

GU' EN-DEEKO

No. Encountered: 1

Alignment: Chaotic Neutral

Size: M (average 7' tall)

Movement: 40

Dexterity: 12

Armour Class: 4 (16)

Hit Dice: 5+ special

No. of Attacks: 1/1 (weapon) (claw/claw)

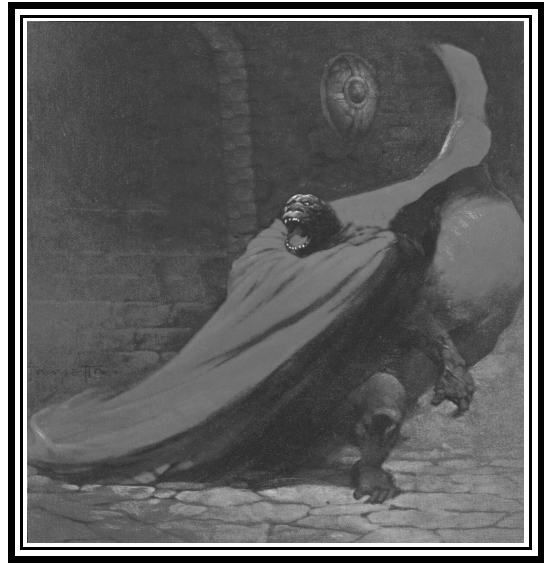
Damage: (per weapon +2) 1d8/1d8

Saving Throw: 14

Morale: 11

Experience Points: 500

Treasure Class: A



The gu'en-deeko is believe falsely by the tribes of the White Mountains to be a human that has been cursed by the gods and turned into a giant ape-like creature for partaking in cannibalism. It is similar in appearance to a yeti, but is a light grey colour. It attacks with two powerful hands but can use any weapon it can hold. Though it eats most things, its preference is for human flesh, particularly the brain and gain their power. They can don human clothing, but prefer robes and cloaks they can easily rap around themselves.

Special:

★ On devouring a human brain, it gains the knowledge of the person plus 1 hit point for each level its victim had. It also gains any spells or abilities that the victim had. Skills and knowledge fades after 1 year but not the spells, although once used, the spell is gone, and cannot be relearned in the normal fashion. The hit points gained become permanent addition and are regained on resting etc. if the creature is wounded.