

A Field Guide to Giant Man-Apes

A study by Bob Brinkman

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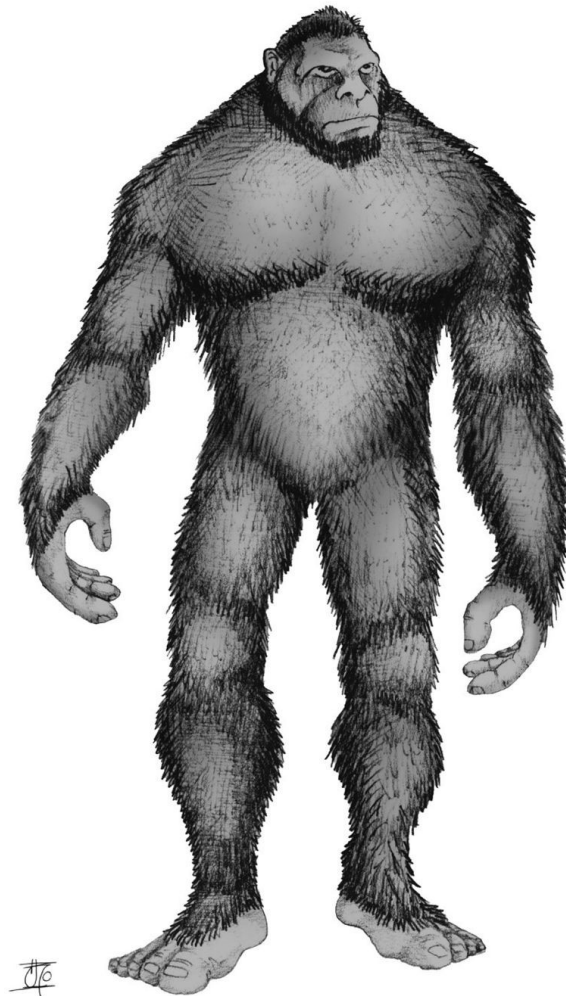
Introduction

Bigfoot, the Abominable Snowman, Sasquatch...these names refer to things seldom seen and often feared. Their forms and colorations are as varied as the names used to describe them. Giant creatures that often live in isolated wilderness, but sometimes come into conflict with civilization. Even when in contact they are often described with a timidity that belies creatures of their size and strength, but woe to the person who corners such a beast for they are also capable of a primal ferocity that can shake the earth.

Despite these creatures being a phenomenon the world over, they seldom crop up in conjunction with gaming. This is a real shame. The complex tapestry of legends, folklore, and tall tales that is easily available on the subject can easily be mined for rich details. They also represent something easily identifiable by the players in the general sense, while still being unknown in the specific sense.

Players who dismiss the Lightning Man as “just a bigfoot” are likely in for a rude surprise.

Over 150 varieties of man-ape have been catalogued, far too extensive a list to fully detail here. With that said, I hope that the small number of them detailed herein might kindle the judge’s imagination with designs both dark and devious.





CANNIBAL APE

"When the eight men met with the "bandits" they were totally unprepared for what greeted them. The clearing behind the initial tree cover was actually a large, earthen mound. Strewed about the mound were numerous corpses of human children in varying stages of decay. Most of the bandits had fled, but three really large, hairy ape-like creatures remained at the mound. Captain Josh drew his sabre and with pistol in hand, sabre in the other, charged the huge monsters.

The nearest monster killed Captain LeFlore's horse with one blow of its massive hand. The monster never flinched as Captain LeFlore poured bullets from his Patterson's Colt revolver into the beasts chest. After emptying the revolver into the monster, Captain Joshua continued to press the attack with his sabre. Many times did the sabre meet with the brute's flesh and many times did blood spew from the gaping wounds on the beasts body. So quickly did this engagement take place that the Tubbee men had barely enough time to take aim at the three monsters before one of the beasts flanked the Captain and literally tore off Captain LeFlore's head."

Dr. Tuklo Nashoba - 1855

Not merely man-apes, the so-called "cannibal ape" is an un-dead horror born of starvation and icy cold. Humans, lost, hungry, and freezing find that their last moments of life are wracked with additional agonies as their bodies grow and mutate, growing fur to shelter themselves and claws with which to hunt. Reaching 20', these dingy-furred horrors are immensely powerful and insatiably hungry.

In a remote area this hunger is temporarily satiated with a diet of roots and small prey animals. However, when a creature such as this encounters civilization its strange, bestial cunning awakens, and tragedy follows in its wake. A single cannibal ape will begin preying on farms, feeding on crops and livestock, waiting for others of its kind to arrive. The greater their numbers, the bolder these twisted un-dead become. Until, finally, they attack in mass.

Cannibal Ape: Init -1; Atk claw +3 melee (4d6+8); AC 9; HD 10d12; MV 20'; Act 2d24; SP beckoning, corrupted vermin, hungry eyes, un-dead; SV Fort +4, Ref -2, Will +0; AL C. Crit d16/U

Beckoning: Whatever dark god cursed the souls of these creatures to forever hunger and feed has also given them the power to call to one another over great distances. This power calls to every cannibal ape in a 100 mile radius, who will make their way on foot and arrive over the following 4 days. The greater their numbers become the more aggressive they become. It is said that some ghost towns weren't abandoned, but slaughtered, by massive gatherings of cannibal apes.

Corrupted vermin: The long, hanging fur of cannibal apes is infested with fleas, ticks, and other minute vermin. Foes physically striking the un-dead man-ape must succeed at a DC 14 Reflex save or become infested with the stinging, un-dead vermin (suffering 1 point of damage per round until successfully cured of disease).

Hungry eyes: Once per round, as an action, a cannibal ape may gaze upon the inner essence of a foe and begin to draw it into themselves to sate their hunger. Target must succeed at a DC18 Fort save or lose a permanent point of Luck.

DOGMEN

"Fear gripped Robert Fortney as he shot and killed one of five dogs that lunged at him on the banks of the Muskegon River in 1938. But fear escalated to cold terror as the only dog that didn't run off reared up on its hind legs and stared at Fortney with slanted, evil eyes and the hint of a grin."

Traverse City Michigan Record Eagle - 1987

Similar in appearance to a bigfoot, but more "savage", adult dogmen tower over most man-apes ranging from 10' to 15' tall. Their oversized heads are elongated, looking more monster-like than ape-like and is the reason for their name. The fur is usually dark, or deep brown, and is much shaggier than that of other man-apes.



These beasts tend to live in heavily forested areas and the foothills of some mountain ranges. Dogmen mate every 70 years and, fortunately, most dogman encounters are with young of the species which are often dismissed as strange looking dogs or wolves. Unlike other species of man-apes, dogmen hibernate in a fashion akin to bears, slumbering for as many as ten years at a time before awakening and emerging from their lairs.

Capable of great ferocity, dogmen tend to avoid other intelligent species when possible. If put into competition with civilized species, dogmen will stay to the outskirts of the community, lingering in secluded woods along travel routes to pick off lone prey.

Dogman (young): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SP hibernation, leap, quadrupedal; SV Fort +3, Ref +2, Will +1; AL L. Crit 1d6/M

Leap: As a full round action, a young dogman may make a standing leap upwards 5' or forward over a distance of 25'.

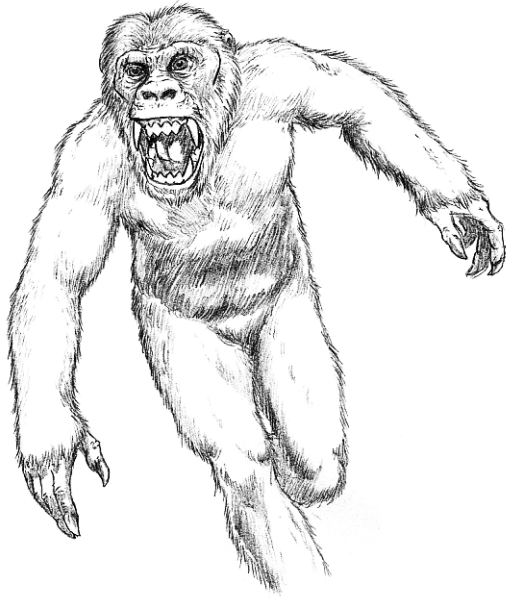
Quadrupedal: Young dogmen prefer to run on all fours rather than walking upright. If forced upright their movement is reduced by 10'.

Dogman (Mature): Init +5; Atk bite +7 melee (2d5+8) or slam +14 melee (dmg 2d8+10 + stun); AC 15; HD 6d10+10; MV 60'; Act 2d20; SP hibernation, leap; tearing bite, stun DC 10 Fort save or stunned for 1d3 rounds; SV Fort +10, Ref +6, Will +3; AL C. Crit 1d14/G

Hibernation: Dogmen are only active for one year before going into a hibernation period lasting 2d3+4 years. During this period of heavy slumber, the dogman's body fully heals all damage (including the regeneration of missing limbs). Additionally, the beast grows an average of two feet per hibernation period. It is unknown if there is any limit to how large a dogman may grow.

Leap: Dogmen have a bounding gait, far bouncier than the measured stride of most other bipedal creatures. As a full round action, a dogman may make a standing leap upwards 20' or forward across a distance of 100'.

Tearing bite: If a dogman succeeds in a bite attack after a slam attack in the same round he begins to worry his victim's flesh, pulling out large gobbets and inflicting -1 Stamina per subsequent round that he succeeds with a bite attack. While inflicting the tearing bite the dogman may only attack with his massive jaws.



FOREST DEVIL

"We had an incredible encounter with what locals call the wood ape ... I'm fully aware that I sound like a crazy, Hollywood kook right now.

We're 100 miles from the nearest town. We spent 45 minutes on the most rugged, brutal mountain trails. It's one in the morning. There are a lot of serious former military men with loaded weapons, then something starts approaching our camps that is defying their orders to stop and their warnings that [they were] armed.

I was genuinely terrified. I was lying on the ground thinking I was going to be killed."

Rob Lowe, Entertainment Weekly - 2017

The forest devil (or "wood ape") are bestial man-apes with the build of a primitive hominid and a pronounced snout, akin to that of some lesser apes. Their fur tends towards reddish-brown but lighter and darker variations are not unheard of.

Much like *skunk apes*, these man-apes are smaller than most of their kin, standing barely 7' tall. Their massively muscled forms do grant them a formidable mass. Aggressive towards animals and humans alike, these creatures favor attacking smaller creatures for the ease of the killing but have no fear of humans, even in large numbers.

Forest devils communicate over long distances through a series of hooting grunts and it is believed that these beasts live in human-like tribes numbering up to twenty members and ruled by the largest/strongest of their number.

Forest Devil: Init +4; Atk claw +6 melee (1d4+4) or bite +2 melee (1d10+4); AC 13; HD 2d10+2; MV 40'; Act 1d20; SP camouflage, fearsome charge, howl; SV Fort +6, Ref +2, Will +0; AL C. Crit 1d6/IV.

Forest Devil (chieftan): Init +4; Atk claw +8 melee (1d8+6) or bite +4 melee (1d12+6); AC 13; HD 4d10+4; MV 40'; Act 1d24; SP camouflage, fearsome charge, howl; SV Fort +6, Ref +2, Will +0; AL C. Crit 23-24/1d6/IV.

Camouflage: Naturally adept in their native environment, forest devils receive +1d to hide checks in forest terrain.

Fearsome: The ferocious appearance of a forest devil, combined with it aggressively rushing forward, inspires terror in most intelligent creatures – requiring a Will save vs 12. Targets failing are impacted as follows (unless immune to fear):

- 0-level characters and creatures with less than 1 HD drop anything carried and immediately flee for 2d4 rounds. Even if attacked by the beast the target may take no other action than fleeing.
- Creatures of 1-3 HD are paralyzed with fear for a round and drop to the bottom of the initiative order.
- Creatures of 4+ HD are unaffected.

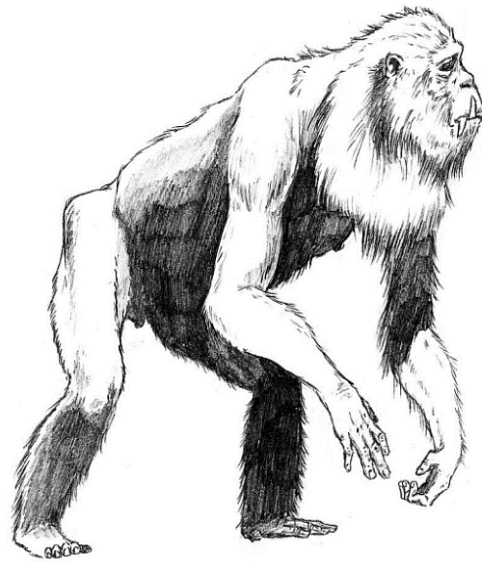
Howl: Forest devils make themselves heard and can call upon their fellows in the area to come to their aid. Upon succeeding at a DC 13 Will save, a forest devil may summon 1d3 more of its kind, arriving in 2d5 rounds, representing the others of its kind in the area. Only one forest devil may summon within any given turn.

GRASSMEN

"Gallipolis, Ohio is excited over a wild man who is reported to haunt the woods near that city. He goes naked, is covered with hair, is gigantic in height and his "eyes start from the sockets." He attacked a carriage containing a man and his daughter a few days ago. He is said to have bounded at the father, catching him in a grip like that of a vice and hurling him upon the earth; falling upon him and endeavoring to bite and scratch him like a wild animal.

The struggle was long and fearful, rolling and wallowing in the deep mud, half-suffocated, sometime beneath his adversary, whose burning and maniac eyes glared into his own with murderous and savage intensity. Just as he was about to become exhausted from exertion, the daughter, taking courage of the imminent danger of her parent, snatched up a rock and hurling at the head of her father's would-be-murderer was fortunate enough to put an end to the struggle by striking him somewhere about the ear. The creature was not stunned, but feeling unequal to further exertion, slowly got up and retired to a neighboring area that skirted the road."

Hillsdale Standard - 1869



Standing between 7'-9' tall, grassmen are brutish in appearance, walking with a stooped gait and having a fearsome fanged visage. Their shaggy fur ranges from reddish brown to black. Most disturbingly the sclera of their eyes is dark brown rather than white. While omnivorous, the normally docile creatures subsist on a diet consisting mostly of vegetation.

Grassmen are named for the large woven domes that creatures make as temporary habitations. These grass structures blend well with the environment and one can find themselves among a family group of these creatures with little to no warning. How one responds in such a situation can mean the difference between life and death. Despite their fearsome appearance, the grassmen are relatively docile among man-apes and tend towards curiosity if not encountered by an obviously overwhelming force. However, if their young are threatened or if the creatures are attacked, the man-apes are quite capable of defending themselves.

Grassmen are well known to elves, who tend to simply avoid them and wait for the creatures to continue their nomadic travels.

Grassmen: Init +0; Atk slam +1 melee (1d12+6) or bite +3 melee (2d6); AC 12; HD 1d12; MV 50'; Act 1d20; SP camouflage, clever, tentative; SV Fort +2, Ref +4, Will +2; AL L. Crit 1d6/G.

Camouflage: Naturally adept in their native environment, grassmen receive +4 to hide checks in tall grass prairies.

Clever: These man-apes are quite intelligent and may use simple tools and understand simple concepts with a DC 14 Will save.

Tentative: Solitary grassmen will do their best to wholly avoid encounters with groups outnumbering them 4 to 1 or more. If attacked by such an overwhelming force the creature must immediately make a morale check or flee. In groups grassmen prefer to avoid larger numbers but will fight to the death to defend their young.



NANDI BEAR

"One of the best accounts is that of Major Braithwaite and Mr. C. Kenneth Archer, two well-known Kenya colonists, whose experience and word are not lightly to be imputed in such matters. They saw the animal in grass and scrub and took it for a lioness; later, a side-view of its head gave the impression of a snout, the head being very large, while the beast stood very high forward, 4 ft. 3 ins. to 4 ft. 6 ins. at the shoulder. "The back," they say, "sloped steeply to the hindquarters and the animal moved with a shambling gait which can best be compared with the shuffle of a bear. The coat was thick and dark brown in colour. Finally, the beast broke into a shambling trot and made for a belt of trees near the river, where it was lost."

Captain William Hitchens, Discovery - 1937

Powerfully muscled hunters, the savannah dwelling nandi bears tend towards being quadrupedal and often are mistaken for lionesses or monster-sized hyenas. The creatures are also extremely territorial and brook no competition. It is at times of dominance displays and threats when the true size of these creatures becomes apparent.

Standing 12' tall and being doubly muscled, these tawny-haired man-apes are misleadingly powerful, stronger than most creatures twice their size. No matter the ferocity of the rival, a nandi bear will meet it head on in single combat. Even if outnumbered, the man-ape will charge and rage through most lesser opponents with ease.

Nandi Bear: Init +3; Atk slam +6 melee (2d8+6) or thrown stone +3 missile fire (dmg 1d6+4); AC 14; HD 4d12; MV 50'; Act 2d20; SP double muscled, fearless, rage, regeneration; SV Fort +5, Ref +3, Will +2; AL C. Crit 1d12/G

Double muscled: The extreme musculature of the nandi bear makes them a true powerhouse with a strength of 24. In addition, the sheer mass of their muscles reduce the damage from blunt trauma (clubs, rocks, falling, etc) by 2 points.

Fearless: Nandi bears are immune to all forms of fear.

Rage: The creature has a "Rage die" which is rolled and may then be added to *either* to-hit or damage. At the beginning of a combat the die begins at 1d3. It increases by +1d each round of the combat. After the die reaches 1d0 the nandi bear has reached such levels of anger as to gain an additional attack per round (to a maximum of five attacks per round) and the rage die resets to 1d3.

Regeneration: The metabolic rate of nandi bears is so great that they heal at the a clearly visible rate of 2 hit points per round. They are also immune to most damage types that cause ongoing effects, such as bleeding wounds or even multi-round poisons.

SKUNK APE

Following, for some days, the direction of their guide, they came at length upon the track first discovered, some vestiges of which were still remaining; pursuing these traces several days longer, they came to a halt on a little eminence, and determined to pitch their camp, and refresh themselves for the day.

The next minute he was full in their view, advancing upon them with a terrible look and ferocious mien. Our little band instinctively gathered close in a body and presented their rifles. The huge being, nothing daunted, bounded upon his victims, and in the same instant received the contents of seven rifles.

He did not fall alone, nor until he had glutted his wrath with the death of five of them, which he effected by wringing the head from the body. - Writhing and exhausted, at length he fell, with his hapless prey beneath his grasp.

The Connecticut Sentinel - 1829



The skunk ape, also known as the “swamp-squatch” or the “cabbage man” is notorious for the foul odor which accompanies sightings. These creatures are not the gentle giants that some other man-apes are, these swamp-dwellers have a voracious appetite for meat and are not particularly picky on where it originates. If livestock aren’t available, the farmer will do just fine.

Smaller than many of its man-ape brethren, these creatures stand roughly 7’ tall and weigh a mere 350lbs. The hair covering these creatures ranges from dark brown to black. Having only four toes, there are those sages who theorize that the skunk ape is not related to mankind at all, postulating that it instead a missing link to some other hominid creature. They note, for example, that some cyclops have only four digits on each hand and foot.

Skunk Ape: Init +2; Atk club +4 melee (1d6+4) or slam +6 melee (dmg 1d6+2) or thrown log +2 missile fire (1d12); AC 12; HD 3d12+3; MV 40’; Act 1d20; SP camouflage, ferocious, stench; SV Fort +6, Ref +2, Will +0; AL N. Crit 1d8/IV.

Camouflage: Despite their strong odor, these creatures are well adapted to blending into their surroundings. If downwind from observers, skunk apes receive +8 to hide checks in swamp terrain.

Ferocious: So powerful and dangerous is the skunk ape that it goes beyond mere “death throes” as it enters combat. After receiving a mortal wound (other than extreme cases such as decapitation) the creature will carry on through sheer force of will for an additional 2d4 rounds before collapsing from exhaustion and injury. It lays there dying for an additional 1d3 rounds.

Stench: The skunk ape gives off a cabbage-like musk that hangs in the air all around it. Creatures within 200’ are immediately aware of the stench unless limited in their sense of smell (such as being upwind of the beast). Intelligent creatures coming within 20’ of the skunk ape must make a DC 15 Fort save or be at -1d on all actions for 2d4 rounds.



WILDMAN

"Hank and I did most of the shooting — the rest of the party crowded to the far end of the cabin, guns in their hands. One had a pistol, which still is in my family's possession, the others clutched their rifles. They seemed stunned and incredulous.

The attack continued the remainder of the night, with only short intervals between. A most profound and frightening experience occurred when one of the creatures, being close to the cabin, reached an arm through the chinking space and seized one of our axes by the handle (a much written about incident and a true one). Before the thing could pull the axe out, I swiftly turned the head of the axe upright, so that it caught on the logs; and at the same time Hank shot, barely missing my hand.

The creature let go, and I pulled the handle back in, and put the axe in a safe place."

The attack ended just before daylight. Just as soon as we were sure it was light enough to see, we came cautiously out of the cabin.

Fred Beck - 1967

Standing 7' tall, the size of a large man, these powerful creatures are of a near-extinct racial lineage from another place. These creatures were unable to compete with the other intelligent races and escaped to earth through a trans-dimensional portal opened by the last of their great shamans. Having nearly been wiped out but other "civilized" species, these man-apes settled into the remote wilderness, and are normally found in heavily forested mountains. Forced to survive in the wilds, far away from civilization, the wildmen seek isolation rather than confrontation whenever possible.

Unlike other man-apes, wildmen have hooves instead of humanoid feet, and their body hair is sparser. With care and careful grooming, they may pass as human from a distance. While seeming a little "slow" by comparison to more developed races, these beings have an intelligence equal to that of a low-average human.

Wildman: Init +1; Atk club +2 melee (1d10) or by weapon; AC 12; HD 3d12+3; MV 40'; Act 1d20; SP camouflage, fade, hypnosis; SV Fort +6, Ref +2, Will +0; AL N. Crit 1d10/IV.

Camouflage: Their great familiarity with their claimed territory wildmen are capable of hiding with great ease. Wildmen receive +5 to hide checks.

Fade: When holding completely still, wildmen may use their mental capabilities to "fade". This power is not defeated by the ordinary means such as *detect invisible* or other means meant to pierce illusions, for it is no illusion. Instead, for those brief minutes the Wildman is existing both in its native and adopted dimensions. The Wildman may still be physically struck while in this state, and it is usually only used to avoid being sighted at a distance.

Hypnosis: Wildmen typically carry no weapons when hunting, using the power of their minds to hold and kill game animals. After locking gaze, the wildman's target must make a DC 15 Will save or be held in place for 1d4+1 rounds. In subsequent rounds, if the creature is of animal intelligence, the Wildman may then make a contested Will save vs. the creature (which gains a +1 bonus for each HD). If the animal fails, it immediately dies. Intelligent creatures are immune to the second attack.

YETI

"At close range they defied facile [simplistic] description. There was something both of the bear and the ape about the general shape, but they could not be mistaken for either. The color was a rusty kind of brown. They appeared to be covered by two distinct kinds of hair – the reddish hair which gave them their characteristic color forming a tight close fur against the body, mingling with which were long loose straight hairs hanging downwards, which had a slight grayish tinge as the light caught them.

They were doing nothing but moving around slowly together, occasionally stopping to look around them like people admiring a view. Their heads turned towards us now and again but their interest in us seemed to be of the slightest. I looked back and the pair was standing still, arms swinging slightly as though listening intently."

Slavomir Rawicz - 1939



Amidst the most remote of mountain ranges, at heights beyond where it is safe for humans to linger, live the yeti. Accepted by the enlightened as highly spiritual beings, these 12' tall, cone-skulled man-apes are covered in reddish fur (the belief of them having white fur comes from a mistranslation). They are also among the most intelligent of all of the giant hominids and the only man-apes capable of both speech and philosophical debate.

Creatures devoted to living in harmony, both physically and spiritually, the *Yeh-The* or "yeti" are generally revered by the peoples living in the rarified heights of great mountain ranges. Their kind nature and healing abilities make them subjects of great respect, and they return such regard ten-fold, bringing food to the hungry, healing the sick, defending the mountain passes against those who are capricious and cruel.

The Yeti value their privacy and thus are rarely seen by outsiders. To locals, they are an everyday presence, but it is also said that "the easiest way to find a yeti is to simply stop searching for one."

The most powerful among them, *Metoh-kangmi*, is worshipped as a god in the cold remote wastes such as the Plateau of Leng and the cold wastes of Kadath.

Yeti: Init +3; Atk slam +12 melee (4d12) or hurled stone +8 missile fire (2d8+8, range 100'); AC 16; HD 12d12; MV 50'; Act 2d24; SP immune to cold, double damage from fire-based attacks, healing, crit on 20-24; SV Fort +10, Ref +5, Will +8; AL L. Crit 1d20/G.

Healing: The Yeti may *lay on hands* as a Cleric with a CL of 5.

Metoh-kangmi, Yeti Lama

The Yeti Lama is a deeply spiritual being who has sworn to harm no living creature (although also will be the first to admit its own imperfections should it do so). While it strives for perfection that it may never achieve, he still takes time to grant wisdom and serenity to those who would follow him. Metoh-kangmi, despite what one would think, is not a massive example of his kind, instead appearing as a rather smallish (and possibly frail) man-ape a mere hair's breadth over 7' tall.

Metoh-kangmi is worshipped by the most pious and aesthetically inclined among the monks living in the wastes. Unlike others of his kind, he freely speaks and eagerly discusses matters philosophical with any beings with whom he comes into contact. Those who accept him as their patron may have a number of sleepless nights as they find themselves wrapped in conversation.

Invoke Patron check results

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint. |
| 2-11 | Failure. Unlike other spells, <i>invoke patron</i> may not be lost for the day. Depending on the results of the <i>patron bond</i> spell, the wizard may still be able to cast it. |
| 12-13 | The supplicant catches the attention of Metoh-kangmi but does so with jarring disharmony. He grants the caster a +1d bonus to their next spell check but requires them to spend 1d4 hours debating matters philosophical with him the following evening. |
| 14-17 | Metoh-kangmi appears before the supplicant, holding a single lotus blossom of such fragrance that it requires the caster to succeed at a DC 18 Will save to avoid inhaling the fragrant aroma. After inhaling the flower's scent, the next injured person that the caster touches experiences 2 dice of healing. |
| 18-19 | The Yeti Lama reaches into the consciousness of the wizard, soothing and calming, acting as a balm for all mental distress. For the next hour the wizard gains +4 to all Will saves. |
| 20-23 | The soothing nature of Metoh-kangmi is infectious, bathing the wizard in a soothing glow. The caster is protected as if <i>protection from evil</i> result 20. |
| 24-27 | The meditative vibrations of the Yeti resonate within the bones of the wizard, setting up a soft humming that grows to a ringing chime. The wizard is incapable of taking any damage that round. |
| 28-29 | The wise yeti extends his wisdom to the wizard, conversing and sharing insights and impactful thought. The wizard rolls twice for any spell checks that day, taking the higher result. |
| 30-31 | The yeti Lama spends 2d6 hours in discussion with the wizard and, when they are finished, the supplicant finds that, for the next month, they need neither food, nor water, no sleep for the next week, surviving only on an hour of daily prayer. |
| 32+ | Metoh-kangmi peers into the supplicant's eyes and directly into their soul, appreciating what is found there. In order to achieve their life's purpose, despite the interference of the dark powers, the Yeti grants the wizard the ability to automatically survive their next <i>roll the body</i> check with no stat loss. |

Spellburn: Metoh-kangmi

Metoh-kangmi does not favor the mutilation of the body and instead favors the expenditure of mind and spirit in search of growth. When a caster utilizes spellburn, roll 1d5 to see which attribute is drained by the spellburn: (1-2) Intelligence; (3-4) Personality; (5) Luck.

Patron taint: Metoh-kangmi

When patron taint is indicated for Metoh-kangmi, roll 1d4 on the table below. When a caster has acquired all three taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	The caster exudes the scent of fresh lotus blossoms. The sweet and appealing aroma grants the caster a +1 to all Personality checks. If the result is rolled a third and final time the smell of the flower becomes too powerful to endure and the caster permanently suffers a -1d penalty on Personality.
2	A third eye opens in the caster's forehead, allowing them the gift of darkvision while reducing their normal sight by a distance of 10'. Each subsequent instance of this taint reduces the wizard's normal sight by 10' until normally blind other than darkvision.
3	The caster begins sliding into pacifism and suffers a permanent -1 penalty to any actions that cause damage to a living thing. This penalty increases to -3 on the second instance of this taint and finally to -2d on the third final instance.
4	The caster forms a spiritual bond with the yeti Lama and Kraal and the demon begins to correspond directly with the caster's mind, constantly second-guessing decisions and giving curt instructions. Each time the wizard casts (or magician prepares) a spell, the distraction causes a -1 penalty to the spell casting check. With each additional result the "advice" becomes more frequent, insistent, and more distracting (increasing the penalty by an additional -1 to a maximum of -5).

Patron Spells: Metoh-kangmi

The Yeti Lama grants three clerical spells, as follows. Spell results that would lead to disapproval instead garner Patron Taint:

Level 1: *Blessing*

Level 2: *Lotus Stare*

Level 3: *Remove Curse*.

Appendix: Man-Ape Names

Does a Skunk Ape by any other name smell just as rank? Man-Apes of differing sizes, coloration, and temperament have been spotted across the world. In some cases, they are named for a particular area (such as the Fouke Monster) but often their naming is a much more general term. Here then, is a selection of terms you can use to emphasize the fact that one man-ape can be very different from another.

Abominable Snowman	The Fetid Beast	Nant'ina	Tano Giant
Albatwitche	Fire Ape	Narcoonah	Teh-Ima
Almas	Forest Devil	Ngoloko	Tch-lma
Almasty	Forest Giants	Nguoi rung	Tjandara
Anisau	Fouke Monster	Ngui Rung	Tha-tha Kla-yah-ma
Ape-Man	Gerendel	Nibagon	Thoolagal
Ash Man	Giganto	Nolem	Thunder Brothers
Barmanu	Gin-sung	Noocoonah	Tommy Knocker
B'gwas	Grass man	Nuk-Luk	Tobi Juan in the Wood
Biabin-Guli	Gooligah	Nu'numic	Tree Men
Big Hairy Monster	Gugu	Nun Yunu Wi	Tsawane'it Emux
Big Man	Hairy Bill	Nyalmo	Tse'ناها
Big Ones	Hairy Giants	Oh-mah	Tso'apittse
Blacki	Hill Monkeys	Old Hairy Bill	Ucumar
Boggy Boon	Hokou	Old Yellow	Urayuli
Boggy Bill	Holla Yella	Old Yellow Top	Weendego
Booger	Holayela	Old Ones Who Cry	Wendigo
Booger Man	Hoodoo	Opie	Windego
Boogie Man	Hoohoo	Orang Pendek	Wetiko
Boogy Monster	Jacko	Ot-ne-yar-hed	Who-Who
Boqs	Jimbra	Owl-Woman Monster	Wicked Giant
Brenin Llwyd	Jingera	Phantom of the Forest	Wigidokowok People
Caddo Critter	Jinka	Pongo	Wihalaïd
Cannibal Beast	Jungle Man	Quinken	Wildman
Cannibal Giant	Kakundakari	Raven Mocker	Windago
Cave Monster	Kaptat	Red Eyes	Windikouk
Cave Spirit	Kecleh-Kudleh	Rugaru	Witiko
Cave Yeller	Kikomba	Sasquatch	Woods Booger
Cer Ra Ca Wa	Kushtaka	Shit Man	Woods Child
Chi-Chi	Lightning Man	Skunk Ape	Woods Devils
Chiye-tanká	Long-eared Ape	Skunk Demon	Wooly Booger
Chuchuna	Man-Ape	Skunky Bill	Yahoo
Crying Beast	Man-Beast	Squalling Savage	Yakaka
Devil Monkey	Man-Monkey	Stinkaboo	Yaroma
Dog Eaters	Mande Burung	Stink Man	Yeahoh
Doolagahi	Mannimal	St' Iyahama	Yellers
Doolagahl	Mapinguari	Tah-tah-kle'-ah	Yellow Top
Doolagarl	Matlose	Tsek Etinu's	Yeren
Dustman	Mirygdy	Tsiatko Giants	Yeti
Engeco	Monkey Man	Stsomu'lamux	Yowie
Ferla Mohair	Momo, Mo Mo	Taku he	Yuuri