

THE GIANT SPACE HAMSTER

"Go for the eyes, Boo!" - Minsc of Baldur's Gate

There really isn't much need to describe what a giant hamster looks like: they are identical to the small, domesticated familiar to everyone... except they are significantly larger. They are a little over 9' long, weigh several hundred pounds and are capable of storing upwards of 200 pounds of foodstuffs within their cheeks.

GNOME INGENUITY

The original giant hamsters were created by gnomes to power their inventions and other mechanical contraptions. A single hamster in an oversized treadmill-like wheel, which was in turn connected to a complex system of elastic bands that converted the hamster's running power in to torque, could power even the largest of devices for several hours.

Unfortunately for the gnomes, they did not take in to consideration the hamster's ability to reproduce, and pretty soon they found themselves with more of these creatures than they could handle. It also made it significantly difficult to maintain such numbers in and around the closed environments of their factories and other equipment, so they are usually found wandering large hamster ranches run by the gnomes. On these ranches one normally finds huge burrows and underground tunnels that the hamsters dug themselves, and some of the more creative gnomes even went ahead to create large systems of pipes and over connecting tunnels through which the hamsters can exercise and move but be maintained within a closed, controlled environment.

Eventually the gnomes made a realization that hamster meat, like cattle, is actually quite a delicacy. As a result, when a hamster is decommissioned and taken to one of these ranches to graze they may end up in the slaughterhouse.

DOCILE AND NON-COMBATIVE

The normal, run-of-the-mill hamster is not only extremely tame and docile, but they are actually easy to scare. If large groups of hamsters are agitated, it is not unlikely that the end result is a massive stampede of

several dozen hamsters that will easily plow over anything in their path.

When they have no choice but to enter combat, their primary attack is attempting to grab an unsuspecting enemy and stuff it within their mouths as if they were food. Each hamster can store two Medium-sized creatures in this manner, taking them out on the fight while it continues to claw at any other hostiles in the area. Given the opportunity the hamster will attempt to flee, taking any creatures they have swallowed along with them.

Giant Space Hamster		Level 5 Brute
Large natural beast, hamster		3,200 XP
Initiative +5	Senses Perception +7,	
HP 77; Bloodied 38	low-light vision	
AC 17; Fortitude 19, Reflex 15, Will 14		
Immune disease		
Speed 8, burrow 4		
Standard Actions		
④ Bite • At-Will		
<i>Condition:</i> The hamster cannot have a creature swallowed.		
<i>Attack:</i> Melee 2 (one creature); +26 vs AC		
<i>Hit:</i> 2d6 +9 damage.		
④ Claw • At-Will		
<i>Attack:</i> Melee 2 (one creature); +26 vs AC		
<i>Hit:</i> 1d10 +10 damage.		
‡ Swallow • At-Will		
<i>Attack:</i> Melee 2 (one creature); +8 vs Reflex		
<i>Hit:</i> 1d8 + 6 damage, and if the target is Medium or smaller it is swallowed. A swallowed target is stunned and takes ongoing 5 damage (save ends both). While swallowed no creature has line of sight or line of effect to the target, and the target only has line of sight and line of effect to Rupert.		
Upon a successful save, the swallowed creature appears in an adjacent vacant square of their choice. The hamster can willingly release a swallowed creature as a minor action.		
<i>Special:</i> The hamster can swallow two creatures at a time and cannot use <i>Bite</i> while it has a creature swallowed.		
Alignment -	Language -	
Skills Athletics +12, Endurance +10		
Str 20 (+7)	Dex 13 (+3)	Wis 10 (+2)
Con 17 (+5)	Int 1 (-3)	Cha 10 (+2)



VARIATIONS OF SPACE HAMSTERS

During their experiments, the gnomes attempted to create various different types of hamsters by infusing them with different materials and magical properties. What originally started as a scientific endeavor to create "the better hamster" ended up being a competition of sorts between different groups of scientists to see what is the most unique species of hamster.

Some of these adjustments were as simple as changing their color, and as a result there exist hamsters ranging in appearance from the traditional light brown to something as extreme as bright red or purple. In some other instances the result ended up being an extreme form of mutation where the hamster became physically different: growing fangs, toughened hide, or even breathing fire.

NOTE: The following stat blocks are in addition to the Giant Space Hamster stat block provided above.

Subterranean Hamster: These hamsters have developed significantly stronger, sharper claws that allow it to burrow through solid earth at an increased rate of speed.

Subterranean Giant Space Hamster

Fast Burrower

The hamster's burrow speed increases to match its move speed.

Sharpened Claws

The hamster's *Claw* attack does an additional 5 points of damage on a hit.

Sabre-Toothed Hamster: These hamsters have developed a vicious overbite and two enormous fangs. Despite their bloodthirsty appearance, these creatures are still omnivores.

Sabre-Toothed Giant Space Hamster

Vicious Fangs

The hamster's *Bite* attack deals an additional 2d6 damage when it hits.

Invisible Hamster: The gnomes decided to try and blend their own ability – the ability to turn themselves invisible – with the hamsters. These creatures can temporarily blink themselves out of view and can even maintain their invisibility while they attack.

Invisible Giant Space Hamster

Invisibility • Encounter (Minor Action)

Effect: The hamster becomes invisible until the end of the next turn or until it is hit by an attack. It remains invisible even when it attacks.

Sustain Minor: The invisibility effect continues until the end of the next turn or until the hamster is hit by an attack.

Jungle Hamster: These hamsters were actually a genetic mistake, but the result was rather surprising. Despite their size, they are able to climb walls and ceilings as if they were spiders. Their fur is generally darker and is usually tinted a faint shade of green.

Jungle Giant Space Hamster

Fast Climber

The hamster gains a spider climb speed of 8.



Armor-Plated Hamster: These hamsters have developed a thick armor-like hide similar to that of rhinoceros that makes them extremely resistant to damage. The armor also makes them almost a hundred pounds heavier, slowing down their reaction time to attacks.

Armor-Plated Giant Space Hamster

Armor Plating

The hamster's AC and Fortitude defenses gain a +2 bonus, and the hamsters Reflex defense takes a -2 penalty.

Yellow Musk Hamster: When the gnomes originally created these enormous creatures, one thing they actively did since the beginning is try and suppress the extremely foul odor these creatures developed, which was a natural smell of the animal that was magnified exponentially due to their increased size. Although they were usually successful in suppressing it, as a result of their attempts at genetic modification sometimes that suppression failed and the creature's naturally nauseating odor persisted.

Yellow Musk Giant Space Hamster

Nauseating Odor (poison) • Aura 5

Any creature that starts its turn within the aura must make an Endurance DC 14 skill check or take a -4 penalty to attack rolls until the start of their next turn.

Ethereal Hamster: While attempting to create invisible hamsters (see above), the gnomish scientists had what they considered a "partial success." Although the skin and muscle of these creatures became permanently translucent and almost invisible, their skeleton and some internal organs did not. The result is a hideously disturbing sight that could traumatize anyone who set eyes on the beast.

Ethereal Giant Space Hamster

✧ Frightening Sight (fear) • Encounter (No Action)

Trigger: The hamster rolls initiative.

Attack: Close Burst 10 (all enemies with line of sight to the hamster); +10 vs Will

Effect: The target takes a -2 penalty to attack rolls against the hamster (save ends).

Carnivorous Flying Hamster: During one of their more absurd competitions with other scientists, the gnomes decided to mix a multitude of different genetic mutations in to one creature. The result was a highly carnivorous and bloodthirsty hamster that also developed large, leather-like wings similar to that of a bat.

Carnivorous Flying Giant Space Hamster

Bloodlust

The hamster gains a +1 bonus to attack rolls against bloodied creatures.

Flight

The hamster gains a fly speed of 10.

† Flyby Attack • At-Will (Standard Action)

Effect: The hamster flies up to its move speed, and at any point during this movement can make one *Bite* attack against the target of its choice. It does not draw opportunity attacks when moving away from the target and must end its movement in an unoccupied space.

Two-Headed Lernaean Bombardier Hamster: This hamster is what pretty much every gnomish scientist involved in the project considered their biggest mistake. This form of hamster was not only extremely difficult to kill off because of its ability to regenerate, but the second head it unexpectedly grew was able to produce an ear-piercing belch that was capable of knocking the entire group of scientists to their knees.

Two-Headed Lernaean Bombardier Giant Space Hamster

Regeneration

The hamster regenerates 5 hit points at the start of its turn.

† Two-Headed Attack • At-Will (Standard Action)

Effect: The hamster makes two *Bite* or *Swallow* attacks against different targets.

✱ Powerful Belch • Encounter (Standard Action)

Attack: Close Burst 10 (all enemies in burst); +10 vs Fortitude
Effect: The target is stunned (save ends).

Fire-Breathing Phase Doppelganger Hamster: Another “kitchen sink” creation by the gnomes, these heavily mutated creatures are not only able to breathe a cone of intense fire but they can also teleport almost at will and change their shape in to a creature of a similar size.

Fire-Breathing Phase Doppelganger Giant Space Hamster

Fire Resistance

The hamster gains resist 10 fire.

← Breath Weapon (fire) • Encounter (Standard Action)

Attack: Close Blast 5 (all enemies in blast); +10 vs Reflex
Effect: 2d6 +13 fire damage.
Miss: Half damage.

Phase Shift (teleportation) • Recharge ☹️ (Move Action)

Effect: The hamster teleports up to 6 squares and becomes insubstantial until the end of the next turn.

Change Shape (polymorph) • At-Will (Minor Action)

Effect: The hamster can change its shape in to a mammal of a similar size. A creature can detect the illusion with a successful Insight DC 15 check.

Great Horned Hamster: These hamsters ended up with a rather awkward looking rhinoceros-like horn on top of their head. With a running start the horn is strong enough to penetrate steel and stone.

Great Horned Giant Space Hamster

Rhino Horn

When the hamster hits with a charge attack, the attack deals an additional 1d12 damage and pushes the target 1 square.

MINIATURE GIANT SPACE HAMSTER

Even though some of these gnomish creations bordered on the bizarre, it was an undeniable fact that the basic giant hamsters were quite pleasing to the eye. Only problem was that they were too big.

One group of gnomish entrepreneurs decided to capitalize on the opportunity and created miniature versions of these beasts. Using gnomish technology and powerful magic, they created a breed of miniature giant hamsters which can fit in the palm of your hand. These creatures were extremely obedient, would always cheer up anyone that set eyes on them, and in some rare cases could be useful to adventurers. Some well-known adventurers even interacted with these hamsters and posed questions to them, and although no one knows how the hamster’s presence helped to answer their questions and guide their way to success.

NOTE: *The Miniature Giant Space Hamster below is provided as an animal companion and can be substituted by any class or theme instead of the usual animal companions they could choose, such as those classes found in the D&D 4E books HEROES OF THE FORGOTTEN KINGDOMS and HEROES OF THE FEYWILD.*

Miniature Giant Space Hamster

Tiny natural beast, hamster

Animal Companion

Initiative equal to yours **Senses** Perception equal to yours +2,
HP Your bloodied value low-light vision

AC Level + 17

Fortitude Level +11, **Reflex** Level +13, **Will** Level +10

Immune disease

Speed 6, burrow 2

Traits

Alertness • Aura 1

While an ally is in the aura, enemies cannot gain combat advantage against them.

Standard Actions

④ Bite • At-Will

Attack: Melee 1 (one creature); Your level +5 vs AC

Hit: 1d4 +your Strength modifier +your Wisdom modifier damage.
Level 13: 2d4 +your Strength modifier +your Wisdom modifier damage.

Level 23: 3d4 +your Strength modifier +your Wisdom modifier damage.

Good Advice • Daily

Effect: The hamster grants a +5 bonus to the next Arcana, History or Religion check made by its master.

Str 3	Dex 17	Wis 11
Con 12	Int 1	Cha 10

THE GIANT SPACE HAMSTER OF ILL OMEN

There is a legend shared amongst the gnomes of an enormous giant hamster that floats through the cosmos. Known as “Wooly Rupert”, this creature is believed to be the largest and most intelligence hamster in existence. It has immense power, far beyond that of any normal hamster, and is even believed to have the ability to unleash arcane magic.

The gnomes fear this beast above all other things, terrified of its existence and the day when it will descend upon them to exact its revenge. The legend of Wooly Rupert is told to the young gnomes to instill fear in their hearts, as a warning to be good and do their chores or else the most powerful of all hamsters will crush them beneath his enormous feet.

Wooly Rupert, Giant Space Hamster of Ill Omen Gargantuan natural beast, hamster	Level 25 Solo Brute 35,000 XP
Initiative +17 HP 920; Bloodied 460 AC 37; Fortitude 39, Reflex 35, Will 34 Immune disease Speed 10 (12 when charging), burrow 8, fly 12, overland flight 15 Saving Throws +5 Action Points 2	Senses Perception +17, low-light vision
Traits	
Nauseating Aura (poison) • Aura 3 Any non-hamster creature that starts its turn within the aura takes 15 poison damage. While Rupert is bloodied, non-hamster creatures that start their turn in the aura are also weakened until the start of the next turn.	
Frightful Presence (fear) • Aura 10 Any gnome in the aura has a -2 penalty to all d20 rolls (attack rolls, saving throws, skill checks and death saves) and grants combat advantage to Rupert.	
Quick Reaction When rolling initiative, Rupert rolls twice and takes the higher result.	
Action Recovery At the end of its turn any dazing, stunning or dominating effect on Rupert ends immediately.	
Instinctive Assault On an initiative of 10 + its initiative check, Rupert can use a free action to use <i>Bite</i> or <i>Claw</i> . If Rupert cannot use a free action to make this attack due to a dominating or stunning effect, then that effect ends instead of Rupert making the attack.	

Standard Actions

Ⓢ **Bite • At-Will**

Condition: Rupert must not have a creature engulfed.
Attack: Melee 3 (one creature); +30 vs AC
Hit: 3d8 +15 damage, ongoing 15 damage (save ends).

Ⓢ **Claw • At-Will**

Attack: Melee 23 (one creature); +30 vs AC
Hit: 4d6 +19 damage. If Rupert does not have a creature already grabbed, the target is grabbed (escape DC 34).

Ⓢ **Claw Frenzy • At-Will**

Effect: Rupert makes two *Claw* attacks. If any one of the two attacks hit, Rupert makes one *Swallow* attack as a free action.

Ⓢ **Swallow • At-Will**

Condition: Rupert must have less than two creatures engulfed.
Attack: Melee 1 (one grabbed creature); +30 vs AC
Hit: 4d10 +23 damage, and if the target is Medium or smaller it is engulfed. An engulfed target is stunned and takes ongoing 20 damage (save ends both). While engulfed no creature has line of sight or line of effect to the target, and the target only has line of sight and line of effect to Rupert.

Upon a successful save, the engulfed creature appears in an adjacent vacant square of their choice. Rupert can willingly release an engulfed creature as a minor action.

Special: Rupert can engulf two creatures at a time and cannot use *Bite* while it has a creature engulfed.

Move Actions

Ⓢ **Fast Burrow • Recharge** ☞☞☞☞

Effect: Rupert moves up to twice his move speed, ignoring difficult terrain and burrowing through solid rock and other obstacles. It is subject to opportunity attacks only after it moves at least 4 squares.

Minor Actions

⚡ **Unsettling Dread** (fear, psychic) • **Recharge** when bloodied

Attack: Close Burst 5 (all enemies in burst); +28 vs Will
Hit: 6d6 +30 psychic damage, and the target is slowed (save ends).
Miss: Half damage, and the target is slowed until the end of the next turn.

Triggered Actions

⚡ **Thunder Burst** (thunder, zone) • **Recharge** ☞☞☞☞

Trigger: Rupert is bloodied for the first time.
Attack: Close Burst 3 (all creatures in burst); +28 vs Fortitude
Hit: 5d8 +27 thunder damage, and the target is pushed 3 squares and is dazed (save ends).
Miss: The target is pushed 1 square.
Effect: The burst creates a zone that lasts until the end of the next turn. The zone is difficult terrain to every creature except Rupert.

Alignment -

Language -

Skills Athletics +24, Endurance +23

Str 24 (+19)

Dex 17 (+15)

Wis 11 (+12)

Con 22 (+18)

Int 3 (+8)

Cha 13 (+13)

CREDITS

DESIGN, DEVELOPMENT AND LAYOUT

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DISCLAIMER

“Giant Space Hamster” is a registered trademark of *Wizards of the Coast*... or maybe a copyright... or something. We’re not quite sure frankly, but they did create the thing as part of their *Spelljammer* campaign setting published in 1989 so we’ll give them the benefit of a doubt.

Only thing we have to say is...

Dear *Wizards of the Coast*: please don’t sue us. Thank you.

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