



# FIELD GUIDE TO THE CREATURES OF FROBOZZ

## THIS IS YOUR INFOTATER

Due to last year's bankruptcy of the Frobozz Magic Grommet Company, a severe shortage of infotaters (rotating data wheels) has developed. For the duration of this crisis, we are substituting (at the last minute and at great expense) this special birch-bark-bound edition in book form.

*Borphee Infotaters, Inc.*

## BLOODWORM



**B**loodworms live in shallow underground pools of water and are often mistaken for mossy boulders. Their pointy, retractable fangs can extend up to 32 inches during an attack. They are repelled by the smell of boiled chives; always carry some if venturing near known bloodworm spawning grounds. Bloodworms are usually white and gray and black and red and black.

## BROGMOID



**I**n rare cases, these squat creatures can achieve the intelligence level of a three-year-old human. Domesticated brogmoids are tame and can even be taught to perform simple tasks. In the wild, they can be seen in huge packs sorting through rock piles for edible rocks. Brogmoids (which live considerably longer in captivity) are red and purple and red and black and purple.

## DORN



**T**he deadly dorn beast should be avoided at all costs—it can paralyze its victim with a single glare from its powerful eyes. (Range: about three feet for young beastlings to about 20 feet for full-grown dorns.) Dorns usually live in crags and shadows near cliff bases. According to the last words of dying explorers, dorns are gray and purple and black and gray and white.

## DRYAD



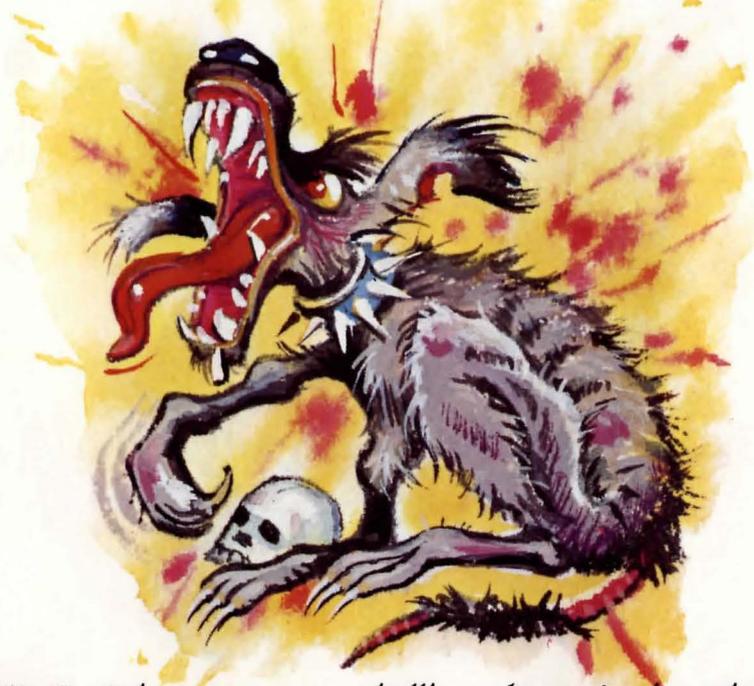
**D**ryads, also known as tree sprites, are beautiful and shy. Many never leave the shade of the tree they were born under. If coaxed, dryads can reveal the location of forest treasures. They are only dangerous in large numbers, and then only if threatened. (Angered dryads have been known to crush attackers under tons of rose petals.) When awake, dryads are black and gray and white and red and red.

## GRUE



**T**he grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is Enchanters, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale. Toxicologists believe that grues are black and black and red and black and purple.

## HELLHOUND



**W**hen you spot a hellhound, run in the other direction as fast as you can! Hellhounds are fast, fierce and capable of devouring a human 12 times their size in  $3\frac{1}{2}$  seconds. They normally inhabit burnt-out or enchanted woods and rarely venture beyond their turf, even in pursuit of prey. Hellhounds are purple and white and gray and red and gray.

## KOBOLD



**K**obolds are very capable fighters. If attacked, they will fight back; if not attacked, they will fight back anyway. They look very similar to the less aggressive paskalds, but can be easily identified because their middle toe is slightly shorter than the toes that flank it. Kobolds live in small tribes in caverns or in very dark forests and are red and purple and black and purple and red.

## NABIZ



**N**abiz are mostly mouth, which is mostly teeth. They instinctively sense their enemy's weakest point when attacking. Contrary to folklore, they cannot fly, but they can leap tremendous distances. Nabiz are repulsed by the color blue, which explains that color's popularity in adventurers' garb. Nabiz are purple and black and black and black and red.

## ORC



**O**nce a fearsome race of warriors, the Orcs were civilized by their fondness for computerized adventure games. Although a small segment (the Hi-Res Orcs) enjoy graphic adventures, the vast majority (the Orcs of Zork) prefer interactive fiction. In the reflected light of a CRT screen, Orcs appear to be red and gray and purple and gray and red.

## ROTGRUB



**L**ess than an inch long, the rotgrub lies waiting in food. Once ingested, the rotgrub heads straight for its victim's brain and begins feeding. Rotgrub death is excruciatingly painful and lasts years before a welcome demise. They are totally impervious to all forms of magic, and, even worse, smell like very old cheese. A common house rotgrub is gray and red and gray and purple and red.

## SURMIN



**F**rom their malodorous breath to their lice-ridden fur, surmins are utterly repulsive creatures. If they get close enough, they can bore their victims to death by reciting Greater Borphsee County Penal Codes. A newly shaved surmin is black and black and purple and red and black.

## YIPPLE



**T**he yipple is a master of disguise, able to alter form to match its surroundings. If disturbed in the wild, some yipples may bite. They make wonderful pets, but should never be allowed to rest in the cookie jar if guests are expected. Yipples are violently allergic to many kinds of animal wastes. When placed on a plain white tablecloth, yipples become gray and purple and white and purple and black.



