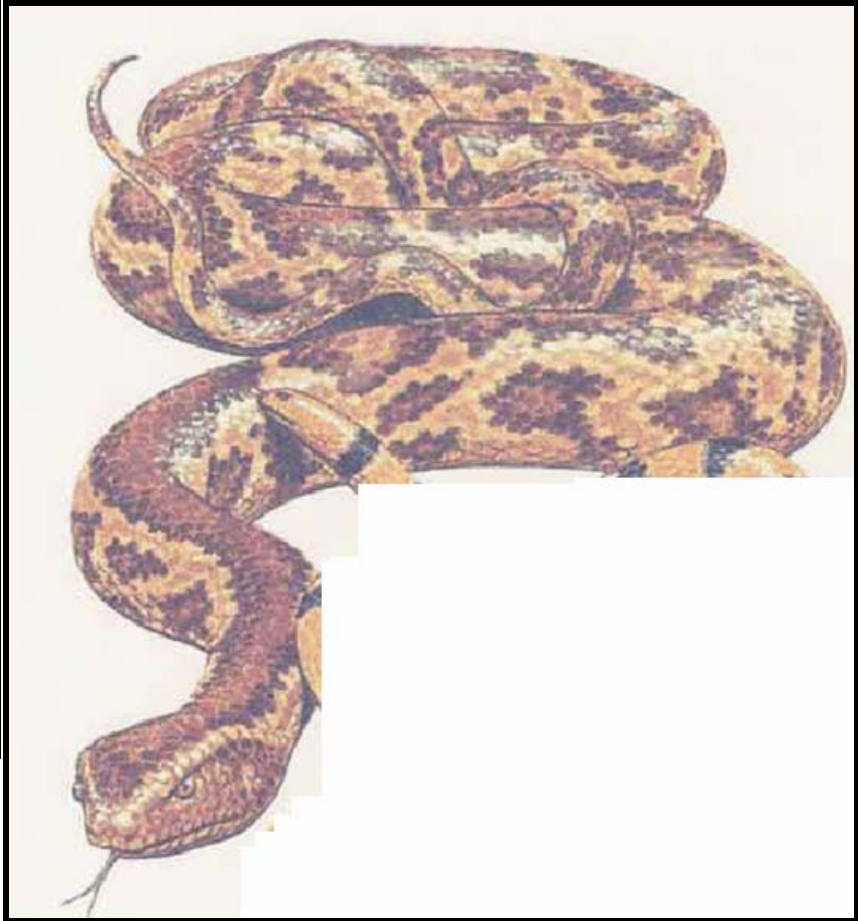


This 30' long snake has brown and yellow scales set in a spiral pattern. Its first attack is a bite. If the bite is successful, it coils around the victim and constricts in the same round. This squeezing does 2d4 points of damage per round, and occurs automatically until the snake dies or releases the victim. Senses low, tremorsense 30'
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Rodents, Lizards



Teak Serpent (*Peytona tectona grandis*)

Snake; Constrictor	Rock Python
Frequency	Giant Animal
Climate/Terrain	Any tropical Forest
Frequency	Rare
NA	1d2
Size	H; 30'long
ST	19
IN/WI	1
DX/CO/CH	14
AC	3
AV	0
HD	8+8
HP	8d8+8
MV	90'(30')
CL	60'/20'
THACO	11
Attacks	1 Bite
Damage	1d6
Attacks	1 fall
Damage	1d6 + Prone
Special Attacks;	Constrict
	Surprise 1-4 on 6
	2d6
Special Defenses;	Camouflage
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F4
ML	8
XP	1500
TT	B, S, T in lair
Body Weight	40LBS/hp



The Teak serpent, can be found in teeming tropical jungles, often in the company of other intelligent reptilian creatures. Teak serpents are a variety of huge constrictor snakes inhabiting Teak and ironwood forests. Adults often reach lengths exceeding 30 feet.

Combat:

These reptiles resemble branches of the hardwood trees they inhabit, giving opponents a -2 penalty on surprise and the serpent a superior Armor Class (AC 3). Teak serpents wait patiently in the upper canopy of trees for an unsuspecting victim to pass underneath, attacking from above with a combination bite and constriction attack. The bite inflicts 1d6 points of damage; if a constriction attack is successful, the serpent squeezes each round thereafter for 2d6 points of damage. The coils of a *teak* serpent are stronger than ironwood, requiring the combined efforts of 80 points of Strength to release a trapped victim. With their prodigious length, one of these serpents can constrict up to three mansized creatures simultaneously.

Habitat/Society:

Because of their ferocity and immense size, teak serpents are feared in the jungles they inhabit. Teak serpents usually subsist on a diet of large animals (preferring baby elephants, when they are available), but they will attack a small group of man-sized creatures without hesitation. They often sleep for up to a week after feeding.

Ecology:

The scales of a teak serpent, if used while casting barkskin, provide a +2 bonus to Armor Class for the duration of the spell. Teak serpents are sometimes captured by powerful spellcasters Clerical and magical, and bound into magical staves, by use of a snakes to sticks spell. Snakes morphed this way have a form of prolonged life, where their lifespan is halved, but the time in stickform is not counted. In effect the snake can be truly ancient. Any breakage of the stick will of course kill the snake. Senses low, tremorsense 30', infravision 30'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Rodents, Lizards

Messenger Snake (*Peytona tectonea grandis*)

Snake; Constrictor	Messenger Snake
Type	Magical Animal
Climate/Terrain	Any
Frequency	Very rare
NA	1
Size	S; 2'long
ST	12
IN/WI	13-14
DX/CO/CH	12
AC	4
AV	0
HD	3*
HP	3d8
MV	60'/20'
FL	240'/80'
MF	3B
THACO	17
Attacks	1 Bite
Damage	1d6
Special Attacks;	Poison
Special Defenses;	Camouflage
Immune to;	0
Extra Vulnerable to;	Cold
AM	30%
Save as;	F1
ML	9
XP	75
TT	0
Body Weight	15LBS



For reasons never explained, Alpathian wizards disliked working with most birds. There are times, however, when messages need to be carried, and magic can be undependable and erratic, or is needed for other purposes. For these situations, a strange little reptile was bred; the messenger snake. Messenger snakes are two feet long. Their coloring is a metallic jade green. They have light green leathery wings resembling those of a parrot. They mimic human speech in a soft hissing voice. Messenger snakes also have sense of direction

infravision of 60' range and an uncanny

Combat

Messenger snakes were not bred or created (better said ; altered) for combat. However, in order to protect themselves, they have a bite that causes 1d6 points of bite damage, and injects a weak venom (onset 2d12 r, paralysis for 1d4 hr) unless the victim makes a successful saving throw vs. poison, in which case the victim suffers only from local musclepain.

The snake's coloration shifts and changes as necessary, making it 50% undetectable by casual sight. Add this to the fact that the creature is 75% silent, and it makes a very efficient messenger. The snake can even blend in with the color of an overcast sky, so that persons looking up from the ground have a hard time telling that one of the snakes was flying above their heads.

In order to help it on its appointed rounds, the messenger snake can detect lie at will, and it asks always for identification (a number or code word that it has been taught with the message) before delivering its message. The snakes also have a special find the path like ability that has a 100 miles radius and can be used only to find the person they are told to seek. The snakes can fly up to 48 miles in 8 hours. They must rest 1 hour after every 100 miles of flight before continuing on.

Habitat/Society

The messenger snake can carry up to two LBS of weight in its lower coils. Most of the time, the burden is a scroll with a written message. The item can be seen normally; the snake's blending ability does not affect it. However, the snake is also able to repeat a verbal message of up to 100 words, giving it only to the person it was intended for. This can't be a spell, but only the wording of a spell, no magic can be carried in these words.

Messenger snakes are never encountered in the wild, and with the destruction of Alpathia in 1009AC there are only a few wizards still using them. In the Hollow World the floating Continent still has these creatures, but there they are hunted down by flying vipers, and since these aren't actually creatures but adapted biological constructs or magical animals the spell of preservation does not keep them alive, so eventually they will perish. They are raised by the wizards who keep close track of them. The snakes mate once a year, laying a clutch of 2d6 eggs, which have to be bred like normal parrot eggs.

The original secret of breeding messenger snakes from a root stock of other snakes has been lost. There is talk that Alpathian mages (survivors in either the Hollow World or on the Floating Continent of Alpathia or on the different coasts of alpathian territories) are searching diligently for it, and will pay handsomely for useful information or its possible location. Whenever a messenger snake is encountered, there is a 50% chance that it is carrying a small bundle. See table

1d10	Bundle contents
1-2	Scroll containing personal letter
3	Scroll with 1d4 wizard spells of level 1d8
4-5	odd trinket or personal article
6	Pouch with spell component for a single spell
7	potion bottle
8	small pouch with coins
9	pouch with 1d4 gems
0	small magical item (ring, figurine, etc)

Ecology

The messenger snake is found wherever Alpathian mages are found. Many nations and regions dislike messenger snakes.. humanoids see these snakes as a delicacy, and even humans can eat these creatures with pleasure. Messenger snakes eat plants, insects, and small rodents and live for about for decades. Rumor is that the reason the mages are so frantic on the origin of these creatures is that the snakes were becoming more intelligent, developing their own language and refusing to serve. No one has ever been able to get a messenger to speak a word on its own, though, to confirm this. Senses low.

Messenger snake eggs can be sold for up to 1000gp each to alpathians, hatchlings fetch 2500gp, all other nations give no more than normal to these snakes as if normal snakes. The upkeep is like that of a normal snake.

Sewerm, Sewersnake (*Boidus cloacaesus*)

SNAKE; Constrictor	Sewerm		
Frequency	Normal animal		
Climate/Terrain	temperate subterranean/swamp		
Frequency	rare		
NA	1d6		
Size	S; 2'-3'long	M; 4-5'long	M; 6'long
ST	12		
IN/WI	13-14		
DX/CO/CH	12		
AC	5		
AV	0		
HD	2*	3*	4*
HP	2d8	3d8	4d8
MV	120/40		
	SW	90/30'	
THACO	18	17	16
Attacks	1 Bite		
Damage	1d4		
Special Attacks;	Drain Blood		
Special Defenses;	Anaesthetic slime		
Immune to;	0		
Extra Vulnerable to;	Cold		
AM	0		
Save as;	F1	F2	F2
ML	9		
XP	25	75	175
TT	0		
Body Weight	15 LBS	25 LBS	55 LBS



The sewerm is a large water snake found in the sewers of the great temperate cities of the continent Brun. Especially, Mirros (former Specularum, and Thyatis are infested. The creatures were spread either on purpose by the local population in an attempt to get rid of pests like rats. Its tan-and-brown scales over a mottled green under belly give it great camouflage in the dark sewers.

Combat

A sewerm's camouflage coloring enables it to surprise its prey 1-4 on 6. the sewerm secretes an anaesthetic slime (as a protection from the virulent water it lives in)through its skin that deadens the prey's sense of touch; the snake open wraps around a leg or a boot as it attacks, allowing it to be carried along as it feeds.

If the sewerm gained surprise, the prey will not notice the sewerm until a successful wisdom check is rolled, checked once per round.as the snake's fangs also secrete an anaesthetic venom, its bite is totally painless. Once bitten, the prey will be drained of blood at the rate of 1d4 points per round. The prey will become weaker and weaker, dropping unconscious or dead from bloodloss, before even realizing that the snake has attacked.a successful strength check against the creature dislodges the snake 9once it is discovered. The bite closes almost immediately, and the snake's anaesthetic acts as a strong disinfectant, preventing the prey from contracting any disease through the wound, even in sewer water.

Sewerns only attack warm-blooded creatures, being attracted by using their infravision and heat receptors in its face, striking at areas of exposed flesh or through cloth, or chain or ring mail (but not leather or any other mail), close to the waterline where they encounter their prey. They can, with one round of preparation, coil themselves to spring out of the water, striking out o their full length. This attack is becoming more common as people moving through the sewers wear hip boots, forcing the snake to use this startling attack (the creature will surprise its prey 1-5 on 6 with this attack).



Habitat/Society

Sewerns live on warm blood, being in this much like giant leeches. They usually hunt alone, but in rare cases travel in small groups of up to six snakes. The only time a larger group is ever encountered is immediately after a nest of eggs has hatched; there will be one 4 HD mother and 5 to 20 small ½ HD sewerns.

Ecology

While a dangerous nuisance to those wandering in the sewers, these snakes are highly prized by healers and members of the Guild of Apothecaries and Physicians. Their

pain-deadening venom can be stored up to six months, if properly prepared (Warm—body temperature—placed in weck jars only to create a vacuum inside—after opening warm again). Sewerns shed their skins once per year; the guild will purchase these at 2 sp each. Prices for whole snakes are 5 sp per HD and 1 gp if still alive. There are healers who are quieter about their inrerest, but will pay the higher price, regardless of condition.

Senses low, tremorsense 30', infravision 60'

Main predator; Crocodile, lowlife, main prey rats and mice.

Mahogany Constrictor (*Boidus swietenia mahogany*)

Snake; Constrictor	Mahogany	Marble snake
Frequency	normal animal	
Climate/Terrain	forest/marsh /subterranean	adrivarma plateau Hills/ledges
Frequency	uncommon	rare
NA	1	1d4
Size	H; 21' long	L; 5'-9' long
ST	16	11
IN	5-7	2-3
WI	6	12
DX	12	19
CO	12	11
CH	12	8
AC	3	8
AV	0	0
HD	4+3*	3*
HP	4d8+3	3d8
MV	90/30'	150/50'
BR	na	15/5'
CL	30'/10'65%	60'/20'80%
T HACO	15	17
Attacks	1 Bite	
Damage	1d3	1d6
Special Attacks;	constriction poison	Charm whistle
Special Defenses;	Camouflage	0
Immune to;	0	
Extra Vulnerable to;	Cold	
AM	30%	0
Save as;	F2	F3
ML	10	8
XP	350	50
TT	0	C
Body Weight	840 LBS	50 LBS



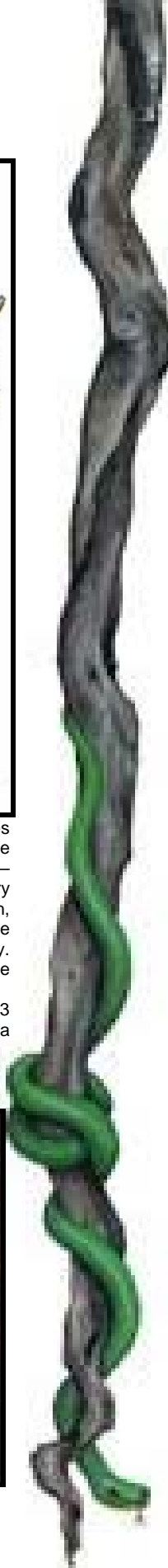
The Mahogany constrictor is a dangerous subtropical snake that uses both venom and constriction to bring down its prey. Its scales are a rich reddish brown, with a spiral pattern of black and white scales running down its back. Mahogany constrictors live in deep jungles, coastal cypress swamps, and along forested riverbanks—anywhere there is both water and shelter. The mahogany constrictor hunts in trees and on the ground, approaching its prey very slowly until ready to attack. Sometimes it will drop down and seize prey while remaining tightly wrapped around a sturdy branch, although it lacks the leverage to pull a man-sized creature into the trees. Its constriction attack is strong enough to crush bones. The first round the constriction attack is established, it inflicts 1d4 points of damage, and then no further attack rolls are necessary. Constriction damage increases by 1d4 each round, to a maximum of 4d4 on each round, thus 2d4 the 2nd round, 3d4 the 3rd, 4d4 the following rounds thereafter.

If the prey is exceptionally large or strong, the snake will bite with its large fangs before constricting. Its poison has an onset of 1d3 rounds, and inflicts 3d6 points of damage (half that if the saving throw vs. poison was successful). The snake bites or constricts in a round, but never both.

Senses low, tremorsense 30'

Giant Marble Snake (*Boidus Leonis*)

This giant milk-white snake has gold facial hair around his head much like a lion's mane. Two very long fangs are set in a large mouth. Its eyes are multi-faceted, and in bright light, colors seem to swirl in tiny pools of each facet. Its skin is transparent in some places, allowing thin blood veins to show through, thus the name Marble Snake. This reptile prefers high, sunny altitudes, and will search for weeks for a place to make its nest. Often it will elect to live in a ruined fortress or similar structures, burrowing through loose stones and dirt to make a tunnel. When not in its nest, or having laid its eggs (giant marble snakes lay 1-10 eggs) it will seek higher ground or ledges so that it can observe without being observed. Giant Marble Snakes are lazy creatures, preferring to have their dinner come to them instead of hunting for themselves. They have a special whistling sound that can charm an intended victim (saves vs. Spell). The whistling sounds will draw the victim to a snake, which will kill it after toying with it for awhile. Once it has actually struck its intended victim, the victim is no longer under the snake's influence and may then attack the snake. The snake's bite is not poisonous. If two or more snakes are found together, they are probably a family unit. This family unit is often only temporary, as the female snake will search for a place to lay her eggs in solitude. The female will often leave the eggs after they hatch, though when some females find a suitable place to make their lair and they may decide to stay, but this is rare. The creature is very rarely depicted in art, but it is depicted on the coins of the Adrivarma plateaux.



Constrictor Snake, Giant; Snow Serpents (Pythona Frigidarius)

Snake; Constrictor	Snow Serpent
Climate/Terrain	Arctic Regions
Frequency	Very Rare
NA	1
Size	G; 100'
ST	26
IN/WI	2
DX/CO/CH	9
AC	6
AV	0
HD	10
HP	10d8
MV	90'(30')
BR	45'(15')
THACO	11
Attacks	1 Bite
Damage	2d10
Special Attacks;	Constrict 2d10
Special Defenses;	Camouflage
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F5
ML	6
XP	900
TT	Pelt; 2000gp
Body Weight	13000LBS

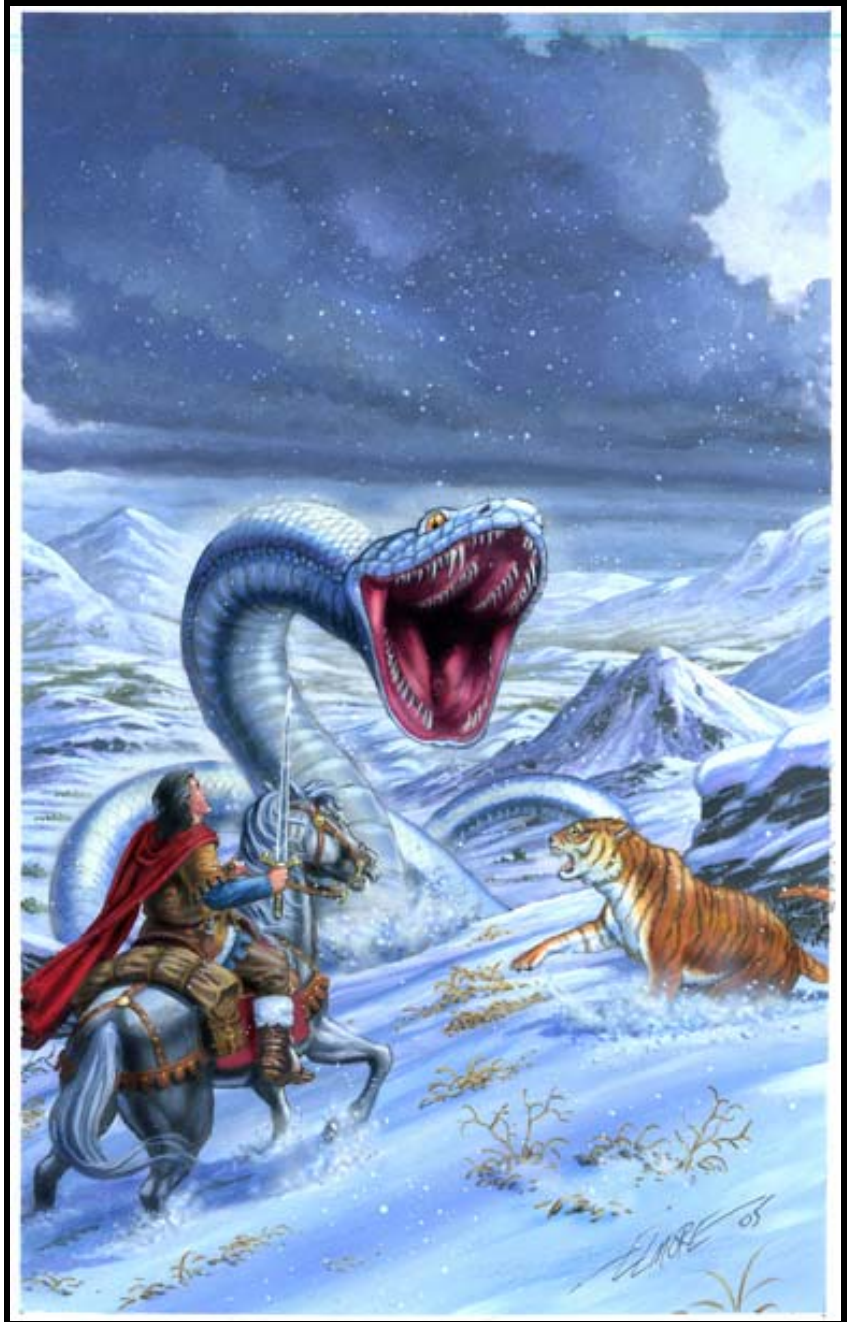
Snow serpents are a particularly large and dangerous form of giant constrictor snake, one adapted to life in a sub-arctic climate.

These furred white snakes hide their 100-foot bodies in the snow bodies and wait for prey to pass by. When it does, they spring up and coil their loops around the victims. After that, snow serpents automatically bite for 2d10 points of damage each round.

Those in its coils are helpless. Snow serpents are very rare. Their pelt is worth 2,000 gp. In all other respects they are similar to other giant constrictor snakes.

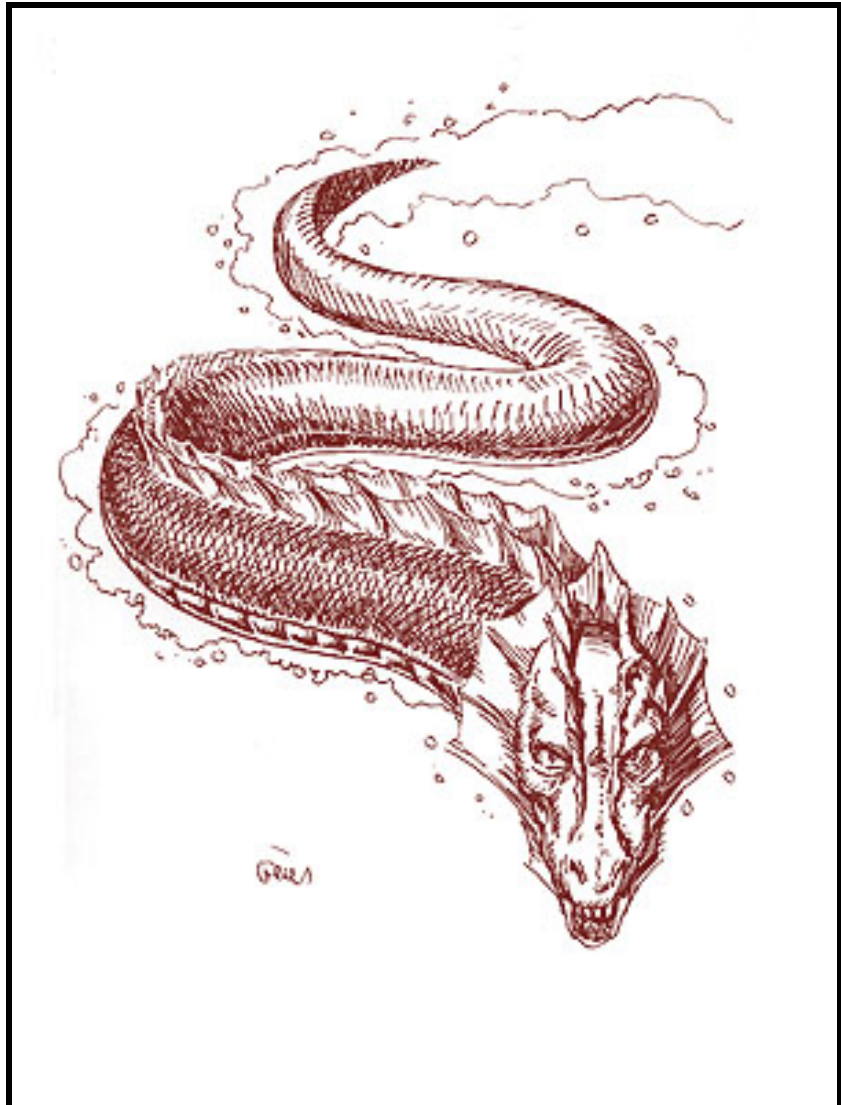
These creatures are attracted to the scent of preferable prey, humans, wolf and felines.

Senses low, tremorsense 150'
Main Predator, Rhemorhaz, Dragon, Human(oid), Main Prey; Mammals (including Wolf, Human(oids), Great cats).



Glutton, Sea (Pythonidus draconii Marinheiro)

Snake, Constrictin	Sea Glutton
Climate/Terrain	deep saltwater Savage Coast Only
Frequency	very rare
activity cycle	any
Organization	Solitary
Alignment	NE
diet	carnivore
NA	1d2
Size	G; 50'
ST	18
IN/WI	6
DX/CO/CH	9
AC	6
AV	2
HD	9+2*
HP	6d8
MV	90'(30')
	SW 180'(60')
THACO	14
Attacks	1 Bite
Damage	2d6
Attacks	1 Tail
Damage	2d10
Special Attacks;	Constrict swallow
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	0
AM	0
Save as;	F3
ML	11
XP	1000
TT	nil
Body Weight	1000 LBS/10'length



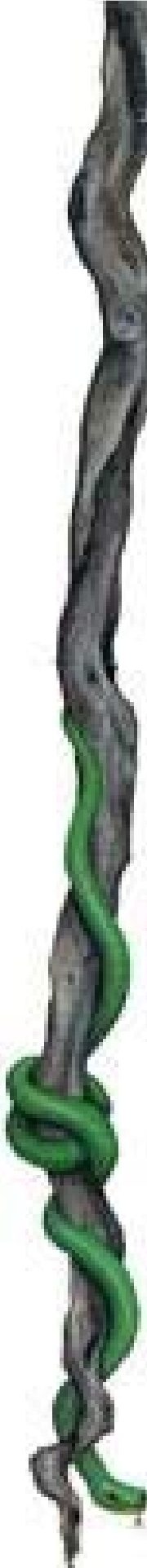
The sea glutton (or glutão marinheiro, as it is called by the Vilaverdians) is a form of giant serpent—the kind mariners have whispered tales of since the beginning of ocean travel. They are most often reported lying on top of the water, sunning themselves, although sometimes their long looping coils are seen breaking the surface as they swim through the ocean waters.

The creature has a long serpentine body covered with dark green, glistening scales. Its underbelly is a chalky gray. The head of a sea glutton resembles a dragon more than an actual serpent, with a large mouth full of sharp teeth and two protruding fangs. All sea gluttons have a ridge of webbed spikes running down their backs. These spikes start out tiny on the creature's nose ridge, grow quickly to make a large crest over its head, and then trail off over the next 20 feet or so. The spikes can lie flat along the back or be extended to provide protection. Males also have a webbed fan of spikes circling their heads. These are usually flared during fights to make the creature's head seem larger and more threatening.

The methonication ids unrecorded. No expedition seeking to make contact and negotiate with these creatures has sofar returned.

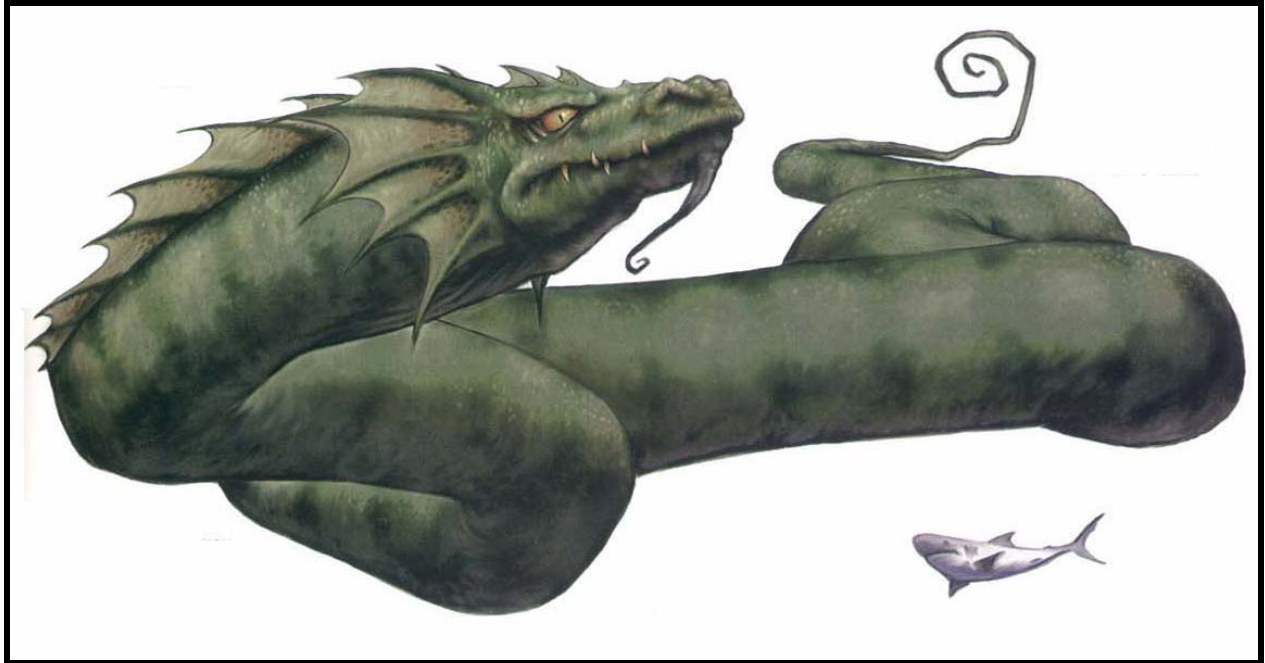
The Red Curse:

Sea gluttons usually have at least one Legacy. Crimson Fire, Red Shield, Repel Metal, and Temperature are the most common Legacies possessed by these creatures, but they can have any Legacies from Region 2. Sea gluttons do not require *cinnabryl* to prevent Affliction.



Combat:

Sea gluttons provoke an attack only when in search of food. Food consists of almost anything under or on top of the water. The creature can attack with a bite but can deliver a dangerous tail slap if provoked. On a natural attack roll of 19 or 20, the sea glutton can swallow whole any creature man-sized or smaller. Sea gluttons may attempt a constricting attack instead of a tail slap, particularly against ships and creatures of huge size or larger, less often against smaller creatures or objects. If the attack is successful, 2d10 points of damage are automatically inflicted on the victim every round. Victims can attempt a bend bars roll to escape the sea glutton's grip. If attacking a ship, the creature can crush the vessel within 10 rounds.

**Habitat/Society:**

Sea gluttons roam the open sea waters, traveling alone or with a mate. Its young are abandoned at birth and left to fend for themselves, many falling prey to other sea creatures during this vulnerable period. Those who survive their first year are considered adults and can pretty well take care of themselves. No one knows how old or how large a sea glutton can get, though sailors speak of one that is commonly mistaken for a small island. Regardless of how slow or lazy Sea Gluttons look, provoking one is a poor idea.,

Sea gluttons are most often spotted by Vilaverdan sailing vessels off the coast of Robrenn. The Izondian Deep provides the deep saltwater channels these creatures prefer and supports a large variety of sea life on which they can feed. Sea Gluttons are possibly the most feared creatures in the western sea and almost certainly are along the waters of the Izondian Deep.

Though sea gluttons do not stake out a territory, they are wary of each other. Battles have been witnessed between two males or two females but never between opposite genders. Sea gluttons often hunt the surface of the water for food, and they love to sun themselves right after a meal. Otherwise they remain in deep water.

Ecology:

Sea gluttons are possibly the most feared creature in the Western Sea and almost certainly along the waters of the Izondian Deep. Their primary food staple is the Echan; a giant Sea worm; the predatory Sea Gluttons provide a critical check in keeping down the Sea worm population. The only creature sea gluttons truly fear after the first year are Dragon Turtles, Sea Dragons, similar kin and the kla'a-tah, which hunts and feeds on them.

Senses low.

Main predator; Kla'a-tah, Dragon turtle, Dragon, Main Prey; echan, sea worm.

Constricting Snake, Sea Serpent, (Lesser and Greater) (Pythonidus draconii & P. d. draco)

Snake, Constrictin	Sea Serpent
	Lesser
Climate/Terrain	Sub-Tropical Ocean
Frequency	Rare
NA	0(2d6)
Size	G; 20' to 30'
ST	22
IN/WI	2
DX/CO/CH	9
AC	5
AV	3
HD	6
HP	6d8
MV	na
SW	150'(50')
THACO	14
Attacks	1 Bite
Damage	2d6
Special Attacks;	Constrict 1d10
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	8
XP	275
TT	nil
Body Weight	600 to 1000LBS
	Greater
Climate/Terrain	Sub-Tropical Ocean
Frequency	Very Rare
NA	0 (1d4)
Size	G; 60' to 80'
ST	28
IN/WI	2
DX/CO/CH	9
AC	3
AV	5
HD	12 to 15
HP	1d8/HD
MV	na
SW	240'(80')
THACO	12 or 13HD=10 14 or 15HD=9
Attacks	1 Bite
Damage	3d6
Special Attacks;	Constrict 2d10
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F6
ML	9
XP	12HD=1250 13 HD = 1350 14 HD = 1500 15 HD = 1650
TT	nil
Body Weight	2000 to 4000LBS



Lesser Sea Serpent



Greater Sea Serpent

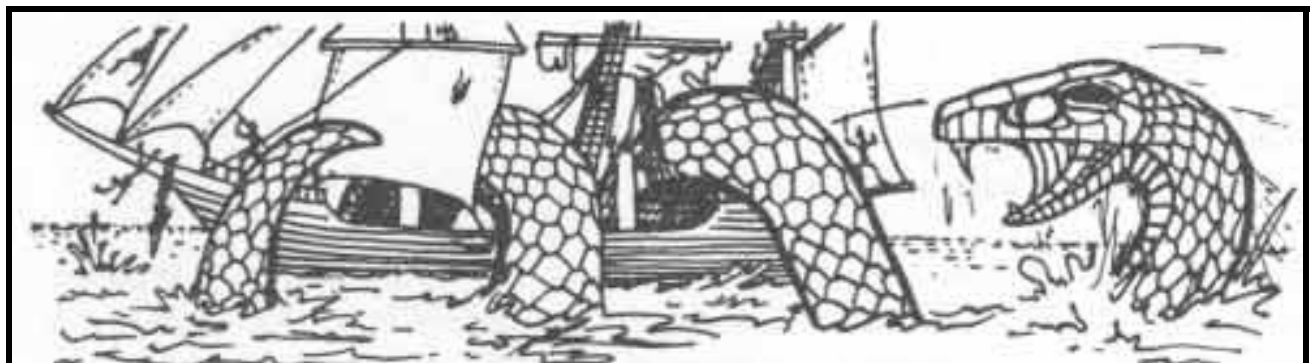
Found only in tropical waters, the giant sea snake is the only type of snake that is both constricting and poisonous. Its constricting grasp on small ships can crush them in 10 rounds.

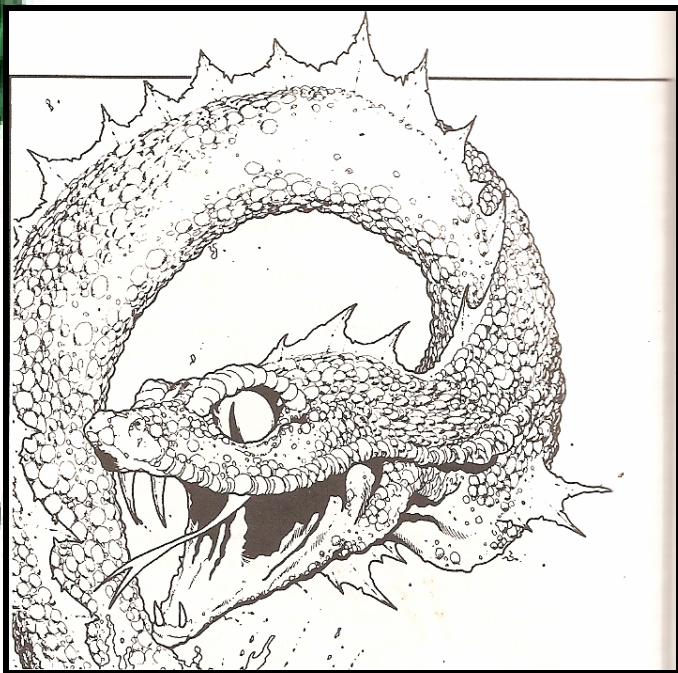
Sea snakes attack ships only when they are hungry (20% chance). Their poisonous bite is deadly in 1d4 rounds. Sea snakes are fully capable of diving to great depths, and their nostrils (on the top of their snouts) have membranes that automatically seal them underwater.

From time to time giant sea snakes gather in huge floating masses of hundreds or thousands of snakes, often 100 yards wide and 30 miles long. These may be mating rituals or they may be seasonal migrations; the actual reason is unknown.

A sea serpent resembles a long (20'-30' for lesser serpents, 60 '-80' for greater serpents) giant snake with many fins. A sea serpent may attack a sea craft (25 % chance) its own size or smaller by looping around the boat and squeezing (for lesser serpents

1d10 points of hull damage per round, 2d10 for greater sea serpents). Its normal attack is a bite. It can lunge out of the water (20' for lesser serpents, 40' for greater serpents) when biting creatures on the surface. Main Predator, Dragon, Main Prey; Mammals, Fish.
Senses low.





Poisonous Snake.

Poisonous snakes, are small to large snakes found in all but arctic regions. In sea they are found mostly in the warmer waters near reefs. Their prey are mostly small mammals, birds, lizards or even other snakes. In their beak they have small thin hollow fangs that inject a venom deep into the creatures body.

Poisonous snakes are common in the Great world of Mystara. Most are small or deliver painful but not dangerous bites. Some types of vipers are dangerous, however.

Mostly these are neurotoxins, paralyzing the host or killing it by paralyzing the organs. Some variants can spit their poison through these teeth a distance away. The poison will cause internal "cold" and external warmth (red skin or even skin rash).

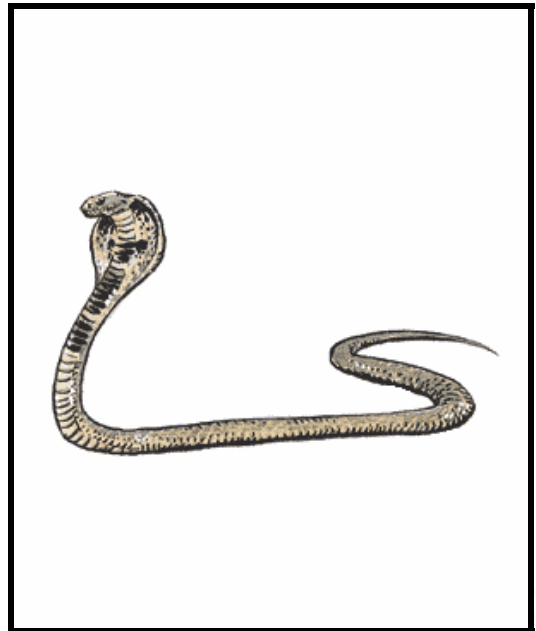
Although they avoid attacking human-sized or larger opponents unless startled or threatened, careless travelers may accidentally srartle a viper without realizing It-until It's too late, and they are easily threathened, and take defensive measures. As a simplified method use the following table to determine a specific snake's poison. Well known snakes are listed with their poison. Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents), or birds.

Bite and retreat:

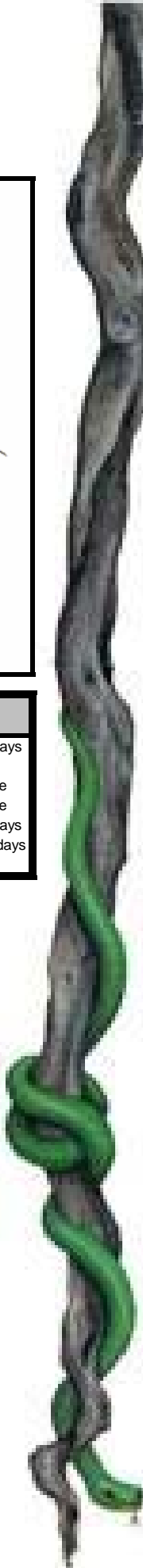
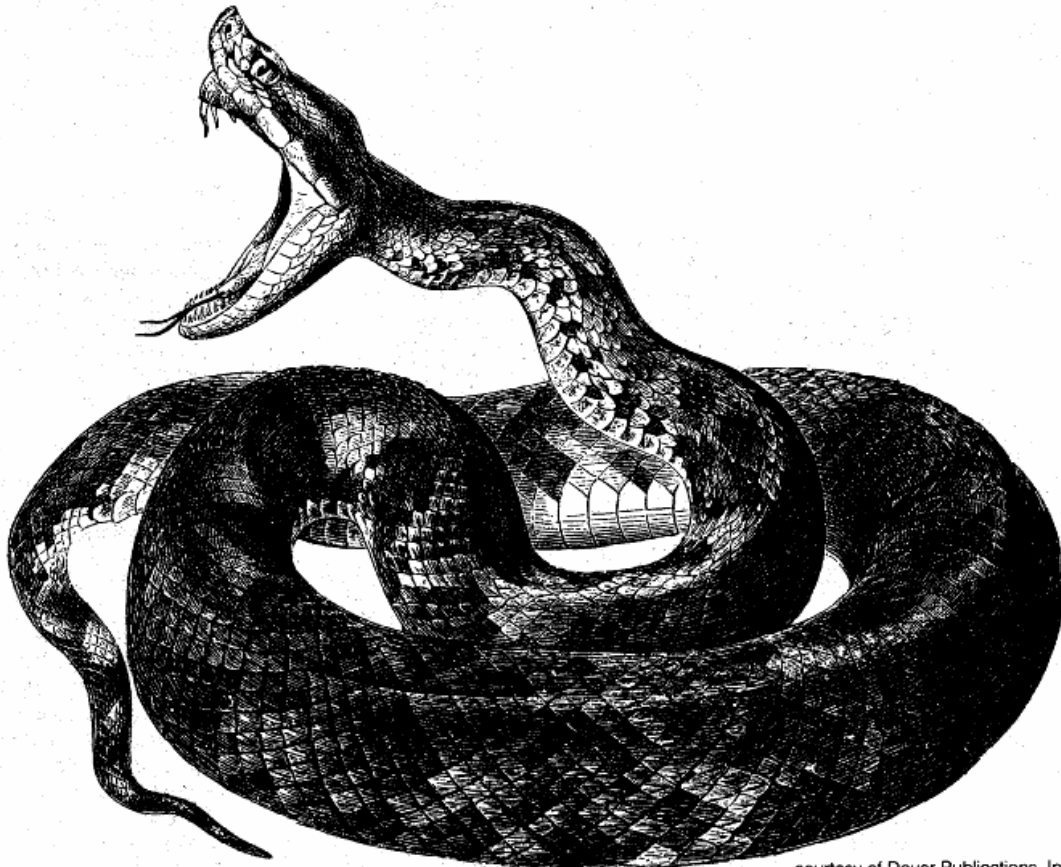
Even the giant versions of the poisonous snakes are too small to swallow humans whole in a single, so there is no reason for them to fight to the death. A poisonous snake's usual tactic is to deliver one bite, then retreat to a dark hole or brush, where they wait to see if the venom works.

They mostly bite humans as a way of defense, and thus escape, as they know they are themselves also prey to many creatures. If they make a critical bite hit (+8 needed) the saving throw is at -4 as the poison is injected straight into a vein. If no poison is listed for any type of poisonous snake use the listin given here. Roll 1d20 and apply this to the whole race in a specific 1000 miles region. Variaties in a single species beyond this 1000 mile radius(or more nearby, but then behind a mountain ridge or great river, or other obstruction) are explained due to morphic changes over time.

Senses low, tremorsense 30'.



Snake Poison 1d20	Modifier to Save	Onset Time	Result of Failed Saving Throw*
1-4	+3	1d4 turns	Incapacitated for 2d4 days
5-6	+2	rounds	Death
7-11	+1	2d6 rounds	2d4 points of damage
12-14	None	1d6 rounds	3d4 points of damage
15-17	-1	2d48 rounds	Incapacitated for 1d4 days
18-19	-2	1d4 rounds	Incapacitated for 1d12 days
20	-3	1 round	Death



Poisonous Snake, Normal (Coralsnake, Adder, Mamba species)

Snake Poisonous	Normal
Type	Normal Animal
Climate/Terrain	Any
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6
Size	S; 5'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	2+1
HP	2d8+1
MV	150'(50')
THACO	19
Attacks	1 Bite
Damage	1
Special Attacks;	Poison
Special Defenses;	
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	5
XP	25
TT	nil
Body Weight	10LBS

All poisonous snakes deliver toxins automatically through their bite. Roll on the table below (or choose) to determine what type of poison is present. * A successful saving throw means no damage. Typical varieties of poisonous snakes include the **Asp, Coral snake, Death adder, Krait, Green and Black Mamba, Puff adder, Rattlesnake, Sidewinder, Tik Polonga and Water moccasin**. Some cobras and sidewinders hunt by night and can track warmblooded prey by body heat as well as by sight. They have the equivalent of 30-foot infravision. Black mambas are the fastest known snakes and can reach 300'(100') across open ground. Senses low, tremorsense 30'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents).

Tik polonga.
This 5' long viper is sand-colored with reddish brown spots outlined in black and ringed with white. Tik polongas are dangerous both because they're abundant and because their venom is deadly (save vs. poison or die in 1d6 turns). They strike without warning at

anyone who disturbs them. Terrain: Tik polonga: Any open terrain (not forests or swamps). Senses low, tremorsense 30'

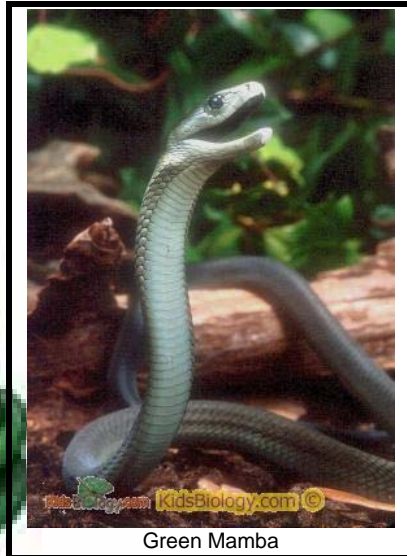
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents).



Puff Adder



Coral Snake



Green Mamba



Death Adder

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
C	10.000 sp	2/20	Watermoccasin
D	15.000 sp	3/30	Rattlesnake
E	20.000 sp	4/40	Puff Adder
F	25.000 sp	5/50	Krait
G	30.000 sp	6/60	Mamba
H	35.000 sp	7/70	Adder, Cobra
I	40.000 sp	8/80	Coral Snake
J	45.000 sp	9/90	Asp
P	30.000 sp	Paralysis 2d30 T	Sidewinder
X	35.000	10/death	Copperback

All these poisons have an onset of 1d10 Rounds
Not damaging poisons will always do their effect, even if saved.
any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.
a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.

Poisonous Snake, Giant (Birdcharmer Cobra, Yellowback species)

Snake Poisonous	Giant
Type	Normal Animal
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6
Size	M; 12'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	5
AV	0
HD	4+2
HP	4d8+2
MV	150'(50')
THACO	17
Attacks	1 Bite
Damage	1d3
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	6
XP	125
TT	nil
Body Weight	24LBS

Giant poisonous snakes cause death in one round if their victims fail a saving throw vs. poison. Some varieties inflict 3d6 points of poison damage even if the saving throw is made. Some cobras and sidewinders hunt by night and can track warmblooded prey by body heat as well as by sight.



They have the equivalent of 30-foot infravision. The true Giant Cobra is a different species and mentioned further. The bird charmer cobra is an example of a variant, giant poisonous snake. Its venom results in death 2d4 rounds after a successful strike; if the victim makes a saving throw at -2 he suffers only 10 points of damage. They rear up and flare their hoods as a warning. Giant cobras mesmerize prey as birdcharmer snakes do (see above). They can kill and eat an entire goat or a demihuman up to halfling or gnome size. Some varieties of giant weasel can hunt them successfully, and jungle giants consider giant cobras a delicacy, as do some elven tribesmen.

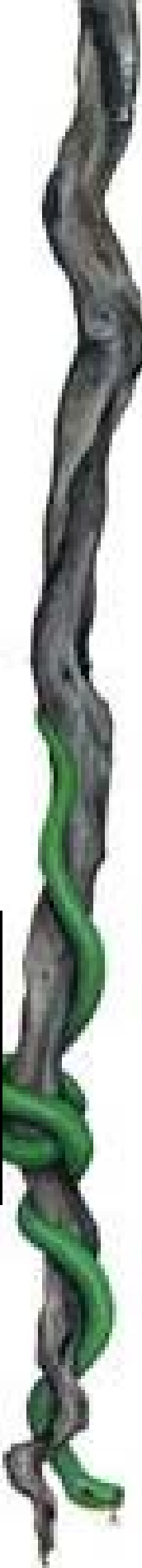
Senses medium, tremorsense 60', infravision 60'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents).



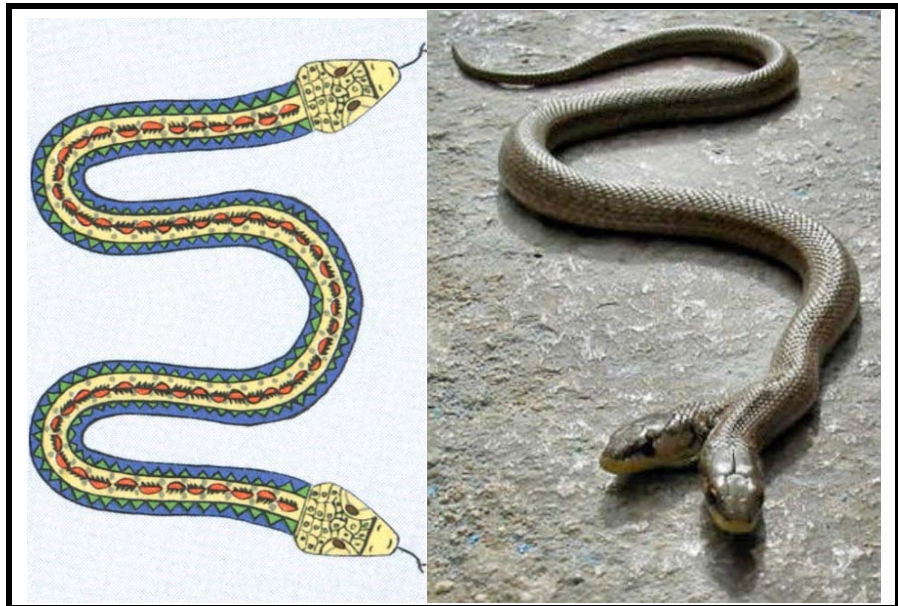
Natural Poisons			
Type	cost	damage	source
	investive	r / max	
C	10.000 sp	2/20	Watermoccasin
H	35.000 sp	7/70	Death Adder
I	40.000 sp	8/80	Cobra
J	45.000 sp	9/90	Yellowback
X	35.000	10/death	Copperback

All these poisons have an onset of 1d10 Rounds
 any successful save results in minimal damage for 3 rounds
 adjusted by reversed constitution adjustments. |
 a 17 con. Fighter saving against a poison H would
 get 5-2(con 17=+2)=3 rounds long 7 damage. |



Amphisbaena (Viperidae amphisbaena)

Snake Poisonous	Amphisbaena
Type	Normal Animal
Climate/Terrain	Any
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d3
Size	M: 13'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	0
HD	6*
HP	6d8
MV	120'(40')
Downhill roll	180'/60' to 240'/80'
THAC0	15
Attacks	2 Bites
Damage	1d3 each
Special Attacks;	Poison
Special Defenses;	see below
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F3
ML	7
XP	500
TT	nil
Body Weight	26LBS



These monsters have heads at both ends (Amphisbaenidae species—a seemingly related small variant of two headed snake has two heads at one end, each with a short neck—treat as a booid constrictor species), and both heads are armed with poisonous fangs. Actually, the true members of the family amphisbaenidae, while snakelike in appearance, are legless lizards. They are often called “worm lizards” because the rings of ridges around their bodies give them a segmented appearance, like a worm. Amphisbaenidae are nonpoisonous, living on insects and worms, and pose no threat to man. The two-headed snake known as the amphisbaena, on the other hand, appears to be a member of the Viperidae family of snakes, a pit viper.

The creature travels by grasping one of its necks and rolling like a hoop. It can attack with both heads, each head attacking a separate target. Victims failing to make a saving throw vs. poison when bitten die instantly. Amphisbaenas are immune to cold-based attacks. In ancient times, the supposedly dangerous amphisbaena had many uses in the art of folk medicine and other such remedies. It is said that expecting women wearing a live amphisbaena around their necks would have safe pregnancies, however if your goal is to cure ailments such as arthritis or the common cold wear only its skin. By eating the meat of the amphisbaena one could attract many lovers of the opposite sex, and slaying one during the full moon could give power to one who is pure of heart and mind. Lumberjacks suffering from cold weather on the job could nail its carcass or skin to a tree to keep warm, while in the process allowing the tree to fall easier.

The form as that of a giant snake. Furthermore, although only one head was visible at the time, it was recognizable as that of an amphisbaena, by the small horns above each eye. The amphisbaena's horns are too small to be effective in combat. Instead, they are used when the snake molts. As the creature grows in size, it periodically sheds the outer layer of its skin. Normal snakes rub their snouts against a rough surface, until the old skin is ripped open, then proceed to work the skin backward over their head and along their body, leaving behind an inside-out husk. Amphisbaena go through the same process, but since they have a head at each end of their body, the dead skin bunches up in the middle of their body. This is where the horns come in: the creature uses them to cut the dead skin open, and free itself from its husk.

The amphisbaena doesn't bite so much as stab. Like other vipers, the amphisbaena has two fangs on its upper jaw. These fangs can assume two positions: when the mouth is closed, the fangs fold back along the palate, but when the mouth is open, the fangs are extended forward until they point at the snake's prey. When the creature strikes out at its victim, it punctures its skin and injects it with a toxic venom (the victim must save vs. poison or die immediately). The amphisbaena will then wait until its victim dies of the venom before attempting to eat it. The poor creature drops to the cave floor and starts convulsing. A saving throw vs poison will prevent death but not the weakness, spasms and convulsion.

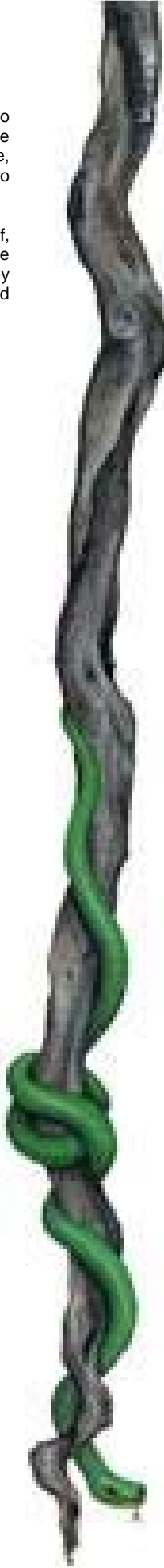
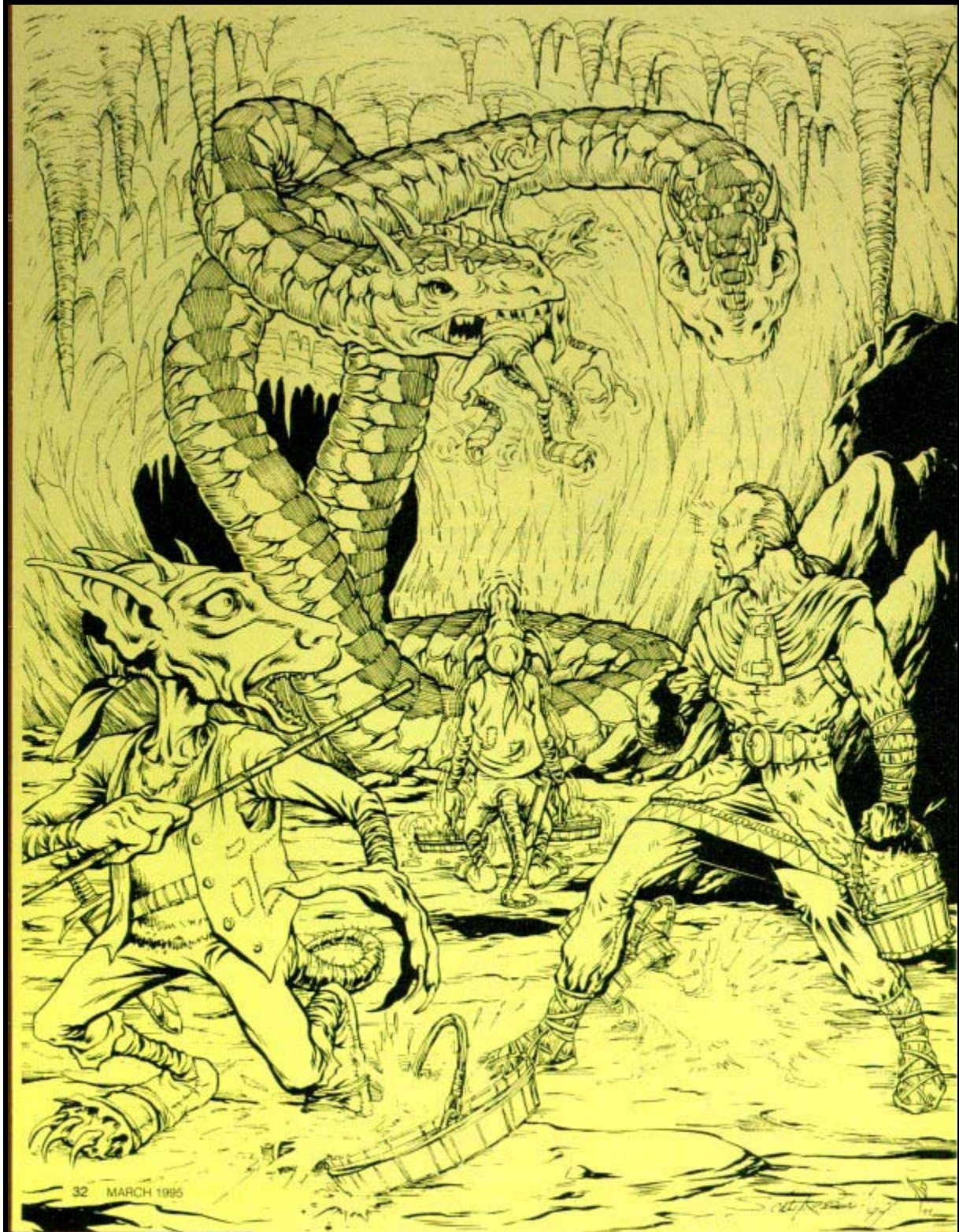
Since the amphisbaena has two heads, it has an advantage over other snakes in being able to feed and keep guard for threats at the same time. Most other snakes will only feed when they are alone.

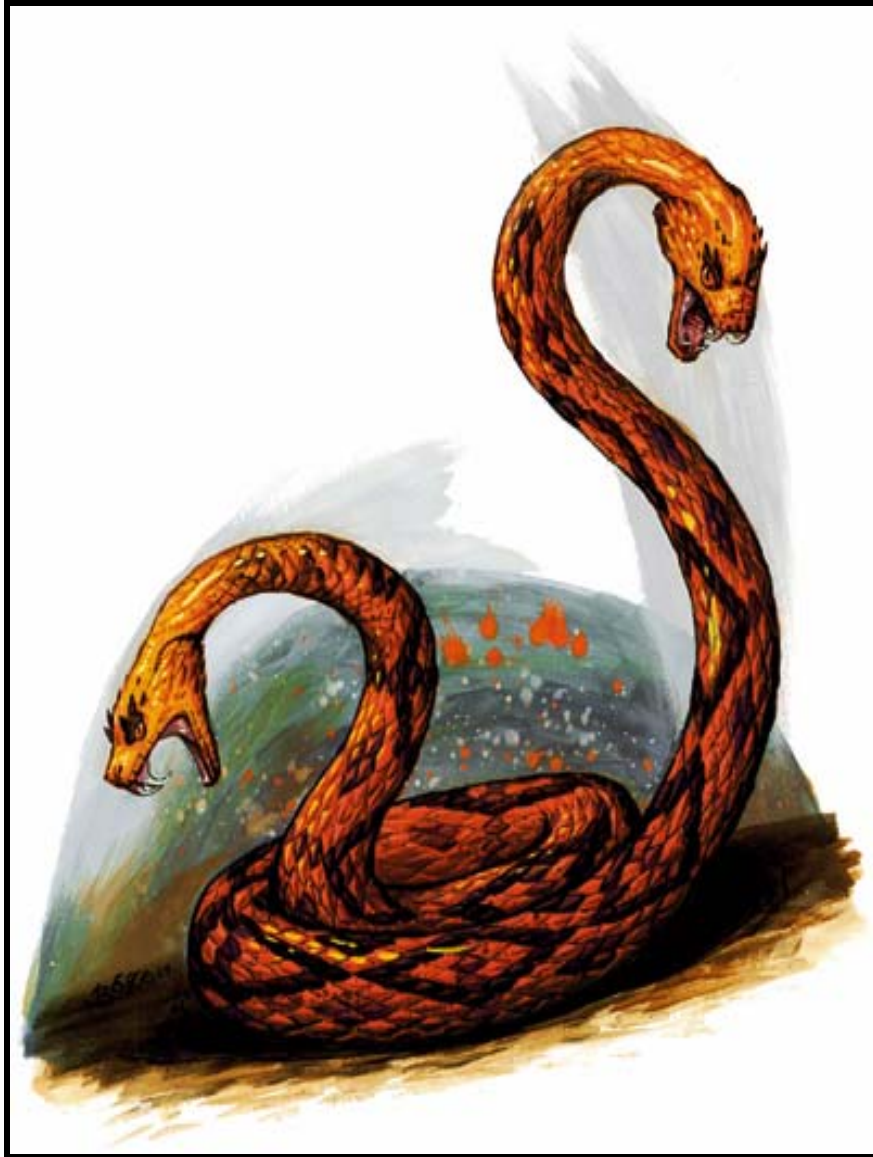
The amphisbaena is a form of pit viper; thus it has the characteristic “pits” in the sides of its heads (one between each eye and nostril). These pits are extremely sensitive to variations of heat, and can discern temperature changes as small as 0.2 degrees Celsius. By comparing the heat images received by the two pits, the amphisbaena can target the exact location of its prey, even in complete darkness. Even in the darkness of the cave, the amphisbaena knows exactly where humanoids or animals are.

Snakes do have transparent scales that cover their eyes, protecting them. When the snake molts, and the outer layer of skin begins to separate, the eye scales get milky in color, and the snake's already weak sense of vision becomes almost nonexistent. Unfortunately for the amphisbaena, the entire body molts at the same time, so it cannot use one head to stay alert at all times during molting as it does during digestion.

The creature's jaws distended and surround the prey, and slowly, it is swallowed whole, headfirst. The process takes about two minutes, and afterward, you could still see the bulge in the amphisbaena's body where the prey was being digested. It digests the prey kobold in about a week, depending on size, breaking down all parts of its body except any small horns. During the entire time, the serpent barely moves. Indeed, a great deal of that time spends in sleep, but as snakes have no eyelids, it is of course difficult to say.

The amphisbaena raises its head and flicks its tongue in the air, trying to gather information about any new threat. Snakes are deaf, but can pick up vibrations from the ground. Their deafness makes them immune to most sound-based attacks, such as those made by the androsphinx and dragonne. While their eyesight tends to be weak (their eyes are fixed in position, and cannot move, so they are unable to make out details very well), they have a keen sense of smell. Their tongues pick up particles of scent in the air, and transfer them to an organ in their mouths that in turn transmits information about the scents to the brain.





The amphisbaena is able to keep its fangs retracted during this procedure. The powerful jaws of the snake are strong enough to keep a firm grasp on its neck without danger of inflicting damage on itself with its fangs. In any case, the amphisbaena is immune to its own poison. When the amphisbaena uses its rolling ability to attack its prey, the victim of the attack suffers a -2 modifier to his surprise roll. This penalty is negated if the victim is aware of the amphisbaena's strange ability.

The amphisbaena has an unusual surprise attack—the serpent grasps one of its necks with its opposite mouth, forming a hoop of its body. Then, with a push of its body, it rolls down the side of hill or mountain, like some great serpentine wheel. Amazingly, as the creature rolls down the side of the mountain, it seems aware of its surroundings. It can managed to swing around obstacles in each case.

Apparently, the amphisbaena is not averse to eating carrion. But back to the new ability I have discovered. Apparently, somehow, the creature's scales make it immune to cold. How this can be I am at a loss to explain. The amphisbaena, while definitely an extraordinary specimen, is nonetheless a snake, and therefore cold-blooded. As such, it is unable to generate its own body heat, and is instead reliant on external heat sources to keep warm enough to function. Snakes often will bask in the sun or bury themselves in sand for this reason, and the amphisbaena is no exception. Oddly enough, the scales of the amphisbaena have

developed a magical resistance to all forms of cold-based attacks. While this prevents the snake from taking damage, the cold attack does prevent the snake from gathering heat. In the situation described, the amphisbaena took a direct hit from the cone of cold, yet took no damage. However, the attack did cause frost to cover part of the serpent's body, and until this frost melts, the snake will be unable to store heat naturally. This has no effect on the snake in combat, but will possibly affect it in the long run, forcing it to bask longer later on to restore heat. Wizards often use amphisbaena scales as ingredients in the manufacture of spells and items providing protection from coldbased attacks.

The amphisbaena spends most of the winter in a hibernation-like state. This is perfectly natural, and snakes can often go for over a year between meals. Once it warmed up, though, the snake revives. Soon after the spring temperatures started to remain constant, the amphisbaena gave birth. This was somewhat of a shock, as the snake has not been in contact with others of its species in over half a year, when we first encountered it. Many female snakes can store sperm cells from previous matings. This is quite an advantage, as snakes mate infrequently; this allows the female to "time" its pregnancy during its winter hibernation. The snake is therefore not inconvenienced by its pregnant state, for it spends the whole time immobile anyway, and the young are born in the spring time, when they have the most time to feed during the year in order to "stock up" for the winter season. Some snakes lay eggs, and others give birth to live young. The amphisbaena gives birth to from seven to twelve living young. The newborn snakes immediately go their own ways, to live their own lives. There is no concept of "family" among amphisbaena, and young that hang around too long are liable to become food for the mother.

Senses medium, tremorsense 60', infravision 60'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents)

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
X	35.000	10/death	Amphisbaena
Onset 1r			
Not damaging poisons will always do their effect, even if saved. any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.			
a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

Pit Viper: (Crotalinae species)

Snake Poisonous	Pit Viper
Type	Normal Animal
Climate/Terrain	Any Land
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d4)
Size	M; 5'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	1
HD	2*
HP	2d8
MV	90'(30')
THACO	18
Attacks	1 Bite
Damage	1d4
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	7
XP	25
TT	nil
Body Weight	10LBS

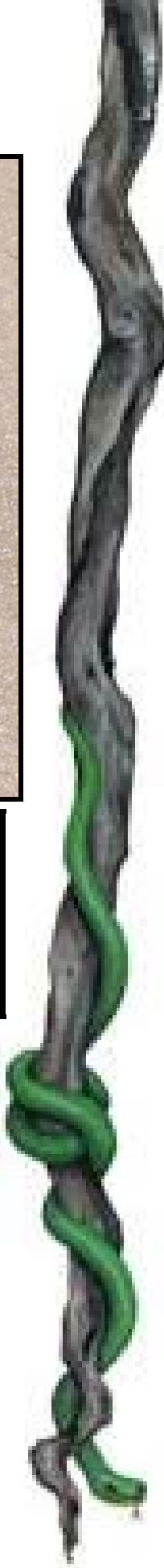


A pit viper is a 5' long greenish-gray poisonous snake with small pits in its head. These pits act as heat sensors, with a range of 60'. The combination of pits and infravision makes it very hard to fight a pit viper; it is so quick that it always gains the initiative (no roll needed). Any victim bitten by a pit viper must make a saving throw vs. poison or die.

Senses low, tremorsense 30'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents)

Natural Poisons			
Type	cost		source
	injective	damage r / max	
J	45,000 sp	9/90	Pit Viper
Onset 1r			
Not damaging poisons will always do their effect, even if saved. any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments.			
a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			



Spitting Cobra: (Naja palida)

Snake Poisonous	Spitting Cobra
Type	Normal Animal
Climate/Terrain	Any Sub-Tropical
Frequency	Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6(1d6)
Size	S: 3'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1*
HP	1d8
MV	90'(30')
THACO	19
Attacks	1 Bite
Damage	1d3
Attacks	or 1 Spit
Damage	1d3+ Blindness
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	7
XP	13
TT	nil
Body Weight	6LBS



A spitting cobra is a 3' long grayish-white snake. It spits a stream of venom at its victim's eyes, up to a distance of 6' away. If the spit hits, the victim must make a saving throw vs. poison or be blinded. (This blindness can normally be removed only by a *cure blindness* spell, The blindness wears off after 2d6 hours.) As with most small poisonous snakes, a spitting cobra will not attack human-sized or larger opponents unless startled or threatened. It can either spit or bite in one round, but

not both; it will usually spit. The damage given (1d3 points) applies only to the bite; in this case, the victim must make a saving throw vs. poison or die in 1d10 turns. Other spitting varieties of snakes bite their victims and can shoot poisonous spittle at a single target within 6 feet. Their poison is identical to normal poisonous snakes (see above). Typical species include the African spitting cobra. Its spittle can blind victims that fail a saving throw vs. poison.

Senses high.

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents)

Natural Poisons			
Type	cost		source
	investive	damage r / max	
H	35.000 sp	7/70	Spitting Cobra
All these poisons have an onset of 1d10 Rounds Not damaging poisons will always do their effect, even if saved. any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments. a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

Giant Cobra (*Naja naja gigas*)

Snake Poisonous	Giant Cobra
Type	Giant Animal
Climate/Terrain	Any tropical land
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6
Size	H; 12'-24' long
IN/WI	2-7
ST/DX/CO/CH	14
Languages	0
Spellcaster Limits;	0
AC	8
AV	0
HD	3** (elder 4**)
HP	3d8 (elder 4d10)
MV	120' (40')
THACO	17 (Elder 16)
Attacks	1 Bite
Damage	1d8
Special Attacks;	Poison Charm
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold, Fire
AM	0
Save as;	F4
ML	9
XP	75 (elder 175)
TT	0
Body Weight	2LBS/hp



Giant Cobras are dimly intelligent snakes with hoods marked by two eyelike patterns on the back. They may live as long as a century and are said to gain wisdom in their old age, giving them semi to low intelligence up to 7.

Combat

The Giant Cobra attacks by rising into a swaying pillar, spreading its hood, and striking with blinding speed. Its 4 inch fangs deliver a poison that kills in 2d4 rounds, but a successful save at -2 results in only 1d10 points of internal damage.

Cobras can also sway in a mesmerizing way that charms creatures of animal intelligence (5 or less),

effectively paralyzing them for 2d6 rounds. Cobras fear fire and will retreat from it, suffering a -6 on morale checks when threatened with open flames. (an illusion of flames must also have all illusionary effects (smell, heat, vision, heat vision and tremorsense) in order to fool the snake.

Habitat/Society

Usually solitary, giant cobras mate once per year in the early spring, often in a location where entire plagues of serpents return year after year. After mating, the

female cobra lays a clutch of 2d10 eggs in a shallow pit and guards them nearby until they hatch in the warmth of the sun on the sand, at which time they are abandoned. The population of giant cobras can increase rapidly; so nest of giant cobras are destroyed by humans and humanoids alike when discovered. Giant cobra eggs bring 10 to 500 gp on the market, as they are sought by snake charmers, assassins (for the poison glands) or chefs (snake stew is a common tasty dish).

Giant cobras live in burrows stolen from other animals. These lairs sometimes contain occasional treasure from their victims, but rarely anything of value. Elder cobras value glittering objects (like a Magpie) and therefore it has the same treasure type.

The snakes are active in cycles; they warm themselves in the sun and then hunt and warm themselves again. In cooler climates or during the monsoon season (one of the 3 Autumn months) or in desert regions where temperature can drop rapidly at night, they may spend more than half their time in their burrows or crevices. They never hunt or fight at night or in cold temperatures, always fleeing combat in the dark. The creature can be affected by cold, if the temperature falls below 15 degrees Celsius.

Giant cobras are occasionally kept by snake handling cults and various groups of assassins. They are amenable to training, though they always remain dangerous if not carefully handled.

Ecology

Cobras are powerful enough to kill and eat an entire goat or demihuman of up to Halfling or kobold size. They tend to hunt in binges, eating a large meal and then curling up in their lairs for several days or weeks digesting their prey. They have few natural animals; some variants of giant weasel hunt them effectively. Giant cobras like the rich flesh of most domesticated species.

Giant cobra venom can be stored in special channels in daggers, but it degrades rapidly. The virulent agent decays at a rate of +1 to the saving throw per turn. After 2 Turns (20 minutes) the save is made with no penalty, after a full hour the save is made with a +4 bonus to the save, after 2 hours (12 Turns), the saving throw is made at +10. The poison becomes inert after three hours, or when exposed to liquids, heat or cold.

Elder giant Cobras, (also called snake lords) are wise enough to know the value of stealth and the power of intimidation. They can speak one of the local languages with a heavy lisp and the trade signs of giants, and they are likely to try to browbeat humans and demihumans rather than simply attacking them. The elder serpents can hypnotize and charm paralyze not only animals, but people as well. A victim is allowed a saving throw vs. paralysis to avoid being hypnotized for as long as the giant cobra concentrates and 2d6 rounds thereafter (even if attacked).

The elder cobra's venom is more concentrated than that of its younger brethren (onset of death 1d4 rounds, save at -4). Victims of a bite who successfully save suffer 10 points of internal damage but are paralyzed for 1d6 rounds, or until a remove poison is applied.

Elder serpents gain an additional Hit Dice and suffer no modifier to morale when exposed to open flames (they more or less learned to live with it).

The largest of the elder serpents is called the Grand Snakemaster and is said to be immortal. When it sheds, the discarded skin is rumored to possess healing powers. Those who eat of it are said to gain wisdom, but since this grand Snakemaster has never been seen, or traces of its existence have ever been found, the existence of this formidable creature is very questionable.

Senses low, tremorsense 30' Main predator; humanoids. Main prey any warm blooded.

Natural Poisons					
Type	cost	damage	Onset in r.	Save in r.	source
	investive	r / max			
X	35,000	1d10/Death	2d4	-2	Giant Cobra
	35,000	10/death	1d4	-4	Elder Cobra
Not damaging poisons will always do their effect, even if saved. any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments. a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.					

Giant Rattlesnake- Rock Rattler (*Crotalus atrox gigantes*)

Snake Poisonous	Giant Rock Rattler
Type	Giant Animal
Climate/Terrain	Any Land
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d4(1d4)
Size	L; 30'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	8*
HP	8d8
MV	120'(40')
THACO	16
Attacks	1 Bite
Damage	1d8
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F4
ML	9
XP	1750
TT	U
Body Weight	10LBS



A giant rattlesnake is a 30' long snake with brown and white scales set in a diamond pattern. On its tail is a dried, scaly rattle, which it often shakes to warn off intruders or attackers who are too large to eat, the sound of which is so unnerving that all hearing it (within 50') must make a Saving Throw vs. Paralysis, or flee in terror for 2d4 rounds. The victim of a giant rattlesnake bite must make a saving throw vs. poison or die in 1d6 turns. This snake is very fast, and attacks twice per round, the second attack coming at the end of the round. The snake is not normally aggressive, preferring to scare foes away with its rattle. However, the bite of a giant rock rattler

Natural Poisons			
Type	cost	damage	source
	investive	r / max	
X	35.000	10/death	Giant Rattlesnake

All these poisons have an onset of 1d10 Rounds
 Not damaging poisons will always do their effect, even if saved.
 any successful save results in minimal damage for 3 rounds
 adjusted by reversed constitution adjustments.
 a 17 con. Fighter saving against a poison H would
 get 5-2(con 17=+2)=3 rounds long 7 damage.

inflicts 1d8 points of damage and anyone bitten must make a Saving Throw vs. Poison (with a penalty of -2) or die.

Senses high, tremorsense 60', dark vision.
 Main Predator, Human(oid), Great Cat, Dire Wolf,
 Main Prey; Mammals (especially Rodents).

Normal Rock Rattler: (Crotalus atrox)

Snake Poisonous	Rock Rattler
Type	Normal Animal
Climate/Terrain	Any Land
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d6(1d4+1)
Size	S; 2'
IN/WI	1
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1*
HP	1d8
MV	90'(30')
THACO	19
Attacks	1 Bite
Damage	1
Special Attacks;	Poison
Special Defenses;	
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	7
XP	125
TT	Nil
Body Weight	4LBS



This is a 2-foot-long grey rattlesnake which is found only in mountains. Its bite causes only 1 point of damage, but its sharp fangs inject poison at the same time. Any one bitten by the snake must make a Saving Throw vs. Poison or take an additional 1d4+1 points of damage. Senses low, tremorsense 30'
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents)

Snake Poisonous	Sea Snake
Type	Normal Animal
Climate/Terrain	Sub-Tropical Ocean
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d8)
Size	M; 6'
IN/WI	2
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	3*
HP	3d8
MV	90'(30')
THACO	17
Attacks	1 Bite
Damage	1
Special Attacks;	Poison
Special Defenses;	0
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F2
ML	7
XP	50
TT	nil
Body Weight	6LBS

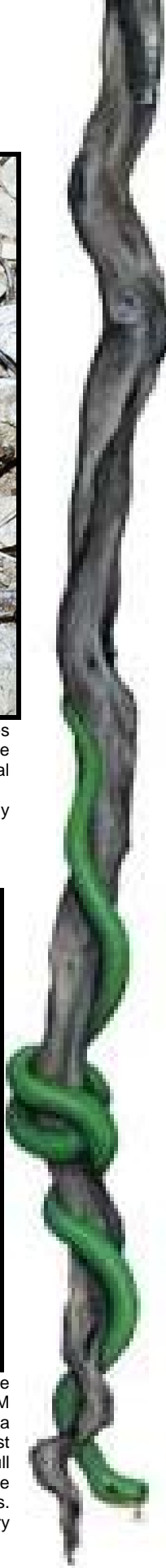
Sea Snake (Laticauda species)



Sea snakes are snakes adapted for living in the sea. All are poisonous. They average 6' long, but can be much larger if the DM desires (2' long per Hit Die). A sea snake's bite is little more than a pinprick, and will go unnoticed 50% of the time. The victim must make a saving throw vs. poison, and the poison is slow-acting; its full effects take 1d4 + 2 turns to be felt if the saving throw is failed. The effects can be diverse (Poison X, J or P), depending on the species. Unlike other snakes, sea snakes will attack humans; they are very aggressive. Senses low, electrical field detection 15'
Main Predator, Fish, Shark, Turtle, Main Prey; Fish)

Natural Poisons			
Type	cost	damage	source
	injective	r / max	
A	2000 sp	1/1d4+1	Rock Rattler
J	45.000 sp	9/90	Sea Snake
P	30.000 sp	Paralysis 2d30 T	Sea Snake
X	35.000	10/death	Sea Snake

Onset 1d4r or 1d4+2 T (sea Snakes)
Not damaging poisons will always do their effect, even if saved.
any successful save results in minimal damage for 3 rounds
adjusted by reversed constitution adjustments.
a 17 con. Fighter saving against a poison H would
get 5-2(con 17=+2)=3 rounds long 7 damage.



Poisonous Snake, Jaculi (*Jaculus dipodidae*)

Snake Poisonous	Jaculi
Type	Normal Animal
Climate/Terrain	Any Land
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	1d2
Size	L; 8'-12'
IN/WI	1
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	6
AV	0
HD	1*
HP	1d8
MV	90'(30')
Climate/Terrain	30'/10'55%
THAC0	19
Attacks	1 Bite
Damage	1d6
Special Attacks;	Poison
Special Defenses;	Camouflage Thorns (2d6) Infection 25%
Immune to;	Poison
Extra Vulnerable to;	Cold
AM	0
Save as;	F1
ML	7
XP	125
TT	Ni
Body Weight	4LBS



The tree snakes, also known as jaculi. Most of them are no subspecies but a simply arboreal variety of other types of snakes that have adapted to life in a forest canopy. Jaculi snakes include the poisonous boomslang and the emerald tree boa. Some, however have completely adapted. They have inherited a series of chameleon-like camouflage abilities and can leap onto their prey from 50 feet above ground; opponents suffer a -4 penalty to surprise rolls, and a +4 to hit.

They suffer no falling damage the first 100 feet falling, due to motion, surface flattening and air, and branch gliding. They have broad, flat heads with razor spines or barbs that make their initial impact particularly potent (double normal bite damage)—these are the actual Jaculi snakes, a new species on the evolutionary rise. After their initial flying attack, they must depend on biting or constriction attacks or climb back into the trees to leap again. Here at this very moment they are more vulnerable to predators than ever. Normally waiting their prey to die, they now, mostly, must scatter back into the tree or away in bushes or undergrowth. To protect them from biting or grabbing animals (as apes are a favorite prey to them), they have gotten thorny side-grows, that will damage the grapper on its own successful hit roll (that means he succeeded to grasp the snake) double normal biting damage and a 25% of infection, as these snakes nestle in moist, warm undergrowth where bacteria like to exist. Many jaculi species prey on other snakes.

Senses medium, tremorsense 30', Infravision 60'
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals, Snakes

Natural Poisons			
Type	cost		source
	investive	damage r / max	
J	45.000 sp	9/90	Jaculi
Onset 1d4r or 1d4+2 T (sea Snakes) Not damaging poisons will always do their effect, even if saved. any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments. a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

Hypnosnake* (Parcelphius captive hypnoticum)

Snake Poisonous	Hypnosnake*
Type	Normal Animal
Climate/Terrain	Any Land
Frequency	Common
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	C
NA	1d2
Size	L; up to 20'
IN/WI	3
ST/DX/CO/CH	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	0
HD	8*
HP	8d8
MV	90'(30')
THACO	12
Attacks	1 Bite
Damage	1d8
Attacks	or 1 Tail
Damage	1d10
Special Attacks;	Gaze Sleep
Special Defenses;	Camouflage
Immune to;	Poison
Extra Vulnerable to;	Cold
AM	0
Save as;	MU 5
ML	9
XP	1200
TT	D
Body Weight	700 LBS



The hypnosnake is a semi-intelligent reptile that attempts to hypnotise its prey before devouring it. This hideous serpent is a red and green striped repule that may grow up to 20 feet in length. Its eyes are a whirling blend of all the colours of the rainbow. To

hypnotise its prey, the hypnosnake stares into the eyes of a potential victim while swaying in a rhythmical fashion. The victim must make a Saving Throw vs. Paralysis or fall instantly asleep. The next round, the hypnosnake may seek out another victim and attempt to hypnotise him or her. A character who is surprised by the hypnosnake automatically meets its gaze. Characters who are in hand-to-hand combat with it will meet its gaze unless they state that they are looking away. In the latter case, the character attacks at -4 and the hypnosnake attacks at +2 on all Hit Rolls. If the hypnosnake watches itself in a mirror for a full round it must make a Saving Throw vs. Paralysis or send itself to sleep. The hypnosnake can also lash out with its harhed tail for 1d10 points of damage, or bite for 1d8 points. Note that, if it chooses to bite, it cannot attempt to hypnotize at the same time. Senses low, tremorsense 30'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals, birds

Musoke Fitna (Crotalinidae ambiflucturens)

The Serpent Peninsula has only one venomous snake that poses any serious danger to travelers. This is the musoke fltina, or rainbow viper. Measuring 4' long, the musoke fltina is green and gray with dazzling patterns of black, blue, red, purple, and yellow along its back. Anyone seeing a musoke fitina must Save vs. Paralysis or be hypnotized by the snake's skin pattern—effectively Immobilizling—they. The musoke fltina ls usually encounters on the edge of a river or stream, and its bite is deadly (save vs. poison or eventually die. It further has the statistics of a hypnosnake. Senses low, tremorsense 30'

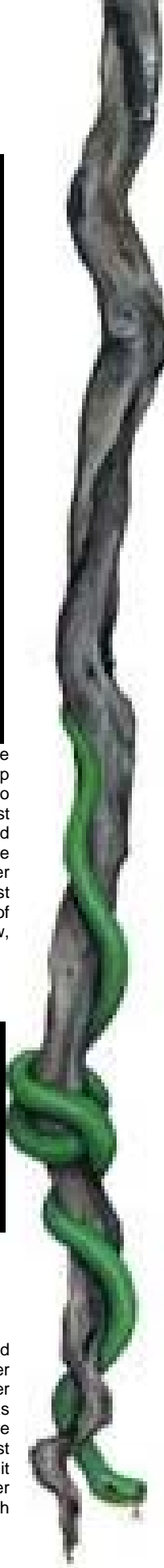
Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals, Birds.

Terrain:: Jungle, Swamp (In or near rivers or streams)

Natural Poisons			
Type	cost		source
	investive	damage r / max	
J	45.000 sp	9/90	Musoke Fitna
Onset 1d4r or 1d4+2 T(sea Snakes) Not damaging poisons will always do their effect, even if saved. any successful save results in minimal damage for 3 rounds adjusted by reversed constitution adjustments. a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			

Elder Serpents

Ancient snakes are said to gain wisdom with age, giving them Semi- to Low intelligence (2 to 7). They gain an additional Hit Die and the ability to speak a local human(oid) tongue (with a lisp). Elder serpent venom is more concentrated than that of its younger cousins (death in 1d4 rounds maximum, saving throws at -4). They suffer no modifier to morale when faced with open flames. Elder serpents have a measure of cunning and value glittering objects; they have treasure, type W. Elder serpents can paralyze prey as birdcatchers do (see constrictors above). In the case of elder boalisks, their gaze has two simultaneous effects and victims are entitled to two saving throws. All elder serpents can hypnotize people as well as animals with their paralyzing stare. The largest elder serpent is called the Grand Snakemaster, and is said to be immortal (some say this is a shape of the Immortal Set). When it sheds its skin, the discarded skin is rumored to possess healing powers. Those who eat it are said to gain wisdom, and other magical powers (DM Read about Set in the book; "The Immortals") but since the Grand Snakemaster has never been seen, the truth of these rumors is questionable. Main Predator, Humanm(oid), Great Cat, Dire Wolf, Main Prey; Mammals (especially Rodents)



Stone Snake (*Dendroaspis granitus*)

Snake Poisonous	Stone Snake
Type	Giant Magical Animal
Climate/Terrain	Subterranean
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore with minerals
AL	N
NA	1-2
Size	H: 20'-25' long
IN/WI	2
STD/CO/CH	12
Languages	0
Spellcaster Limits;	0
AC	6
AV	8
HD	8*
HP	8d8
MV	90'/30'
THACO	13
Attacks	1 punch
Damage	2d10
Attacks	or 1 Bite
Damage	2d10
Special Attacks;	Petrification
Special Defenses;	Camouflage
Immune to;	edged/piercing 75% Fire Poison
Extra Vulnerable to;	0
AM	0
Save as;	F4
ML	9
XP	1200
TT	U (no coins)
Body Weight	15LBS/hp

The stone snake is similar to its mundane cousins, except that its body seems to be made up of segments of a stony material that resembles granite. It is this hard outer body covering that provides the Stone Snake its Armor Value. Its color generally ranges from eggshell to rosy pink, with striations of mauve to black—similar to most colors of granite.

Combat

The Stone Snake attacks with lightning quick jab (+4 on initiative) of its blunt stony snout, inflicting 2d10 points of bludgeoning damage. Alternatively the stone snake may make a bite attack (but the creature learned that by hard impact most prey succumb already), causing 1d8 points of bite damage and injecting a virulent poison into its victim, who must save vs Turn to Stone at -6. If the saving throw is failed, the poison takes effect, slowly petrifying the victim over 5 rounds beginning with the limbs then the body, the head (including heart and lungs), and especially face lastly. When the saving throw is successful, the victim suffers severe muscle pain, reducing its action as if under a slow spell for 5 rounds (adjust with constitution adjustments). After these 5 rounds the poison loses its efficiency and can be conquered by the defense systems of the body (if still viable and mobile). Because the Stone Snake's body is so hard, it can withstand the blows of most weapons fairly well, hence its Armor Value. Edged and piercing weapons inflict only ¼ damage upon a Stone snake.

Habitat/Society

Stone Snakes are found individually or in mated pairs. The female stone snake lays 1d6 eggs in the early fall and then watches while the male scavenges food for both of them. This is the only snake with parental social behavior and this behavior is more or less similar to common birds (of which they have probably learned the trick to increase their offspring yield).

The eggs themselves are very similar in color to the parents, and roughly 16 to 18 inches long. When the young hatch, they are snowwhite in color, slowly developing camouflaging hues over the next six months, at which point they are driven from the nest to survive on their own. Parents mostly stake out a single nest for the rest of their lives, but a male keeps the nest, not the female. She will seek out another or sometimes the same male the next season.

A Stone snake yearling is typically 10 to 12 feet long, and its poison bite is somewhat weaker; the saving throw penalty for younger specimens is only -2., increasing by -1 every two months until adulthood. Stone Snakes of this age hunt smaller creatures such as rats and beetles. Even though the diet of a stone snake of mineral matter with the animal matter, certain types of gems are undigestible by it. It eats its prey sandy and all, and even eats all spilled blood from the sand with the sand, and also eats any roughly egg-shaped rocks. The inedible gems are typically found in the lair where they are either regurgitated or expelled like normal secretions. Gems that are not digested are Diamonds, Garnet, Jacinth, Tanzanite, Starstones, of any kind, and Zircons. Beyond this treasure, any items that would not have remained tucked away on the victim's body (a dropped shield or weapon) can sometimes be found near a Stone Snake lair.

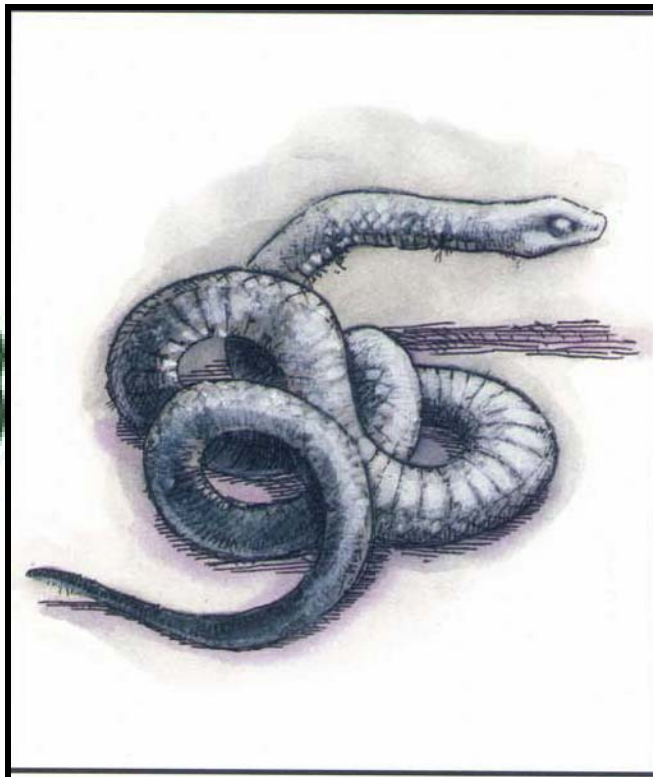
Ecology

The stone snake consumes also mineral matter that it scavenges, usually in subterranean areas, but its preferred meal is any creature that it has petrified with its special poison. When a stone snake has paralyzed a victim, it drags the prey to its lair for safety and then slowly swallows it whole, digesting the meal over the course of several weeks, depending on the size of the victim. During this digestion, the Stone Snake seems to go in some kind of hibernation stage, so it does not move, feels stone cold, and is much easier to kill. (10% xp).

Stone snake egg yolk is a prized ingredient for the ink used to inscribe the wizard spell *stoneskin* on a scroll.

Some sages have discovered that Stone Giants and stone snakes are related somehow, but this extreme difference in evolution is ancient and not understood. Apparently the creature devolved actually, where some stone giants became

these snakes. If magic is the reason for this devolution is unknown, but it would explain it and the presence of the poison. Stone snakes are further normal animals, and harbor no intelligence or wisdom on a humanoid level. Senses human, tremorsense 120' Main Predator; Stone Giants, Giant Spider Main Prey any warmblooded animal.



Herald Serpent (Micrurus viator legatus)

Snake Poisonous	Herald*
Type	Enchanted Animal
Climate/Terrain	Tropical Forest
Frequency	Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	N
NA	1
Size	M; 7' long
IN/WI	11-12
ST/DX/CO/CH	8
Languages	1d6 local
Spellcaster Limits;	limited
AC	5
AV	0
HD	4+4*
HP	4d8+4
MV	240'80'
CI	180'/60'35%
THACO	15
Attacks	2 bites
Damage	1d4 each
Special Attacks;	Poison
Special Defenses;	Magic
Immune to;	0
Extra Vulnerable to;	Cold
AM	0
Save as;	F5
ML	7
XP	200
TT	Ni
Body Weight	1 LBS/Hp



The herald serpent, can be found in teeming tropical jungles, often in the company of other intelligent reptilian creatures. The herald is a lightning-swift reptile with sapphire or emerald colored eyes, and a body marked with black and gold bands. Heralds are the enchanted messengers of Serpentlords. Like their masters, heralds are adept linguists and conversationalists, able to speak at least six languages (local mostly) fluently.

Combat

Herald serpents are more likely to talk their way out of a confrontation than attack, using their silver tongues to flatter an opponent while planning an escape route. A herald serpent can cast the following spells, once/day, at the 4th level of ability: Charm Person, Hypnotism, Comprehend Languages, Hypnotic Pattern, and Invisibility.

If negotiation fails and escape is impossible, the herald can physically attack with its lightning swift bite, striking twice per round for 1d4 points of damage. The bite automatically delivers a potent toxin, with an onset time of only 1-3 rounds (saving throw vs. poison negates). Successful saves indicate that the victim is only slowed 1 round for finding out what he or she was actually doing. Victims of the poison suffer complete amnesia, forgetting their own identities, abilities, for 2d8 hours, they thus lose memorized spells. This special poison can't be stored, but is very useful in the making of a spell scroll of Forget.

Habitat/Society:

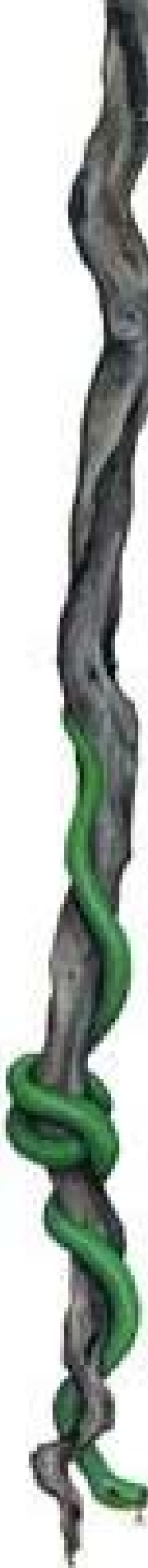
Herald serpents are the enchanted messengers of serpent lords, who imbue their servants with magical so they can deliver important notices or act as envoys on their lord's behalf. Before their enchantment, heralds are a colorful variety of poisonous jungle snake. Heralds serve their lord willingly and are usually returned to their normal state after completing the mission for which they were enchanted. A dispel Magic, cast successfully against 16th level magic will transform a herald back into a giant poisonous snake with lethal poison.

Ecology:

As an enchanted creature, herald Serpents have no niche in the ecology of the world, though like any snake, they must eat live prey (birds and small animals, mostly) to survive.

Senses low, tremorsense 30', darkvision, infravision 60'

Main Predator, Human(oid), Great Cat, Dire Wolf, Main Prey; Mammals, Birds.



Winged Serpent

Winged Serpent	Feathered Serpent (Quetzalcoat)					
	Outer World	Hollow World				
	Winged Serpent	Common	Serpent-minted	Adult	Queen Mother	Winged Viper
Type	Normal Animal	Normal Animal			Giant Animal	Normal Animal
Climate/Terrain	Tropical Forest	Any Forest/Jungle			Ashmorian only	Any Forest/Jungle
Frequency	Outer World	Hollow World			Ashmorian only	Hollow World
Organization	Rare	Very Rare			unique	Uncommon
Activity Cycle	Flock	Flock			special	Flock
Diet	Any	Any				
AL	Carnivore	Omnivore				
NA	N	N			N	N to NE
Size	0(1d4)	2d20			1	10d6
wingspan	L;8-10'long	M;3'-5' long			G;30' long	M;3'-5' long
ST	3-4'	2'-3'			20'	2'-3'
DX, CO, CH	6	7	9	7	9	12
IN/WI	9	9	14	12	16	8
Languages	2-4	4	5	9	16	3
Spellcaster limits	0	0	0	1	3	0
AC	0	0	0	0	24	0
AV	5	6	5	6	5	6
HD	-	0	0	0	4	0
HP	4+488	2	3	4	12***	2**
MV	4d8+4	2d8	3d8	5d8	12d12	2d8
FL	120'(40')	60'(20')	60'(20')	60'(20')	60'(20')	60'(20')
MF	180'(60')	270'(90')	300'(100')	270'(90')	270'(90')	300'(100')
THACO	1B	1B	3B	1B	1.2B	1B
Attacks	15	18	17	18	18	16 (18 spit)
Damage	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite	1 Bite
Special Attacks;	1d4	1d6	1d6	1d6	1d6	1d6
Special Defenses;	Poison	nil	nil	nil	Special	Poison Bite
Immunities	Spark Shower	nil	nil	nil	Special	Poison Spit
Special Weaknesses	None	na	na	na	special	na
MR	Electricity	na	Poison	na	special	na
Save as;	Fire (sv-2)	na	last 1d4 Hours	na	na	na
ML	0	0	0	0	0	0
XP	F5	F1		F5	F12	F1
TT	6	6	9	7	8	12 (usually 10)
Body Weight	1090	20	35	75	3500	40
	Special	nil			nil	nil
	5000cn	5 LBS			60 LBS	300LBS

Winged serpents, sometimes called spark snakes, are colorful reptiles that dwell in forests and jungles on the outer world only. They are not related to the feathered serpents. And appear different. They are an evolved or magical alteration of Winged Vipers. Winged serpents come in many colors, ranging from sky blue and emerald green to raspberry red. They are supported by invisibly swift, gossamer wings, making them resemble reptilian hummingbirds. When their delicate wings are folded back, winged serpents can *spider climb* at will.

Combat:

Winged serpents move with liquid grace and devastating speed. They always receive a -3 bonus to initiative. The bite of a winged serpent inflicts 1d4 points of damage and injects the victim with a corrosive, acidic fluid. This poison has an onset time of 1 round and inflicts an additional 2d8 points of damage for the following 2 rounds (half damage if a save vs. poison is made). By far the most dangerous attack of these reptiles is their sparking breath weapon. Their wings beat so quickly that they build up a static charge from the ambient air (especially in the humid forest). A winged serpent can discharge this static electricity from its mouth in a spark shower, a cloud of dancing sparks and electrical energy 10 feet in diameter. Those caught in the area of effect take 2d8 (2-16) points of damage (half if a save vs. breath weapon is made). The spark shower will also ignite any exposed flammable objects, like clothes, hair, dry wood, or lamp oil. Once it has been discharged, it takes one turn for a winged serpent to build its static charge back up. All winged serpents are immune to electricity. Winged serpents are vulnerable to fire-based attacks (especially their delicate wings), against which they save at penalty of -2. If a winged serpent fails its saving throw against a fire attack, assume that its wing feathers are incinerated. Although this won't affect its ability to bite a victim, the serpent cannot use its breath weapon until the wing feathers grow back.

Habitat/Society:

Winged serpents must eat constantly in order to survive. They flit about the jungle in small flocks, searching for tropical fruits, from which they draw their nourishment. A winged serpent will fly up to one and inject it with corrosive venom. The venom breaks down the fruit into a soft, juicy mixture, partially digesting the fruit while it still remains in its skin. The serpent will then suck out the fruity pulp through the incisions made by its fangs. A typical winged serpent will eat roughly 10 times its weight in fruit each day, just to stay alive.

Winged serpents mate as often as they eat (i.e., incessantly), although they do not care for their young, which are born live and wingless. They are born with their spider climbing ability, which helps them climb fruit trees and search for food. The young are dark green in color to help them blend in better with the foliage, gaining their chromatic hues only after their wings mature. During the first few months of life, winged serpents are extremely vulnerable to an entire host of predators that roam the jungle heights (including mundane snakes, monkeys, and giant insects). Vestigial wings appear after a month of life, and become fully functional after three months. Winged serpents have no permanent lair and hoard no treasure.

Ecology:

Winged serpents play an important role in the jungle ecology. Like giant bees, they transport pollen from fruit tree to fruit tree and help with the distribution of seeds throughout the jungle. As adults, they have no natural enemies. If captured during their first month of life before their wings have matured, they make excellent (if expensive) pets. They must consume a great quantity of fruit to survive, eating on average 100 gp worth of fruit each month (this cost might be reduced if a large orchard is available). A skilled animal trainer can teach a winged serpent up to three tasks or tricks per point of intelligence, which the creature will gladly perform (provided a supply of fresh fruit is constantly at hand). They can even be trained as guardians, although rogues have quickly discovered that unless they are extremely well-trained, they can be easily distracted by a decoy of aromatic, fresh fruit. Few useful by-products can be obtained from a winged serpent. Their poison decomposes almost immediately after exposure to air, and their hide is too thin and fragile to serve as good leather. Their wings, however, if powdered and mixed with ink, can be used to inscribe a protection from lightning scroll.

Main Prey; Plants, Rodents, Insects, Main Predator; Spider, Insects, Winged Viper, Humanoids, Dinosaur winged.

Feathered Serpent/Coatl (Serpentes Aves)

Player characters don't know this information until they discover it, gradually. This chapter includes secrets that offer surprises for the characters. Don't give them away before then!

Thousands of years ago the feathered serpents abounded in the lush rainforests of the Azcan Empire. With the coming of Atzanteotl, a new species also arrived: The winged viper, which was similar to the feathered serpent, but poisonous and with the wings of a bat. The feathered serpent is a lovely creature, admired even among the squeamish who consider ordinary snakes abhorrent.

"A ripple in the air, a wave of sunlight / Running along a sinuous line of sea-green scales, / A brush of feather-down wingtips on the maiden's cheek. / She is blessed of the serpent." So runs a rough translation of an anonymous Azcan song, dating from before the current era of Azcan Empire cruelty under the Immortal Atzanteotl. In that earlier time the Azca worshipped another patron, Otzitiotl. His primary avatar was that of the hawk, but another of his forms was the feathered serpent. This accounts for the animal's popularity in Azcan culture and for its extinction in this region when Otzitiotl gave way to Atzanteotl as the shaper of Azcan culture. (See "Ecology" below.)

As the song indicates, the feathered serpent is a lovely creature, admired even among the squeamish who consider ordinary snakes abhorrent. Most varieties (there are over a dozen) display brilliant coloration: limpid green scales; feathers of vibrant colors on the two broad wings, on the tail, and in tufts behind the skull; eyes of jewel-like clarity, with hourglass-shaped pupils. Unlike most snakes, the feathered serpent's eyes face forward, giving stereoscopic vision and an appealing look. Flared nostrils indicate another difference; the sense of smell, centered not in the tongue (as in snakes) but in the skull. The serpent's long, slender body ranges in size from the length of a forearm to over five feet long, with a wingspan typically twice the body length. Presumably newborn serpents are smaller, but no one sees newly-hatched serpents. This, one of the long standing mysteries of the serpent's breeding cycle, is discussed below.



The eagle-like wings, of course, are notable features which carry the feathered serpent to phenomenally high altitudes in the Hollow World's dense atmosphere. The body, otherwise limbless, broadens at the wing level to anchor the powerful wing muscles; it narrows again below the wings. The belly is lined with smooth overlapping lines of scales, dragon-like. Another feature shared with many dragons: A lie of sharp spinal ridges offers the serpent protection against attacks from above, though the serpent probably employs the ridges more often in cutting its way through foliage to feed.

Feathered serpents as commonly encountered have intelligence about on par with a dog; the folk of Colima train them as watchdogs). In most Azcan lands feathered serpents have disappeared altogether. They remain only in dim memories, in legends of great kings like Atruatzin who were said to converse with them. The legends are blurred today, however, because only winged vipers are familiar; so it seems to the Azcans that once the vipers spoke and were allies of humans, but no longer are, when in fact there was an entirely different species that Atzanteotl's spawn drove away.

Unlike true snakes, they hear well. However, the serpents make no sound themselves except for a dry hiss. They are neutral in alignment. Once found throughout the tropics of the Hollow World and in some temperate regions. The feathered serpent now inhabits a much smaller region. The shrinking habitat is due to competition from the flying viper, which eats the same insects, rodents, and amphibians that make up the serpent's diet. What's now, the viper breeds in greater numbers, and swarms of them frequently attack individual serpents. The viper has driven the feathered serpent to extinction throughout the Azcan Empire. Therefore, many scholars believe them altogether gone. However, a small population remains in the Bay of Colima, where serpent-mint grows. Unconfirmed sightings range roughly south-southeast across the World's Spine. Some have been sighted in the dark jungles south of that great range, but the area is so hostile that naturalists have not yet determined the rest of the serpents' habitat. (See "Mysteries of the Serpents," below.) Coliman observers have noted that the feathered serpents there are seeking safety in greater numbers, either in by dozens or hundreds in large trees. Their perpetual displays of flapping wings and loud hisses. Like wind in the tree branches, make impressive spectacles. The one place where feathered serpents are found is the plain between the Bay of Colima and the Aztlan Mountains. Here grows a plant called serpent-mint, which makes feathered serpents strong enough to resist the vipers and their poison.

Migration

There is no regular migration of feathered serpents, in the fashion of birds or butterflies. In the eternal light of the Hollow World this makes less sense than in the outer world. Instead, individual serpents embark on a common migration path at different times. They arrive at the Bay of Colima by twos and threes. They leave the same way. Where they come from, and where they go, no one knows. (See "Mysteries," below.)

Serpent-mint:

This small-leafed green herb, smelling minthy, scarce outside the Bay of Colima, draws feathered serpents with a magnetic attraction. The herb appears not to be magical; evidently the serpents find its taste and smell stimulating. Trainers in Colima use it to great effect in instructing newly-acquired pets and work animals. Serpents that dine on the mint also become more aggressive against flying vipers. Serpent-mint grows wild in small patches in the hills around Colima. This may explain why the area marks one end of the serpents' migratory range. A serpent that has consumed serpent-mint has undergone several changes for 1d4 hours. A few feathered serpents have been sighted in other regions. Half-forgotten myths among the Azcans allude to a powerful queen who lives in the sky and rules the feathered serpents.

Mysteries of the Serpents

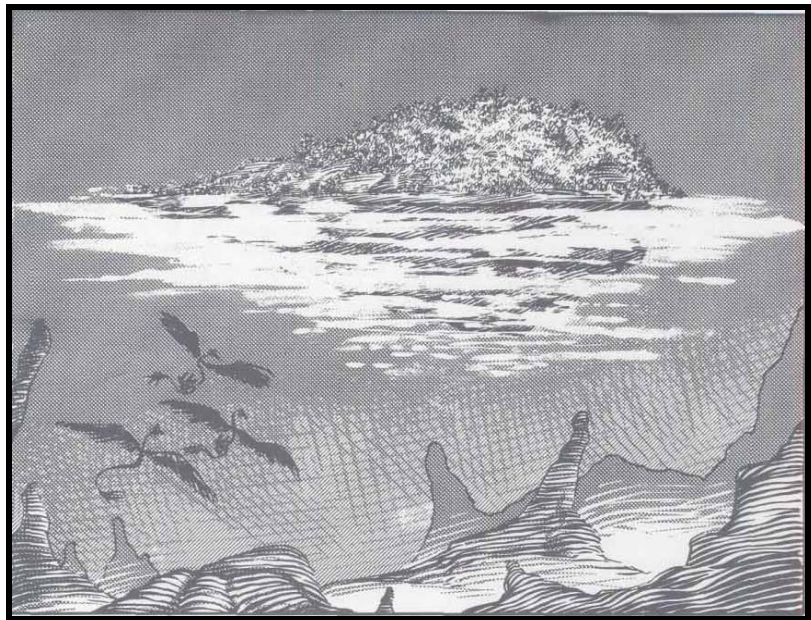
Aside from their beauty and usefulness, serpents also amuse interest due to the enigmas of their life cycle. The oldest residents of Colima speculate about it over many an argument in the village square, and the youngest learn about it in folk-tales at their parents' knees. Full-grown serpents arrive in Colima by twos and threes in their ongoing, irregular migration. They leave the same way, flying away south over the mountains, seemingly without seasonal clues. No one knows exactly where they go. No one has ever seen young serpents or noticeably old ones. No one has ever seen them breed or reproduce, despite repeated (and sometimes comical) attempts. The mystery is, where do the serpents come from?

The secrets

In fact there exists another stage in the life of feathered serpents, where their intelligence matches at least that of a human. Serpents in this phase of their life are not presently found anywhere in the Azcan Empire.

Ashmorian

About a hundred miles lies the home of the feathered serpents. The hollow world stretching away from it in all directions. The towering thunderclouds stretching above, seemingly straight overhead, and just as far below, the sharp, gusty wind and the biting cold. Here lies a fogbank that stretches for miles. Penetrating this bank reveals a floating continent hanging in the air in the exact middle of it. Most of its base is covered by clouds—it looks like the seashore, with the water covered by a fogbank. But through the clouds the jagged underside of rock can be seen, and more clouds below, stretching away up the curve of the hollow world. Serpents will fly to the top of the continent. From there it will look like a huge island, maybe—a hundred miles long, and shaped like a big rain drop lying on its side. The wide end of the island is a high mountain range, with the mountains piled up on each other like a lumpy pyramid, miles high. They're white with snow, and rugged like the world spine mountain range on the equator of the hollow world far below. In the middle part of the island, these mountains gradually give way to forested hills, and then to low hills and open green grasslands that stretch to the far point of the landmass.

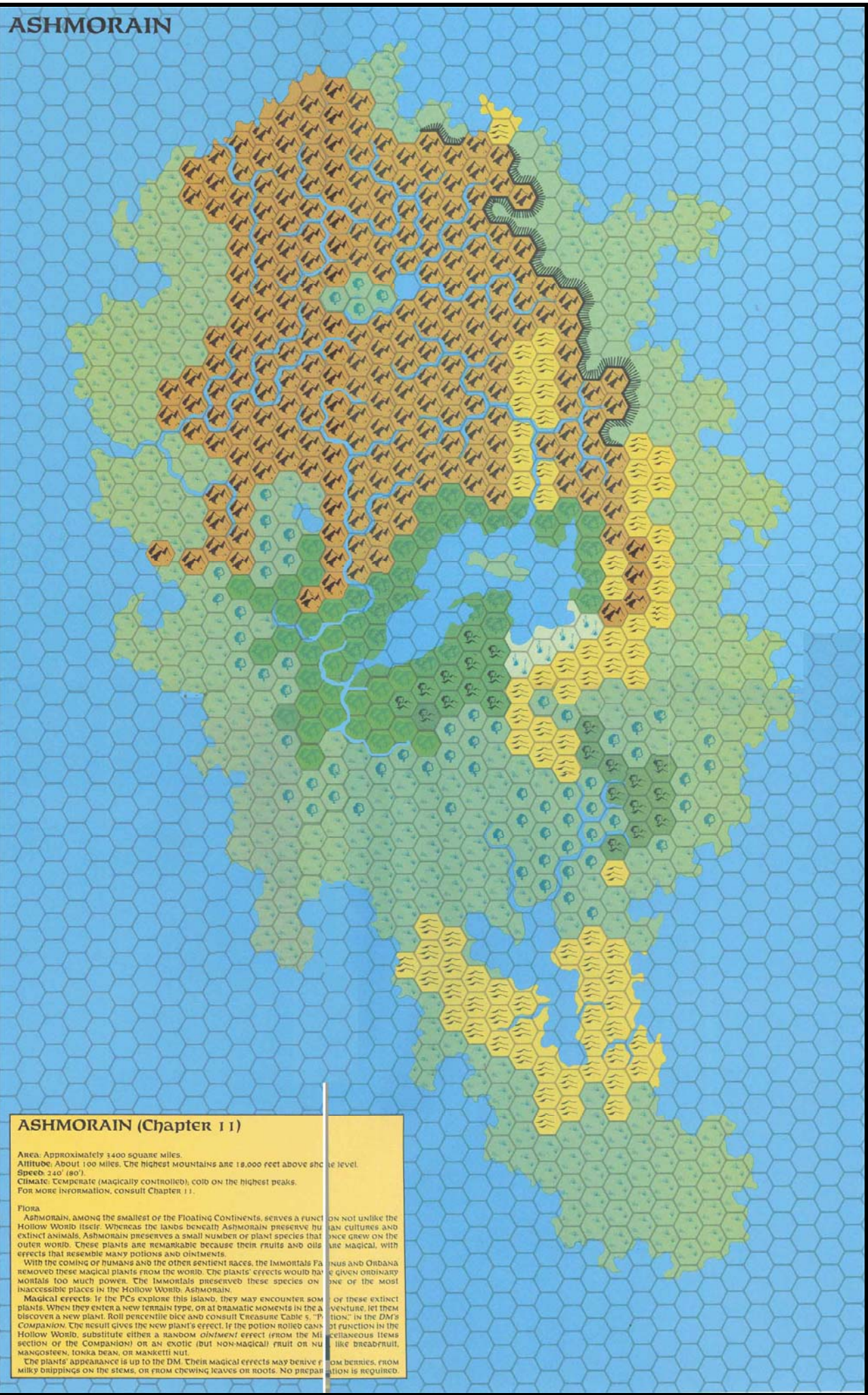


The serpents will mostly descend toward the border between the hills and the grassland. There is an undistinguishable foothill at the southern edge of the mountains, amid dense forest. Here below lie the hatching grounds. The entrance cave lies in an unremarkable cleft of rock at the base of the foothills. No tracks mark the gravel and area that surrounds the entrance. Inside the cleft, a tunnel leads steeply down toward a distant light. The serpents are happy to accompany friendly visitors.

The hatching grounds

A cavern of bubbles. Magical light shines on walls and towers of crystal spheres—bubbles blown in molten glass, then quickly cooled. They fill the Cavern. They ring slightly, like crystal goblets. The only other sound will be those generated elsewhere, reflecting upon the crystals. It is difficult to find a direction by sound. The breeze of the serpent's wings make a beautiful tone in each crystal tower. Here most of the serpent reside, normally, but won't be found if the queen mother or themselves are threatened. Spells are rebounding endlessly among the cavern's crystal walls and towers.

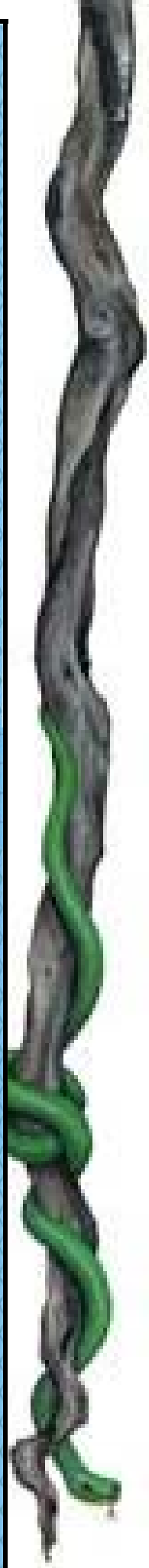
ASHMORAIN



ASHMORAIN (Chapter 11)

Area: Approximately 1400 square miles.
Altitude: About 100 miles. The highest mountains are 18,000 feet above sea level.
Speed: 240° (60°).
Climate: Temperate (magically controlled), cold on the highest peaks.
For more information, consult Chapter 11.

Flora
Ashmorain, among the smallest of the Floating Continents, serves a function in the Hollow World itself. Whereas the lands beneath Ashmorain preserve the extinct animals, Ashmorain preserves a small number of plant species that are extinct in the outer world. These plants are remarkable because their fruits and oils have magical effects that resemble many potions and ointments.
With the coming of humans and the other sentient races, the Immortals removed these magical plants from the world. The plants' effects would have been too much power. The Immortals preserved these species only in inaccessible places in the Hollow World, Ashmorain.
Magical effects: If the PCs explore this island, they may encounter some of these extinct plants. When they enter a new terrain type, or at dramatic moments in the adventure, let them discover a new plant. Roll percentile dice and consult Treasure Table 5, "Potions and Ointments." The result gives the new plant's effect. If the potion rolled calls for a random item in the Hollow World, substitute either a random ointment effect (from the Miscellaneous Items section of the Companion) or an exotic (but non-magical) fruit or nut (such as mangosteen, tonka bean, or manketti nut).
The plants' appearance is up to the DM. Their magical effects may be derived from berries, from milky drippings on the stems, or from chewing leaves or roots. No preparation is required.





Ricochet and Strike

The magic that keeps the floating Continents aloft has affected the interior caverns of Ashmorain. Their crystal walls melted and recrystallized long ago, due to the cataclysmic energies released when the Immortals set them floating. The crystal sympathetically absorbed some of that magical energy, thereby taking on unique properties. Physical attacks easily shatter the crystal (it is AC9), and resourceful characters can use the shards as weapons (1d4 damage). However, intact crystals reflect magical energy, somewhat like a ring of spell turning, except that the crystals turn the magic in a random direction, not necessarily against the caster. (Broken crystals lose this property.) The serpents fly down a steep upstair slope, with lots of difficult traversable sections, and into a large, somewhat spherical chamber: the hatching chamber of the fathered serpents, home of the Queen Mother of the race.

The Chamber and the first phase (Egg-youngling).

The smooth floor of the chamber is dotted with piles of symmetrical crystals, each fist-sized and seemingly cut like a fine many-faceted jewel. Though unaware to most creatures these are serpent eggs. These have no treasure value, but they are of incomparably valuable to the queen mother and the other serpents. When they hatch, a crystal may break open, and a finger-length serpent hatchling wriggles out. It squeals for food, and the grown serpents rush to feed it leaves, bugs, and worms. This first stage, the unintelligent phase of their life cycle, the small young ones descend to the forest below, and therefor can be found in nearly any forest below the trajectory of Ashmorain. These creatures are animals—as least so long as the intelligent races know them. But the serpents develop true intelligence in the second stage of their lives, unknown to the Hollow World's civilizations. The serpents are born with only animal intelligence. After breeding at their breeding ground (see below), each serpent withdraws into a weird cocoon something like an insect cocoon. There, during a long gestation, the serpent magically develops true sentience and gains inborn knowledge, the racial legacy of its species.

The Serpents' breeding ground

In times past, a newly emerged serpent would remain at the breeding ground of Ashmorain, supervising the hatching of the serpent young there. All feathered serpents in the Hollow World breed and form their cocoons at one common mating ground. Until recently this was the inaccessible floating continent of Ashmorain. In the last several years the serpents (which are unintelligently during this phase of their lives) accidentally got diverted to an oasis at the edge of the Nithian Empire. This was used by Followers of Thanatos in a vile plot against the world recently (The Brethren Trilogy) to exploit the serpents. Later, at the serpent oasis in Nithia, a serpent fresh from its cocoon would realize its mistake, and then fly upward to Ashmorain to join its comrades.

How were the serpents abused

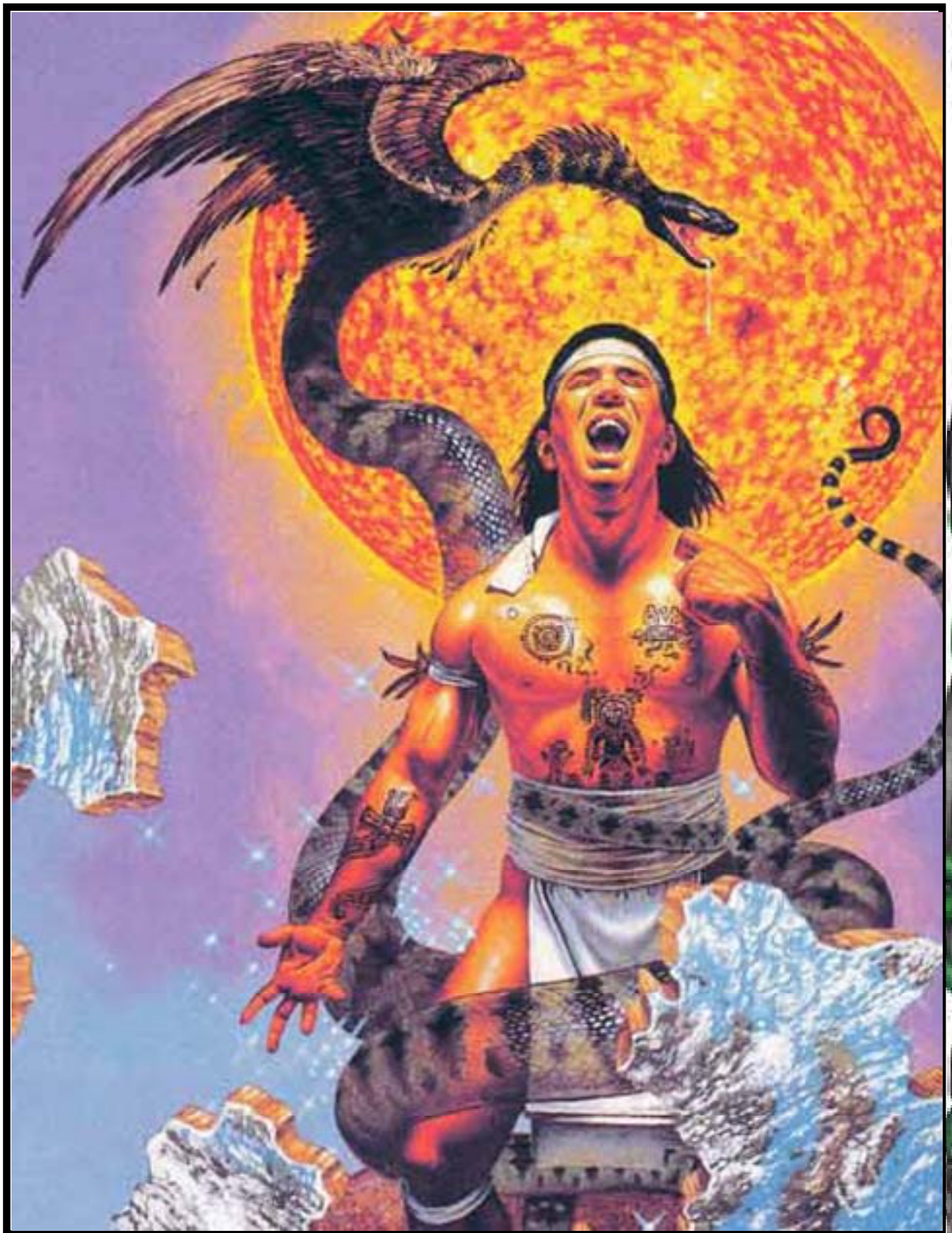
Following Thanatos' instructions, involving dark shape shifting magic, they 'harvested' the serpents' cocoons at the Nithian breeding ground at the Snake oasis. This reduced their number greatly, and increased the quest for serpent mint to pacify the beasts by the local Nithian populace. Using fearsome magic, the helpless creatures were transformed into new misshapen symbionts, hanging on a conglomeration of metal hooks and barbs at the end of multiple iron rods. The hooks extended in all directions with the serpent stretched between it. Its feathers were plucked, the hooks through the wings, jaws, body and tail causing its body to twitch hissing weakly in pain for help. The presence of serpent mint is a vital component in the serpent's transformation process. The concentrated and enchanted juice, rubbed on the serpents' bodies and wings, made them pliable and easily transformed them into the controlling creatures they now were. That were eventually placed on other creatures, moving as near as possible to the creature's brain, extruding two sharp fangs from its body and sinking them into the spinal chord or brain directly, instantly freezing the creature, enabling a powerful Charm-like control over it, easily controlled by the creator of the creature or those by him appointed. The spiky creature bears no more resemblance to its original form.

The Queen Mother (Serpentes Aves Mammoria)

The intelligent serpents of Ashmorain have developed something of a civilization, though most humans would not recognize it as such. They cater to their progenitor, the Queen Mother. She supervises the hatching of the serpent's eggs in an underground crystal chamber far beneath the island's surface. Around the largest pile, containing 100 to 200 eggs lays the stretched body of the Queen Mother. The Queen Mother of the feathered serpents is large, about 30 feet from her brilliantly crested head to the tip of her lavishly feathered tail. Along her spine run slender, pointed quills that shine in prismatic colors from the chamber's magical light her eyes are filmed over with a milky coating, and her wing feathers are frayed, indicating great age; yet her scales shine bright green like a mossy pond. She can become translucent at will, but it is unknown why she would be able to do this. Possibly it is a side-effect of living so long in these magical caverns.

She speaks in a rich, modulated, almost womanly voice, and is very honest and direct. She can speak volubly and with passion. She has lived for thirty centuries and seen the long-term effects of the spell of preservation, as well as the recent plots against it in 1004 AC. *"The spell has done much good, but at such cost. It paralyzes the world and all its creatures within. The spell preserves us—like specimens in alcohol. But she wonders how much better or not all would be without the spell. If only something could be done to the spell itself...but that is a matter for the Immortals, wherever they might be"*. The Queen Mother rarely attacks like its offspring; instead she uses her own magical abilities and those of her surroundings.

She has the following spell-like powers available; Light, Darkness, Continual Light, Continual Darkness, Blur, Color, Erase, Faerie Lights, Faerie Fire, Scale Shift, Color Spray, Dancing Lights, Phantasmal Force, Invisibility, Detect Invisibility, Obscure, Nightwatch, Haste, Mirror Image, Projected Image, Infravision, Spell Turning, each one usable per round, and Major Curse, Minor Curse, Remove Curse, Polymorph Other usable once per Turn but directed at 6 targets at once. She is further similar to a normal Feathered Serpent. Once a year (circle) she mates with the strongest and most cunning male. This specimen will die in the process, and will be discarded on the Ashmorain soil. It is a great honor to die this way, but the serpents may have something vaguely resembling a culture, they don't have rituals for death, like burial, etc..



A translucent Queen mother encircling an allied Azcan warrior with the Hollow World Sun seeming near from the isle of Ashmorian.

Transformation Powers

The Queen Mother can willingly cut open a special gland in her belly, where a purple liquid will come forth for 6 rounds (then the wound will close and not reopen for at least 1 year). The characters who consume this fluid gain the power to turn into a feathered serpent for one year. This does not interfere with other magical effects, does not stack upon the list for magical poisoning, and does not interfere with spells like polymorph. The character's equipment blend into the serpents form, reappearing intact when the character resumes original form. This chance can however only be held upon consciousness. Sleep, knock-out, feebleminded, death, charm, hold, and similar will cause the character to turn into its original form. The queen mother can also grant a special small crystal egg to wear like a jewel; it magically adheres to skin or clothing. This egg grants the same transformation. After a year the egg will hatch into a tiny feathered serpent. The hatchling will fly off instinctively toward Ashmorian. It will imprint, however, the character, becoming a loyal companion, later on in life.

The Last Phase (Adult)

With the use of a single fang it slices open a gash in the cocoon and, shaking like a leaf, out flies a newly mature serpent. Most cocoons open roughly the same moment. The creatures, now mature, recall the inborn genetic wisdom of the serpent race—and would recall earlier memories before becoming cocooned. The creatures can speak, via a spell-like ability, somewhat similar to a magic mouth spell. They are aware what has happened and what this final stage of serpent life cycle would mean to them. They also know where the queen mother lives-Ashmorian, the floating continent. Some unusually powerful serpents also seem to depart Ashmorian, and even the Hollow World, for some other destination. But that is a mystery that is not explained. Senses medium, Infravision 30', Darkvision



Natural Poisons			
Type	cost	damage	source
	investive	r / max	
X	35.000	10/death	Winged Viper
Onset 1d4r			
any successful save results in minimal damage for 3 r adjusted by reversed constitution adjustments.			
a 17 con. Fighter saving against a poison H would get 5-2(con 17=+2)=3 rounds long 7 damage.			



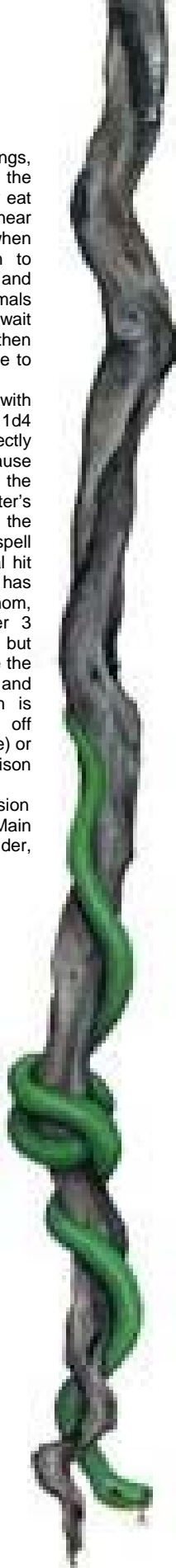
Winged Viper (Serpentes Aves corruptum)



These winged snakes have batwings, reproduce easily, and eat almost the same as Feathered Serpents (they eat only animal matter). They live near each other, but act solitary. But when sensing prey they all swarm in to attack. These creatures are wild and voracious, and will attack all animals sighted. Even those bigger. They wait until the body becomes softer and then start devouring those prey too large to swallow whole.

They can spit poison or inject it with their bite. The poison gives 1d4 damage (save for ½) acting directly upon skin contact. It will cause temporarily blindness if sprayed in the eyes. When squirted in the character's mouth (a rare circumstance; the character must be vocally active—spell casting, shouting, etc.) by a critical hit and a failed save the character has ingested the vile acidious biting venom, and will die in 1d4 rounds after 3 rounds. If the hit was successful, but the character made his or her save the poison just hit the closed mouth and will drip inside when the mouth is opened later, unless wiped off (forfeiting a save for poison damage) or after 3 rounds, after which the poison will have lost its efficiency.

Senses low, Infravision 30', Darkvision
Main Prey; any small animal, Main Predator; Dragon, Humanoid, Spider, Dinosaur winged.



Mammals; Rodents

Mammals are the most common of the vertebrate. Generally born alive, mammals possess hair. Warm-blooded, mammals maintain a single body temperature, regulated by an internal thermostat. Most mammals are harmless to humanoids and they are often trained to perform a specific function. They all have No Languages, No Spellcasting Abilities, DX/CO/CH of 9,AV0, No Immunities, Extra Vulnerabilities, MR 0.

Most small mammals are harmless to humans, doing no more than a little bite or scratch damage, if grabbed or threatened. They do sometimes, however, spread diseases. Some have useful traits or abilities. Most animals have only rudimentary languages that humanoids cannot use except with the aid of magical spells. All Rodents have infravision and acute hearing. Their senses are moderate or high, and they are constantly on the lookout for predators to escape from.

All Mammals have the following skills; Instinct (Wi+8), Hide in Shadows (40%), Jumping (no more than 5 times the creatures length, but do this only in the utmost of circumstances—if cornered or so), Odor Scenting (Dx+5), Endurance (Co). except who noted differently.

Main Predators of all rodents, Cat, Great Cat, Wolf, Dog, Bird of Prey, Snake, Lizard, Human, Humanoid

Special Abilities	Senses		
	High	Medium	Low Senses
Detect Predator	83%	66%	0%
Detect Invisible & Ethereal Beings:	Int +8	Int +4	Int +2
Tracking:	Wis +8	Wis +6	Wis+4
Odor Scenting; Race:	Success	Int. at +4	Int. at +2
Odor Scenting; Individual;	Int.	Int-2	Int-4
Detect Noise:	35% +2%/Lvl	30% +1%/Lvl	25%, no bonus
Weakness, Penalty vs. Saves odor- or sound-based attacks (a stinking cloud, a banshee's wail, etc).	-2	-1	No weakness

Rabbit (Lepus subspecies)

Mammal; Rodents	Rabbit
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Common
Organization	Group
Activity Cycle	Night
Diet	Herbivore
AL	N
NA	1d12
Size	T; 8"-15"
ST	6
IN/WI	2
AC	6
AV	0
HD	1/4
HP	1d3
MV	180'(60')
run 2d6 rounds	210'(60')
CL	na
BR	10'(3')
SW	na
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	Sound warning
Special Defenses;	High Senses
Jumping;	6+1d4'
Save as;	NM
ML	5
XP	5
TI	Nil
Body Weight	1 -2LBS



Rabbits are difficult to surprise or catch due to their sensitive eyesight, hearing, nose, and natural paranoia. High senses. There exists a rabbit race in almost any environment except high mountains.

Main predator; any predator.

Giant Rabbit (Lepus Giganticus.)

Mammal; Rodents	Giant Rabbit
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Rare
Organization	Group
Activity Cycle	Night
Diet	Herbivore
Climate/Terrain	N
WI	1d12
IN	L; 4'-8'
ST	7
IN	2
WI	5
DX	12
CO	13
CH	2
AC	6
AV	0
HD	6
HP	6d8
MV	180'(60')
run 2d6 rounds	210'(60')
Load	2000/4000
BM	2
BR	90'(30')
THACO	14
Attacks	1 Bite
Damage	1d6
Attacks	or 1 kick
Damage	1d20
Special Attacks;	0
Special Defenses;	High senses
Jumping;	24' + 1d12
Save as;	F2
ML	4
	(12 if cornered)
XP	275
TT	Nil
Body Weight	450 LBS
Mammal; Rodents	Hare
Type	Normal Animal
Climate/Terrain	Fields
Frequency	Common
Organization	Solitary
Activity Cycle	any, Night preferred
Diet	Herbivore
AL	N
NA	1d3
Size	T: 10"-18"
ST	7
IN	2
WI	5
DX	12
CO	13
CH	2
AC	5
AV	0
HD	1/2
HP	2d3
MV	210'(70')
run 2d6 rounds	270'(90')
BR	18'(6')
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	Hookrunning
Special Defenses;	High senses
Jumping;	8+1d6'
Save as;	NM
ML	5
XP	5
TT	Nil
Body Weight	12 LBS

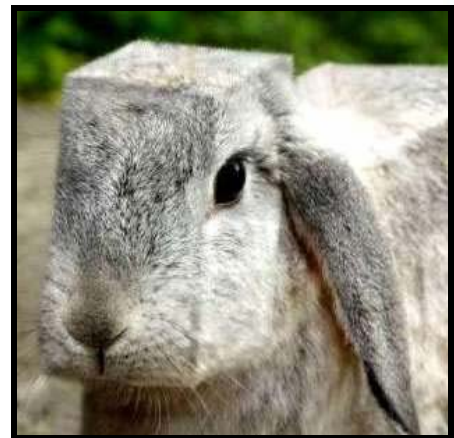


The rabbits prefer to eat vegetables, but will defend themselves if cornered, else they prefer to flee. These creatures can only be found in giant infested areas. They can be ridden by a trained rider with a Dex of at least 16 and a Strength of 15 minimum. The rider must be skilled in his riding skill and his check while jumping is -4. It is not known if these monstrous creatures are magically created or a genetical variation, they exist since the Time of the Giants. Medium senses. Main predator; great cat, dragon

Hare (Lepus Europeaus)



A Hare is a larger sort of rabbit that runs faster, can make 90° angles in full speed thus reducing missile attacks by -4 to hit. It makes nests instead of burrows, it also has lots of variant subspecies. They are often used for experiments by mages. Like the Square Hare is a clear result thereof. High Senses. Main predator; any predator.



Jackalope (*Lepus-temperamentalus*)

Mammal; Rodents	Jackalope
Type	Magic Animal
Climate/Terrain	Forest
Frequency	Very Rare
Organization	Solitary
Activity Cycle	any, Night preferred
Diet	Omnivore
AL	N
NA	1d12
Size	12+1d8
ST	8+1d8
IN	5
WI	16
DX	9
CO	10
CH	6
AC	6
AV	1
HD	1
HP	1d6
MV	180'(60')
run 2d6 rounds	210'(60')
CL	na
BR	10'(3')
SW	na
THACO	20
Attacks	1 Bite
Damage	1d4
Attacks	Antlers
Damage	2d8
Special Attacks;	Bloodloss
Special Defenses;	Mimicry
Jumping;	High Senses
Save as;	NM
ML	5
XP	5
TI	Nil
Body Weight	1 LBS

The jackalope — also called an antelabbit, aunt benny, Thistled hare or stagbunny — in folklore is said to be a cross between a jackrabbit and an antelope (hence the name), goat, or deer, and is usually portrayed as a rabbit with antlers.

Some believe that the tales of jackalopes were inspired by sightings of rabbits infected with the Shope papillomavirus, which causes the growth of horn- and antler-like tumors in various places on the creatures head and body. However, creatures such as the griffin and the chimera perhaps suggest that the concept of an animal hybrid occurs in many cultures.

The legend of the jackalope has bred the rise of many outlandish (and largely tongue-in-cheek) claims as to the creature's habits. For example, it is said to be a hybrid of the pygmy-deer and a species of "killer-rabbit". Reportedly, jackalopes are extremely shy unless approached. Legend also has it that female jackalopes can be milked as they sleep belly up and that the milk can be used for a variety of medicinal purposes and can be used for a variety of afflictions.

The truth is these creatures are aggressive and unpredictable, and should not be provoked for any reason! The animal is immune to fear, except when caused by Undead. Its antlers are used in the construction of Wands of Undead Detection.

It has also been said that the jackalope can convincingly imitate any sound, including the human voice. It uses this ability to elude pursuers, chiefly by using phrases such as "There he goes! That way!" It is said that a jackalope may be caught by putting a flask of

whiskey out at night. The jackalope will drink its fill of whiskey and its intoxication will make it easier to hunt. In some parts of the the KnownWorld it is said that jackalope meat has a taste similar to lobster. However, legend has it that they are dangerous if

approached. It has also been said that jackalopes will only breed during electrical storms including hail, explaining its rarity.

Known by the ancients as "deerbunnies", it wasn't until the early 1960's AY (960AC) that the modern more fearsome "jackalope" name was adopted. The Alphatian government wants you to believe they aren't real, but there are many who believe. The evidence is mounting! Throughout history man has had brief encounters with these elusive creatures. As masters of camouflage, jackalopes have often gone unseen by man. (see picture).

The creature attacks by running by and cutting their opponents in full speed, every round segment their distance covered is 60'(20').

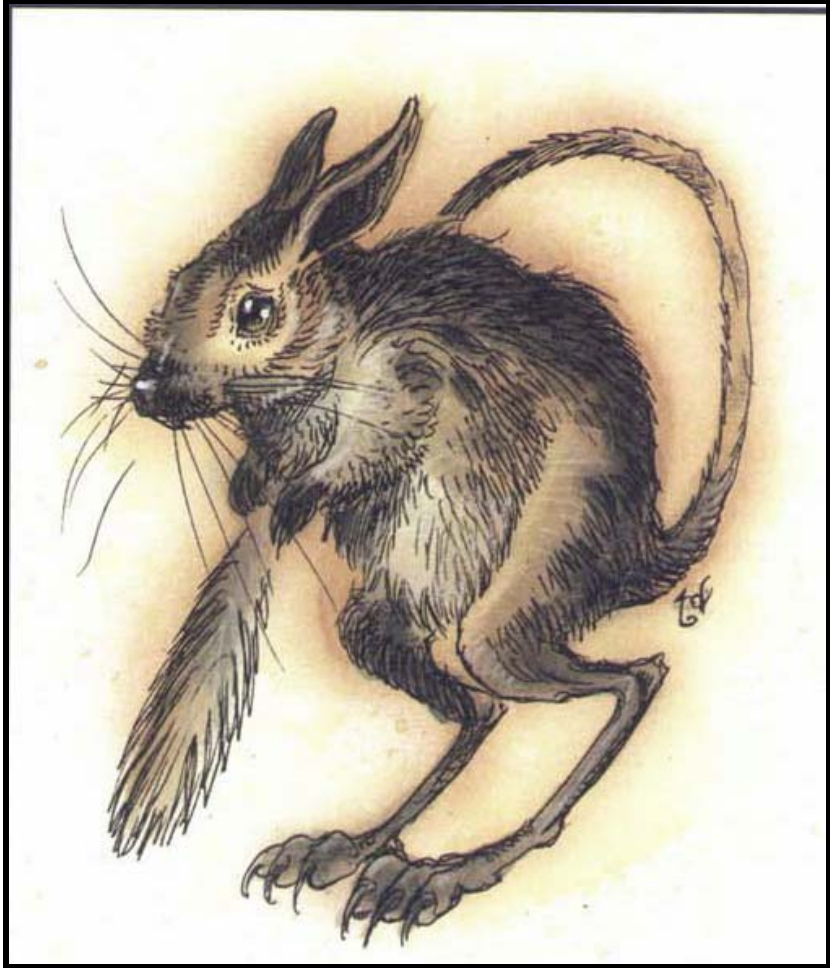


Their horns are blood relaxant, always curing an open wound of -1/round thereafter (infection chance). The creature has a Hide in natural (Incl rock, but not open sand places) of 70+1%/hp, or they attack by bitingm their teeth negate 4 AV point in every attack, thus it bites through chain mail as if it is not there and plate mail as a leather armor. High Senses, Infravision 90', Tremor Sense 60'. Main predator; any predator.



Jarbo (*Lepus macropodius* species)

Mammal; Rodents	Jarbo
Type	Normal
Climate/Terrain	Any Desert
Frequency	Common
Organization	Flock/Colony
Activity Cycle	varies (night usually)
Diet	Herbivore
AL	N
NA	1d20
Size	T; 2' tall
ST	8
IN	1
WI	16
DX	9
CO	10
CH	6
AC	7
AV	0
HD	1
HP	1d4
MV	240'/80'
run 2d6 rounds	270'/90'
BR	10(3')
THACO	20
Attacks	1 Bite
Damage	1d3
Special Attacks;	0
Special Defenses;	0
	High Senses
Save as;	NM
ML	4
XP	10
TI	Nil
Body Weight	1 LBS



The Jarbo is a hardy rodent that resembles a Kangaroo rat, but it is larger, reaching a mature height of 2 feet at the shoulder. Its coat is typically sand colored or tawny, but pelt markings vary, the better to blend with their home terrain.

Jarbo species differ in appearance in other ways, mainly in ear size or number of toes.

All share the round, furry body, stubby forelegs, very long hind legs, and a long tail. In some species the tail is furred, in others not, but all use it for balance across the desert sand. The Jarbo has an ability **to sense water across great distances**, independent of wind currents. This works as a variant of heightened senses, a psychometabolic devotion that applies to the Jarbo's sense of smell, and for sensing water only. A teaspoonful of water can lure a flock of Jarbo's from 100 yards, a sealed barrel can draw them from a mile away, and an oasis brings them in from anywhere throughout a desert region (up to 50 miles). its other senses are also high. It has darkvision.

Combat

Jarbo's fear larger creatures and flee from any conflict. They run with blinding speed, their chief defense. The only aggressive Jarbo's are those who see their masters (if they have one) threatened. Though loyal companions, they are ineffective as protectors; their sharp teeth inflict only 1d3 points of damage. Jarbo's are not prone to disease, but in rare cases a "foaming sickness" like rabies strikes one and drives it mad (and ultimately to death). The insane Jarbo attacks any creature in sight, fighting to the death. Victims must make a successful constitution check to avoid being inflicted with a serious disease (as per common rat see there).

Habitat/Society

Jarbo's live in migrated colonies (flocks) that travel by night from one source of water to the next, running ahead of their predators. On arrival at a new site, the colony locates a dry stream bed or the foot of a cliff and digs two dozen or more nests, each a long tunnel, a foot wide, and leading to a burrow 3 feet in diameter. The flexible Jarbo's easily squeeze through the winding tunnels. After a few nights or a week, predators usually locate this rich source of food, so the Jarbo's move on with the next moonrise, keeping, as always, a few steps ahead of those who would eat them.

Ecology

Virtually all predators dine upon Jarbo's. the rodents are an important link in many desert food chains. Jarbo's themselves, feed on grasses, seeds, and insects. They often attract travellers' interest and envy because they can survive upon very little water. An adult Jarbo can thrive on a few tablespoons of water per day, or go up to a week between major waterings. For the most part, their diet provides them with enough fluid. Their ability to sense water serves them to help them to locate the concentrations of edible vegetation and insects that cluster around what little water is to be found.

Jarbo pelts are too thin for the fur trade, but the small skins are sometimes used as decorations on ceremonial garb or furniture. A good Jarbo Pelt is worth up to one gold piece in some regions.

Main predator; any predator.

Squirrel species

Squirrel (Squiridus species)

Mammal	Squirrel
	Red/Grey
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Very Common
Organization	Solitary
Activity Cycle	Day
Diet	Omnivore
AL	N
NA	1d6
Size	S; 1'
ST	5
IN	4
WI	12
DX	20
CO	13
CH	14
AC	8
AV	0
HD	1/8
HP	1
MV	120'(40')
Jumping	1d20+3
CL	90'/30' 95%
SW	3/1'
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	na
Special Defenses;	Medium Senses
Save as;	NM
ML	5
XP	5
TT	Nil
Body Weight	1 LBS



Squirrels are indigenous to the Brun, Skothar and Davania and have been introduced to



Isle of Dawn and Ochalean Isles and the former Continent of Alphatia. Squirrels are first attested in the Eocene, about forty million years ago, and are most closely related to the mountain beaver and to dormice among living species.

As their large eyes indicate, squirrels generally have an excellent sense of vision (including infravision 60'), which is especially important for tree-dwelling species. They also have very versatile and sturdy claws for grasping and climbing. Many also have a good sense of touch, with vibrissae on their heads and limbs. Squirrels breed once or twice a year, and give birth to a varying number of young after three to six weeks, depending on species. The young are born naked, toothless, helpless, and blind. In most species of squirrel, only the female looks after the young, which are weaned at around six to ten weeks of age and become sexually mature at the end of their first year.

Unlike rabbits or deer, squirrels cannot digest cellulose and must rely on foods rich in protein, carbohydrates, and fat. In temperate regions, early spring is the hardest time of year for squirrels, because buried nuts begin to sprout and are no longer available for the squirrel to eat, and new food sources have not become available yet. During these times squirrels rely heavily on the buds of trees. Squirrels' diet consists primarily of a wide variety of plant food, including nuts, seeds, conifer cones, fruits, fungi and green vegetation. However some squirrels also consume meat, especially when faced with hunger. Squirrels have been known to eat insects, eggs,

small birds, young snakes and smaller rodents. Indeed, some tropical species have shifted almost entirely to a diet of insects. High senses. Darkvision.

Main Predators; Any Cat, Dog, Snakes, Predatory Bird, Evil Humanoids, vermin and Disease.

Giant black squirrels (*Squiridus nocturnes diabolii*)

Mammal	Squirrel
	Giant Black
Type	Giant Animal
Climate/Terrain	Evil Forest
Frequency	Uncommon
Organization	Family
Activity Cycle	Night
Diet	Omnivore
AL	NE
NA	1d12
Size	S; 2'
ST	6
IN	3
WI	8
DX	20
CO	12
CH	6
AC	6
AV	0
HD	1+1
HP	1d8+1
MV	120'(40')
Jumping	21'(7')
CL	60'/20' 55%
BR	na
SW	na
THACO	19
Attacks	1 Bite
Damage	1+3
Special Attacks;	Trampling
Special Defenses;	
Save as;	NM
ML	6
XP	15
TT	Nil
Body Weight	2 LBS



Giant black squirrels are residents of evil-dominated forests. They steal loose, small valuables (rings, gems, vials) to decorate their nests. Their Pelts are worth 4 sp. They are crossbreeds of a panther and a squirrel since 1006AY./6 AC. They bear a face similar to a black panther, but bear no other traits. When an opponent is forced down (on an 8 or more to

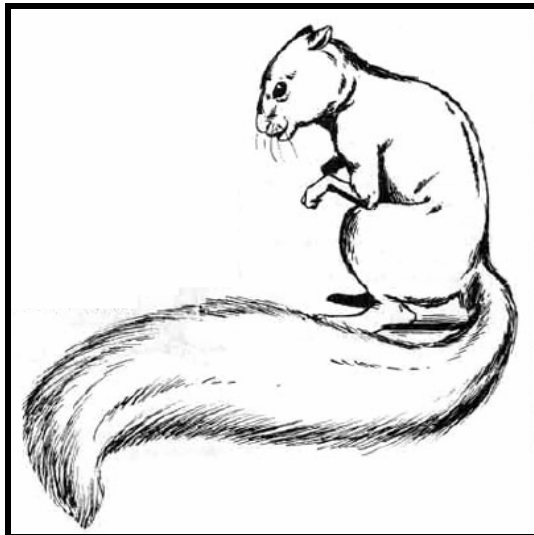
hit) is commences with Trampling.

Trampling:

While this is a damaging attack, it is also a potentially immobilizing one, due to blows to the kidneys or lungs. In game terms, there is a 2% chance per hit die of the animal that the victim is stunned for 1-3 rounds with each successful trampling attack.

High senses, Darkvision, Infravision 45'

Main Predators; Any Cat, Dog, Snakes, Predatory Bird, Evil Humanoids, vermin and Disease.



Woodchuck (*Marmota monax*)

Mammal	Squirrel
	Woodchuck
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Common
Organization	Group
Activity Cycle	Night
Diet	Herbivore
AL	N
NA	1d2
Size	T; 1'
ST	5
IN	4
WI	6
DX	11
CO	13
CH	12
AC	9
AV	0
HD	1
HP	1d6
MV	60'(20')
BR	21'(7')
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	na
Special Defenses;	Medium Senses
Save as;	NM
ML	5
XP	10
TT	Nil
Body Weight	5 cn
Mammal	Flying
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Rare
Organization	Family
Activity Cycle	Day
Diet	Herbivore
AL	N
NA	1d4
Size	S; 1'
ST	5
IN	3
WI	8
DX	15
CO	11
CH	16
AC	8
AV	0
HD	1/8
HP	1
MV	120'(40')
Jumping	1d20+3
CL	90'/30' 95%
FL	150'(50')
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	na
Special Defenses;	Float 10/1' height away
Special Defenses;	Medium Senses
Save as;	NM
ML	5
XP	5
TT	Nil
Body Weight	1 LBS

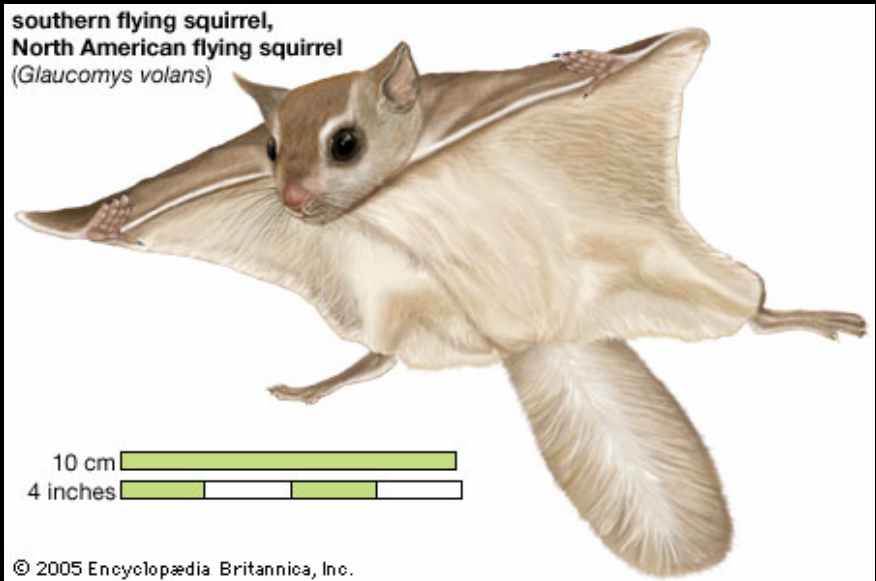


Woodchucks are capable of quickly gnawing through trees or wood. The pelts are worth 1 gp. (a nasty tongue breaking saying goes; *How much wood, could a woodchuck chuck if a woodchuck could chuck wood.*) High senses, tremorsense 60' Main Predators; snakes, Wolf, Owls, coyotes, and any cat.

Flying Squirrel (*Glaucomys Volans*)

The flying squirrels, scientifically known as Pteromyini or Petauristini, are a tribe of squirrels (family Sciuridae). Flying squirrels have furry membranes that enable them to glide five feet for each one foot they drop.

There are 43 species in this tribe, the largest of which is the woolly flying squirrel (*Eupetaurus cinereus*). The two species of the genus *Glaucomys* (*Glaucomys sabrinus* and *Glaucomys volans*) are native to Brun, and the Siberian flying squirrel is native to parts Skothar (*Pteromys volans*).



The term flying is somewhat misleading, since flying squirrels are actually gliders incapable of true flight. Steering is accomplished by adjusting tautness of the patagium, largely controlled by a small cartilaginous wrist bone. The tail acts as a stabilizer in flight, much like

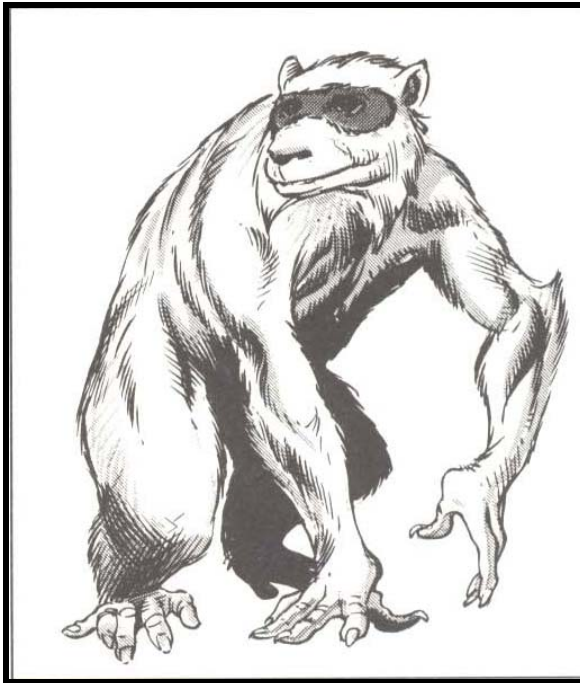
the tail of a kite, and as an adjunct airfoil when "braking" prior to landing on a tree trunk.

Though their life expectancy is only about six years in the wild, flying squirrels often live between 10 and 15 years in captivity. This difference is due to these creatures being important prey animals. Predation mortality rates in sub-adults are very high. They are also nocturnal. High senses.

Main Predators; snakes, raccoons, Owls, martens, fishers, coyotes, and any cat.

Chattur: (*Squirrus procrastinatus*)

Mammal Rodents	Chattur
Type	Normal animal
Climate/Terrain	Temperate Wooded Any Vessel (even space)
Frequency	common
Organization	Pack
Activity Cycle	Any
Diet	Omnivore
AL	CG
NA	2d12
Size	S; 10" to 12"
ST	8
IN	5-7
WI	9
DX	18
CO	12
CH	11
Languages;	Sylvan, 1 Local
Magic use;	0
AC	7
AV	0
HD	1-1
HP	1d8-1
MV	120'(40')
Jumping	1d20+3
CL	90'/30' 95%
SW	3'/1'
THAC0	20
Attacks	1 Claw
Damage	1d4
Attacks	or Weapon
Damage	by weapon
Special Attacks;	nil
Special Defenses;	Low Senses
Save as;	NM
ML	7
XP	5
TT	P<Q<R<S<T<U
Body Weight	4-5 LBS



Chatturs, called space bandits, are small mammals that exhibit traits of both primates and rodents. They are slender and quick and have very dextrous front paws that are equipped with claw-tipped fingers and an opposable thumb. Their faces are wide and their eyes even seem to be wider, with an innocent stare that many humanoids find appealing. A band of black fur surrounds the eyes of these creatures, much like the mask of a raccoon. It is for this reason, and not for any inherent sense of maliciousness, that Chattur have been

dubbed "Space Bandits".

They can be found in the forests, but also on any vessel, including spacefaring vessels—often without the knowledge of the crew. Usually their presence is tolerated when they are discovered—at least, if the discovery is made by a neutral or good aligned crew.

Superstitions about Chattur abound. Their presence on a vessel is supposed to bring good luck. Ill treatment of a Chattur will reportedly rebound against the abuser at some future time. Most significantly, if Chattur are seen leaving a vessel, that is considered a dire warning about that vessel's immediate fate. (Just like rats on seagoing vessels in the real world).

Chattur have their own language, which sounds like chirping of excited chipmunks. Many adult Chatturs speak simple Sylvan, and occasionally a single local language as well, from a lifetime of eavesdropping.

Combat

Not very combative, they fight only in defense of their nests, kin, or friends. The combination of their claws and bite accounts for the 1d4 points of damage. Chattur attempt to trip opponents, wrap them in nets or rope, and otherwise harass them during combat. They are ingenious at making the most of their opportunities.

After some training, large Chattur can learn to use short swords, javelins (which they use as thrusting, not thrown, weapons), or tiny crossbows (1d4 basic damage ranges 30'/60'/90') but never higher Weapon Mastery than basic.) generally, about 20% of the Chattur in a given den are capable of this armed combat.

Habitat/Society

Chatturs are simplistic survivalists who live in small family groups which inhabit human(oid) cities and ships. They do not gather in exceptionally large communities; to find 100 together is very rare. However, their clans and warrens can be found just everywhere. They center around a patriarch or matriarch. Sex roles are indistinguishable except for childbirth; the females share the ranks of the trained fighters in more or less equal numbers. They are specialists at sneaking aboard ships and finding places to live where they can remain undiscovered for weeks, months or years. They arrange comfortable quarters, scavenging whatever items they can from around the ship. Though they can live on a crowded ship in the midsts of great activity, they rarely interfere with the operation of a vessel. This is one good reason their presence is tolerated so good-naturedly, though their penchant for scavenging has brought them more trouble on more than one occasion. They have little desire other than to feed themselves, breed, and live life. Quite often others in their environments choose to ignore them, or don't even know they are there.

Ecology

Chattur can thrive in all climates (they adjust their fur with temperature in about a week time. They eat a variety of food and readily adapt to new diets and surroundings. They have the ability to breed enough Chattur to comfortably occupy whatever living space they have, without overpopulating. When a given warren is comfortably populated, pairs of young adult Chattur branch out on their own, trying to stow away aboard any vessel or structure, or try to find a den on a world or even asteroid with breathable atmosphere and food. Occasionally, however, a Chattur leader might choose to become a rogue (gaining thief abilities as a Thief level 2 at most).

They are neutral good in alignment. Medium to low senses (50% chance each).

Main Predators; Any Cat, Dog, Snakes, Predatory Bird, Evil Humanoids, vermin and Disease.

Gopher (Cratogeomys species)

Mammal Rodents	Gopher	Chipmunk
Type	Normal Animal	
Climate/Terrain	Grassly Hills	Temperate Wooded
Frequency	Uncommon	Uncommon
Organization	Family	Family
Activity Cycle	Night	Night
Diet	Herbivore	
AL	N	N
NA	1d6	1d6
Size	T; 4" -8"	T; 4" -8"
ST	8	9
IN	6	6
WI	9	10
DX	18	16
CO	12	11
CH	11	13
AC	7	7
AV	0	0
HD	1/8	1/8
HP	1	1
MV	120'(40')	120'(40')
jump	0	1d8+3'
BR	30'(10')	12'(4')
T HACO	20	20
Attacks	1 Bite	1 Bite
Damage	1	1
Special Attacks;	nil	disease
Special Defenses;	High Senses	Nedium
Save as;	NM	NM
ML	6	6
XP	5	5
TT	nil	nil
Body weight	4 LBS	5 LBS



Gophers live in large colonies burrowed into the soil of the plains. They have acute senses of hearing and smell. For each gopher encountered, another 1d10 are hiding in the burrows nearby.

These creatures are like Chipmunks in behavior and feeding pattern, but are more experienced in burrowing, making simple single cell lairs with lots of outspreading and interconnecting tunnels. They fear the birds of prey and the snake, but are rapidly away for other predators. Main Predators; snakes, raccoons, Owls, martens, fishers, coyotes, and any cat. High Senses.

Chipmunk (Tamias species)

These small ground rodents primarily eat nuts and roots, but also dine upon eggs, and worms. Chipmunks have excellent hearing and eyesight. There are two breeds. Eastern chipmunks mate in early spring and again in early summer, producing litters of four or five young twice each year. Western chipmunks only breed once a year. The young emerge from the burrow after about six weeks and strike out on their own within the next two weeks.

Though they are commonly depicted with their paws up to the mouth, eating peanuts, or more famously their cheeks bulging out on either side, chipmunks eat a variety of foods. Their omnivorous diet consists of grain, nuts, birds' eggs, small frogs, fungi, worms, and insects. At the beginning of autumn, many species of chipmunk begin to stockpile these goods in their burrows, for winter. Other species make multiple small caches of food. These two kinds of behavior are called larder hoarding and scatter hoarding. Larder hoarders usually live in their nests until spring.

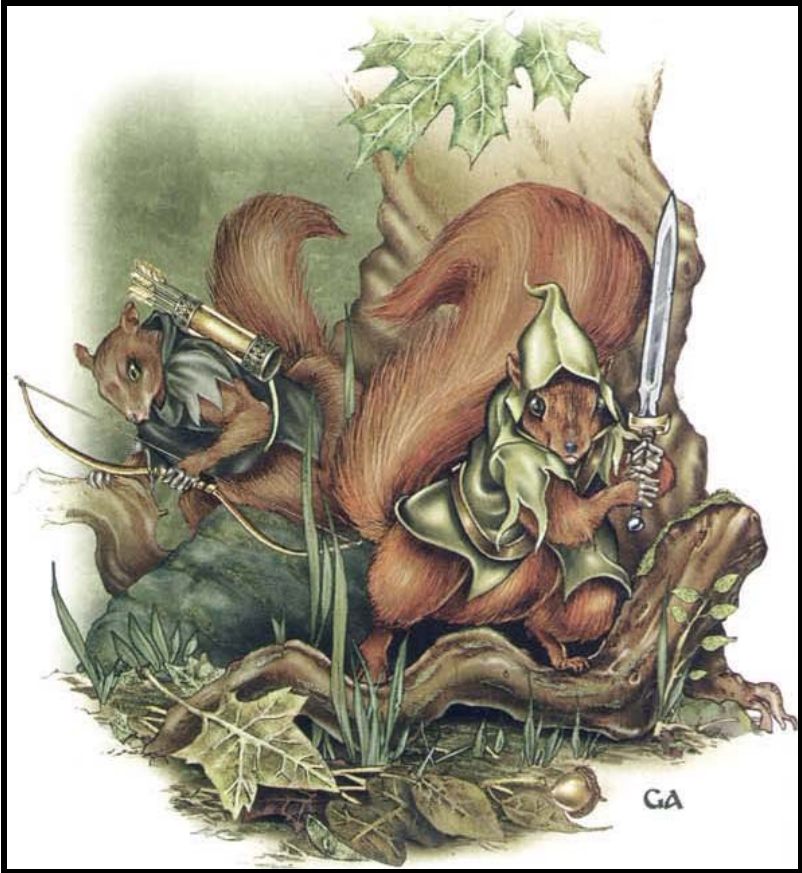
These small squirrels fulfill several important functions in forest ecosystems. Their activities harvesting and hoarding tree seeds play a crucial role in seedling establishment. They consume many different kinds of fungi, including those involved in symbiotic mycorrhizal associations with trees, and are an important vector for dispersal of the spores of subterranean sporocarps (truffles) which have co-evolved with these and other mycophagous mammals and thus lost the ability to disperse their spores through the air. Chipmunks construct expansive burrows which can be more than 3.5 m in length with several well-concealed entrances. The sleeping quarters are kept extremely clean as shells and feces are stored in refuse tunnels. If unmolested they often become bold enough to take food from the hands of humans. The temptation to pick up or pet any wild animal should be strictly avoided, however. Chipmunk bites can transmit virulent and dangerous bacterial infections. Chipmunks also may attract birds and other predators. High Senses.

Main Predators; snakes, raccoons, Owls, martens, fishers, coyotes, and any cat.



Kercpa (Squiridae tamiasciurus sylphus)

Mammal	Squirrel, Kercpa			
Type	Normal Animal			
Climate/Terrain	Temprate forest			
Frequency	rare			
Organization	tribe			
Activity Cycle	Day			
Diet	herbivore			
AL	NC, N, NG, CN, CG			
NA	3-12			
Size	T; 12" to 17" tall			
ST	7			
IN	9-15			
WI	16			
DX	19			
CO	11			
CH	14			
AC	3			
AV	0			
HD	1	2	3	4
HP	1d8	2d8	3d8	4d8
MV	90'/30'			
Jumping	1d10+3'			
CL	150'50' 95%			
SW	3'/1'			
THACO	20	19	18	17
THACO Bows	16	15	14	13
Attacks	1 weapon			
Damage	1d3			
Attacks	3 bow			
Damage	1d3 each			
Special Attacks;	surprise 1-5 on 8			
Special Defenses;	Shaman or Wizard spells			
	Medium Senses			
	Dodge missiles			
	Surprise 1-2 on 8 only			
Save as;	DR7	DR9	DR11	DR13
ML	8 (with elves 9)			
XP	10	20	35	75
Xp Shaman/Wizard	13	25	50	175
Xp Shaman 5th	225			
TT	Nil			
Body Weight	1 LBS			



The Kercpa (both singular and plural) are a reclusive race inhabiting dense forests, far from civilization. Shy of most races other than elves, and exceptionally skilled at remaining undetected, they are rarely seen even when their dwellings are nearby. Seldom exceeding 18" in height, kercpa appear as bipedal red squirrels, complete with bushy tails to assist in keeping their balance. Eyes are usually green or hazel,

although blue is not known. They favor garb similar to that of the elves who usually reside near to, colored so as to enable them to blend in more easily into their surroundings. Hands and feet are never covered, however, as that would impede their ability to climb. Among the trees they are as nimble and acrobatic as normal squirrels, running and leaping from branch to branch and tree to tree with astonishing ease and grace.

Kercpa speak their own language. In addition, many have learned one or more languages of other forest-dwelling races such as sylvan or wild elves, treants, pixies, and sprites. About one in ten will have picked up at least a smattering of the local common tongue.

Combat:

Kercpa are peaceful by nature and always avoid combat when possible. However, should it become necessary, they are quite capable of defending themselves, their homes, and those of their elven allies with an efficiency that belies their diminutive size and rather harmless appearance. The squirrel-folk move with great stealth through the woodland, imposing a -5 penalty on others' surprise rolls. Due to their keen senses, they are themselves surprised only on a roll of 1.

Hiding motionlessly in any forest terrain, kercpa are 90% unlikely to be seen. They make all saving throws as a Druid of level 7, adjusted, where applicable, due their basic Dexterity score of 19.

Although they never wear armor of any kind, their size and phenomenal agility combine to give them an excellent armor class. A kercpa, furthermore, may attempt to dodge any missile directed at it, provided that it is in a position to see the attack launched. A successful saving throw versus death magic (modified by Dexterity, as above) the kercpa successfully dodged the attack, regardless of whether the attack would normally have hit. Up to two missiles may be dodged per round by each kercpa.

If forced into melee, kercpa wield tiny swords or spears that inflict 1d3 points of damage. However, well aware of the disadvantage they suffer against most foes, they strive to avoid hand-to-hand combat. The preferred weapon of any kercpa is a bow. Although the seemingly toy-like kercpa bow has but half the range and damage causing potential of a normal short bow, an innate skill honed by intense training make them formidable weapons in the squirrel-folk's hands nonetheless. Some kercpa routinely best their elven allies in short-range archery contests. A kercpa may fire up to three arrows per round, with each such attack at +4 to hit.

A typical kercpa strategy is to take to the trees, surround the enemy, and while darting in and out of concealment, rain down a relentless barrage of stinging projectiles from all sides. It is not uncommon for a band of orcs, gnolls, or other forest marauders thus assaulted to believe themselves under attack by scores of the creatures, when in reality they are faced with only a dozen or so. Certainly the kercpa do their best to encourage this mistaken impression.

Should their opponents be too numerous to drive away or destroy in this manner, the kercpa shift tactics and attempt to lead them out of their territory, goading them to the chase with taunts and jeers if the squirrel-folks' enemies prove reluctant to pursue them. By this the kercpa hope to fragment a larger band, get them hopelessly separated and lost in the woods, and then deal with the more manageably sized groups one at a time. Some tribes, especially those dwelling in or near enemy infested lands, will attempt to lead pursuers through an area of forest that, in preparation for such a contingency, the kercpa had rigged with concealed pits, snares, deadfalls, and other traps. When such tactics fail, the kercpa send runners off through the trees to alert the elven settlements the squirrel-folk seldom live far from.

Kercpa are able to communicate over distances of up to 100 yards by utilizing a simple language of whistles and bird calls. While limited in its range of expression, this method of communication is sufficient for them to coordinate or alter tactics without the need to regroup, an invaluable advantage in combat relying on cunning, stealth, subterfuge, and deception. Throughout the kercpa territory will be stashed caches of arrows and other supplies (in hollow branches, etc.), eliminating the need to return to the village to restock. All adults are intimately familiar with the areas in which they live and, except in certain unusual cases—a quarry able to fly, Pass Without Trace, or Dimension Door spell) can track intruders as a ranger throughout. Those kercpa with spell-casting ability (see below) employ magic in combat to complement and enhance the squirrel-folks combat tactics. Favorites include Ventriloquism, Wall of Fog, and Mirror Image.

Habitat/Society:

A typical kercpa tribe consists of 100-300 adult squirrel-folk, with an additional number of young equal to roughly 20% of the population. Male and female kercpa are equally skilled fighters, while the young are noncombatants.

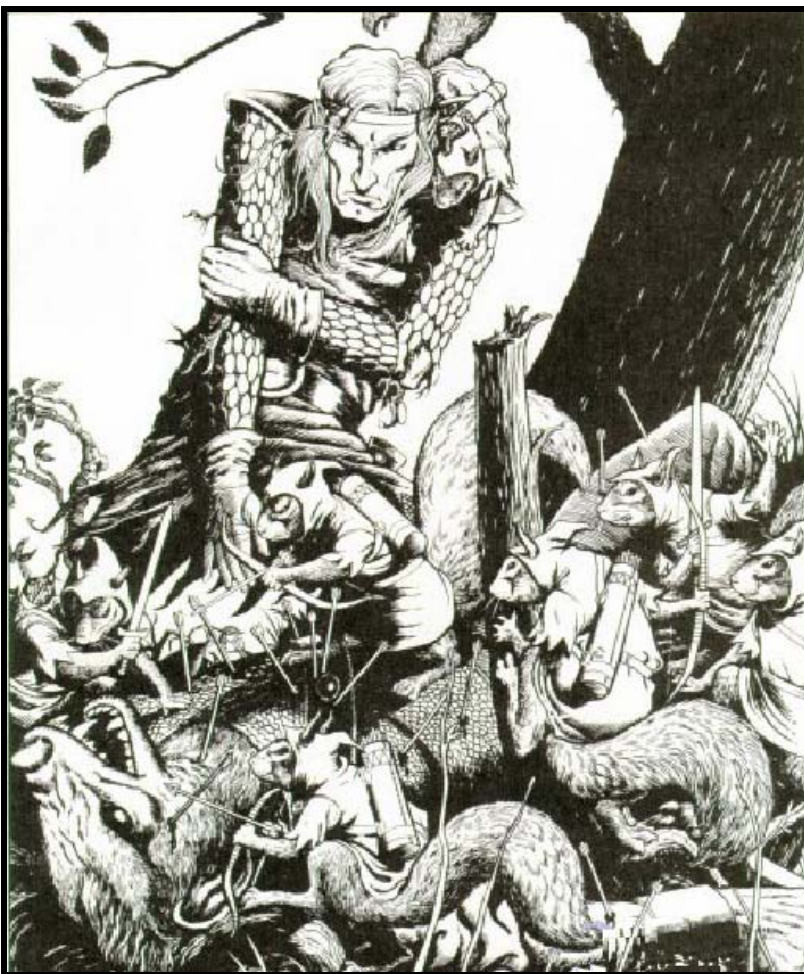
Defenders

One in every 20 kercpa will be an individual with 2 Hit Dice. For every 100 in a community, there will be an additional leader with 3 or 4 Hit Dice. As the most skilled warriors in the village, these exceptional individuals (or "defenders" as they are known) are primarily responsible for its safe-keeping from malevolent outside forces. Their duties include the organizing of patrols, the maintenance the village's defenses, and leading the tribe in attack, retreat, and, if necessary, evacuation. Kercpa defenders take this role very seriously and will not hesitate to sacrifice themselves for the tribe if the situation warrants. A defender's THAC0 and saving throws are proportionately superior to others of their kind. A 3 HD kercpa, for example, would have a base THAC0 of 18 (14 with a bow) and make saving throws as a 9 Hit Die creature. Through trade with elves and sprites, kercpa sometimes manage to acquire a limited supply of their sleep-inducing arrows; any defender has a 25% chance to carry 1d4 of them in his quiver. These precious arrows will not be wasted on opponents the squirrel-folk believe can be overcome by other means.

Shaman

All kercpa tribes will be led by a shaman of the 4th or 5th level of ability. For every 50 kercpa in the tribe, there will be an additional 1d2 lesser shamans of 1st through 3rd level.

Shamans receive an additional 1d4 hit points for each level they possess beyond the first, and for every two levels fight as if having one additional Hit Die. They often can cast spells from the Druidic list. In addition, kercpa shamans are skilled herbalists with the ability to concoct effect remedies to numerous ailments and afflictions. Among these is a minor variety of healing potion that restores 1d4+1 hit points to the imbiber. Any kercpa venturing outside the village is 75% likely to have such a potion in her possession. Kercpa shamans are responsible for preserving the tribe's health, providing advice and spiritual guidance, and presiding over ceremonies. In theory, the shamans also are responsible for governing all internal matters within the tribe, but in actuality there is little need. Kercpa seem to be by nature cooperative, working together for the common good of the forest community. Internal or inter-tribal strife among them is unknown.



The role of the defenders usually falls to the male kercpa, while the females comprise the majority of the shamans. This tendency is by no means a rule, however, and exceptions either way are not uncommon. The sexes in kercpa society are in all ways equal (as well as being difficult for outsiders to tell apart). They marry for life and mates are fiercely protective of their young and of each other. Perhaps due to their close relationship with elves, some kercpa dabble in magic; any adult has a 5% chance of being able to cast spells as a wizard of the 1st to 4th level. Kercpa rarely learn spells of an offensive nature, and never those involving fire.

Kercpa villages consist of numerous small buildings situated high among the branches, and are usually spread out among several trees. An elaborate highway of vine ladders and bridges connect the various buildings. The village is difficult to see from the ground; even observant outsiders have but a 5% chance of noticing it. Actively scanning the trees increases the chance to 10%. Villages set among deciduous trees are more easily spied in the winter-time, increasing the probabilities to 15% and 50% respectively. Under normal circumstances, the kercpa's vigilant scout patrols and sentries make it impossible for an intruder to come within a mile of one of their dwellings without their knowledge.

The squirrel-folk live by foraging. Dozens of small bands strike out daily from early spring to late fall to gather food, water, and other necessities. Surplus is stored away for the winter. Unlike true squirrels, kercpa do not hibernate. They do, however, tend to be less active during the winter months, and often sleep for much greater lengths of time. At least a third of the tribe will remain active at all times in the event of a threat. Kercpa are strictly vegetarian so, despite considerable archery skill, their bows are not used for hunting. Foraging expeditions rarely take them more than 10 miles from the village.

If a tribe becomes too large to be supported by the immediate area a group consisting mainly of younger couples breaks off to found a new village elsewhere. Tribes within the same region often converge on an annual basis (usually on the summer solstice) for a great festival. These celebrations, sometimes lasting several days, serve as an opportunity for various tribes to renew familial ties, hold council on matters of mutual concern, introduce young adults to possible mates, and to exchange goods and information. Music, song, dance, story-telling, friendly contests of archery, tumbling and speed, as well as an over-abundance of food and blackberry wine round out the festive nature of the gathering.

Religion

The simple kercpa religion pays homage to a single immortal, a nameless earth goddess (probably another identity of Mother Earth) who, while said to be able to take any form in nature, is usually depicted as a vast oak tree. Religious ceremonies are few compared to those of most other races, and pious obligations are fulfilled simply by living in harmonious accord with nature.

Faced with an ethical dilemma, kercpa seek a precedent in the fables of Riritisk the Clever—the mythical patriarch of the race—and try to emulate his example. This riritisk may even be the legendary immortal squirrel ratatosk of the Ygdrasil tree). In addition to being entertaining stories of adventure in their own right—tales of Riritisk thwarting monstrous evil spiders, outwitting oafish giants (humans), questing to the ends of the earth for enchanted ever-striking arrows and the like—the fables are believed by the kercpa to contain lessons to guide them through all aspects of life. They are essential to every young kercpa's education.

Strangers traveling through kercpa lands will be trailed and their actions scrutinized (ideally without the kercpa revealing their presence) but will be allowed to pass unhindered if they do not cause harm to the forest. This remains the case even with obviously evil creatures such as orcs and goblins. The only exceptions to the kercpa's reclusiveness include certain sylvan neighbors who share an interest in preserving the woodland. With elves, sprites, and treants do the kercpa have ties of friendship and alliance. To the elves the kercpa are indispensable, as the squirrel-folk convey messages back and forth between camps, run errands for them, and keep them up to date on the latest happenings of the greater forest. In exchange, elves serve at times as guardians and mentors for the squirrel-folk's children. Young kercpa delight in the company of these elegant, graceful beings, running amok through their homes and pestering their long-lived friends with endless questions and requests for tales of "olden times."

Most elves seem to genuinely enjoy the kercpa's company as well. On infrequent occasions, some human rangers and druids have made contact with and befriended (and were befriended by) the kercpa. A few bolder members of the species have even been known to befriend parties of good-aligned adventurers (especially those containing elves), acting as guides for them and otherwise assisting them with their knowledge of the wilderness. It must be noted, however, that such examples of eccentric behavior are not common.

Ecology:

Kercpa make negligible impact on their ecosystem; forests inhabited for twenty generations appear even to careful scrutiny as virgin woodland. As the desire to accumulate wealth and the very concept of money are unknown to them, the kercpa have produced and amassed little that others are interested in acquiring. This has not prevented evil creatures from hunting them out of sheer malice, however. In addition, giant spiders of all kinds, ettercaps, stirges, and even some raptors (such as large owls) are frequent threats to them. Kercpa are usually born singularly, although twins and triplets are more common than with humans. They become mature at about age 15 and usually marry soon thereafter. Kercpa have an average life expectancy of 60 years. Medium Senses.

Main predators; Spiders, Humanoids, Stirges, Owls, Cats, birds of prey.



Rat Species

Rats Normal (Rattus species)

Rat	Giant
Type	Normal Animal
Climate/Terrain	Cavern, Sewer, Ruin
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Omnivore
AL	CN
NA	1d100(5d10)
Size	S; 2' to 3' long
ST	7
IN/WI	2
DX/CO	9
CH	5
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/2
HP	1d4
MV	120'(40')
BR	6'/T
SW	60'(20')
CL	3'(1')65%
THAC0	19
Attacks	1 Bite
Damage	1d3
Special Attacks;	Disease
Special Defenses;	Medium Senses
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	NM
ML	8
XP	10 or 13
TT	nil
Body Weight	2-12 LBS



Rats are long-tailed rodents 5-12 inches long. They are aggressive, omnivorous, and adaptable, and they often carry diseases. The **black rat** (*Rattus rattus*) is about 8 inches long, with a tail at least that long, a lean body, pointed nose, and long ears. The "black" rat is dark gray with brownish patches, and a gray

or white belly. It is a good climber (climb 30'(10')) and jumper, but cannot swim. The **brown rat**, (*Rattus norvegicus*) also known as the sewer rat or the wharf rat, is 5-10 inches long, and its tail is shorter than the black rat's. Its eyes and ears are also smaller, but it has a larger, fatter body. **Brown rats** may be gray, white, black, or piebald in color. They cannot climb, but are excellent swimmers (swim 30'(10')) and burrowers. If rats infest a building, black rats inhabit the upper floors, and brown rats occupy the lower floor and the cellars. They can jump up to 3' up and 6 feet forward, and survive a fall undamaged of 20 feet. They have low senses, Darkvision and a tremorsense of 30'.

Rats are clever rodents that can eat meat, grain, sawdust, almost anything. Rats usually avoid humans and will not attack unless summoned (by a wererat, for example) or defending their lair. Rats are good swimmers and may attack while in water. They are afraid of fire, and will run from it unless forced to fight by a summoning creature.

Diseases

Some rats carry and spread diseases. Anyone bitten by a rat has a 1 in 20 chance of being infected. (This chance should be checked each time a rat successfully hits. If a rat is diseased, its XP award is 6.) The victim may still avoid the disease by making a saving throw vs. poison. If failed, the victim may die in 1d6 days (1 in 4 chance) or may be sick in bed for 1 month, unable to adventure. The rat is responsible for a vast array of diseases

that are spread, too many to be listed here. Therefore the basic variant of Rat's disease is given above, but a sensible DM may introduce other nasty diseases too be spread by the rat instead. They carry the fleas responsible for spreading the **Brown, Black and Bubonic Plague**, the germs for **Cholera**, and many other diseases. Even when a rat (not tame and well kept) does not carry a disease in its saliva spreading it by its bite, they will always cause an infection if the wound is not directly treated correctly. Other diseases are spread as in Diseases and Afflictions in Page of Virtue (and are to be used as a realistic tool for the DM). Rats (and all other rodents) don't have an anal muscle, and continually defecate, and urinate, which is a ground for diseases to fester.

Combat:

Rats normally flee anything bigger than themselves, but a trapped rat will do anything to survive and a pack of starving rats will attack anything in order to feed. Rats attack with their sharp front teeth and often carry diseases, so that a rat bite has a 5% chance of infecting its victim with a serious disease unless the victim makes a successful saving throw vs. poison. Normal rats fear fire, but brave it when very hungry. A swarm of rats can be treated as a single monster having an assigned number of Hit Dice and automatically causing damage each round to small creatures in the swarm's area, other creatures will be attacked as by THAC0 16. They attack in "packs" of 5-10 rats per pack. If there are more than 10 rats they will divide into packs of 10 or less and attack several creatures; one pack will only attack one creature at a time and makes one attack per round. A typical pack might cover a 10-x10-foot area, have 4 HD, and inflict 1d6-AV points of damage per round. Rats climb all over the creature they are attacking, often knocking the victim down. Weapons have little effect on a pack, causing only 1 point of damage each strike, but area effect spells and some other attacks (such as flaming oil, Flaming Swords or torches) are effective. When the pack has lost its hit points, it is considered dispersed and unable to inflict mass damage, about 50% of the rats will then still be living, scuttling away in all directions.



Habitat/Society:

The chief purpose of rats is to find food. Packs often burrow into and eat food stores. They feed on almost anything, knowing to digest even soap, (and today; Plastic, cables—where they are responsible for 50% of all short-circuits). Rats nest almost anywhere, chewing cloth, paper, or wood to make a nest.

**Ecology:**

Rats are very prolific, breeding three to five times a year. Brown rats produce 2d4+6 young per litter, while a black rat litter contains only 5-6 young. Both types of rats are omnivorous. Brown rats are considered to be more aggressive than black rats. Their teeth are extremely powerful; they have been known to gnaw holes in lead pipes. Rats have a lifespan of two to four years.

Main Predators; snakes, raccoons, Owls, martens, fishers, coyotes, and any cat.

Rat kings are phenomena said to arise when a number of rats become intertwined at their tails, which become stuck together with blood, dirt, ice, excrement or simply knotted. The animals reputedly grow together while joined at the tails. The numbers of rats that are joined together can vary, but naturally rat kings formed from a larger number of rats are rarer.

In the real world is this phenomenon particularly associated with Germany, where the majority of instances have been reported. Historically, there are various superstitions surrounding rat kings, and they were often seen

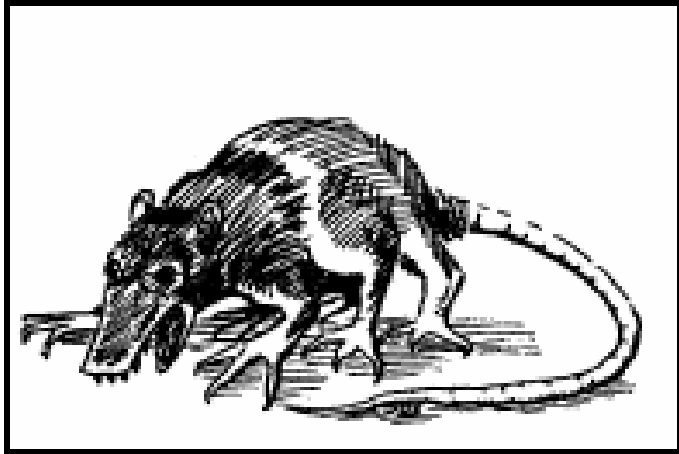
as an extremely bad omen, particularly associated with plagues. The earliest report of rat kings comes from 1564.

The rat king was viewed historically as a bad omen, and probably with good cause. Rats were thought to carry a number of diseases, perhaps most notably plague, so it is understandable that people would associate bad luck with a large cluster of rats. Diseases tend to arise more readily when animals are confined close together, so the rat king would be a breeding ground of disease. The phenomenon may have diminished when the brown rat (*Rattus norvegicus*) displaced the black rat (*R. rattus*) in the 18th century. It is said that when a ratking rules, the plague is nigh.

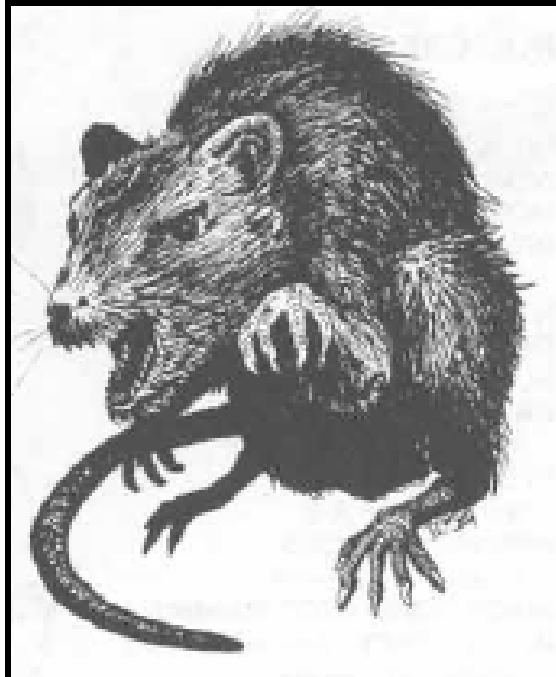


Baric (Rattus Anasidae)

Rat	Baric	Vapor rat
Type	Normal Animal	magical animal
Climate/Terrain	Cavern, Sewer, Ruin	Any/Cloud islands
Frequency	Uncommon	rare
Organization	Pack	
Activity Cycle	Night	Any/Cloud islands
Diet	Omnivore	
AL	CN	CN
NA	1d8	2-16
Size	S; 5' to 7' long	T; 1' long
ST	8	6
IN/WI	1	5-7
DX/CO	10	10
CH	8	9
Languages	0	0
Spellcaster Limits;	0	0
AC	7	6 (special)
AV	0	0
HD	5	2
HP	5d8	2d8
MV	120'(40')	120'/40
FL	na	60'/20' (Gas 12'/4')
BR	6'/T	na
SW	60'(20')	na
CL	3(1')35%	na
THACO	19	19
Attacks	2 claws	1 Bite
Damage	1d4 each	1d2
Attacks	1 bite	
Damage	1d10	
Special Attacks;	Disease	
Special Defenses;	Medium Senses	
	Ooze acids	Stinking Cloud
Immune to;	na	
Extra Vulnerable to;	na	
MR;	na	
Save as;	F5	NM
ML	8	5
XP	175	13
TT	nil	nil
Body Weight	40-50 lbs	2-3 LBS



This rat-like creature has 6 legs, black fur, and eyes that glow white just before it attacks. Instead of a normal rat-like face, the baric has a duck-like bill. The bill is filled with many rows of small, needle sharp teeth. This tough scavenger has been known to defeat a small pack of wild dogs by itself, and is considered an excellent hunter. Barics do not form family units, but they can be seen in packs running wild in woods not frequented by humans or human-kind. The strongest baric is the leader of the pack, and their social system resembles that of wild wolves. Barics are sometimes used for hunting or for pursuing escaped prisoners or slaves. However, due to their unpredictable nature, training and handling a baric is very dangerous. Many have turned on their trainers and killed them before they could be saved. Barics are approximately 3 feet long and weigh about 40 to 50 pounds. Some males have been known to reach a length of 7 feet and weigh nearly 150 pounds. Low senses. Females usually give birth to between 2 and 5 pups two or three times a year. Twenty percent of these do not live to adulthood as the males tend to eat them when the females are not around to protect the young. Main Predators; Wild Dogs, and any cat. Main Prey;lowlife, oozes.



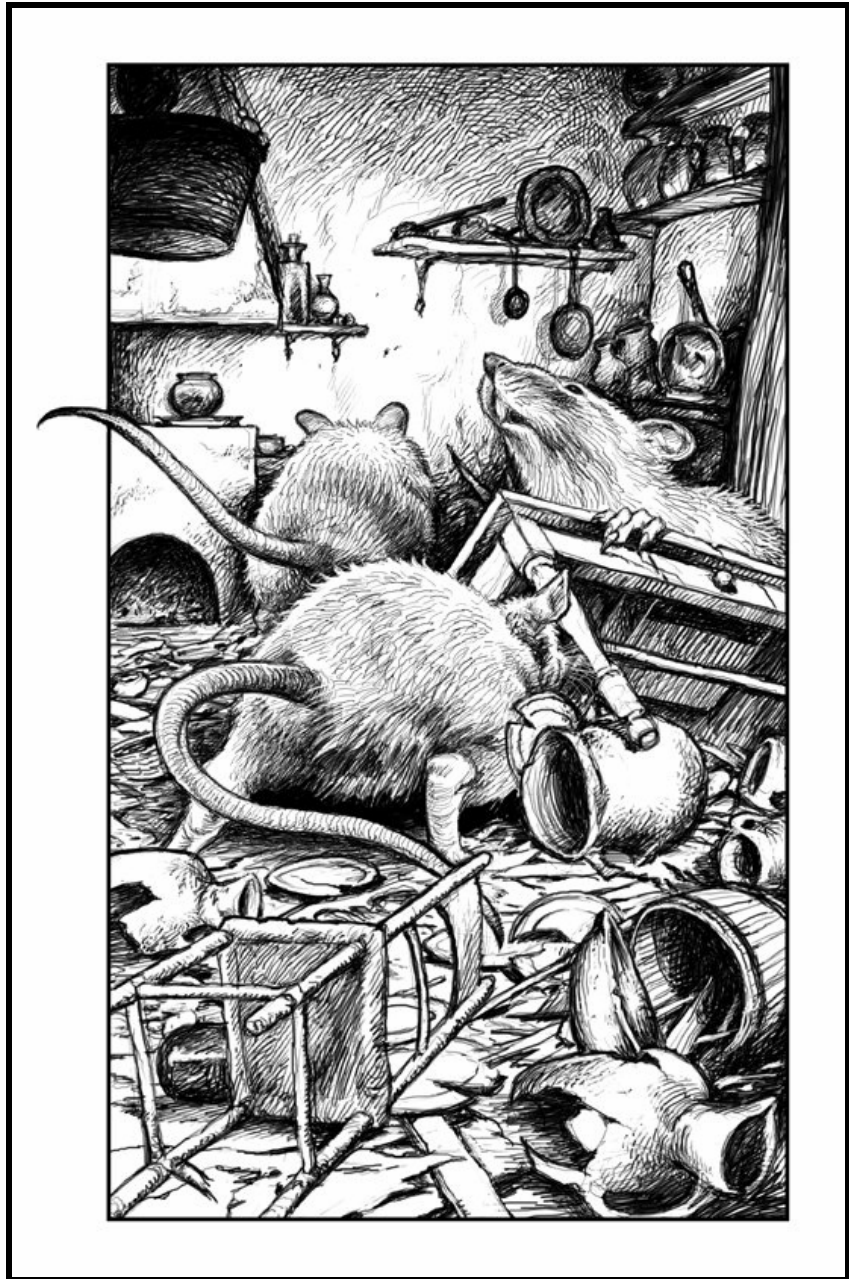
Vapor Rats (Rattus Aelious)

Vapor rats appear to be nothing more than large, gray, giant rats. Their habitat, however, includes areas not common to giant rats, for these creatures also dwell in and on the substantial cloud islands that frequently serve as the abode of cloud giants and cloud dragons. If angry, hungry, or cornered, vapor rats attack by scurrying in and delivering a sharp bite. Whenever one is killed, it gives off a small puff of noxious fumes. This gaseous release is the equivalent of the stinking cloud spell, but it affects only one individual within eight feet of the vapor rat. The rat always directs its release toward its opponent, and the gas dissipates to harmlessness beyond eight feet. Thus, while it is safe to slay these creatures at a distance, they are particularly dangerous in close proximity. It is possible for vapor rats to alter the substance of their bodies and assume a gaseous form. In this condition they appear to be wisps of cloud or similar vapors. In their vaporous condition they are able to direct their movements much as a ship would steer before the wind, and they are thus able to move from cloud to cloud around the sky. Wounded or seriously threatened vapor rats always assume gaseous form. In such a state they can be harmed only by attack forms that cause their vapors to be destroyed. These include very hot or magical fire, lightning, and exceptionally strong winds (see the potion of gaseous form for more details). Low senses. Main predator, birds of prey, cloud or storm giants.

Giant Rats (*Rattus gigantes*)

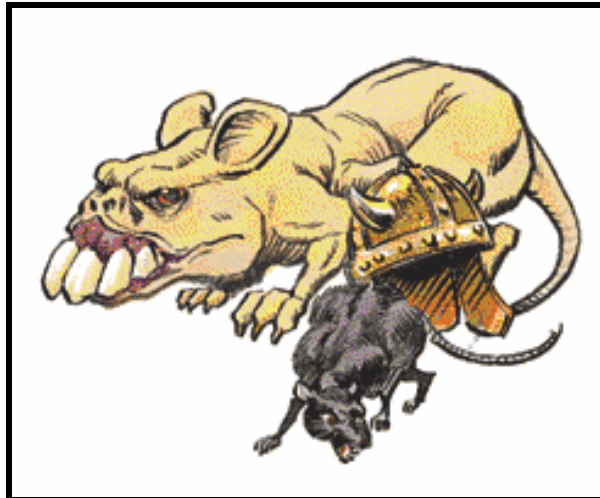
Rat	Giant
Type	Normal Animal
Climate/Terrain	Cavern, Sewer, Ruin
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Omnivore
AL	CN
NA	1d100(5d10)
Size	S; 2' to 3' long
ST	7
IN/WI	2
DX/CO	9
CH	5
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1/2
HP	1d4
MV	120'(40)
BR	6'/T
SW	60'(20)
CL	3'(1')35%
THACO	19
Attacks	1 Bite
Damage	1d3
Special Attacks;	Disease
Special Defenses;	Medium Senses
Immune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	NM
ML	8
XP	10 or 13
TT	nil
Body Weight	2-12 LBS

These creatures are very similar to the normal varieties, but are 3' long or more, and have gray or black fur. They are often found in dark corners of dungeon rooms and in areas with undead monsters, such as crypts and dungeons. Their burrows honeycomb many graveyards, where they cheat ghouls of their prizes by tunneling to newly interred corpses. Giant rats are brown/black in color with white underbellies, and are related to the brown rat, with fatter bodies and shorter tails. As with normal rats, any creature bitten by a giant rat has a 5% chance per wound of catching a debilitating disease; a successful saving throw vs. poison prevents catching the disease. Giant rats avoid attacking strong parties unless driven by hunger or commanded by creatures such as vampires and wererats. Giant rats are fearful of fire and flee from it except if driven by hunger or magic. They are excellent swimmers and can attack in water as well as on land. They can jump up to 10 feet up and 20 feet forward, and survive a fall undamaged of 50 feet. Low senses. Main Predators; snakes, Owls, Wolf, Coyotes, Alligator, and any cat.



Osquip (*Rattus multipodia terribilis*)

Rat	Osquip
Type	Normal Animal
Climate/Terrain	Subterranean
Frequency	Uncommon
Organization	Pack
Activity Cycle	Night
Diet	Carnivore
AL	NE
NA	4d4
Size	S: 2' at shoulder
ST	11
IN/WI	2
DX/CO	9
CH	13
Languages	0
Spellcaster Limits;	0
AC	7
AV	0
HD	1+1
HP	1d8+1
MV	120'(40')
BR	12'/T
SW	50% chance 3'(1)
CL	3'/1' 25%
THACO	16
Attacks	1 Bite
Damage	2d4
Special Attacks;	nil
Special Defenses;	Medium Senses
Im mune to;	na
Extra Vulnerable to;	na
MR;	na
Save as;	NM
ML	7
XP	15
TT	nil
Body Weight	5-20 LBS



The osquip is a multi-legged rodent the size of a small dog. It is hairless, with a huge head and large teeth. Most have six legs, but some (25%) have eight, and a few (5%) have 10. The creatures' leathery hides are pale yellow in color. Osquips build small, carefully hidden tunnels, and their teeth are sharp enough to dig through stone. If someone enters an area in which there are osquip tunnels, the creatures can emerge quickly, and opponents receive a -5 to surprise rolls.

The osquip are territorial and attack fearlessly and ferociously. Osquips are not afraid of fire, but are poor swimmers (50% drown, 50% paddle with a movement rate of 1). Osquips are difficult to domesticate, but a few wizards have succeeded by giving the creatures gems, for they collect shiny objects. Osquip leather is soft and water-resistant, and their teeth can be used in digging magic.

The osquip is much more than a rat with an extra set or two of legs. It is an enigma, a puzzle, but one that perhaps holds the key to a question that has plagued many a naturalist over the centuries. To begin with, the osquip, while definitely belonging to the rodent family, is more closely related to the beaver than to the rat. This is most obvious in the size and structure of the front teeth, which project outward several inches from the jaw. However, while most rodents have four prominent incisors, two on top and two below, the osquip has twelve. This gives it a fearsome bite, enabling it to cut through solid rock and do terrible damage to its enemies. As with most rodents, the osquip's teeth grow constantly and must be worn down through chewing.

As the osquip's teeth are strong enough to chew through solid rock, nothing less than rock can wear them down. For this reason, osquips are almost always expanding their tunnel networks, not only to increase their living space (and hiding spots) but also to wear down their teeth. Occasionally, an osquip's incisors will not be correctly aligned, and it will have either an overbite or an underbite. This occurrence, called malocclusion, prevents the teeth from being worn down properly, and eventually the teeth will grow to such a size that the creature cannot eat and will starve to death. Unlike the beaver, though, the osquip has no fur and lacks the beaver's flattened tail. The tail, when present often closely resembles that of a rat, a fact that no doubt contributes to the commonly-held misconception that the osquip is some sort of mutant rat. Osquip tails are almost as variable as the number of their limbs. Most are equipped with a rat-like tail a full 12 inches in length, but some (20% or so) have no tail, while others (5% at most) have a short, stumpy tail, rat-like in appearance but with a tail-to-body ratio similar to that of a bear.

Perhaps its most odd feature is the number of its limbs. All osquips have multiple pairs of legs, ranging from three to five, with three pairs being the most common. The number of limbs varies from individual to individual, and often baby osquips from the same litter will differ in the number of limbs they possess. There are often seen eight- or ten-legged osquips born of six-legged parents, so this doesn't seem to be an inherited trait. When walking, osquips move rather like insects. A six-legged osquip moves its front and rear legs on its right side and its middle leg on its left side forward at the same time, then follow with its front left, rear left, and middle right legs. Osquips with eight or ten legs walk similarly, moving alternate legs simultaneously so that half of their legs, however many that may be, are on the ground at the same time.

The osquip makes its home underground and will often be found in sprawling, complex labyrinthine tunnels of their own making. Their tunnel networks are very elaborate; and, in a mine or dungeon corridor that contains an osquip nest, there are bound to be many secret tunnel entrances at the floor level from which the osquips can spring on intruders. In addition, most osquip networks contain at least one passage that slopes upward to a height of at least eight or nine feet and opens out onto the main cavern or mine shaft. The osquips use this as an ambush point, where they can leap down upon unsuspecting prey. Then, if the victim puts up a struggle, they scurry off into one of their holes for safety and attack with surprise from a different direction, out of a different hole. Osquips impose a -5 penalty to their opponents' surprise rolls when they attack in this fashion.

So what is the best defense against the beasts in such a situation? If at all possible, get to a position with your back against a wall, where the osquips must attack you from a facing direction. This is not as easy as it sounds, however, as you must ensure there are no ambush points above you, or hideyholes at your feet, and these are hard to spot in the midst of heated combat. Of course, the optimal place, in terms of defense, is in a pool of water.





Osquips are terrible swimmers. Partly this is due to their large number of legs, which tend to hinder smooth swimming strokes. The biggest reason, though, is their diet: with bellies full of partially-digested stone, most osquips tend to sink straight to the bottom.

They live in a family-based pack structure, consisting of a mated pair and their various offspring. Osquips breed four or five times a year, producing litters of three to five whelps at a time. The young reach maturity in a matter of a few short months and are often breeding at about six months of age. Once at the age of sexual maturity, osquips tend to mate with the nearest available partner, regardless of relationship. Thus, parent and offspring often produce a new generation of offspring, some of whom might end up mating with the original parent.

There is a good chance that the odd appearance of the osquip and the variety of tail size and limb quantity is a result of long-term chromosomal damage to the gene pool. Osquip vision is somewhat poor, and bright lights, while causing no harm (nor causing any combat penalties), do tend to make them somewhat nervous. They have an excellent sense of smell, somewhat akin to that of a dog, and relatively good hearing. They live for about nine years.

Osquips are strictly carnivorous, feeding mostly on other small mammals. There have been instances of cannibalism, but these acts are usually against enemy osquip packs; an osquip will never attack a member of its own pack, although they will eat their own dead if they happen upon the body. While usually found alone, osquips occasionally make alliances with intelligence subterranean creatures, such as Gnomes. Such alliances are often dangerous to the Gnome, not to mention expensive, for the osquip must be heavily bribed with food and shiny objects, or it will turn on the gnome and devour it. However, to a gnome, the expense is often worth it, for in exchange he receives a riding mount, beast of burden, and watchdog, all roiled into one. There is one additional benefit a Gnome receives in a partnership with an osquip, but it is rather unusual. Osquips can, and often do, chew through solid rock. However, their stomachs are not quite up to the level of ability as are their teeth, and the stone is only partially digested.

In effect, what passes from an osquip's digestive system has a consistency similar to wet cement, and this substance is used by the Gnome in a variety of interesting ways. Osquip dung hardens after about an hour's exposure to air, at which time it maintains the hardness of stone. For this reason, jermlaine often use osquip dung as mortar to make stone walls, seal off tunnel entrances, and even to fashion sling stones and crude stone implements like axeheads. As for the osquips themselves, they apparently do not have either the intelligence or the inclination to come up with creative uses for their droppings.

In a magical sense, the most useful part of an osquip is his teeth. Osquip incisors can be used as substitute material components for the dig spell, allowing it to be cast as normal, or it can be used to affect an amount of solid stone equal to half as much dirt normally affected. The teeth are, naturally, consumed in the course of the spell. (Per spell use; Two: one upper and one lower incisor from the same creature). osquip dung is a perfectly usable substitute for clay in the use of the stone shape spell.



Osquip familiars tend to be a rather rare occurrence. They almost never respond to a find familiar spell unless the wizard is specifically attempting to establish a link with an osquip. In order to do so, the wizard must include at least 5,000 gp worth of shiny objects — usually coins and gems, and the more highly-polished the better — as material components for the spell. These components are not consumed as part of the spell, but must be turned over to the osquip if it answers the summons. As “bribes” go, this is the only one required to maintain loyalty, for once the osquip accepts the role as the wizard’s familiar, loyalty from then on is assured. It should be pointed out that the above addition to the find familiar spell in no way guarantees that an osquip will answer the summons. It is possible that a different creature will arrive to serve the wizard as a familiar, or that nothing at all will appear.

Osquip can jump up to 3’ up and 6 feet forward, and survive a fall undamaged of 10 feet.

Main Predator; Any



Camprat (*Rattus eogus*)

Rat	Camprat	Vapor rat
Type	Normal Animal	magical animal
Climate/Terrain	Any, Barrens/Hills	Any/Cloud islands
Frequency	Common	rare
Organization	Pack	
Activity Cycle	Night	Any/Cloud islands
Diet	Omnivore	
AL	N	CN
NA	11-30	2-16
Size	T; 8"long	T; 1'long
ST	5	6
IN/WI	1	5-7
DX/CO	10	10
CH	12	9
Languages	0	0
Spellcaster Limits;	0	0
AC	6	6 (special)
AV	0	0
HD	1/8	2
HP	1d2	2d8
MV	150'/50'	120'/40'
FL	na	60'/20' (Gas 12'/4')
BR	6'/T	na
SW	60'(20')	na
CL	3'(1')25%	na
THACO	20	19
Attacks	1 Bite	
Damage	1	1d2
Special Attacks;	0	
Special Defenses;	Medium Senses	
	0 Stinking Cloud	
Immune to;	na	
Extra Vulnerable to;	na	
MR;	na	
Save as;	NM	
ML	5	
XP	5	13
TT	nil	
Body Weight	2-3 LBS	



Camprats are rodents with voracious appetites that belie their small size. They're generally harmless, but their ability to get their teeth into anything edible is aggravating to travellers. Camprats are similar in appearance to prairie dogs or small gophers. Their fur is light, sandy brown, shading to dark brown or even black in a streak down their spine. They have a tiny stub of a tail. Their eyes are small and beady, and their front teeth are long and exceedingly sharp. The creatures move very quickly, and can climb just about anything.

Combat:

Camprats are timid creatures, and fight only if cornered. If they must fight however, their razor-sharp front teeth can pierce leather as easily as thin cloth. The creatures would much rather flee than fight—climbing, jumping over, or gnawing through obstacles. Unlike normal rats, camprats are clean and carry no significant risk of disease. Because they can move so swiftly, they're difficult to hit (thus their relatively high Armor Class).

habitat/society

Like rats, camprats live in loosely-bonded packs, with males and females in roughly equal numbers. There is no pack leader and no organization to speak of. Camprats are fast-moving and can make astounding leaps; up to eight feet horizontally and three feet vertically. They can climb any surface that offers the slightest purchase to their tiny claws. Their front teeth grow constantly, and the creatures must gnaw on things to prevent them from growing too long. This gnawing also keeps the teeth sharp. Camprats can chew through thick cloth (for example, a sack in five seconds, thin leather in 15 seconds, and thick leather in 30 seconds). Even wood presents little problem: they can gnaw through one inch of wood in 60 seconds (soft wood) to 90 seconds (hard wood). The camprat's diet is simple: they eat anything that's not on fire. They're continuously scavenging, and go to great lengths to steal food. Typical precautions taken by travelers—storing food overnight in thick leather sacks or hanging it from tree branches—won't deter camprats, making them a major irritant for people traveling through barrens and hills. Knowledgeable travelers are often warned of the presence of camprats by dead tress in the area; the creatures gnaw on the bark, frequently to the extent of banding and killing the trees. Camprats are imitatingly common in most hills and barrens. In fact, there are tales that a gnomish king of centuries ago spent a decade trying to rid the local Hills of camprats (with no success, of course).

Ecology:

Camprats are pure scavengers; they eat anything they can find, but they don't hunt. They have reason to be timid: Many large carnivores consider camprats to be delicacies. Ogres love live camprats, and young red dragons often breathe fire into camprat holes, then dig out the cooked appetizers within. Main predator, any. Low senses.

Brush Rats (*Neotoma* species)

Rat	M uskrat	Brush/P ack Rat
Type	Normal Animal	Normal Animal
Climate/Terrain	Any	Temperate Forest
Frequency	Common	rare
Organization	Solitary	Pack
Activity Cycle	Night	Night
Diet	Omnivore	Herbivore
AL	N	N
NA	1d8	0(3d6)
Size	S: 2" long	M ; 6" to 8" long
ST	8	11
IN/WI	3	3
DX/CO	9	9
CH	6	13
Languages	0	0
Spellcaster Limits;	0	0
AC	9	7
AV	0	0
HD	1	2
HP	1d4	2d8
MV	60'(20')	180'(60')
BR	3/T	1/T
SW	60'(20')	210'(70')
CL	na	30'(10')
THACO	19	18
Attacks	1bite	1Bite
Damage	1d4	1d6
Special Attacks;	na	nil
Special Defenses;	High Senses	Medium Senses
Immune to;	na	na
Extra Vulnerable to;	na	na
MR;	na	na
Save as;	NM	F1
ML	5	6
XP	5 or 6	20
TT	nil	Cx1/2
Body Weight	20cn	1LBS



Brush rats (also known as trade rats and pack rats) belong to a much less aggressive family of rats known as wood rats. They are slate gray above and white on their underbellies. They are nearly the size of brown rats. Brush rats build nests or burrows in forested areas. They are attracted to small, shiny objects and sometimes steal them and carry them to their hoard. As they have a short memory span, they often drop something else where they steal something, this can be of any value or non sat all, as pack rats hoard items over a long (Decades) period. A useless piece of paper could be exchanged with a golden ring, while a gem stone could be exchanged by a twig. Pack rats are herbivores and will not attack humans. They do not carry diseases. Brush rats can be trained. Hey can jump up to 3'up and 6 feet forward, and survive a fall undamaged of 100 feet. Main Predator; Any Medium senses.

Muskrat (*Ondatra zibethicus*)



Musk rats have a moderately valuable pelt worth five sp. They live in clean rivers and (except for the dam building) they live like beavers. They dig their burrows in soft earthen sides (and in the case of dams, could this prove disastrous. Therefore they are seen as a pest. They rarely carry diseases as their area is reasonably clean. Their fur is often sold as that of a beaver, but is off less value (50%) due to the very strong scent, which is often used in perfumes. Low senses. Main Predator; Any

Giant shrews (Soricidus volatile)

Rat	Shrew, Giant	Mouse	Gerbil
Type	Giant Animal		
Climate/Terrain	Open, Ruins, Woods	Any	
Frequency	rare	Common	
Organization	Pack		
Activity Cycle	Night		
Diet	Omnivore		
AL	N	N	N
NA	1d8(1d4)	1d100	1d6(1d20)
Size	S; 2' to 3' long	S: 5' to 12' long	S: 5"
ST	11	3	4
IN/WI	2	2	2
DX/CO	9	9	9
CH	13	6	6
Languages	0	0	0
Spellcaster Limits;	0	0	0
AC	4	7	9
AV	0	0	0
HD	1*	1/8	1
HP	1d8	1	1d8
MV	180'(60')	150'(50')	60'(20')
BR	6/T	6'(T)	3/T
SW	150'(50')	60'(20')	30'(10')
CL	60'(20) 30%		
THACO	19	20	1 Bite
Attacks	2 Bites	1 Bite	1 Bite
Damage	1d6 each	1-AV	1
Special Attacks;	nil	disease	nil
Special Defenses;	Echolocation 60'	0	0
	High Senses		
Immune to;	na	na	na
Extra Vulnerable to;	na	na	na
MR;	na	na	na
Save as;	F1	NM	NM
ML	10	7	4
XP	13	0	5
TT	nil	nil	nil
Body Weight	4 LBS	1cn	5 cn



Giant shrews look like large, brown-furred rats with long snouts. They can burrow, climb, or jump (up to 5'). The eyes of a giant shrew are so weak that the creature is not affected by light or the lack of it. A shrew uses radarlike squeaks to "see" its surroundings (as bats do), and can "see" things within 60' as well as a creature with normal sight. Since it needs echoes to "see," a giant shrew dislikes open areas, and remains underground most of the time. A *silence 15' radius* spell will "blind" a giant shrew. If it cannot hear, it will be confused, and then becomes AC 8, with a penalty of -4 on its attack rolls. A giant shrew is very quick and will always take the initiative on its first attack. It also gains a +1 bonus on its initiative roll for the remaining rounds of combat. Its attack is so ferocious (attacking the head and shoulders of the defender) that any victim of 3 Hit Dice (3rd level) or less must make a saving throw vs. death ray or run away in fear. Shrews only eat insects and vegetable matter, but they are so nervous and aggressive that they are likely to attack anything that comes



within 20' of them. They can jump up to 3' up and 6 feet forward, and survive a fall undamaged of 100 feet. High senses Tremorsense 120'.
Main Predator; Any

Gerbil (Gerbillus species)

These small rodents are nocturnal and have excellent night vision. Their hearing is also very good and they are rarely surprised. Their sharp teeth can gnaw through wood and fabric with ease, and they can climb very well. They only attack if they can't escape. Gerbil can jump up to 2 feet up and forward, and survive a fall undamaged of 10 feet. Medium senses, Tremorsense 60'.
Main Predator; Any

Mice (Mus musculus & M. species)

Mice are related to rats, and are more prolific, if every mouse would get its maximum offspring, than the total mass of the earth would

be reached in 10 generations. Mice infest virtually any human structure, and are responsible for spreading diseases like rats. Mice can jump up to 3' up and 6 feet forward, and survive a fall undamaged of 100 feet. Mice are the most common familiars besides bats, and cats. However, these familiars don't get along with each other, and their owners will tend to follow this line of behavior. Medium senses tremorsense 30'
Main Predator; Any



Weasel Species
Weasel (Mustela species)

Mammal	Weasel	
	Normal	Giant
Type	Normal Animal	Giant Animal
Climate/Terrain	Temperate Forest, Ruin	
Frequency	Common	Common
Organization	Solitary	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	N
NA	0(3d6)	1d4(1d6)
Size	M; 4-6' long	L; 8'-9'
ST	11	12
IN/WI	3	2
AC	7	7
AV	0	0
HD	1/4	4+4
HP	1d2	4d8+4
MV	150'(50')	150'(50')
Load	na	2000/4000
SW	9'(3)	9'(3)
THACO	20	15
Attacks	1 Bite	1 Bite
Damage	1	2d4
Special Attacks;	nil	Lockjaw
Special Defenses;	Medium Senses	
	Infravision 30'	
Save as;	NM	F3
ML	7	8
XP	5	125
TT	nil	V
Body Weight	75cn	250cn



Weasels, related to minks and stoats, are common predators, though they are hunted for their pelts, or for pets. Pelts are worth 1 to 2 gp. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. Medium

senses. Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Cat, Wolf

Weasel, Giant (Mustela Gigantea)

A giant weasel is 8'-9' long and covered with a richly colored fur of white, gold, or brown. These quick and vicious predators hunt singly or in groups. Giant weasels are excellent trackers and can track by scent. They pursue wounded prey in preference to all others. Giant weasels typically live underground in tunnels, but may be found above ground at night. They are used as riding animals by kobolds sometimes.

Combat

Giant weasels are stubborn and ferocious hunters. They attack with a nasty bite and attach themselves to the victim, until the victim dead, or they are killed or forcibly removed. Once they bite, they will hold on and suck blood, doing 2d4 points of damage each round until their prey is dead or until they are killed. Giant weasels have infravision to 30' and can track parties by scent. They will pursue wounded prey in preference to all other. They live in tunnels underground. Their treasure will be found on the bodies of creatures they have slain and pulled to their lair to eat. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. They do not fear anything their size or smaller.

Snatch and run:

Fast, stout predators use this tactic. It can only be used against small and light prey, including gnomes and Halflings. The maximum prey weight allowed for this attack is 25 lbs. per hit die of the predator. This attack is done on the run, slowing briefly to make the attack, and the animal continues to run after the attack, successful or not. A critical hit (the animal may use only its bite attack) means that the animal has gotten a solid hold on its prey and inflicts automatic bite damage every round as the animal runs off with the victim in its mouth. Medium senses.

Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf



Mink (*Mustela nutreola*)

Mammal	Mink	Mongoose Sleek
Type	Normal Animal	
Climate/Terrain	Forested rivers	
Frequency	Common	Common
Organization	Solitary	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	N
NA	1	1d10
Size		
ST	7	7
IN/WI	1	2
AC	6	3
AV	0	0
HD	1	2+1
HP	1d8	2d8+1
MV	150'(50')	360'(120')
Load SW	na	na
	na	na
THAC0	20	19
Attacks	1 Bite	
Damage	1	1d4 each
Special Attacks;	Camouflage	
Special Defenses;	Medium Senses	
	Infravision 30'	
Save as;	NM	F1
ML	8	7
XP	5	35
TT	nil	Nil
Body Weight	175cn	150cn



Minks are related to weasels. The pelt is worth 3 gp. Monk fur is not only very beautiful but also very warm. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. These creatures will only attack in self defense or when the prey is smaller than themselves. Medium senses
Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf

Mongoose Sleek: (*Helogale parvula*)

This ermine-like mammal surprises opponents on 1-5 on 1d6. On an attack roll of 19 or 20, the sleek opens a major vein, causing 2d6 points of damage. Every round thereafter, the victim suffers 1d6 more points damage until the wound is wrapped with a tourniquet, direct pressure, or magical healing. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. These creatures will only attack in self defense or when the prey is smaller than themselves. Medium senses
Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf



Ermines (Mustela ermineae)

Mammal	Ferret		
	Ermine	Normal	Giant
Type	Normal Animal		Giant Animal
Climate/Terrain	Cavern, Woods		
Frequency	Common		
Organization	Solitary		
Activity Cycle	Night		
Diet	Carnivore		
AL	N	N	N
NA	1d3	1d3	1d8(1d12)
Size	4"-8"	6"-15"	4"-6"
ST	5	6	7
IN	1	1	2
WI	6	7	8
DX	18	17	16
CO	12	14	11
CH	16	13	10
AC	6	6	5
AV	0	0	0
HD	1	1	1+1
HP	1d6	1d8	1d8+1
MV	150'(50')	150'(50')	150'(50')
THACO	20	20	19
Attacks	1 Bite	1 Bite	1 Bite
Damage	1	1	1d8
Attacks	1 Bite	1 Bite	1 Bite
Damage	1	1	1d8
Special Attacks;	Camouflage	Camouflage	Camouflage
Special Defenses;	na	na	na
Save as;	NM	NM	F1
ML	6	7	8
XP	5	5	15
TT	nil	nil	nil
Body Weight	25cn	50cn	500cn



These are related to weasels. The white winter spotted pelt is worth 4gp. Kings use these as a base in their regalia. The coloration is also used in heraldry. In summer they wear brown pelts. They hunt for birds rats rabbits and mice. it is a rare sight to see this tiny hunter attacking a rabbit or hare up to 10 times bigger. The beastie is truly heroic and ferocious. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. High senses
Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf



Ferret (Mustela putorius furo)

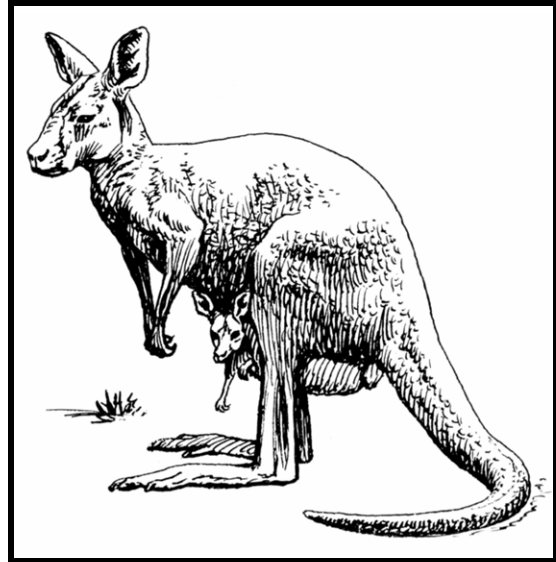
Ferrets are related to weasels. If captured as cubs or raised domestically, ferrets may be trained to perform simple tricks, retrieve objects, or hunt small burrowing game. Pelts are worth 1 gp. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. Medium senses
Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf

Ferret, Giant (Mustela putorius Chaosar)

Giant Ferrets, like normal ferrets, are long, slender mammals with yellow-white fur and red eyes. But giant ferrets grow to 3' in length, more than twice as long as normal ferrets. Giant ferrets hunt giant rats, and are slender, fast and strong enough to seek these creatures out in their underground lairs. They are sometimes trained for this purpose. Unfortunately, their tempers are highly unpredictable, and they have been known to attack their trainers and other humans. They can jump up to 10 feet up and 20 feet forward, and survive a fall undamaged of 20 feet. Medium senses
Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf.

Marsupials

Marsupials are a class of mammals, characterized by giving premature birth. An infant marsupial is known as a joey. Marsupials have an extremely short gestation period (about 4–5 weeks), and the joey is 'born' essentially in a fetal state. The blind, furless, miniature newborn, the size of a jelly bean, crawls across its mother's fur to make its way into the pouch (a bag of skin on the belly of the mother creature), where it latches onto a teat for food. It will not re-emerge for several months, during which time it develops fully. After this period, the joey begins to spend increasing lengths of time out of the pouch, grazing and learning survival skills. However, it returns to the pouch to sleep, and if danger threatens it will seek refuge in its mother's pouch for safety. Joeys stay in the pouch for up to a year in some species, or until the next joey is born. A marsupial joey is unable to regulate its own body temperature, and thus relies upon an external heat source. Until the joey is well-furred and old enough to leave the pouch, a pouch temperature between 30-32° Celsius must be constantly maintained.



Kangaroo (normal and Giant) (*Macropus* species)

Mammals	Kangaroo	
	Normal	Giant
Other		
Type	Normal Animal	
Climate/Terrain	Fields	
Frequency	Common	
Organization	Group	
Activity Cycle	variable	
Diet	Herbivore	
AL	N	N
NA	0(3d20)	0(3d6)
Size	S;2'-4'	M-L;5'-7'
SI	14	18
IN	4	3
WI	12	11
DX	13	14
CO	12	13
CH	9	10
AC	8	8
AV	0	0
HD	2	6
HP	2d8	6d8
MV	240'(80')	240'(80')
sprint 20 r	270'(90')	270'(90')
Hypersprint 2d3 r	300'(100')	300'(100')
Jump	20+2d6'	30+2d8'
THACO	18	14
Attacks	1 Kick	1 Kick
Damage	1d8	1d20
Attacks	or 2 Claws	2 Claws
Damage	1 each	1d4 each
Special Attacks;	Jump; 20'	Jump;40'
Special Defenses;		
Save as;	F1	F3
ML	7	7
XP	20	275
IT	nil	nil
Body Weight	50 LBS	200 LBS



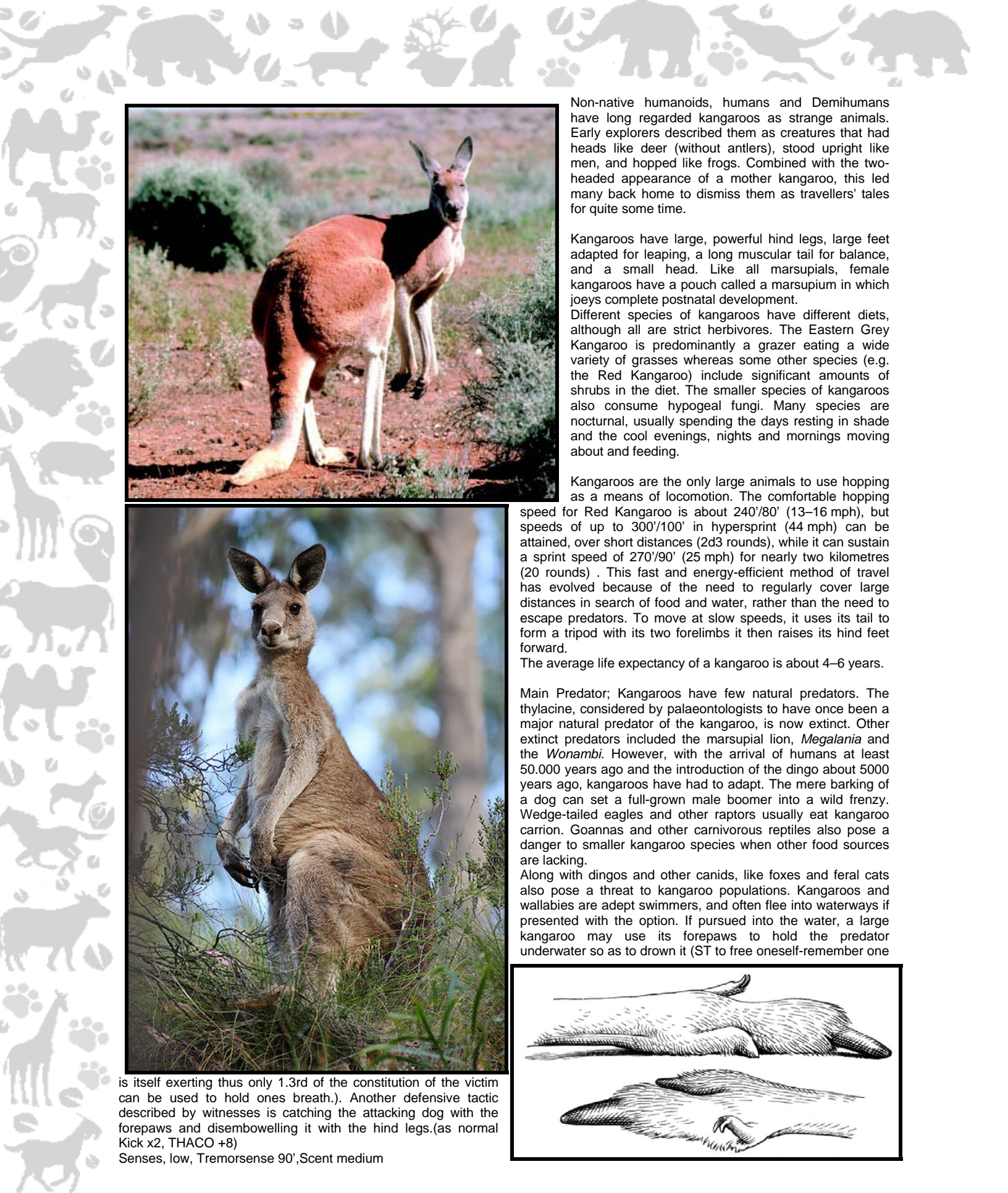
A common herbivore of the grassy outback and lower hills outcroppings, this marsupial forms an important part of Chameleon men diet. These creatures are plentiful. Although there is some controversy, harvesting kangaroo meat has many environmental and health benefits over traditional meats. Skins can be sold for 2d6 (or equal barter) sp to them. Giant kangaroos, are equal, in all respect but they are sometimes trained to combat in arena's. In these cases treat the creature as having an skilled rank in boxing mastery, but do not readjust THACO or Damage. Do, however, add the other boxing effects, like increased amounts of hits. The animal will not stop kicking with its legs if in a boxing match. Male kangaroos are called bucks, boomers, jacks, or old men; females are does, flyers, or jills, and the young ones are joeys. The collective noun for kangaroos is a mob, troop, or court. Mobs usually have 10 or more kangaroos in them. Living in mobs provides protection for some of the weaker members of the group.

The Red Kangaroo or giant (*Macropus rufus*) is the largest surviving marsupial anywhere in the world. Fewer in numbers, the Red Kangaroo occupies the arid and semi-arid centre of the country. A large male can be 6 ft-7ft tall and weigh 200 lbs.

The Eastern Grey Kangaroo (*Macropus giganteus*) is less well-known than the red (outside of Australia), but the most often seen, as its range covers the fertile eastern part of the country.

The Western Grey Kangaroo (*Macropus fuliginosus*) is slightly smaller again at about 119 lb for a large male. It is found in the southern part of the forbidden hills, near the coast.

The Antilopine Kangaroo (*Macropus antilopinus*) is, essentially, the far-northern equivalent of the Eastern and Western Grey Kangaroos. Like them, it is a creature of the grassy plains and woodlands, and gregarious.



Non-native humanoids, humans and Demihumans have long regarded kangaroos as strange animals. Early explorers described them as creatures that had heads like deer (without antlers), stood upright like men, and hopped like frogs. Combined with the two-headed appearance of a mother kangaroo, this led many back home to dismiss them as travellers' tales for quite some time.

Kangaroos have large, powerful hind legs, large feet adapted for leaping, a long muscular tail for balance, and a small head. Like all marsupials, female kangaroos have a pouch called a marsupium in which joeys complete postnatal development.

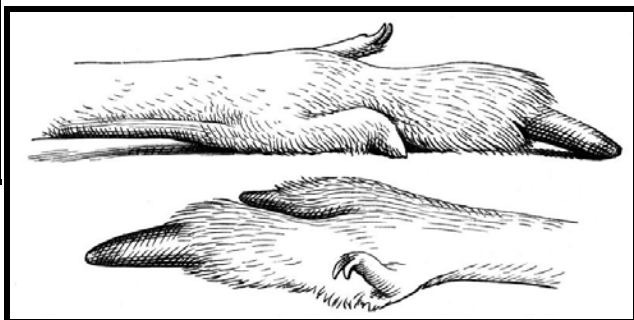
Different species of kangaroos have different diets, although all are strict herbivores. The Eastern Grey Kangaroo is predominantly a grazer eating a wide variety of grasses whereas some other species (e.g. the Red Kangaroo) include significant amounts of shrubs in the diet. The smaller species of kangaroos also consume hypogeous fungi. Many species are nocturnal, usually spending the days resting in shade and the cool evenings, nights and mornings moving about and feeding.

Kangaroos are the only large animals to use hopping as a means of locomotion. The comfortable hopping speed for Red Kangaroo is about 240'/80' (13–16 mph), but speeds of up to 300'/100' in hypersprint (44 mph) can be attained, over short distances (2d3 rounds), while it can sustain a sprint speed of 270'/90' (25 mph) for nearly two kilometres (20 rounds) . This fast and energy-efficient method of travel has evolved because of the need to regularly cover large distances in search of food and water, rather than the need to escape predators. To move at slow speeds, it uses its tail to form a tripod with its two forelimbs it then raises its hind feet forward.

The average life expectancy of a kangaroo is about 4–6 years.

Main Predator; Kangaroos have few natural predators. The thylacine, considered by palaeontologists to have once been a major natural predator of the kangaroo, is now extinct. Other extinct predators included the marsupial lion, *Megalania* and the *Wonambi*. However, with the arrival of humans at least 50,000 years ago and the introduction of the dingo about 5000 years ago, kangaroos have had to adapt. The mere barking of a dog can set a full-grown male boomer into a wild frenzy. Wedge-tailed eagles and other raptors usually eat kangaroo carrion. Goannas and other carnivorous reptiles also pose a danger to smaller kangaroo species when other food sources are lacking.

Along with dingos and other canids, like foxes and feral cats also pose a threat to kangaroo populations. Kangaroos and wallabies are adept swimmers, and often flee into waterways if presented with the option. If pursued into the water, a large kangaroo may use its forepaws to hold the predator underwater so as to drown it (ST to free oneself-remember one



is itself exerting thus only 1.3rd of the constitution of the victim can be used to hold ones breath.). Another defensive tactic described by witnesses is catching the attacking dog with the forepaws and disembowelling it with the hind legs.(as normal Kick x2, THACO +8)

Senses, low, Tremorsense 90', Scent medium

Wombat like Marsupials
Koala (*Phascolarctos cinereus*)

Mammal	Koala
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Herbivore
AL	NG
NA	0(1d2)
Size	S; 2'
ST	5
IN	3
WI	14
DX	13
CO	12
CH	14 (20)
AC	8
AV	0
HD	1/2
HP	1d4
MV	30'(10')
CL	30'(10') 45%
THACO	20
Attacks	1 bite or claw
Damage	1d4
Special Attacks:	nil
Special Defenses:	nil
Save as;	NM
ML	7
XP	5
TI	nil
Body Weight	5-30 LBS



This marsupial herbivore inhabits the eucalyptus forests of Wallara only (savage Coast). The koala is broadly similar in appearance to the wombat (its closest living relative), but has a thicker coat, much larger ears, and longer limbs. The koala has large, sharp claws and two opposable thumbs to assist with climbing tree trunks.

The female has longer hair from ear to ear over the chin like a beard, males lack this facial extra long hair and have a smaller face. A baby koala is referred to as a joey and is hairless, blind, and earless. At birth the joey, only a quarter of an inch long, crawls into the downward-facing pouch on the mother's belly (which is closed by a drawstring-like muscle that the mother can tighten at will) and attaches itself to one of the two teats. Young remain hidden in the pouch for about six months, only feeding on milk. During this time they grow ears, eyes, and fur. The joey then begins to explore outside of the pouch. The joey will remain with its mother for another six months or so, riding on her back, and feeding on both milk and eucalypt leaves until weaning is complete at about 12 months of age. Young females disperse to nearby areas at that time; young males often stay in the mother's home range until they are two or three years old. The koala lives almost entirely on eucalyptus leaves. Like wombats and sloths, the koala has a very low metabolic rate for a mammal and rests motionless for about 16 to 18 hours a day, sleeping most of that time. Koalas can be aggressive towards each other, throwing a foreleg around their opponent and biting, (1d4 damage) though most aggressive behavior is brief squabbles.

The origins of the koala are unclear, although almost certainly they descended from terrestrial wombat-like animals. Legends say it is the incarnation of a forest spirit (like fairies), and thus is taboo for hunters. Medicine men sometimes use a koala as a familiar. The creature has a Charisma of 20 in respect to humans. Habitat loss and the impacts of urbanisation (such as dog attacks and lizard men attacks) are the leading threats to the survival of the koala. In recent years, some colonies have been hard hit by disease, especially chlamydia. Senses low.

Main Predator, Human(oid), Lizardmen, Gatorman, Great Cat, Wolf, Bird of Prey

Wombat (Vombatus ursinus)

Mammal	Wombat
Type	Normal Animal
Climate/Terrain	Forest
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any (night preferred)
Diet	Herbivore
AL	NG
NA	0(1d2)
Size	S; 2
ST	5
IN	3
WI	14
DX	13
CO	12
CH	14 (20)
AC	8
AV	0
HD	1/2
HP	1d4
MV	30'(10')
CL	30'(10')15%
BR	3/1
SW	na
THACO	20
Attacks	1 Claw
Damage	1d4
Special Attacks;	nil
Special Defenses;	nil
Save as;	NM
ML	7
XP	5
TI	nil
Body Weight	12 LBS



The Wombat is the largest burrowing animal in the world. There are three types: the Common wombat, the Northern Hairy-nosed wombat and the Southern Hairy-nosed wombat

The wombat is also a marsupial, but is more like a rodent in behavior, however it is in all further statistics equal to a Koala (including Charisma to humans). However it is never seen as a forest spirit but as a special animal. The Northern Hairy-nosed wombat grows to about 13½ inches tall and 39 inches long and weighs about 77 pounds (35kg). It is a solidly built animal with strong legs and claws for burrowing. It's fur is soft and silky with

black patches around the eyes. The head is broad and flat with small eyes and ears and a turned over nose. The nose is covered with short brown hair. It has a very short tail, hidden by it's fur.

Females have a backward opening pouch with two teats inside. All wombats are solitary animals and generally nocturnal. They spend most of the day sleeping alone in a burrow only coming out at night to eat grasses, plant roots and moss. Their strong teeth never stop growing and don't have roots. Even an old wombat has teeth that are strong enough to grind food.

In times of drought wombats can go without food and water for a long time. They stay in the cool moist air of their burrows during the heat of the day, conserving energy.

Wombats are marsupial mammals. The female gives birth to one baby at a time. The blind hairless baby climbs through the mother's fur into her pouch and clamps it's mouth onto one of two teats which supply milk. The wombat's pouch like that of the koala is rear opening. The young wombat stays inside the pouch for the first six months, only poking out its head to nibble grass. You can see where it has been because it leaves cube shaped droppings behind wherever it goes.

It has a Cha of 18 to humans. it is not seen as a forest spirit but a protector instead.

Senses low

Main Predator, Human(oid), Lizardmen, Gatorman, Great Cat, Wolf, Bird of Prey

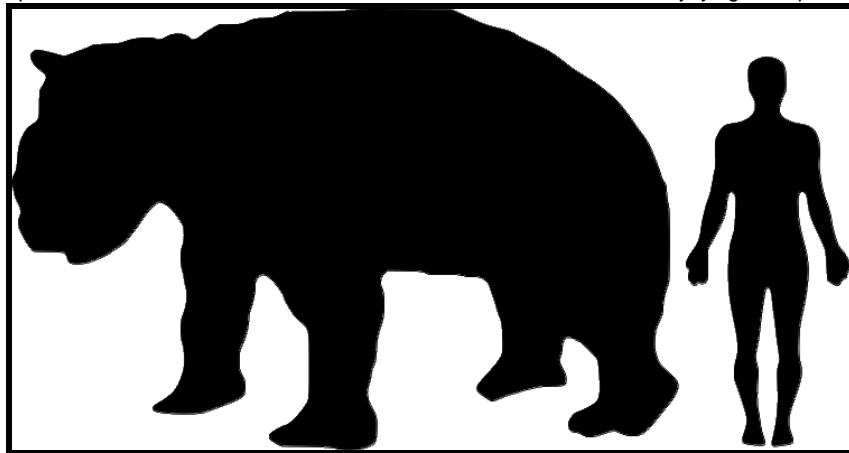
Giant Wombat (Diprotodon species)

Mammal	Diprotodon
Type	Normal Animal
Climate/Terrain	Forest, Fields
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Any (night preferred)
Basic Era	Pleistocene
Diet	Herbivore
AL	NG
NA	0(1d2)
Size	N; 6'tall 10 feet long
ST	9
IN	1
WI	11
DX	10
CO	14
CH	12
AC	8
AV	0
HD	8
HP	8d8
MV	90'/30'
THACO	20
Attacks	1 Claw
Damage	1d6
Special Attacks;	nil
Special Defenses;	nil
Save as;	F4
ML	8
XP	650
TI	nil
Body Weight	6150 lbs



Diprotodon, or the Giant Wombat, or the Rhinoceros Wombat, was the largest known marsupial that ever lived. Along with many other members of a group of unusual species it may have existed from 1.6 million years ago until about 40,000 years ago (through most of the Pleistocene epoch). Diprotodon spp. fossils have been found in many places across Australia, including complete skulls and skeletons, as well as hair and foot

impressions. More than one female skeleton has been found with a baby lying in its pouch.



They inhabited open forest, woodlands, and grasslands, possibly staying close to water, and eating leaves, shrubs, and some grasses. The largest specimens were hippopotamus-sized: about 10 feet long from nose to tail, standing 6 ft 7 tall at the shoulder and weighing up to 6,150 pounds. The closest surviving relatives are the wombats and the koala.

Diprotodon superficially resembled a rhinoceros without a horn. Its feet turned inwards like a wombat's, giving it a pigeon-toed appearance. It had strong claws on the front feet and its pouch opening faced backwards. Footprints of its feet have been found showing a covering of hair which indicates it had a coat similar to a modern wombat.

Diprotodonts, along with a wide range of other megafauna, became extinct shortly after humans arrived about 50,000 years ago. A few theories have been advanced to explain the mass extinction, ranging from a climatic change, humanoid (including Araneas) hunting, humanoid land management, or the Cinnabryl origin disaster.

Senses low

Main Predator, Human(oid), Araneas, Great Cat, Wolf, Bird of Prey

Bunyip (*Diprotodon kianpraty*)

Mammal	Wombat
Type	Normal Animal
Climate/Terrain	Temperate Fresh Water or seacoast
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Omnivore
AL	CN
NA	1 (2)
Size	M; 6'high 10'long
ST	16
IN	1
WI	6
DX	11
CO	12
CH	9
AC	5
AV	0
HD	5
HP	5d8
MV	120'/40'
SW	120'/40'
T H A C 0	15
Attacks	1 bite
Damage	1d6
Special Attacks;	roar, sever limb
Special Defenses;	nil
Save as;	F5
ML	6
XP	175
IL	nil
Body Weight	5500 LBS

It is suggested that diprotodonts may have been an inspiration for the legends of the bunyip, as some Chameleon men tribes identify *Diprotodon* bones as those of "bunyips", but the bunyip is another, although related, creature.

Legends

The bunyip or kianpraty is a large mythical creature from Chameleon men mythology, said to lurk in swamps, billabongs, creeks, riverbeds, and waterholes. The word bunyip is usually translated by Chameleon men today as "devil" or "evil spirit". However, this translation may not accurately represent the role of the bunyip in Chameleon men mythology or its possible origins before written accounts were made. Some modern sources allude to a linguistic connection between the bunyip and Bunjil, "a mythic 'Great Man' who made the mountains and rivers and man and all the animals."

Descriptions of bunyips vary widely. George French Angus may have collected a description of a bunyip in his account of a "water spirit" from the Moorundi people before 847 AC, stating it is "much dreaded by them... It inhabits the Murray; but...they have some difficulty describing it. Its most usual form...is said to be that of an enormous starfish" Robert Brough Smyth of 878AC devoted ten pages to the bunyip, but concluded "in truth little is known among the blacks respecting its form, covering or habits; they appear to have been in such dread of it as to have been unable to take note of its characteristics." However, common features in many 9th century newspaper accounts include a dog-like face, dark fur, a horse-like tail, flippers, and walrus-like tusks or horns or a duck-like bill.

The "Challicum bunyip", an outline image of a bunyip carved by Chameleon men of the bank of Fiery Creek, was first recorded in 851AC. According to the report, the bunyip had been speared after killing a Chameleon men. Antiquarian Reynell Johns claimed that until the mid-850s, Chameleon men people made a "habit of visiting the place annually and retracing the outlines of the figure [of the bunyip] which is about 11 paces long and 4 paces in extreme breadth.

Another connection to the bunyip is the shy Bittern bird (*Botaurus poiciloptilus*). During the breeding season the male call of this marsh dwelling bird is a "low pitched boom," hence it is occasionally called the "bunyip bird."



ABORIGINAL MYTHS—THE BUNYIP.



Description;

The Bunyip is an aquatic marsupial animal about 6 feet long combining the characteristics of a seal and a shark. Its large front paws have evolved into sturdy flippers, on which it still can (but rarely does) walk. Its back legs have evolved in a seal-like flipper. Its body is covered with shaggy black hair and a long mane, which is almost always a dark grey or black in color. Although the Bunyip is not an inherently evil creature, it is very mischievous. Because of its great bulk and powerful jaws, a playful Bunyip is quite likely to inflict serious injury on swimmers and can overturn small boats. The Bunyip is like all other marsupials an air breathing creature, but it can stay up to 3 Turns underwater.

Combat

The bunyip is able to sense the approach of human and other beings through a latent sense of Telepathy. When the Bunyip notes the presence of such creatures, it may (50% chance) decide to confront them. To do so, it lifts its head from the waters and unleashes a mighty roar which forces all characters who are below 4th level (or HD) to roll a successful saving throw vs. wands with a -2 penalty or flee in panic for 2d4 rounds.

When the Bunyip elects to engage in combat, it bites with its powerful jaws. Its sharp, shearing teeth inflict 1d6 points of damage, and may do more serious damage to a small creature (separation of ligaments).

A Bunyip coming upon a small creature that is swimming or struggling in the water (a Dwarf, Gnome, Kobold, Kna or Halfling, for example) is 80% likely to attack the creature. The attack takes the form of a bite that may sever a limb from the victim. If the Bunyip's attack roll is a natural 20, a limb has been severed and swallowed by the Bunyip. The DM should determine which limb is lost according to the exact situation or in a random manner.

Although the Bunyip does not normally attack creatures larger than a Dwarf or Halfling, there are exceptions. If the Bunyip were attacked, for example, it would certainly defend itself if unable to flee, no matter how large the attacker. Like a shark, a Bunyip is excited by the smell and taste of blood. When a Bunyip detects traces of blood in the water it may (50% chance) enter a feeding frenzy and begin attacking anything it comes across. In such cases, the Bunyip receives a +2 bonus on attack rolls. However, because the Bunyip, is unable to properly defend itself while in a feeding frenzy, its AC is lowered by 2 due to the feeding frenzy.

Habitat/ Society

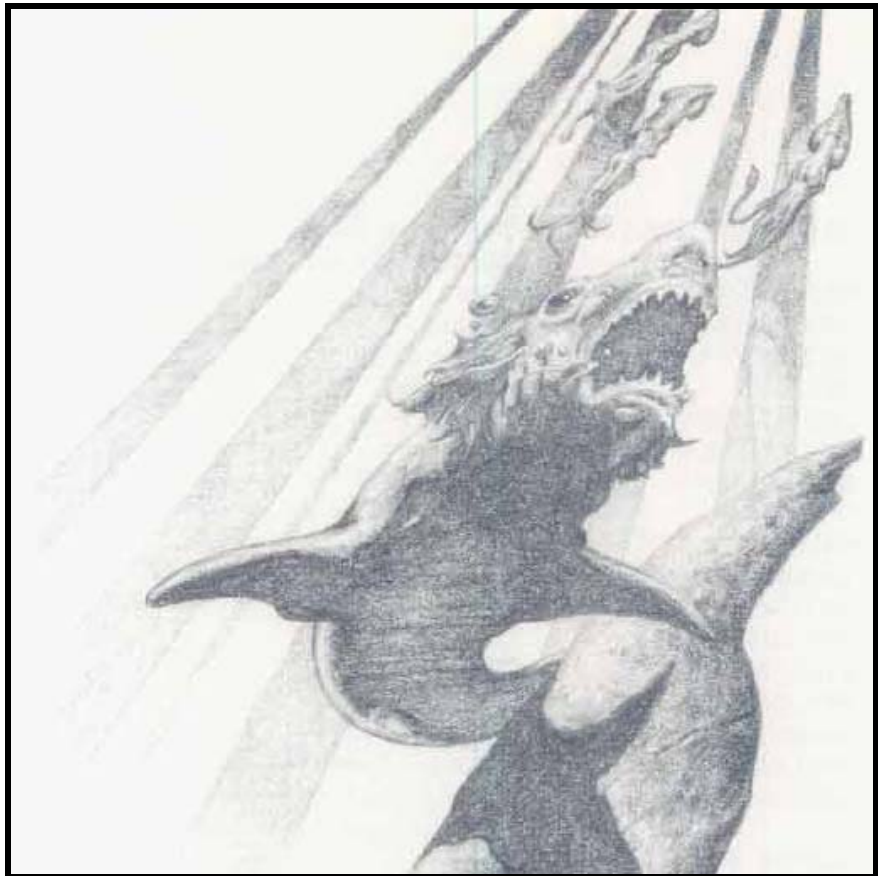
The Bunyip is a social creature that spends much of its time swimming and grazing about, leisurely feeding, and occasionally harassing other creatures. Bunyips prefer to dwell in open waters such as lakes and rivers, but can occasionally be found in swamps and marshes. Once a year, (Late Autumn) a Bunyip seeks out a mate and the two travel to the sea. Once they reach salt water, the mating occurs, the female undergoes slight physiological changes (her pouch becomes slowly more accessible for the upcoming joey to enter) and she slowly reduces the time in the waters to a minimum. Shortly after the pup is born (about 1 month), the father leaves, returning to his former home to await the next mating season. Three months later, she gives birth to a single pup that remains the first year in her pouch (which is sealed from the water by a greasy fatty excrement) and another year in her company. When the pup is old enough, the mother turns it out and like her father, returns to its former home. At this point, the pup has only 3HD and its bite causes only 1d4 points of damage. In all other ways, however, it is similar to its parents. For the next three years the pup will be too young to mate. With the coming of its sixth year, however, it will join the Bunyip mating rituals. A Bunyip has an average lifespan of 35 years.

Ecology

The diet of a Bunyip is grass, weeds and other underwater growth together with primarily fish and other aquatic creatures. From time to time, they have been known to lunge at creatures on the edge of the water or at low-flying birds and such, but this is done only when the food supply is low.

Although Bunyip meat is safe for human(oid) consumption, it is unusually oily and rather strong tasting. Thus they are rarely hunted by most cultures. The hide of a Bunyip can be made into a rugged leather, but this has no special qualities to set it above other animals that are easier to hunt. As a result, the Bunyip is generally free from molestation by trappers, though some few are caught by accident. Far more common—and much more of a nuisance—is a Bunyip who develops the habit of springing traps or stealing from them other animals that have been caught. This creature is an endangered species, but the reason thereof is not determined. Senses low.

Main Predator; Dragon, Main Prey; Fish, small animals.



Other Mammals

Badger (*Meles meles*)

Mammal	Badger	
	Common	Giant
Type	Normal Animal	
Climate	Temperate	
Terrain	Forest, Hill, Swamp, Mountains	
Frequency	Common	Rare
Organization	Family	
Activity Cycle	Night	
Diet	Carnivore	
AL	N	
NA	1d4+1	
Size	S: 2'-3' long	M: 4'-5' long
ST	14	16
IN	2-4	2-4
WI	9	8
DX	9	8
CO	16	16
CH	13	12
AC	4	4
AV	0	0
HD	1+2	3
HP	1d8+2	3d8
MV	60(20')	
BR	30(10')	
CL	3/1' 25%	
SW	9(3)	
THAC0	19	17
Attacks	1 Bite	
Damage	1d3	1d6
Attacks	2 Claws	
Damage	1d2 each	1d3 each
Special Attacks;	nil	
Special Defenses;	High senses Senses	
Save as;	NM	F1
ML	7	
XP	25	50
TT	nil	
Body Weight	25LBS	50 LBS



Badgers are carnivorous burrowing animals that live underground and hunt at night. Badgers are quick tempered and courageous; if threatened, badgers will unhesitatingly attack creatures many times larger than themselves.

The badger's plumed body is about two feet long, covered from head to toe with long thick fur. From a distance, the badger appears to be silver or grey in color, but a close examination reveals that each shaft of hair is actually a combination of several colors, usually grey, black, white, and brown. A white stripe about one to two inches thick begins at the badger's nose and runs between its eyes and down its back. Black patches of fur adorn each side of its face. The badger gets its name from these "badges" of color.

The badger's short legs are extremely strong, ending in sharp claws that enable it to burrow through the rockiest soil and effectively defend it from predators. When attempting to catch scents in the air, the badger perches on

its hind legs like a gopher. It waddles when it walks, making it look awkward and clumsy as its body shifts from side to side. But the badger actually can move quite fast when necessary; in fact, its speed accounts for much of its Armor Class rating. The badger has sharp High senses of smell, hearing and sight. It also gives off an unpleasant aroma similar to human sweat.

Combat

If a badger is encountered away from its lair, it normally attempts to run away and hide. However, if disturbed in its lair or if cornered, it fights with surprising viciousness, regardless of the size or strength of its opponent. The badger attacks by baring its sharp teeth and lunging at its opponent, attempting to bite and claw. Snapping, chewing, and slashing, the badger goes for its opponent's throat if within reach (it can jump 4+1d3 feet), otherwise it assaults the opponent's abdomen; any exposed areas of an opponent, such as face or arms, are also likely targets of a badger's attack. A badger snarls and salivates while attacking, and in most cases fights to the death.



Habitat/Society

Badgers are extremely skilled burrowers. They prefer to dig their dens in the soft earth of forest floors and farmlands, but they can thrive also in mountains and hillsides. The entrance to a badger's den is a circular hole about one to two feet in diameter, surrounded by a ring of soil from the original excavation. The tunnel angles gently into the earth, is usually four to six feet long, and ends in a chamber that can be as small as four feet wide or as large as 10 feet diameter the ceiling is half the diameter high. The floor of the den is littered by remnant of previous meals and beds of leaves and grass for sleeping. Badgers are not particularly good housekeepers; if a den becomes excessively filthy, the family may relocate to a nearby den and dig new living quarters.

They live in burrow that (when abandoned) can easily be made into a Halflings home. Halflings often have a relative good relationship with the animals, although they remain wild and feral, they often like to relax near a fire, let them being fed and cared for. But as soon as an item (stick, brush, weapon) is handled the beast tries to flee or defend itself.

The badger's large burrows are so large that an adult man could hide inside. The entrances are about 2 feet wide, but can be as long as 40' leading away from the burrow in many directions. Abandoned burrows were the reason, Halflings started to live in hills and create their own homes there.

Badgers are not social animals, but they are extremely loyal to their mates and their families. Badgers are most typically encountered as either solitary creatures or as a mated pair. If encountered, the rest are the pair's offspring. A family reacts aggressive toward any strangers, including other badgers, invading the immediate territory of its den.

Male badgers hunt at night while the females remain in the den to care for its young. If a mated pair has no young, they often hunt together. Badgers bring captured prey back to their en and usually devour the entire creature, bones and all. When not hunting, badgers stay home. Badgers living in cold climates hibernate for most of the winter, surviving on their fat, much like a bear does. Badgers do not collect treasure.

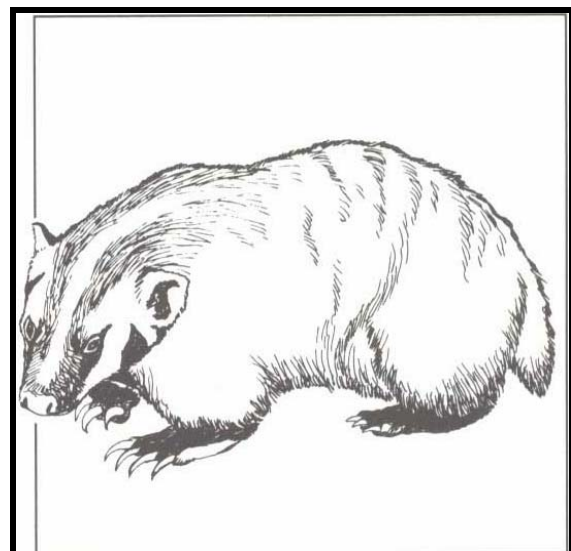
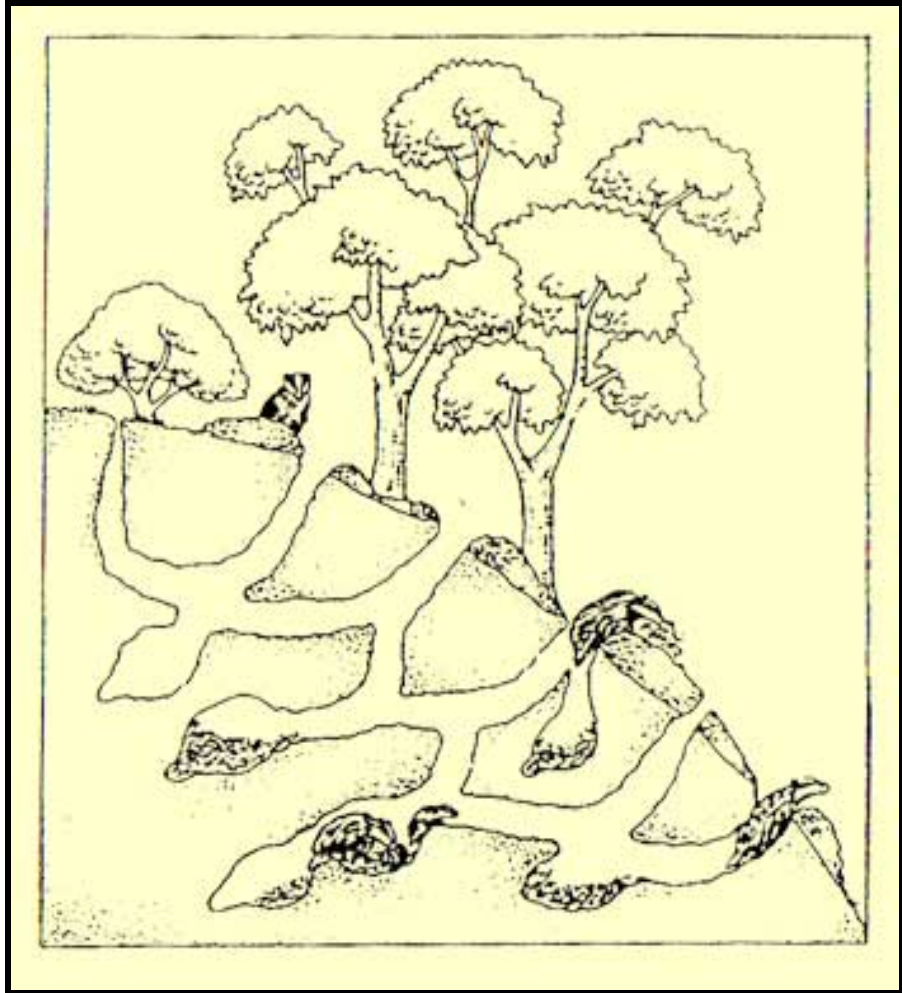
Ecology

Badger flesh is greasy, tough, and not particularly appetizing. Because of their viscious nature, hunting badgers is not worth the trouble for most predators, although a hungry wolf or fox can occasionally be seen pawing at the entrance to a badger den. Badger eat rodents, swuirrels, gophers, and other small animals. Badger fur is sold commercially to make coats, gloves, and mufflers. A quality pelt brings as much as 1 to 3 gold pieces. Badger har can be made into excellent soft brushes.

Giant Badger *Meles meles gigas*

There is a very rare (almost extinct) variety of badgerfoundin remote forests that grows to twizce the size of the common badger (about fout feet long). it inflicts more damage when attacking, and it tends to be more aggressive. Its statistics are otherwise identical to those of the common badger. Its pelt is twice to triple the value of a normal badger. Its lair is twice as large in all dimensions.

Main Predator, Human(oid), Great Cat, Wolf Main Prey, Rodents, Insects



Beaver (*Castor species*)

Mammal Rodents	Beaver
Type	Normal Animal
Climate/Terrain	Swamp, Lake, River
Frequency	Common
Organization	Family
Activity Cycle	Night
Diet	Herbivore
AL	N
NA	1ud4
Size	S; 2'-3' long
ST	14
IN/WVI	2
AC	9
AV	0
HD	1/2
HP	1d4
MV	45'(15')
SW	120'(40')
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	nil
Special Defenses;	Medium Senses
Save as;	NM
ML	7
XP	5
TT	nil
Body Weight	14 LBS



The beaver is a primarily nocturnal, large, semi-aquatic rodent. *Castor* includes two extant species, Brunian Beaver (*Castor canadensis*) (native to Brun) and Eurasian Beaver (*Castor fiber*) (Native to Skothar). Beavers are known for building dams, canals, and lodges (homes). They are the second-largest rodent in the world (after the capybara). Their colonies create one or more dams to provide still, deep water to protect against

predators, and to float food and building material.

These large creatures quickly chew trees and construct homes in ponds. These ponds they keep on level by

constructing large dams.

Beavers are known for their natural trait of building dams on rivers and streams, and building their homes (known as "lodges") in the resulting pond. Beavers also build canals to float build materials that are difficult to haul over land. They use powerful front teeth to cut trees and other plants that they use both for building and for food. In the absence of existing ponds, beavers must construct dams before building their lodges. First they place vertical poles, then fill between the poles with a crisscross of horizontally placed branches. They fill in the gaps between the branches with a combination of weeds and mud until the dam impounds sufficient water to surround the lodge. A broken beaverdam is not only a disaster for the beaver family living in the waters behind it but on the whole ecosystem miles in front of a dam and behind the dam.

In the created lakes they build their beaver "lodge", a burrow created of mud and branches, moist but dry enough to survive a winter and give birth and keep the young safe for the first period in their life.

They are known for their alarm signal: when startled or frightened, a swimming beaver will rapidly dive while forcefully slapping the water with its broad tail, audible over great distances above and below water. This serves as a warning to beavers in the area. Once a beaver has sounded the alarm, nearby beavers dive and may not reemerge for some time. Beavers are slow on land, but are good swimmers that can stay under water for as long as 15 minutes.

Beavers are herbivores, and prefer the wood of quaking aspen, cottonwood, willow, alder, birch, maple and cherry trees. They also eat sedges, pondweed, and water lilies.

Beavers do not hibernate, but store sticks and logs in a pile in their ponds, eating the underbark. Some of the pile is generally above water and accumulates snow in the winter. This insulation of snow often keeps the water from freezing in and around the food pile, providing a location where beavers can breathe when outside their lodge.

Beavers continue to grow throughout life. Adult specimens weighing over 25 kg (55 lb) are not uncommon. Females are as large or larger than males of the same age, which is uncommon among mammals. Beavers live up to 24 years of age in the wild.

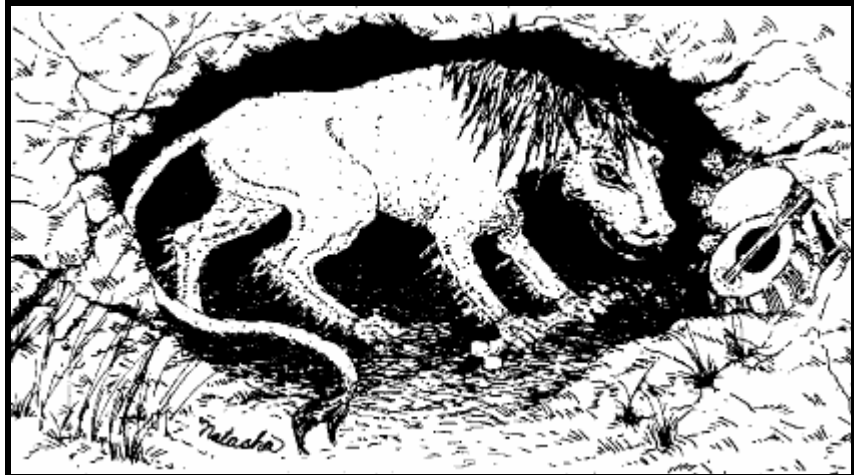
The beaver is hunted for fur, for glands used as medicine and perfume, and because their harvesting of trees and flooding of waterways may interfere with other land uses. Adult pelts are worth gold, and they are often hunted to extinction due it by man and Humanoid alike. Medium senses.

Main Predators; Humanoid, Wolf, Coyotes, and any cat.



Bhaergala: (Canis lupus Panthera leonum)

Mammal	Bhaergala
Type	Magical Animal
Climate/Terrain	Forest
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Any
Diet	Carnivore
AL	NE
NA	varies
Size	M; 4'-9' long
Languages	1 local
Magic use	nil
ST	12
IN	3
WI	9
DX	18
CO	18
CH	6
AC	6
AV	by Barding
HD	4+4
HP	4d8+4
MV	150(50)
	SW 9(3)
THACO	19
Attacks	1 Bite
Damage	1d8
Attacks	2 Claws
Damage	1d6 each
Special Attacks;	nil
Special Defenses;	High Senses spell turning Regenerate 2/day +3 to save poison
Save as;	F2
ML	9
XP	125
TT	nil
Body weight	100 LBS



The bhaergala is a magical beast. It resembles a cross between a lion and a wolf, and is unbelievably agile. The bhaergala, or 'gunniwolf', is a large predator encountered in heavily wooded areas from tropical to temperate climes. It is most common in jungles where the undergrowth is dense, for it uses the heavy cover to conceal itself from prey.

Its food is known to include sylvan elves, satyrs, and man. A bhaergala can accurately mimic speech and song of men and elves, and will often use this faculty to lure prey. Most the bhaergalas can speak Common, and all of them love song.

It is an evil creature that exists only to kill. Though it does this for food, its main motivation for killing is music. It is obsessed with sounds and melodies, and goes to whatever lengths to obtain the instruments which produce it. It attacks victims by jumping on them from a great height (they can survive falls of up to sixty feet) and savaging them. It then both eats them, and takes any musical instruments which they might have. Many a bhaergala lair in the deep jungle will be lavished with instruments and noisemakers. A bhaergala can be lulled to sleep by good singing. If one feels safe from attack, it may request a song from any men or elves it meets. Stories are told of the bard Mintiper, who befriended a bhaergala that became his traveling companion, but some say these tales are pure fancy. Anyone encountering a bhaergala has a 2% chance of singing the beast into slumber, +5% if alone, +5% per point of charisma over 16, and +15% if a trained or practicing

singer (all bonuses cumulative). This chance drops to 0% if the bhaergala feels threatened, has been attacked or injured recently, or is hungry. A bhaergala naps for 1-10 rounds, never sleeping for long. If it finds a singer gone upon awakening, it will usually give chase.

Bhaergalas also have the ability to deflect spells, and to regenerate. They can be lulled into immobilization, or even persuaded to become an ally, by a talented musician. Bhaergalas, being experts on sound and music, are capable of speaking the local languages (mostly only one).. A few learn to speak other languages. They are neutral evil in alignment.

Combat:

A bhaergala is solitary, seeking others only to mate. It is a savage agile fighter, raking with powerful foreclaws and biting mouthfuls of flesh from opponents with its jaws, dropping these to be consumed later. A bhaergala tends to bite continuously until its prey is dead.

Biting bonus:

Many animals have a claw/ claw/bite attack routine. Roll the claw attacks first. If both are successful, the bite attack gains a +2 to hit. In real life, claw attacks serve to give a secure grip for the bite.

A bhaergala stalks prey from downwind; its fur has a faint but unmistakable odor, often described by adventurers as akin to that of fresh-baked bread or biscuits.

Leaping/Dropping:

This predators attacks their prey from ambush, closing the distance by dropping on the prey from above or leaping. if the animal hits with both claws or makes a critical hit, the victim is knocked prone and must save vs. paralyzation or be stunned for 1d3 rounds. This predator jumps its prey from great heights. It can drop from as high as 60 feet, causing maximum damage plus 1d6 for every 10 feet dropped, landing upright as a cat does. In greater falls, a bhaergala will sustain 1d6 damage for every 10' over 70' fallen, but it will often pounce on fleet prey from great heights, hoping to stun or cripple it. Upon impact, a leaping bhaergala's claws both do maximum damage if they strike.

This beast heals 2 hit points every day and gains a +3 to all saving throws vs. poison.

*Figure du Moutre, qui desole le Gersaudan,
Cette Bête est de la taille d'un jeune Fauveau elle attaque de préférence les Femmes,
et les Enfants elle boit leur Sang, leur coupe la Tête et l'emporte.
Il est promis 2700^l à qui tuera cet animal.*



A bhaergala feels little pain or fear, and will flee or break off combat only when it feels further battle will be useless or dangerous. Further, a bhaergala can consciously turn spells directed against it (as a ring of spell turning) up to 4 times per day. This is a power under its control and not an involuntary or automatic reaction. A bhaergala has no magic resistance to spells that are not turned. Young bhaergalas have the speed and powers of their parents, but have only 2+2 HD and do only half damage. Beasts of both sexes are externally identical, and a mated pair remains together only until the young have made their own first kills. Bhaergalas usually sleep on tree boughs or in thickets; their lairs are seldom-visited places of refuge and also act as storehouses of treasure (musical instruments and noisemakers taken from corpses or in raids on caravans or villages). Such lairs are always well hidden, usually in caves or ruins.

High senses,
Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf

Fox (Vulpes species)

Small Mammals	Foxes		
	Common	Desert	Polar Fox
Type	Normal Animal		
Climate/Terrain	Woods/Plains/Rural	Desert	Arctic
Frequency	Common		
Organization	Solitary		
Activity Cycle	Night		
Diet	Carnivore		
AL	N	N	N
NA	1d2	1d2	1d2
Size	S; 2'-4'	S; 1'- 3'	S1'- 2'
ST	7		
IN	7		
WI	9	10	8
DX	13	11	15
CO	12	13	15
CH	11	12	13
AC	7		
AV	0		
HD	1		
HP	1d8		
MV	150'(50')		
1d10 r Sprint	180'(60')		
THACO	19		
Attacks	1 Bite		
Damage	1d3		
Special Attacks;	na		
Special Defenses;	HS 50% High Senses		
Save as;	NM		
ML	8		
XP	10		
TT	nilnil		
Body Weight	10-20LBS		



Foxes have superb vision, hearing, and noses. Their pelts are worth three to five gp. They prey primarily on vermin creatures like rodents, and birds. They are often accused to attack sheep or cattle, but these opportunistic creatures are not above stealing from a recently died creature, and the chicken coop is an open dinner table to them, no escape to the quick lunch.. Farmers hate them and accuse them of theft, devilworshipping, witchcraft and the plague. The only real danger these creatures do is that they can

spread the rabies like dogs and rats. A dog gets often infected by attacking an infected fox, before itself dies by the disease. There are two main species of fox, the normal fox which include the common fox and the polar fox, and the fennec or desert fox, which is purely adapted to the life in the desert. Both are susceptible to the call of a werewolf. They can jump up to 3 feet up and 6 feet forward, and survive a fall undamaged of 20 feet. Pelts are worth 1 to 5 gp. Medium senses, Darkvision. Main Predator, Rodents, Insects Main Prey, Human(oid), Great Cat, Wolf

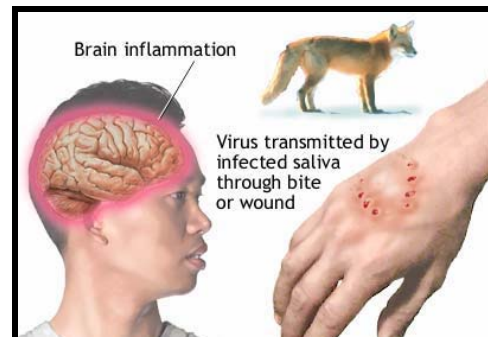
Rabies

When rabies is contracted during the incubation time, and effects, the victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious.



Rabies:	Normal Infection	(remember to add additional effect by severity –See Pages of Virtue)
roll 1d8 (+2 if wounded by critical attack)		Incubation Time;
1-3	Severe infection	1d2 days –(con adj. x Hr)
5-8+	Terminal Infection	24 Hr –(con adj. x Hr)

This disease spread by infected Foxes, Dogs, Gnolls, Lupins, Wolves or Lycantropes. It is transmitted like Lycantropy, by a bite-wound. In these hosts the disease is violent and usually fatal. Bats, Rats (even Were-Bats and Were-Rats) can also carry Rabies, but will not die by it, but transmit them as normal. A characteristic behavior of rabid creatures (be it animal or demi-humanoid) shows in the mild stage of the disease general malaise of the wound and a spasm of the muscles of the throat, especially at the sight of water, so that the patient is unable to drink, and generalized convulsions. Foam will show at the mouth and/or nose of the patient. The pupils will be small and unfocused. It is one of the most terrible diseases. The affected creature becomes Chaotic evil, and berserk at all creatures (even reflections, pictures, shadows, or even thoughts of a creature). **The disease spreads along the neurons, and this reveals the reason why the disease can be halted by amputation of the infected area.** The brain becomes blackened by the disease in the severe stage. The duration of the stages last as long as normal, and follow each other, but the disease can't be halted easily. **This disease is very resistant to Cure Disease spells, therefore it is assumed that it originates from a Domain of Death (1d20 + Con. patient = % chance to be successful).** **The disease ends in a massive heart failure, or just passes away at the end of the severe stage, if not Terminal. The total Time to cure will be about 3 months. 1% of contracting the disease per week of exposure, but 50% if bitten by an affected creature. Epidemic lasts 1d6 weeks.**



Hedgehogs (*Erinaceus* species)

Small Mammals	Hedgehog	Mole
Type	Normal Animal	
Climate/Terrain	Woods/Plains	Underground
Frequency	Common	
Organization	Solitary	
Activity Cycle	Night	
Diet	Insectivore	
AL	N	N
NA	1d2	1
Size	T; 3"-6"	T; 3-6
ST	12	14
IN	1	1
WI	4	5
DX	6	5
CO	9	9
CH	9	7
AC	8	10
AV	1	0
HD	1/4	1/8
HP	1d2	1
MV	45'(15')	15'(5')
BR	na	60'(20')
CL	na	na
THACO	20	20
Attacks	1 Bite	1 Bite
Damage	1	1
Special Attacks;	na	na
Special Defenses;	Low Senses	High Senses
Save as;	NM	NM
ML	8	8
XP	5	5
TT	nil	nil
Body Weight	1-3LBS	5-20cn



Hedgehogs are covered with sharp but harmless quills. They primarily feed upon insects and worms, but a bite in the dogbin or the catmilk dish of the local neighbor is done as often as presented (although milk is not good for them) they also like to nibble on an egg now and then. They can't jump. (some say the Geonid is



evolved from this creature). The White Variant is rumored to be tainted with Immortal blood, and may have variable magical influences, but probably they are no more than a walking mobile wild magic zone of 60' diameter. Human senses, tremorsense 60' Main Predator, Human(oid), Great Cat, Wolf Main Prey, Rodents, Insects, Worm

Mole (*Talpidus* species)



Moles are the majority of the members of the mammal family Talpidae in the order Soricomorpha. Although most moles burrow, some species are aquatic or semi-aquatic. Moles have cylindrical bodies covered in fur, with small or covered eyes; the ears are generally not visible. They eat small invertebrate animals living underground. Moles can be found almost anywhere. A mole's diet primarily consists of earthworms and other small invertebrates found in the soil. The mole may also occasionally catch small mice at the entrance to its burrow. Because their saliva contains a toxin that can paralyze earthworms (And Miniturized Demi-human(oids), moles are able to store their still living prey for later consumption. They construct special underground "larders" for just this purpose; researchers have discovered such larders with over a thousand earthworms in them. Before eating earthworms, moles pull them between their squeezed paws to force the collected earth and dirt out of the worm's gut. The Star-nosed Mole can detect, catch and eat food faster than the human eye can follow (under 300 milliseconds). Moles have an excellent

ability to detect tastes and vibrations (up to 100' radius), but very poor vision. They can't jump. They make large tunnel systems, excuding ground at the ends, the so-called mole-heaps. Other ground is pressed sideways to strengthen the tunnels. Almost blind, but scent high, otherwise low senses, tremorsense 90' Main Predator, Human(oid), Great Cat, Wolf Main Prey, Rodents, Insects, Worm.

Raccoon (*Procyon lotor*)

Mammal	Raccoon
Type	Normal Animal
Climate/Terrain	Forest/near river/Lakes
Frequency	Common
Organization	Solitary
Activity Cycle	Night
Diet	Omnivore
AL	N
NA	1d4
Size	S; 2'-3'
ST	8
IN	6
WI	12
DX	13
CO	12
CH	9
AC	9
AV	0
HD	1
HP	1d6
MV	60'(20')
CL	30'(10)55%
SW	30'(10')
THACO	19
Attacks	1 Bite
Damage	1d2
Special Attacks;	Nil
Special Defenses;	Medium Senses
Save as;	NM
ML	9
XP	10
TT	nil
Body Weight	8-12 LBS
Small Mammals	Opossum
Type	Normal Animal
Climate/Terrain	Woods
Frequency	Common
Organization	Solitary
Activity Cycle	Night
Diet	Insectivore
AL	N
NA	1d8
Size	S; 2'-4'
ST	6
IN	1
WI	6
DX	9
CO	9
CH	10
AC	10
AV	0
HD	1/4
HP	1d3
MV	45'(15')
CL	30'(10)65%
THACO	20
Attacks	1 Bite
Damage	1
Special Attacks;	na
Special Defenses;	Nedium Senses
Save as;	NM
ML	8
XP	5
TT	nil
Body Weight	1-2LBS



darkvision.

Main Predator, Humanm(oid), Great Cat, Wolf Main Prey, Rodents, Insects , Worm.

Opossum (*Didelphidus species*)



dead when a predator is nearby, and their stench often relates to the predator that the creature is not edible anymore. Senses low, Dark vision, infravision.

Main Predator, Human(oid), Great Cat, Wolf Main Prey, Rodents, Insects , Worm.

Raccoons are a sort of bear-like squirrel that washes its food, but is also a nimble burglar, breaking and entering homes in search of food.

They are know chicken thieves. They have many of the Thief abilities, including finding Traps, but not remove traps, but can open simple latches and locks. These abilities are equal to a thief level 2. They only attack if cornered or rabid (10% chance). The pelts are worth one gp. Senses medium,

Opossum are woodland marsupials with good hearing., they carry their litter on their back, and thus have become a symbol for mothercare. They have a strong scent (musk) which reduces the value of their pelt to a meager 5sp. They can but will never jump, and if they do it is more falling and floating. They survive such a fallfloat 50% chance unharmed from a height of 150'. and even when they fail they sustain no more than 1d6 damage (this could kill them). They pretent to be

Otter river & sea (Lutra lutra & Enhtdra lutra)

Mammal	Otter		
	River	Sea	Giant
Type	Normal Animal		
Climate	Temperate		
Terrain	River	Coastline	Lakes
Frequency	Common		Uncommon
Organization	Family		
Activity Cycle	Day		
Diet	Carnivore		
AL	N	N	N
NA	1d4	1d4	1d4+1
Size	S; 2'-4'	S; 2.5'-4'	L; 10'-15'
ST	12	14	6
IN	1	1	1
WI	4	5	6
DX	6	5	9
CO	9	9	9
CH	9	7	10
AC	5	5	5
AV	0	0	0
HD	1-1	1+1	5
HP	1d8-1	1d8+1	5d8
MV	120'(40')	120'(40')	120'(40')
CL SW	na	na	na
	180'(60')	180'(60')	180'(60')
THACO	19	19	15
Attacks	1 Bite	1 Bite	1 Bite
Damage	1d2	1d3	3d6
Special Attacks;	Nil	Nil	Nil
Special Defenses;	Medium Senses		
Save as;	NM	NM	F2
ML	7	7	8
XP	5	5	175
TT	nil	nil	nil
Body Weight	12-15 LBS	15-40 LBS	120-200 LBS



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 Otters are fast runners and swimmers. They are friendly and only attack if cornered or if their young are threatened. Pelts are worth 2 to 3 gp. The sea and river otter vary only slightly in appearance and behavior. Seaotters live of shell-and crabfish, while river otters live of all they can catch. Giant otters are identical except for their size (10'-15' long). Pelts are worth 100-400 gp. Senses; medium.
 Main Predator, Human(oid), Great Cat, Wolf Main Prey, Fish, mollusk, crab.



Porcupine: (Hystrix species)

Mammal	Porcupine		
	Brown	Black	Giant
Type	Normal Animal		Giant Animal
Climate/Terrain	Temperate Forest		
Frequency	Common		Uncommon
Organization	Solitary		
Activity Cycle	Day		
Diet	Herbivore		
AL	N	N	N
NA	1d2	1d2	0(1d4)
Size			
ST	11	12	13
IN	2	2	3
WI	4	5	6
DX	6	5	9
CO	9	9	9
CH	9	7	10
AC	6	6	4
AV	0	0	0
HD	1/2*	1/2*	5*
HP	1d4	1d4	5d8
MV	90'(30')	90'(30')	90'(30')
CL	21'(7') 25%		
SW	na	na	na
T HACO	20	20	15
Attacks	1 Bite	1 Bite	1 Bite
Damage	1d3	1d4	1d10
Attacks	1d6 Quills	1d6 Quills	1d6 Quills
Damage	1 each	1d2 each	1d4 each
Special Attacks;	Nil	Nil	Volley
Special Defenses;	Low Senses		
Save as;	NM	NM	F3
ML	4	4	8
XP	5	5	300
TT	nil	nil	nil
Body Weight			



Porcupines are covered with long barbed quills. The creature is unable to throw its quills, but uses them as a way of defense. Generally, a predator who chases the fleeing creature gets a mouthful of quills which causes the damage cited above.

These slow-moving and dull-witted woodland herbivores are not aggressive, but they are well able to defend themselves against those who attack who seem to be threatening them (even inadvertently).

Only a giant porcupine can attack with a vicious bite, and it can also fling volleys of 1d8 quills (range 30 feet) from it's back at attackers. The quills may be directed at one or two targets (normal chance to hit), and each inflicts 1d4 points of damage.



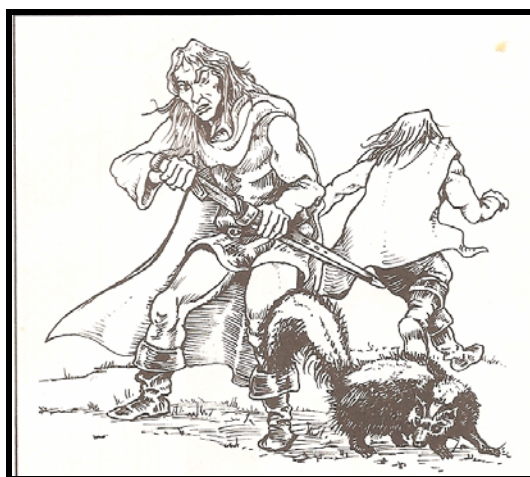
A Giant Porcupine can fire up to six volleys in this way. The quills regrow continuously, and are lost in the same amount as if shot each week (for all varieties of Porcupine).
Senses, low
Main Predator, Human(oid), Great Cat, Wolf

Skunk (normal and Giant) (Mephites species)

Mammal	Skunk	
	Normal	Giant
Type	Normal Animal	Giant Animal
Climate/Terrain	Forest	
Frequency	Common	Rare
Organization	Solitary	
Activity Cycle	Any	
Diet	Omnivore	Omnivore
AL	N	N
NA	1d2(1d4)	1(1d3)
Size	T; 1'-2'	S; 3'-4'
ST	6	7
IN/WI	2	2
AC	7	6
AV	0	0
HD	1-1*	2*
HP	1d8-1	2d8
MV	150'(50')	120'(40')
CL	na	na
BR	na	na
SW	12'(4')	12'(4')
THACO	20	18
Attacks	1 Bite	1 Bite
Damage	1	1d4
Attacks Damage		
Special Attacks;	Squirt	Squirt
Special Defenses;	Medium Senses	
Save as;	NM	F2
ML	6	7
XP	6	50
TT	Nil	Nil
Body Weight	5 LBS	50 LBS



Skunks are scavenging omnivores which live in woodlands. These creatures are poor at fighting, but have a particularly effective defence which deters all but the most determined of attackers.



If threatened, the skunk ostentatiously turns its back to its adversary and, if the other does not hack away, squirts of foul-smelling musk towards its victim(s).

The musk spray of a normal skunk covers an area 5 feet wide 5 feet high, and 15 feet long. Any creature caught within it must make a Saving Throw vs. Poison or be helpless with nausea and losing 50% of Strength and Dexterity for 2d6+6 rounds. Even those who save are only able to move,



attack, cast spells and so on at half the normal rate for this period of time.

The giant skunk's spray is 15 feet wide, 15 feet high, and 50 feet long. Its immediate effects are similar, but last for 2d10+10 rounds. In addition to the short-term effects described above, the smell from a coating of musk from either kind of skunk reduces the victims' chance of surprising opponents by 2. It also makes characters so repellent to others that they have an effective Charisma of 3 until they and their clothes are thoroughly washed. Even after that, the characters' Charisma are halved for 1d4 days until the smell finally dissipates. Simply changing clothes does not help matters, as the smell will cling to characters' skin and hair. The only know rapid remedy is a bath in crushed tomatoes. Senses low.

Main Predator, Human(oid), Great Cat, Wolf Main Prey, Rodents, Insects, Worm

Giant Spiny Anteater (Echidna species)

Mammal	Echidna
Type	Normal Animal
Climate/Terrain	Forest (near water)
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Insectivore
AL	N
NA	0(1d2)
Size	S; 1'-1.5'
ST	15
IN	2
WI	16
DX	8
CO	14
CH	10
AC	5
AV	1
HD	9
HP	9d8
MV	90'(30')
BR	60'(20')
SW	na
THACO	14
Attacks	1 Tongue
Damage	3d6/r
Special Attacks;	Entangle
Special Defenses;	thorns/stinger
Save as;	F5
ML	8
XP	1600
TI	nil
Body Weight	150 LBS



An egg-laying mammal that burrows under the ground to hunt giant ants. The nocturnal anteater uses its long sticky tongue to catch any large insect or small mammal. There is no difference between the normal (1/8 HD 1hp no attacks to humans) and the giant version, of which you should be aware.

The giant echidna lashes out at its prey with its sticky tongue, (range; total Hp x feet, sweeping a cone-shaped area, equivalent to a dragon's breath. All small and medium sized creatures within this area must save vs. dragon breath or be stuck to the tongue. The giant echidna then pulls the prey into its mouth inflicting 3d6 damage each round to each of them. (there can be an equivalent of no more than 2 human sized prey damage each round, all other are negated, only the nearest to the mouth are consumed). At the end of each round, victims may pull free if they succeed a successful opposing strength check (-2).

Senses low

Main Predator, Human(oid), Great Cat, Wolf Main Prey, Insects , Worm

Giant Platypus (*Ornithorhynchus anatinus gigas*)

Mammal	Platypus
Type	Normal Animal
Climate/Terrain	Forest (near water)
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Night
Diet	Insectivore
AL	N
NA	0(1d2)
Size	M; 4'-6'long'
ST	15
IN	2
WI	18
DX	9
CO	13
CH	11
AC	5
AV	1
HD	9
HP	9d8
MV	90'(30')
SW	240'/70'
T HACO	14
Attacks	1 bite
Damage	1d6
Special Attacks;	Poison
Special Defenses;	Camouflage
	stinger
Save as;	F5
ML	8
XP	1600
IT	nil
Body Weight	150 LBS



The platypus is a semi-aquatic mammal endemic to the savage coast and arm of the immortals. Together with the four species of echidna, it is one of the five extant species of monotremes, the only mammals that lay eggs instead of giving birth to live young. It is the sole living representative of its family (*Ornithorhynchidae*) and genus (*Ornithorhynchus*), though a number of related species have been found in the fossil record. It existed already in the cretaceous era. The normal sized example has 1d8 hp, 1 HD, is 2-3 feet long, and weighs about 2 to 6 LBS, but further they are equal.

The bizarre appearance of this egg-laying, venomous, duck-billed, beaver-tailed, otter-footed mammal baffled sages and naturalists when they first encountered it, with some considering it an elaborate fraud or magical construct. It is one of the few venomous mammals; the male platypus has a spur on the hind foot that delivers a venom capable of causing severe pain to humans. It is hunted for its fur.

The body and the broad, flat tail of the platypus are covered with dense brown fur that traps a layer of insulating air to keep the animal warm. The platypus uses its tail for storage of fat reserves. It has webbed feet and a large, rubbery snout; these are features that appear closer to those of a duck than to those of any known mammal. The webbing is more significant on the front feet and is folded back when walking on land. Unlike a bird's beak (in which the upper and lower parts separate to reveal the mouth), the snout of the platypus is a sensory organ with the mouth on the underside. The nostrils are located on the dorsal surface of the snout, while the eyes and ears are located in a groove set just back from it; this groove is closed when swimming. Platypuses have been heard to emit a low growl when disturbed and a range of other vocalisations have been reported in captive specimens.

While both male and female platypuses are born with ankle spurs, only the male has spurs which produce a cocktail of venom produced by the immune system of the platypus. Although powerful enough to kill smaller animals such as dogs, the venom is not lethal to humans, (it gives only 2d8 point of damage on a failed save but a saving throw vs poison fully negates the damage.), but is so excruciating that the victim may be incapacitated. Oedema rapidly develops around the wound and gradually spreads throughout the affected limb. The pain develops into a long-lasting hyperalgesia (a heightened sensitivity to pain) that persists for days or even months. The venom appears to have a different function from those produced by non-mammalian species: its effects are not life-threatening but nevertheless powerful enough to seriously impair the victim. Since only males produce venom and production rises during the breeding season, it is theorised that it is used as an offensive weapon to assert dominance during this period.



The creature has human senses. They also have electric field detection 90'. The platypus feeds by neither sight nor smell, closing its eyes, ears, and nose each time it dives. Rather, when it digs in the bottom of streams with its bill, its electroreceptors detect tiny electrical currents generated by muscular contractions of its prey, so enabling it to distinguish between animate and inanimate objects.

Main predator; snakes, water rats, goannas, hawks, owls, and eagles. Crocodiles and foxes where possible also prey upon these animals. The Gatomen also hunt these creatures. Main Prey, Crustaceans, shellfish, Shrimp, Insects, Worm

Tyrg: (Canis Lupus pantheratigris)

Mammal	Tyrg
Type	Magical Animal
Climate/Terrain	Subterranean, Mountains
Frequency	Rare
Organization	Pack
Activity Cycle	Night
Diet	Carnivore
AL	N
NA	1d10
Size	M; 6'-9' long
ST	11
IN/WI	5-7
DX	8
CO	11
CH	6
AC	5
AV	0
HD	5* to 8*
HP	1d8/HD
MV	180 (60')
SW	9(3)
THACO	5 HD = 15 6 HD = 14 7 HD = 13 8 HD = 12
Attacks	1 Bite
Damage	1d12
Special Attacks;	Howl
Special Defenses;	Low Senses
Save as;	HD 5-6 = F2 HD 7-8 = F3
ML	9
XP	5 HD = 300 6 HD = 500 7 HD = 850 8 HD = 1100
TT	nil
Body Weight	30 to 50 LBS



The tyrg is a magical cross between a dog (in watchfulness) and a tiger (in stalking ability). A tyrg stands three feet tall at the shoulder and varies in length from six to nine feet. Its overall coloring is white with gray, black, and tan splotches. The tyrgs sleek stance while hunting is reminiscent of a cat, but its powerful jaws, containing many fangs, demonstrates its relation to the worlds dogs.

Combat:

When tyrgs engage prey in melee, they emit fierce howls that serve to mildly stun their victims (+2 penalty to initiative, -2 penalty to attack rolls) for the following three rounds. There is no saving throw for these howls. Note that the effects of this stunning are not cumulative, and only after the first three rounds of stunning have worn off can those affected be stunned again. After howling, tyrgs attack. Their powerful jaws full of massive teeth cause 1d12 points of damage with every vicious bite. If an opponent is overborne, or otherwise finds himself prone on the ground, the tyrg's raking forepaws can inflict 1d4 points each on the already besieged victim. These are tiger-dog crossbreeds that move silently 75% of the time and have a +2 bonus to avoid surprise

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Habitat/society

Little is known about tyrgs, as they have been encountered only relatively recently. What has been gathered has been from wholly unreliable observation carried out by completely inexperienced information gatherers (i.e., adventurers). Tyrgs have been reportedly sighted in roving packs, leading one to believe they lean heavily to the wild dog branch of their ancestry. However, the few lairs that have been breached successfully tend to support the idea that the female tyrgs do the majority of the hunting. This observation tends to suggest the pride-like nature of tigers and lions. Combining the two observations is difficult, but a suitable hypothesis has been proposed. Pending verification by trustworthy sources, it is believed that tyrgs travel in roving, almost nomadic, packs across the wilderness. Every few seasons, or perhaps years, the current lair is abandoned, and the pack moves on (under the leading male's guidance). However, when the pack is stationary, having chosen a suitable lair, the tyrgs settle back and form a new pride. Females, after giving birth to their young, forage out to seek food. The males remain behind, guarding the lair and the young, and proceeding to test the strength and power of the other males, thereby reestablishing or reorganizing the ruling hierarchy. If tyrgs are encountered in their lair (usually a cave or deep hole in the ground), there are 1d4 young present (20-70% grown). These fight with the adults to present the lair. All others in the lair are adults.

Ecology:

It is important to note that the sexes cannot yet be told apart from afar, because of a lack of general knowledge regarding these hounds. Coloration notes or behavioral anecdotes might provide a clue. Otherwise, tyrgs are straight-forward predatory carnivores. They have no natural enemies, other than monsters even nastier and hungrier than they are, and have no natural allies. Even related species, like wild dogs and tigers, are dealt with on a case-by- case basis, meaning that sometimes they are greeted, sometimes they are attacked. Again, no obvious behavioral patterns have been observed.

Senses medium

Main Predator, Human(oid), Great Cat, Wolf Bird of Prey, Main Prey; Rodents

Warthog: (Phacochoerus africanus)

Mammal		Warthog		
Type	Normal Animal			
Climate/Terrain	Tropical Forest/Plains			
Herd	1d6 in summer with 2d12 piglets and very aggressive			
Company	None or 1d4 Humanoids			
Frequency	Very Rare			
Organization	Pack			
Activity Cycle	Night			
Diet	Herbivore			
AL	N			
NA	1d6			
Size	S: 2-4' long			
ST	11			
IN/WI	3			
DX	8			
CO	18			
CH	8			
	Swine	Bear	Piglet	
AC	7	7	5	
AV	0	0	0	
HD	3	3	1	
HP	3d8	6d4	1d8	
MV	120'(40') 3'(1')	90'(30')	90'(30')	
THACO	17	17	19	
Attacks	1 Bite			1 Kick
Damage	1d8			2
Attacks	Tusk			
Damage	2d4			2
Special Attacks;	Charge			
Special Defenses;	High Senses			
Body Weight	1d6x10 +125LBS	1d6x10 +125LBS	1d4x10 +40LBS	
SV	F2			NM
ML	6 with Young 9			5
TT	nil			
XP	35			10



The warthog is so aggressive, it continues to attack until it reduced to -7 hit points. Further it is similar in behavior as a boar or pig. They are omnivores and have extremely bad tempers when disturbed. They sometimes lie in thickets in the forest and charge passersby. They do have the charge attack special ability; if they can charge for 20 yards before reaching their prey, they inflict double damage when they hit. These animals can't be tamed due their instincts. If three or more are encountered, there is a 25% chance for 1 to 4 young.

Boars and sows fight equally, and will fight for 1 to 4 rounds after

reaching 0 to -10 hit points, dying immediately at -11 or more hit points.

Senses low

Main Predator, Human(oid), Great Cat, Wolf Bird of Prey

Wolverine (*Gulo gulo*)

Mammal	Wolverine
Type	Normal Animal
Climate/Terrain	arctic to temperate Hills/Forest
Frequency	uncommon
Organization	solitary
Activity Cycle	Night
Diet	Carnivore
AL	NE
NA	1
Size	S;2'-4'long
ST	11
IN	4
WI	8
DX	9
CO	12
CH	6
AC	5
AV	0
HD	3
HP	3d8
MV	120'(40')
SW	9'(3')
THACO	17
Attacks	1 Bite
Damage	1d4+1
Attacks	2 Claws
Damage	1d4 each
Special Attacks;	Musk
Special Defenses;	Medium Senses
Save as;	F1
ML	9
XP	25
TT	nil
Body Weight	300-600LBS



Known also as the Carajou, Quickhatch, and Glutton, this fierce animal has been the scourge of many arctic cultures since the dawn of time.

The wolverine is closely related to the weasel, but in habit it has more in common with the Badger. The body of the wolverine is heavysset with short tick legs. Its claws are long and curved, making it a very dangerous hunter. The wolverine's head is blunt and rounded with wide-set eyes and a short sharp snout. Its body has a coat of brown fur with a light stripe running down each side. Its skeleton carries the head and tail low with an arch in the back.

Combat

When engaged in battle, the wolverine becomes a most fearsome adversary. Its great speed makes it difficult to strike (hence its Armor Class) and gives it a +4 bonus to its attack roll.

The wolverine normally attacks with a combination of its wicked claws and needlelike teeth. Its great speed enables it to strike once with each front claws and then follow up with a ripping bite.

Enemies who are behind the wolverine are subject to attack by its musk gland. Like a skunk, the animal can release an oil that is disgusting to most other animal life forms. This spray takes the form of a cloud 10 feet wide by 10 feet high and 30 feet long. A victim of the musk must roll a successful saving throw vs. poison or be blinded for 1d4 hours. Even if the saving throw was made successfully, the victim instinctively draws back from the animal by half its normal movement rate and loses 25% of its strength and dexterity for 1d4 turns due to the nausea. Anyone who comes into the slightest contact with the wolverine's musk is tainted by its foul stench and is shunned by all animals (even familiars) until thoroughly cleansed with scented soap and petroleum (crushed tomatoes work too!!).



Habitat/Society

Wolverines are loners that range through the forests of cooler temperate to arctic climates. Occasionally they are found in temperate woodlands as well. Sometimes two wolverines may be encountered together, but they are almost always a mated pair that will go their own way before long.

Female wolverines who have mated generally give birth to one to four pups in the late winter or early springs in their dug burrow. These animals are nurtured by the mother and will remain with her until they are able to survive on their own.

Ecology

For the most part, wolverines are carnivores that take small mammals and rodents as prey. In times when food is scarce, they feed on carrion if unable to make their own kills. In addition, wolverines are clever, adept at looting the traps set for them by men.

In many regions where wolverine co-exist with man., they are hunted to the brink of extinction. The reasons for this are two-fold; primarily, the animals are seen as a threat and as competitors for small game. Secondly, the pelt of a wolverine is exceptionally resistant to cold and frost, making it very useful in the manufacture of winter clothin.

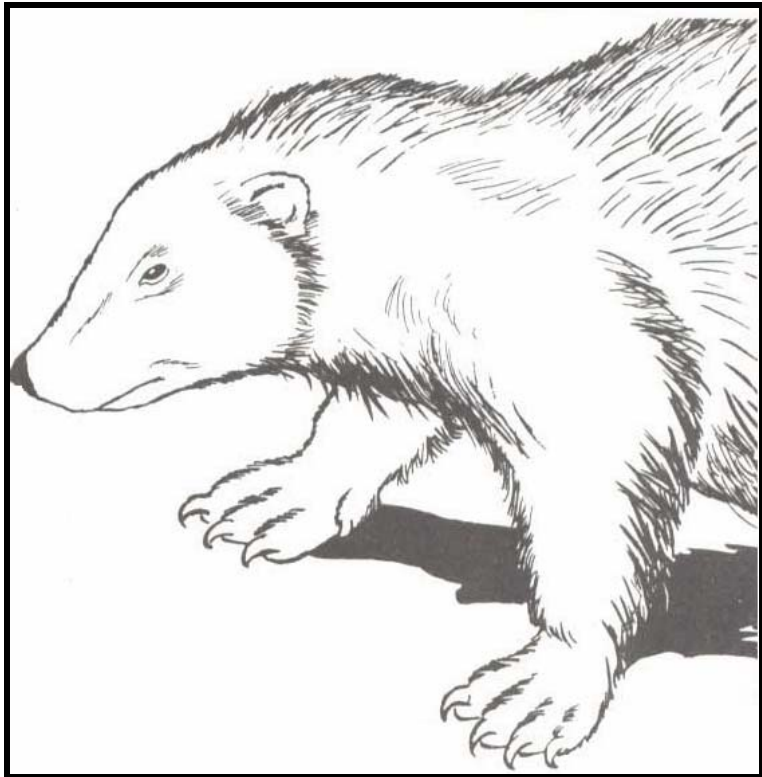
It will eat anything it smells that smells edible (including standard rations fresh cooked food, or canned meat.) it will defend itself fiercely if threatened.

Senses; medium, darkvision

Main Predator, Human(oid), Great Cat, Wolf Bird of Prey, Main Prey; Rodents, Birds

Giant Wolverines (*Gulo gulo gigantes*)

Mammal	Giant Wolverine
Type	giant animal
Climate/Terrain	arctic to temperate Hills/Forest
Frequency	rare
Organization	solitary
Activity Cycle	Night
Diet	Carnivore
AL	NE
NA	1
Size	M; 4-/long
ST	12
IN	3
WI	6
DX	9
CO	14
CH	7
AC	4
AV	0
HD	4+4
HP	4d8+4
MV	150'/50'
SW	9'(3')
THACO	17
Attacks	1 Bite
Damage	2d4
Attacks	2 Claws
Damage	1d4+1 each
Special Attacks;	
Special Defenses;	Medium Senses
Save as;	F2
ML	9
XP	25
TT	nil
Body Weight	450-700LBS



These fiendish creatures are viscous beasts that, like their more common cousins, take whatever prey they can. Unlike common wolverines, these giants often attack human travellers.

Creatures subjected to the creature's musk find that it is even more fearsome than that of a common wolverine. Because of its more vile nature and the greater quantity released, the musk of a giant wolverine is twice as potent as normal wolverine musk. For example; the cloud formed is 20 feet by 20 feet by 60 feet and those affected are blinded for 1d8 hours. In addition to these effects, however, the oil has several other properties that must be taken into account. The victim must retreat at full speed (possible0 for one round, and he or she loses 50% of his or her strength and dexterity (round down) for 1d8 Turns. All cloth items contacted by the spray rot and become useless in a matter of hours (including magical cloth and parchment items that fail their saving throw vs. acid). Senses; medium, darkvision.

Main Predator, Human(oid), Great Cat, Wolf, Polar and Cave Bear, Bird of Prey, Main Prey; Rodents, Birds, mammals.

Minimal Mammals: (..... Minimus)

Minimals are half-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives, although most are not dangerous. Minimals generally have one-half the number of Hit Dice with a corresponding drop in THACO, a +2 Armor Class penalty, and a -2 Morale penalty. The damage caused by a minimal is one-half that of the full-sized relative. Senses are equal to the normal species

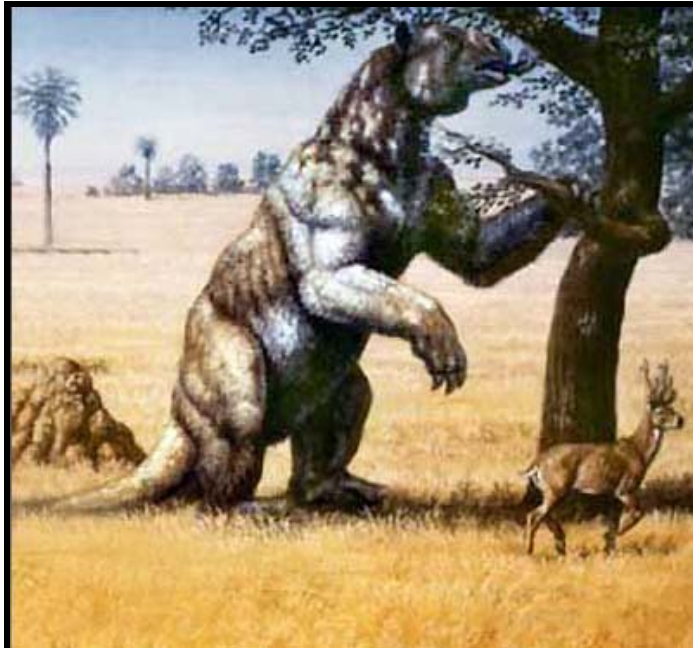
Giant Mammals: (.....Maximus)

Giant mammals are double-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives. These giants generally have double the number of Hit Dice, a corresponding rise in THACO, a -2 AC bonus, and a +2 Morale bonus. The damage caused by the attacks of a giant mammal is twice that of the full-sized relative. Senses are equal or one step lower than the normal sized species.

Giant Sloth

Megatherium (*Megatherium americanum*)

Giant Sloth	Megatherium
Type	Pleistocene Animal
Climate/Terrain	Forest
Frequency	Common
Organization	Solitary
Activity Cycle	Day (no Winter)
Diet	Herbivore
AL	N
NA	0(1d6)
Size	L; 20'
ST	12
IN/WI	1
AC	6
AV	2
HD	11
HP	11d8
MV	90'(30')
THACO	10
Attacks	2 Claws
Damage	2d12
Attacks	2 Claws
Damage	2d12
Special Attacks;	Toss
Special Defenses;	None
Immunities	None
Special Weaknesses	None
MR	0
Save as;	F6
ML	7
XP	1100
TT	nil
Body Weight	1 Ton
Giant Sloth	Megalotherium
Type	Pleistocene Animal
Climate/Terrain	Forest
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day (no Winter)
Diet	Herbivore
AL	N
NA	0(1d4)
Size	H; 30'
ST	15
IN/WI	1
AC	5
AV	2
HD	18
HP	18d8
MV	90'(30')
THACO	6
Attacks	2 Claws
Damage	2d20
Attacks	2 Claws
Damage	2d20
Special Attacks;	Toss
Special Defenses;	None
Immunities	None
Special Weaknesses	None
MR	0
Save as;	F9
ML	8
XP	2000
TT	nil
Body Weight	2 Ton



A megatherium is a giant ground sloth that eats leaves, roots, and shrubs. It stands 24 feet tall and can walk erect on its hind legs, although it usually prefers to travel on all fours. It is slow, stupid, and peaceful unless provoked, as befits its herbivorous nature. However, it will defend its young at all costs - fighting to the death if need be (MI: 12). Senses low.

Tossing:

These animals are capable of tossing characters sideways into the air. The victim is thrown 1d6 +4 feet into the air and must save vs. paralysis at a -2 or be stunned for 2-5 rounds.

Main Predator, Human(oid), rarely; Great Cat, (Smilodon) Dire Wolf

Megalotherium (*Megalotherium arborensis*)



A Megalotherium is a larger variant of Megatherium. Further there seems to be no other differences, even diet, color, attack forms are equal. Both creatures hibernate in colder periods like bears losing 50% of their weight before awakening in Spring. Both creatures will toss their nemesis away on any hit greater than 4 needed. Senses low. Dexterity.

Tossing:

These animals are capable of tossing characters sideways into the air. The victim is thrown 1d6 +4 feet into the air and must save vs. paralysis at a -2 or be stunned for 2-5 rounds. Main Predator, Human(oid), rarely; Great Cat, (Smilodon) Dire Wolf

Vulcanian Sloth (*Megatherium gargantuan*)

Giant Sloth	Vulcanian Sloth
Type	Giant Animal
Climate/Terrain	Southpole
Frequency	Very Rare
Organization	Solitary
Activity Cycle	Day
Diet	Carnivore
AL	L
NA	1(1d2)
Size	G; 60'+
ST	25
IN	7
WI	11
DX	6
CO	15
CH	12
AC	6
AV	2
HD	45
HP	45d8
MV	120(40')
THACO	2
Attacks	2 Claws
Damage	2d6 each
Attacks	1 bite
Damage	3d12
Special Attacks;	Toss
Special Defenses;	none
Immunities	none
Special Weaknesses	none
MR	0
Save as;	F25
ML	7
XP	18500
TT	0
Body Weight	20 ton

The Vulcanian Sloth is a gargantuan monster living in the region that stretches from the southern-most coastline of Vulcania on the Outer World to the area south of the White peninsula in the Hollow World. Although rare, it is more likely to be found in the dark lands at the southern entrance to the Hollow World.

Unlike other sloth this creature is carnivorous feeding on elk, moose, and caribou, sometimes feasting on a polar bear's kill, or more rarely the bear itself. The sloth grows to be 60' long. Its front paws have very sharp claws useful in combat or to grip the ice, and their width allows it to walk on thick snow.

The sloth's thick white fur provides excellent protection against arctic temperatures.

Though semi-intelligent, the sloth is capable of limited reasoning. It has the ability to communicate its feelings and to read other beings' minds by empathy, a nonmagical and natural ability the sloth uses when it meets another creature acting in a friendly or unexpected fashion. Particular individuals and events affecting the sloth's life are usually remembered.

The Vulcanian sloth can live to be 150 years old. Once every 10 years, it digs a large burrow in the ice and finds a mate. No more than two adult sloths will be found in the lair, in addition to 1-2 pups (10% chance). Sloths normally hunt alone, digging through ice to dive for whales, seals, walrus, and large fish. They occasionally surprise surface dwellers by swimming under ice, then suddenly smashing through the ice to attack.

Senses: high, dark vision, tremorsense 120'

Main Predator, Human(oid), Dragon, Main prey; Whale, Walrus, large fish.

Tossing:

These animals are capable of tossing characters sideways into the air. The victim is thrown 4d6 +4 feet into the air and must save vs. paralyzation at a -2 or be stunned for 2-5 rounds.

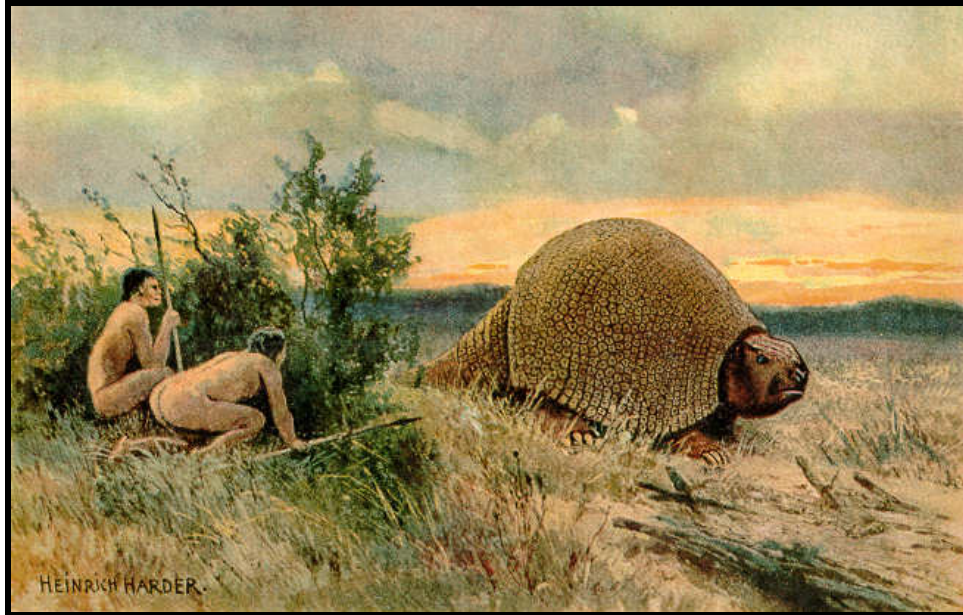


Glyptodon (Glyptodon simplex)

Giant Sloth	Glypto font
Type	Normal Animal
Climate/Terrain	Plains, Forests
Frequency	Uncommon
Organization	Solitary
Activity Cycle	Day
Diet	Herbivore
AL	L
NA	1(1d2)
Size	L; 12'
ST	22
IN	3
WI	6
DX	6
CO	13
CH	10
AC	5
AV	6
HD	10
HP	10d8
MV	60'(20')
THACO	11
Attacks	1 Tailclub
Damage	1f12
Attacks	1 bite
Damage	1d6
Special Attacks;	
Special Defenses;	none
Immunities	none
Special Weaknesses	none
MR	0
Save as;	F5
ML	7
XP	1100
TT	0
Body Weight	5000 LBS



Glyptodon was a large, armored mammal, related to the armadillo, that lived during the Pleistocene Epoch. Glyptodon is believed to have been an herbivore, grazing on grasses and other plants found near rivers and small bodies of water. Large and heavy mammal, it could probably only have moved one or two miles per hour. Its physical appearance superficially resembled the much earlier dinosaurian ankylosaurs, an example of the



convergent evolution of unrelated lineages into similar forms.

The native human population in their range is believed to have hunted them and used the shells of dead animals as shelters in inclement weather. Glyptodon was covered by a protective shell composed of more than 1000 one inch-thick bony plates, called osteoderms or scutes. Each species of glyptodont had its own unique osteoderm pattern and shell type. With this protection they were armored like turtles. Unlike most turtles, glyptodonts could not withdraw their heads, but instead had a bony cap on the top of their skull. Even the tail of Glyptodon had a ring of bones for protection. Such a

massive shell needed considerable support, evidenced by features such as fused vertebrae, short but massive limbs, and a broad shoulder girdle.

Senses low.

Main Predator, Human(oid), rarely; Great Cat, (Smilodon) Dire Wolf, Megatherium

Whales (Ceteceans)

Whale is the common name for various marine mammals of the order Cetacea. The term whale sometimes refers to all cetaceans, of the suborder **Odontoceti** (toothed whales). This suborder also includes the sperm whale, pilot whale, and beluga whale. They bear sharp teeth for hunting. Odontoceti also include dolphins and porpoises. The dolphins, killer whale and porpoises are listed under Dolphins. The largest Cetacean suborder **Mysticeti** (baleen whales), are filter feeders that eat small organisms caught by straining seawater through a comblike structure found in the mouth called baleen. This suborder includes the blue whale, the humpback whale, the bowhead whale and the minke whale. All Cetacea have forelimbs modified as fins, a tail with horizontal flukes, and nasal openings (blowholes) on top of the head.

Whales range in size from the blue whale, the largest normal animal known to have ever existed at 115 feet and 150 tonnes, to various pygmy species, such as the pygmy sperm whale at 11 feet.

Whales collectively inhabit all the world's oceans and number in the millions, with annual population growth rate estimates for various species ranging from 3-13%. For centuries, whales have been hunted for meat and as a source of raw materials. Whales are the largest sea mammals. They are highly intelligent creatures that occupy a number of ecological niches. All whale are seen as common whales unless specified. That means that combat, habitat, society, and ecology are equal unless given otherwise.

Both cetaceans and artiodactyl are now classified under the super-order Cetartiodactyla which includes both whales and hippopotamuses. Whales are the hippopotamus's closest living relatives.

History

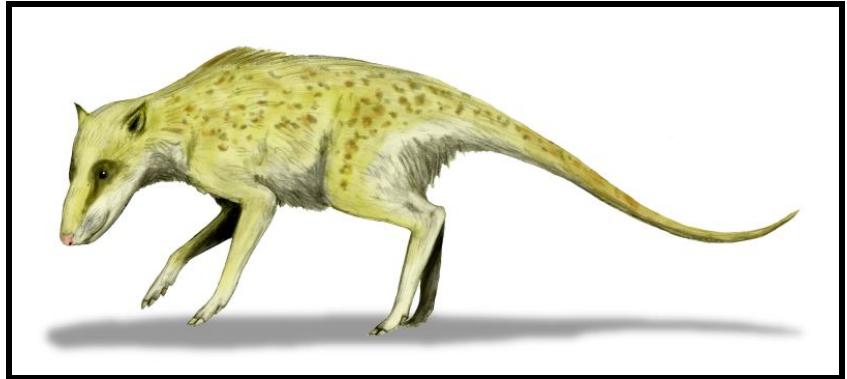
All cetaceans, including whales, dolphins and porpoises, are descendants of land-living mammals of the Artiodactyl order (even-toed ungulates) (eocene era) Both descended from a common ancestor, the Indohyus (an extinct semi-aquatic deer-like ungulate—see picture 1) from which they split around 54 million years ago. Primitive whales probably first took to the sea about 50 million years ago and became fully aquatic about 5-10 million years later. Ambulocetus (or walking whale) lived at the eocene (see picture 2). Having the appearance of a 3 meter long mammalian crocodile, it was clearly amphibious, as its back legs are better adapted for swimming than for walking on land, and it probably swam by undulating its back vertically, as otters and whales do. It has been speculated that Ambulocetids hunted like crocodiles, lurking in the shallows to snatch unsuspecting prey.

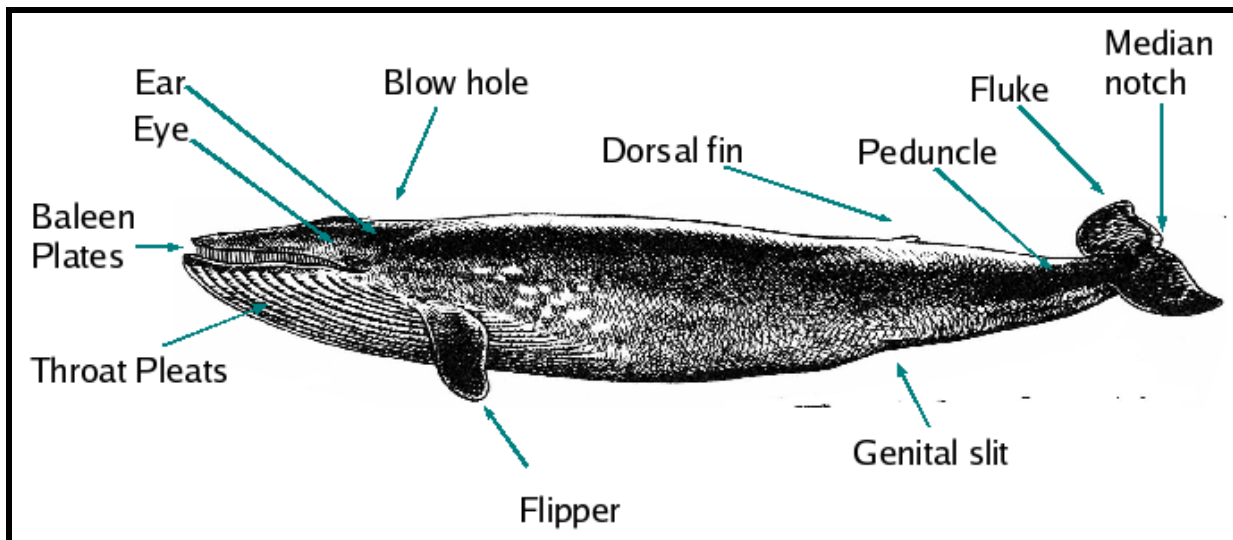
Description

Like all mammals, whales breathe air, are warm-blooded, nurse their young with milk from mammary glands, and have body hair.

Beneath the skin lies a layer of fat called blubber, which stores energy and insulates the body. Whales have a spinal column, a vestigial pelvic bone, and a four-chambered heart. The neck vertebrae are typically fused, trading flexibility for stability during swimming

Whales breathe via blowholes; baleen whales have two and toothed whales have one. These are located on the top of the head, allowing the animal to remain mostly submerged whilst breathing. Breathing involves expelling excess water from the blowhole, forming an upward spout, followed by inhaling air into the lungs. Spout shapes differ among species and can help with identification. Whales sometimes jump far above the water to breathe as fast as possible during the hunt.





The body shape is fusiform and the modified forelimbs, or fins, are paddle-shaped. The end of the tail is composed of two flukes, which propel the animal by vertical movement, as opposed to the horizontal movement of a fish tail. Although whales do not possess fully developed hind limbs, some (such as sperm whales and baleen whales) possess discrete rudimentary appendages, which may even have feet and digits. Most species have a dorsal fin. Males are called 'bulls', females, 'cows' and newborns, 'calves'. Most species do not maintain fixed partnerships and females have several mates each season.

The female delivers usually a single calf tail-first to minimize the risk of drowning. Whale cows nurse by actively squirting milk, so fatty that it has the consistency of toothpaste, into the mouths of their young. Nursing continues for more than a year in many species, and is associated with a strong bond between mother and calf. Reproductive maturity occurs typically at seven to ten years. This mode of reproduction produces few offspring, but increases survival probability.

Whales are known to teach, learn, cooperate, scheme, and even grieve. Unlike most animals, whales are conscious breathers. All mammals sleep, but whales cannot afford to become unconscious for long because they may drown. It is thought that only one hemisphere of the whale's brain sleeps at a time, so they rest but are never completely asleep. Due to this these creatures are fully immune to any form of sleep, Hold and Charm magic, and even knock out.

Whale lifespans vary among species and are not well characterized. Whaling left few older individuals to observe directly. But lifespans up to 130 years have been recorded.

Languages

Some species, such as the humpback whale, communicate using melodic sounds, known as whale song. These sounds can be extremely loud, depending on the species. Sperm whales have only been heard making clicks, while toothed whales (Odontoceti) use echolocation that can generate be heard for many miles (200 or more). Whale vocalization is likely to serve many purposes, including echolocation, mating, and identification.

Feeding

Whales are generally classed as predators, but their food ranges from microscopic plankton to very large animals.

Toothed whales eat fish and squid which they hunt by use of echolocation. Orcas sometimes eat other marine mammals, including whales.

Baleen whales such as humpbacks and blues feed only in arctic waters, eating mostly krill. They imbibe enormous amounts of seawater which they expel through their baleen plates. The water is then expelled and the krill is retained on the plates and then swallowed. Whales do not drink seawater but indirectly extract water from their food by metabolizing fat.





Mythology

Whales were little understood for most of human history as they spend up to 90% of the lives underwater, only surfacing briefly to breathe. They also include the largest animals on the planet, so it is not surprising that many cultures, even those that have hunted them, hold them in awe and feature them in their mythologies.

In Ochalea, Yu-kiang, a whale with the hands and feet of a man was said to have or rule the ocean.

Paikea, the youngest and favourite son of the chief Uenuku from the island of Tanagoro was said by the local people to have come from far away on the back of a whale many centuries before.

The whale features in Inuit creation myths. When 'Raven', a Halfling immortal in human form, found a stranded whale, he was told by the Great Spirit (the Immortal Ka), where to find special mushrooms that would give him the strength to drag the whale back to the sea and thus return order to the world. This assumes that Raven was on his quest for immortality and Ka was his sponsor.

In Quedharian legend a man threw a stone at a fin whale and hit the blowhole, causing the whale to burst. The man was told not to go to sea for twenty years but in the nineteenth year he went fishing and a whale came and killed him.

An ancient Milenian King Sulemani asked the immortals that He might permit him to feed all the beings on earth. It is assumed that this act was a quest to immortality, which not only failed, but was the onset for the fall of the Milenian Empire. A whale came and ate until

there was no corn left and then told Sulemani that he was still hungry and that there were 70.000 more in his tribe. Sulemani then prayed to the immortals for forgiveness and thanked the creature for teaching him a lesson in humility.

Whaling



They have been hunted commercially for whale oil, meat, baleen and ambergris (a perfume ingredient from the intestine of whales).

Whale Oil

Whale oil is the oil obtained from the blubber of various species of whales, particularly the three species of Right Whale (*Eubalaena japonica*, *E. glacialis*, and *E. australis*) and the Bowhead Whale (*Balaena mysticetus*) prior to the modern era, as well as several other species of baleen whale. The most important whale oil was sperm oil, yielded by Sperm Whales.

Whale oil is chemically a liquid wax and not a true oil. It flows readily, is clear, and varies in colour from a bright honey yellow to a dark brown, according to the condition of the blubber from which it has been extracted. Stearin and spermaceti may be separated from



steel e.g. the original Rust-Oleum.

whale oil at low temperatures; at under 0°C these constituents may be almost completely crystallized and filtered out. When removed and pressed, this deposit is known as whale tallow, and the oil from which it is removed is known as pressed whale oil; yet is sometimes passed as sperm oil.

Spermaceti is derived from a wax in the Sperm Whale's head. A large whale can hold as much as three tons (3.000 LBS).

The first principal use of whale oil was as an illuminant in lamps and as candle wax. It was a major food of the primitive peoples of the Skothar, such as the Nootka. Whale oil later came to be used in oiling wools for combing and other uses. It was the first of any animal or mineral oil to achieve commercial viability. It was used to make margarine and was the basis of very effective protective paint for



Baleen

Whalebone was formerly used for making numerous items where flexibility and strength were required, including collar stiffeners, buggy whips and parasol ribs, and as corset stays. It was commonly used to crease paper; its flexibility kept it from damaging the paper. It was also occasionally used in long and short composite bows.



Meat

Whale meat is the flesh of whales used for consumption by humans or other animals. It is prepared in various ways, and is traditionally part of the diet and cuisine of various communities, including those of Ochalea, Northern Reaches, Atruaghin and Quedhar. Human consumption of whale meat is controversial in some nations.

Ambergris (Ambra grisea, Ambre gris, ambergrease, or grey amber)

Whales possess a stinking, yellow mass called ambergris that is valuable for making perfumes; they vomit this up when ill. This is a solid, waxy, flammable substance of a dull gray or blackish color produced in the digestive system of sperm whales.

Ambergris has a peculiar sweet, earthy odor (similar to isopropyl alcohol). The principal historical use of ambergris is as a fixative in perfumery.

Ambergris is found in lumps of various shapes and sizes, weighing from ½ oz (15 g) to 100 pounds or more. When initially expelled by or removed from the whale, the fatty precursor of ambergris is pale white in color (sometimes streaked with black), soft in consistency, with a strong fecal smell. Following months to years of photo-degradation and oxidation in the ocean, this precursor gradually hardens, developing a dark gray or black color, a crusty and waxy texture, and a peculiar odor that is at once sweet, earthy, marine, and animalic. Its smell has been described by many as a vastly richer and smoother version of isopropanol without its stinging harshness.

In this developed condition, ambergris melts at about 62 °C to a fatty, yellow resinous liquid; and at 100 °C it is volatilized into a white vapor. It is soluble in ether, and in volatile and fixed oils. Ambergris is relatively nonreactive to acid. White crystals of a substance called ambrein can be separated from ambergris by heating raw ambergris in alcohol, then allowing the resulting solution to cool.

Ambergris has been mostly known for its use in creating perfume and fragrance much like musk. The ancient Ochalean called the substance "dragon's spittle fragrance." Ancient Nithians used burned ambergris as incense. During the Black Death, people believed that carrying a ball of ambergris could help prevent them from getting the plague. This was because the fragrance. This substance has also been used historically as a flavouring for food. The favourite dish of Late King Charles II of Alphatia is said to have been eggs and ambergris. Ochaleans have also used it as a spice for food and drinks.

Ambergris has also been used as a form of medical supplement. Ochaleans have used it to increase strength and virility and to treat heart and brain disease. In some cases, people consider ambergris as an aphrodisiac. Ambergris is also used as a medication for headaches, colds, epilepsy, and other ailments.

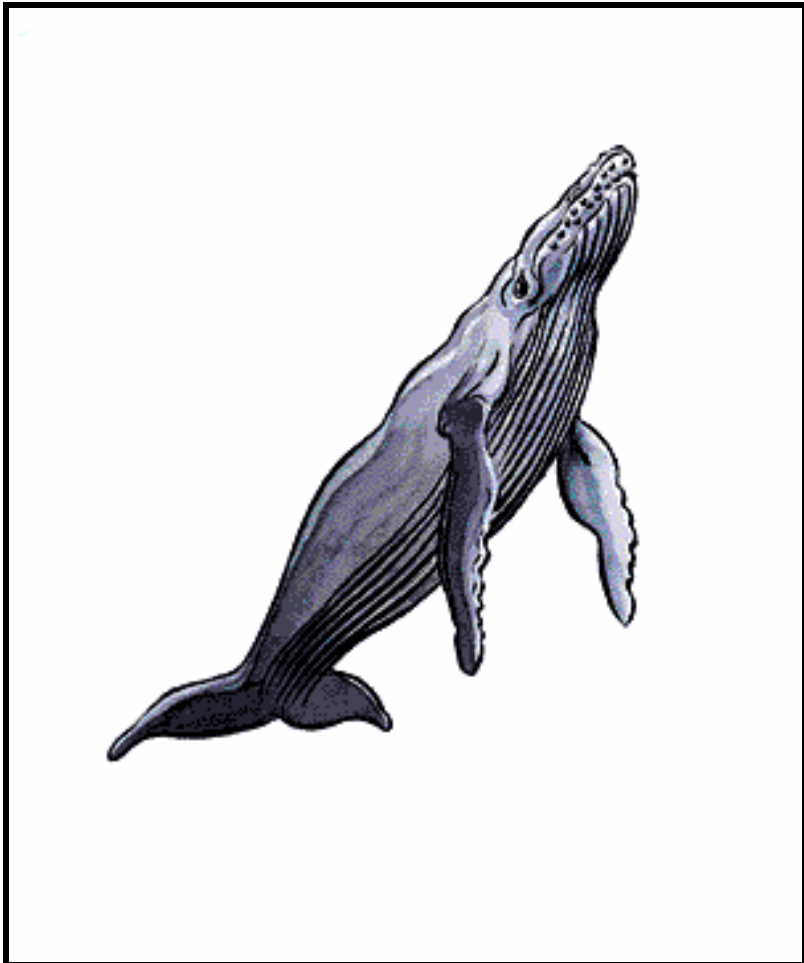
Ambergris was also moulded, dried, decorated and worn as jewellery, by Glantrians and Darokinians. It was often formed into beads.



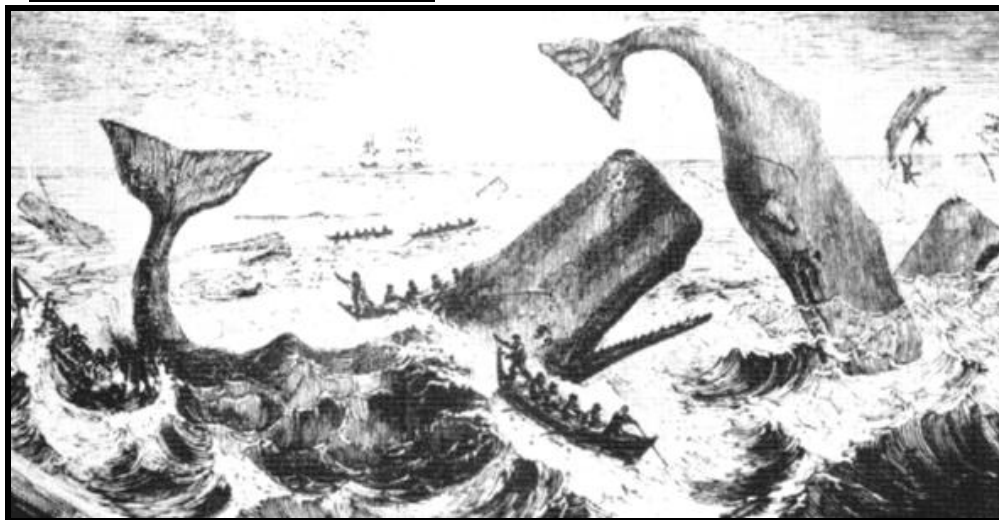
The ambergris of a Orca or Killer Whale (See Dolphin) is worth only 1d10 x 500 gp whatever the size.
The ambergris of Common Whale is worth only 1d20 x 1000 gp whatever the size.
The ambergris of a Giant Whale (Blue Whale) is worth only 2d20 x 1000 gp whatever the size.
The ambergris of a Sperm Whale is worth only 1d20 x 1000 gp whatever the size.
The ambergris of a Narwhal is worth only 1d20 x 1000 gp whatever the size.

Common Whales (Cetacean mysticeti and Cetecean odontoceti species)

Whales	Common
Type	Normal Animal
Climate/Terrain	Oceans
Frequency	Common
Organization	Pod
Activity Cycle	Day
Diet	Plankton or Carnivore
AL	N
NA	0(3d6)
Size	H; Varies
ST	11
IN/WI	6
DX/CH	9
CO	9
Languages	0
Spellcaster Limits;	0
AC	4
AV	6
HD	12 to 24
HP	1d8/HD
MW = SW	180'(60')
THACO	12-13 HD = 10 14-15 HD = 9 16-17 HD = 8 18-19 HD = 7 20-21 HD = 6 22-23 HD = 5 24 HD = 4
Attacks	1 Butt
Damage	Varies
Attacks	or Bite
Damage	Varies
Special Attacks;	Tail
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	Fire/electricity
MR;	na
Save as;	F1
ML	10
XP	12 HD = 1100 13-16 HD = 1350 17-20 HD = 2000 21 HD = 2500 22 HD = 2750 23 HD = 3000 24 HD = 3250
TT	Special
Body Weight	2 tons/HD



The common whales include plankton eaters like blue or hump-backed whales and carnivores. Common whales range in size from a 10-foot-long calf to 110-foot-long blue whales. The skin is normally blue-gray. Whales share a common song-like language that is difficult for land creatures to learn since it uses tones below human hearing, but in water is transferred over miles of distance.



Combat:

All common whales can attack with their tails. These can deliver a Charge (crushing blow) that inflicts damage equal to half the whale's Hit Dice (round up). Plankton-feeding whales can attack with either of their flukes (fins), called a butt attack. Whales of 12-17 HD cause 1d8 points of damage, those of 18-24 HD inflict 3d8 points, and those of 24-36 HD cause 5d8 points. Carnivorous whales can bite. Whales of 12-17 HD inflict 5d4 points of damage, those of 18-24 HD cause 1d4x10 points,

and those of 24-36 HD inflict 3d4x5 points. They also have a tail attack. Whales of 12-17 HD inflict 2d6 damage, those of 18-24 HD cause 4d6, and those of 24-36 HD inflict 5d6. Whales are vulnerable to surface ships only when the whales are on the surface. They can damage a ship by surfacing underneath one, which will give equal damage as that of a tail attack, but divide by 5 to find damage in Hull points.

Habitat/Society:

Whales live in tribal gatherings called pods. They maintain strong personal and family ties. Their culture is based on complex songs that can be heard for miles underwater. Whales are curious about humanoids but if attacked they can become deadly foes. Whales rarely initiate combat. Whales are curious about other intelligent beings. They welcome communication with other beings. They do not lie, but they may not reveal everything they know. Most whales feed on a variety of plankton, shrimp, and small fish that they suck up as they swim along. Some whales (like the Sperm, or Orca) feed on larger fish, seals, octopi, and even giant squids. Whale cows normally give birth to a single calf. Twins occur in 5% of births. The calf remains with the cow for the next five to ten years, depending on the species. After five years, the cow may give birth again. The calves are protected and taught by all members of the pod.

Ecology:

Although they are neutral in alignment toward humanoids, their alignment toward sea life is generally lawful good. With their great size, power, and diversity, they are the masters of the sea. They preserve order through their conflicts with evilly inclined sea monsters. Unfortunately, their relations with seafarers are less certain. Because of the value placed on parts of the whale's body, the creatures are hunted to excess by greedy whalers. Despite the hostility of the humanoids, whales remain curious and basically friendly toward non-whaling seafarers. The carcass of a common whale is worth 100 gp per Hit Die, for its Meat, Oil, Bones and Blubber. Whales possess a stinking, yellow mass called ambergris that is valuable for making perfumes; they vomit this up when ill. The ambergris is worth 1d20 x 1,000 gp.

Senses low, tremorsense 30', Infravision 30', Darkvision

Main Prey; Krill, Fish, Plankton, Main Predator; Orca, Dragon, Seamonsters, Human(oid), Main Prey; Animal Herd, Birds, Mammals or fish or Plankton or krill.



Giant Whale (Cetacean mysticeti Gigas and Cetecean odontoceti gigas)

Giant whales are immense versions of other common whales, 100' to 400' long. In the cetacean culture, they serve functions similar to knights or barons by protecting common whales against evil sea monsters and whalers. The legendary Moby Dick would have been a knight or baron. Giant whales are attended by 2d4 common whales.

Whales	Giant
Type	Normal Animal
Climate/Terrain	Oceans
Frequency	Bvery Rare
Organization	Pair
Activity Cycle	Day
Diet	Plankton
AL	N
NA	0(3d6)
Size	H; Varies
ST	12
IN/WI	15
DX/CH	9
CO	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	5
HD	25-36
HP	1d8/HD
MW = SW	180'(60')
THACO	25 HD =3 26-35 HD =2 36 HD = 1
Attacks	1 Butt
Damage	Varies
Attacks	or Bite
Damage	Varies
Special Attacks;	Tail Swallow Jump
Special Defenses;	0
Im mune to;	na
Extra Vulnerable to;	Fire/elcktricity
MR;	na
Save as ;	F/ 2HD
ML	10
XP	25 HD = 3500 26 HD = 3750 27 HD = 4000 28 HD = 4250 29 HD = 4500 30 HD = 4750 31 HD = 5000 32 HD = 5250 33 HD = 5500 34 HD = 5750 35 HD = 6000 36 HD = 6250
TT	Special
Body Weight	2 tons/HD



Combat

Giant whales attack by biting or crushing. Whales of 18-25 HD inflict 1d4x10 points of crushing damage, those of 26-35 HD cause 2d4x10 points, and those of 36 or greater HD inflict 3d4x10 points. The tail can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice. Giant whales can ram the sides of surface ships, delivering a crushing blow that, if successful, sinks the ship.

They can also leap halfway out of the water and fall onto a target vessel (50% chance of success), causing their hit points in hull points of damage, and 2d20-AV to themselves. If successful, and the damage caused is greater than 50% of the vessel, the ship is immediately driven under the surface. If not, it will glide back into the water suffering 2d20-AV to themselves.



If a giant whale is facing an opponent under 20 feet long, it can swallow the target intact on an attack roll that is 4 or more greater than it needs to hit. The picture displays a view from the open stomach. Their stomachs contain large air chambers in which a victim might survive until he escapes or is digested. The stomach acid is diluted by seawater. Due to this characters or objects trapped in the stomach gain a +1 bonus to saving throws vs. this acid. A swallowed character suffers 2 points of damage per round (1 if the saving throw is successful each round) from the acid. The stomach might contain undigested possessions of previous meals. There may be 10,000-3,000 coins of each type, 1d20 gems, or 1d4 magical items.

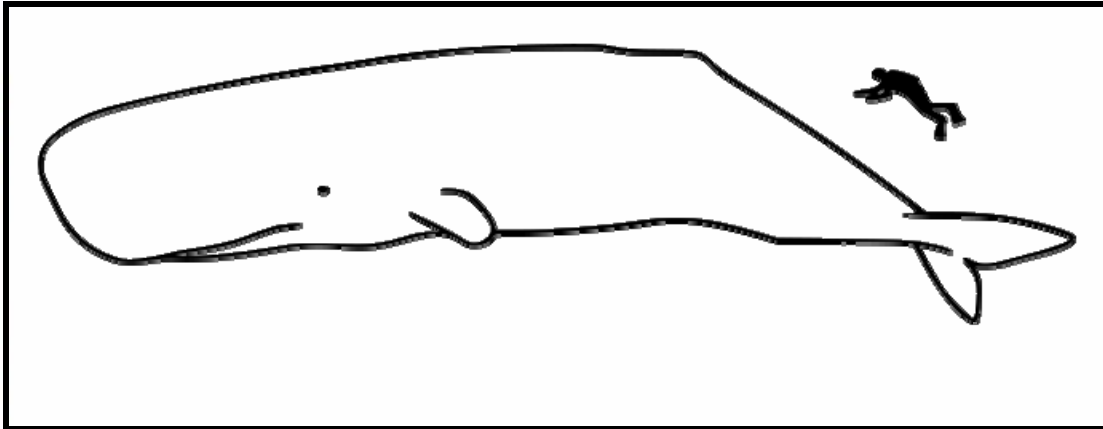
The carcass of a giant whale is worth 100 gp per Hit Die. The ambergris is worth 2d20 x 1,000 gp. Senses low, tremorsense 30', Infravision 30', Darkvision
Main Prey; Krill, Main Predator; Dragon.

Sperm Whale (*Psycheter macrocephalus*)

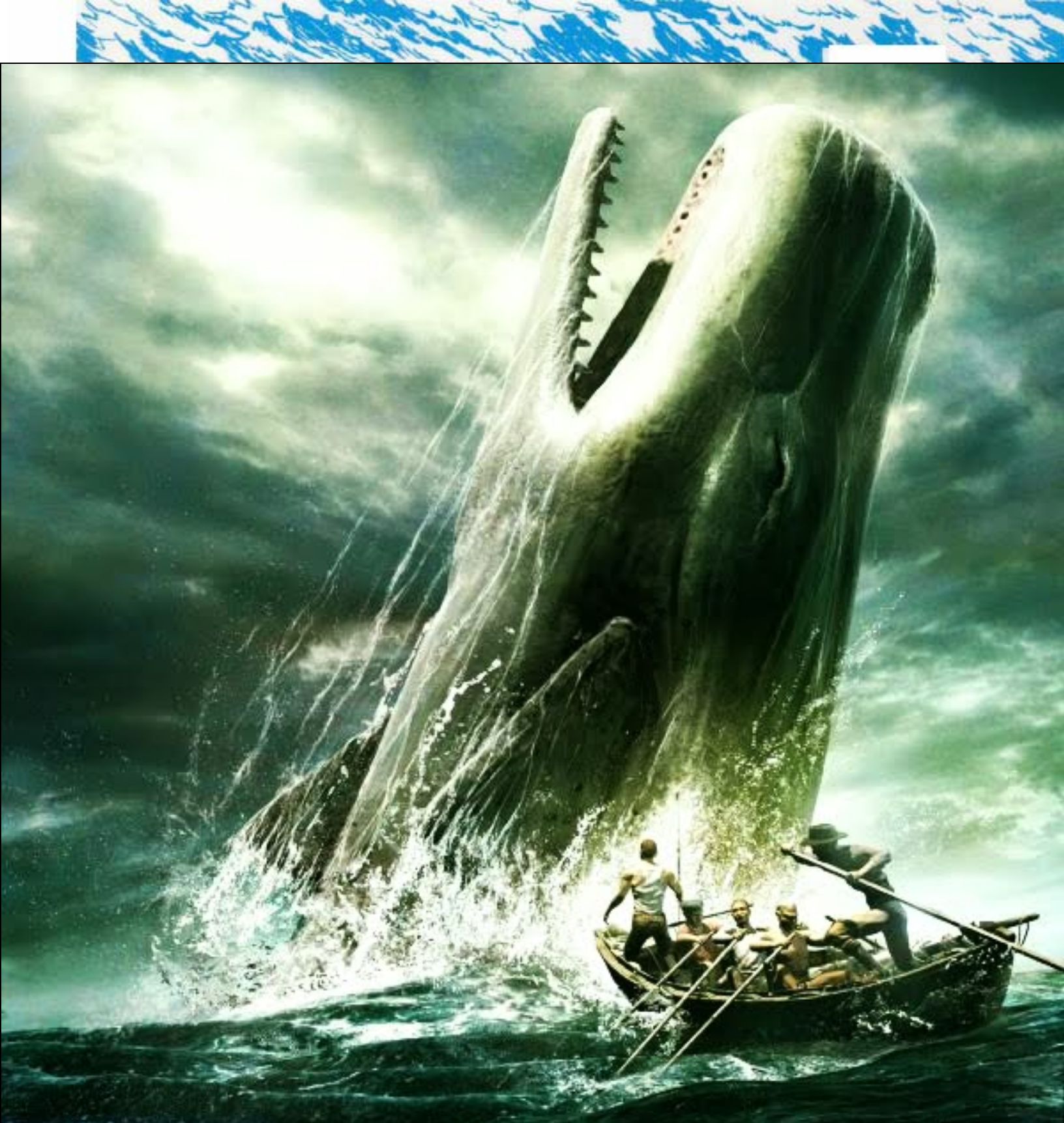
Whales	Sperm
Type	Normal Animal
Climate/Terrain	Oceans
Frequency	Very Rare
Organization	Pod
Activity Cycle	Day
Diet	Carnivore
AL	N
NA	0(1d3)
Size	H; 60'+
ST	11
IN/WI	15
DX/CH	9
CO	9
Languages	0
Spellcaster Limits;	0
AC	1
AV	0
HD	36
HP	36d6
MW = SW	180'(60')
THACO	17
Attacks	1 Bite
Damage	3d20
Attacks	or 1 Butt
Damage	6d6
Special Attacks;	Swallow Charge Tail
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	Fire/electricity
MR;	na
Save as;	F15
ML	7
XP	12000
TT	Special
Body Weight	2 tons/HD



This huge whale is about 60' long on the average. The sperm whale's distinctive shape comes from its very large head, which is typically one-third of the animal's length. The blowhole is located very close to the front of the head and shifted to the whale's left. The sperm whale's flukes are triangular and very thick. The whale lifts its flukes high out of the water as it begins a dive. It has a series of ridges on the back's caudal third instead of a dorsal fin. The largest ridge was called the 'hump' by whalers, and can be mistaken for a dorsal fin because of its shape. In contrast to the smooth skin of most large whales, its back skin is usually knobby and has been likened to a prune by whale-watching enthusiasts. Skin is normally a uniform grey in color, though it may appear brown in sunlight. Albinos have also been reported. (Moby Dick as a well known example).

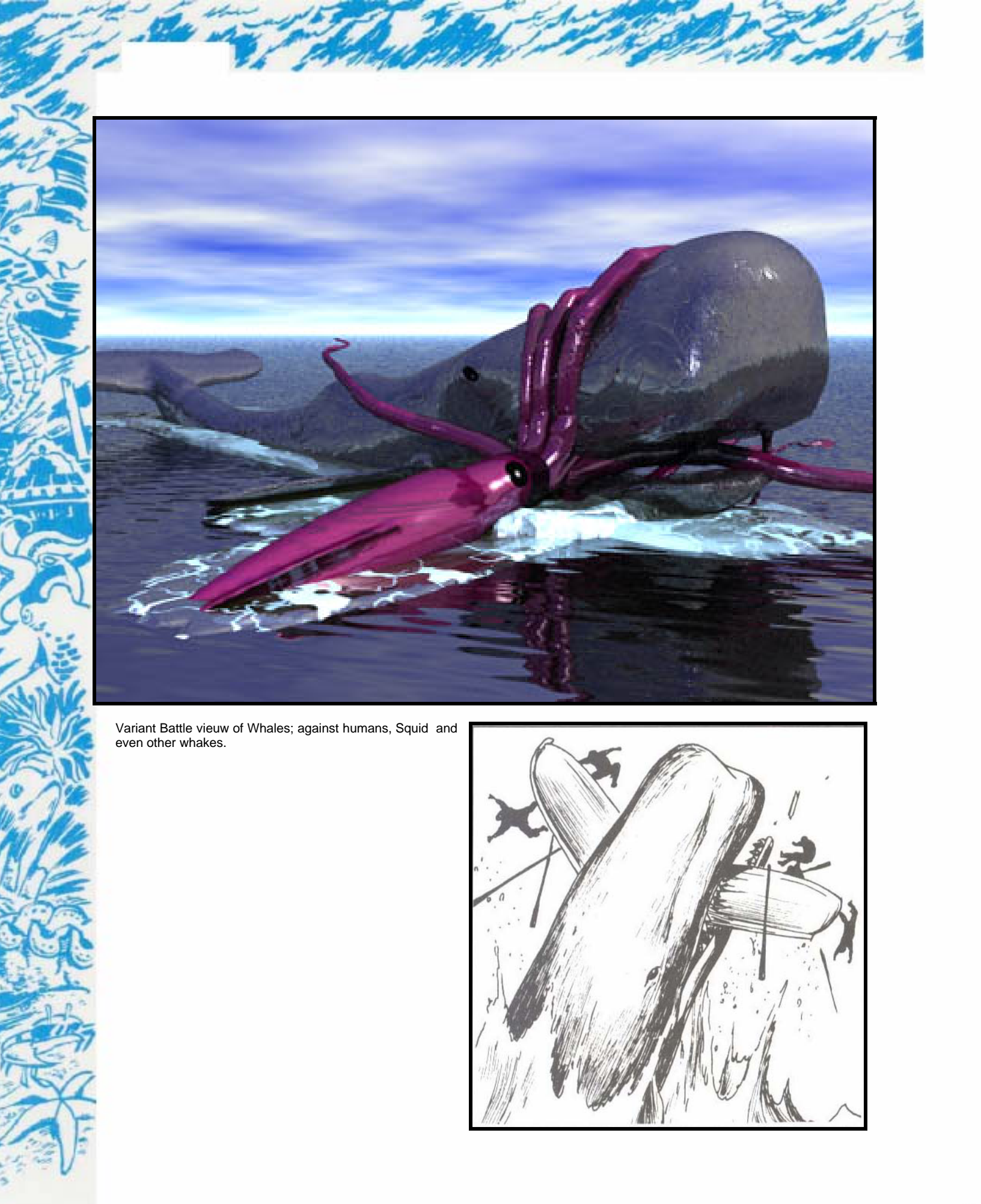


Sperm whales, along with bottlenose whales and elephant seals, are the deepest-diving mammals. Sperm Whales usually dive between 300 to 800 metres (980 to 2,600 ft), and sometimes 1–2 kilometres (3,300–6,600 ft) to search for food. Sperm whales are believed to be able to reach 3 kilometres (1.9 mi) and remain submerged for 90 minutes. More typical dives are around 400 metres (1,300 ft) and 35 minutes in duration. Between dives, the sperm whale surfaces to breathe for about one Turn before diving again. They feed on several species, notably the giant squid, the colossal squid, octopuses, and diverse fish like devilfish, but the main part of their diet consists of medium-sized squid. Some prey may be taken incidentally while eating other items. Most of what is known about deep sea squid has been learned from specimens in captured sperm whale stomachs, although more recent studies analysed fecal matter. Battles between sperm whales and colossal squid have never been observed by humans; however white scars are believed to be caused by the large squid. Sperm whales are believed to prey on the megamouth shark, a rare and large deep-sea species. In one case, three sperm whales were observed attacking or playing with a megamouth.

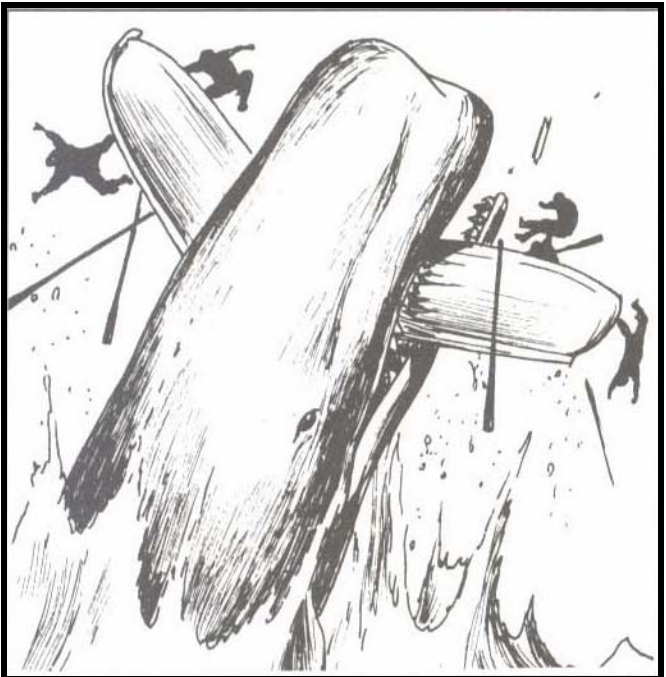


It preys on the most feared denizens of the deep (such as the giant octopus, giant squid and even the Kraken). Man-sized or smaller creatures will be swallowed whole on a die roll that is 4 or more than the score needed to hit. A swallowed creature will take 3d6 points of acid damage per round. Great Sperm whales will sometimes (10%) attack ships, attempting to ram. The monster whale does 6d6 hull points of damage in a successful ram. Extremely rare great whales might grow to double or triple this size, with a corresponding increase in Hit Dice and damage. There are rumors of monster whales large enough to swallow an entire harbor of ships! Senses medium, tremorsense 30', Infravision 30', Darkvision
Main Prey; Squid, Octopi; but other whales are sometimes attacked and partially eaten. Main Predator; Dragon, Humanoid





Variant Battle view of Whales; against humans, Squid and even other whales.

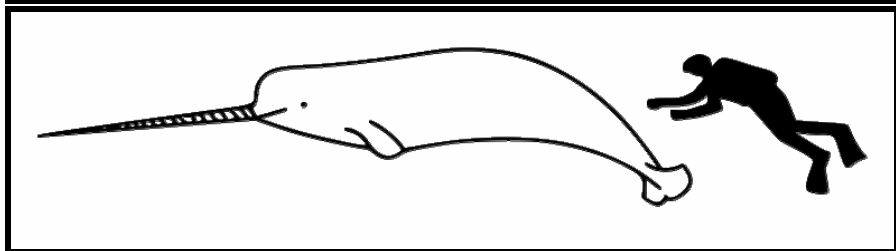




Narwhal (*Monodon monoceros*)



Whales	Narwhal
Type	Normal Animal
Climate/Terrain	Oceans
Frequency	Rare
Organization	Pod
Activity Cycle	Day
Diet	Fish
AL	N
NA	0(3d6)
Size	L; 15'+
ST	11
IN/WI	9
DX/CH	9
CO	9
Languages	0-2
Spellcaster Limits;	D13
AC	7
AV	3
HD	12
HP	12d8
MW = SW	180'(60')
THACO	10
Attacks	1 Horn
Damage	2d6
Attacks	1 Butt
Damage	2d6
Special Attacks;	Tail Charge
Special Defenses;	0
Immune to;	na
Extra Vulnerable to;	Fire/electricity
MR;	na
Save as;	F12
ML	8
XP	1100
TT	Special
Body Weight	2 tons/HD



The narwhal is 15' long, gray to white in color, and has an 8' long spiral horn on its head (like that of a unicorn). It is an intelligent magical creature, very independent and secretive. It is rumored that their horns vibrate in the presence of evil. The narwhal is common to cold, sub arctic waters. It is called the "unicorn of the sea" because of the 6' to 12' long spiral horn that the narwhal uses to dig into the sea floor for shellfish. If a narwhal is provoked, the horn can also be used like a lance to attack. When a narwhal attacks with its horn, its Hit Dice determine the damage caused.

Only a male can develop this horn. A female attacks by ramming headfirst into its target, inflicting 2d4 points of damage. Narwhals are basically peaceful creatures. They may serve as companions or guards for dolphins. They may also be trained and used by aquatic elves. Extremely rare individuals are rumored to become Druids of the sea, protecting nature (filling the Druidic niche there). The carcass of a narwhal is worth 100 gp per Hit Die. Their horns are worth from 1d6 x1000 gold pieces for their ivory. The ambergris is worth 1d10 x 200 gp.

Tusking

At times, male narwhals rub one another's tusks together in an activity called "tusking". Because of the tusk's high sensitivity, the males may engage in tusking for its unique sensation.[1]. The tusking may also simply be a way of clearing encrustations from the sensory tubules, analogous to brushing teeth. (See picture). Senses low, tremorsense 30', Infravision 30', Darkvision
Main Prey; shellfish, mollusks, crab, fish, Main Predator; Dragon, Humanoid, Orca



Eternal Voyager

Eternal Voyager is the name that this great narwhal is known by in the Sunlit Sea. Her true name takes almost half an hour to sing, so when dealing with other races she prefers this much shortened version. Her songs are so well developed that she can use them to communicate with any creature.

When in the Kingdom of Undersea, Eternal Voyager spends a week with the queen, keeping her up to date with events taking place elsewhere in the world. This magnificent whale is treated with great respect by the races of the Sunlit Sea. Even the aggressive shark-kin show her the polite side of their nature. They can still remember the time that one of them attacked her only to end up spitted on her great horn.

Eternal Voyager her appearance is that of a large male (females don't have horns) version of her species, and strangely she has a horn, golden of color. She is 40' long, with a 15'-long gold spiral horn issuing from her head. Her skin is pure white with a pronounced dark grey underbelly. She detests evil and attacks it wherever she encounters it, but only rarely will she actively seek it out. She knows that evil has its place in the world, but if it ever crosses her path, she is sworn to destroy it. Nobody, not even she knows how she got the powers of a Mage. Some say she is an Avatar of Manwara, some say a faulty worded Wish spell made her a Mage,

some others say she is a landlocked mage taken the form of a male Narwhal (a water-living mage would never make such a mistake) in an attempt to become Immortal, and she is still on the beginning of her path to Immortality. What ever the cause she uses it to great use, she is the great defender against evil in Undersea.

Her golden horn has the power to **detect evil up to 120'**.

As a **20th level mage** she has an impressive array of magical spells available.

She is Narwhal Mage 20, HD 20, 112Hp, AL Lawful, Age 506, further she resembles a male Narwhal, while still being a female example. She has her spells transcribed upon her horn, which thus act as her spell book. This horn is magically altered and is as hard as steel, being unbreakable.



Leviathan (Levyatan melvillei immortii)



The leviathan whale (there exist a wormlike monster with the same name.) is an almost unimaginable immense whale. 500 to 1000 feet long. It is the lord of all whales and the intermediary between the cetaceans and the immortals. Under normal circumstances, only one leviathan dwells in each ocean or sea (so mystara knows 21).

The leviathan is not always active. It may hibernate for years on the ocean floor (the creature has innate water breathing and does not need to surface for air.) During these long sleeps the leviathan is attended, fed and protected by its entourage of other whales. The leviathan awakens if summoned by the needs of other whales or in answer of a divine request. Levi foes with a variety of attacks. Their bite damage is determined by their Hit Dice. The tail can deliver a crushing blow of half the Hit Dice in damage. On an attack roll of 4 or greater than it needs to hit, a leviathan is able of swallowing a target of up to 80feet long (30' across). When attacking a mass of surface vessels, the leviathan creates a powerful wave by swimming deep, rushing to the surface and leaping halfway out of the water. The resulting wave causes every vessel within 500 feet to roll a saving throw vs. crushing blow and every vessel between 500 and 2000 feet a saving throw vs normal blow. Ships that fail a saving throw immediately sink.

Once a century, leviathans gather in arctic waters to confer and mate. This gathering lasts six months. Each leviathan is attended by 2d10 giant whales and 10d10 whales of other species. (they can breed with any whale and the single offspring will become a leviathan after 100 years of living as a normal, then 100 years as a giant whale.

Whales	Leviathan
Type	giant animal
Climate/Terrain	Oceans
Frequency	near unique
Organization	solitary
Activity Cycle	any
Basic Era	Miocene to today
Diet	Omnivore
AL	N
NA	0(3d6)
Size	G;500-1000feet
ST	29
IN	15
WI	
DX	9
CO	
CO	9
Languages	0
Spellcaster Limits;	0
AC	3
AV	5
HD	24-72
HP	1d12/HD
MW = SW	180'(60')
THACO	25 HD = 3 26-35 HD = 2 36 HD = 1
Attacks	1 Butt
Damage	Varies
Attacks	or Bite
Damage	24-35 HD = 3d4x5 36-47 HD = 3d4x10 48-72 HD = 3d5x15
Special Attacks;	Tail = 1/2 x HD Swallow Jump
Special Defenses;	0
Immune to;	mind effecting magic
Extra Vulnerable to;	Fire/elcktricity
MR;	25%
Save as;	F/HD
ML	10
XP	25 HD = 3500 26 HD = 3750 27 HD = 4000 28 HD = 4250 29 HD = 4500 30 HD = 4750 31 HD = 5000 32 HD = 5250 33 HD = 5500 34 HD = 5750 35 HD = 6000 36 HD = 6250 further by HD
TT	Special

Inside

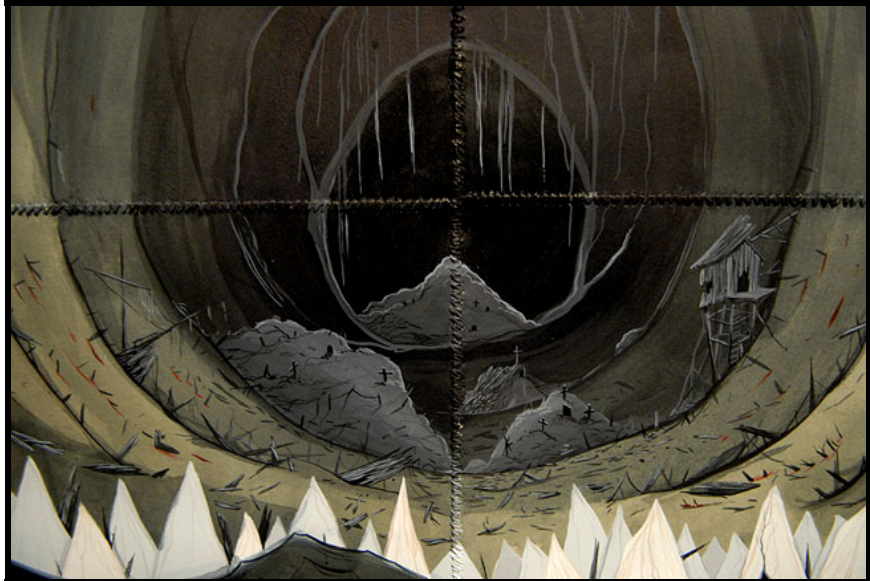
The stomach of a leviathan contains air pockets that are capable of sustaining a victim with breathable (though stinking) air until he escapes or is digested. If immune to drowning (when the leviathan opens its mouth lots of water comes rushing in, and is forced out on the surface if need be—i.e. a fire inside), and immune to acid (due the digestion track of the leviathan) a person could survive very long inside a leviathan. Mark; Jonah and the whale.

The stomach may also contain undigested possessions of previous meals or even sea vessels.

Which can be made into temporary housing. When the creature goes into hibernation, its intestines produce inside the body breathable air.

A leviathan must at least awake once a year for at least three months to gather enough food (mostly krill, but plants and creatures will do also).

Each treasure type has a 1% chance per HD of the whale of being present in the giant whale's gullet.



The carcass of a leviathan is worth 100 gp per Hit Dice. The ambergris is worth 4d20 x1000 gp. However, the killing of a leviathan will result in every whale within that ocean or sea converging on the killer (or its race) to avenge their lord's death.

The skull of Livyatan melvillei is 3 metres (10 ft) long. functional dentition in both of its upper and lower jaws. The jaws of L. melvillei were robust and its temporal fossa was also considerably larger than in the modern-age sperm whale. L. melvillei is one of the largest raptorial predators yet known, with whale experts using the phrase "the biggest tetrapod bite ever found" to explain their find. The teeth of L. melvillei are up to 36 centimetres (1.18 ft) long and are claimed to be the largest of any animal yet known.

Senses low, tremorsense 30', Infravision 30', Darkvision

Main Predator; none(only the true Leviathan would be able to prey upon these gigantic creatures, and this in itself could be a plot of some dire evil immortal.—saaskass is

rumored to plan this fact since the release of the true leviathan from underneath former Alpathia in 1009AC) main prey; fish, kraken, krill, plankton, including baleen whales, beaked whales, dolphins, porpoises, sharks, sea turtles, seals and sea birds etc. apparently this creature is not abstute to eat its relative kind, or possibly it does this as punishment, or it could be the ultimate sacrifice from the whales to let their "lord"live, nobody knows.

