

Plant: Malate plant, Seed (1/2), Addlevetch (1), Malata plant, Vine (1), Brainweed (3), Malata Plant, Warrior (3), Dream Cactus (6), Whip Rose (6), Creeping Medusavine (7), Cactus Crawler (11), Malata Plant, Trunk (15)

(Shapechanger): Tikbalang (2), Morrigan (3), Dark Wanderer (5), Irrinja (5)

(Swarm): Colonial-Fly Swarm (1), Frostmite Swarm (2), Sandswimmer Swarm (4), Faminefeast Swarm (6), Shark Wasp Swarm (6), Wastemite Swarm (11)

Undead: Cadaver (2), Ghastiff (2), Glacial Haunt (2), Burning Ghat (3), Heart Stalker (3), N'erfalter (3), Swordtree (3), Vohrahn (4), Wraithlight (5), Gray Moaner (6), Blightsower (7), Cinderwrath (7), Raging Spirit (8), Tortured (8), Cadavalier (9), Walking Disease (12)

Vermin: Whistle Mite (1/8), Incubus Beetle (1/4), Colonial-Fly Swarm (1), Frostmite Swarm (2), Vorpa (2), Brumicicada (3), Giant Lycosidae (3), Sand Scarab (3), Giant Hornet (5), Faminefeast Swarm (6), Shark Wasp Swarm (6), Titan Slug (9), Wastemite Swarm (11)

Introduction

Thanks for picking up the fifth and last title in the Monster Geographica Series. It's hard to believe that 1,000 monsters ago, the line was but a wee gleam in Joe's eyes. We want to thank a few crucial people that worked on the line with us. We'd like to thank Ravindra Rana (www.ravinink.com), the artist that created the covers and internal pieces of art. I could imagine him scratching his head when we said, "think National Geographic 1920s..." but he really came through with some wonderful pieces. We'd like to thank our monster converters and editors Kevin Baase and Eric Jansing. I promise I'll never send you another e-mail with 75 monsters attached. We'd like to thank those crazy guys at Fiery Dragon and Claudio Pozas for creating Counter Collections that accompany each Monster Geographica title. One of our main concerns at the conception of the line was the lack of art (to keep the books inexpensive), and the Counter Collections tins are a perfect solution providing great color art in a usable format.

Now for the monsters of the plains. While James Bell jokes about our titles ("you should call it *Flat, Flat, Flat, Sand, Sand, Sand*"), that pretty much captures the spirit of the plains. You can see for miles out, and if you see nothing, that's all the more disconcerting. As always, keep your eyes out for the Counter Collection tin that accompanies *Monster Geographica: Plain & Desert*, **Counter Collection: Endless Horizon**. And incase you missed them, here are the other titles in the Monster Geographica Series and the correlating Counter Collection tins.

Monster Geographica: Underground/Counter Collection: Ancient Darkness

Monster Geographica: Marsh & Aquatic/Counter Collection: Murky Depths and Slimy Shores

Monster Geographica: Forest/Counter Collection: Untamed Woodlands

Monster Geographica: Hill & Mountain/Counter Collection: Perilous Heights

Thanks and good gaming,
Suzi and Joe
Expeditious Retreat Press
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Whistle Mite

Fine Vermin

Hit Dice: 1/8d8 (1 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 30 ft. (good)

Armor Class: 20 (+8 size, +2 Dex), touch 20, flat-footed 18

Base Attack/Grapple: +0/-21

Attack: Whistle +3 melee touch

Full Attack: Whistle +3 melee touch

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Whistle

Special Qualities: Darkvision 60 ft., vermin traits, vulnerabilities

Saves: Fort +2, Ref +2, Will 3

Abilities: Str 1, Dex 14, Con 10, Int -, Wis 4, Cha 1

Skills: Hide +18

Feats: —

Environment: Warm plains

Organization: Solitary or swarm (4-24)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The whistle mite is a much-hated magical flying insect similar in appearance to an earwig. The whistle mite feeds off of irregular patterns of mental energy, such as those accompanying insanity. Since these patterns are rare in the majority of the population, the whistle mite has learned to induce them. Whistle mites crawl into the ears of their victims and emit a loud shrieking sound that eventually drives the host insane, providing the mite access to the energies it needs to survive.

Getting rid of the whistle mite once it is in place can prove to be difficult. Physically attacking the creatures only damages the ear, causing deafness on that side. Sometimes this is worth it, although it is not uncommon to have both ears infested at once. Some magic is effective, but the whistle mite cannot be harmed by *remove disease* and *cure* spells, but *remove blindness/deafness* or *silence* kills it.

Clever combatants sometimes use whistle mites to their advantage. They plug their ears with wax or other materials and then release a bag of whistle mites in the middle of a fight. Whistle mites also make quite effective torture devices.

Combat

The whistle mite attacks by flying into the ear and using its whistle ability to drive its victim insane.

Whistle (Ex): If the whistle mite successfully manages to get into someone's ear (by making a melee touch attack or otherwise), it attaches itself to the eardrum and begin to emit a loud high-pitched shriek on its next turn. The victim must succeed on a DC 14 Will save immediately, and again after each minute, or become permanently *confused*. The save DC is Constitution-based and includes a +4 racial bonus.

The *confusion* ends within 1d4 rounds after the whistle mite is silenced or killed, or the victim otherwise ceases to hear the mite. If nothing else, immersing the victim's head in water generally drowns a whistle mite in 1 to 2 minutes, allowing it to be shaken out harmlessly.

Vulnerabilities (Ex): A *remove blindness/deafness* or *silence* spell kills a whistle mite unless it succeeds on a Fortitude save (DC equals !0 + caster level + caster's relevant ability modifier).