

BARIC

Small Beast

Hit Dice: 2d10 (11 hp)

Initiative: +1 (Dex)

Speed: 40 ft

AC: 13 (+1 size, +1 Dex, +1 natural)

Attacks: 2 claws +3 melee; or bite +3 melee

Damage: Claw 1d3+1; or bite 1d8+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Qualities: Scent

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 12, Dex 13, Con 11, Int 4, Wis 10, Cha 10

Skills: Listen +3, Spot +3, Wilderness Lore +2

Climate/Terrain: Any land and underground

Organization: Solitary or pack (1–8)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-5 HD (Small); 6 HD (Medium-size)

This rat-like creature has six legs, black fur, and eyes that glow white just before it attacks. Instead of a normal rat-like face, the baric has a duck-like bill. The bill is filled with many rows of small, needle-sharp teeth.

Barics are approximately three feet long and weigh about 40 to 50 pounds. Some males have been known to reach a length of 7 feet and weigh nearly 150 pounds.

Barics do not form family units, but they can be seen in packs running wild in woods not frequented by humans or humankind. The strongest baric is the leader of the pack, and their social system resembles that of wild wolves. Females usually give birth to between 2 and 5 pups two or three times a year. Twenty percent of these do not live to adulthood as the males tend to eat them when the females are not around to protect the young.

Barics are sometimes used for hunting or for pursuing escaped prisoners or slaves. However, due to their unpredictable nature, training and handling a baric is very dangerous. Many have turned on their trainers and killed them before they could be saved.

COMBAT

Barics attack with a vicious combination of its sharp claws and teeth.

The Baric first appeared in module B3 (Jean Wells, 1981).