

QUASARIAN MONKEY PEOPLE



FREQUENCY: Rare

NO. APPEARING: 10-60

ARMOR CLASS: 5

MOVE: 9" /24" @12"

HIT DICE: 1-4 hit points

% IN LAIR: 20%

TREASURE TYPE: Q

NO. OF ATTACKS: 3

DAMAGE/ATTACKS: 1-2/1-2/1-3

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Surprised on 1 in 8

MAGIC RESISTANCE: Nil

INTELLIGENCE: Low

ALIGNMENT: 10% NE, 40% NG, 50% N

SIZE: S

PSIONIC ABILITY: Nil

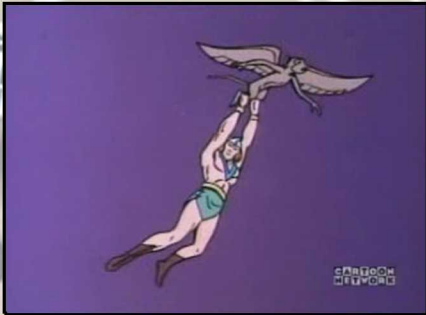
LEVEL/XP.VALUE: 9 +1/hp



The Monkey People of Quasar closely resemble terrestrial tree-dwelling simians in appearance, except the Quasarian race is equipped with large and powerful wings, allowing the monkey people to easily exploit the highest levels of that planet's jungle canopy. Monkey People usually will be encountered travelling in large troops, foraging off the weird vegetation in the strange jungles of Quasar.

Monkey People have keen senses, and only have a 1 in 8 chance of being surprised. If confronted with a serious threat, Monkey People will almost always flee. Some troops of Monkey People are aggressive, and will harass those they perceive as weaker or out-numbered. Monkey People communicate with assorted whoops, hoots and shrieks, sometimes offering those able to communicate with them their services as guides or porters in exchange for exotic food or shiny objects. The Monkey People are very strong for their relatively small stature; an adult Monkey Person is able

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to fly carrying a full grown human short distances at half their regular flying speed.

Certain terrestrial wizards prize the Monkey People of Quasar as familiars, and go to great lengths to obtain their services in this regard.

