

Descriptions of Intelligent Creatures Used in the Masters of the Earth Campaign Setting

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Note: Most of these creatures bare only a passing similarity with their origins in the AD&D monster books. I've changed them where it suited my own tastes and needs.

Aarakocra (BirdMen) Tech II

Number: D10

AC: 2(-10)

Move: 24/48

HitDie: 5

Attacks: 2 or 1 by weapon

Damage: 2/2 or by weapon

Special Attacks/Defenses: Sonic Blast; Sound Imitation; Keen Site

General Personality: Neutral Good

Size/Weight: Medium 5 ½' / 50-100 lbs Wingspan = 10'

(PS) 13 (DX) 17 (CN) 12

(IN) 12 (MS) 15 (CH) 7 (MR) 10

An intelligent race of avian humanoids. The BirdMen like to live on cliff and canyon slopes, their dwellings ranging up and down the cliff faces. The dwellings resemble Anistazi cliff homes. They are primarily carnivorous in diet and unable to discern wild and domestic animals so they will often mistakenly take domestic animals to feed on. They are slightly xenophobic in nature and will not generally welcome intrusion into their hunting territory. BirdMen rarely leave their areas of control for any reason. Aarakocra lay eggs which gestate for 8 months under the care of their females. They maintain a separate central nesting area where all egg paying females will care for the eggs. This nesting area is usually dug deep into the cliff side with a single entrance and heavily guarded. They have a tribal shaman which holds advisory and spiritual authority to their Emperor. Males are responsible for hunting, defense and building tasks. The BirdMen's feet are extremely dangerous and talon equipped. The talons are retractable and fold back to reveal a pair of fully functional hands which they typically use while in flight. They use these feet/hands to carry and use weapons. Javelins are their favored weapon and they will typically carry several in a sling on their backs. Their preferred attack style is a diving attack at +4 to hit, +1Rf damage and while in this dive they simultaneously emit a sonic attack. Their bones, due to there hollowness, take double damage from smashing or crushing attacks. BirdMen speak their own tongue and occasionally the trade tongue. Many members of this race like to keep birds of prey as pets and many festivals are held throughout the seasons to contest the honorarium of 'Master of Prey'.

Arks Tech II

Number: D6

AC: 3(-15) + S.Leather

Move: 30

HitDie: 8

Attacks: 1 bite or weapon

Damage: 2 or by weapon

Special Attacks/Defenses: Telekinesis/Manipulate Weather/Ballistic Attack

General Personality: Chaotic Evil

Size/Weight: Medium 6' / 180-230lbs

(PS) 15 (DX) 14 (CN) 12

(IN) 12 (MS) 12 (CH) 12 (MR) 15

Arks are bipedal mandogs that revel in the suffering of others. They like to enslave others and when tired of a specific slave will torture it to death and then devour it with friends. They are particularly fond of beam weapons for some reason and can be counted on to use them above any other weapon. Otherwise they prefer the use of missile weapons in general and have a particular fondness for crossbows. They like to simultaneously use shields in combat and many of their warriors have this skill. They like hands and feet of humans the best and consider them quite a delicacy. Arks fear large winged creatures, often avoiding combat when a particularly large predatory bird passes nearby, viewing it as a bad omen. They are ruled by a large Alpha male who holds his position by strong arms and personality. While leading as Alpha the leader has sole pro-creational rights to all females in his pack. Arks speak several species tongue in addition to their own and the trade tongue. They readily trade for what they need especially slaves. They howl and holler as they attack it is said, presumably in the hopes of frightening their opponents or perhaps to embolden themselves. Either way it is quite an un-nerving experience. They prefer to live in cave environments which are often littered with bones and feces.

BugBears Tech II

Number: 4D6

AC: 3(-15) + S.L Leather

Move: 24

HitDie: 8

Attacks: 1

Damage: by weapon

Special Attacks/Defenses: Infravision/Enhanced Olfactory/Fear Save +2CS

General Personality: Chaotic Good

Size/Weight: large 7' / 300lbs +

(PS) 16 (DX) 13 (CN) 17

(IN) 11 (MS) 12 (CH) 12 (MR) 19

BugBears are large fearsome bipedal creatures with large eyes that glow at night. BugBears prefer to live in varying forms of thatched or stone walled sod roofed huts. BugBears like to think of themselves as great warriors who NEVER run from a fight, and in fact to run from a fight no matter the odds is a sure way to be banished. They have both a king as ruler and a shaman that is primarily for the blessing of battles as opposed to the blessing of crops. The shaman defers to the kings rulership, which is generally the greatest warrior among them. BugBears disdain the use of modern weaponry in favor of all varieties of polearm, which are their preferred weapons, spears being predominant. They will rarely use missile weapons of any sort in battle, but have been known to use slings when hunting wild fowl, there favorite meal. They prefer elaborate ceremonies for every occasion, to bring rains, before battle, to celebrate guests, etc., any excuse is enough. They are said to worship the moon as a good god and the sun as an evil god. Most BugBears speak their own tongue as well as the trade tongue. BugBears love to adventure and explore and are likely to be found in many villes and towns where they are often in trouble as they like to prove their skills as fighters by picking them with the locals, though they will rarely attempt to severely harm anyone as they feel their just having a good time. They are also reputed to be heavy drinkers of alcoholic beverages which probably contributes to their eagerness to test their metal publicly. They are constantly raiding into Grimlock territory to the North which precipitates reprisal raids, that aren't necessarily targeted back to the BigBears ville.

Dark Creepers (Creepers) Tech II+

Number: 2D10

AC: Armor Type

Move: 18

HitDie: 3

Attacks: 1

Damage: Weapon Type

Special Attacks/Defenses: Mental Shield; Molecular Sense; Infravision; Silk
Cerebellum; Move silently if armor allows

General Personality: Neutral

Size/Weight: small 4' / 80-150 lbs

(PS) 10 (DX) 17 (CN) 10

(IN) 14 (MS) 14 (CH) 5 (MR) 12

The Creepers are a very secretive species. They don't seem to associate with any other species at all except as a source of occasional trade, which is always done on their terms. They occasionally mount raids into ancient towns held by other species to obtain a rumored artifact. These raids will always be at night after which they will disappear. They seldom go into the daylight or well lit environments though they seem physically capable of doing so. Their tongue is incomprehensible to outsiders containing many sub-audible and physical components. They always dress in dark, drab clothing with veiled faces except for their dark small eyes. No female of their species have ever been reported. Their homes are typically in the basements of old abandoned buildings in cities, which they interconnect with numerous tunnels. Creepers, when encountered will invariably be plotting a way of liberating any artifacts that they are aware of. Creepers will almost always have and prefer to use artifacts. Those encountered outside of their communities will generally be on some sort of raiding mission or seeking a known artifact through theft or trade. Creepers prefer the use of hand crossbows, slugs and curved short swords.

Formian Ants (Centaur Ants) Tech III (biotech)

Type: Royalty

Number: D4

AC: 4(-20)

Movement: 30

HitDie: 12

Attacks: 2

Damage: 8/2 or weapon

Special Attacks/Defenses: Domination/empathy/Poison

General Personality: Neutral Good

Size/Weight: Large 7'/400lbs

(PS) 20 (DX) 12 (CN) 12 (IN) 18 (MS) 20 (CH) 14 (MR) 12

Type: Warrior

Number: 6D10

AC: 3(-15)

Movement: 30

HitDie: 6

Attacks: 4

Damage: 6/6/2/2

Special Attacks/Defenses: Poison/Empathy

General Personality: Neutral

Size/Weight: Large 7'/600 lbs

(PS) 30 (DX) 16 (CN) 12 (IN) 8 (MS) 16 (CH) 1 (MR) 21

Type: Worker
Number: 2D100
AC: 2(-10)
Movement: 24
HD: 4
Attacks: 1
Damage: 4
Special Attacks/Defenses: Poison Sting/Empathy
General Personality: Neutral
Size/Weight: Medium 6' / 300
(PS) 25 (DX) 14 (CN) 12 (IN) 6 (MS) 16 (CH) 1 (MR) 21

This species of intelligent ant men sometimes called Centaur Ants build their cities partially above ground and partially below ground. Most of the above ground structures are for storage, processing and industry while below ground are the dwelling places of royalty and their personal guards and servants, laboratories and egg chambers. Only royalty have the necessary mental capacity to become scientists and leaders. Royalty have a larger cranial cavity than the other subspecies and can automatically control as many workers or warriors equal to it's MS. Only Royalty have a sense of self preservation, warriors and workers will sacrifice themselves down to the last ant if directed to do so. Royalty scientists have developed a unique biological tech III technology base that is very effective. The warrior ants never use Formian weapons when attacking preferring to use their two pincher claws, sting and mandibles. Workers will generally ignore intruders unless directed to attack or sensing dangerous intentions. All Formians are able to communicate with each other non-verbally and what one knows they all know. If a party of Formian ants are encountered they will be 70% of the time, workers on food foraging missions, 25% will be warrior ants on patrol and 5% will be a combination party of warriors, workers(servants), and Royalty on a specific mission, possibly scientific in nature. Formians are ruled by an Empress that holds the position for life and is also the sole egg laying female in the ant society.

Githyanki Tech II

Number: D4
AC: as armor
Move: 24
HitDie: 16
Attacks: 1
Damage: by weapon
Special Attacks/Defenses: Mental Blast; Energy Metamorph; Regeneration
General Personality: Neutral
Size/Weight: Medium 6' / 190 lbs
(PS) 15 (DX) 13 (CN) 15
(IN) 18 (MS) 18 (CH) 7 (MR) 12

The Githyanki have the same general physical characteristics as pure strain humans. They are more gaunt and long in the face with prominent brow ridges and slightly pointy ears. The Githyanki are very fierce and loyal to their clans and clan leaders. They follow a bushido like honor system and are fearless in battle. They feel that their society is superior to others and look down on inferior species. They are a warrior people, though not expansionist, they often raid other species for slaves to do tasks such as building, farming, mining and other necessary but menial labors. They treat slaves as prized animals not to be abused, but not to be wasted in idleness either. They will raid on occasion to gain new artifacts or slaves. They rarely show emotion publicly and can keep a straight face even after the best joke. They will often have and use artifacts, they are highly intelligent and know how to use most of the artifacts that they

possess. Something peculiar to the Githyanki is the fact that they seem to not use any furniture for sedentary purposes. They prefer a spartan lifestyle. They actively control traffic through their territories and tax any trade, through frequent patrols.

Grens (Greens) Tech I

Number: D6
AC: 1(-5) + spcl 6(-30)
Move: 24
HitDie: 20
Attacks: 1
Damage: by weapon
Special Attacks/Defenses: domestic animals
General Personality: Lawful Good
Size/Weight: Medium 5 ½' / 160lbs
(PS) 16 (DX) 15 (CN) 15
(IN) 16 (MS) 15 (CH) 13 (MR) 12

Grens have the same physical appearances as Pure Strain Humans except for their green skin, which provides them with excellent camouflage in their natural surroundings. Grens hate all technology above the minimal for life sustenance, typically at about tech level I. They will not keep any ancient technology that is found, preferring to hide it or avoid it if not easily disposed of. They live in complete harmony with their environment shunning all outsiders who may disturb their way of life. The Gren love to domesticate wild animals and will often be accompanied by a few of their favorite pets. These creatures are typically used as guards of burden carriers. All weapons they employ are made from natural materials and they favor spears, bows, and slings and a few seem to prefer the use of stone axes. They will avoid combat or even cursory contact if at all possible, and if not they will first counterattack with their animals while they use any missile weapons they carry to methodically attack the strongest of their attackers. Grens have discovered a strange plant with leaves they use to make a extremely effective armor. It has been reported that their dwellings look as if they had been grown instead of built and several were noted to be in great tree tops. Gren speak only their own tongue. They have an elected queen that oversees many ceremonial functions for a ten year period after which new elections are held, though the incumbent is usually selected. Most Grens are highly independent and individualistic so their form of day to day government is one of consensus.

Grimlock Tech II

Number: D10X10
AC: 2(-10)
Move: 20
HitDie: 4
Attacks: 1
Damage: 1-6 or by weapon
Special Attacks/Defenses: Mental Shield; Infravision
General Personality: Neutral Evil
Size/Weight: Medium 5 ½' / 70-160
(PS) 13 (DX) 8 (CN) 11
(IN) 11 (MS) 10 (CH) 4 (MR) Z

These fierce creatures live in subterranean passages and sewer systems and the like. They emerge only in darkness to range their territories in search of food,

preferably of the humanoid persuasion. These creatures are entirely blind in lighted conditions. Grimlocks will always carry edged weapons, they like to chop their meals up into hand sized chunks. They dress in thick rags and are generally very un-kept and smell terrible. They are mean and base creatures that delight in the suffering of their victims. They are ruled by the strongest among them and as such the position of Lord is a lifetime one. They have no shamanistic or religious beliefs that are known of, living instead for 'The Hunt' and the cruelty of life. They speak only their own tongue and do not generally care to communicate with their meals at any rate. They will sacrifice large numbers of themselves in the pursuit of 'The Hunt'.

MudMen Tech I

Number: 2D6

AC: 0 (-0)

Move: 12

HitDie: 4

Attacks: 1

Damage: See Special

Special Attacks/Defenses:

1. The MudMen have a mudball ranged attack that if successful, hardens instantly on impact and causes the target to lose 2 movement points until the target can no longer move.

2. Once a target is immobile or is within range the MudMen use a smothering attack. It takes an amount of A.turns = to the targets CN before he smothers to death. No save.

3. Mudmen are immune to the following attack forms:

4,5,6,7,8,9,10,11,13,14,16,18

4. Mudmen take half damage from these attack forms: 1,2, any physical attack

5. Mudmen take full damage from these attack forms: 3,17

6. Mudmen take double damage from this attack form: 15 (Mudmen do not see with their pseudo eyes but Feel Sound instead.

7. Racial Empathy (only other Mudmen)

General Alignment: Neutral Good

Size/Weight: small 4' / 300-400lbs

(PS) 16 (DX) 8 (CN) 16

(IN) 10 (MS) 10 (CH) 12 (MR) 14

Mudmen do not maintain any form of technological society, preferring to live as one with their environment. They will meditate for hours in warm pools of mud contemplating the 'Oneness of All Things'. They are typically non-aggressive but will defend themselves if provoked. All Mudmen are constantly tuned into any other Mudman and can sense when another is in trouble through a special form of racial Empathy. They cannot 'empathize' with other species. Physically they have the appearance of blobby bipedal mud. They are slow moving and in fact will not move far from their pools which they claim are sacred and to them is life sustaining. Mudmen generally know all that transpires within their sphere of influence when contemplating the 'Oneness'. Mudmen have a great King that few have ever seen and is rumored to be a triple HD Mudman who sits in contemplation of the 'Oneness' nearly constantly, at a secret sacred mud pool deep within their territory. It is rumored that this great King knows all that transpires in natural surroundings within a 200km radius, and can additionally control all non-sentient plant and animal life-forms within this range. No one trades with the Mudmen as it is not known if they even have a need or desire for anything beyond their pools. They speak their own strange tongue and a few individuals may know some of the local species tongues as well. They seem to be on general good terms with the Grens, though each species pretty much keeps to themselves.

Orlens (Two Heads) Tech III-

Number: 2D6
AC: by armor type
Move: 24
HitDie: 10
Attacks: 2
Damage: by weapon
Special Attacks/Defenses: Telepathy/Send Thoughts/Mind Probe/Dual Brain/Project Force
General Personality: Chaotic Good
Size/Weight: Medium 6' / 200lbs+
(PS) 14 (DX) 15 (CN) 15
(IN) 13 (MS) 11 (CH) 12 (MR) 9

Orlens are two headed four armed humanoids with otherwise human appearances. Orlens are a semi-nomadic tribal group that will often pack up and move to several pre-established ville locations. They are on good terms with the Grens though the latter do not seek Orlen friendship. The Orlens are fascinated by technology and are always keen on finding and using them. They are rather envious of the strides that Boze has made and often send representatives to Boze in an attempt to wheedle information from the town leaders. The Orlens raise many horses and some Brutorz which they highly prize. They also raise a large number of goats which unfortunately are a favorite meal of the Birdmen. Orlens will often raid into Burnz to gain artifacts or metals and to test the metal of their young men. They have no special dislike of the Githyanki, though they do feel that they horde the city and it's treasures for themselves. Orlens speak their own tongue and many of the areas racial tongues and the trade language. They are also known to make a very sought after woven material made from goat and brutorz hair that is both beautiful and warm. The Orlens are ruled by a council of elders. Many of the Orlens prefer to dwell in large skin tents instead of traditional stone or wood dwellings, though they have many of these at each ville location, usually for tradesmen and government functions. A favorite drink of the Orlens is a fermented blood and goat milk concoction that they readily offer to guests. They find it highly offensive if a guest refuses this drink.

Thhirk (CrabMen) Tech II

Number: 2D6
AC: 4(-20)
Move: 18/18
HitDie: 6
Attacks: 2
Damage: 4/4
Special Attacks/Defenses: Fear Generation; Cutting Weapons = ½ damage
General Personality: Neutral Good
Size/Weight: 7-9' /200-300 lbs
(PS) 16 (DX) 9 (CN) 11
(IN) 9 (MS) 11 (CH) 11 (MR) 12

Amphibious creatures usually found in sea-shore cave communities. CrabMen are humanoid in appearance with a hard, reddish-brown exoskeleton. Instead of hands they have two pincers that are quite capable of delicate manipulation. CrabMen have a large interest in artifacts and will readily trade large sums of money for useless items and every CrabMen community will generally have a large

collection, most of which will of course be useless. They are not the brightest of species however so they will rarely know how to operate the artifacts they do have. They will seldom leave the vicinity of a water source as they will dry out and die if away from water for extended periods of time. By nature the Thrik are very curious about other species and readily seek relationships with others and accept trade agreements without much prodding. They are on very good terms with Boze and in fact have a mutual defense pact. They will trade mostly water born products for those they cannot readily manufacture themselves. Their leadership is a quasi-king who has no real authority except those he can personally motivate to do his will and in effect often acts merely as a community spokesman. This position is not hereditary, nor permanent in anyway. Anyone can challenge the incumbent to a death duel, the winner of which becomes King, luckily few actually want the position. Most everything is agreed upon by consensus and it often takes several days of careful consideration to do so. Their preferred weapons are their claws but have been known to employ harpoons and a special water form of a crossbow.

Trolls Tech I

Number: D6

AC: 5(-20)

Move: 20

HitDie: 10

Attacks: 2

Damage: 6/6

Special Attacks/Defenses: 2XRegeneration/Infravision/Psychic Tracking

General Personality: Chaotic Evil

Size/Weight: Large 9' / 300-400lbs +

(PS) 18 (DX) 10 (CN) 19

(IN) 8 (MS) 12 (CH) 5 (MR) 15

Trolls are terrible carnivores with insatiable appetites for any humanoid. These creatures will attack parties stronger than themselves in pursuit of a good meal knowing that most creatures will not live as long as they considering they regenerate at twice the normal mutation regeneration rate. They live in tribal clans and have been known to raid other troll clans as readily as other humanoids. Once they have decided that they want a particular humanoid as a meal, they will pursue this individual just about anywhere and for any length of time until their appetites have been sated. They use only the most basic of technology and prefer to use their own two clawed hands and great strength to attack with. They speak only their own tongue and live in mud and stick huts, rarely using fire even, which they don't like very much.