Horast (Whipper Beast)

Medium-size Beast

HD: 5d10+10 (37 hp)

Init: +0

Speed: 20 ft

AC: 14 (+4 natural)

Attacks: 4 claws +6 melee, bite +1 melee; or tail slash +6 melee, bite +1 melee

Damage: Claw 1d4+3, bite 1d6+1; tail slash 2d6+3

Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tail)

Special Attacks: None

Special Qualities: Scent, darkvision 60 ft, low-light vision

Saves: Fort +6, Ref +4, Will +2

Abilities:
Str 16
Dex 11
Con 14
Int 6
Wis 12
Cha 10

Skills: Hide +4*, Listen +9, Spot +9

Feats: None

Climate: Any land and underground

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Any neutral or chaotic

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The horast or whipper beast makes its home in subterranean dungeons, caves, or caverns and rarely ventures forth. It prefers the dampness and darkness of its underdark realm to the light of the surface world (though it has no specific vulnerability to sunlight).

The horast ranges in length from 6-9 feet long with a 5-11 foot long tail. Silvery-gray, coarse, thick fur covers its body, save the tail which appears as a long, thin, segmented length of bone that ends in three dagger-like barbs. The horast's body is round, flat, and thick as is its head. It has six-legs upon which it moves (it raises to two legs when attacking).

COMBAT

The horast attacks by raising itself on two legs and slashing with four claws. If it chooses not to attack with its claws, it uses its barbed tail to stab and slash an opponent. Though horasts hate sunlight they will venture forth into it if pursuing their prey.

Skills: Horasts receive a +4 racial bonus on Listen and Spot checks. *Due to their coloration, they receive a +8 racial bonus to Hide checks in stony and rock-covered areas.

1979 Wizards of the Coast, Inc.
Originally found in Dragon #27 (Mary Lynn Skirvin)