

Mazaron's Monstrous Manual

by

Tim Martin

<tf_martn@bellsouth.net>

Introduction

This is a collection of monsters of my own design, either for use for campaign settings I have DM-ed, or just something I did for fun. A few were designed with certain campaign settings in mind. Some, such as the first entry, the Anauroch Sand Fox, should very easily fit in desert on another world. Others, such as the various entries for Thagril creatures, might be a tougher fit, but I am sure an enterprising DM can come up with something. Several come from Dougal Dixon's excellent work of speculative zoology, *After Man*, in which he postulated how life might appear 50 million years after mankind's extinction. Here are 40 new monsters for your enjoyment.

Editing Notes

I have edited this document in order to make it consistent with the format and layout of my reformatting of the Net Monstrous Compendium 2nd Edition. Specifically, I have provided clear headers, properly tabbed the statistics before each monster's description, and applied the same layout of the paragraphs. In addition, I have provided a properly linked table of contents, as well as removed surplus "air" from the text, that is, unnecessary spaces, paragraph marks, and tabs. All of the original text is still here — it's the layout only that has been changed. And it is being offered in three different formats: Microsoft Word 2000, Portable Document Format, and HTML.

Olik, Bergen/Norway, July 23rd 2000

Table of Contents

INTRODUCTION	1
EDITING NOTES	1
TABLE OF CONTENTS	1
THE MONSTERS	2
ANAUROCH SAND FOX	2
BETLE, BEEF EATER	3
BETLE, LOGGER'S BANE	3
BITTERNAI	4
BLOOD CRABS	5
BONEMOUTH	6
BUATA	6
CANYON CORVAY	7
CORKBUG	8
DARK STARLING	9
DEATH HEAD CRAB	9
DEEP LORDS	10
DESERT CORVAY	12
DESERT SHARK	13
DRAGONFLY, GIANT DALVASHIAN	13
DRAGONFLY, HAWKWING	14

DRAGONPECKER	15
DRAKE, MILK	16
DRAKE, OASIS	17
DRAKE, PINE	18
DRAKE, SALT	19
FISHER HERON	20
GHOST WHALE	21
GRAY CONDOR	22
HIRI-HIRI	22
KHIFFAH	23
LIVING WEATHER	24
MEACHING	25
MERG	26
MOUNTAIN CREEPER	27
MRISSI	27
NIGHT STALKER	28
OILCRAB	29
PHARAOH'S VULTURE	30
PROWLER	30
STRIGER	31
SWORD COAST CONDOR	32
TREE GROWLER	32
WALKING SHARK	33
WEASEL, VAMPIRIC	34

The Monsters

Anauroch Sand Fox

Climate/Terrain:	Desert
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-2
Armor Class:	6
Movement:	15"
Hit Dice:	2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1-2
Special Attacks:	Breath Weapon
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (up to 4 feet long)
Morale:	Average (8-10)
XP Value:	50

The Anauroch Sand Fox is similar in many ways to the typical fox of sandy deserts (such as the fennec or kit fox), as it is leaner and smaller than its cousin that lives in moister areas. It has large ears to aid in dissipating of heat and find the desert rodents and insects that form the bulk of its diet. Further, it is generally the same color of the desert in which it lives, usually a tan, khaki-type color.

In a world of magic and dangerous predators, the Anauroch Sand Fox has adapted a peculiar defensive and offensive mechanism, a breath weapon, not unlike its distant cousin the hoar fox (from the Fiend Folio). Breathing out

in a cloud up to twice a day, in an area just large enough to catch one man-sized creature, the Anauroch Sand Fox has a minor breath weapon attack. Any individual caught within the cloud must save vs. magic or go to sleep as per spell, regardless of experience level. Further, those individuals who remain within 40 to 50 feet of the breath weapon attack (for up to 4 rounds depending on wind conditions) must save again each round, or fall asleep as well.

Not a malicious creature, the fox generally uses its breath weapon as a last resort. If adventurers try to corner one, it will use it, and then vacate the area, humans generally much to large as prey items. However, those same humans will be quite vulnerable to larger predators of the deep desert.

Beetle, Beef Eater

Climate/Terrain:	Any (Temperate Woodlands and Grasslands)
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore (Scavenger)
Intelligence:	Non-
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4 (rarely 2-20)
Armor Class:	4
Movement:	12"/12"
Hit Dice:	1+4
THAC0:	18
No. of Attacks:	1
Damage/Attack:	2-8
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (2 ½ feet long)
Morale:	Average
XP Value:	75

The Beef Eater Beetle is a smallish "giant beetle," generally three feet long at most. Complementing the wild dog, they are natural scavengers. Found throughout the planet, the Beef Eater Beetle is particularly common in the eastern woodlands and on the central plains. Not picky at all, these insects will consume any dead or dying animal, whether a giant wasp carcass in the east or a bison slaughtered by lions on the plains.

Generally either bright red, black, or a mixture of these two colors, this tough beetles pack a surprising punch with their bite, doing 2-8 points of damage per bite. Usually not aggressive, they will vigorously defend any food source they find. They has resulted in some ugly fights between wild dogs and the beetles; while the beetles are able to wing and often take advantage of a corpse first, the wild dogs generally have the advantage of numbers, and can snap at and tease a Beef Eater Beetle.

Beef Eater Beetles are most commonly found following herds, but sometimes they prove a problem to people. When the herd is killed off, or giant beetle larvae are born into an area where there are no bison (and thus few food sources), they will seek to attack and generate their own protein sources. Sometimes towns are invaded by twenty or more of these creatures at one time, with some beetles attacking and others rooting through stored food and garbage for a meal. Some plagues are not welcomed, but are nevertheless a part of the often times hard life of the plains.

Beetle, Logger's Bane

Climate/Terrain:	Any (Temperate Woodlands and Grasslands)
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore (Scavenger)
Intelligence:	Non-
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-2

Armor Class:	4
Movement:	8"/10"
Hit Dice:	1
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Poisonous bite
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (2 ½ to 3 feet long)
Morale:	Average
XP Value:	75

The Logger's Bane Beetle was one of the first of this planet's dangerous life forms encountered by explorers. These about three foot long brightly colored blue beetles are deadly poisonous, both in terms of eating them and in their bite (save versus poison or die; settlers do not eat them, but sometimes animals do their grave misfortune). Early settlers did not know what these creatures were, and consumed them with the rest of the abundant beetles of the woodlands. Logger's Bane Beetle deaths are generally quite rare now, since precautions have been in place for years. In much the way snake bites a problem in other worlds, settlers have had to adopt to this creature in a similar matter.

Logger's Bane Beetles generally ambush their prey, which is smaller insects. Humans occasionally step or blunder into one of these creatures (who despite their coloration are 60% invisible in natural terrain - or perhaps because of), who then bite in defense. These insects are not known to attack unprovoked.

Bitternai

Climate/Terrain:	Marshes and swamps
Frequency:	Rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Very (11-12)
Treasure:	F
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	6
Movement:	6/16
Hit Dice:	3
THAC0:	18
No. of Attacks:	1
Damage/Attack:	1-6 or by weapon
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Medium (5 feet tall)
Morale:	Average (8-10)
XP Value:	80

The bitternai or the "hidden ones" are a very rarely seen race of secretive sentient marsh birds, found only well away from the works of humanity. In appearance, the bitternai a long-necked, long-legged, brown and tan heron. Its wings, which resemble that of a typical heron when folded against the body, have three long fingers which allow it to grasp and use items. Not able to speak any human tongue, they have their own language of clacks, whistles, and calls.

The bitternai are generally peaceful creatures, shy and retiring and seeking to live peaceful lives in the tall grass swamps they love. Occasionally though marsh predators or evil humanoid races force them to do battle. Preferring to attack from ambush (the bitternai can freeze in natural terrain, becoming invisible to all those but who have infravision or the ability to see invisible objects). Attacking from concealment at a +2 on the initial attack role, the bitternai will either use its long, sharp beak or a spear, constructed from some swamp or marsh tree. Larger, heavier weapons are rarely used, those swords on rare occasions have been seen to be used by the hidden ones.

In addition to beak and weapons, as an extreme last resort the bitternai can use a buffeting attack with their wings for 1-2 additional points of damage. Risky to the creature as it requires extremely close contact, it can served to blind or stun an opponent. Any opponent successfully hit by a buffeting attack must save vs. spells or be stunned for 1 round.

The bitternai live in small flocks of about 30 to 40 individuals, generally not constructing any form of permanent shelter. About one fourth to one half will be males, the rest a mixture of females and young (the young have no effective attack).

The bitternai live in harmony with their wetland environment, hunting and foraging for fishes, frogs, salamanders, and the like. In fact they are so in tune with their environment that one tribe in four will have a druid, of up to level 6. Such groups have a greater aptitude for magic; those in these more magical tribes will be able to cast entangle, pass without trace, and insect swarm once a day.

There is a great enmity between bitternai and the eblis, or "storkmen." The eblis, a larger, neutral evil race of intelligent heron-like creatures, will ruthlessly seek to exterminate any bitternai they encounter. The bitternai generally get along decently well with the lizard men, and stay out of the way of the bullywugs, which is not difficult to do.

Druids and rangers greatly respect the bitternai, and those that spend time in the swamps count them a useful ally. Though very difficult to find, they have been known to aid adventurers if approached properly.

Blood Crabs

Climate/Terrain:	Any
Frequency:	Common (Rare)
Organization:	Solitary (Swarm)
Activity Cycle:	Any
Diet:	Omnivore, Scavenger (Carnivore)
Intelligence:	Animal
Treasure:	Nil; incidental
Alignment:	Neutral
No. Appearing:	1-6 (20-200)
Armor Class:	4 (2)
Movement:	14 (16)
Hit Dice:	1 (3)
THAC0:	19 (16)
No. of Attacks:	2
Damage/Attack:	1-2/1-2 (1-4/1-4)
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S; 3 feet (M; 4-5 feet)
Morale:	Unsteady (Champion)
XP Value:	45 (175)

The Blood Crabs first appeared on land with the sudden dramatic drop in sea levels ten years ago. Always there, they were a normal, stable part of the marine ecosystem, existing on the sea floor and on continental shelves feeding on dead organisms, detritus, and the like. When the sea levels fell though, the crabs were stranded along with so much other sea life. The Blood Crabs were able to survive, and lacking their natural predators thrived on land. Thousands of miles of stranded sea life provide a vast cornucopia of food to eat, food that would take years to consume. Tough scavengers, they are even able to draw nourishment from rotting flesh, desiccated mummies in the desert, and in some case bleached bone.

Not very common at first, they have multiplied tremendously in the last few years in huge numbers in what are termed "infestations." A few Blood Crabs will move into an area, and if it has decent food resources, start to feed and have offspring. The number starts to grow exponentially, and in the space of a year two crabs can become twenty then eighty then much more. They are fairly non offensive at first, feeding on carrion, offal, etc, but as food becomes scarcer they become more predatory.

At this stage the crabs, which until this time are generally harmless, undergo a molt. Exchanging their typical exoskeleton of muted brown and white for a brilliant scarlet red. The new form has much more damaging, bigger, serrated claws, and is larger as well. At this point Blood Crab numbers are generally pretty high, and it the proper time to call it an infestation. (Above the statistics in parentheses are the ones referring to the Blood Crab predatory stage).

Any life form that can't fly or run away is eaten voraciously by the crabs, swarming over them like ants. Humans and demihumans are not immune, and this is a source of major concern in the new drylands. Locals generally try to watch and kill the pre Blood Crab stage before their numbers get too large, but this is difficult given this stage's drab coloration and inoffensive nature, more properly scavenger than predator.

The Blood Crab is probably more of a case of a natural animal taking advantage of a new environment in which to live and a lack of predators, but it is yet one more indication the lasting problems that face this world.

Bonemouth

Climate/Terrain:	Any land
Frequency:	Very rare
Organization:	Flock
Activity Cycle:	Any
Diet:	Nil
Intelligence:	Low (5-7)
Treasure:	Nil (unless a guardian)
Alignment:	Neutral evil
No. Appearing:	1-4
Armor Class:	0
Movement:	1/18 (MC: B)
Hit Dice:	1
THAC0:	14
No. of Attacks:	1
Damage/Attack:	4-16
Special Attacks:	Nil
Special Defenses:	Immune to certain spells, never surprised, half damage or immune to certain attacks
Magic Resistance:	Nil
Size:	S (1-3 feet across)
Morale:	Champion
XP Value:	500

Bonemouths are one of the creations of the thriving necromancer business on Thagril. Millions of sharks died when the seas receded, though as sharks lack a bony skeleton, this leaves only the jaws and teeth. Some talented wizard were able to create a horrible new undead creature of these maws; the bonemouth.

Serving as powerful allies, the bonemouths are basically flying, animated shark jaws that can whoosh through the air and viscously attack their opponents. Somehow able to see all victims with 80 feet, even if they are invisible, they never sleep and are never surprised. Flying at 18 (MC: B), they will seek to bite (obviously) any intruders if used as guards, or any other opponent if accompanying a wizard into battle.

The damage they do is horrific; 4-16 points of damage. Fighting to destruction, they are immune to sleep, charm, and hold spells. Cold and paralysis does not affect them, and take half damage from piercing or edged weapons. They suffer normal damage from fire and blunt weapons. Holy water has no effect on them, and they are turned as ghouls

Buata

Climate/Terrain:	Tropical jungle, islands
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Low (5-7)
Treasure:	None
Alignment:	Neutral evil
No. Appearing:	1-6
Armor Class:	2
Movement:	10
Hit Dice:	2
THAC0:	16
No. of Attacks:	3
Damage/Attack:	1-3/1-3/1-6
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	None
Size:	M (6' tall)
Morale:	Unsteady (5-7)
XP Value:	300

The buata is unique to the jungles of the islands of Polynesia, and is in appearance a jet-black, furred, lumbering creature. It resembles some kind of transitional form between an orc and a wild boar, as it is able to move either on all four legs or upon its hind legs. Like a wild boar, it possesses huge tusks, which protrude from the jaw even when the mouth is closed.

There is speculation that the buata represents a primitive form of orc, perhaps some sort of "missing link." Other scholars believe they are some sort of offshoot, related to but not ancestors to modern orcs, much like gorillas are to humans. Buatas are not found in lands that contain orcs, and it is not believed that the two races could coexist.

Combat: Unlike the more intelligent orcs, the buata does not possess any natural ability to fashion its own tools. By and large, the buata relies on a claw-claw-bite routine, though the latter is especially deadly owing to the huge tusks. Some buatas (25% of them) are able to pick and use weapons they may encounter, perhaps dropped by a slain or a fleeing enemy (i.e. prey). Generally, these weapons will be native weapons, such as a club or spear, though it is not impossible for one to be found with a metal sword or the like. They are not known to use shields or any type of armor.

Habitat/Society: The buatas are barely above gorillas in intelligence, so they do not form tribes or nations like orcs are known to do. Instead, they are found in family units or solitarily. Each family unit is ruled over by a dominant male. When young males in the family unit reach five years of age (buata mature fast) they may challenge the dominant male for leadership; the loser, if not killed, becomes a solitary wanderer.

Ecology: The preferred prey of a buata is human flesh, though they are known to eat the meat of just about anything they can catch. They also consume plant material and carrion.

Canyon Corvay

Climate/Terrain:	Semi-arid forests, desert areas, mountains, grasslands
Frequency:	Uncommon
Organization:	Solitary
Activity Cycle:	Any
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	None
Alignment:	Chaotic neutral
No. Appearing:	1-6
Armor Class:	7
Movement:	6" / 25"
Hit Dice:	1-2
THAC0:	20
No. Of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	None
Size:	S (3 ½ to 4 feet)
Morale:	Unsteady (5 to 7)
XP Value:	30

The canyon corvay is a relative of the desert corvay and similar in appearance (gray instead in color and a tad smaller), though varies greatly in habits. While its cousin ranges in huge flocks over the countryside in its search for food, the canyon corvay is either found alone or at most in groups of up to six. Instead of making an "honest" living, the canyon corvay often seeks to live off the goodwill of others.

This race is always on the look out for potential benefactors, ones the canyon corvay can "adopt" more or less permanently. Whether a nearby village or a travelling band of merchants or adventurers, the canyon corvay attempts to ingratiate itself into their good graces. Suddenly appearing, the canyon corvay begs, pleads, and whines to join the group, offering its services as a guide. They claim to know all local dangers, that they will be of great aid in finding food and water, and know the terrain very well. In return for this valuable information, the corvay wishes to accompany the party or group, being provided rare and unusual food items and particularly anything valuable and shiny, such as gems or coins (the weakness of the desert corvay as well).

Unlike the desert corvay though, the canyon corvay is liable to throw caution to the wind when it sees a particular item it really likes. If that person will not part with it, then the corvay will attempt to steal it at the earliest opportunity, though always in a way that minimizes personal danger to the creature.

Canyon corvays are the ultimate turncoats, as they often lie in providing their information, providing what they think their benefactors wish to hear, and have been known to jump ship (so to speak) when a more attractive group shows up. The canyon corvay, if possible, will attempt to ingratiate itself with the new group and prevent the old group from knowing about; it never hurts to be in with more than one party or group, and there is no telling if the new benefactor will refuse the honor of the canyon corvay;'s company. If the corvay is forced to chose between groups, it will always choose the more powerful one, and gladly "sell" all that it knows about them. Beware the corvay's offers of friendship; if there ever was a fair-weather friend, this is it.

Combat: The canyon corvays are notorious cowards, but if forced to fight. Their beak attack does a surprising amount of damage for the size of this bird.

Habitat/Society: Canyon corvays are found in mountains, forests, grasslands, and in desert areas, though in general as the name might suggest prefer arid and semi-arid regions. Almost too chaotic to have a society, they exist only in small family groups, hopefully attached to some benefactor.

Ecology: Canyon corvays are practically parasites, their information sometimes scarcely useful and their association with others often a detriment. Their primary foods are small mammals, lizards, frogs, and insects, but they will eat just about anything, including carrion if need be.

Corkbug

Climate/Terrain:	Mountains
Frequency:	Uncommon
Organization:	Herd
Activity Cycle:	Day
Diet:	Herbivore
Intelligence:	Non-
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-12
Armor Class:	4
Movement:	10"
Hit Dice:	1
THAC0:	18
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Nil
Special Defenses:	Blunt weapons do half damage
Magic Resistance:	Nil
Size:	S (2 ½ to 4 ½ feet long)
Morale:	Average
XP Value:	60

In a world that has no native mammals or birds, one might expect to find no notable life forms in the high mountains and alpine meadows. One would be wrong. To quote two cliches, "nature abhors a vacuum", and "life finds a way." The corkbug is one such example. Related to the more familiar giant insects of the lowlands, it has uniquely adapted to the rarefied air, biting winds, and even the snow of the high western mountains of Dalvashia.

The corkbug is a giant insect (though possibly actually a crustacean), and is covered in a different substance than giant ants or beetles. Instead of standard chitin, it clad in a cork-like substance, thick, but airy and light, that aids in insulation of the creature from the cold. Beneath the cork, there are amounts of oil fat also for insulation.

Early settlers found that the cork makes excellent insulation and is sought after in other parts of Dalvashia, and the oil is ready made for lubrication and for burning. As a result, in many areas corkbugs have been extensively hunted.

In combat, corkbugs only receive half damage from attacks by blunt weapons, owing to their thick insulation. Though not especially fast, their thick hides give them an excellent AC. If forced to, they bite to attack for 1-4 hit points of damage.

Corkbugs are generally harmless, feeding on lichen, moss, dried leaves, and any other plant material it can find. In effect, they fulfill the role of sheep or mountain goats here.

Dark Starling

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	20-200 (+)
Armor Class:	7
Movement:	2/18
Hit Dice:	1 to 2 hit points
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (a foot wingspan at most, usually much smaller)
Morale:	Average (8-10)
XP Value:	15

The dark starling is related to the standard or "European" starling, in the same way a winter wolf is related to the normal wolf; the magics of the world have twisted this creature, perhaps amplifying natural tendencies, or maybe adding new qualities.

In appearance, the dark starling looks much like the common starling, basically a stocky, medium-sized perching bird with a short tail. Generally about the size of a robin, the dark starling can be distinguished from its relatively harmless kin by its plumage, which is an iridescent black rather than black with purple and green, and its legs are of a black rather than a reddish color.

The chief claim to fame for the dark starling is that it is a flying bag of disease. Any wound caused by a dark starling has a 25% chance in resulting in a serious disease, generally of a cardiovascular nature, with a 50% chance for being terminal, otherwise lasting 1-12 days. Further, any individual within 200 feet of a flock of these birds (or 20 feet of an individual bird) stands a 30% chance for contracting a respiratory illness, which will cause the permanent loss of 1 point of strength and 1 point of constitution if it does not kill (20% chance for that), which will occur in 1-12 months. In both instances a successful saving throw versus poison will indicate the individual in question is safe from infection.

The arrival of a flock of dark starlings generally brings about a precipitous decline in local wildlife (if not local citizens), which is fine for them as they feed on the deaths they cause. The dark starlings are unable to stay in an area more than a few weeks, lest they wreck the local ecology beyond repair, or more to the point run out of things to eat.

Death Head Crab

Climate/Terrain:	Ocean, shores, areas near water
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Omnivore (none)
Intelligence:	Non-
Treasure:	Nil
Alignment:	Neutral (Neutral evil)
No. Appearing:	1 or rarely 1-2
Armor Class:	6 (2)
Movement:	7 (0 without crab)
Hit Dice:	1 (2)
THAC0:	19 (no effective physical attack)
No. of Attacks:	2 (0)
Damage/Attack:	Claw for 1-2./1-2
Special Attacks:	Gaze attack causes salt rot
Special Defenses:	Nil (immune to certain spells)

Magic Resistance:	Nil
Size:	S
Morale:	Average
XP Value:	250

The Death Head Crab is yet another strange result of the world sea that once covered Thagril. Once a hermit crab - harmless soft-shelled crabs that use discarded mollusk shells as temporary homes till they outgrow - they are now a hazard in the seas and in areas near salt water. Found also far from the ocean, as long as there is some water about, the Death Head Crab has achieved its notoriety from the effects it receives from its "shell;" a skull.

With the lower jaw absent, the Death Head Crab uses the brain pan as the storage for its vulnerable areas, presenting to the world its stalked eyes, claws, and legs.

Normally, this strange arrangement might be a bit macabre, but otherwise harmless, as a skull is not intrinsically dangerous or evil. Thagril is not a normal place. Vast amounts of spirit energy was released when the oceans vanished, spirit energy derived from sea elves, whales, sharks, sea serpents, and many other aquatic life forms that perished suddenly, in the prime of their life.

Much of that energy is still about, found in the form of spirit whales, or perhaps animating salt drakes. The Death Head Crabs tap into this energy as well, much to the detriment of all concerned.

The crab is essentially a symbiotic lifeform, the crab living and the skull a lesser form of undead. Both benefit from the arrangement. The crab feeds on rather innocuous stuff; lichen, sea weed, desert plants, leaves, insects, smaller crabs, fish, and carrion. In and of itself the crab is harmless, and actually a useful scavenger.

The skull portion is another matter. The skull is that of a sea elf invariably, and perhaps due to some influx of life force from the living crab, is undead. The skull portion seeks to destroy all developed life forms around the crab; mammals, birds, reptiles, and amphibians. All those who gaze upon the skull portion of the Death Head Crab and are within 50 feet of it, must save versus petrification or undergo salt rot. A save negates this effect, and that person is immune from effect from that particular crab for that encounter. If he or she encounters the crab again in the future or a different crab, another saving throw must be made.

Salt rot is a parting gift of these twisted and otherwise unintelligent undead. The body is unable to process water from drinking or food sources, and requires more and more water in order to survive. By the end of the first day, 20% more water is needed to survive. On the second day, 30%, the third day, 40%, etc. By the fifth day, the person is pretty much going to die of thirst unless drinking constantly, and on day seven death occurs no matter what.

One of the great dangers of this salt rot is that a victim might not know they have been effected for a day or more. A presumably harmless encounter might several days down the road turn to disaster. Cure disease and remove cause will end salt rot.

This symbiosis is bizarre, the only known instance of undead and living working together. The crab gains a very safe home, and the undead sea elf spirit has a way of affecting the maximum number of victims, its hatred for surface dwellers continuing into the afterlife.

The stats above are for the skull. One can kill the crab but not the skull, and vice versa. As with all undead, it is immune to charm, sleep, and other mind affecting spells, and takes half damage from cold and electrical attacks as well as sharp or edged weapons. Blunt weapons and fire do full damage.

Deep Lords

Climate/Terrain:	Ocean; subsurface
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil; incidental
Alignment:	Lawful evil
No. Appearing:	1 (at sea very rarely 1-2)
Armor Class:	3 (9)
Movement:	//20 (0)
Hit Dice:	10
THAC0:	15
No. of Attacks:	9
Damage/Attack:	1-2 x8/ 1-4
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Size:	M (5 foot diameter shell)

Morale: Champion
XP Value: 5000

Deep Lords are related to mind flayers in a broad sense, perhaps distant cousins. Once at home in the vast world ocean of Thagril, ranging everywhere from the deep abyss of the seas to the surface, over coral reefs and former mountains, they were once fairly unintelligent squid creatures. Similar to the ammonites of Earth's past - squid that live in tightly coiled shells - they were curious creatures, and often scavenged along the bottom to find food to eat.

Many cities were destroyed in the cataclysm on Thagril, resulting in huge urban areas, entire nations, buried beneath the rising seas. In the dark cold depths many things were preserved, including vast magics. The time of the cataclysm was a time of wild magical experimentation and use of magics, and some of these magics - perhaps items or potions or the like - were to be found in the sunken cities. The proto-Deep Lords, fairly harmless though with the glimmer of intelligence, came across these forbidden elements of the arcane art, and became vastly changed.

Growing in size and becoming evil, these Deep Lords sought to become still more powerful. They scoured the seas looking for still more ways to grow in power, extremely cooperative with their own kind, but unremittingly hostile to all other races. City after city was churned up looking for ways to add to their powers.

After the human cities had been thoroughly examined, they then turned the cities of the Aquatic Elves. The elves fortunately by this time had developed into powerful nations, particularly over the former continental land masses. They fought numerous wars with the Deep Lords. Though many elves perished from their terrible dark magics, they were able to greatly reduce the numbers of these sinister and intelligent cephalopods. Some went off into dark corners of the ocean, in areas that were deep even when the seas were at normal levels. Others buried themselves into the mud, awaiting a better time; perhaps to later catch their enemies off guard.

Today there exist two groups of Deep Lords. Those in the oceans are starting to grow in power, but will no longer try the frontal assaults against the various races, having failed in their attempts before to obtain powerful magic. They instead work behind the scenes, and have developed powerful abilities to obtain others to work for them.

Anyone encountering a Deep Lord today, even upon seeing one at long range in the sea, have to save versus death magic at a -4 penalty or be charmed for 1 year. This is a special sort of charm though, as the unfortunate victim does not know that they are charmed. Generally they will see the Deep Lord a distance, and then it is gone, whether they are an Aquatic Elf or a fishermen at sea.

Later, over the courses of the year to follow, they will receive dreams encouraging or ordering the victim to perform activities to advance the Deep Lord's agenda. These dreams are generally oriented around three main goals; eliminating the enemies of Deep Lords, obtain new magic for them of any kind, and rise the oceans once again. Sometimes the dreams will be a gentle push towards something - say make life difficult for a nearby Aquatic Elf community, perhaps working with existing prejudices in the victim. Many times though it will be a specific action, the information for doing so is obtained by the Deep Lords from the victim's own memories and thoughts. Perhaps steal a new wand from a local wizard and cast it in a certain spot in the ocean, or to search some ruins that were just discovered on a new caravan route.

The victims do not get a save per se on the "gentle push" dreams, but they do get a save for each dream that orders them to perform a specific action. Further, if they make their save, they can then make another save (both are against death magic) and see if they realize that they are under some sort of magical control. Otherwise even though they are under compulsion and resist every time, they are still under its grip. Remove Curse, Alter Reality, Limited Wish, and Wish are required to remove the compulsion or special charm.

As for the population that buried into the mud, many yet survive in the new drylands. Deep beneath the surface of Thagril they plot and scheme. They are quite aware of their predicament, but given their powers can survive for thousands of years if necessary perhaps, certainly many hundreds. Buried as they are, they don't have the charm on sight ability of their maritime brethren, but an altered version of it. It works in the same way once it takes effect, but its method of delivery is different.

These marooned Deep Lords continuously mentally and magically scan the area about them. Varying with their individual strengths, this can be between two miles and fifty miles. Any sentient being has a cumulative 10% chance per day of being detected by the buried Deep Lord. Further, they get a stronger save, at a +2 bonus.

Though this is weaker, some buried Deep Lords have been able to obtain control over entire communities this way; at least one farming village and an unfortunate nomadic group that camped in a valley one winter. The goals of these Deep Ones are similar to the oceanic ones, but center more on either getting them back to the sea, or raising sea levels again. Since they enjoy commanding humans, elves, etc, they will try to do this in such a way to preserve their followers.

All Deep Lords have the abilities of 30th level magic users, and are immune to all mind affecting spells, including sleep, and charm. The marooned ones if discovered are essentially helpless, as they have only magical abilities. Further, for the land bound ones fire is at a 4 penalty on their saves and does +2 per die of damage. They have no movement, so their AC is effectively 9.

At sea if forced to they can attack with their tentacles and beak for damage detailed above.

Desert Corvay

Climate/Terrain:	Semi-arid forests, desert areas, mountains
Frequency:	Uncommon
Organization:	Flock
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Very (11-12)
Treasure:	None
Alignment:	Chaotic good
No. Appearing:	2-200
Armor Class:	6
Movement:	4" / 25"
Hit Dice:	1-1
THAC0:	20
No. Of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	None
Size:	S (4 feet)
Morale:	Unsteady (5 to 7)
XP Value:	30

The desert corvay bears a great deal of resemblance to its distant relative, the pinyon jay. The much smaller and non-sentient pinyon jay resembles a small, chunky blue crow, a highly gregarious creature that lives in large, noisy flocks in the pinyon and pinyon-juniper woodlands of deserts, notably in northern Maztica, around the desert of Anauroch, and in the wilder areas of Calimshan. These creatures might be found in similar arid regions on other worlds.

The desert corvay looks like a pinyon jay, but is larger (about 4 feet long) and has a larger head in proportion to its body (presumably to contain the larger brain) though by no means is this enlargement gross. It is also similar in habits, the desert corvays not existing as family units, but instead as nomadic, roaming flocks. Unlike the distantly similar aarakocra, the desert corvay does not have developed arms, nor can it grasp things in its hind limbs with the skill of the aarakocra.

Although often flighty, a smart person can approach a flock with care. If one approaches over open ground towards them, obviously alone and unarmed, slowly and deliberately, one can engage the flock in conversation. Though the flock has no leader and any potential speaker might be met with a cacophony of voices, he or she might be able to gain valuable information. Flocks generally pick up the language of the nearby human tribe, village or city. The corvays have their own language, but it is difficult if not impossible for humans and demihumans to use it.

Although the flock will not share information on new sources of food, they may share news on water sources, on local groups of other sentients, or on local dangerous predators. Before this information is imparted though, the would be petitioner must offer something in return; perhaps a large supply of pinyon nuts, basketfuls of fresh fruit, or the all time favorite, something shiny. A flock will go crazy if someone offers some shiny trinket, with each member of the flock trying to be the most helpful and pleasing in order to obtain it. Particularly popular are gems, but glass and shiny beads, belt buckles, and coins all do well. Flocks that live near well traveled areas and encounter humans often tend to grow a little jaded though, and may require particularly nice items or multiple items before imparting information.

Successful petitioners may actually be partially adopted by the flock, who may for a time follow that person or persons around, in the hopes of wheedling out more garnish, so to speak. While they would probably never lie, desert corvays have been prone to exaggeration, so be careful of the news offered among particularly desperate members.

Combat: If one were to attack the flock, it would most likely lift out in a huge rush, though they can attack with a beak attack if really pressed. If the flock escapes, it will warn every predator in the region it can that that person is not to be trusted and might make a tasty morsel, and if possible the flock will attempt to set powerful monsters upon him or her (or they). Further, all other flocks will be warned of this if possible; eventually within a matter of months if not weeks all flocks will know. With particularly loathsome individuals, flocks have been known to shadow attackers, disrupting their sleep, soiling them, alerting predators and hostile tribes, and the like. That is rare though; the chaotic desert corvays rarely keep at one task very long.

Habitat/Society: Though mostly found in semi-arid forests, they often range into nearby mountains areas and into true desert. They are not found near the coast or on the plains, and their territory is far from temperate woodlands or the jungles.

Formerly empty stretches of woodland can suddenly be enlivened when a flock of desert corvays shows up, descending in numbers at times up to a hundred. Blue and blue-gray birds would then be seen in every tree for

sometimes hundreds of yards, calling and gossiping to one another. Although they range far and wide in search of new sources of food, they nevertheless have plenty of free time. As a function of their roaming for food, nomadic habits, free time, and intelligence, they often pick up large amounts of local lore.

Ecology: Like their smaller cousins, desert corvays range over the countryside in huge flocks, likely in non-breeding times to contain all the members of this race for many miles around. The flocks are not territorial, but instead wander over huge regions in search of food; primarily this is nuts from the pinyon pine, but they also feed on a number of other items, such as insects, berries, and seeds.

Desert Shark

Climate/Terrain:	Sandy, hot deserts
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2-4)
Treasure:	None
Alignment:	Neutral
No. Appearing:	1-2 (rarely 1-3)
Armor Class:	5
Movement:	6 (below ground 10)
Hit Dice:	4
THAC0:	16
No. of Attacks:	1
Damage/Attack:	2-12
Special Attacks:	Surprise attack
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Medium (5-7 feet)
Morale:	Average (8-10)
XP Value:	500

An entirely different predator than creatures such as the falanx is the desert shark, thought to be descended from insectivore stock. This sandy brown, wrinkled creature is sausage-shaped with a blunt, strong head and powerful shovel-like feet. It swims through the sand rather than burrowing, bursting into underground desert rodent nesting chambers, which it locates using the sensory pits at the end of its nose. It is almost completely hairless and avoids the extremes of temperature by remaining underground for most of the time. When it is at rest it lies just below the surface with only its eyes and nostrils protruding.

Is at such times that the desert shark presents danger to the unwary desert traveller, as in the harsh clime it will not pass up such a meal. The desert shark is 75% likely to surprise such an opponent, bursting from the sand at +1 to attack, using its mouth full of sharp, pointed teeth roughly the same size and shape as that of a shark. The desert shark will not fight to the death though, but bite once or twice and then sink beneath sand. If it is not able to bring the prey item beneath the surface (or a large chunk of that particular prey), it will seek to wait for the creature to bleed to death, a real possibility, then feed at its leisure.

Though generally solitary, desert sharks can be found as mated pairs and more rarely with one younger individual in tow.

Dragonfly, Giant Dalvashian

Climate/Terrain:	Temperate to Tropical Forest, Jungle, Swamp, Marsh, and Sandy Seacoast
Frequency:	Rare (Very Rare in civilized areas)
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral

No. Appearing:	1
Armor Class:	3
Movement:	1"/36" (MC:B)
Hit Dice:	7
THAC0:	14
No. of Attacks:	1
Damage/Attack:	3-12
Special Attacks:	+2 on initiative
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M
Morale:	Fanatic
XP Value:	800

Giant Dalvashian Dragonflies are very similar in most respects to the giant dragonflies found on other worlds. Fearless and voracious insect predators, these often quite beautiful insects feed on a variety of prey, all caught while on the wing. Because of their great speed, hovering abilities, and darting flight, they gain a +2 on initiative checks. If they have the initiative they cannot be effectively combated by hand-held weapons, and all missile attacks are made at a -4 on to hit. Without initiative, giant dragonflies can be hit normally by hand-held weapons, but missile attacks are still at a -2 to hit.

The variety found on Dalvashia (ranging from the temperate eastern woodlands south through the jungle, including the Jade Peninsula and the islands of the Azure Sea) has several noticeable differences. First, owing to a lack of familiarity with humans and ground based prey (and a common abundance of winged prey) these dragonflies rarely attack prey on the ground. Indeed, they are not noted for the ability to distinguish a motionless human from the background about 75% of the time (if one can be a motionless with an 8 hit die giant dragonfly hovering in your face). The locals know this, and have tremendously cut down on fatalities caused by giant dragonflies as a result. As the insects become more used to human prey (and with a decline in natural prey thanks to habitat destruction, hunting, and what have you), it is thought they will increasingly adapt to taking human prey.

Unfortunately, several varieties of Giant Dalvashian Dragonfly are also poisonous. It takes pretty much a ranger, druid, or an academician to distinguish these varieties, but most seem to lair in the largely unexplored jungles of the Jade Peninsula. Such creatures get their normal bite, but also anyone bit must save versus poison or die (those succeeding taking 2d20 points of damage). Many locals have tried to distinguish these varieties from the others, but it is a difficult task. Any giant dragonfly encountered in the region is 40% likely to be of the poisonous variety. Giant dragonfly hide is actually quite beautiful; brilliant, glittering, with every color of the rainbow depending on how the light catches it. If properly preserved by magic, the skin easily brings in 800 gold pieces per square foot. Used for apparel and decoration, over six square feet can be taken from a normal specimen. Collection of such skin is highly specialized and quite rare, though there a few mage-archer teams who make a living off of it (sometimes angering local officials and druids).

Dragonfly, Hawkwing

Climate/Terrain:	Temperate to Tropical, all terrain types
Frequency:	Uncommon-Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-6
Armor Class:	1
Movement:	1"/36" - 48"
Hit Dice:	1-2
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1 or 1-2
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	Nil
Size:	S (2 foot wingspan)
Morale:	Average
XP Value:	50

The Hawkwing is a fairly common insect, seeming to fulfill the role of hawks and birds of prey on this world. Basically a really large dragonfly, they are harmless to humans, though much folklore exists about them sewing up the eyes of children or eating pets (untrue). Also seen as harmful to livestock (untrue as well, they eat only other winged insects), they are often hunted in many areas. At first this was pretty much tolerated - they are just insects after all - but corresponding rises in the insect population to nearly plague proportions (a possible factor in the vampiric moth outbreak of 1390), have lead many to now try and protect these often gorgeous multi-hued insects.

Still, there are individuals who seek to hunt the insect. Hand held weapon users face a -4 penalty, as do those who use missile weapons. If the dragonfly wins initiative, handheld weapons are useless, and missile attacks are a -6. Hawkings form the main prey of the Giant Dalvashian Dragonfly. Unlike their larger relatives, their skins are not especially valuable., though sometimes offworld collectors and academicians will pay for a specimen.

Dragonpecker

Climate/Terrain:	Any
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	6
Movement:	4"/22"
Hit Dice:	1
THAC0:	19
No. Of Attacks:	3
Damage/Attack:	1-2/1-2/1-4
Special Attacks:	Nil
Special Defenses:	See below
Magic Resistance:	None
Size:	M (5 feet high)
Morale:	Average (8 to 10)
XP Value:	60

There are many relationships in nature. Not only are there predator-prey relationship, and parasitic relationships, but there are symbiotic relationship, where both parties benefit, neither at the expense of the other. In the wilder areas of the world, one may find a group of birds generally referred to as oxpeckers, birds that have adopted to a life with and on large animals. They survive by feeding on the ticks and pests that plague the beasts (as well as small amounts of the blood that oozes from the wounds). In return, the animal (generally a creature such as a buffalo, rhino, or elephant), benefits from having their own early warning system, warning their hosts of danger with their sharp eyes. It is a good relationship for both parties, as both the mammals have fewer parasites on them and are warned of danger (as any hunter will attest), and the oxpeckers stay healthy and well fed.

Nature duplicates such relationships with the dragonpecker. The dragons, as intelligent as they are, are still plagued by their own versions of ticks, flies, and other vermin (particularly the less intelligent dragons). Even the most evil of dragons provide safety for these birds, as they pick and clean their way over the immense bodies of these scaly beasts. Further, they serve to deal with small vermin that find their way into the cave, even creatures as large as giant rats and the various giant insects, spiders, and scorpions.

While dragons do not graze in the field like herd animals, providing the birds an opportunity to perch on their backs and look for danger, they provide other ways of warning their hosts. Generally a group of dragonpeckers "adopts" any one given dragon. The group rotates, with some staying with the dragon and in his lair, and those whose turn it is not to feed, remain outside the lair, seeking any harm that may come. They may be found perched on rocks or trees, or soaring above. They know that the dragon is their life, and are quite alert to possible dangers to "their" dragon, most notably adventurers.

Experienced dragon slayers learn to recognize the dragonpecker. Such hunters are both alert to the possibility of being spotted by the dragonpecker, whose calls will alert the dragon, and also to the fact that the mere sight of one can clue a person in on a hidden lair. One must be careful though; dragonpeckers have keen vision, and there is an extremely good chance that they will spot intruders (treat as detect invisible 25% of the time, and reduce effectiveness of a thief ability to hide in shadows by half). Further, dragonpeckers are known to flee these hunters, acting as if they

were leading them to the dragon when in reality they lead them away, perhaps over quicksand (in the case of dragonpeckers around black dragons) or a cliff (in the case of many mountain species).

Combat: Dragonpeckers are not highly effective combatants. They generally prefer flight and letting the dragon do all the work of defense. If pressed, they can attack with their talons and beak thrusts, but this is generally of last resort.

An interesting note is that dragonpeckers that are fairly old begin to pick up strange traits from the dragons they feed on. In their quest for pests and parasites, dragonpeckers often ingest a lot of blood, and it is this blood that may impart the special abilities of a dragonpecker (a 25% chance that any dragonpecker has these imparted abilities). I do not list all of the potential abilities, but here are some suggestions:

Dragon type	Suggested Imparted Ability
Black	acid attacks cause half damage
Blue	lightning attacks are at -2 per die of damage
Green	gas attacks are at half damage, save for none
Red	fire damage is saved against at +4
White	50% immunity to cold attacks

Habitat/Society: The habitat of the dragonpecker is the dragon. Dragonpeckers are found with all types of dragons, and as a result are found from glaciers with white dragons to parched deserts with blue, red, brass, and copper dragons. It is very rare to encounter a dragonpecker that is not associated with a dragon (such a dragonpecker will not have the imparted abilities listed above), but if found will be in wilder regions that are known to have dragons.

Society-wise the dragonpeckers exist in small family groups, each group attached to a particular dragon. It is not unheard of the offspring of a dragon being attended by offspring of the dragonpeckers from one of the parents. In addition, generations of the same dragonpeckers are often associated with the same dragon.

Ecology: Dragonpeckers only exist with dragons, as they have difficulty surviving without them. Their fare consists of giant ticks, insects, rats, spiders, and such that plague dragons and dragon lairs. When not attached to a dragon, they feed on a variety of insects, arachnids, and small mammals.

Drake, Milk

Climate/Terrain:	Farmland, barns, buildings with livestock
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	4
Movement:	7/20 (MC A)
Hit Dice:	1 (8 hit points)
THAC0:	18
No. of Attacks:	3 or 1
Damage/Attack:	1-2/1-2/1-4 or 1
Special Attacks:	Breath weapon
Special Defenses:	Invisibility (see below)
Magic Resistance:	Nil
Size:	S (a little over 2 foot wingspan)
Morale:	Steady (11-12)
XP Value:	300

The milk drake is a rare species of dragon-like creatures that have learned to live in the world of man, not as a pest, but as an ally of sorts. Appearing as four limbed dragonet, the front two limbs forming leathery wings the rear two for standing and perching, the milk drake is cream colored on top and more whitish beneath. Its eyes are rather large, golden with huge black pupils.

Despite its white color, the milk drake does not get its name from its appearance. Milk drakes have learned to make large barns their homes, lairing in out of the way places on the farm, generally up in the rafters of such buildings. Superstitious peasants believe that the milk drake steals milk from cows and goats, coming down in the evening to suckle; to them this explains not only their coloration but their presence on farms.

In actuality, nothing could be further from the truth. Milk drakes are nocturnal predators, basically mousers. They feed on rats, mice, as well as the odd snake, lizard, bat, or large insect. They do take small birds on occasion, but are not really adapted to do so; most of their prey dwells on the ground. Hunting in the evening hours and late at night, they use their especially keen night vision to find their prey. Even starlight is enough for them to find their way around in the dark, able to dart and weave among pillars and horses in the barn without a sound.

Milk drakes catch their prey largely through grabbing them with their claws (for 1-2/1-2 points of damage) and delivering a swift bite to silence it. Though their mouths are small, their teeth are numerous and very sharp; a bite inflicts 1-4 points of damage.

For defensive purposes, twice a day a milk drake can offer a breath weapon, range 10 feet and area of effect pretty much one person. As milk drakes swallow their prey whole, they build up a lot of waste material, largely bones, feathers, and fur. If pressed by a hawk, owl, or a human, they can cough up this material on to a person. This vomit is incredibly smelly; while doing only 1-2 points of damage, the recipient must save versus breath weapon or become nauseous for 1-4 rounds, unable to do anything but retch.

Owing to the often poor reception dragon-kind get among humans and their ilk, milk dragons have one other unique adaptation. If they lie completely still for 5 minutes, they start to fade into invisibility. It is not known if this is strictly magical, or a combination of magic and careful adjustment of the drake's scales to reflect light in a special way. As long as the drake lies motionless, only those able to detect invisible objects may find them. This ability serves them well when they are hunted or when they rest during the day.

Milk drakes are harmless to humans, and if offered adequate supplies of rats and vermin can be quite happy in most places with the owners none the wiser. On rare occasions they have been tamed, with the enterprising farmer offering small cuts of meat in likely mousing grounds. They are actually fairly easy to tame, and make decent pets.

Milk drakes generally live in small family units, consisting of a mated pair (they mate for life) and one to two (very rarely three) sub-adult offspring. Their offspring stay two years, in their second year helping the next generation of hatchlings feed and to protect them. Upon their reaching a year old, the original group of offspring head out for a new area to call home.

Drake, Oasis

Climate/Terrain:	Desert oasis, desert regions
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Chaotic Neutral (25% chance to have good tendencies, 25% chances evil tendencies)
No. Appearing:	4d8
Armor Class:	3
Movement:	9/21 (MC A)
Hit Dice:	1 to 2
THAC0:	18
No. of Attacks:	3
Damage/Attack:	1-2/1-2/1-2
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (a little over 2 foot wingspan)
Morale:	Steady (11-12)
XP Value:	250

The oasis drake is most commonly found in the deserts of Zakhara, the Land of Fate (the setting for Al-Qadim), though could easily fit into a desert of most any campaign setting.

Another of the widespread family of drakes, proving that dragons and their smaller cousins can adapt to most any environment or habitat, the oasis drake as its name might suggest calls desert oasis its home. Dwelling in nests they weave out of plant fibers high among the fronds of palm trees, they make them more defensive with spines, thorns, and prickly leaves of many desert plants. Dwelling in loose colonies, generally in an average oasis one could find about five to ten families. In the larger and less disturbed oases, as many as three hundred families have been seen, though this is rare.

The noisy, sometime quarrelsome oasis drake spends most of the hotter hours of the day resting, preferring to hunt for insects on the wing and landing on the ground to go after scorpions and lizards in the morning and afternoon. Not very large animals, it sometimes take two or even three drakes to bring down their larger prey items. They are

almost comical to watch, for instance when they go after scorpions, four or five may dance around the dangerous creature, lunging at it and chattering at it, but moving away with exaggerated fear when it moves to strike. They also have been known to hunt on brightly lit nights, but generally only when there is a full moon.

As oasis drake have a communal system of sorts, they share their catches. As a result, few oasis drakes every go hungry, and all hatchlings get enough to eat. Many drakes are able to spend time away from hunting duties, preening themselves or others, caring for the offspring, or in play. A favorite oasis drake activity is to see how low they can skim over water and not enter. Another is to carry some sort of nut or small rock into the air and play keep away. Several Midani proverbs indicate the playful nature of oasis drakes, generally in a disapproving nature (especially among Moralistic cities).

What sets oasis drakes among many other small dragons is that they are fairly intelligence (Average, 8-10). Possessing their own rich language, they can pick up at least on other language, though are better able to understand than speak it. Individual oasis drakes become fond of certain phrases in Midani or any other language, and are apt to repeat endlessly like some catch phrase.

Wise men and women have befriended oasis drakes in the past, and convince entire colonies to their bidding. In return for not being harassed, the occasional bowl of honey, and the odd shiny bauble, they can be convinced to carry messages, scout, or serve as sentries. Some desert tribes have had colonies of oasis drakes working with them for years to help them keep abreast of rival tribe activities, as well as keep an eye on the herds and out for danger. Bandits have been known to use drakes to spy out rich caravan to plunder, and lawgivers have used them to hunt down these same individuals.

In appearance an oasis drake is a sky blue in coloration underneath, shading to a darker blue above. They have glittering azure eyes that appear to almost glow. Their snouts are streaked with red, and in full mating form the males can appear quite striking, with the red growing in size and intensity.

Oasis drakes possess no breath weapon, and have a claw/claw/bite routine. Like many drakes, they do not have the ability to cast spells.

Drake, Pine

Climate/Terrain:	Pine forests, north temperate regions in inhabited lands
Frequency:	Rare
Organization:	Clan
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d4
Armor Class:	2
Movement:	6/18 (MC A)
Hit Dice:	1 (4 hit points)
THAC0:	20
No. of Attacks:	3
Damage/Attack:	1/1/1
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	T (a little less than 1 foot wingspan)
Morale:	Steady (11-12)
XP Value:	85

Pine drakes are another species of the dragon family that has adapted to live among humans. It is theorized that once they were much like other drakes, living among woodlands and hunting down prey, perhaps one day evolving into something comparable to the metallic and chromatic dragons, or maybe just filling an ecological niche.

Pine drakes at some point became aware of the human penchant for considering animals "cute," particularly if they are attractive, small, and seemingly "innocent" and inoffensive. Pine drakes play up their physical features to humans. Already attractive drakes, they are very small, generally less than a foot wingspan. They are a bright green on the back side and a bright yellow across the underside of their throats and bellies. Males have black colored heads, while females a soft green. Both genders have glittering liquid gold eyes.

In addition to a striking appearance and playful antics, the pine drakes have another innate secret weapon to win the hearts of humans. They can twice a day, at 6th level of ability, cast their own version of Charm Person Or Animal. Unless a successful saving throw is made versus spells, the victim will think the pine drakes the cutest thing he or she had ever seen, and wish to make sure they are fed, protected, and won't mind they accompanying him or her. The victim

will go to great lengths to protect them from harm, and to make sure they are well fed. Attempts by other, non charmed individuals to dissuade the victim will be unsuccessful for the duration of the spell (which is 8 to 10 days).

Upon the end of the duration of charm, the victim gets to make another save with a +1 bonus. If that is unsuccessful, the next day another can be made at a +2 bonus. This continues until the victim makes the save. At that point the victim is free to decide what to do with the drakes, though generally they will still be not inclined to harm them.

What a group of pine drake have successfully charmed a person do varies. Some simply encourage them to leave the area. Others need defenders for a time, to keep out orcs or bandits or what have you. Others, generally on an individual basis will seek to accompany them, hopefully to live the life of a pampered pet.

Pine drakes are not sentient, but are very bright for animals and can be taught tricks. They have no other know spell ability.

In combat they can claw, claw, bite if needed, but do not possess a breath weapon or any magical defensive measures.

Drake, Salt

Climate/Terrain:	Salt flats, deserts
Frequency:	Rare
Organization:	Flock
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil; incidental
Alignment:	Neutral Evil
No. Appearing:	2-20
Armor Class:	3
Movement:	8/18 (MC: A)
Hit Dice:	1+2
THAC0:	17
No. of Attacks:	9
Damage/Attack:	1-2/1-2/1-4
Special Attacks:	Moisture drain
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (1 to 2 feet in length)
Morale:	Champion
XP Value:	600

Salt Drakes are similar to such small dragon species as pseudodragons and faerie dragons in overall appearance. From a distance, they appear basically as one to two foot long miniature dragons, possessing two lower legs for perching and two upper limbs that have developed into wings. They resemble very pale blue cousins of pseudodragons, appearing to sparkle in strong sunlight. Upon closer inspection that are in fact seen to be encrusted in a nearly transparent layer of glittering crystal - salt.

Found in salt flats and very dry deserts, which on this world have formed where native plants failed to take hold in time to keep the soil from washing away, leaving bare ground, as well traditional deserts, but most of all large areas where shallow remnants of the sea evaporated. They are often the only creatures or even organisms found in those regions, difficult to see through shimmering waves of heat against the harsh sky or blinding salt flats.

However, those who do see them wish they hadn't, as they are voracious. Flocks of salt drakes circle endlessly over the salt flats, or sometimes merely just stand there, constantly on the look out for other creatures. When spied, they give a keening cry and dive towards them, attempting to claw and bite them. These creatures can be mundane wildlife, domestic animals, monsters, or people. Swarming over their prey with no regard to their own lives, they continually claw and bite until either they are satiated or the prey is drained dried; salt drakes are moisture vampires, drawing out all the moisture in those they attack by means of their attacks. Resulting in damage far out of proportion to their size and musculature, salt drakes are a deadly hazard to caravans or even groups of adventurers, particularly attacking as they do in the harsher deserts left by the retreating seas.

Once a salt drake has its fill attacking a prey animal - generally when it has done the equivalent of about 20 points of damage - they explode. While feeding the salt drake appears to glitter less and less, and starts to become transparent. When they have reached their limit, they explode in spray of hot, salty water, doing 1-6 points of damage to those within 10 feet, save for half (other salt drakes are immune to this effect).

Salt drakes can be destroyed by water; 1-4 hit points of damage per gallon of water. They cannot be bought off by water though, as they will ignore water offered to them; they care only about water inside living organisms.

The origin of salt drakes is unknown, but it is theorized that they are the results of when mortals unwisely toy with such vast magics that result in dramatic raisings and fallings of the ocean. Perhaps they are symbol of the world's magic that is strongly out of sync, or maybe they are the land's attempts to right itself, to bring water back to lands that once had plenty. Others believe that they are a punishment from the gods for daring to wreck nature so severely.

It is not known what happens to salt drakes when it rains, though they are rarely found in regions where it does. Given that they are not only still found but in some areas actually increase in numbers, little can be said other than perhaps they spontaneously regenerate from the land and sky itself.

Fisher Heron

Climate/Terrain:	Swamps and marshes
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Semi- (2-4)
Treasure:	Incidental
Alignment:	Neutral
No. Appearing:	1-2
Armor Class:	4
Movement:	12"/12"
Hit Dice:	5
THAC0:	15
No. Of Attacks:	2
Damage/Attack:	1-6/1-6
Special Attacks:	Double strike
Special Defenses:	Nil
Magic Resistance:	None
Size:	M (7 feet)
Morale:	Champion (15 to 16)
XP Value:	470

The fisher heron is an unusual creature that dwells in temperate to tropical swamps, including salt marshes. Humans do not often see it, but as it is a skillful hunter many of those who meet one rarely survive the encounter.

The principal prey of the fisher heron are lizard men, but in reality almost anything can be attacked. Anything that the fisher heron can bait that is. While its smaller, less dangerous brethren are content to stand motionless in or near water, waiting for a sizeable fish or frog to pass into striking distance, the fisher heron is a bit more active. While not actively seeking prey, this species has learned that certain items attract potential food items, such as shiny coins, gems, swords, and the like.

Acquiring such items either by searching the swamps and marshes or from past prey, the fisher heron places these items conspicuously near areas lizard men, bullywugs, humans, and others are known to pass through. When the unsuspecting individual spies the items and starts to pick them, he/she/it will notice that a number of pieces of the "treasure" lead off into nearby bushes or thickets. When the hapless individual comes close enough to the vegetation, the fisher heron lashes out with blinding speed. If the fisher heron has been successful, the individual will not have detected them, and be in a situation where they cannot flee immediately.

Combat: Like the harmless herons that feed on fish and small vertebrates, the fisher heron is able to strike with its long bill using blinding speed. In fact it is so fast that it is able to strike twice in one round, doing 1-6/1-6.

Fisher herons are in natural vegetation invisible as per the spell. Humans and others have the same chance to detect one as they would anything else that is invisible.

Habitat/Society: Solitary creatures, the largest number fisher herons are ever found in is a hunting pair, either a mated pair or two recently fledged siblings. Fisher herons are found in any marshy or swampy places, from coastal estuaries to interior bogs and such. They are also encountered from time to time along rivers and in jungle areas.

Ecology: By and large the favorite prey of the fisher heron is lizard man, but bullywugs are often consumed. Though generally found in remote areas far from civilization, they do encounter and will readily feed on humans and demihumans when present. They are also known to feed on a variety of smaller birds, mammals, insects, and sometimes fish.

Ghost Whale

Climate/Terrain:	Any; areas of former deep ocean
Frequency:	Very rare
Organization:	Group
Activity Cycle:	Night
Diet:	None; unknown
Intelligence:	Exceptional (15-16)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-10
Armor Class:	-1 (see below)
Movement:	/18 (MC: D)
Hit Dice:	15-20
THAC0:	12
No. of Attacks:	1
Damage/Attack:	2-20
Special Attacks:	See below
Special Defenses:	+1 or better to hit
Magic Resistance:	Immune to paralysis, cold, charm, sleep, hold, and fire spells
Size:	L (60 to 100 feet long)
Morale:	Champion
XP Value:	1200

Ghost whales are the undead spirits of whales that died when the oceans receded so rapidly, stranding them on land. Most whales died in agony in a few hours, but others lived on for a few weeks or even months in increasingly small and salty bodies of water, crowding together pitifully in their schools or pods to keep their skin moist. In the end, the whales that were over the great continent when the seas fell died, leaving vast graveyards of bones. Today entire valleys may be found with these bones, marking where a great school fell or another perished in some feeble sea remnant. Farmers in some areas have used the bones for fertilizer, while in many areas they have built houses out of them, "bone huts", as there are no trees with which to use.

On some nights generally on the new moon these pods swim their vanished seas once again, appearing in great spectral shoals across the black sky. Quite impressive, they can appear as huge ghostly clouds scudding across the stars, dipping down into valleys and over mountains. Causing great fear when they do so, they are mostly harmless, appearing to act as if they were alive.

Harmless to all those but wizards. If a wizard, including specialist types such as illusionists, pass within ten miles of such a pod, there is a 75% chance that the pod will attack that wizard. Swooping down out of the night sky, these nearly transparent spirits will attempt to swallow the hapless wizard in their great gaping maws that once held baleen. If the wizard makes a saving throw versus breath weapon the attack only does 2-20 points of damage, but if unsuccessful he or she is sucked into a spirit demiplane of sorts, existing in the Deep Ethereal. Little is known about this place, but apparently many of the creatures that perished when the world sea vanished have their spirits reside there, going on as if they were still alive and in the ocean. So far as it known only ghost whales are able to leave the spirit demiplane, which some term the Ghost Sea or Phantom Ocean, perhaps created by the death cries of so many aquatic life forms.

In any event, those wizards that journey to this spirit plane, however unwilling, often don't come back. Unwilling there until dawn, they have a 50% chance of dying there or remaining there and later dying thanks the incredible hostility of the inhabitants (while on the demiplane the wizard will be unable to defend himself or herself). Further, even upon return the wizard may be insane; 25% chance, save versus spell, with a one bonus for every point in intelligence above and including 16.

They will generally ignore non-wizards in the group, and often times go to some lengths to avoid hitting them. They are also careful of animals, and will often seek to knock a wizard off of his mount before attempting to kill him or her. However, those who do get in the way will be dealt with if the ghost whales have no other option.

It is thought that the ghost whales were developing intelligence in all those thousands of years the continents were beneath the sea, but were destroyed when the water levels precipitously fell. They perhaps seek retribution upon those responsible; wizards.

Supposedly there are cults who seek to understand and control the ghost whales, perhaps using them for their own ends, to punish wizards in some sort of holy war, or to further their ends to return the mighty world ocean. Such individuals such be handled with care.

Gray Condor

Climate/Terrain:	Any
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Exceptional (15-16)
Treasure:	Nil
Alignment:	Neutral Good
No. Appearing:	1-6
Armor Class:	5
Movement:	4"/26" (MC: D)
Hit Dice:	3 +1
THAC0:	17
No. of Attacks:	3
Damage/Attack:	1-4/1-4/1-6
Special Attacks:	+2 to hit and damage undead
Special Defenses:	See below
Magic Resistance:	Nil
Size:	Large (14+ wingspan)
Morale:	Elite (13-14)
XP Value:	280

Most regard the vultures and condors with distaste, as they are ugly, smelly, and feed on the worst things. At best, most treat vultures as necessary evils, feeding on carrion and basically acting as nature's garbage man; at worst, they are hated and reviled, and hunted down as birds of evil.

Not so the Gray Condor, for it is a creature of good and of great benefit to mankind, appreciated by wise individuals. Condors and vultures are noted for feeding upon the dying but more often the dead, everything from fallen soldiers on the field of battle, to sick livestock, the remains of a lion's kill. While the Gray Condor does not bypass the opportunity to feed, it often seeks out more aggressive prey. Still dead from a natural point of view, but a danger to many; undead.

Gray Condors eat undead creatures as their preferred meal. Zombies, huecuva, mummies, ghouls, anything they can catch. Only skeletons and their like are disdained, as there is nothing to eat on them (as well as incorporeal creatures such as ghosts), but even the most putrid flesh on an undead creature is a tasty snack for these birds.

Powerful combatants, they have a strong talon and beak attack, and are +2 to hit and damage the undead. Further, they are immune to the rotting disease of mummies, level draining, and the parylization attacks of ghouls. Only the truly powerful undead, such as vampires, are able to foul these good aligned beings.

Having a strong nose for finding undeath, they are drawn to any area where necromantic spells are commonly cast or undead lair. The astute adventure, seeing one of this large, silvery gray feathered birds with white necks, will know that some form of undead can't be too far away.

HiriHiri

Climate/Terrain:	Tropical rain forest and jungle
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Any (mostly Day)
Diet:	Carnivore
Intelligence:	Semi
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1 (rarely 2)
Armor Class:	7
Movement:	10 on ground, 8 in trees
Hit Dice:	2-3
THAC0:	16
No. of Attacks:	1 or 2 (see below)
Damage/Attack:	1-3 and/or 1-4
Special Attacks:	See below

Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Medium (about 4 feet in length, sometimes up to 6 feet)
Morale:	Average
XP Value:	300

A marsupial predator of the tropical forest canopy, the hiri-hiri is in its own way as dangerous as the striger, though much more so those at ground level. Despite the fact that it is a tree-dweller, it is also highly efficient in preying on ground-living animals. Lying in wait on a low branch, it dangles its strong prehensile tail down like an innocent vine. When some unsuspecting animal trots by, the hiri-hiri seizes it swiftly with its tail and strangles it. When contact with the victim is achieved, the hiri-hiri draws the tail tight, and 1-3 points of damage immediately ensue. The hiri-hiri then lifts the prey to the branch upon which it rests to bite it as well for 1-4. If the victim can save vs. death he/she/it can break free of the tail grasp, otherwise, continue to suffer 1-3 points of strangulation damage (in addition to the bites). If the victim is held by the tail, all bite attacks are at +4 to hit (the tail damage is automatic).

The hiri-hiri will readily prey upon any adventurer unfortunate to run across it (or under it) in the world After Man. This predator is descended from the Tasmanian Devil.

Khiffah

Climate/Terrain:	Tropical rain forest and jungle
Frequency:	Rare
Organization:	Tribal
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	Average (8-10)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-20
Armor Class:	6 (4 on face and chest) [female and young male 7]
Movement:	9 on ground, 11 in trees
Hit Dice:	2-3
THAC0:	19
No. of Attacks:	3
Damage/Attack:	1-4/1-4/1-2 (female and young male 1-2 bite attack)
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Medium (4-5 feet)
Morale:	Steady
XP Value:	250

The khiffah is a newly emerging, sentient race in the world After Man. While many arboreal inhabitants have sought to deal with the predatory striger via armor, spines, poison, or some sort of physical defense, the khiffah has sought defense in social organization. This intelligent race of monkeys lives in tribes of up to twenty individuals and builds defensive citadels in the boughs of trees. These large, hollow nests, woven from branches and creepers and roofed with a rainproof thatch of leaves, have several entrances, usually situated where the main branches of the tree thrust through the structure. The khiffah's nest is divided into two levels containing separate storage and living rooms.

The khiffah's have adopted a gender-based division of society. The females and young males, which possess neither armor nor claws, are the principal food gatherers of the tribe, and carry out the majority of building as well. The adult males remain behind to defend the citadel and have developed a unique set of features to carry out their highly specialized role; horny armor over the face and chest and vicious claws on the thumb and forefinger (supplemented by a biting attack).

It is not unknown for a female to taunt a passing striger and allow herself to be pursued back to the citadel, dashing to safety while the striger finds its way barred by a powerful male capable of disemboweling it with a swipe of its terrible claws. This apparently senseless behavior, however, provides the colony with fresh meat, a welcome supplement to their basic vegetarian diet of roots and berries. Only young and inexperienced strigers are caught this way.

Though not as yet civilized as the meaching of the frozen north, the khiffah are starting to develop into a civilized race. In any one colony, it is 25% possible that the more intelligent (and idle) males have dabbled into the beginnings of magic, are either a druid of levels 1-3 (75% chance) or mage of levels 1-2 (25% chance). In a few thousand years, it is quite possible that the khiffah might develop into a major civilized race.

Enterprising players and DMs might want to consider khiffah (or meaching) PCs in a world After Man.

Living Weather

Climate/Terrain:	Maztica and Lopango
Frequency:	Varies (uncommon-very rare)
Organization:	Solitary
Activity Cycle:	Any
Diet:	Unknown
Intelligence:	High to Genius (13-18)
Treasure:	None
Alignment:	Varies (see below)
No. Appearing:	1 (but see below)
Armor Class:	-5
Movement:	FL 48 (A)
Hit Dice:	20
THAC0:	5
No. of Attacks:	1 (see below)
Damage/Attack:	10d6 (see below)
Special Attacks:	See below
Special Defenses:	Immune to weapons
Magic Resistance:	50%
Size:	G (undetermined dimensions)
Morale:	Fearless (19-20)
XP Value:	20,000

Possibly related to the mortai of the Beastlands (in the Outer Planes), sometimes weather systems in the True World are actually alive, in a manner not seen in Faerun or Zakhara (though both Mulhorand and the deserts of the Land of Fate have sentient sandstorms).

Apparently either the forces of nature are more powerful or the laws of nature are somehow different, but some weather types manifest themselves as sentient beings. However, calling weather a being is somewhat of a hard concept, as generally living weather are vast creatures made of air and waterborne moisture and water vapor. They may appear as swirls of mist wreathing a mountaintop, or great clouds spanning the horizon, covering miles from side to side and towering thousands of feet into the air. Likely as not, one will often mistake living weather for normal weather.

If they choose to do so, living weather can speak, using the booming voices of wind and thunder - when they bother to speak at all. Living weather always know the languages of the regions they exist in, both human and any other sentient race (such as desert dwarf). Whether or not living weather interacts with an average mortal varies by type.

If living weather is driven to combat, all types can attack once per round with a lightning bolt, 10 feet in diameter and miles long if need be. Any being in the path of the bolt suffers 10d6 points of damage (save versus spells for half damage is applicable). Those creatures struck while standing on the ground must save versus spell or are stunned for 2-20 rounds. There are no limits to how much living weather can fire lightning bolts over the course of a battle.

It is difficult to attack living weather; they are immune to all physical weaponry, even magical. Only spells can harm them, and then they must get past the 50% magic resistance. Owing to the great speed and maneuverability of living weather, it can avoid combat rather easily. If need be, it can rise to heights of 20,000 feet or more, easily outside the range of most if not all spells. Dragon breath does harm living weather however.

Though virtually unknown to mortals, all living weather have a secret core - a place where all of their power is collected into one spot. This is a glowing sphere, a mere 10 feet across. It is here that living weather is vulnerable to enchanted weapons (though at a -5 armor class). Finding such a sphere is often difficult, owing to the size of the living weather and its active efforts to attack such an individual seeking it.

All living weather can cast the following spells; aerial servant, air walk (cast on another creature), call lightning (given to another, once a day), conjure air elemental (three times a day), control weather (3 times per day), control winds, dust devil, fog cloud, gust of wind, ice storm, rainbow, rainbow pattern, whispering wind, wind walk, and wind wall.

There are a number of sub-types of living weather, though owing as they are creatures of air and climate, ultimately they may all be the same type of creature. They appear to vary mainly in frequency, alignment, habitat, and overall personality.

Cumulonimbus - In essence a living thunderstorm, is most commonly found over the jungles of Lopango and Maztica (where they are uncommon) but can be found in the central plains of Maztica and the eastern woodlands (where they are rare), and over the deserts of Anasazia (where they are very rare).

Chaotic Neutral in alignment, cumulonimbus appear to live merely to bring rain, hail, sleet, snow, and lightning to the ground below them. Among the largest of the living weather beings -sometimes 30,000 feet in height - cumulonimbus living weather almost seems to think that mortal "groundlings" are beneath contempt, unworthy of notice.

Cumulonimbus living weather is in fact so detached from life among the sentient races that it might be virtually indistinguishable from normal weather (aside from its long life) were it not for two factors. First, any being casting a call lightning spell within 50 miles of a cumulonimbus living weather is 50% likely to attract its attention, with each bolt brought on by the spell adding a 10% chance to the living weather arriving to the location. This form of a living weather is very capricious, and will arrive in the location and survey what it believes to be the caster's attentions and the general situation at hand. The living weather may decide to rain down considerably in the area (living weather btw can maintain its cohesion within normal storm systems in a yet unknown manner; in fact normal weather may conceal one or more beings of living weather). Alternatively, it might decide that it does not like the abuse of the air, and not only stop the storm in the local vicinity, but end the call lightning spell as well.

Second, some tribes in scattered areas of Maztica and Lopango possess the ability to summon cumulonimbus living weather, perhaps through a form of call lightning. Little is known about this, but it is believed that the tribe summoners have only partial control over what they have summoned.

While generally cumulonimbus living weather is generally only a local hazard, once or twice a year a number of them gather into a squall line. Not unlike the nonsentient squall lines - continuous lines of thunderstorms that are located along or ahead of a cold front - sometimes many dozens or on rare occasions hundreds of these beings will journey across the land. Followed by cooler air, the squall line may be a mere 20 miles in length to sometimes over 1,000 miles. Moving fairly rapidly, the squall line brings intense rain and wind to a region, sometimes causing intense devastation. It is not known why these squall lines form; perhaps to breed, or to join forces and cause greater devastation.

Cumulus - Uncommon in most of Maztica and Lopango (though is very rare in the arid deserts of both continents), cumulus are basically living examples of the puffy white clouds commonly seen on spring and summer days. Unlike the cumulonimbus living weather, cumulus living weather does not interact at all with those on the ground, apparently content to drift across the sky, sometimes in lazy "schools" that may stretch for hundreds of miles.

By some accounts cumulus living weather is virtually mindless. According to some of the tribal shamans in the great central plains of Maztica, the cumulus schools or "herds" mimic the vast herds of bison, and are somehow prey to some predator just as the bison feed the wolf and man.

Fliers who meet cumulus living weather on its own terms, high in the sky, find a different picture. Cumulus living weather is Neutral with Good tendencies, and is light-hearted curious being, at peace with the world, unlike the eternally angry cumulonimbus living weather. They delight in talking to those who can meet them in the air, never seemingly to lose the sense of wonder and surprise when a mortal talks to one. The living weather will gladly converse with the mortals, sharing thoughts, ideas, and quite possibly providing useful information as well. However cumulus living weather is profoundly pacifist, and will not engage in combat on the behalf of those beings. While defending themselves, the most cumulus living weather will do to aid a mortal is to provide useful information.

Owing to the diffuse and mutable nature of weather, there may be other examples of living weather. It is possible that there are living tornadoes, though it is unlikely; living weather is a permanent phenomenon, and a living tornado would have to be a tornado that never stopped. It is thought that there is a variety of living weather beings unique to deserts and to mountain ranges, but this has not been determined yet.

Meaching

Climate/Terrain:	Arctic tundra
Frequency:	Common-Uncommon
Organization:	Clan
Activity Cycle:	Any
Diet:	Herbivore
Intelligence:	Average (8-10)
Treasure:	None
Alignment:	Neutral or Neutral Good
No. Appearing:	4-80 (4d20)
Armor Class:	6
Movement:	10
Hit Dice:	1-2
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1-4 or by weapon type

Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	3 (about 2 to 4 feet in height)
Morale:	Average (8-10)
XP Value:	200

The meaching is one of the main life forms of the arctic tundra of the world 50 million years hence, and in a fantasy campaign might be on the road to intelligence and civilization (it is fantasy after all).

Descended from the lemming, they exist in colonies on the frozen tundra. To protect them from their many predators as well as the frosts and snows, they construct fortresses of sorts. As the constantly frozen ground of the tundra makes digging through the soil impossible, these fortresses are constructed above ground. These fortresses exist as gigantic mounds of matted vegetable matter, through which numerous tunnels and passageways have been constructed. The interior of the fortress is very complex and consists of a network of passages and tiny chambers - one for each individual. During the winter each rodent is fully insulated and kept warm by the rest of the colony.

As the meaching became better at constructing fortresses and getting along with its fellow colony members, an intelligence has developed. To aid them in defense of the fortress, some meachings have replaced a reliance on a bite attack with the use of clubs and spears, generally made from tree branches, old bones, and the like. Doing half-damage of a human-sized weapon, the meachings have begun to experiment with the ideas of tactics and coordinated attacks.

Rare extraordinary meachings have begun to dabble in the very long lost magical arts, and any meaching fortress encountered has a 25% chance to have a druid, of levels 1-4, and a 5% chance to have an actual wizard, of levels 1-2.

Such innovation is greatly needed, as the meachings are subject to a great deal of predation. Chief among them are the polar ravine, the bootie bird, and the gandimot. The polar ravine is the fox-like predatory rat similar to the temperate ravine described in the falanx entry. They have been known to attack meachings by digging into the fortress with their front paws.

The bootie bird is a descendent of the crow. Still black in color, the bootie bird is more heron like in form now, with a long neck and bill and long legs. In the summer months the bootie bird behaves as a heron, dipping into streams and shallow pools for fish, but in the winter months it uses its long neck and beak to probe into the fortress for hapless rodent folk.

The gandimot is another avian predator, descended from the magpie which it still resembles (though with a hooked beak and pointed wings). Unable to reach the meachings inside their fortresses, this hawk-like predator attacks the meachings when they migrate to new territories. The meaching have a very high birthrate, to compensate for the harsh climate and the large number of predators, but on occasion population explosions result, forcing meaching colonies to move to new areas, sometimes splitting up, other times moving as a whole. At this time, the swooping, diving gandimot is a major threat (along with the bootie bird and the polar ravine).

The meachings have no comprehension of any other form of sentient or semi-sentient life, and to encounter such would be a source of amazement to them - if they did not avoid them thinking they were yet another predator.

Merg

Climate/Terrain:	Swamps, marshes, lakes, and rivers
Frequency:	Uncommon
Organization:	Herd
Activity Cycle:	Night
Diet:	Herbivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-20
Armor Class:	7
Movement:	4//4
Hit Dice:	2
THAC0:	20
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4 to 5 feet long)
Morale:	Unsteady
XP Value:	50

Mergs, named after their grunting cries they make when alarmed, are simply very large salamanders. These amphibians lair in rivers and lakes, and emerge largely at night or during periods of rain to graze on vegetation. Generally harmless, these creatures will wallow back into the water and avoid confrontation. If cornered, they will bite for 1-6 points of damage.

They are still a fairly common site along rivers and lakes in the east and are quite common in the delta region and in swamps. The lizardmen have experimented with herding mergs as a form of livestock. Human and demihuman settlers generally prefer not to eat them however, though their flesh is palatable. Generally "eating merg" is a phrase that means either living off the land, or being very poor.

Mountain Creeper

Climate/Terrain:	Mountains
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Non-
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	5
Movement:	4"
Hit Dice:	5
THAC0:	16
No. of Attacks:	1
Damage/Attack:	See below
Special Attacks:	See below
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4 to 10 feet in length)
Morale:	Fanatic
XP Value:	200

Another strange discovery of the high mountains (as well as some areas of tundra) of Dalvashia is the mountain creeper, distantly related to such creatures as black pudding and gray ooze. A thin, sheet-like red-blooded creature, it looks something like a rhododendron leaf, only with the underside covered with a forest of tiny legs. It slithers along the ground, during the day, fond of crawling on top of rocks where its large surface area warms it quickly. At night it rolls into a ball in a crack to minimize its surface area and thus its heat loss.

The small ones are the size of playing cards and as thin as $\frac{1}{4}$ inch in thickness. Essentially shrew-like in their habits, they are not dangerous, feeding on still smaller mountain creepers, insects, and the like. Larger varieties are as big as plates and tables. The variety most dangerous to the adventurer are the table sized ones, who normally hunt and eat corksbugs via a trapper-like enveloping attack. They do not distinguish between food sources, and will gladly eat a human or a halfling.

Their attack form is the much the same as a trapper; they wait until the prey is near the center, and then suddenly close themselves upon the unsuspecting victim. The mountain creeper then crushes them by doing a base damage of 2 plus the armor class of the victim per turn of crushing. Those entrapped (only two people at most in most mountain creepers) are unable to use weapons. Prey will be smothered in 6 melee rounds regardless of the damage sustained. It must be killed to make it release its prey.

Mrissi

Climate/Terrain:	Warm temperate to tropical lands
Frequency:	Rare
Organization:	Tribe
Activity Cycle:	Day
Diet:	Omnivore
Intelligence:	High to Genius (13-18)

Treasure:	Yes
Alignment:	Neutral Good
No. Appearing:	2d10
Armor Class:	7
Movement:	15
Hit Dice:	1 (more if classed)
THAC0:	19
No. of Attacks:	1
Damage/Attack:	1/1 or by weapon type
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	M (4 feet tall)
Morale:	Elite (13-14)
XP Value:	100

The Mrissi are taken from the Star Wars books, though I think they make a fine AD&D race.

The Mrissi are a small, delicately boned race descended from avians. They have lost the power of flight long ago, and instead possess long, fine-boned arms with two fingers and a thumb at the end. They have a fine covering of grayish, fur-like feathers, with brightly colored feathers where a human's head of hair would be. They have no beaks, but more mammalian mouths, and have large, liquid eyes. In height they are about four feet or so.

Mrissi are accomplished scholars and researchers, and in an AD&D setting would make ideal sages, savants, alchemists, and wizards. Mrissi communities will center around large, sprawling campuses, where those with a gift for research and magic will be able to perform feats of abstract reasoning and share what they have learned with others. The Mrissi are an open race, and gladly take other species under their tutelage; in peaceful times, many species humans, elves, and others may be found reading and taking classes in Mrissi communities.

Although the Mrissi have the more traditional apprentice system found in traditional Medieval and Renaissance human societies, they tend to favor a more communal approach. As a result, any individual Mrissi that is encountered is likely to have been taught by many teachers, and his or her progress well known by many. Owing to this high level of training, Mrissi adventurers effectively begin at 2nd level of advancement in their classes. Also, owing to their broad education, this highly literate race has a great many adventurers who are multi-classed.

Mrissi tend to live in quiet areas of the world, peaceful areas away from the conflicts of nations. This does not mean that they shirk from their duty, as many Mrissi have fought long and hard to oppose evil where it may lie. Still, their ideal existence is one of friends, family, study, and just plain quiet contemplation.

Mrissi communities tend to not be centralized cities as with most races, but instead a mixture of farmland and city, with no real limits as to where one city begins and another ends. Most cities, if they can be said to have a center, focus on the campuses, which receive the care and attention that cathedrals and castles do in human societies. As a result, more outlying universities often have high walls and some fortifications, for they are the natural center the race retreats to in times of crisis, and owing to the knowledge contained within their chief concern when it comes to securing things.

A typical Mrissi civilization will be in warm temperate or tropical lands, preferably near seacoasts. Mrissi buildings, when not built for defensive purposes, are generally made with preferably white stone and a lot of glass (they excel at glass making). Massive Mrissi trees dot their communities, huge plants with gigantically thick trunks that stand out like huge green columns. These trees, called "greenstalks," are easy to climb, and their summits often house ramshackle communes of artists, musicians, and poets.

A favorite food of the Mrissi is the wurll, tiny, tree-dwelling amphibians that live in huge colonies on the shady areas of greenstalks. They are often eaten live. Their diet also includes some fish and a great deal of fruits and vegetables.

In a Mrissi community, one will generally find about 1 wizard per 50 inhabitants, generally between levels 1-4, with a 25% chance to be between levels 6-10. The most common classes found among the Mrissi are wizards, specialty wizards, sages, and alchemists, in that order. Generally only a small cadre of warriors are maintained in any community, a few souls who have volunteered to learn the martial arts in return for free schooling for life. Such warriors tend to favor missile weapons, as they are generally too small and light-boned to do well in melee with most creatures.

Night Stalker

Climate/Terrain:	Tropical jungle and rain forest (island)
Frequency:	Rare
Organization:	Pack
Activity Cycle:	Night
Diet:	Carnivore

Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-12
Armor Class:	6
Movement:	14
Hit Dice:	4
THAC0:	14
No. of Attacks:	3
Damage/Attack:	1-4/1-4/1-8
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Medium (7 feet)
Morale:	High
XP Value:	400

Once other vertebrates had established themselves on the islands of Batavia, a family of ground-dwelling predators bats arose. These creatures walk on their front legs - on what would, in the case of a flying bat, be its wings, the sit of its locomotor muscles. Their hind legs and feet are still used for grasping, but now fall forward to hang down below their chin. As the bats locate their prey purely by echolocation, their ears and nose flaps have developed at the expense of their eyes, which are now atrophied. As such, they would be immune to all illusionary spells (or other spells) that relied purely on visual component.

The largest and most fearsome of these creatures is the night stalker. About seven feet tall, it roams screeching and screaming through the Batavian forest at night in packs. They prey indiscriminately on mammals and reptiles, attacking them with their ferocious teeth and claws.

Oilcrab

Climate/Terrain:	Mountains
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	3
Movement:	12"
Hit Dice:	4
THAC0:	16
No. of Attacks:	1
Damage/Attack:	3-12
Special Attacks:	Nil
Special Defenses:	Blunt weapons do half damage
Magic Resistance:	Nil
Size:	M (4 to 7 feet in length)
Morale:	Fanatic
XP Value:	100

Related to the corkbug, the oilcrab is basically the predatory version of this insect or crustacean group of creatures. Faster and more aggressive than the corkbug, it eagerly hunts them for prey. Though it does not have pincers, it does have a sideways movement like crabs (when needed), thus the name.

Oilcrabs have a very nasty bite, originally evolved to pierce the tough exoskeletons of the corkbugs. Such a bite is devastating on humans, doing 3-12 points of damage.

Like corkbugs, oilcrabs are hunted for their "cork" and oil, (though more so for their oil), though much less owing to the danger of the enterprise.

Pharaoh's Vulture

Climate/Terrain:	Desert (Mulhorand and Unther)
Frequency:	Very rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral (evil)
No. Appearing:	1-10
Armor Class:	5
Movement:	4"/30" (MC: D)
Hit Dice:	2
THAC0:	18
No. of Attacks:	1
Damage/Attack:	1-2
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Nil
Size:	M (3 foot+ wingspan)
Morale:	Average (8-10)
XP Value:	100

Descended from the common Mulhorandi Vulture, found throughout the southern Inner Sea region, from the Vilhon Reach through the Shaar, the Pharaoh's Vulture is generally only found in Mulhorand, and more rarely in Unther. Closely resembling the white-feathered, bare-headed cousin, like any vulture it spends its days soaring high in the sky, keep an ever watchful eye out for carrion, offal, and vulnerable animals (and humans). In fact, the resemblance between this monster and the normal, relatively harmless Mulhorandi Vulture is that most will be unable to distinguish between the two, with rangers and druids about 50% likely to make the distinction (give a knowledge of both birds).

The Pharaoh's Vulture though is different in two aspects. First, though the bird rarely bites, it does on occasion to help a dying creature to the afterworld so that it may feed, or for defense. In addition to the relatively minor damage of 1-2 hit points of damage, the victim has a 35% chance per hit to contract a rotting disease, the same which mummies spread. The recipient will die in 1-6 months, with each month the disease afflicts the person 2 points of charisma are lost, permanently. Curable only by a cure disease spell, it negates all cure wound spells. Second, the bird is immune to all forms of disease, poison, and gas attack, as well as all sleep spells and effects that cause sleep.

Scholars speculate that this species developed its powers from feeding upon entombed pharaoh's and nobles in Mulhorand, or perhaps were allowed to eat the entrails left over from the preparation of mummies. Others believe it is a curse upon those who would rob the dead, or perhaps a malicious creation of Set. Whatever the cause, the abilities are now inherited, and each new generation presents a danger for the unwary.

Prowler

Climate/Terrain:	Swamps, marshes, rivers, and lakes
Frequency:	Uncommon-Rare
Organization:	Solitary
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-12
Armor Class:	8
Movement:	2//6"
Hit Dice:	7
THAC0:	17
No. of Attacks:	1
Damage/Attack:	2-12
Special Attacks:	Surprise bonus and gripping attack
Special Defenses:	Nil

Magic Resistance:	Nil
Size:	L (15 feet long)
Morale:	Steady
XP Value:	150

The largest amphibian yet discovered in Dalvashia (though it is rumored there larger ones in the mysterious Jade Peninsula), the prowler is a predator, and chiefly feeds on mergs, though will accept fish and other foodstuffs as well. They have been known to occasionally take individuals along riverbanks and lakes shores, and are a threat to small boaters.

The prowler primarily lives in swamps and marshes. A lengthy creature, it has a long, slender body with short legs and a crocodile like skull. It will attack anything that comes in front of it, concealed as it is in the murky water and vegetation. Preferring to ambush its prey thus rather than hunting, it gains a +1 bonus to surprise on opponents. The teeth and jaws of the prowler are well adapted to hold struggling and slippery prey (as they often prey on fish or other amphibians). Any successful bite attack that scores on a 20 grapples the prowler's opponent; in addition to doing normal bite damage, this attack prevents any further actions by the opponent that round. From then on the opponent is held by the jaws of the beast and -2 to his or her attacks, and +2 to be hit by others. Further, the prowler does automatic damage on the victim.

The grapple is broken by one of several ways. First, he or she can make a successful "bend bars" roll. Second, if the opponent is a thief-acrobat, the thief-acrobat may tumble out of the hold, using his or her Evasion percentage as the chance to escape. Third, the prowler suffers the loss of more than half of its hit points (at which point it chooses to let go). And of course, the death of the creature in question.

Prowlers are despised by the settlers, but as they are fairly common for such a large predator and there are so many areas of wetland, there is little that can be done about them. They aren't hunted for any useful product they can provide, though cities and towns near lakes and rivers do occasionally conduct massive drives to eliminate them in a region. Generally this is only temporarily successful.

Striger

Climate/Terrain:	Jungle, tropical rainforest
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Low (5-7)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-2
Armor Class:	5
Movement:	9 on ground, 15 in trees
Hit Dice:	2-3
THAC0:	16
No. of Attacks:	1
Damage/Attack:	1-6
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Medium (4 feet)
Morale:	Average
XP Value:	300

This fierce little creature developed from the last of the true cats about 30 million years ago and spread throughout the rain forests of Africa and Asia, its success hinging on the fact that it was as well adapted to life in the trees as its prey - chiefly monkeys and apes. The striger had adopted the bodily shape of the monkeys on which it fed; a long, slender body, forelimbs that could swing apart to an angle of 180 degrees, a prehensile tail, and opposing fingers and toes that allowed it to grasp the branches. In appearance, the striger looks like a cross between a very small tiger and a spider monkey.

With the coming of the striger, the arboreal mammal fauna of the tropical forest underwent considerable change. Some of the slow-moving leaf- and fruit-eating animals were wiped out completely. Others, however, were able to adapt in the face of this new menace.

The striger generally uses a biting attack, though if pressed can use its foreclaws to strike for 1-4/1-4. They are generally not a problem to ground-based creatures, and are for the most part presented here in context with the khiffah.

Sword Coast Condor

Climate/Terrain:	Mountains, grasslands, valleys
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Day
Diet:	Carnivore
Intelligence:	Very (11-12)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1-8
Armor Class:	7
Movement:	4"/26" (MC: D)
Hit Dice:	3 +1
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	Large (14+ wingspan)
Morale:	Average (8-10)
XP Value:	170

The Sword Coast Condor is unique to northwest Faerun, from Icewind Dale south through northern Amn. It prefers areas with constant winds and thermals, and is more likely to be encountered over valleys and mountainous areas than forest and field. Like the animal-intelligence giant condor which it closely resembles, its eyesight is quite keen. Soaring at high altitudes, these birds search the land for injured, crippled, deformed, or ill creatures, swooping down when they are dead or near death for a meal. Preferring to stay away from potential prey items that still have some life in them and can fight back, they are content to wait for death to take its course.

Unlike the typical giant condor, more common over the Shaar regions and areas of big game animals, the Sword Coast Condor is intelligent. Given its large size, few creatures bother it. Its huge wings and command of the winds allow it to search vast areas daily, and thus it keeps well fed. As a result, the Sword Coast Condor is a bored and curious individual, always interested in anything out of the ordinary; adventurers, new construction, anything to help them pass the time. Many a band of explorers or merchants in the wilderness have been followed by a group of these huge birds. Fearful that they were an evil omen or that they wished to attack, the condors were merely curious, and presented no real threat.

Such curious animals have a difficult time of keeping away from novel items and situations, and the enterprising adventurer can often lure one down, even enticing it closer with promises of food (carion or otherwise). Druids and rangers sometimes do this to communicate with the animals. Fairly intelligent and quite observant, they are often great sources of information of the surrounding terrain (the condors understand their own language, some giant eagle, and about one in ten understand some Common). Farmers and ranchers sometimes lure these animals down to slay them, fearing (incorrectly) that they will prey upon their livestock.

In rare instances barbarian groups or orc tribes will capture Sword Coast Condors, and use them as mounts. Slow and somewhat unwieldy, they can carry one man-sized individual for long distances. However, they are very poor in combat, and always seek to escape; at best, these captured mounts can be used for scouting purposes.

Sometimes confused with the evil and rapacious vulchling, Condors are much larger in size and tend to have pinkish rather than grayish skin on their exposed neck and head. Condors get along reasonably well with other avian groups, once they understand that they are not vulchlings.

Tree Growler

Climate/Terrain:	Tropical and Temperate Forest and Jungle
Frequency:	Uncommon
Organization:	Band
Activity Cycle:	Any
Diet:	Omnivore

Intelligence:	Animal
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	2-40
Armor Class:	5
Movement:	8"/20" (leap up to 50 feet)
Hit Dice:	1-8 hit points (northern varieties 1-4 hit points)
THAC0:	20
No. of Attacks:	2 (0)
Damage/Attack:	1/1 (0)
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S (up to 4 feet in length, most 2 to 3 feet)
Morale:	Average
XP Value:	35

A virtual symbol of the sometimes alien and bizarre fauna of this world, the tree frog is strange indeed. Representing a highly specialized branch of amphibians, it has been described as cross between a tree frog and a monkey. In truth, they seem to have fulfilled the same ecological role as the monkey, living in the forest canopy feeding on flowers, fruits, and insects.

They are highly mobile for cold-blooded creatures, being able to not only swing between trees like a monkey but hop considerable distances between trees. Fairly slow on the ground, they can usually though easily hop to a nearby tree branch and scamper out of view.

The eerie calling and croaking - often growling - of these creatures is a hallmark sound of this colony world, a haunting one that many remember for the rest of their lives.

Generally harmless to humans, they are unpopular among fruit farmers, and can make considerable nuisances when they enter an area, often remaining for weeks. During mating season, the cacophony of their mating calls defies description. Fortunately unlike monkeys they generally don't become beggars and thieves in marketplaces.

Unfortunately, they are either unafraid or unintelligent enough to not be easily frightened from an area, and it can take considerable effort to drive a troop of them away from an orchard.

If forced to attack they can claw for 1/1. Some varieties are believed to have toxins in their skins, those species are thought mainly to exist in the Jade Peninsula.

It is possible that there is a relationship between tree growlers and the Buforians, though scholars aren't sure. Like the Buforians, they do not tolerate cold well and are generally found in warm temperate and tropical areas, though smaller hibernating varieties are found farther north. These will have no effective attack.

Walking Shark

Climate/Terrain:	Inland seas, saltwater lakes, surrounding lands
Frequency:	Rare
Organization:	Solitary
Activity Cycle:	Night
Diet:	Carnivore
Intelligence:	Animal
Treasure:	Nil; incidental
Alignment:	Neutral
No. Appearing:	1-4
Armor Class:	6
Movement:	5//14
Hit Dice:	4-7
THAC0:	16
No. of Attacks:	1
Damage/Attack:	2-12
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	L (8 to 15 feet long)
Morale:	Average
XP Value:	350

The walking shark arose on this world at some time in the last ten years since the great world ocean receded. Adapted to live in the shallow salt water lakes and inland seas, these areas are increasingly drying up. Some new ones occasionally appear, as shifts in weather patterns (the world's weather is still in a state of extreme chaos since the water levels fell) form new mini seas in former salt pans and salt flats.

When a one body of water dries up, or competition becomes too fierce, the walking shark is able to do what its normal shark cousins cannot do. It crawls up onto the shore and walks towards new territories. Using its strong pectoral fins - with a little help from the tail - the walking shark will move across land to new waters, like a seal walks on its flippers, dragging its body behind. The shark, adapted to survive in bodies of water that have little dissolved oxygen (as the sea remnants often do) is able to gulp air and use its primitive lungs. Its tough, scale like hide is able to keep the shark from dehydrating for a while. Walking sharks have been known to go as long as three weeks out of water in moister areas, and up to a week to a week and a half in true deserts.

They are a strange site when they cross over land. Generally preferring to travel at night, these huge black and gray fish wriggle across the landscape like bizarre worms, desperately seeking new watery homes. They generally seek to avoid conflict while on land looking for a new home, but as their treks sometimes take weeks, they cant' afford to pass up meals. Also, even in areas where they are good bodies of water to call home, they often hunt on shore at night, taking the place of the extinct crocodiles and alligators of this world.

While in water they are still quite graceful, and a danger to any swimmer with a very effective bite. The bite is still deadly on land, but the shark is more vulnerable to attackers, being slower and less agile. Walking sharks owing to their clumsiness on land will also be at 4 penalty on initiative rolls, and -2 to hit.

It is not known how such a new form of life could "evolve" so quickly, even given the catastrophic events on this planet. Some theorize that they were a form of shark evolving over the last few thousands of years to colonize the mountaintop islands, while others believe are some parting farewell curse from some of the now extinct sea elf nations, their ruins being buried under blowing silt thousands of miles from the current shoreline. It is almost as if the sea elves are saying - according to some - that you are not free of the dangers of sea yet, and the sea shall return.

Weasel, Vampiric

Climate/Terrain:	Any non-urban island terrain, tropical or subtropical
Frequency:	Rare
Organization:	Solitary (but see below)
Activity Cycle:	Any
Diet:	Carnivore
Intelligence:	Animal (1)
Treasure:	Nil
Alignment:	Neutral
No. Appearing:	1d10
Armor Class:	6
Movement:	15
Hit Dice:	¼
THAC0:	17
No. of Attacks:	1
Damage/Attack:	1-4
Special Attacks:	Nil
Special Defenses:	Nil
Magic Resistance:	Nil
Size:	S
Morale:	Elite (13-14)
XP Value:	80

I created the vampirc weasel as a relatively small level monster for the Whamite Isles, a small island group located in the Sea of Fallen Stars (Inner Sea) of the Forgotten Realms, just to the south of the infamous Pirate Isles. The PCs in the campaign set up a small kingdom there, and this was one of many hazards they had to contend with.

Vampiric weasels are one of the unique features of Whamite Islands wildlife, not found anywhere else on Toril. In appearance resemble their mainland cousins, though are more of a sandy color with black streaking to match the forest floor of the areas they are often found on. When the colonists first arrived they were found over all of the islands in at least small groups, but after the islands were settled they were exterminated island by island till today they are only found on the three largest islands, Krocas, Moreska, and Anaria.

Vampiric weasels can act much as their normal cousins, hunting small birds, rodents, lizards, snakes, crabs, and insects for food. Slim and lithe, they excel at going after their prey in burrows and in tight crevices.

There are important differences though with vampiric and mundane weasels. The sharp observer will notice two needle like fangs that extrude from the mouth, even when it is closed. Vampiric weasels are thanks to them able to

occasionally tackle larger prey items. In addition to giving them a much more dangerous bite (1-4 rather than 1), it allows them to go attack and wound larger animals. When large animals enter an area with these vermin, the vampiric weasels are known to give chattering calls to their fellow weasels. Normally solitary in their pursuits, small groups will form to go after this new animal, with one or more weasels following the prey until a group of at least 5 or 6 weasels is present.

When a large enough group is present, the weasels will attack. If the animal is small enough, say a dog or cat, they will simply fight until the animal is killed. In the case of most prey - horses, cows, and humans - they will make a few quick strikes and open up large wounds, then hide in the brush, shadowing the victim. Hoping the victim will die from blood loss and shock, they continue to tail it through the island, making more attacks as necessary.

Vampiric weasels, as do most island animals, have no natural fear of man. Hated animals, children are often warned to keep clear of wild mammals on the island. In a reverse of most areas on Toril, the snake is thought of as a friend, not the weasel. The only natural enemy of the vampiric weasel is the Whamite Constrictor, a dwarf species.