**QUIPPER**

**Hit Dice:** 1d8 (1 hp)
**Initiative:** +2 (Dex)
**Speed:** 30 ft
**AC:** 20 (+8 size, +2 Dex)
**Attacks:** Bite +10 melee
**Damage:** Bite 1d2-2

**Face/Reach:** 1/2 ft by 1/2 ft/0 ft
**Special Attacks:** Frenzy
**Special Qualities:** Keen scent, low-light vision

**Abilities:** Str 6, Dex 15, Con 10, Int 1, Wis 12, Cha 2
**Saves:** Fort +0, Ref +2, Will +1
**Skills:** Listen +6, Spot +6
**Feats:** Weapon Finesse (bite)

**Climate/Terrain:** Temperate and cold aquatic
**Organization:** Shoal (5-50) or school (50-100)
**Challenge Rating:** 1/4
**Treasure:** None
**Alignment:** Always neutral
**Advancement:** —

The quipper is a rare form of cold-water piranha. They are dark green in color and are found in freshwater lakes and stream.

**COMBAT**

Quippers attack by swarming an opponent and biting with their razor-sharp teeth. Once blood is drawn, the entire pack goes into a frenzy attacking twice each round.

**Frenzy (Ex):** If a quipper detects blood in the water, it and all quippers within a 90-foot radius will go into a frenzy as if affected by a *haste* spell. The frenzied quippers receive an extra partial action per round for 10 rounds, but do not gain the +4 bonus to AC.

**Keen Scent (Ex):** A quipper can notice creatures by scent in a 90-foot radius and detect blood in the water at ranges of up to 500 feet.

† The Quipper first appeared in the 1e FF (1981).