

NYAMBE

MONSTER FACTORY EXTRAS

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(These monsters were not included in the "Monster Factory" article that first appeared in Gaming Frontiers in 2002.)

Sirenian

Zebra

The Zebra is an animal native to the grasslands of Nyambe. These statistics can also be used for the quagga (a relative of the zebra with striped hindquarters and a horse-like forebody), the okapi (a short-necked relative of the giraffe with zebra-like markings on its legs) or other medium-sized grazing animals.

These "lake sirens" dwell in a disturbingly large number of Nyamban lakes, and there are reports of salt-water varieties that dwell in the oceans as well. They appear as stunningly attractive, blue-skinned humans of either gender with webbed hands and feet. The rumored salt-water variety is identical except that it has green skin.

Zebra

Medium-size Animal

Hit Dice: 2d8+2 (10 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 13 (+2 Dex, +1 natural)

Attacks: Kick +1 melee

Damage: Kick 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Scent, Low-light Vision

Saves: Fort +1, Ref +5, Will +1

Abilities: Str 10, Dex 15, Con 13, Int 2, Wis 13, Cha 6

Skills: Listen +8, Spot +8

Feats: None

Climate/Terrain: Warm plain

Organization: Herd

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Medium-Size)

Combat

Though a fleeing zebra may take a kick at pursuers, they are by nature inoffensive animals.

Scent (Ex): A zebra can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the zebra can pinpoint that source. The zebra can also follow fresh tracks with a Wisdom check DC 10. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Low-Light Vision (Ex): Zebras can see twice as far as a human in starlight, moonlight, torchlight, etc.

Sirenian

Medium-size Fey (Aquatic)

Hit Dice: 2d6+2 (9 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 15 ft., swim 40 ft.

AC: 15 (+3 Dex, +2 natural)

Attacks: Wrist knife +2 melee

Damage: Wrist knife 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Captivating Song, Charm Touch, Sneak Attack +1d6

Special Qualities: Bestow Water Breathing, Damage Reduction 5/+1, Spell Resistance 12, Darkvision

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 13, Dex 17, Con 12, Int 15, Wis 12, Cha 19

Skills: Appraise +6, Bluff +9, Diplomacy +9, Escape Artist +8, Hide +8, Intuit Direction +5, Listen +6, Move Silently +8, Perform (ballad, drama, melody, ode, storytelling) +9, Spot +6

Feats: Alertness, Dodge, Improved Initiative

Climate/Terrain: Warm aquatic

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Often chaotic neutral

Advancement: By character class

Sirenian Society

Sirenians do not congregate in groups, and reproduce by mating with humanoids rather than each other. A typical sirenian lives in an underwater cave or in a cabin on an isolated island.

Sirenian Characters

A Sirenian's preferred class is druid. Sirenians have both gills and lungs and can breathe both water and air. They speak Sylvan and Aquan.

Combat

Sirenians prefer to attack lone victims, luring them into the water. If a victim is particularly attractive (Charisma of 16 or higher) the sirenian will usually Bestow Water Breathing upon her and whisk her away to its lair. If the sirenian Captivates a victim who is unattractive, then she will probably let the unfortunate person drown.

Captivating Song (Su): When a sirenian sings, all creatures (other than sirenians or other creatures with captivating songs) within a 300-foot spread must succeed at a Will save (DC 15) or become utterly Captivated. This is a sonic, mind-affecting charm. If the save is successful, that creature cannot be affected again by that sirenian's song for one day. A captivated victim walks toward the sirenian, taking the most direct route available. If the path leads into a dangerous area, that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within five feet of the sirenian stands there and offers no resistance to the monster's attacks. The effect continues for as long as the sirenian sings. A bard's Countersong ability allows the captivated creature to attempt a new Will save.

Charm Touch (Su): The sirenian's touch has the effect of a *charm person* spell. Treat the sirenian as a 5th-level divine caster.

Bestow Water Breathing (Sp): A sirenian can cast the spell *water breathing* at will. Treat the sirenian as a 5th-level divine caster.

Sneak Attack (Ex): Sirenians can Sneak Attack as 1st-level rogues, inflicting an additional 1d6 points of damage if they catch their opponent flat-footed or flanked.

Damage Reduction (Su): A sirenian ignores damage from most weapons and natural attacks; the attacks simply bounce off. Damage dealt by an attack is reduced by 5 points, but a weapon with a +1 or better magical bonus deals full damage.

Spell Resistance (Ex): To determine if a spell or spell-like ability works against a sirenian, the spell-caster makes a level check (1d20 + caster level). If the result equals or exceeds 12, the spell works normally, though the target still gets a saving throw if the spell allows such.

Darkvision (Ex): Sirenians can see in the dark up to 60 feet. Darkvision is black and white, but otherwise like normal sight, and sirenians can function with no light at all.

Catfish, Giant

Giant catfish, also known as *lukwata* (loo-KWAH-tah), are large fish with vestigial eyes and a series of small tentacles surrounding their mouths.

Giant catfish frequent underwater caves and reefs, and can be found in both freshwater and saltwater versions. They prefer to hunt in areas with heavy sediment that hinders sight.

High-sediment water is often low in oxygen; so unlike most fish, the giant catfish absorbs air through folds in its mouth and forces it back out through its gill slits. This means it must surface to breathe, and if trapped underwater it will die.

Giant catfish are highly sensitive to electrical fields and hunt in muddy waters by sensing the electricity generated by living creatures. These creatures are even capable of releasing the stored energy in the form of a stunning electrical discharge.

Giant Catfish

Large Animal (Aquatic)

Hit Dice: 3d8+6 (19 hp)

Initiative: +2 (Dex)

Speed: Swim 40 ft.

AC: 14 (-1 size, +2 Dex, +3 natural)

Attacks: Bite +4 melee

Damage: Bite 1d8+4

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Electrical Discharge

Special Qualities: Blindsight

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 16, Dex 15, Con 14, Int 1, Wis 10, Cha 4

Skills: Hide +1, Spot +3, Swim +14

Feats: None

Climate/Terrain: Warm aquatic and underground

Organization: Solitary or school (2-12)

Challenge Rating: 2

Treasure: 10% coins

Alignment: Always neutral

Advancement: 4-6 HD (Large), 7-12 HD (Huge)

Combat

Giant catfish blindly attack any living creatures that get within range of their strong but toothless mouths. A giant catfish will use its Electrical Discharge ability to initiate combat, and then attempt to devour the subdued opponent at its leisure.

Electrical Discharge (Ex): Giant catfish have biological capacitors, and are capable of releasing stored energy in the form of a massive electrical discharge. Such a discharge can only be released once per day, and inflicts 4d6 points of electrical damage in a 30-foot burst. Opponents not entirely submerged may make a Reflex save vs. DC 13 for half damage, but creatures that are completely underwater get no saving throw.

Blindsight (Ex): Giant catfish can sense the electrical fields generated by living creatures within a 30-foot radius. They can target creatures using these bio-electric fields instead of sight.

Stinging Catfish

Some giant catfish have poison spines instead of the ability to generate an electrical discharge. These spines jab any character who attempts to strike one with a non-reach melee weapon. The spines inflict 2d6 points of initial temporary Strength damage, and 1d6 points of secondary temporary Strength damage. The DC for both Fortitude saves is 13.

Hyena

These unassuming animals are the ancestors of a wide variety of Nyamban creatures including the MbUi, makishi, and the mpisimbi. Though in outward appearance they appear to be canines, hyenas

are more closely related to the mongoose and meerkat.

Because they attack livestock, hyenas are considered a nuisance by most Nyamban cultures. However, they also hunt gazelles, wildebeest, and zebras, and they are not above scavenging for food during leaner times.

Hyena

Medium-size Animal

Hit Dice: 2d8+6 (15 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 13 (+1 Dex, +2 natural)

Attacks: Bite +3 melee

Damage: Bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sneak Attack +1d6

Special Qualities: Scent, Low-light Vision

Saves: Fort +3, Ref +4, Will +1

Abilities: Str 15, Dex 13, Con 16, Int 2, Wis 12, Cha 5

Skills: Bluff +1, Hide +4, Listen +4, Move Silently +4, Spot +4

Feats: None

Climate/Terrain: Warm plain

Organization: Clan (4-80)

Challenge Rating: 1/2

Treasure: 10% goods, 10% items

Alignment: Always neutral

Advancement: 3-4 HD (Medium-Size)

Combat

Though mostly scavengers, hyenas are opportunistic predators. Like many animals, they are afraid of humanoids and will only attack weak or helpless opponents. When they do strike, a clan makes liberal use of flanking maneuvers so as to best utilize their Sneak Attack ability.

Sneak Attack (Ex): Hyenas can Sneak Attack as 1st-level rogues, inflicting an additional 1d6 damage to foes they catch flat-footed or flanked.

Scent (Ex): A hyena can detect those within 30 feet by sense of smell. It can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the hyena can pinpoint that source. The hyena can also follow fresh tracks with a Wisdom check DC 10. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Low-Light Vision (Ex): Hyenas can see twice as far as a human in starlight, moonlight, torchlight, etc.

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