

TABLE A-58: ADJUSTMENTS FOR ANTHROPOMORPHIC ANIMALS

Base Animal	Size	Template		Level Starting							Skill Points	Natural Armor	Size Modifier ¹	Preferred Class	Speed	
		HD	Adj.	ECL	Str	Dex	Con	Int	Wis	Cha					Land	Fly
Ape	Med	2d8	+0	2	+2	+6	+0	+0	+4	+0	(2 + Int mod) × 5	+3	+0	Druid	30	—
Baboon	Med	2d8	+1	3	+4	+4	+2	+0	+4	-2	(2 + Int mod) × 5	+1	+0	Ranger	30	—
Badger	Small	1d8	+3	4	+2	+4	+4	+0	+4	+0	(2 + Int mod) × 4	+0	+1	Barbarian	30	—
Bat	Small	1d8	+0	1	-4	+0	+0	+0	+6	-2	(2 + Int mod) × 4	+0	+1	Druid	5	20 (average)
Bear, black	Med	2d8	+2	4	+8	+2	+4	+0	+4	+0	(2 + Int mod) × 5	+2	+0	Barbarian	30	—
Bear, brown	Med	2d8	+3	5	+8	+4	+4	+0	+4	+0	(2 + Int mod) × 5	+5	+0	Ranger	30	—
Bear, polar	Med	2d8	+3	5	+8	+4	+4	+0	+4	+0	(2 + Int mod) × 5	+5	+0	Ranger	30	—
Bison	Med	2d8	+2	4	+0	+2	+2	+0	+2	-2	(2 + Int mod) × 5	+4	+0	Druid	30	—
Boar	Med	2d8	+2	4	+4	+0	+6	+0	+4	-2	(2 + Int mod) × 5	+6	+0	Barbarian	30	—
Camel, bactrian	Med	2d8	+1	3	+0	+4	+2	+0	+2	-2	(2 + Int mod) × 5	+1	+0	Ranger	30	—
Camel, dromedary	Med	2d8	+0	2	+0	+4	+0	+0	+2	-2	(2 + Int mod) × 5	+1	+0	Druid	40	—
Cat	Small	1d8	+1	2	-4	+2	+0	+0	+2	+0	(2 + Int mod) × 4	+0	+1	Rogue	30	—
Cheetah	Med	2d8	+2	4	+6	+8	+4	+0	+4	+0	(2 + Int mod) × 5	+1	+0	Ranger	40	—
Crocodile	Med	2d8	+1	3	+8	+2	+6	+0	+4	-4	(2 + Int mod) × 5	+4	+0	Barbarian	20	—
Crocodile, giant	Large	3d8	+2	5	+8	+4	+4	+0	+4	-4	(2 + Int mod) × 6	+7	-1	Ranger	20	—
Dog	Med	2d8	+2	4	+6	+4	+2	+0	+4	+0	(2 + Int mod) × 5	+1	+0	Ranger	30	—
Dog, riding ⁷	Med	2d8	+2	4	+4	+4	+4	+0	+4	+0	(2 + Int mod) × 5	+1	+0	Ranger	30	—
Donkey	Med	2d8	+1	3	+0	+2	+2	+0	+2	-2	(2 + Int mod) × 5	+2	+0	Druid	30	—
Eagle	Med	2d8	+1	3	+2	+2	+2	+0	+6	+0	(2 + Int mod) × 5	+1	+0	Cleric	10	40 (poor)
Elephant, African	Large	3d8	+2	5	+12	+2	+6	+0	+4	+0	(2 + Int mod) × 6	+7	-1	Barbarian	30	—
Elephant, Indian	Large	3d8	+2	5	+10	+2	+6	+0	+6	+0	(2 + Int mod) × 6	+7	-1	Barbarian	30	—
Hawk	Small	1d8	+2	3	+0	+4	+0	+0	+6	+0	(2 + Int mod) × 4	+2	+1	Cleric	10	30 (poor)
Horse, heavy	Med	2d8	+0	2	-4	+4	+0	+0	+4	+0	(2 + Int mod) × 5	+3	+0	Druid	40	—
Horse, heavy war	Med	2d8	+1	3	+0	+4	+2	+0	+4	+0	(2 + Int mod) × 5	+4	+0	Ranger	40	—
Horse, light	Med	2d8	+0	2	-6	+4	+0	+0	+4	+0	(2 + Int mod) × 5	+3	+0	Druid	50	—
Horse, light war	Med	2d8	+1	3	-2	+4	+2	+0	+4	+0	(2 + Int mod) × 5	+4	+0	Ranger	50	—
Leopard	Med	2d8	+2	4	+6	+8	+4	+0	+4	+0	(2 + Int mod) × 5	+1	+0	Ranger	30	—
Lion	Med	2d8	+1	3	+2	+6	+0	+0	+4	+0	(2 + Int mod) × 5	+3	+0	Ranger	30	—
Lizard	Small	1d8	+0	1	-4	+2	+0	+0	+4	-4	(2 + Int mod) × 4	+0	+1	Druid	20	—
Lizard, giant	Med	2d8	+2	4	+6	+4	+6	+0	+4	-4	(2 + Int mod) × 5	+3	+0	Barbarian	30	—
Monkey	Small	1d8	+0	1	-4	+2	+0	+0	+4	-2	(2 + Int mod) × 4	+0	+1	Druid	30	—
Mule	Med	2d8	+0	2	-2	+4	+2	+0	+2	+0	(2 + Int mod) × 5	+3	+0	Druid	30	—
Octopus ²	Med	2d8	+1	3	+6	+4	+2	+0	+4	-4	(2 + Int mod) × 5	+2	+0	Barbarian	20	—
Octopus, giant ²	Med	2d8	+0	2	+2	+6	-2	+0	+4	-4	(2 + Int mod) × 5	+2	+0	Barbarian	20	—
Owl	Small	1d8	+1	2	+0	+4	+0	+0	+6	-2	(2 + Int mod) × 4	+2	+1	Ranger	10	20 (poor)
Pony	Med	2d8	+1	3	+2	+2	+2	+0	+4	-2	(2 + Int mod) × 5	+2	+0	Druid	30	—
Pony, war	Med	2d8	+2	4	+4	+2	+4	+0	+4	-2	(2 + Int mod) × 5	+2	+0	Ranger	30	—
Porpoise ³	Med	2d8	+2	4	+0	+6	+2	+0	+4	+0	(2 + Int mod) × 5	+2	+0	Ranger	30	—
Rat	Small	1d8	+0	1	-4	+2	+0	+0	+4	-4	(2 + Int mod) × 4	+0	+1	Rogue	15	—
Raven	Small	1d8	+0	1	-6	+2	+0	+0	+4	-4	(2 + Int mod) × 4	+0	+1	Rogue	10	30 (poor)
Rhinoceros	Med	2d8	+2	4	+8	-2	+6	+0	+4	-4	(2 + Int mod) × 5	+7	+0	Barbarian	30	—
Shark, Med. ⁴	Med	2d8	+1	3	+2	+4	+2	+0	+4	-4	(2 + Int mod) × 5	+3	+0	Ranger	30	—
Shark, Large ⁴	Med	2d8	+0	2	-2	+6	-2	+0	+4	-4	(2 + Int mod) × 5	+4	+0	Rogue	30	—
Shark, Huge ⁴	Large	3d8	+1	3	+2	+2	+0	+0	+4	-4	(2 + Int mod) × 6	+5	-1	Ranger	30	—
Snake, constrictor ⁵	Med	2d8	+1	3	+6	+6	+2	+0	+4	-4	(2 + Int mod) × 5	+2	+0	Barbarian	20	—
Snake, giant const. ⁵	Large	3d8	+1	4	+6	+8	-2	+0	+4	-4	(2 + Int mod) × 6	+4	-1	Ranger	20	—

TABLE A-58: ADJUSTMENTS FOR ANTHROPOMORPHIC ANIMALS (CONT.)

Base Animal	Size	Template	Level Starting		Str	Dex	Con	Int	Wis	Cha	Skill Points	Natural Armor	Size Modifier ¹	Preferred Class	Speed	
			Adj.	ECL											Land	Fly
Snake, Tiny viper ⁶	Small	1d8	+2	3	+0	+4	+0	+0	+4	-4	(2 + Int mod) × 4	+2	+1	Rogue	15	—
Snake, Small viper ⁶	Med	2d8	+1	3	+0	+4	+0	+0	+4	-4	(2 + Int mod) × 5	+3	+0	Rogue	20	—
Snake, Med. viper ⁶	Med	2d8	+1	3	-2	+6	+0	+0	+4	-4	(2 + Int mod) × 5	+3	+0	Rogue	20	—
Snake, Large viper ⁶	Med	2d8	+0	2	-8	+8	-4	+0	+4	-4	(2 + Int mod) × 5	+3	+0	Rogue	20	—
Snake, Huge viper ⁶	Large	3d8	+0	3	-8	+10	-2	+0	+4	-4	(2 + Int mod) × 6	+3	-1	Rogue	20	—
Squid ²	Med	2d8	+1	3	+4	+6	+0	+0	+4	-4	(2 + Int mod) × 5	+3	+0	Ranger	30	—
Squid, giant ²	Large	3d8	+1	4	+8	+8	-2	+0	+4	-4	(2 + Int mod) × 6	+6	-1	Ranger	30	—
Tiger	Med	2d8	+1	3	+4	+6	+2	+0	+4	+0	(2 + Int mod) × 5	+3	+0	Ranger	30	—
Toad	Small	1d8	+0	1	-4	-2	+0	+0	+6	-2	(2 + Int mod) × 4	+0	+1	Cleric	5	—
Weasel ⁸	Small	1d8	+0	1	-4	+2	+0	+0	+4	-4	(2 + Int mod) × 4	+0	+1	Druid	20	—
Whale, baleen	Large	3d8	+0	3	+8	+4	+4	+0	+4	+0	(2 + Int mod) × 6	+9	-1	Barbarian	30	—
Whale, cachalot	Large	3d8	+1	4	+8	+4	+6	+0	+6	+0	(2 + Int mod) × 6	+9	-1	Barbarian	30	—
Whale, orca	Large	3d8	+2	5	+8	+6	+6	+0	+6	+0	(2 + Int mod) × 6	+6	-1	Barbarian	30	—
Wolf	Med	2d8	+2	4	+2	+4	+4	+0	+4	+0	(2 + Int mod) × 5	+2	+0	Ranger	40	—
Wolverine	Med	2d8	+2	4	+4	+4	+8	+0	+4	+2	(2 + Int mod) × 5	+2	+0	Barbarian	30	—

¹ Apply this bonus or penalty to Armor Class and attack rolls.

² The octopus and squid abilities jet and ink cloud only work when swimming. Octopi and squids can hold their breath out of the water twice as long as humans can hold their breath under the water.

³ Out of the water, cetaceans have blindsight 60 feet. They can hold their breath under water twice as long as a human.

⁴ Out of the water, sharks can detect creatures by scent in a 90-foot radius and cannot detect blood in the water unless they are submerged in that water. Sharks can hold their breath out of the water twice as long as humans can hold their breath under the water.

⁵ Constrictors have snake tails and no legs. They can use their improved grab and constrict abilities on creatures their size or smaller. They keep all their movement abilities.

⁶ Vipers are humanoid in all respects except they have snake heads. They can speak normally, and can use their bite and poison attacks. They lose their swim speed.

⁷ Anthropomorphic riding dogs are not "trained for war." They cannot make trip attacks.

⁸ An attached weasel character loses any Dexterity bonus to Armor Class.

TABLE A-59: NEW CREATURES

Name	Type	HD	Level		Starting		Str	Dex	Con	Int	Wis	Cha	Good				Nat. Armor	Skill		Feats	Source
			Adj.	ECL	Save	Will							BAB	Fort	Ref	Will		Points	Points		
Desmodu	Monst. hum.	12d8	+2	14	+10	+6	+8	+4	+4	+4	+4	+0	Ref, Will	+12	+4	+8	+8	+5	(2 + Int mod × 15	5	New
Half-ogre	Giant	By class	+1	Min. 2	+6	-2	+2	-2	+0	-2	—	—	By class	—	—	—	+4	—	By class	By class	New
Loxo	Monst. hum.	5d8	+2	7	+8	+2	+2	+0	+0	-2	Ref, Will	+5	+1	+4	+4	+4	+4	(2 + Int mod × 8	2	New	
Thri-kreen	Monst. hum.	2d8	+1 or +3	5	+2	+4	+0	-2	+2	-4	Ref, Will	+2	+0	+3	+3	+3	+3	(2 + Int mod × 5	1	New	

NEW RACE

HALF-OGRES

The same wild frontiers that produce half-ogres from unions between tribes of human and orc barbarians are where one most often finds half-ogres. Ogres and humans fight in times of war and trade in times of peace. Ogres value humans' intelligence and adaptability, while humans value ogres' strength and toughness. The resulting half-ogres usually inherit a good blend of the physical characteristics of their parents. They may be found in either parent's community (where their status varies according to local sentiment).

Personality: Half-ogres are generally slow in intelligence but quick to anger. Where a half-ogre understands alternatives to action, half-ogres generally do not. Those who are successful, however, are those with enough self-control to live in a civilized land.

Half-ogres love simple pleasures such as feasting, drinking, boasting, wrestling, drumming, and wild dancing. While some claim to be able to sing, few other races would agree. A half-ogre is likely to assume that refined enjoyments such as poetry, courtly dancing, and philosophy are just tools for making fun of him.

Physical Description: Half-ogres are taller than humans or half-orcs, but not as tall as pure-blood ogres. Their skin color ranges from dull yellow to dull brown. Their thick hides sport patches of dark, warty bumps, and they generally have dark hair.

Relations: Because one of their parents was a giant, half-ogres have a rough time getting along with dwarves and gnomes. Of course, ogres are not on good terms with elves, humans, and halflings either. Each half-ogre finds a way to gain acceptance