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Owlbear monster manual

Owl Climate / Terrain: Moderate Forest Frequency: Rare Organization: Pack Activity Cycle: Late Afternoon/Early Evening Diet: Carnivorous Intelligence: Low (5-7) Treasure: (C) Alignment: Neutral No. Appearance: 1 (2-8) Armor Class: 5 Movement: 12 Hit dice: 5/2 THACO: 15 No. Attack: 3 Injury/Attack: 1-6/1-6/2-12 Special Attacks: Hug Special Defense: Nil Magical Resistance: Nile Size: L (8' High) Morale: Steady (11-12) Special XP Value: 420 Crosses, Probably Crossing Creation Demented Masters, given the lethality of this creation, it is likely that the wizard who created them is no longer alive. The wills are vicious, predatory, aggressive and evil hardened at all times. An an aftermath is a cross between a giant satther and a bear. They are covered with a thick layer of feathers and fur, brown-black to yellow-brown. 8-foot men who weigh between 1,300 and 1,500 pounds are dark in color. The beaks of these creatures are yellow to ivory and their scary eyes are red rimmed. The dogs speak their native language, which consists of very loud squeals of varying lengths and heights. Struggle: The dog attacks the prey in plain sight, always fighting to the death (ignore the moral rating for the purposes of determining retreat). He attacks with his claws and snaps his beak. If the scoop scores a claw hit or roll of 18 or better, he drags his victim into the arms, subsequently squeezing his opponent to 2-16 damage points per round until either the victim or the scoop is killed. The owl can also use its beak to attack victims caught in its hands, but cannot use its claws. One attempt to bend the bars/lifting gate roll can be done to break out of the hands of the ancus. Note that if the victim's armor class is high enough that 18 is not enough to strike, the hug is not effective and does not cause damage. Habitat/Society: The sea creatures live in the depths of tangled forests in temperate climatic conditions, as well as underground labyrinths living in caves or hollow stumps. The will live in pairs; male is a little bigger and heavier than the female. When meeting in their lair there is a 25% chance that there will be 1-6 eggs (20%) young (80%) In addition to adults. Offspring will be 40% to 70% grown and fight like creatures with three or four Hit Dice, depending on their height. They hit points based on their adjusted hit bones. Immature offspring inflict 1-4/1-4/2-8 points of damage with their attacks and character has 20% to its bending bars/lifting gate roll to avoid the embrace of immature ansies. The so-called park claims territory of one or two square miles and will vigorously defend this territory from all intruders. The main weakness of the soy is also its greatest strength - its ferocity. Because the anilov is so badly short-tempered, they stop at anything to kill the target. Это не трудно обмануть сову в yourself off the cliff or into a trap, provided you can find one. Ecology: The will have a lifespan of 20 years. They are warm-blooded mammals, but lay eggs. They hunt for anything from rabbits to bears, trolls, snakes and reptiles. The seamen prefer a temperate climate, but some thrive in subarctic conditions. As a hybrid of two animals, one a divrnost and the other a night, they have an unusual active time, waking up at noon, hunting animals active during the day and then hunting nocturnal creatures before going to bed at midnight. The wills are active in the summer months and hibernate during the cold season. There are rumors of white Arctic sock, a cross between Arctic seams and polar bears, but no specimen has ever been captured. The sovietnous is not actively looking for treasures, but the remains of the victims can be found buried in shallow pits around the lair of the sheep. Soonos eggs cost 2,000 silver pieces and cubs worth 5,000 silver pieces on the open market. They are usually bought by craftsmen; while they are impossible to domesticate, they make formidable guardians and craftsmen sometimes place them in places of strategic importance (it has been said that the scoop is a less subtle option to hold under the side sign). The solands in the dungeons and ruins were almost always placed there by someone. Page 2 Pegasus Climate / Terrain: Moderate and Subtropical Forests Frequency: Very Rare Organization: Cycle of Herd Activity: Diet Day: Herbivorous Intelligence: Medium (8-10) Treasure: Nile Alignment: Chaotic Good No. Appearance: 1-10 Armor Class: 6 Movement: 24, Fl 48 (C, D installed) Hit dice: 4 THACO: 17 No. Attack: 3 Injury/Attack: 1-8/1-8/1-3 Special Attacks: Dive, Rear Strike Special Defense: Neil Magical Resistance: Neil Size: L (5' on the Shoulder) Morale: Steady (11) XP Value: 175 Big 650 Pegasus magnificent winged horses that often serve as the cause of good. These clever creatures are very shy and wild, not easy to tame. They serve only good characters, and when they come true, they will serve their master with absolute loyalty for the rest of their lives. Pegasus is a thoroughbred that resembles an Arab horse (albeit a little more) with two large feathered wings. Pegasy is usually white, but brown pegasi is not unknown, and rumors persist black pegasi. As you would expect, the alignments do not change depending on the color (all Pegasus are chaotically good). The Pegasi is 17 hands tall (5 feet on the shoulder) and weighs more than 1,500 pounds. Pegasus must ride without a saddle; they won't take the saddle. Pegasy speaks their native language and can communicate with horses. They can understand the common ground, and will obey their master's commands if they are given in that language. Struggle: Pegasus attacks with hooves and teeth. He can attack the opponent who is behind him with his hind hooves, inflicting 2-12 damage points, but he is not Use any of the other attacks in this round. Pegasus can also dive at an enemy from a height of 50 feet or higher and use its hoof attacks; Each roll of attack is 2 euros and deals double damage. In battle, Pegasus will try to lure larger opponents (such as dragons) into cramped spaces. As the enemy struggles to maneuver in the range of the attack, Pegasus rises and attacks with hooves from above. Against creatures of their own size, such as griffins, Pegasus use their superior speed to overtake them. If the griffins are close to the Pegasus nest, (especially if there are young present), one of the parents will attack aggressively, attract the attention of the griffin, and then fly away. By doing this, they hope to lure enemies out of the nest and lure them out at a great distance before returning home. Habitat/Society: Pegasus are mammalian egg laying. If they collide in their lair, there will be one nest for each pair of Pegasus. There is a 20% chance on the nest that there will be a 1-2 egg (30% chance) or young (70%) 20-50% maturity. Each egg is worth 3,000 silver pieces, while the young cost 5,000 silver pieces per head of nudity on the open market. Pegasus can be used as a war horse: The male can carry weight as an average military horse (220/330/440), while the female can carry weight as a light military horse (170/255/340). Pegasy are smart creatures. They can detect good and detect evil on their will (60 yards of range). They use these powers on those who will ride them; they try to throw someone out of no-good alignments that would tame them. If provoked, Pegasus does not hesitate to attack creatures they perceive as evil. To tame the pegasus, a man of good alignment must find a herd of pegasus. Then, at night, he may try to sneak up on the pegasus and surprise him. The character must have an on-board riding prowess. There is an initial fine of 10 pounds per roll; Pegasy don't like being tamed. The magic bridge, enchanted for this purpose, will remove this fine. If the character successfully makes his throw, the pegasus will be tamed. The tamed pegasus will obey the commands of its master as long as he lives, if the master remains a good alignment. Ecology: Pegasy feeds on grass, fruit and other plants. Griffins and hippos are natural enemies of Pegasus. Pegasi has a lifespan of about 40 years. The legend of the Great Pegasus says that if a jellyfish is killed and decapitated, there is a small (5%) The probability that a large pegasus will be born, the spring is completely born from the cloves of the jellyfish neck. These Pegasis have the same attack and speed of normal pegasus, but cost 6 hit bones and have 20% magical resistance. They also have a bonus of 1 euro to their morale rating. There is 5% that the leader of the Pegasus herd would be a great pegasus. Big Pegasus can only be tamed by the noblest and greatest heroes, and have a lifespan of 100 years. Page 3 Periton Climate/Territory: Anyone/Mountains Any/Mountains Rare Organization: Nest Activity Cycle: Diet of the Day: Omnivorous Intelligence: Medium (10) Treasure: B Alignment: Chaotic Evil No. Appearance: 2-8 Armor Class: 7 Movement: 12, Fl 21 (C) Hit Bones: 4 THACO: 17 No. Attack: 1 Injury/Attack: 4-16 Special Attacks: 2 for attack roll Special Defense: 1 or better to hit The Magic Resistance: Nile Size: M (5' High) Morale: Champion (16) XP Value: 270 High above the mountains and rocky hills of most lands flying sharp-eyed monster known as periton. Smart, patient and spiteful, he watches and waits for prey - to snatch their hearts. Periton resembles a giant dark green eagle, except that its head is that blue-black deer, its antlers shine like ebon, like obsidian, his eyes glow dull red-orange. The breast feathers of the male periton are light blue; females are gray brown. Peritons usually cast a shadow of an adult, not his own form. Peritons do not decorate themselves with trinkets and do not arm themselves with weapons. Their language is a set of roars and squeals, and often sounds as if peritones were either injured or furious. Some creatures, with a keen sense of smell, claim that periton smells human, while others are filled with irrational fear when catching the first smell. Struggle: Periton has only a secondary interest in prey as food. His main interest in humans and humanoid beings is the heart of his prey. It's unnatural to fight. In game terms, periton receives a bonus of 2 euros for his attacking throw. He attacks with his sharp horns because his claws are too weak to use in close combat. When Periton chooses a target for a fight, he locks himself in a duel that almost always ends with either Periton's death or the death of his target. Periton will never switch targets during combat, regardless of the tactical situation. In rare cases, the creature may be driven out, but it will continue to pursue its prey, and return at a later time. Peritons are immune to all weapons except weapons, at least to the charms of No.1. Some peritones prefer to swoop on the target. In this form of attack, the periton rises several hundred feet in the air and then sinks into the target, dropping at an amazing speed. This attack is made on an additional bonus of 2 pounds to his attack roll. If the attack is successful, the periton does double damage. This is an extreme maneuver that periton will try only if the fight goes badly, or if it believes it has a chance to achieve complete surprise. Another common tactic for periton is to capture a human-sized target and then take off with prey in its claws. Periton rises so fast that most targets don't react until they are at least 100 feet in the air and face a 1006 fall if they succeed capturing the periton. Habitat/Society: Peritons roost in caves high on top of rocks or on mountain peaks. They're Them in the nests of 2d4 creatures, each nest is independent of any other, and there are no two nests being a few miles apart, except in unusual circumstances - like a dwarf community in the mountains, providing them with abundant prey. Peritons sometimes takes humans and humanoid beings alive and hold them captive in their nests until they are needed as food (90% chance for non-humans, 25% for humans) or for reproduction (see below). Because of this, periton nests may have treasures scattered as well as 1d4 unhatched eggs. Ecology: Periton is a predator, without natural enemies (few can pierce his magically resistant skin). Humanoids, and especially humans, are his chosen prey. Female periton requires a fresh, beating heart to reproduce, and human hearts are the preferred variety. Once the periton has eaten the heart, its shadow changes into normal shape, and the creature becomes fertile within 306 hours. Unhatched periton eggs can be sold for 10d12 GP apiece. Previous Index Next Cover Up uCoz Page 4 Phantom Climate/Terrain: Any/Land Frequency: Very Rare Organization: Single Activity Cycle: Any Diet: Nil Intelligence: Nil Treasure: Nil Neutral No. Appearance: 1 Armor Class: Nile Movement: 9 Hit Bones: Neil THACO: Neil No. Attacks: Neil Injury/Attack: Neil Special Attack: Fear Special Defense: Neil's Magical Resistance: See Below Size: Options, Usually M Size: Neil Phantoms Images Left Especially Severe Injury Death. The phantom is like a three-dimensional image of a fire shot at the time of death, in the place where he died. A standard phantom can look like almost anything. He often appears as a character who has experienced an traumatized- transparent image of re-acting a death scene. Alternatively, it may represent everything that was primarily in the victim's mind at the time of death; striker, or some goal remained unattainable. Phantoms are tested in faded colors, by all senses. Struggle: It is difficult to fight phantoms, as they are just images and do not have the power to directly cause harm. They can't get hurt themselves. Waving a weapon or a spell in the image area does not interfere with the projection, and they cannot be reasoned. The phantom is not smart and does not exist for any real reason; Hunt down his killer or complete his quest not to get rid of the phantom. Phantoms often take on ghosts, haunts, or groans of spirits, but they cannot be turned as undead. Only the priest's spell to lift the curse cast on the 12th level can dispel the phantom. While a phantom cannot directly cause any real harm, it is the very essence of magic and causes superstitious awe in those who see one. The charm is such that the phantom affects both the mind and the feelings of the observer. Without minds (such as the undead) are immune to the effects of phantoms, like those rare creatures that are somehow unable to experience them (since the phantom is present in every sense, blindness is usually not a defense of one). Characters witnessing a phantom must roll a successful rescue to throw against the death of magic, with -2 executions, or immediately panic and escape in accordance with the consequences of a fear spell. Particularly bright phantoms can require those who don't have their savings to throw to make a systemic shock roll, with a bonus of 10 pounds per roll. Failure leads to the death of the unfortunate victim. Such a character can be raised normally, however. There are other difficulties with the effect of fear; the cause of the phantom's death may still be around. Even centuries later, traps and undead monsters can be just as effective and deadly, and running away in panic is usually not the best defense. Of course, a phantom can provide characters with important information, either warned of cautious symbols of impending danger, or find a lost and treasured object. There is a small chance that the death of the character may give rise to a phantom. This chance should be negligible for non-existent for 0-level or very low-level characters, or for those who expected to die-those who die of natural causes or in war. However, characters of level 4 or higher, dying suddenly or by surprise, may have a 1-2% chance of becoming phantoms. If these characters were on an important mission or were subjected to geas or quest spells, this chance could increase to 5-6 percent. The percentage chance to create a phantom should never be above the level of the character at the time of death. (Characters killed by energy, depleting the undead rarely produce phantoms.) It's up to the DM to decide what the exact image represents. A character who is killed and generates a phantom can also return as retribution. There are non-standard types of phantoms that affect only one of the senses. Often these are purely visual images, but they can also manifest as sounds (explosions, groans, or quiet whispers) or smells. Most of these phantoms require saving throws, but the consequences of failure may be different. A gloomy whisper of danger can lead to despair (according to the spell symbol) effects. A foul stench can cause retching effects of horror. Suffocating pressure, extreme temperatures, the sounds of a swarm of bats, all of this can carry the reasonable consequences of the failure of the saving throw. Of great concern, however, is that there are some phantoms that are actually evil, created when powerful evil creatures from other planes are killed (forced to return to their home planes) in the prime material plane. These phantoms appear at the will of an evil creature 35% of the time, and can seriously misinform or endanger any character. He's meeting. These phantoms can be detected by detecting the evil evil dispel evil can neutralize the phantom by several turns, equal to the level of the caster. Previous Index Next Cover Up uCoz Page 5 Phoenix Climate/Terrain: Elysium Frequency: A Very Rare Organization: Single Activity Cycle: Any Diet: Omnivorous Intelligence: Genius; Genius; O Alignment: Neutral Good No. Appearance: 1-3 Armor Class: -3 Movement: 6, Fl 39 (D) Hit The Bone: 20 THACO: 1 No. Attacks: 1 or 2 Damage/Attack: 2-12 or 1-8/1-8 Special Attacks: Scream Special Defense: No. 3 or Best Weapon to Strike, Never Surprised Magic Resistance: 50% Size: L (40Wing Span) Morale: Champion (15-16) XP Value: 1900 Big Extra-Planar Considered to Represent The Spirit of Freedom and Revival. It is a mortal being that displays the ultimate in a god-like detachment. Phoenix appears as a large bird with a wingspan of 4'0" and bright, multicolored feathers. The plumage includes bright purple, scarlet, crimson and flaming orange. His beak and claws are blue-purple. The phoenix's eyes have a deep, glowing ruby color. In addition to its native language, the phoenix can speak to all birds. Otherwise, he communicates with limited telepathy or empathy. Fight: Phoenix is a free and benevolent spirit and does not enjoy attacking others. But if there is a need for combat, the phoenix is a fast and powerful enemy. He can attack in the air with two powerful claws, inflicting 1-8 damage points per blow. When on the ground he attacks with his large beak for 2-12 damage points per kick. Phoenix is a smart and magical beast, however, so he usually chooses more effective measures of attack and defense. Phoenix will always open each round of the fight with a shrill scream that gives the creature an edge in the battle round. All opponents of 12 hit dice or less within 30 feet of the screeching phoenix get a fine of 3 pounds on their driven dice. Scream has no effect on the fighting rolls of the phoenix. Each phoenix has the following spells as powers, at the 20th level of magical use, used once a round, one at a time, at its own chance: affect the normal fires of the sound glamer blindness flashing the blur of the call of forest creatures, 1 time a day color spray, 3 times a day continuous temperature control of light, 10' radius of dancing charm to detect charm, always actively detect evil, always actively detect magic, always active duo-measurement, once a day find traps to find a way, once a day fire the charm of the seeds of fire, 1 time a day incendiary cloud, once a week invisibility incorrectly neutralize poison, once a day polymorph self, 3 times a day produce fire protection from evil, 10' radius, always active pyrotechnics reincarnate, 1 time a day remove , within a 10-foot radius to remove the curse of the snake veil, once a day wall of fire, once a day Also, by spreading it it and performing a ritual dance, the phoenix can perform the following spells as abilities on the 40th level of magical use: the dismissal to dispel the evil of dispelling the magic Any of these three abilities can be used by a phoenix as many times as desired, but can only be done one at a time, and each takes a full round to complete. No other activity - such as shouting - can be done in conjunction with these three powers. Touching his wing equals treating a light wound spell, with two touches possible per person a day at phoenix. Touching the crest has an effect equal to the treatment of the disease, but only once a day per person. With hard press, the phoenix is able to cause spilled drops of its own blood to act as a drop-berry-type fire seed, one created for every five points of damage taken by the phoenix. In extreme situations, the phoenix can create a combination of a 40th level firestorm (20' highx5' widex8' deep) and an incendiary cloud, even if it has already used these forces before. This destroys the adult phoenix, but leaves behind a young phoenix with all the abilities and abilities of its predecessor. Phoenix can travel astray or ethereal in its form. They are struck by only No.3 or better magic weapons. Phoenix can never be surprised. It has invisfraux up to 120 feet. Habitat/ Society: Phoenixes are strange and mysterious creatures. They are highly valued in the legends of many tribes of barbarians and in other, primitive cultures. It is said that the phoenix is the embodiment of rebirth. This is symbolized in the classic images of the self-immolation of the phoenix, from which a new bird is formed. This is seen as the ultimate sacrifice for the cause of goodness and thus the phoenix is considered noble beings. Legend has it that the phoenix has an extremely long life. Some reports claim that they may live to be over 1,000 years old, while others suggest that it will be higher than 12,000 years. When it's time for the phoenix to die, it goes far into the mountains of civilization. At the very top of these peaks the phoenix builds a large nest of straw and various herbs. Phoenix will lie in the nest, taking his last look at the world he knows. Satisfied that his work in the world was coming to an end, he then immolates himself in the blink of an eye of great flame and light. When the flame freezes, in the nest, which remains untouched by the flame, there is a young phoenix, lined in bright colors, like his parent in front of him. Legend suggests that the phoenix should fly to the temple of the sun and there to bury the mummified corpse of his parent. In general, phoenixes are reclusive creatures, eager to make their lairs away from the worlds of humanoid beings. Although they have the ability to travel through astral and ethereal planes (and thus to any and the outer plane), they tend to remain on the Elysium or in a secluded secluded on the Prime Material plane. There are so many legends about phoenix as there are cultures, each with its own slightly different perspective. Some consider the phoenix a benevolent symbol of death, only appearing when someone's time among the living. Other cultures - primarily evil ones - see the phoenix as a symbol of destruction and rage, bringing fiery destruction in its path. Yet other cultures record their phoenix to be a friend and benefactor of good beings. Although the wealth of mystery surrounds the phoenix, there are still some things that are known for sure. Obviously, the phoenix is a champion of goodness. Although it seems that these creatures do not actively seek evil to destroy, they rarely stray from such an opportunity when it presents itself. Moreover, despite the vast differences in ideology, faith and philosophy in the different cultures that revere the phoenix, one thing remains constant: the phoenix is a symbol of creation through destruction. Some cultures believe that fire is one big purifier, purifying everything it touches. Others believe that fires are simply destroyed. With the phoenix, both are true. In his own reproduction, fires destroy the old bird, taking with it many centuries of life and wisdom, but he creates a new phoenix with a new mind, thus clearing the line. Ecology: Of all magical or enchanted creatures, the phoenix is perhaps the most in demand of alchemists and sages alike. There is almost no phoenix part that cannot be used in a magic potion or for research. Phoenix feathers have a lot of uses. They can be used to decorate healing staff, they can be used to make extra-healing potions, and there are many other healing, magic uses. Phoenix eyes, beak and claws are very valuable on the open market, often commanding 5000 gp up and of. Of course, it is not always easy to find a buyer on the open market, because many cultures consider a bad omen or taboo breaking to kill a phoenix. The exact nature of the phoenix can only be guessed by scientists. All phoenixes are male, and the breeding cycle is entirely composed of self-immolation. It is not clear whether this is a natural cycle of biological reproduction or a magical birth. Call Phoenix (Spell/Call) Level 6 Priest Spell, Animal Sphere Range: O Components: V, S, M Duration: 1 Round to Stage Caster Casting Time: 2 Rounds of Area Effect: Special Conservation Throw: None of This Powerful Priest Spell allows the caster to actually summon the phoenix that will come and help it. The strictest limitation is that the charmer should be good alignment or druids. Angry or unfriendly neutral priests cannot call a phoenix. When abandoned, the phoenix will always come to the rescue. However, depending on how far away the nearest phoenix is, may take some time for it to appear. One of these powerful creatures will appear in the Rounds. The modified roll '0' indicates that the phoenix will appear immediately in a huge explosion of smoke and flames. Since the charmer must be good or druid, there is rarely a conflict of interest between a phoenix and a conscript. However, the phoenix will never attack creatures of good alignment (unless there is a very good reason for doing so). However, it will risk its own life if the case prescribes such actions, and will continue the good goals that the conscript has undertaken. When the spell is up, the phoenix doesn't disappear, but then he's free to do what he will. It may actually be that the caster called him, or he may leave if he believes that the reasons for calling him were insufficient. The material components for this spell are three diamonds with a value of at least 500 gp (which are consumed by spell energy) and red hot coal. Previous Next Cover Up uCoz Page 6 Piercer Climate/Terrain: Any Subterranean Frequency: Uncommon Organization: Colony Activity Cycle: Any Diet: Carnivore Intelligence: Non- (0) Treasure: Nil Alignment: Neutral No. Appearance: 3-18 (3d6) Armor Class: 3 Movement: 1 Hit Bones: 1-4 THACO: 19 (1-2 HD), 17 (3-4 HD) No. Attack: 1 Damage/Attack: 1-6 (1 HD), 2-12 (2 HD), 3-18 (3 HD), 4-24 (4 HD) Special Attacks: Surprise Special Defense: Nil Magical Resistance: Neil Size: T-M (1-6' High) Morale: Medium (8-10) XP Value: 1 HD 35 2 HD 65 3 HD 120 4 HD 200 Piers resemble stalactites found on cave roofs. In fact, it is a kind of gastropods, which without shells resemble bullets with long tails. The piercing rises to the ceiling of the cave and waits patiently; when he discovers the prey beneath him, he falls from the ceiling and pierces the victim with the sharp end of his shell. The piers look like limestone dressings on the ceiling of a cave, like regular stalactites. They come in the same size: one leg long (1 Hit Die), three feet long (2 Hit Dice), four and a half feet long (3 hit bones), and six feet long (4 Hit Bones). The piers can be identified on a very close inspection by a pair of tiny eye stems that twist along the side of stalactite. Struggle: The Piers have only one chance to hit; If the attack can't score Kill, the piercing can't attack again until it slowly scales the wall to resume its position. Piers can hear noises and detect heat sources within a 120-yard radius; these heat sources include people. If the noise and light are stationary for many minutes at a time, the piercing will slowly edge into an attack position over the source of the stimulus. The piers are almost indistinguishable from natural phenomena. The group of characters has a modifier -7 on its unexpected roll against the piercing (this ensures that the group will be surprised if it does not have positive modifiers). The piercing, after he fell, is and pretty easily killed. Its soft underbelly has one protective mechanism: When exposed to air, it covers itself in corrosive acid, which causes 1 point of damage when exposed to flesh. This is usually enough to dissuade natural predators from disturbing them. Habitat/Society: While piercings are non-intelligent, piercings in the colony know about each other. They often fall at the same time to feed on those who have died from other piercings (which makes the area suddenly very dangerous). Piers live in caves, where they live in groups of 10 people. They prefer to hang over high traffic areas, so they can usually be found near the entrances to the caves. Aside from mating, piercings are not social creatures. Rumor has it that there are large caves deep underground that contain colonies of hundreds of piercings. Piers are not attracted to treasures, but only food. Ecology: Piercing is a mollusk hatched from a chicken-sized egg that the parent lies in the paws of six to eight in isolated areas of the cave. When they hatch, the young appear to have bottles feeding on mushrooms. After a few months, they climb the walls of the cave, secrete a chemical that solidifies into a familiar stalactite form, and then wait for prey. Piercer has a lifespan of four years and grows one Hit Die per year. In any piercing group, the number of creatures with one, two, three and four Hit Dice will be almost evenly separated (for example, in a group of 12 piercings, there will be three single Hit Die piercings, three with two Hit Dice, three with three Hit Dice, and three with four Hit Dice). The piercing can go without food for months. It stores food in the second stomach, which can keep food for long periods of time; Some alchemists are looking for piercings to extract the substance from this organ and refine it for human use, as it can keep food and precious ingredients fresh for weeks. The piers also store large amounts of water extracted from their victims. The piers can maintain this water supply for months. The taste of piercings is said to resemble the taste of a snail, but with a bitter aftertaste. Their eggs and offspring are not traded on the open market. Page 7 Plant, Dangerous Choke Retch Snapper-Creeper Mantrap Plant Saw Climate / Terrain: Moderate Tropical Hills Any Warm Land Any Forest or Forest Frequency: Rare Very Rare Organization: Single Doubles Cluster Of Single Activity Cycle: Day Of Any Diet: Carnivorous Carnivorous Sun, Carnivorous

