SPACE HAMSTER, Giant

Large Animal
Hit Dice: 4d8+12 (30 hp)
Initiative: +1 (Dex)
Speed: 20 ft, burrow 10 ft
AC: 12 (-1 size, +1 Dex, +2 natural)
Attacks: Bite +6 melee
Damage: Bite 1d8+6
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Improved grab, cheek pouch
Special Qualities: Immune to disease, low-light vision
Saves: Fort +7, Ref +2, Will +1
Abilities:
Str 19, Dex 13, Con 16, Int 1, Wis 10, Cha 10
Skills:
Climb +14, Listen +4, Spot +4
Feats:
Endurance

Climate/Terrain: Temperate hills and plains
Organization: Small pack (1d4 adults, encounters of 2 or less will both be female, encounters of 3 will be two females one male, while encounters of 4 will be two males and two females, 20% per adult female that 1d4 young are present, and 20% per adult female that 1d4 juveniles are present)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Giant space hamsters are found in a variety of colors, but are usually golden brown with white underbellies, bands, and spots. They are well muscled though they appear to be fat. A giant space hamster can hold 200 pounds of food in its cheeks.

Like their tiny ancestors, giant space hamsters enjoy all sorts of green vegetables, fruits, nuts, grains, and water. They sometimes eat raw or cooked meat; wild giant space hamsters especially enjoy giant insects. One giant hamster can easily put away 30 pounds of food and 10 gallons of water per day. These creatures are very clean; their gnome handlers often dump wood shavings in their lairs.

COMBAT
Giant space hamsters normally only have one type of attack—a nasty bite. They avoid even this on most occasions, as domestic breeds are quite cowardly.

However, wild breeds are more aggressive, and they briefly charge at anyone who approaches a burrow. Domesticated females protecting their litter may also attack.

Improved Grab (Ex): To use this ability, a giant space hamster must hit with its bite attack. If successful, it may stuff a foe in its cheek pouch.

Cheek Pouch (Ex): By making a successful grapple check against an opponent of Small or smaller size, the giant space hamster can stuff a foe in its cheek pouch. A trapped foe can escape by making a successful Strength check (DC 16) or by dealing 5 points of damage to the hamster’s cheek. A trapped foe can only attack with a Tiny slashing or piercing weapon, and then only if it was in hand when the foe was stuffed in the cheek pouch.

Immune to Disease (Ex): Giant space hamsters are immune to all
magical and nonmagical diseases.

**Endurance**: Giant space hamsters receive the Endurance Feat for free.

**GIANT SPACE HAMSTER RANCHES AND GNOMES**

Giant space hamsters are usually kept on huge hamster ranches run by gnome colonists on various worlds. These giant hamsters travel in small packs, browsing on the local landscape and living in special hamster hutches constructed by their gnomish keepers. The hamster hutches often include artificial burrows and gnomes have constructed enormous and colorful pipe systems (some of them transparent) through which these creatures may crawl aboveground.

Wild packs of these creatures exist on worlds long settled by gnomes, though they make easy prey for many carnivores and are thus quite rare in the wilderness. Wild giant space hamsters are the same size as domestic ones, but they dig their own burrows (6 feet wide and 120 to 180 feet long) in hillsides.

Gnomes are unable to figure out how to reduce their breeding rates, aside from separating the sexes (this conclusion was suggested after a 22 year long research program that included five gnome fatalities). Giant space hamsters can easily have several litters in one year, and grow to breeding adulthood in about two years. These creatures live 18 years at most, and remain fertile all their adult lives.

These creatures did not evolve naturally, as one might guess. They were created by a gnome research committee attempting to develop a relatively passive creature large enough to wind up the giant rubber bands attached to the huge running wheels inside gnomish spelljammer craft. These devices produce internal power from torque. The giant space hamsters produced by the committee ran for hours inside their big wheels, and were eventually spread through space.

The Giant Space Hamster first appeared in the *Spelljammer Monstrous Compendium Supplement*. 