

RAIDER APES



FREQUENCY: Rare

NO.APPEARING: 20-80

ARMOR CLASS: 4

MOVE: 12"

HIT DICE: 3+3

% IN LAIR: 0%

TREASURE TYPE: Individuals L

NO. OF ATTACKS: 2

DAMAGE/ATTACKS: 1-6/1-6 or
by weapon

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Nil

INTELLIGENCE: Average

ALIGNMENT: Chaotic neutral

SIZE: L

PSIONIC ABILITY: Nil

LEVEL/XP.VALUE: 85 + 4/hp



Raider Apes are cunning nomadic anthropoids most often found upon the planet Quasar. Usually they will be encountered plying that world's water ways in their small galleys, plundering the sundry settlements of weaker races along its great rivers and bays. Raider Apes will always be lead by a specimen of greater HD than the norm, such leaders having 4+4 to 7+7 HD. Raider Apes love gold, and will be ruthless and piratical in order to obtain large quantities.

Raider apes usually wield spears, battle axes and swords, and wear leather jerkins and metal helmets. They are infamous for their use of huge crossbows, and are adept at employing several different sorts of bolts. The first is a standard bolt that does 2-12 points of damage if it strikes, the second is a forked-headed bolt used to immobilize the enemy and destroy rigging(1-8 hp + save vs. paralysis or be pinned), and the third sort is fitted with an incendiary substance (1-8 hp + 1-6 hp fire damage per round for 1-4 rounds). Due to their great strength and puissance with these weapons, Raider

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Apes can fire their crossbows at a rate of 1/round and are +2 to hit when doing so. One in four Raider Apes encountered will utilize such crossbows, normally having 12 normal bolts and four each of the forked and incendiary types at their disposal.

If Raider Apes encounter hobgoblins, they will always attempt to subjugate and enslave them, creating cunning plans to do so if they are greatly outnumbered. If a group of hobgoblins uses carnivorous apes as guards, these creatures will immediately turn on their hobgoblin masters when Raider Apes attack. If the Raider Apes are successful in enslaving the hobgoblins, the carnivorous apes will then be put in charge of the surviving hobgoblins as overseers. Such groups of hobgoblins never last long due to the brutality of their former thralls, and are usually eventually eaten. The exact relationship between carnivorous apes and Raider Apes is unknown, but some sages have conjectured that at one point the populations might have been identical, but were separated and have since respectively either devolved or evolved. The general consensus is that a small group of carnivorous apes was transplanted to Quasar for unknown reasons and evolved into Raider Apes. A dissenting theory claims that in fact carnivorous apes are originally from Quasar, as they are simply devolved Raider Apes.

Raider Apes stand upright, but have coarse simian features with beady eyes. Their hairy hides are usually a light tan colour.

