

Qothe

by Bob Greenwade (from "The Fiend Factory", White Dwarf #32. Extra stats by DM Superelf.)

FREQUENCY: Very rare

NO. APPEARING: 20-80

ARMOR CLASS: 5

MOVE: 10"

HIT DICE: 2

% IN LAIR: 25%

TREASURE TYPE: I, N, O

NO. OF ATTACKS: 5 (4 pincers + bite)

DAMAGE/ATTACK: 1-6/1-6/1-6/1-6/2-8

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: 270° peripheral vision

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S (18" to 2')

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

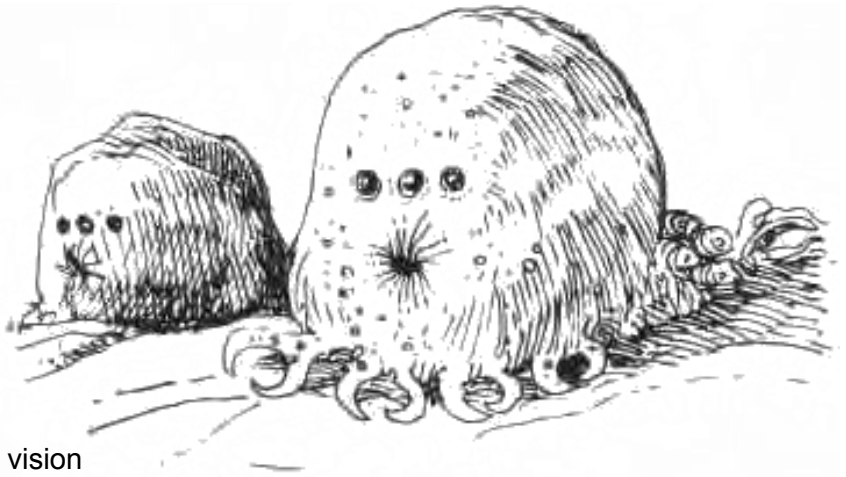
LEVEL/X.P. VALUE: II/36+2/hp

Qothe (pronounced Ko'thuh) are very rare creatures, mostly found in swamps, jungles, and underground complexes, though there have been reports of a desert species. They appear as nearly shapeless blobs of white, hairless protoplasm, with a round mouth, three beady eyes, and four red pincers at one end, and waste-deposit and sexual organs at the other. They are rarely longer than 1½' with pincers extended, their mass being about twice that of a human head. Their normal mode of travel is by bouncing, necessitating their tough skin; they can also crawl at a rate of 2".

Qothe are almost always met, whether wandering or in their lair, as a whole group of about 50 called a *banner*. Smaller *tags* (2-16) of qothe have been sighted though. A tag or banner seems to have a collective mind, but this has not been established.

All qothe (except the conjectured desert species) need a body of water from which they must drink their own volume of water each day to maintain their bouncing ability. They do not enter the water very far as they cannot swim. They usually feed on fish and crustaceans, but will attack on sight anything that bleeds. They are a favored dish of lizardmen, some tribes even preferring qothe to human flesh.

A qothe body can be sold for 100 gp to an alchemist, as parts of it have value in the making of potions and other magical materials; the powdered flesh is used in the making of magical leather armor, the blood is an important ingredient in most potions of extra-healing, and the eyes, beaten into a single entity and dehydrated, can be used in a potion of treasure finding or as the material component for a *Wizard Eye* spell.



They have the innate (and unexplained) ability to 'see' platinum and gems within 1,000' regardless of barriers of any sort. They are attracted to these materials which are always found in a bannner's treasure. They also have 270° peripheral vision.

Some neutral magic-users have qothe as familiars. These M-Us gain not only the qothe's hit points, but also the tough skin (-2 to AC), peripheral vision, and gem-and-platinum seeing ability. They can also jump five times their normal movement rate when not in combat.