

# ANDROPHAGE

*No. Encountered:* 2d6 (1d10x10)

*Alignment:* Chaotic Evil

*Size:* M

*Movement:* 40

*Dexterity:* 15

*Armour Class:* 6 (14)

*Hit Dice:* 1 + 2

*No. of Attacks:* 1 (weapon)

*Damage:* (weapon +1)

*Saving Throw:* 16

*Morale:* 11

*Experience Points:* 36

*Treasure Class:* E; J, K



The androphage are a cannibal tribe that lives in the far north of the Wildland beyond even the horse nomads of the Skuthe, yet; not so far as the ancient lands of the Hyperboreans at the Spiral Mountain Array. Androphages are an inbred warrior society. From an early age an androphage will tint his skin a crimson hue (a dye taken from a local heather) and inscribe bizarre runes of power into his flesh. Androphagoi practice cannibalism for both subsistence and faith (either Azathoth or Xathoqqua; mostly). The androphage believes that eating the flesh and vitals of a fallen enemy can transfer their slain enemies vitality and power unto themselves; for this reason, wizards and mighty warriors are preferred sources of food.

Unlike the nomadic Skuthe; androphagoi rarely engage the use of mounts. Indeed, both domesticated as well as feral beasts grow agitated in the company of androphagoi. The only exception to this are the foul Dire Wolves of the far northern lands.

With their far-ranging reputation of cannibalism, their inherently cruel nature, and their bizarrely fierce appearance, androphagoi are widely recruited by ruthless kings and tyrants as mercenary troops, jailers, torturers, and henchmen; uses which the androphage is eminently suited for and in which he excels.

Some scholars of Khromarium have debated whether the androphagoi are truly men. One noted ambassador and poet, upon seeing the carnage wrought by the tribe, was heard to utter in horror that "*these are not men*". It is the majority opinion that, although deranged and debased, androphagoi are in fact human and not a sub-race of humanity. Androphagoi can breed normally with humans from other tribes. That the progeny of such humans are generally hated and reviled; may be more of a form of human intolerance rather than an inherent evil.

Minority opinions note that such sentiments mean very little to the man, woman, or child that is about to be flayed and placed into an androphagoi cook-pot.

## ***Special:***

★ Agile +1; as Thief ability: Agile: +1; androphage never wear armour, desiring their enemies see their painted red body and bizarre ritual tattoos.

★ Agitate Beast; beast other than dire wolves must make a Saving Throw vs Death or attempt to get away from the presence of an androphage anyway it can. Animal handlers must constantly attempt to calm the beast each turn while the androphage still breaths in its near vicinity.

★ Feast of Power; after feasting on a powerful foe; the androphage gains a +1 bonus to any attack or damage roll per 3 levels of their human victim, minimum +1 bonus for a 1<sup>st</sup> level victim, +2 for a 4<sup>th</sup> level victim, etc. Note: 0-lvl humans are not powerful foes, though they do keep an androphage alive and a good food source. This effect lasts 24 hours; feasting only means; eating enough to fills one's stomach, not eating the whole corpse; but it must be a fresh kill of a victim that has just been slaughter in last ten minutes.

★ Horrific Appearance; androphages intended to disrupt their foes' concentration by appearing to them and frightening to them as possible. A foe of an androphage who fails to make a saving throw vs *death* must suffer -2 to any physical roll, example: Attack (not damage), casting a spell, *climbing* (thief's ability), etc.

★ Runic Inscription; the runes of power carved into their flesh grant a +1 bonus to AC (only if androphage is armourless). It also grants a +2 bonus to saving throws versus mind controlling effects, charm, fear, etc. whether the androphage is in armour or not; permanently.