

Weasel

(from the Monster Manual 2)



FREQUENCY: Uncommon

NO. APPEARING: 1-2

ARMOR CLASS: 6

MOVE: 15"

HIT DICE: ¼

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S

PSIONIC ABILITY: Nil

Attack/ Defense Modes: Nil/nil

LEVEL/X.P. VALUE: 1/2+1/hp

Weasels and their kin, such as mink, ferrets, and stoats, are common predators. Armor class is attributed to small size, darting movement, and speed. They will not attack unless cornered. Some of these creatures are hunted for their pelts, as their fur is valued. Ferrets can be captured while young and trained to hunt small burrowing game.