

BEASTS

Beast is a catch all category for those creatures which are not Animals and do not fall into one of the other categories (e.g., Lycanthrope, Undead). These creatures can be giant or magical forms of Animals.

Ant, Giant

Diminutive Beast (Insect)

Alignment: Neutral

Protection: 1

Level: 1–2 1d4 hit points per level of ability

Attributes: **Str** 6 **Dex** 10 **Spd** 8 **Con** 13
 Int 1 **Wil** 10 **Cha** 1 **Per** 15

Attacks: (1× per combat round)

- Bite (1d4)

Special Traits:

- Dark Vision (60 feet)
- Can walk on walls, ceilings, etc.
- Silent Communication

Giant Ants are 1–2 feet in length and amazingly strong for their size. Stats are for a standard worker. Travel in packs of 3–12; if encountered within the nest, this becomes 200+. For each dozen workers, a soldier will be present (level 3; +1 damage from bite). Some varieties have the ability to fly and/or a venomous bite.

Basilisk

Large Beast (Reptile; Hybrid?)

Alignment: Neutral

Protection: 4

Level: 5–8 1d10 hit points per level of ability

Attributes: **Str** 16 **Dex** 11 **Spd** 11 **Con** 14
 Int 3 **Wil** 15 **Cha** 4 **Per** 12

Attacks: (3× per combat round)

- Bite (1d8)
- Claw (1d6+1)
- Tail (1d4+1)

Special Traits:

- Dark Vision (60 feet)
- Immune to poisons and venoms
- Petrifying Gaze

Basilisks are 6–9 feet in length and have eight legs. Their mottled hides are very tough. Some claim the heads are bird-like with a crown-shaped growth; others claim the heads are akin to a giant alligator. In either case, looking into the eyes of a basilisk forces the subject to save vs. WIL or be turned to stone. Spells or effects which can turn stone to flesh can restore the subject; however, they need to save vs. CON in order to survive the two transformations.



Chimera

Large Beast (Hybrid)

Alignment: Chaotic (Evil)

Protection: 3

Level: 4–7 1d10+1 hit points per level of ability

Attributes: **Str** 17 **Dex** 10 **Spd** 12 **Con** 15
 Int 5 **Wil** 9 **Cha** 4 **Per** 14

Attacks: (3× per combat round)

- Bite (1d6+1) {lion}
- Bite (1d8+1) {dragon}
- Butt (1d4+1) {goat}
- Claw (1d6+2) {lion}

Special Traits:

- Fire Breath (1d4 per level of ability) [3× per day] {40 feet cone}
- Flying
- Resistant to heat (fire)

Chimera are hybrid creatures composed of lion (body), goat (hind quarters), and relatively small dragon (wings). It has three heads—one of each of the creatures of which it is comprised. Chimera are resistant to heat and fire damage (taking only one-half normal damage; this stacks with any reduction due to a successful save). They are clumsy fliers (speed when flying is only 6). Although they are relatively intelligent creatures, due to the nature of the three heads, they cannot be trained.

Cockatrice

Small Beast (Hybrid)

Alignment: Neutral

Protection: 2

Level: 3–6 1d6 hit points per level of ability

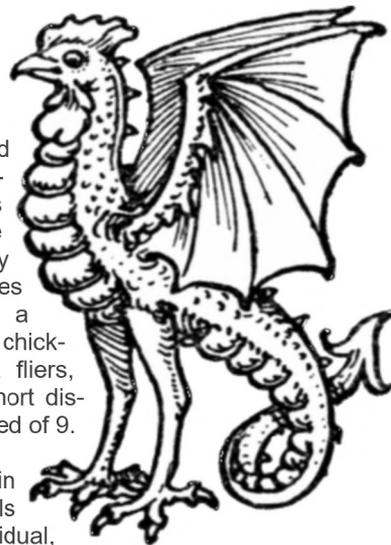
Attributes: **Str** 3 **Dex** 13 **Spd** 9 **Con** 12
 Int 2 **Wil** 8 **Cha** 1 **Per** 13

Attacks: (1× per combat round)

- Bite (1d3)
- ### Special Traits:
- Flying
 - Petrifying Touch

Cockatrices are hybrid creatures with a relatively large chicken as a baseline; they have dragon-like leathery wings as well as scales along the belly and a serpentine tail. Like chickens, they are weak fliers, only able to cover short distances at a flying speed of 9.

If a cockatrice comes in contact with, or deals damage to, an individual, the subject must save vs. CON or be turned to stone. Spells or effects which can turn stone to flesh can restore the subject; however, they need to save vs. CON in order to survive the two transformations.



Drake

Gigantic Beast (Dragon)

Alignment: Chaotic (Evil)

Protection: 6

Level: 7–10 1d12+4 hit points per level of ability

Attributes: Str 18 Dex 12 Spd 10 Con 19
Int 14 Wil 17 Cha 8 Per 12

Attacks: (3× per combat round)

- Bite (1d12+2)
- Claw (1d8+4)
- Tail (2d8+4) {20 feet cone; rear}

Special Traits:

- Fire Breath (1d6 per level of ability) [3× per day] {60 feet cone}
- Immune to heat (fire)

Drakes (wingless fire-breathing dragons) are among the more common of the dragon types. Enormous creatures, even the smallest of these beasts will weigh more than five tons when fully grown. A drake will reach physical maturity in about 60–90 years. Although drakes are very long lived, they are not immortal. The effects of age do not appear to begin until well into their second millennia.

Unlike their winged cousins, drakes are far more interested in hunting prey than sitting on a hoard of treasure and trinkets. Drakes are relatively solitary creatures. When more than one is encountered it is most often a mated pair; such pairs will have a subterranean nest with 1–4 eggs or hatchlings near. Young drakes range from a medium-sized to large, and level of ability 3–6 depending upon their age..

Drakes are intelligent creatures; nearly all can speak multiple languages. There is a 40% chance a given drake will have studied magic (Enchantment and Low Magic being most common).

Enfield

Small Beast (Hybrid)

Alignment: Neutral (Good)

Protection: 2

Level: 1–4 1d6+1 hit points per level of ability

Attributes: Str 14 Dex 13 Spd 16 Con 15
Int 4 Wil 16 Cha 2 Per 15

Attacks: (3× per combat round)

- Bite (1d3)
- Claw (1d4)

Special Traits:

- Detect Chaos/Evil [3× per day] {100 feet}
- Magic Resistance (25%)
- Resistant to Charm (+3)

A viscous creature having the head of a fox, forelegs ending in eagle's talons, a greyhound's chest, a lion-like body, and the hindquarters of a wolf. The tail of the creature can be similar to any of the creatures it is comprised of. With its talons and claws, it is an excellent climber, allowing it to surprise its prey by leaping down from tree limbs and the like.

The Enfield is a rare creature and a solitary hunter and scavenger. Its diet is similar to that of a fox making it a bit of a nuisance to farmers. If captured, an Enfield can be trained; but it will reject as its master individuals of Chaotic or Evil alignment.

Freybug

Large Beast (Canine)

Alignment: Chaotic (Evil)

Protection: 3

Level: 3–6 1d10 hit points per level of ability

Attributes: Str 12 Dex 13 Spd 14 Con 14
Int 4 Wil 14 Cha 3 Per 16

Attacks: (1× per combat round)

- Bite (1d6)

Special Traits:

- Devour Soul (1 hit point per minute) {120 feet}
- Scouting (95%); Stalking (95%); Tracking (125%)

Also known as a *Black Dog* or a *Hellhound*, these huge shadow-like canines are roughly the size of a calf. When active, they hunt in packs of 3–12. Despite their size, they are fairly stealthy (i.e., scouting, stalking). Their keen senses allow them almost supernatural tracking capabilities. Although they are not demons or devils themselves, they are often utilized by those creatures as assassins.

Once a Freybug has chosen a target, it can attune to that foe. Attunement takes 1d6+4 minutes. Once attuned, the Freybug can use its howl to draw forth and devour the soul of its chosen subject. The subject must be within range and able to hear the howl of the Freybug. The drawing forth of the soul is excruciatingly painful (save vs. WIL each minute in order to act). An individual slain in this way cannot be brought back to life.

Gargoyle

Medium Beast

Alignment: Lawful (Good or Evil)

Protection: 2

Level: 3–6 1d6+1 hit points per level of ability

Attributes: Str 13 Dex 9 Spd 8 Con 16
Int 10 Wil 14 Cha 7 Per 12

Attacks: (2× per combat round)

- Claw (1d3)

Special Traits:

- Flying
- Inactive in sunlight (e.g., turn to stone)
- Regeneration; Regrowth (special)

Gargoyles are not creatures of the lower or higher planes, but they are most often in the employ of such beings (i.e., good gargoyles will serve Guardians and Sentinels, while evil gargoyles will serve Devils and Demons).

They are relatively intelligent creatures and are capable of speech. They can, and often do, wield weapons rather than clawing in combat. They cannot wear armor, although they will sometimes use cloaks to hide their nature.

Gargoyles cannot remain active in sunlight; exposed to direct sunlight their bodies turn to stone; the same thing happens if a gargoyle reached 0 hit points. A gargoyle wearing a cloak that keeps all portions of their body covered can continue to be active in the daytime; they can also remain active in times of heavy overcast. Their stone form is regenerative. Gargoyles recover two hit points per hour while petrified; lost limbs, wings, and flesh are slowly regrown, etc. A gargoyle can return to flesh form once they have recovered all of their hit points, their bodies are whole, and the sun no longer shines upon them.