

The Basic Fantasy Field Guide

of Creatures Malevolent and Benign

Volume 1

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2nd Edition (Release 39)



Featuring Creatures by Various Contributors

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INTRODUCTION

Need a few new monsters? You've come to the right place! What you are reading is the first monster supplement for the **Basic Fantasy Role-Playing Game**. If you aren't familiar with the Basic Fantasy RPG, please visit our website at basicfantasy.org and download a copy of the rules.

Monsters in this work are presented in the same format as in the **Basic Fantasy Core Rules**. Below is the explanatory text from that work:

Terms Used In This Work

Name: The first thing given for each monster is its name (the most common name, if the monster is known by more than one). If an asterisk appears after the monster's name, it indicates that the monster can only be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.) which makes the monster harder to defeat.

Armor Class: This line gives the creature's AC for normal combat. If the monster customarily wears armor, the first listed AC value is with that armor, and the second, in parentheses, is unarmored. Some monsters are only able to be hit (damaged) by silver or magical weapons; these are indicated either in words or with a dagger (†); some monsters may only be hit with magical weapons, indicated by a double dagger (‡).

Hit Dice: This line gives the creature's number of hit dice, and lists any bonus hit points. Monsters always roll eight sided dice (d8) for hit points, unless otherwise noted. So a creature with 3+2 hit dice rolls 3d8 and adds 2 points to the total.

One or more asterisks (*) may appear after the hit dice figure; where present, they indicate a Special Ability Bonus to experience points (XP) awarded for the monster. See **Character Advancement** in the **Adventure** section of the Core Rules for more details.

If the monster's **Attack Bonus** is different than its number of Hit Dice, for convenience the Attack Bonus will be listed in parentheses after the Hit Dice figure.

Movement: This line gives the monster's movement rate, or rates for those monsters able to move in more than one fashion. For example, Goblins have a normal walking movement of **20'**, and this is all that is listed for them. Mermaids can only move about in the water, and so their movement is given as **Swim 40'**. Pegasi can both walk and fly, so their movement is listed as **80' Fly 160'**.

In addition, a distance may appear in parentheses after a movement figure; this is the creature's turning distance (see **Part 5: The Encounter** in the **Basic Fantasy RPG Core Rules**). If a turning distance is not listed, assume 5'.

Attacks: The number (and sometimes type or types) of attacks the monster can perform. For example, Grimlocks may attack once with a weapon, so they are marked **1 battleaxe**. Chasenets are marked **1 spines/1 bite** as they can attack with both spines and also bite in one round.

Damage: The damage caused by successful attacks by the monster. Generally this will be defined in terms of one or more die rolls.

No. Appearing: This is given in terms of one or more die rolls. Monsters that only appear underground and have no lairs will have a single die roll; those that have lairs and/or those that can be found in the wilderness will be noted appropriately. For example, a monster noted as "1d6, Wild 2d6, Lair 3d6" is encountered in groups of 1d6 individuals in a dungeon setting, 2d6 individuals in the wilderness, or 3d6 individuals in a lair.

Note that number appearing applies to combatants. Non-combatant monsters (juveniles, and sometimes females) do not count in this number. The text of the monster description should explain this in detail where it matters, but the Game Master is always the final arbiter.

Save As: The character class and level the monster uses for saving throws. Most monsters save as Fighters of a level equal to their hit dice.

Morale: The number that must be rolled equal to or less than on 2d6 for the monster to pass a Morale Check. Monsters having a Morale of 12 never fail morale checks, and fight until destroyed or have no enemies left.

Treasure Type: This line reflects how much wealth the creature owns. See the **Treasure** section of the **Basic Fantasy RPG Core Rules** for more details. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

XP: The number of experience points awarded for defeating this monster. In some cases, the figure will vary; for instance, Dragons of different age categories will have different XP values. Review the Experience Points awards table in the **Adventure** section of the **Basic Fantasy RPG Core Rules** to calculate the correct figure in these cases.

MONSTERS

Aboleth (and Skum)

	Aboleth	Skum
Armor Class:	16	13
Hit Dice:	8**	2*
No. of Attacks:	4 tentacles	1 bite / 2 claws, or 1 weapon
Damage:	1d6/1d6/1d6/1d6	2d6/1d4/1d4 or by weapon
Movement:	10' Swim 60'	20' Swim 40'
No. Appearing:	1, Lair 1d3+1	1d4+1, Wild 1d4+1, Lair 1d10+5
Save As:	Magic-User: 8	Fighter: 2
Morale:	9	8 or 12
Treasure Type:	H	B
XP:	1,015	100

The **Aboleth** are an ancient race of fish-like amphibians, usually found lurking in subterranean waters. One resembles a huge, slimy fish, with three large eyes and four long, sticky tentacles arranged around its mouth. An aboleth secretes an oily, foul-smelling slime, polluting the water where the creature lurks.

A blow from an aboleth's tentacle deals 1d6 points of damage. Any living creature hit by a tentacle must save vs. Paralysis or begin to transform over the next 1d4+1 turns. The skin gradually becomes a translucent, slimy membrane. An afflicted creature must remain moistened with fresh water or suffer 1d12 points of damage every turn. A **cure disease** or **remove curse** spell cast before the transformation is complete will restore an afflicted creature to normal. After the transformation is complete, only a **heal** spell can reverse it.

An aboleth can cast **ventriloquism**, **phantasmal force** and **hallucinatory terrain** at will, as long as these illusions appear within a range of 60 feet of the creature.

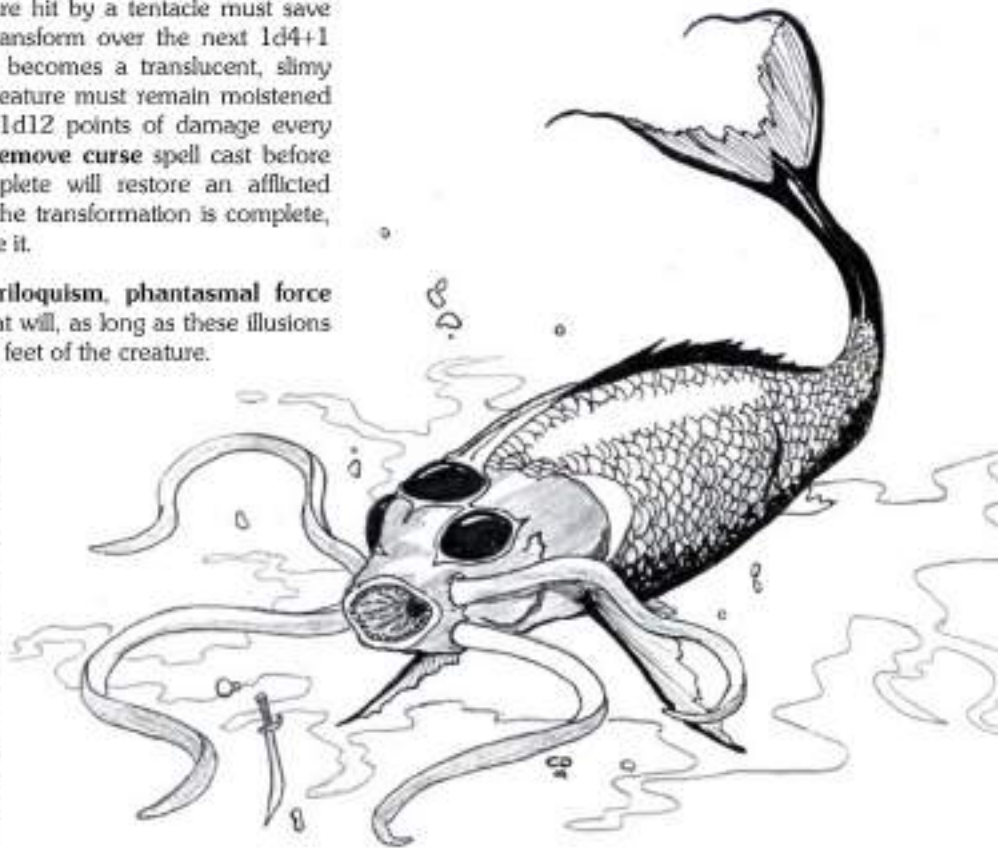
Up to three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must save vs. Spells or be utterly dominated by the aboleth's mental power. An enslaved creature will obey the telepathic commands of the aboleth. Such a creature can attempt a new save vs. Spells every 24 hours to break free, or can be freed by a **remove curse** spell. The control is

also broken if the aboleth dies or is separated from its slave by more than a mile.

The slime an aboleth secretes allows a living creature (generally its slaves) to breathe underwater for the next 3 hours, but for the same duration the affected creature can no longer breathe air; such a creature suffocates in 2d6 minutes if removed from water. Continuous and repeated exposure to the slime slowly transforms the creature into a **skum**. The transformation takes about a month, and once complete the creature is forever a slave to the aboleth.

Skum are hapless humanoid creatures transformed by aboleths as their servants. A skum resembles a horrific combination of fish and humanoid. It has a slimy, scaly skin and a finned tail used for swimming. A skum attacks with its teeth and razor-sharp claws, or with any weapon provided by its master. Skum have **darkvision** with a range of 60 feet. They have the same breathing capabilities (and limitations) described above.

In the presence of its aboleth master, a skum becomes totally fearless, having a Morale of 12. If the aboleth master dies its skum enter a frenzied rage, attacking any creature in sight and seeking additional victims when those nearby have been vanquished.



Allip

Armor Class:	15
Hit Dice:	6**
No. of Attacks:	1 touch + special
Damage:	energy drain (1 level)
Movement:	Fly 30'
No. Appearing:	1d4, Lair 1d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	610

An **Allip** is the spectral remains of someone driven to suicide by a madness that afflicted it in life. An allip is not entirely mindless, but it is quite insane.

The insane babbling of an allip causes all creatures within 60 feet to save vs. Paralysis or stop and stare blankly, unable to move, attack, or defend. Anyone who saves successfully will be unaffected by the allip's babble for 24 hours. An allip's touch does no direct physical damage, but instead drains one energy level; further, the allip regenerates 1d6 hit points for each level drained.

As with all undead, an allip can be Turned by a Cleric (as a mummy), and are immune to **sleep**, **charm** or **hold** spells. Anyone using mind-reading magic against one will suffer energy drain just as if touched. An allip is insanely fearless and always fights until destroyed.



Ankheg

Armor Class:	18
Hit Dice:	5*
No. of Attacks:	1 bite + hold or 1 acid spit
Damage:	2d6 + 2d6 per round or 5d6 (special)
Movement:	30' Burrow 20'
No. Appearing:	2d8, Wild 2d8, Lair 1
Save As:	Fighter: 5
Morale:	7
Treasure Type:	None
XP:	405

An **Ankheg** is a burrowing insect-like monster with six legs and a nasty disposition. It is about 10 feet long and weighs about 800 pounds. An ankheg usually lies 5 to 10 feet below the surface, until its antennae detect the approach of prey; it then burrows up to attack, surprising on a roll of 1-3 on 1d6. Clusters of ankhegs may share the same territory but do not cooperate; in particular, this means that morale should be checked for each individual separately.

If an ankheg hits with its bite attack, it will grab its prey and retreat down its tunnel, dragging the victim with it. The individual automatically takes bite damage each round, and may only attempt to break the hold as if doing an 'open doors' attempt (1 on d6, adding Strength bonus to range). Larger-than-man-sized opponents cannot be dragged underground, but the ankheg will still hold on to the victim and do damage every round as above.



Monsters

In desperation, an ankheg can spit a line of acid; one will use this attack upon failing a morale check, and then flee on the next round if any opponents are still standing. This attack affects all opponents within a 30 feet long, 5 feet wide path, doing 5d6 points of damage; a successful saving throw vs. Dragon Breath will reduce this damage by half. An ankheg can use this attack at most once every six hours.

Ant Lion, Giant

Armor Class:	16
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	1d10
Movement:	40'
No. Appearing:	1d4, Wild 1d6, Lair 2d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240

The **Giant Ant Lion** is a gigantic predatory beetle about the size of a cow. It builds a network of underground tunnels with multiple trapdoors which are about nine feet in diameter above the tunnels. The trap doors are difficult to locate (normal trap detection rules), as they are camouflaged to look like the surrounding materials. When a victim reaches the center, the ground gives way, swirling downward like water down a drain and dragging the victim below. The depth of the drop is generally ten to twenty feet, and normal falling damage is inflicted. Then, of course, the monster will attack its prey.



Basic Fantasy Field Guide Volume 1

Anubian

Armor Class:	14 (11)
Hit Dice:	1+1
No. of Attacks:	1 punch or 1 weapon
Damage:	1d4 or by weapon
Movement:	40' unencumbered, usually 30'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	25

Anubians are a noble race of desert dwelling humanoids with heads which resemble jackals. They are usually very distrustful of outsiders, but not normally hostile. They will, however, defend the scarce resources found within desert oasis refuges or lush river valleys. An anubian speaks its own language and writes using a complex system of hieroglyphs; few speak Common.

The statistics given are for standard warriors; one might also encounter additional civilian types who have 1-1 HD, AC 13, and a morale of 7. In addition, for every eight typical warriors, there is a leader type having 3+3 HD (145 XP) who grants a +1 morale bonus to those it commands. Anubians are fervently religious, and in addition to the leader types above, one will also find a priest with the abilities of a 3rd level Cleric for every leader type. When applicable, use hit dice appropriate for their class (for instance, anubian priests use d6 for hit dice).



Ape, Bonobo

Armor Class:	13
Hit Dice:	1-1
No. of Attacks:	2 claws
Damage:	1d3/1d3
Movement:	50'
No. Appearing:	1d6, Wild 2d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	25

Bonobos are closely related to common chimpanzees, but they are much rarer. A bonobo is a less aggressive and more social member of the ape family.

Ape, Carnivorous Snow

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws
Damage:	1d6/1d6
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	500

Carnivorous Snow Apes are a larger variety of carnivorous ape with shaggy snow-white fur. They have long fangs for killing and tearing flesh. Frost giants often breed snow apes and keep them as pets.

A carnivorous snow ape is difficult to see in ice or snow, and thus surprises on 1-4 on 1d6 in such conditions.



Ape, Chimpanzee

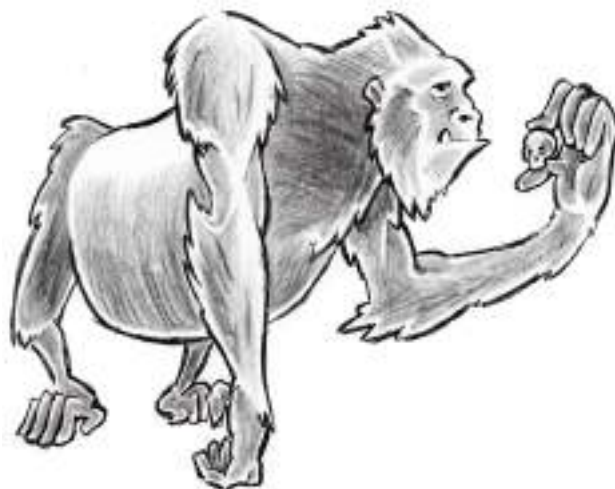
Armor Class:	13
Hit Dice:	1+1
No. of Attacks:	2 fists
Damage:	1d4/1d4
Movement:	50'
No. Appearing:	1d4, Wild 2d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

Though short, a Chimpanzee can weigh as much as an adult human, but will be much stronger. While they are generally herbivorous, they will eat fresh meat when it's available, even hunting and killing small animals. Individuals are rarely aggressive, but they become bolder in groups; dominant older male chimps can be quite violent.

Ape, Gigantopithecus

Armor Class:	16
Hit Dice:	7
No. of Attacks:	2 claws / 1 bite
Damage:	1d8/1d8/1d8
Movement:	40'
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 7
Morale:	8
Treasure Type:	None
XP:	670

Gigantopithecus are prehistoric gorillas, huge and powerful. It is a vegetarian like their lesser kin, but can be as vicious as the carnivorous varieties if provoked.



Ape, Girallon

Armor Class:	16
Hit Dice:	7
No. of Attacks:	4 claws / 1 bite
Damage:	1d6/1d6/1d6/1d6/1d8
Movement:	40'
No. Appearing:	1, Wild 1d2, Lair 2d4
Save As:	Fighter: 7
Morale:	10
Treasure Type:	None
XP:	670

Girallons are the savage, four-armed, magical cousins of the gorilla. An adult girallon is about 8 feet tall, broad-chested, and covered in thick fur. It weighs about 800 pounds. A solitary girallon usually conceals itself, attacking with surprise. When a girallon spots or smells prey, it charges. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can retaliate.

A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4 points of damage.



Ape, Gorilla

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 maul / 1 bite
Damage:	1d6/1d6
Movement:	40'
No. Appearing:	1d6, wild 2d4, lair 2d4
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

Gorillas are generally herbivores; it is aggressive mainly in defense of its family group. Otherwise it tends to avoid adventurers.

Ape, Orangutan

Armor Class:	13
Hit Dice:	2 or 3
No. of Attacks:	1 maul
Damage:	1d4 or 1d6
Movement:	40'
No. Appearing:	2d6 or 1-2
Save As:	Fighter: 2 or 3
Morale:	8
Treasure Type:	None
XP:	75 or 145

Orangutans are usually heavier than humans (averaging 225 to 250 pounds or so) and stronger. The statistics for a 2 HD individual represent adult females or younger males, while the 3 HD statistics are for larger mature males; there will usually only be one such in a group of orangutans.

Orangutans are shy creatures and would generally prefer to be left alone, but they are physically powerful and may be very dangerous if cornered or provoked.

Ape, Winged

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 claws / 1 rock
Damage:	1d4/1d4/1d6
Movement:	40' Fly 40' (10')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 4
Morale:	7 (9 in flight)
Treasure Type:	None
XP:	145

A **Winged Ape** resembles an ordinary carnivorous ape, save for the bat-like wings sprouting from its back. An adult male winged ape is 4 to 5 feet tall and weighs about 200 to 250 pounds. A winged ape often prefers to attack from the air, throwing rocks as far as 50 feet or by dropping them. Each ape can carry aloft 1d4+2 rocks. Attacks against opponents more than 30 feet away (in any direction) are made at -2 to hit.



Aranea

Armor Class:	13
Hit Dice:	4**
No. of Attacks:	spider form: 1 bite, web or spells hybrid form: 1 bite, web, spells, or weapon humanoid form: spells or weapon
Damage:	1d6 bite+poison or by weapon
Movement:	natural spider form: 50' Climb 30' humanoid or hybrid form: 30'
No. Appearing:	1d6, Wild 1d6, Lair 1
Save As:	Magic-User: 4
Morale:	7
Treasure Type:	D
XP:	320

An **Aranea** is an intelligent, shape-changing spider-creature with sorcerous powers. It has three distinct forms; in its natural form, one appears as a giant spider having a pair of small arms (about 2 ft long) located just below its fanged mandibles. The second form is a hybrid spider-humanoid form, a sort of a spider-centaur having a multi-eyed spider face. The third form is that of a humanoid which might be any size from halfling to human; other than its dark, coarse hair and slightly bulging eyes, this form is not particularly spider-like. The humanoid form is distinctive; an individual aranea cannot change its humanoid form, either in terms of appearance nor size. An aranea remains in one form until it chooses to assume a new one, and can only change forms once per round.



Monsters

Aranea generally speak Common and may be able to speak other humanoid languages as well. They have Darkvision with a 60 feet range, and can cast spells as 4th level magic-users. These powers can be used in any form.

In human or hybrid form the aranea may utilize weapons and other equipment of the same sorts that might be used by normal characters. In these forms one has a movement rate of 30 feet per round. The humanoid form has no other special abilities beyond spells and weapon use. In spider or hybrid form the aranea may bite; those bitten must save vs. Poison or die, in addition to taking normal damage.

In either hybrid or spider form an aranea may create a web up to six times per day, in a fashion similar to the **web** spell. This effect is not magical; it has a maximum range of 50 feet, and covers at most three 10' x 10' x 10' cubes (or equivalent volume).

Aranea in spider form may move through any web, whether created by magic, by a giant spider, or by an aranea, at the listed movement rate. This makes an aranea effectively immune to the **web** spell.

Armorollo

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1 claw
Damage:	1d4
Movement:	60'
No. Appearing:	1d4+3, Wild 1d10+3
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	25

The **Armorollo** is most commonly found in the open grassland. When curled up an armorollo resembles a rock, as its top portion is covered in thick rock-colored plates. The armorollo is a pack creature and are never found in groups of less than 4. An armorollo moves by rolling across the ground at high speed, springing open at the last moment to attack with its sharp claws. The armorollo can also emit a large cloud of thick white smoke once per day (filling 30 cubic feet) that serves to conceal its movements. Lastly, the armorollo emits a piercing shriek that helps find its prey by following the echo.

Multiple armorollos will work together to attack. Some will stop to emit smoke, others will shriek, and the remainder attack through the smoke guided by the shriek. When fighting as a group, armorollos have a +3 attack bonus.

Basic Fantasy Field Guide Volume 1

Badger, Giant

Armor Class:	17
Hit Dice:	10 (AB +9)
No. of Attacks:	1 bite
Damage:	4d4
Movement:	50'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	9
Treasure Type:	None
XP:	1,300

Giant Badgers are quite simply gigantic versions of normal badgers. Giant badgers are squat and broad, and are fast burrowers. A giant badger is sometimes domesticated by a giant, but even a tame one is untrustworthy and may attack its master.



Banshee*

Armor Class:	19 ‡
Hit Dice:	7**
No. of Attacks:	1 touch
Damage:	Special
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	8
Treasure Type:	E
XP:	800

Banshees are to the fey what ghosts, wraiths, and spectres are to humans. A banshee usually resembles a colorless, ash-white elf in ragged clothing and chains. The banshee understands whatever languages it spoke in life, but rarely speaks, instead sobbing uncontrollably. Once per day, the banshee's endless weeping reaches a hideous crescendo, and anyone within a 50-foot radius who hears it must save vs. Death Ray or die in 2d6 rounds; those who fail their saving throw may be saved by application of a **remove curse** spell. The touch of a banshee does no damage, but it drains 1d4 levels. Because it is incorporeal, a banshee can only be hit by magic weapons.

A banshee is undead, and thus immune to **sleep**, **charm**, and **hold** spells. A banshee can be Turned by a Cleric, as a vampire. A banshee can walk on water, but if it crosses running water, loses the ability to drain energy or wail for 2d12 days.

Barghest*

Armor Class:	16 †
Hit Dice:	6+3*
No. of Attacks:	2 claws (humanoid) or 1 bite (dog)
Damage:	1d6/1d6 or 2d4
Movement:	40' or 60'
No. Appearing:	1d6, Wild 1d8
Save As:	Fighter: 6
Morale:	10
Treasure Type:	D
XP:	555

A **Barghest** is an evil shape-changing fiend that hungers for the souls of mortals. A barghest may appear as a huge demonic black dog, or in a humanoid form nearly seven feet tall, resembling a wingless gargoyle.

A barghest never uses weapons, even in its humanoid form, preferring to feel the blood of its enemies run down its claws. Barghest are tenacious; if a barghest fails a morale check and flees, it will return in 1d6 turns to attack again.

Anyone who meets the gaze of a barghest will feel the heat of the monster's stare; such characters must save vs. Paralysis or be paralyzed in terror for 1d6+1 turns (or until the barghest is slain). A character is deemed to have met the gaze of the barghest if he or she faces it in combat, or if the character is surprised by the monster. Fighting a barghest with gaze averted results in a penalty of -4 on all attack rolls. Those who succeed at the saving throw are immune to the monster's gaze for the remainder of the combat (at least one full turn at the minimum).

Although it is not undead, a barghest is inherently unholy and can be Turned by Clerics (as a wight). They can only be harmed by silver or magical weapons.

A barghest generally speaks Common as well as the languages of infernals, goblins, hobgoblins, and bugbears, and can communicate with wolves. One can sometimes be found ruling over goblins or hobgoblins, but most commonly a barghest haunts a lonely stretch of road, preying on travelers.

Bat, Giant Flying Fox

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d6
Movement:	10' Fly 60' (10')
No. Appearing:	1d10, Wild 2d20
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	145

Giant Flying Foxes are a special variety of giant bats. It is similar in appearance to some jungle fruit bats, only much larger and carnivorous. A giant flying fox has typical bat senses, having a natural sonar that grants it Darkvision to a range of 90 feet.

A giant flying fox has a wingspan over 15 feet and weighs over 200 pounds. Its bite may carry disease, much like a giant rat's bite. Any bite has a 5% chance of causing a disease. A character who suffers one or more bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead (see Constitution point losses in the **Encounter** section of the Core Rules for details on regaining lost Constitution).

Behir

Armor Class:	20
Hit Dice:	13** (AB +10)
No. of Attacks:	1 bite/constriction/6 claws or breath
Damage:	2d10/1d8/1d4(x6) or breath
Movement:	40'
No. Appearing:	1d2
Save As:	Fighter: 13
Morale:	9
Treasure Type:	L
XP:	2,395

The **Behir** is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is around 40 feet long and weighs about 4,000 pounds. The coloration of a behir ranges from ultramarine to deep blue with bands of gray-brown. A behir often knows the common language of the region.

A behir will bite its foe and then coil around it. On following rounds, the behir causes 1d8 points of constriction damage and rakes at the victim with 6 of its claws for 1d4 points of damage each. Alternatively, a behir can swallow whole a small or medium-sized creature that it has bitten. The swallowed creature takes 1d8 points of damage each round. The swallowed creature may attempt to cut its way out using a small edged weapon such as a dagger to deal 20 points of damage to the behir's insides (AC 15). The behir may swallow multiple creatures and each must cut their own way out. A behir



can breathe forth a bolt of lightning once every 10 rounds, dealing 7d6 points of damage to all in its path (20 ft. long x 5 ft. wide). Those struck may save vs. Dragon Breath for half damage.

Bisren

Armor Class:	15 (11)
Hit Dice:	1+2
No. of Attacks:	1 gore, charge, or by weapon
Damage:	1d6, charge, or by weapon
Movement:	40' (subject to encumbrance)
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1
Morale:	9
Treasure Type:	D
XP:	25

The **Bisren** appear to be related in some way to minotaurs. It appears as a bison-headed humanoid about 7 to 8 feet tall. While a normal minotaur has both distinct humanoid and bull features, a bisren is uniformly hybridized with complete coat coverage, hooves, and a tail. They are normally peaceful nomads. A bisren speaks its own language and most can speak Common as well.

A bisren can gore for 1d6 points of damage with its horns or use weapons. It often charges into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switches to weaponry for the remainder of the fight. It must choose whether to attack with weapons or to gore; it cannot do both in a single round. A bisren has a +1 bonus on feats of strength such as opening doors due to its great mass.

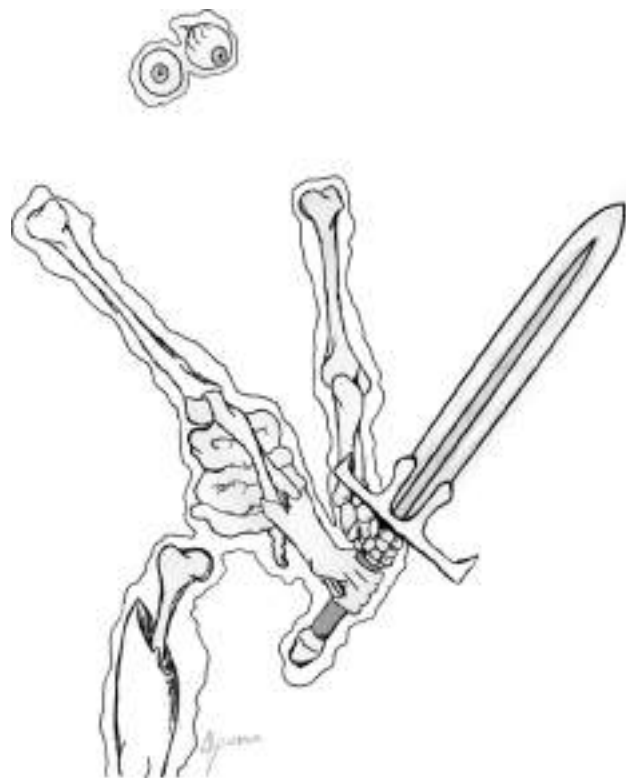


Blade Spirit*

	Common	Greater
Armor Class:	17 ‡	19 ‡
Hit Dice:	9 (AB +8)	12 (AB +10)
No. of Attacks:	3/2 (see below)	2 weapons
Damage:	By weapon +4	By weapon +6
Movement:	30'	30'
No. Appearing:	1	1
Save As:	Fighter: 9	Fighter: 12
Morale:	9	10
Treasure Type:	Special	Special
XP:	1,075	1,875

Blade Spirits are restless souls of warriors fallen on the battlefield. The body of a blade spirit appears as a rotting or desiccated form or sometimes seems to be assembled from various corpses, always carrying a distinctive melee weapon. The weapon itself is possessed with the undead spirit, which animates the form in order to continue its battles.

A blade spirit deals damage according to its weapon type with +4 added to the damage. Like most undead, a blade spirit is immune to poison, **charm** and **hold** spells. It may be Turned by a Cleric (as a wraith), but not destroyed permanently except as described below. A blade spirit can only be harmed by magical weapons.



Upon the defeat of a blade spirit, the animated body falls apart and the possessed sword goes dormant for 1d10 days. A **remove curse** spell cast on the weapon during this time will drive the spirit out of the weapon permanently; otherwise the spirit will begin reassembling a body.

A common blade spirit may make 3 weapon attacks every two rounds; this means one attack on every odd-numbered round, and two on every even-numbered round.

A **Greater Blade Spirit** is simply a more powerful spirit pursuing even greater ambitions. It deals more damage (+6 damage) and has magical weapons determined by the Game Master. They can be Turned by a Cleric (as a vampire), and the **dispel evil** spell is required to permanently destroy the spirit.

Bog Crone

Armor Class:	15
Hit Dice:	5+2**
No. of Attacks:	2 claws
Damage:	1d4+2/1d4+2
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	10
Treasure Type:	C; E, N in lair
XP:	450

Bog Crones are loathsome and repugnant fey who dwell in marshlands, swamps, and other watery environs. It stands near 7 feet tall hunched over. It has sickly blue-



white skin, long wet black hair, and jaundiced eyes. As a race they are cunning and cruel, preferring trickery over direct combat. A bog crone is a master potion maker, and its huts and caves are usually festooned with potions of all varieties. As its name suggests, a bog crone prefers to live in swampy, overgrown environs. It is also aquatic and can breathe underwater. It speaks Common and Elvish.

A bog crone uses the terrain of its marshy homes to its advantage. It is capable of moving in near-complete silence while in swampy terrain, surprising opponents on 1-4 on 1d6. A favored tactic of a bog crone is to surprise a single opponent and drag them away into a deep pool of water, where it then drowns the individual. A bog crone exudes an aura of unwholesomeness. Near its lair animals grow sick and die, plants wither, and water turns foul. This aura of evil even effects magic; any healing spell cast upon a target that is standing within 30 feet of the crone only heals half the normal amount.

Boggart

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	2 claws
Damage:	1d6/1d6
Movement:	40'
No. Appearing:	1
Save As:	Magic-User: 1
Morale:	7
Treasure Type:	D
XP:	555

What a **Boggart's** true form is none can say, but given the marks they leave on the bodies of its victims, one can be reasonably sure that it is clawed. A boggart does not appear to truly understand language, but it is capable of imitating a wide range of sounds, including speech. It feeds on fear, especially from a creature about to be slain.

A boggart prefers not to attack with its claws until it absolutely has to; instead it will use its inherent magical abilities. A boggart has a passive form of telepathy so it knows the greatest fear of any opposing creature. The boggart then projects an illusory image of the feared item over itself. Creatures of 1 HD or less that view such an image must save vs. Death Ray or die of fright. Should this fail, the boggart will resort to its claws. While it relishes the sound of screaming, the boggart finds laughter unbearable and must check morale if it hears the sounds of genuine mirth.

In all other respects the illusion of a boggart functions like the spell **phantasmal force**. Although intelligent, a boggart is not affected by **charm** or **sleep** spells, nor illusions of any kind.

Boglin

Armor Class:	11
Hit Dice:	1* to 5*
No. of Attacks:	1 weapon or spell
Damage:	1d6 or by weapon, or per spell
Movement:	30'
No. Appearing:	1d4 (see below)
Save As:	Magic-User: 2 to 10 (see below)
Morale:	8
Treasure Type:	R
XP:	1 HD 37; 2 HD 100; 3 HD 175 4 HD 280; 5 HD 405

Occasionally a goblin is born different, developing a bluish tint to its skin during its childhood; such a creature is called a **Boglin**. An adult boglin has the abilities of a Magic-user of a level equal to twice the monster's hit dice. In any given goblin lair, there is a 10% chance that 1d4 boglins are present. Larger goblin societies, such as a goblin city or major fortress, will almost always have at least 1d4 boglins. They are almost never encountered alone.

A boglin receives a bonus of +4 on saves vs. any sort of magic.



Bone Horror*

	Common	Greater
Armor Class:	14 ‡	19 ‡
Hit Dice:	4*	12* (AB +10)
No. of Attacks:	2 claws or 1 sting	2 claws or 1 sting
Damage:	1d6+3/1d6+3 or 1d4+poison	1d10+4/1d10+4 or 1d6+poison
Movement:	20' Fly 30'	30' Fly 40'
No. Appearing:	Varies	Varies
Save As:	Cleric: 4	Cleric: 12
Morale:	12	12
Treasure Type:	None	None
XP:	280	1,975

A **Bone Horror** is a large, vaguely humanoid creature constructed from bones and parts from several creatures, magically animated in service to its master. One has a massive zombie-like head flanked by twin skulls, large desiccated bat wings, and a gigantic scorpion-like tail. The bone horror attacks with its two sharp claws or its skeletal stinger; those struck by it must save vs. Poison or die.

Magical weapons, fire, or spells are required to damage a bone horror. One can be Turned by a Cleric (as a wight). As with other undead creatures, they are immune to **sleep**, **charm** or **hold** spells.

A **Greater Bone Horror** is simply a much larger and stronger version of the bone horror. The save against the greater bone horror's poison sting is made at a -4 penalty. Greater bone horrors are Turned as vampires.



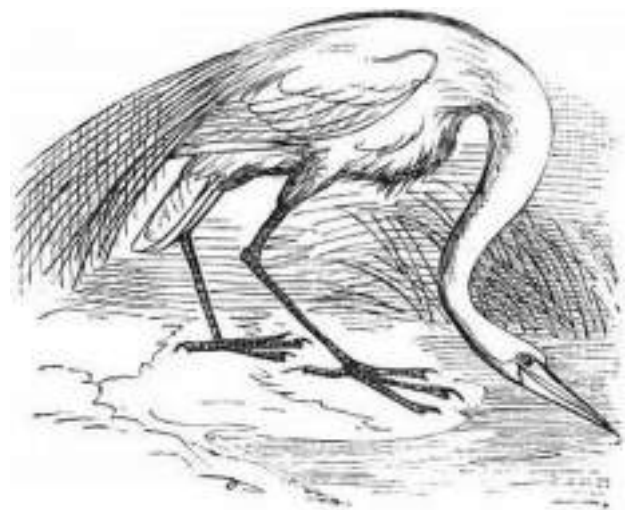
Bronze Bird

Armor Class:	16
Hit Dice:	1
No. of Attacks:	1 beak/1 wings or 1 feather throw
Damage:	1d4/1d6 or 1d4
Movement:	30' Fly 120' Swim 30'
No. Appearing:	Wild 1d10, Lair 10d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	25

A **Bronze Bird** resembles a crane or similar water fowl. It dwells in regions of extreme heat such as volcanic lake shores. Each feather shines like polished metal. Its feathers, beaks, and other exposed areas contain significant amounts of magical metals. The metal does not hinder it, and the bronze bird can move, fly, and otherwise behave normally.

A bronze bird has a high AC due to its metal feathering. In combat, the bronze bird attacks with its beak for 1d4 points of damage, and flailing its razor sharp wings at its opponent for 1d6 points of damage collectively. Alternatively, each bronze bird can throw a dagger-like feather up to 30 feet from its wings, dealing 1d4 points of damage; in flight the range is 90 feet if thrown down from above. It can only throw 2 such feather-daggers (one from each wing); the feathers regrow in 1d8 days. A bronze bird is immune to normal fire. It saves against very hot or magical fire at +1 and takes 1 less hit point of damage per die.

Once removed from the bird, the feathers become completely non-magical, but may fetch a few coins due to their intricate metalwork.



Brownie*

Armor Class:	19 ‡ (also invisibility)
Hit Dice:	1**
No. of Attacks:	1 miniature weapon
Damage:	1d2
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 1 (with bonuses)
Morale:	7
Treasure Type:	None
XP:	49

A **Brownie** is a small fey being closely related to pixies and sprites, as it is an elf-like creature about 2 feet tall. A brownie is able to shape-change at will into the form of a small deer, hawk, or an otter. A brownie is industrious and predisposed to tinkering with and fixing things. In all forms the brownie has Darkvision with a range of 60 feet. A brownie can speak Common as well as the languages of pixies and sprites.

In its natural humanoid form, a brownie attacks with its miniature weapon, sometimes with paralytic poison applied (save vs. Poison or be held for 2d4 rounds as per the **hold person** spell). In its other forms, see the relevant monster entry in the Core Rules; none of these other forms will have the poison attack. In addition to its weapon attack, a brownie has several magical qualities available in any of its forms. It can **detect magic** at will, become **invisible** at will, and once per day can cast **confusion** as a 7th level caster. A brownie can attack while completely invisible without disrupting the effect (generally each opponent must take a -4 penalty on attacks against the brownie).



Silver or magical weapons are required to strike a brownie. So long as one has at least 1 hit point remaining, it regenerates 1 hit point each round; however, if reduced below 1 hp a brownie will die like any other creature. A brownie saves against magic (including wands) with a +4 bonus, and has a +1 bonus with respect to paralysis or petrify saves.

Bulette

Armor Class:	22
Hit Dice:	9** (AB +8)
No. of Attacks:	1 bite/2 claws or 4 claws
Damage:	3d8/2d6/2d6 or 2d6(x4)
Movement:	40' Burrow 10'
No. Appearing:	1d2
Save As:	Fighter: 9
Morale:	11
Treasure Type:	None
XP:	1,225

The **Bulette** (pronounced Boo-lay) is a terrifying predator that lives only to eat. Almost 10 feet tall and 15 feet long, it resembles something akin to a gigantic armadillo crossed with a snapping turtle. A bulette moves by quickly burrowing through the earth, leaping out to attack those on the surface.

A bulette attacks anything it regards as edible, biting for 3d8 points of damage and clawing for 2d6 points of damage with each fore claw. It can leap 10 feet through the air and attack prey with all four claws but cannot bite



with such an attack. If somehow one gets on top of a bulette, the area behind its head plates is only AC 15. It is effectively immune to most types of attacks while burrowing.

A bulette senses vibrations in the earth, and is able to sense positions and numbers of creatures with a range of 60 feet while burrowing.

Bunyip

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	1d10+2
Movement:	40' Swim 20'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500

A **Bunyip** is a large carnivorous lake-dwelling creature, with a dog-like face, large tusks, sturdy webbed feet, short otter-like fur, and a body much like that of a great bear. It may be found in lakes and rivers in the remote wilderness, and also in underground pools and lakes. A bunyip is very aggressive and will usually attack anyone who wanders into its territorial waters.



Cadaver

Armor Class:	17
Hit Dice:	6**
No. of Attacks:	1 punch or by spell
Damage:	1d6
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	610

The conditions that create a **Cadaver** is unknown, but it's rumored it arises in areas of dungeons or ruins that have been rich in undead for long periods of time. A cadaver is a corporeal undead creature bearing a physical resemblance to a ghoul. It is not exceptionally smart but shouldn't be underestimated. A cadavers is believed to subsist by eating the flesh of other undead creatures.

A cadavers attacks with powerful blows from its fists. As with all undead, it can be Turned by a Cleric (as a mummy), and is immune to **sleep**, **charm** or **hold** spells. It has all the powers and spells of an 8th-level Cleric, including the power to Turn undead. The spells the cadaver uses will typically include: 1st level: **cure light wounds***, **curse**, and/or **darkness**; 2nd level: **silence 15ft radius**; 3rd level: **bestow curse**, **speak with dead**; 4th level: **animate dead** and/or **dispel magic**. Healing spells cast by a cadaver can even heal undead creatures.



Canein

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 or by weapon
Movement:	40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1 (+2 vs Death Ray or Poison and Paralysis or Petrification).
Morale:	8
Treasure Type:	D
XP:	25

Caneins are a race of dog-like humanoids known for their extreme sense of loyalty whether to liege, friend, or family. Although only marginally smaller than the average human, there is a great deal of physical variance among the individual caneins; some short and stocky, others lean, and variations in the coloration of their coats. However, all caneins share a similar facial structure similar to the various bulldog or boxer type dog breeds, having jowls and squat features. The honorable caneins follow knight-like codes and attitudes, often serving a patron. Most caneins speak Common or the predominate human language of the region; they have no true language of their own.

A canein has a keen sense of smell, able to identify individuals by scent alone. This also allows the canein to sense the presence of concealed or invisible creatures, and penalties associated with combating such foes are halved. A canein can also track with this ability; tracking a foe who takes no countermeasures to avoid being so tracked has



an 80% chance of success, minus 15% for each hour the canein is behind the target. The GM must rule on the effects of any countermeasures taken.

Celestial, Solar

Armor Class:	17
Hit Dice:	7**
No. of Attacks:	1 weapon
Damage:	By weapon + 2
Movement:	50' Fly 90'
No. Appearing:	1
Save As:	Cleric: 10
Morale:	11
Treasure Type:	E
XP:	800

A **Solar** is a zealous champion of justice. It may appear in a variety of forms, but in general it is a very tall and beautiful humanoid figure, with at least one set of golden wings like those of a giant eagle. A solar knows the languages of all but the most utterly mindless of creatures.

A solar will usually fight in an honorable manner, but is not above pressing an obvious advantage. A solar casts spells as a 9th level Cleric, and can detect the surface thoughts of any creature within 100 feet. Additionally, it is capable of Turning undead and unholy creatures as a Cleric of 9th level.

A solar takes only half damage from non-magical weapons, and they are immune to **sleep**, **hold**, and **charm** spells, as well as illusions.



Chasenet

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1 spines/1 bite
Damage:	1d12/1d4
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	5
Treasure Type:	None
XP:	25

In appearance a **Chasenet** looks like a brightly-colored ball of fluff in a wide range of extravagant colors. A pile of Chasenets sleeping under a tree, as is their wont, can look like a bed of flowers in the distance.

Much like the fox, the chasenet is the darling of the hunting courtier set. A chasenet is extremely fast and agile, which accounts for its rather high AC. A chasenet is generally an inoffensive creature, preferring to run rather than fight, only attacking if cornered.

If cornered, the chasenet will turn and launch itself at its attacker with long porcupine-like spines erupting from its fur. If the chasenet hits, it will continue to attack ferociously by biting its adversary until removed by force or its attacker perishes.

Chelonian

Armor Class:	14, 17 Rear (13, 17 Rear)
Hit Dice:	1
No. of Attacks:	1 bite or weapon
Damage:	1d6 or by weapon+special
Movement:	30' Swim 30'
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1 (+2 Poison saves)
Morale:	8
Treasure Type:	D
XP:	25

Inhabiting rivers and swampy regions, a **Chelonian** is a race of reptilian humanoids bearing resemblance to long-necked snapping turtles. Is it normally content to remain within its own small societies, but on occasion a more adventurous individual can be found. A chelonian is protected by thick scaly skin, as well as a shell-like growth that covers their backside except for its thick tail. A chelonian stands about 5 feet tall. However, its neck can stretch out to make it up to 8 feet tall for very short periods.



Chelonians have their own language, and adventuring chelonians always know Common as well. Chelonians are natural enemies to **Lizard Men**, often competing fiercely for the same resources.

A chelonian's thick skin grants it a base AC of 13, and its back is especially tough (AC 17). Use these figures unless armor worn grants better AC.

A chelonian has a vicious bite, causing 1d6 points of damage. It can choose to either attack with a bite or by weapon, but when utilizing a weapon and roll a natural 20 on attack, it can roll for a bite attack as well. If the chelonian finds itself in a grapple (wrestling), the chelonian gets a free bite attack roll each round at +2 to hit. A chelonian is resistant to poisons, and has a +2 bonus on those saves.

A chelonian has a natural swim speed of 30 feet while unencumbered (it cannot swim while wearing armor or encumbered), and it can hold its breath twice as long as the normal rules state. Its underwater vision is also twice as effective as the other races. A chelonian has the ability to submerge with just its eyes and nostrils above the surface of water. When it is able to employ this maneuver, a chelonian can surprise others with a roll of 1-4 on 1d6.

Choker

Armor Class:	17
Hit Dice:	3+3
No. of Attacks:	1 choke
Damage:	1d3 + special
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	7
Treasure Type:	U
XP:	145

A **Choker** is a vicious little predator lurking underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help it grip almost any surface. It weighs about 35 pounds, is brown or mottled gray in color, and vaguely humanoid in shape. A choker likes to perch high, often at intersections, archways, wells, or staircases, reaching down to attack. It generally prefers to attack lone prey.

A choker deals 1d3 points of damage as it grabs its target, and continues to deal 1d3 points of damage each round by choking and tearing at its prey until its victim is dead or it is forced to release. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells. A choker is supernaturally quick, and always acts first in a combat round.



Cloaker

Armor Class:	19
Hit Dice:	6**
No. of Attacks:	1 bite / 1 tail + special (crush)
Damage:	1d6/1d6 + special
Movement:	10' Fly 40'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	7
Treasure Type:	C
XP:	610

When resting or lying in wait, a **Cloaker** is almost impossible to distinguish from dark surroundings. A cloaker has glowing eyes, needle sharp fangs, and a whip-like tail. It has an 8-foot wingspan and weighs about 100 pounds. Cloakers are generally found in dark places.

A cloaker lies in wait, surprising on a roll of 1-4 on 1d6. It will bite and wrap itself around the target, causing damage equal to 20 minus the victim's unadjusted, shield-less AC; creatures with AC 20 or higher will suffer no damage. Dexterity offers no protection against this attack, but magical armor bonuses do. The cloaker's tail attack cannot be used on an enveloped victim, but will be applied to those attempting to assist. Attacks against a cloaker that has enveloped a victim will do half damage to the cloaker and half to the trapped victim.



Clockwork Skeleton

Armor Class:	13
Hit Dice:	2+2
No. of Attacks:	1 punch or weapon
Damage:	1d6 or by weapon
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

The **Clockwork Skeleton** is a skeletal construct made of bronze and powered by a strange arrangement of pulleys, coils, wires, and gears. It has rudimentary brain matrices limited to knowing a patrol area, responding to alarms, knowing friend from foe, and standing guard. It will not automatically attack unless what it is guarding is disturbed. Unlike a normal animated skeleton, a clockwork skeleton is vulnerable to edged weapons due to the nature of the wires and pulleys that make up its mechanics. Crucially, this creature is not an undead monster (despite its obvious resemblance) and thus cannot be Turned.

Like any construct, a clockwork skeleton is immune to **sleep**, **charm**, and **hold** spells. As it is mindless in the traditional sense, no form of mind reading is of any use against it. It never fails morale and always fights until destroyed.

A clockwork skeleton is vulnerable to electrical attacks; in addition to normal damage done, all clockwork skeletons within 40 feet react as if being Turned by a Cleric of the same level as the caster. Roll on the clerical Turning table for normal skeletons: a result of "T" will cause the clockwork skeletons to move about randomly without attacking, while "D" inflicts an additional 1d8 points of damage per level of the caster.

Cockroach, Giant, and Balroach

	Giant	Balroach
Armor Class:	15	18
Hit Dice:	1*	5**
No. of Attacks:	1 bite	1 bite
Damage:	1d4	1d8
Movement:	50'	40'
No. Appearing:	1d4, Wild 2d4, Lair 2d8	1, Wild 1, Lair 1d6
Save As:	Fighter: 1*	Fighter: 5*
Morale:	6	9
Treasure Type:	None	G
XP:	37	450

A **Giant Cockroach** is a massive and particularly disgusting version of the common cockroach. It can reach up to 2 feet in length (not including antennae) and weighs about 40 pounds. A giant cockroach feeds on decomposing material and will defend its nest and territory. While a giant cockroach saves as a 1st-level Fighter in most situations, it saves as a 10th-level Cleric vs. Poison, and is immune to most disease-based attacks.

The dreaded **Balroach** is a variety of giant cockroach larger than a horse. While it is an omnivore and scavenger rather than a predator, it will also fiercely defend its lair.

The balroach is immune to all poisons, diseases, or similar types of afflictions. Besides its powerful mandibulae, its disgusting appearance and horrible smell offers itself protection; any being that comes within 20 feet of a balroach must save vs. Poison or suffer from a severe nausea, causing a -4 penalty to all attack rolls, saving throws and ability checks, and a -20% penalty to all Thief abilities.



Cockroach, Giant Ghoul

Armor Class:	16
Hit Dice:	2**
No. of Attacks:	1 bite
Damage:	1d6 + paralysis + disease
Movement:	50'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	125

Animated through the use of foul magics, a **Giant Ghoul Cockroach** is a ravenous monster, seeking to devour all flesh. Those bitten by this monstrosity must save vs. Paralysis or be paralyzed for 2d8 turns; elves are immune to this effect, just as with the paralysis of the ordinary ghoul. In addition to paralysis, the giant ghoul cockroach's bite may carry disease, much like a giant rat's bite. Any successful bite has a 5% chance of causing a disease.

A character who suffers one or more ghoul cockroach bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead (see Constitution Point Losses in the **Encounter** section of the Basic Fantasy RPG Core Rules for details on regaining lost Constitution).

As with all undead, it can be Turned by a Cleric (as a ghoul), and is immune to **sleep**, **charm**, or **hold** spells. As it is mindless, no form of mind reading is of any use against it. A giant ghoul cockroach never fails morale, and always fights until destroyed.

Couatl

Armor Class:	16
Hit Dice:	9+** (AB +8)
No. of Attacks:	1 bite / 1 constrict or spells/powers
Damage:	1d3 + poison/2d4
Movement:	20' Fly 60'
No. Appearing:	1d2 Wild, Lair 1d6
Save As:	Fighter: 9+
Morale:	12
Treasure Type:	B, I
XP:	1,225

The powerful and legendary **Couatl** is a large serpent with a pair of feathered wings; since it is a shape-changer, one rarely sees this form. They can speak Common, communicate freely with reptiles and avians, or may use

telepathic communication with intelligent creatures. A couatl has keen senses, including paranormal, which gives it the equivalent of Darkvision with a 90 foot range. A couatl is a benevolent force of goodness, and is rarely aggressive unless first attacked.

When pressed into direct physical combat, a couatl will bite for 1d3 points of damage plus a deadly poison (save vs. Poison or die instantly). In addition, the couatl wraps about its foe, causing 2d4 points of damage from constriction each round. However, a couatl prefers to attack from the air, using spells or other powers.

A couatl casts spells as either a Magic-user (40%), Cleric (40%), or sometimes as both (20%), equivalent to their hit dice (9th level). In addition, any couatl can, at will, cast **detect evil**, **detect invisibility**, **detect magic**, **ESP**, and **read languages**. A couatl can also become **invisible** and insubstantial (ethereal). In this form, it moves at half speed in any direction, and can move through solid objects freely. A couatl can **teleport** twice per day.

A couatl can **polymorph** itself freely, and will not hesitate to change into another, more effective form in combat.



Crypt Dweller*

Armor Class:	13 ‡
Hit Dice:	2*
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4/1d4 or by weapon
Movement:	60'
No. Appearing:	1-2
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

A **Crypt Dweller** is an undead creature improperly buried or placed into a grave that has been desecrated or defiled. It resembles a zombie, and is often mistaken for one. A crypt dweller attacks with clawed hands, or sometimes with a weapon if one was entombed with the creature. Its main defense is that it can only be damaged by magical weapons or spells.

Strikes from normal weapons will only make the crypt dweller pause slightly, making it lose initiative on the following round. Like all undead, it can be Turned by Clerics (as a wight), and are immune to **sleep**, **charm**, and **hold** spells. No form of mind reading or mental contact is of any use against it. A crypt dweller always fights until destroyed.



Cu-Sidhe

	Common	Special
Armor Class:	16	16 †
Hit Dice:	1	1** (+2d8 hp enlarged)
No. of Attacks:	1 bite	1 bite
Damage:	1d4	1d4 (2d4 enlarged)
Movement:	50'	50'
No. Appearing:	1d4	1d4
Save As:	Fighter: 1 (Elf bonuses)	Magic-User: 1 (Elf Bonuses)
Morale:	8	9
Treasure Type:	None	None
XP:	25	100

Cu-Sidhe are an elven breed of canine. Their fur is patterned like tree bark, giving them excellent camouflage; so long as one remains still, there is only a 10% chance it will be detected in forest terrain. Even indoors, underground, or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection. They have Darkvision with a 60 foot range, and particularly acute canine senses. As with most canines, they prefer to attack as a pack, and will generally avoid combat if met singly.

Most cu-sidhe are much like other wolf or dog breeds, loyal and obedient pets and working dogs. One in six pups born is a special exception, having human-level intellect and the ability to learn magical skills. These special cu-sidhe can **detect magic** and **detect invisibility** at will. A magic-wielding cu-sidhe can cast a form of **growth of animals** on itself twice per day, lasting up to 1 hour. This also grants a temporary 2d8 bonus hit points while enlarged (as if granted by a **potion of heroism**). While enlarged, they may be used as mounts by small or medium characters.

Special cu-sidhe are only hit by weapons which are silver or magical; furthermore, so long as one has at least 1 remaining hit point, it is able to regenerate 1 hit point each round. However, if reduced below 1 hp, a cu-sidhe will die like any other creature. They save vs. all magic with a +4 bonus.





Darkmantle

Armor Class:	17
Hit Dice:	1+2*
No. of Attacks:	1 constriction
Damage:	1d4
Movement:	20' Fly 60'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

While at rest, a **Darkmantle** looks much like a stalactite. Using a muscular 'foot' it attaches itself to the ceiling, its tentacles wrapped about its body. A darkmantle weighs about 30 pounds and can change its skin color to match the surrounding stone. It effectively has 90' Darkvision, achieved through a form of echolocation. Magical **silence** effectively blinds a darkmantle.

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the victim's head to constrict and suffocate, doing 1d4 points of damage. A darkmantle that misses its initial attack will usually fly back to its perch and try again. After successfully attacking, the darkmantle automatically inflicts 1d4 points of damage each round. While attached to an individual, a darkmantle takes half damage from attacks; the other half is inflicted upon the individual it covers. Once per day a darkmantle can cast **darkness** (the reverse of **light**, with a 6-turn duration). It most often uses this ability just before attacking.

Death Dragon

Armor Class:	22
Hit Dice:	11** (AB +9)
No. of Attacks:	2 claws + paralysis/1 bite or breath/1 tail
Damage:	1d8/1d8/4d8 or breath/1d8
Movement:	30' Fly 80'
No. Appearing:	1
Save As:	Fighter: 11
Morale:	10
Treasure Type:	H
XP:	1,765

A **Death Dragon** is a skeletal monster, a sort of "dragon lich" who has chosen to become undead for reasons inscrutable to mortals. In place of whatever breath weapon it had in life, a death dragon breathes a cloud of freezing fog. In addition to dealing damage, this breath inflicts **mummy rot** (see **mummy** in the **Basic Fantasy RPG Core Rules** for details) on those affected unless they save vs. Death Ray. Its claws inflict paralysis (like a ghoul), but elves are not immune; a saving throw vs. Paralysis is allowed to resist.

Delver

Armor Class:	24
Hit Dice:	18** (AB +12)
No. of Attacks:	2 flippers
Damage:	1d6/1d6 + special
Movement:	30' Burrow 10'
No. Appearing:	1
Save As:	Fighter: 18
Morale:	11
Treasure Type:	None
XP:	4,320

A **Delver** resembles a cross between an enormous centipede and a slug. A delver is roughly 15 feet long and 12 feet tall. It has a huge mouth and slits for eyes. Delvers have spongy flipper-like arms, each of which ends in six black digging nails. A delver's ability to sense vibrations gives the equivalent of Darkvision with a 60 foot range.

A delver produces a mucus-like slime that is highly corrosive. Merely touching it causes 2d6 points of damage to organic creatures. The slime deals 4d8 points of damage to metallic creatures or objects, while against stony creatures (including earth elementals) the slime causes 8d10 points of damage. A delver prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its two flippers, causing 1d6 points of damage each (plus the corrosive damage noted above). On the round following a successful hit, the victim takes 1d6 points of damage from the slime unless it is washed off with at least a quart of fluid. For metal or stone creatures, this damage is half of the noted corrosive damage listed (2d8 or 4d10 respectively). Anyone attacking a delver with natural weapons will take damage from the corrosive slime each time an attack succeeds unless they succeed on a save vs. Paralysis.

Each time a delver strikes, the individual's shield, armor, and clothing (in that order) may be destroyed. The victim must make a save vs. Paralysis for each item; any successful saving throw means subsequent items are unaffected. For example: a Fighter is struck by a delver; he fails his first saving throw, and his shield is destroyed. He succeeds at his second save, so his armor and clothing are safe... for this round, at least. Magic shields or armor will lose one "plus" each time they are damaged, instead of being destroyed outright.



Derej Pit Creatures

These creatures were created by Derej the Mage to train slaves destined for the fighting pits. As they were designed for training, the number of these creatures appearing is generally equal to the sum of the levels of the group of adventurers facing them. They will always attack until reduced to zero hit points.

Derej Pit Creatures are easily identified as they are all white with a diamond-shaped red mark on their foreheads. When reduced to zero hit points, a derej pit creature dissolves into a harmless white mist.

Derej Cat

Armor Class:	13 (special, see below)
Hit Dice:	1*
No. of Attacks:	1 claws
Damage:	1d6
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

Each time a **Derej Cat** evades a strike (i.e. is attacked unsuccessfully) its armor class increases by 2 points. Its AC is reduced by 1 point per turn after combat ends, to a minimum of 13.

Derej Cobra

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d4 (special, see below)
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

A **Derej Cobra's** poison increases in virulence every time it hits. A derej cobra rolls 1d4 points of damage for its first hit, 1d6 for its second hit, and so on up to 1d12; after 1d12, the damage becomes 2d6, then 2d8, then 2d10. This increased damage potential is reduced 1 die level per turn after combat ends, to a minimum of 1d4.

Derej Mongoose

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite (special, see below)
Damage:	1d6
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

The **Derej Mongoose** has 1 attack per round normally, but if it hits an opponent, it adds 1 attack per round for the next round; subsequently, on each round when it hits with all of its attacks, it adds an additional attack per round for the next round. On any round where it misses with at least one attack, the number of attacks it can make in the next round decreases by 1 (to a minimum of 1 attack per round); if it is unable to attack any foe in any given round, the number of attacks it can make returns to 1 upon the next round.

Derej Rat

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d6
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

Each time a **Derej Rat** is slain, its original hit points are distributed to any remaining derej rats in its group, until all of the derej rats are destroyed.

Desert Worm

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d10 + special
Movement:	40' Burrow 30'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	280

A **Desert Worm** is a large carnivorous creature, with a round mouth ringed with several rows of sharp teeth. A desert worm has no eyes nor olfactory organs, but it can sense movement on the ground within 20 feet. It spends most of its life burrowing beneath the sands. A desert worm will eventually leave a potential victim alone if it no longer senses any movement within that area. On a natural 20 attack roll, a victim of up to dwarf size will be swallowed whole, suffering 1d6 points of damage per round thereafter. Only one such victim may be swallowed at a time. A swallowed creature can cut its way out by dealing 5 or more points of damage with a small edged weapon such as a dagger.



Dinosaur, Ankylosaurus

Armor Class:	21
Hit Dice:	9 or 9* (for Paleocinthus) (AB +8)
No. of Attacks:	1 tail
Damage:	3d6
Movement:	30'
No. Appearing:	1d3, Wild 1d4+1
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1,075 (Paleocinthus 1,150)

The **Ankylosaurus** weighs about 8,000 pounds, most of this weight due to its armor plating, side spines, and great, knobby tail. If attacked or threatened, it lashes out with its tail, delivering blows of considerable force. A related species, **Paleocinthus**, has even more armor plating (AC 24) and a spiked tail (3d6 points of damage).

Dinosaur, Compsognathus

Armor Class:	12
Hit Dice:	1d4 hit points
No. of Attacks:	1 bite
Damage:	1d2
Movement:	40'
No. Appearing:	Wild 1d10
Save As:	Normal Man
Morale:	8
Treasure Type:	None
XP:	10

A **Compsognathus** is a tiny, chicken-sized prehistoric reptile that runs swiftly to catch insects and other small prey. Alone it isn't much of a threat, but on occasion it has been known to gang up on a large creature.

Dinosaur, Raptor

	Deinonychus	Velociraptor
Armor Class:	15	15
Hit Dice:	3	1
No. of Attacks:	2 claws or 1 bite	1 claw or 1 bite
Damage:	1d6/1d6 or 1d8	1d4 or 1d4
Movement:	50'	80'
No. Appearing:	1d3, Wild 2d3, Lair 2d6	1d4, Wild 2d4, Lair 2d8
Save As:	Fighter: 3	Fighter: 1
Morale:	8	8
Treasure Type:	None	None
XP:	145	25

A **Deinonychus** is a medium-sized feathered dinosaur, weighting approximately 150 pounds and reaching about 11 feet in length from nose to tail. Deinonychus is an avid predator and a skilled pack-hunter, that attacks by biting or leaping and using its formidable claws. Against large prey a deinonychus will bite and hold on in order to use its claws for automatic damage each round; however while holding its AC drops to 11.

The **Velociraptor** is a small feathered dinosaur, weighing about 30 pounds and similar in size to a turkey. It acts and attacks in a similar manner to the deinonychus.

Dolphin

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 ram
Damage:	2d4
Movement:	Swim 120'
No. Appearing:	Wild 2d10
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	75

A **Dolphin** is an aquatic mammal that resembles a large fish. It is highly intelligent and usually acts friendly toward humans and humanoid creatures. Because it is a mammal, a dolphin must surface periodically to breathe air, though it can hold its breath for up to an hour of light activity (or two turns of strenuous action). A dolphin is frequently found in the company of mermaids.

Dragon, Brown

Armor Class:	17
Hit Dice:	6**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d4/1d4/2d8 or breath/1d4
Movement:	30' Fly 80'
No. Appearing:	1 Wild 1 Lair 1d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	H
XP:	610

A **Brown Dragon** is the smallest and weakest of the dragons, but is far craftier. A brown dragon favors rocky cliff-sides and canyons for its home. The brown dragon is a highly territorial but cowardly hermit, and even a mated pair will jealously separate their treasure from one another. A brown dragon prefers to ambush trespassers by blending into the rocks. Some larger ones have been known to accumulate boulders to drop from above onto unsuspecting adventurers.

A brown dragons' claws are especially well-suited to climbing sheer cliff surfaces, which it does as well as a Thief (level equivalent to the brown dragon's HD).

Brown Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	3	4	5	6	7	8	9
Attack Bonus	+3	+4	+5	+6	+7	+8	+8
Breath Weapon	Hurricane-force winds (Cone)						
Length	-	60'	70'	80'	85'	90'	95'
Width	-	25'	30'	30'	35'	40'	45'
Chance/Talking	0%	15%	20%	30%	45%	55%	65%
Spells by Level							
Level 1	-	1	2	3	3	3	3
Level 2	-	-	-	-	1	2	3
Claw	1d4	1d4	1d4	1d4	1d4	1d6	1d8
Bite	2d4	2d6	2d6	2d8	2d8	2d10	2d10
Tail	1d4	1d4	1d4	1d4	1d4	1d6	1d6

Dragonne

Armor Class:	18
Hit Dice:	9* (AB +8)
No. of Attacks:	1 bite / 2 claws
Damage:	2d6/2d6/2d4
Movement:	40' Fly 30'
No. Appearing:	1d6 Wild 1d6 Lair 1d10
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	1,150

A **Dragonne** appears as a strange combination of a lion and dragon, possessing huge claws, fangs, and eyes. Its scales and stiff hair are the color of brass. A dragonne is about 12 feet long and weighs about 700 pounds. It is very intelligent and communicates in one or more languages of its home territory. A dragonne's wings are useful only for short flights, carrying the creature for 10 to 20 minutes at a time at relatively slow speeds.

A dragonne attacks by biting and clawing. In addition, every 1d4 rounds a dragonne can produce a tremendous roar. To anyone within 120 feet, the roar causes temporary weakness, resulting in a -2 penalty to attack rolls, damage, and any strength checks for 2d6 rounds unless he or she saves vs. Paralysis. Those within 30 feet are also deafened for the same period, with no save allowed. A deafened creature can react only to what it can see or feel, is surprised on 1-3 on 1d6, and suffers a -1 penalty to its initiative rolls. However, a deafened creature is immune to further roars until its deafness alleviates (after the 2d6 rounds).

Drat*

Armor Class:	11
Hit Dice:	1d4*
No. of Attacks:	Special
Damage:	Special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	13

The **Drat**, so-called because of the frequent expletives emitted in its vicinity, is so rare as to elicit skepticism with regards to its very existence. It appears to be a common rat, and can be encountered anywhere that a rat might be found. The drat would be little more than an annoyance if not for its special ability.

A drat has an aura of bad luck which covers a radius of 30 feet around it. Anyone besides the drat within the radius suffers a cumulative penalty of -1 per round on attack and saving throw rolls, while giving opponents (who are outside the radius or are immune, i.e. drats) a cumulative +1 bonus on attack rolls against affected creatures. The maximum penalty (or bonus) which may accrue is -6 (or +6).

There is no way to detect this effect, other than to attempt and fail at attacks or saving throws, and the drat does not even need to be visible. For instance, a drat could be peacefully sleeping on the other side of a wall from the adventurers and its sphere of influence will still affect them. The only surefire way to detect the presence of a drat is by noticing the ever increasing string of unlikely events beginning to happen. For instance, a very dexterous Thief will, after only a few minutes exposure, begin to bumble about so clumsily that he or she will soon trip over their own feet. It is essential that the GM be completely and scrupulously fair in the use of this monster.

Draugr

Armor Class:	17
Hit Dice:	9** (AB +8)
No. of Attacks:	1 weapon
Damage:	1d10+3
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	11
Treasure Type:	B, M
XP:	1,225

A **Draugr** is the undead remains of an ancient king, generally found only in its ancient crypt. It appears as a skeleton wearing antique plate mail. A draugr usually wields a two-handed sword in combat. It can see invisible opponents.

Once per turn, a draugr can breathe a cone of ice out to 10 feet in front of it. Anyone caught in this cloud of frozen mist must save vs. Spells or be stunned (-2 to AC, in addition to losing any Dexterity and shield bonuses) and unable to act for one round. Spellcasters in the midst of casting a spell who fail their save lose the spell they were attempting to cast.

As with all undead, a draugr can be Turned by a Cleric (as a vampire), and is immune to **sleep**, **charm** or **hold** spells.



Eel, Common & Giant

	Common	Giant
Armor Class:	11	12
Hit Dice:	1	2, 4, or 6 (*)
No. of Attacks:	1 bite	1 bite
Damage:	1d6	1d8, 1d10, or 1d12
Movement:	60' Swim	60' Swim
No. Appearing:	Wild 1d6	Wild 1d6
Save As:	Fighter: 1	Fighter: 2, 4, or 6
Morale:	8	8
Treasure Type:	None	None
XP:	25	2 HD 75; 2* HD 100; 4 HD 240; 4* HD 280; 6 HD 500; 6* HD 555

Common Eels will often be found along reefs or in other areas where they can hide in holes and nooks in order to ambush prey. Common eels are territorial and aggressive in defense of their lair.

A **Giant Eel** is the huge cousin to the common eel, and is similar in most ways except size. This great aquatic beast is often found in lost underwater ruins or as a guardian raised and trained by underwater races.

1 in 6 giant eels can emit an electrical shock up to three times per day, which will affect those within a 20 feet radius. The shock causes 1d4 points of damage for each hit die of the giant eel; a saving throw vs. Dragon Breath is allowed for half damage. During a round when an eel uses its shock, it is immune to electrical attacks. On other rounds a giant electric eel has a +2 bonus on saves against electrical attacks.



Elemental*

Elementals are incarnations of the elements that compose existence.

It is possible to summon an elemental by one of three means: By the use of a *staff*, or of a *device*, or by casting a *spell*. For each elemental type, separate statistics are provided for each of these three categories.

Due to their highly magical nature, elementals cannot be harmed by non-magical weapons.

The Core Rules present elementals conforming to the classical elements of European tradition (air, earth, fire, and water). Asian traditions present a different group: fire, earth, metal, water, and wood. Metal and wood elementals are presented below, completing this set (when added to the fire, earth, and water elementals found in the Core Rules). Additionally, cold and lightning elementals are provided for those who wish to be less traditional. As always, the Game Master decides what sort of monsters appear in his or her world.

Elemental, Cold*

	Staff	Device	Spell
Armor Class:	18 ‡	20 ‡	22 ‡
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	1 punch or stomp + special		
Damage:	1d12	2d8	3d6
Movement:	40' Fly 30'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

A **Cold Elemental** resembles a crude, headless ice statue with long, sharp icicles in place of hands. A cold elemental takes double damage from fire attacks. It deals an additional 1d8 points of damage against creatures that are hot or flaming in nature, as well as creatures made of liquids or oozes. A cold elemental's body is so bitterly cold that creatures within 5 feet take 1d6 points of damage automatically, unless they are immune to the effects of cold. Any liquids the cold elemental touches immediately freezes solid. A cold elemental cannot enter places where the temperature is above 50 degrees Fahrenheit.

Elemental, Lightning*

	Staff	Device	Spell
Armor Class:	18 ‡	20 ‡	22 ‡
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	-- special --		
Damage:	1d12	2d8	3d6
Movement:	Fly 120'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

A **Lightning Elemental** resembles dark clouds, lit from within by flashes of lightning. It can magnetically draw metal items towards itself as if using **telekinesis**. It deals an extra 1d8 points of damage to creatures that are in contact with water or metal but not touching solid ground. A lightning elemental takes double damage when attacked by air or wind attacks (including air elementals). A lightning elemental can choose either to strike a single creature or create a mighty thunderclap. If the latter attack is used, all creatures within a 30 foot radius must save vs. Paralysis or be deafened for 1d8 turns.

Elemental, Metal*

	Staff	Device	Spell
Armor Class:	18 ‡	20 ‡	22 ‡
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	1 punch, stomp, or special		
Damage:	1d12	2d8	3d6
Movement:	30'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

A **Metal Elemental** resembles lithe figures made of molten metal. It is able to shape its extremities into cruel blades. Despite its appearance, a metal elemental is normally cool to the touch. Metal armor affords no protection against a metal elemental, and indeed it deals an additional 1d8 points of damage to creatures, vehicles, or structures that are made of or in direct contact with some form of metal. Lightning attacks deal double damage to it. A metal elemental cannot cross a body of water greater than its own height.

Elemental, Wood*

	Staff	Device	Spell
Armor Class:	18 ‡	20 ‡	22 ‡
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	1 punch or stomp		
Damage:	1d12	2d8	3d6
Movement:	40' Fly 30'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

A **Wood Elemental** superficially resembles a treant, but closer inspection reveals that rather than a single tree it is made up of dozens of interlinked trees. A wood elemental takes double damage from fire attacks of any kind, and does 1d8 points of extra damage to creatures in contact with vegetation (including weapons or shields made mainly of wood), as well as to earthen or stone structures.

Elephant, Shovel Tusk

Armor Class:	20
Hit Dice:	10 (AB +9)
No. of Attacks:	1 tusk or trample
Damage:	1d10 or 4d10
Movement:	40'
No. Appearing:	Wild 1d12
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

The **Shovel Tusk Elephant** is a prehistoric relative of the modern elephants; they have a variety of forms depending on the exact era and region. All varieties have extended lower jaws tipped with a shovel-like plate or tusk. Shovel tusk elephants vary in size; the statistics given are for a larger specimen such as a bull.



Ettercap

Armor Class:	14
Hit Dice:	6+1
No. of Attacks:	2 claws/1 bite + poison
Damage:	1d3/1d3/1d8 + poison
Movement:	30'
No. Appearing:	1d2
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
XP:	500

An **Ettercap's** appearance is a cross between a grossly-bloated spider and a humanoid. It is often found in the company of 2-4 large spiders. An ettercap is about 6 feet tall, weighs about 200 pounds, and speaks Common.

An ettercap is not a brave creature, but its cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move. The poison of an ettercap paralyzes its foe on a missed saving throw vs. Poison. This paralysis will wear off naturally in 1d6+6 turns.

An ettercap can throw a web eight times per day to entangle enemies. To hit, the ettercap must make an attack roll against AC10 + the target's Dexterity modifier (and any magic modifier). If the ettercap hits, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity. The web has a maximum range of 50 feet and is effective against targets of up to Medium size. The web anchors the target in



place, preventing any movement. An entangled creature can burst the web as per the **web** spell.

An ettercap can also create sheets of sticky webbing up to 60 square feet. They usually position these to snare flying creatures, but can also try to trap prey on the ground. Approaching creatures may stumble into it and become trapped. An ettercap can determine the exact location of any creature touching its web.

Ettin

Armor Class:	18
Hit Dice:	13 (AB +10)
No. of Attacks:	2 weapons
Damage:	By weapon
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 13
Morale:	7
Treasure Type:	J (Y in lair)
XP:	2,175

An **Ettin** is a vicious and unpredictable hunter. An ettin rarely bathes, resulting in grimy and dirty skin resembling a thick, gray hide. An adult ettin is about 13 feet tall. It has no language of its own, but speaks a pidgin of orc and giant. Creatures that can speak any of these languages can understand only bits and pieces of an ettin's speech.

Although an ettin is not very intelligent, it is a cunning fighter, preferring to ambush victims rather than charge into a fair fight. An ettin typically wields a spear in each hand, adding +4 to damage rolls due to its great strength. Because each arm is controlled by one head, the ettin does not suffer penalties for attacking with two weapons.

An ettin is almost never surprised. The GM rolls once for each head, and only if both heads fail will the monster suffer surprise.



Faun (and Ibix)

Armor Class:	15 (11)
Hit Dice:	1
No. of Attacks:	1 miniature weapon
Damage:	1d6 or by weapon
Movement:	40'
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1 (with Dwarf bonuses)
Morale:	8
Treasure Type:	D
XP:	25

A **Faun** is a fey-related race that resembles a sort of strange cross of goat with a small human or elf-like being. Standing only about 4 to 5 feet tall, it has a human-like torso and head, but the legs and feet of a goat. A faun can also have other features reminiscent of goats, such as small horns or large ears. Fauns share the halfling's love of a simple agrarian life, and frequently are found wherever alcoholic beverages are made.

Fauns do not have their own language, preferring to speak Elvish amongst themselves. They also know the language of Halflings, their most common neighbors, and many also know the secret languages of fey races such as pixies or dryads. Most adventuring fauns who travel outside their small shires know Common.

The **Ibix** is the cousin to the faun, with a head that is much more goat-like. Unlike fauns, an ibix is ill-tempered and generally considered evil, sometimes even allying with humanoids such as goblins. It has identical statistics to those listed above, except that it speaks Goblin rather than Halfling.



Flederkatze*

Armor Class:	19 ‡
Hit Dice:	2**
No. of Attacks:	2 claws / 1 bite + poison
Damage:	1d2/1d2/1d3 + poison
Movement:	40' Fly 60'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	7
Treasure Type:	None
XP:	125

A **Flederkatze** (“flitter-cats”) is a magical creature that appears to be a mix of feline and bat-like features. It has dark fur with leathery wings sprouting from its back. Its head is cat-like but with bat-like ears. A flederkatze can fold its wings close to its body, appearing to be a normal cat unless closely inspected. A flederkatze has exceptional hearing, including a form of echolocation with a 120 foot range; normal invisibility is easily detected, but magical **silence** effectively negates this power. Its actual eyesight is quite poor (roughly 30 feet), and it suffers discomfort in bright sunlight (-1 attack penalty in bright or magical light).

A flederkatze attacks with claws and bite like other felines. Its bite contains a toxin that causes 1 additional point of damage each round for 10 rounds as the poison travels through the body. Each round the affected can roll a save vs. Poison to halt any further damage, although subsequent bites will produce the wounding effect anew (resetting the 10-round duration). Only one such point of poison damage is applied each round, even if multiple bites are scored without successfully saving. In addition to physical attacks, a flederkatze can **detect magic** at will, become **invisible** at will, and once per day can **bestow curse** (reverse of **remove curse**) as a 7th level caster (usually utilizing the “-4 to attack rolls and saves” version).



Silver or magical weapons are required to strike a flederkatze. So long as it has at least 1 hp remaining, the creature regenerates 1 hp each round; if reduced to less than 1 hp a flederkatze dies. It saves against magic (including wands) with a +4 bonus.

Flying Man-of-War

Armor Class:	11
Hit Dice:	2
No. of Attacks:	Special
Damage:	Special
Movement:	Fly 40'
No. Appearing:	3d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

A **Flying Man-Of-Wars** is a horse-sized flying jellyfish with a distinctive crest like a sail. Its body is filled with hot air, allowing it to float about 20 feet off the ground, with its tentacles hanging below. Any creature touched by its tentacles takes only 1 damage, but must save vs. Paralysis or be stunned for 1d4 rounds due to its paralyzing venom. The flying man-of-war will then pull itself down to its prey (if it weighs more than 100lbs) or lift its prey up to its body and begin digesting it, dealing 1d6 points of damage per round.

If a flying man-of-war takes at least 6 points of damage from a single attack, its envelope is punctured and it swiftly falls to the ground, immobile; its tentacles will collapse in a 10 foot radius around it and remain poisonous.

Frost Worm

Armor Class:	18
Hit Dice:	16** (AB +12)
No. of Attacks:	1 bite + cold
Damage:	2d8 + 1d8
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 16
Morale:	10
Treasure Type:	None
XP:	3520

A **Frost Worm** grows about 40 feet long, has two huge mandibles, and a strange orifice on its head that it uses to create a trilling sound during combat. It can burrow through ice and frozen earth but not stone. When moving through such hard materials, it leaves behind a usable tunnel about 5 feet in diameter.



A frost worm lurks under the snow, waiting for prey to come near. It begins an attack with the trill, which forces its prey to stand motionless, and then sets upon helpless prey with its bite. This trilling affects all creatures other than frost worms within a 100 foot radius. Creatures must save vs. Paralysis or be stunned for as long as the worm trills and for 1d4 rounds thereafter. However, if the victim is attacked or violently shaken, another saving throw is allowed. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours.

The body of a frost worm generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Any creature attacking a frost worm unarmed or with non-magical weapons suffers this same cold damage each time one of its attacks hits.

A frost worm can breathe a 30 foot cone of frost, once per hour, for 15d6 cold damage. Those struck may save vs. Dragon Breath for half damage. Opponents held motionless by the frost worm's trill cannot save.

When killed, a frost worm turns to ice and shatters in an explosion, dealing 20d6 points of damage to everything within 100 feet. A victim may save vs. Dragon Breath for half damage.

Gerbalaine

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1 punch or weapon (large form)
Damage:	1d4 or by weapon (large form)
Movement:	40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1 (Halfling bonuses)
Morale:	6
Treasure Type:	1d4 random small gems
XP:	25

Gerbalaines are a very small race of fey beings. It has a mouse-like appearance, and because of its size it is often mistaken for a common field mouse unless examined closely. A gerbalaine is a tinkerer, using small bits of materials gathered to fashion its home; it often builds within walls, under floors, or otherwise right under the noses of big folk.

Up to 3 times per day, a gerbalaine may magically assume a larger form, growing to approximately halfling size. It is in this form that gives the above statistics when pressed into a fight, although a gerbalaine is more likely to run away than fight. When in its natural mouse-size form, a gerbalaine has effectively only 1 hp, but is very difficult to hit (AC 22). A gerbalaine who saves (with Halfling bonuses) against an area-of-effect damaging spell takes no damage, and even if the save fails takes only half damage. A gerbalaine's skill with devices is comparable to a 10th-level Thief.



Gibbering Moucher

Armor Class:	19
Hit Dice:	9** (AB +8)
No. of Attacks:	6 bites + special
Damage:	1d6(x6) + special
Movement:	10' Swim 20'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	1,225

A **Gibbering Moucher** is a horrible creature seemingly drawn from a lunatic's nightmares. It has the fluid body of an amoeba, with eyes and toothy mouths constantly appearing and disappearing all over its body.

As soon as a moucher spots something edible, it begins a constant gibbering. All creatures (other than mouchers) within 60 feet must save vs. Paralysis or be affected as though by a **confusion** spell for 1d2 rounds. A gibbering moucher may fire a stream of spittle at one opponent within 30 feet. The moucher makes an attack against AC 10 + Dex bonus of the target; if it hits, it deals 1d4 points of acid damage, and the target must save vs. Poison or be blinded for 1d4 rounds. Any creature bit by 3 or more of its mouths will be engulfed on the next round. The moucher will be able to make 12 subsequent bite attacks on the engulfed creature. A swallowed creature can cut its way out by dealing 5 points of damage with a small edged weapon such as a dagger.



Glyptodon

Armor Class:	18
Hit Dice:	4
No. of Attacks:	1 tail or trample
Damage:	1d8 or 1d8
Movement:	20' (10')
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

A **Glyptodon** is a prehistoric herbivorous mammal similar to an armadillo, only much larger with a club-like tail. Adult specimens may grow to the size of wagons. It is covered in bony plates, but is usually only dangerous when harassed or attacked.



Great Orb of Eyes

Armor Class:	19
Hit Dice:	12* (AB +10)
No. of Attacks:	1d4 rays or spell-like ability
Damage:	By ray or spell
Movement:	Fly 30'
No. Appearing:	1 Wild, 1 Lair
Save As:	Magic-User: 12
Morale:	9
Treasure Type:	None
XP:	1,975

A **Great Orb of Eyes** is a living mass of pulsing and ever-moving eyes. It is highly intelligent but is unable to communicate vocally. A great orb of eyes can see in all directions, making it nearly impossible to surprise. It has Darkvision out to 120 feet, and with concentration may **detect magic** or **detect invisible** (see below). In combat a great orb of eyes usually levitates high, trying to avoid melee combat. From this vantage, it fires its eye rays, preferring to **cause fear**, **hold**, or **charm** as many foes as possible. Each round it fires 1d4 rays, each at a different target. If the die roll is greater than the number of possible



targets, the extra rays are lost. The GM may roll to determine which rays fires or choose those with the most destructive effect(s).

Great Orb of Eyes Rays

1. Death: target must save vs. Death Ray or die.
2. Draining: target takes 3d6 points of damage. He or she may save vs. Spells for half damage. The great orb of eyes heals half that many hit points.
3. Fear: target is affected by **cause fear** (reversed **remove fear**) spell, as cast by a 12th-level Cleric.
4. Charm: target is affected by **charm monster** spell, as cast by a 12th-level Magic-user.
5. Hold: target is affected by **hold monster** spell, as cast by a 12th-level Magic-user.
6. Blinding: target is affected by **cause blindness** (reversed **remove blindness**) spell, as cast by a 12th-level Cleric.

A great orb of eyes rarely ever uses its death ray unless its very life depends on it, instead preferring to drain foes for sustenance. A great orb of eyes can also cast **telekinesis** three times per day (as a 12th-level caster). Charmed individuals become slaves, providing any necessary manual labor, and a great orb of eyes can communicate telepathically with any such charmed being. When their usefulness fades, these slaves are drained for sustenance.

Grick

Armor Class:	16
Hit Dice:	2
No. of Attacks:	4 tentacles / 1 bite
Damage:	1d4/1d4/1d4/1d4/1d3
Movement:	30'
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 2
Morale:	12
Treasure Type:	V
XP:	75

An adult **Grick** is a large snake-like creature weighing around 200 pounds and stretching about 8 feet long from the tip of its tentacles to the end of its tail. A grick's body coloration is uniformly dark with a pale underbelly, and the tentacles attach just behind its head; the tentacles are segmented like the body of an earthworm.

A grick hunts by hiding near high-traffic areas, using its natural coloration to blend into the shadows; when doing this, the grick surprises on a 1-3 on 1d6. When prey ventures near, a grick lashes out with its tentacles. The jaws are small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags victims back to the lair to be eaten at leisure.

Multiple gricks do not fight in concert; rather, each attacks the prey closest to it, and breaks off the fight as soon as it can drag a dead or unconscious victim away.





Grimlock

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 battleaxe
Damage:	1d8
Movement:	30'
No. Appearing:	1d4, Wild 1d10+10, Lair 1d6 x10
Save As:	Fighter: 2
Morale:	7
Treasure Type:	D
XP:	75

A **Grimlock** is a muscular humanoid with gray skin. It is blind, but its exceptional senses of smell and hearing allow it to notice foes nearby. As a result, it usually shuns ranged weapons and rushes to attack, brandishing stone battleaxes.

A grimlock can sense all foes within 40 feet as a sighted creature would. Beyond that range, treat all targets as having total concealment. A grimlock is susceptible to sound- and scent-based attacks, however, and is affected normally by loud noises, sonic spells (such as **silence 15' radius**) and overpowering odors. Negating a grimlock's sense of smell or hearing reduces its ability to fight. If both of these senses are negated, a grimlock is effectively blinded. It is immune to gaze attacks, visual effects, illusions, and other attacks that rely on sight.

Guard Fern

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	3 thorn / 1 acid / 1 leaves
Damage:	1d4/1d4/1d4/3d8/1d8
Movement:	0' (immobile)
No. Appearing:	Wild 1d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

A **Guard Fern** is a huge, bushy plant. It is typically cultivated and placed to guard narrow features, such as a hallway or gap in a wall. Guard ferns are immune to acids, and have a fire-retardant structure that reduces all fire-based damage by half (a successful saving throw means it takes no damage).

The guard fern is immobile but can attack in all directions. It reacts to any vibration and heat sources.

It has three attacks that intensify as targets move closer. At sixty to thirty feet, it can fire a spray of large, sharp thorns, each dealing 1d4 points of damage; each human-sized person might be hit by 1d4 thorns. At five to thirty feet, it sprays a shower of acid, dealing 3d8 points of damage with a save vs. Dragon Breath reducing damage by half. It can perform both of these attacks three times in any direction before it must grow more thorns or replenish the acid, regaining one attack in each category each day.



Finally, it can lash out with sharp leaves at a single creature within five feet, dealing 1d8 points of damage on a hit.

Even if chopped to bits, a guard fern will grow back in 1d6+4 weeks. Only burning one or digging up the roots will kill it for good.

Gump

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	2 fists or 1 weapon
Damage:	1d8+3/1d8+3 or by weapon +3
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	10
Treasure Type:	C
XP:	280

A **Gump** is a large and blubbery humanoid that stands just over a head taller than a human male, with a broad, jagged toothed grin and small deep-set eyes. Meeting the gaze of a gump is dangerous.

Anyone who meets the gaze of a gump must save vs. Paralysis at +2 or suffer the effects of a **hold person** spell for 1d4+1 rounds. Anyone facing a gump in combat is



deemed to have met its gaze, as is anyone who is surprised by the monster. Those who attempt to fight a gump while averting their eyes suffer a -4 penalty on attack rolls. It is safe to view a gump's reflection in a mirror or other reflective surface; anyone using a mirror to fight a gump suffers a penalty of -2 to attack. Characters fighting a gump must make the saving throw each round if not taking measures to avoid the monster's gaze.

A gump communicates with an odd jibbering and slobbery voice that is difficult to understand. It can also speak Common and the languages of goblinoid creatures.

Headless Horseman

Armor Class:	According to armor worn
Hit Dice:	7+**
No. of Attacks:	1 weapon (also see Mount)
Damage:	1d8 or by weapon (also see Mount)
Movement:	30' (also see Mount)
No. Appearing:	1 (plus Mount)
Save As:	Fighter: 7+
Morale:	special
Treasure Type:	None
XP:	800+ (plus XP of Mount)

A **Headless Horseman** is a powerful undead warrior. A headless horseman appears in knightly garb, similar to what it wore in life. Of course, as the name indicates it is headless, but a jack-o-lantern, helmet, or other decoration could be worn above the neck. Upon sighting a headless horseman, characters of less than 5th level must save vs. Spells or be stricken with fear, running away until out of sight.

Each headless horseman is a Fighter with a level equivalent to its HD, and attacks appropriately. The headless horseman can be Turned by Clerics (as a vampire, but roll at -4). As with all undead, it is immune to **sleep**, **charm**, and **hold** spells, as well as cold, acid, poison, and electricity.

A headless horseman is always accompanied by its mount, usually an undead (skeleton or zombie) warhorse or similar creature. Occasionally, a more powerful mount might accompany a higher-level headless horseman, perhaps even an undead dragon. This undead mount is fearless and can only be Turned if the headless horseman itself is successfully Turned first.

Heucova*

Armor Class:	16 †
Hit Dice:	2**
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4/1d4 or by weapon
Movement:	40'
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Cleric: 2
Morale:	10
Treasure Type:	D
XP:	125

A **Heucova** is a Cleric who has been cursed to undeath for his or her faithlessness. It resembles a skeleton wrapped in old, tattered robes or rusting armor. Small points of red light can be seen in each of its empty eye sockets. A heucova speaks and reads all the languages it knew in life.

A heucova is a cowardly combatant, preferring to set up traps and ambushes for potential interlopers. It will attack Clerics before anyone else. Those struck by the heucova's claws must save vs. Poison or contract a terrible wasting disease. Each day the target takes 1d3 points of Constitution damage. Those reduced to 0 Constitution die, and rise as a zombie on the following day, under the control of the heucova. A **cure disease** spell must be used to prevent death. Ability points lost due to a heucova's disease return at a rate of 1 per day of complete rest. All heucova are capable of casting spells as a Cleric (level 1d4+1), however these spells are always reversed.

A heucova can be Turned by a Cleric (as a wight), and like all undead are immune to **sleep**, **charm**, and **hold** spells. A heucova can only be harmed by silver or magical weapons. In addition, it takes 1d6 points of damage from the touch of a holy symbol.

Hippocampus/Kelpie

Armor Class:	13
Hit Dice:	2/2*
No. of Attacks:	2 hooves
Damage:	1d4/1d4
Movement:	Swim 80'
No. Appearing:	Wild 10d10/Wild 1
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75/100

A **Hippocampus** is the horse of the sea, with a mane that looks like seaweed and a dolphin's tail. Although they appear to be mammals, they are able to breathe underwater.

A **Kelpie** is the flesh-eating freshwater cousin of the hippocampus, and is able to take the form of a normal horse or human for 2 turns each day. It is cruel and loves nothing more than to drown and devour its victims.

Hippopotamus

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 bite or 1 trample
Damage:	2d6 or 4d6
Movement:	40' Swim 30'
No. Appearing:	Wild 3d10
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500

A **Hippopotamus** is a massive herbivore dwelling in tropical and sub-tropical swamps, lakes, and rivers. While it feeds on various herbs and weeds, it is territorial, aggressive, and hot-tempered, and is likely to attack anyone who encroaches into its territory. Not only can it trample its foes with its enormous weight, but a hippopotamus also has long, sharp teeth that can deliver a devastating bite.



Homunculus

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 bite + poison
Damage:	1d4-1 + poison
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

A **Homunculus** is a miniature servant created by a wizard. It is a weak combatant but makes for an effective spy, messenger, or scout. A homunculus's creator determines its precise features. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its master knows and can convey to him or her everything it sees and hears (up to a distance of 1,500 feet). A homunculus never travels beyond this range willingly, though it can be moved forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master.



A homunculus will try to climb onto its victim and bite with its venomous fangs. On a failed save vs. Poison, the opponent will fall asleep for 6d6 minutes. If the master is slain the homunculus also dies, its body swiftly melting away into a pool of ichor.

Illusion Trapper

Armor Class:	18
Hit Dice:	9** (AB +8)
No. of Attacks:	1 bite
Damage:	5d4
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	9
Treasure Type:	None (see below)
XP:	1,225

The **Illusion Trapper** is a very proficient hunter. It digs a 40 foot diameter funnel-shaped pit and casts **hallucinatory terrain** to match the surrounding terrain. Creatures that come near the pit must save vs. Paralysis each round they remain in the area or slip on the loose soil and fall to the bottom. The illusion trapper attacks from its covering with its large mandibles, and on a successful hit attaches to the target. It will not open its mandibles until it or its prey is dead. Any creature bitten by the illusion trapper must save vs. Poison or be paralyzed for 3d6 rounds. Paralyzed creatures automatically take 5d4 points of damage each round that it remains in the trapper's grip.

While it does not keep any treasure itself, there is a chance of items left behind from previous victims.

Infernals

Infernal beings are monstrosities with otherworldly or extra-dimensional origins. These beings are universally vile and at odds with the powers of goodness. There are several distinct races or groups of infernal beings, generally grouped by their origin. They might be called demons, devils, or other related terms.

Infernal, Ice Devil

Armor Class:	18
Hit Dice:	3**
No. of Attacks:	1 claw + special
Damage:	1d3 + 1d4 cold
Movement:	30' Fly 50'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	205

An **Ice Devil** is a winged and clawed humanoid monster around 3 feet tall. Its hairless bodies are genderless, with blue skin so light as to be almost white.

Whenever an ice devil attacks, an additional 1d4 cold damage is dealt. An ice devil can breathe a cone of icy shards every 1d4 rounds, causing 1d4 cold damage to one creature within 10 feet of the ice devil. Additionally, the individual struck must save vs. Paralysis or suffer a -1 penalty to hit and damage for 1d6 rounds. Any large heat



source nearby gives a +2 to the save. In addition, an ice devil can cast **magic missile** once per hour at a level equivalent to its HD (typically 3rd-level caster).

An ice devil is completely immune to cold-based damage, and it regenerates 2 hp per round when in icy or wintry conditions. Fire or heat-based attacks cause an additional 50% damage to an ice devil. Magical attacks, such as damaging spells, inflict only half damage upon an ice devil. This magical resistance causes magical weapons to lose the benefit of any damage bonus (although any to-hit bonuses still apply).

Infernal, Imp*

Armor Class:	19 ‡
Hit Dice:	2**
No. of Attacks:	1 tail stinger
Damage:	1d4 + poison
Movement:	20' Fly 60'
No. Appearing:	1
Save As:	Cleric: 2
Morale:	7
Treasure Type:	None
XP:	125

An **Imp** is a diminutive, dark, bat-winged humanoid standing about 2 feet tall with a dagger-like tail stinger. It is able to change at-will into the form of a massive spider, raven, or giant rat, all with a devilish look. In all forms the imp has Darkvision with a range of 60 feet.

In its natural form, an imp attacks with its poisonous stinger; those struck must save vs. Poison or die suffering tremendous pain. In its other forms (see the relevant monster entry), it cannot use its poison attack. In addition



to physical attacks, an imp has several magical qualities available in any of its forms. It can **detect magic** at-will, become **invisible** at-will, and once per day can **charm person** (as a 7th-level caster).

An imp is immune to poison, cold, fire, and electrical attacks. Silver or magical weapons, or spells, are required to strike an imp. So long as it has at least 1 hp remaining, it regenerates 1 hp each round; if reduced below 1 hp an imp will die like any other creature. An imp has a bonus of +4 on all saving throws against magic (including wands).

Infernal, Lemure

Armor Class:	12
Hit Dice:	3
No. of Attacks:	1 claw
Damage:	1d4
Movement:	40'
No. Appearing:	5d6
Save As:	Fighter: 3
Morale:	6 (11)
Treasure Type:	None
XP:	145

A **Lemure** is said to be the soul of a damned one, converted into a wretched form to serve more powerful infernals. Its body resembles the one it had in life, covered in bubbling pitch and utterly devoid of speech or intelligence. All other infernals can telepathically control a lemure without effort; while it is thus controlled, a lemure has a morale of 11. A lemure regenerates 1 hp of normal damage per round, even if reduced to 0 hp; damage from magic weapons, fire, spells, or holy water cannot be regenerated in this way.

Infernal, Succubus*

Armor Class:	20 ‡
Hit Dice:	7**
No. of Attacks:	2 claws + special or by weapon
Damage:	1d4/1d4 or by weapon
Movement:	30' Fly 50'
No. Appearing:	1
Save As:	Cleric: 6
Morale:	7
Treasure Type:	I, L
XP:	800

A **Succubus** is a female demonic entity. In her natural form, one appears as a beautiful winged humanoid temptress. A succubus can speak any language, and has Darkvision with a range of 120 feet.



A succubus prefers to avoid combat whenever she can, using her spell-like powers instead. When forced to, she can attack with her claws or with a normal weapon. A succubus can use the following spells at will (as a 12th level caster): **charm person**, **suggestion**, **darkness 15' radius**, **dimension door**, **ESP**, and **clairaudience** (as the potion).

A succubus can change shape at will, and will use this ability to assume a pleasing guise relevant to her chosen target; this deception can be maintained indefinitely.

If the succubus can get a charmed individual alone, she will drain the victim through her kisses. A charmed victim will submit to this willingly. Each round of kissing applies one negative level to the recipient, and all lost hp are transferred to the succubus (even if this temporarily raises her above her normal maximum; excess points are temporary and only last a single day). An unwilling target of such affections (i.e. one not charmed) must be restrained, obviously, but if she can do so she will; draining the life of a victim in this way is still her preferred method of killing.

As an infernal, a succubus is immune to lightning and poison, and takes only half damage from acid, cold, or fire-based attacks. Magical weapons are required to hit a succubus in combat.

Infernal, Quasit*

Armor Class:	19 ‡
Hit Dice:	2**
No. of Attacks:	2 claws / 1 bite
Damage:	1d2/1d2 +poison/1d3
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	7
Treasure Type:	None
XP:	125

A **Quasit** is a diminutive demonic being, roughly humanoid in shape and standing about 2 feet tall. It is a natural shape-shifter, able to change at will into the form of a gigantic centipede, huge bat, or a wolf, all with horrific visages that set it apart from a normal animal. In all forms the quasit has 60 foot Darkvision.

In its natural demonic form, a quasit attacks with its poisonous claws and bite. The poisonous claws cause an unnatural burning itch that will temporarily reduce the Dexterity of the target by 1 point for each successful attack. The points return 10 minutes after the end of combat. In its other forms, see the relevant monster entry for its attack forms. In addition to physical attacks, a quasit has several magical qualities available in any of its forms. They can **detect magic** at will, become **invisible** at will, and once per day can **cause fear** (reversed **remove fear**) as a 7th level caster.

As an infernal being, a quasit is immune to electrical and poison attacks, and receives only half damage from acid, cold, or fire-based attacks. Magical weapons or spells are required to strike a quasit. In addition, so long as it has at least 1 hp remaining, a quasit regenerates 1 hp every round; if reduced below 1 hp a quasit will die. A quasit saves against magic (including wands) with a +4 bonus.

Infernal, Spined Devil*

Armor Class:	19 ‡
Hit Dice:	8*
No. of Attacks:	1 bite or 2 blades (horns) or spines or by weapon
Damage:	1d6 + poison or 1d8+2 or 4d6 or by weapon + 2
Movement:	30'
No. Appearing:	Wild 1d4+1, Lair 3d6
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	945

A **Spined Devil** is a fearsome beastman who stands taller than the tallest man. A spined devil appears to be a powerfully-built humanoid with thick gray hides of leather-like scales and small thorny spines protruding from the crevices. A pair of thick bony blades protrude from its elbows; these blades can be retracted into the monster's body at will. A male will also have an impressive rack of curved horns protruding from its head. Spined devils tend to favor spears and swords as weapons.

Magic or magical weapons are needed to harm a spined devil, which are immune to non-magical fire and poison; further, they take only half damage from magical fire. The



bite of a spined devil is poisonous, but not fatal; anyone bitten must make a saving throw vs. Poison or fall unconscious for 1d6 minutes. Once every 1d6 rounds, a spined devil can fire a burst of small barbed spines from its arms and legs, covering a 5 foot radius around the monster; any creature within the area takes 4d6 points of damage from the spines. A successful saving throw vs. Dragon Breath reduces damage from this attack by half.

Infernal, Vega*

Armor Class:	17 ‡
Hit Dice:	9** (AB +8)
No. of Attacks:	1 weapon or whip
Damage:	By weapon + 2 or 2d6 or special
Movement:	60' Fly 150'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	A
XP:	1,225

A **Vega** is an extremely powerful infernal that resembles a winged humanoid figure made of fire and darkness. It is among the most dishonorable and cruel of all creatures. A vega is extremely skilled with its whip and on a successful hit can choose to pull a creature close enough to itself that the heat radiating from its body deals 3d6 points of damage. A vega is only affected by magical weapons and spells of 3rd level or greater, and take only half damage from fire, lightning, and cold. A vega can cast **cause fear**, **darkness**, **detect magic**, **detect invisibility**, **dispel magic**, and **telekinesis** at will.

Infernal, Vrock*

Armor Class:	13 ‡
Hit Dice:	8*
No. of Attacks:	2 claws / 2 talons / 1 bite
Damage:	1d4/1d4/1d8/1d8/1d6
Movement:	40' Fly 120'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	11
Treasure Type:	B
XP:	945

A **Vrock** is the warrior of the infernals. It comes in many horrible forms, but the most common one resembles a blend of the ugliest features of a man, a vulture, and a bat. A vrock can attack with all five of its attacks while in flight, but cannot use its talons on the ground. A vrock is immune to non-magical weapons. It can cast **darkness**, **detect invisibility**, and **telekinesis** at will, and once per day has a 10% chance of summoning one of their own kind to fight alongside it.

Iron Snapper

Armor Class:	17
Hit Dice:	6*
No. of Attacks:	1 bite
Damage:	2d8
Movement:	40'
No. Appearing:	1d2, Wild 1d2, Lair 1d2
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	555

An **Iron Snapper** is a large, highly territorial serpent with grey scales and beak, orange underbelly, and thick armored plates on its back. Its bite is strong enough to tear through steel plates; as it must be, for iron is its primary food. Any time an iron snapper successfully bites an opponent with a natural attack roll of 19 or 20, it destroys any armor the opponent is wearing or breaks one object held by the opponent, preferring items made of iron or steel if possible.



Jack O'Lantern

Armor Class:	15
Hit Dice:	3*
No. of Attacks:	1 breath
Damage:	2d6
Movement:	20' Fly
No. Appearing:	1d6
Save As:	Magic-User: 3
Morale:	9
Treasure Type:	U
XP:	175

A **Jack O'Lantern** is a strange sentient pumpkin (or other such gourds or squash) with a lit candle inside it. That it was created by a mad wizard is obvious. Each individual jack o'lantern has a distinctive personality that is generally mirrored by the expression carved into its face. They are always encountered within a mile or two of the pumpkin patch where they originally grew. When a jack o'lantern is at rest or otherwise inert, it is impossible to tell from a normal fruit, as each can close its carved eyes, mouth, and other apertures and appear entirely ordinary.

A jack o'lantern can project fire from its openings; this breath weapon is in the form of a cone five feet wide at



the base with a range of five feet in front of the creature. Anyone caught in the blaze suffers 2d6 points of fire damage; a save vs. Dragon Breath allows the victim to suffer only half damage. Furthermore, they can **fly** (as the spell, at a rate of 20 feet per round) at will.

This monster is a construct similar to a golem, and thus is immune to poison, fire, **charm**, and **sleep**. It takes double damage from ice or cold. Water or wind-based attacks may snuff the monster's candle, if it fails a saving throw vs. Death Ray. If a jack o'lantern's candle is snuffed, it becomes instantly dormant; re-lighting the candle will restore it to life.

Komodo Dragon

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d6 + disease
Movement:	30'
No. Appearing:	Wild 1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

A **Komodo Dragon** is a huge lizard about twice the weight of an adult human. It is an aggressive carnivore that hunts by ambush, and has a toxic bite that can kill within hours. This giant lizard has a keen sense of smell, and readily tracks dead or dying prey. A komodo dragon attacks with



its bite for 1d6 points of damage. Its mouth is filled with virulent microbes and toxins that can quickly overwhelm a victim. These poisons cause 1d8 points of damage per hour, plus the loss of 2 points of Constitution unless a save vs. Poison is made; this save is made each hour until successful, or the victim is dead.

Kraken

Armor Class:	20
Hit Dice:	36** (+16)
No. of Attacks:	10 tentacles or 1 bite
Damage:	7d6(x10) or 4d6
Movement:	40' Swim
No. Appearing:	1
Save As:	Fighter: 20
Morale:	11
Treasure Type:	None
XP:	18,450

A **Kraken** is possibly the largest known creature, with a body 150 feet long and 10 barbed tentacles that can reach an additional 500 feet. Its beak-like mouth is located where the tentacles meet the lower portion of its body. It usually stays in the deepest parts of the oceans, but will come to the surface for prey.



A kraken strikes its opponents with its barbed tentacles, then grab and crush its victims within its huge jaws. Once an opponent has been hit, the kraken wraps a tentacle around the victim and automatically inflicts 7d6 points of damage each round. When six of the tentacles are wrapped around a ship, the kraken may crush for 4d6 points of damage to the vessel each round. Victims caught in the kraken's tentacles attack at -4. If a tentacle takes 60 points of damage it's severed. Severed tentacles will regrow in 1d10+10 days.

A kraken can jet backward once per round at a speed of 280 feet in a straight line. When a kraken has lost 5 of its tentacles or 50% of its hit points, it will emit a cloud of jet-black ink in a 100-foot cubic area. This can be repeated once per hour. The cloud provides total concealment, which the kraken will use to escape. Creatures within the cloud are automatically blinded.

Lerini

Armor Class:	13 (11)
Hit Dice:	1
No. of Attacks:	1 bite or weapon
Damage:	1d6 or by weapon
Movement:	20' (unarmored 40'), Swim 30'
No. Appearing:	2d4, Wild 3d6, Lair 6d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	D
XP:	25

A **Lerini** is a lizard-like humanoid dwelling in swamps and warm, wet forests. It stands 4 to 5 feet tall, weighs 60 to 100 pounds, and has a thick, muscular tail measuring 2 to 3 feet in length. Its skin is covered with soft scales of green, bluish-green or yellowish-green color. Its eyes are large and its hair is thick and oily. A lerini tends to wear loosely-fitting robes or gowns that don't interfere with its tail's mobility.

A lerini is an avid swimmer, and can hold its breath up to 10 minutes. A lerini tends to go fishing or hunting in small, fast river-boats. It has its own tongue, but many also speak the language of lizard-men and sometimes other swamp-dwelling beings. A lerini is not necessarily aggressive, but will fight to defend itself.



Lich*

Armor Class:	19+‡
Hit Dice:	10+** (AB +9)
No. of Attacks:	1 touch, weapon, or spell
Damage:	1d8 + drain, by weapon, or by spell
Movement:	30'
No. Appearing:	1
Save As:	Magic-User or Cleric: by HD
Morale:	8
Treasure Type:	G
XP:	1,480

A **Lich** is a former Magic-user or Cleric (of at least 10th level with all spells and powers intact) who used dark magic to prolong its life into a state of undeath. A lich initially appears rather ghoulish or zombie-like, but after some time its body degrades and it begins to appear skeletal. In spite of its great powers, a lich will act to preserve itself by any means it has at its disposal. It knows the value and function of all magical items in its lair, and will use them to their greatest effect.

Simply encountering a lich for the first time is so terrifying that the subject must save vs. Spells or flee for 2d6 rounds. A lich's gaze is also terrifying; effective up to 30 feet, the affected target must save vs. Spells or be paralyzed in fright for 2d4 rounds. A lich prefers to attack with spells from a distance. A lich that hits a living target with its touch deals 1d8 points of damage and drains the victim 1d4 points of Constitution while healing itself an equal amount of damage.

The Constitution damage is permanent, a result of physical and psychic drain. Due to longevity and/or vitality traits, elves can ignore the first 10 points of Constitution drain; dwarves the first 4 points, and halflings the first 2 points. Lost Constitution can be regained at a rate of 1 point per casting of a **restoration** spell; nothing else (except a **wish**) can restore Constitution lost to a lich. If a character's Constitution falls to 0, he or she dies immediately, but will rise the following round as a lesser wight. Use statistics for the wight (in the Basic Fantasy RPG Core Rules), but instead of energy drain, the lesser wight deals 1d4 points of damage plus 1 point of Constitution damage.

Those whom were drained and subsequently defeated are permanently dead and cannot be **raised** (but may still be **reincarnated**).

A lich can only be hit by magical weapons or spells. Like a normal skeleton, it takes only half damage from edged weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). As with all undead, it can be Turned by a Cleric (as vampire, but with a -6 penalty on the check), and is immune to **sleep**, **charm**, or **hold** spells. Despite having Magic-user or Clerical levels, the lich uses d8 for rolling hp like other monsters.

A lich's life-force is kept safe within an object called a phylactery, often hidden and protected. This allows the lich to persist even when its physical form is destroyed; in that event, the monster's physical form will slowly regenerate at a rate of 1 hp per hour. In order to completely destroy a lich, its phylactery must be located and destroyed; however, only very powerful magic or



catastrophic natural damage (a **disintegrate** spell, a **wish**, or throwing it into an active volcano) can actually damage the object.

Linnorm

Armor Class:	17
Hit Dice:	7**
No. of Attacks:	1 bite/2 claws or breath
Damage:	2d8+poison/1d10/1d10 or breath
Movement:	40'
No. Appearing:	1d2
Save As:	Fighter: 8
Morale:	9
Treasure Type:	E
XP:	800

A **Linnorm**, like a wyvern, is distantly related to a dragon. A linnorm resembles a large, horned snake with a pair of clawed forelimbs. A linnorm can breathe a cloud of fetid gas much like a dragon's breath. A linnorm is immune to all poisons.



Lizard, Shocker

Armor Class:	16
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d4
Movement:	40' Swim 20'
No. Appearing:	1d6, Lair 2d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

A **Shocker Lizard** has a pale gray or blue underside and a darker hue on its back. It is about 1 foot tall at the shoulder and weighs 25 pounds. This lizard is typically found in warm marshes.

Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack will stun on a failed save vs. Death Ray. Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 electrical damage for each lizard contributing to it (maximum 12d8); a successful save vs. Death Ray reduces the damage by half.

A shocker lizard relies on its electrical abilities in combat and can automatically detect any electrical discharges within 100 feet. It tends to bite only after attempting to shock an opponent. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, it will home in on its comrades' discharges.

Locathah

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 spear or 1 light crossbow
Damage:	1d6 or 1d6
Movement:	10' swim 60'
No. Appearing:	1d4, Wild 1d20, Lair 3d10+70
Save As:	Fighter: as per HD
Morale:	7
Treasure Type:	D
XP:	75

Although humanoid in shape, a **Locathah** is more fish than man. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking its egg sacs. A locathah speaks its own language.

Any attack from a locathah usually begins with it loosing volleys of bolts from its unique crossbow; this special crossbow has a range of 60 feet underwater as well as normal ranges on the surface. If it manages to set up an



ambush or other trap, it continues to employ its crossbow for as long as possible, otherwise wielding a spear. Although primarily used for fishing, this spear makes a formidable weapon. A locathah lacks teeth, claws, and other natural weapons, so it is not especially dangerous if unarmed; it will generally flee if caught unarmed.

Lycanthrope, Werecockroach*

Armor Class:	15 †
Hit Dice:	3**
No. of Attacks:	1 bite or 1 weapon
Damage:	1d6 or by weapon
Movement:	50' Human Form 40' Fly 10'
No. Appearing:	2d4, Wild 2d10, Lair 2d10
Save As:	Fighter: 3*
Morale:	8
Treasure Type:	C
XP:	205

A **Werecockroach** is a human (or occasionally other humanoid) who can transform into a gigantic cockroach. In human form, a werecockroach tends to be a thin, unkempt person, usually walking a bit hunched and typically fond of wearing long, brown overcoats or robes. A werecockroach dislikes sunlight and other bright lights, preferring to wander about at night or underground even when in human form. Regardless of current form, a werecockroach tends to scurry, stopping from time to time to sniff and look around.

A werecockroach can assume the form of an enormous, unsightly 6 foot long cockroach. When in this insect form, a werecockroach is able to fly, albeit clumsily and slowly, and attacks by biting. In addition to this insect form, a werecockroach can also assume an intermediate form (a "roachman"). In this form, the werecockroach cannot fly and looks generally humanoid in shape, but has insect mandibles protruding from its mouth, two thin, long antennae on its head, shiny black bug eyes, spikes sticking out of its limbs, and four dark brown wings on its back. The roachman form shares the insect form's immunity to normal weapons, but must use a weapon to attack instead of biting.

In any form, a werecockroach is immune to normal weapons, and one must use silver or magical weapons in order to harm it. A werecockroach has a bonus of +5 on saves vs. Poison, and is immune to most forms of disease, saving at +5 against any disease that the GM rules may harm them. However, a werecockroach has a weakness: it recoils from bright lights (as bright as sunlight or a **continual light** spell; twilight, torches, **light**, or lanterns won't affect one); a werecockroach must make a Morale check when exposed to such a light, with failure causing it to scurry away to the nearest dark place.

Megatherium

Armor Class:	13
Hit Dice:	9 (AB +8)
No. of Attacks:	2 claws
Damage:	1d10/1d10
Movement:	30'
No. Appearing:	1d4 wild
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1,075

A **Megatherium** is a gigantic prehistoric ground sloth the size of an elephant. While a normal sloth is a vegetarian, a megatherium is omnivorous, sometimes hunting prey or scavenging. A megatherium can climb well, assuming the surface is strong enough to support its massive weight.

Mimic

Armor Class:	15
Hit Dice:	7**
No. of Attacks:	1 slam
Damage:	3d4
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	10
Treasure Type:	None
XP:	800

A master of deception, a **Mimic** can assume the general shape of any object or creature that fills roughly 150 cubic feet. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who closely examines the mimic can easily detect the ruse. A mimic can speak Common. In combat a mimic will often surprise an unsuspecting adventurer by lashing out with a heavy pseudopod.

A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on an open doors check to pull the weapon free. Strong alcohol dissolves the adhesive in 3 rounds. A mimic can dissolve its adhesive at will, and the substance will break down 5 rounds after the creature dies.

Mohrg

Armor Class:	23
Hit Dice:	14** (AB +11)
No. of Attacks:	1 slam or 1 tongue
Damage:	1d6 or special
Movement:	30'
No. Appearing:	Wild 1d4, Lair 1d4 (+ 5d4 zombies)
Save As:	Fighter: 14
Morale:	12
Treasure Type:	None
XP:	2,730

A **Mohrg** is the animated corpse of a mass murderer or other heinous villain. The average mohrg is 5 to 6 feet tall and weighs about 120 pounds. A mohrg attacks by striking enemies with its fists, but it may also lash out with its tongue. Whomever the tongue touches must save vs. Paralysis or become paralyzed for 6d4 rounds. Unlike zombies, mohrgs move at full speed and have no penalty to initiative.

As with all undead, they may be Turned by a Cleric (as a vampire), and are immune to **sleep**, **charm**, or **hold** magic. Creatures killed by a mohrg rise after 1d4 days as ordinary zombies under the mohrg's control.



Monkey, Common & Baboon

	Common	Baboon
Armor Class:	16	13
Hit Dice:	1d4 hit points	1
No. of Attacks:	1 bite	1 bite
Damage:	1d3	1d4
Movement:	50'	40'
No. Appearing:	3d6 Wild	3d6 Wild
Save As:	Fighter: 1	Fighter: 1
Morale:	7	8
Treasure Type:	None	None
XP:	10	25

A **Common Monkey** weighs about 30-40 pounds. They are usually shy, but if one or more of them becomes comfortable around humans they can be quite a nuisance. This smaller type of monkey is generally inconsequential to adventurers.

A **Baboon** (the natural form of the baboon, as opposed to the rock baboon in the Basic Fantasy RPG Core Rules) weighs 60-90 pounds. It lives in packs and often hunts other small game. It will face down predators on occasion. An ordinary baboon does not normally present a threat to adventurers, but if cornered or threatened it will become hostile.

Mosquito, Giant

Armor Class:	11
Hit Dice:	1d4*
No. of Attacks:	1 bite
Damage:	1d3 + 1d3/round (blood drain)
Movement:	50'
No. Appearing:	Wild 2d6x10
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	13

Giant Mosquitos swarm victims by the dozen, with 1d6+1 attacking each living creature they encounter. A successful attack causes 1d3 points of damage and results in the insect attaching itself to the victim, draining 1d3 hp per round until the mosquito is sated (having caused damage at least equal to three times its own total hp) or killed. To aid in feeding, it injects an anti-coagulant; a victim will bleed another 1d3 hp for 1d3 rounds after feeding or killed. Any healing spell or potion will stop the bleeding, as will taking a round to bind the wound.

Nazgorean

The term Nazgorean refers to any of a group of monstrous otherworldly creatures believed to be from a realm or dimension called Nazgor. Little is known about this realm or its inhabitants, but all that have been encountered so far share a few common traits.

In general, a being from Nazgor has a grayish cast to its skin, which is usually wet and slimy. It suffers damage when exposed to sunlight and/or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both causes 1d8 points of damage per hour unless the being can periodically wet its skin and move into areas of shadow or darkness.

Nazgoreans are truly alien, so much so that their brains are effectively immune to all forms of **sleep**, **charm**, or **hold** magic. Attempting to read the mind of a Nazgorean (via **ESP**, for example) causes the character who made the attempt to save vs. Spells or become **confused** (as the spell) for 2d6 rounds. Those which are apparently sentient cannot learn any normal language, nor is it generally possible for normal characters or creatures to learn their language (if indeed they have one; none have ever been witnessed engaging in any sort of conversation). Finally, they cannot perform magic in any normal way; even magic items that normally work for any character or creature will not function in their hands.

Nazgorean, Digester

Armor Class:	17
Hit Dice:	12* (AB +10)
No. of Attacks:	1 claw + special
Damage:	1d8 + special
Movement:	60'
No. Appearing:	1, Wild 1d3, Lair 1d3+3
Save As:	Fighter: 12
Morale:	7
Treasure Type:	None
XP:	1,975

A **Digester** is a bizarre otherworldly being from Nazgor that seems to only exist to hunt and eat. It is about 5 feet tall, 7 feet long from snout to tail, and superficially similar to a bipedal dinosaur except for an odd aperture on its head that sprays digestive juices at prey. A digester does not have discernible eyes, locating prey by sound (treat as Darkvision to 60 feet); magical **silence** effectively blinds it.

A digester attacks by spraying a gout of acid in a cone 20 feet long and 20 feet wide at the far end, causing 8d8 points of damage to everything in the area. A successful save vs. Dragon Breath will reduce damage by half. The digester can spray again every 1d4 rounds and otherwise attacks with one hind-claw for 1d8 points of damage.

Nazgorean, Eelbat

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d6 + 1d6/round (blood drain)
Movement:	5' Fly 70'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	10
Treasure Type:	None
XP:	37

An **Eelbat** looks like an eyeless eel with bat-like wings and gray slimy skin. Despite the lack of visual organs, it can sense its surroundings like a bat and it effectively has Darkvision out to 60 feet. It attacks by biting, and after a successful bite it will hang on and drain an additional 1d6 points of damage every round. An eelbat can only be removed by killing it; any attack on the creature while attached receives an attack bonus of +2, but any attack that misses will hit its victim instead.



Nazgorean, Frogman

Armor Class:	13
Hit Dice:	3
No. of Attacks:	2 weapons
Damage:	1d8+1 or by weapon +1
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	145

A **Frogman** is a seven-foot-tall creature with a body shaped like a muscular humanoid, with a second set of weaker arms below its stronger pair. It is apparently sexless, and its heads are frog-like but set with a second pair of eyes below the normal set. A frogman never bothers to wear any sort of clothing, but does use belts or similar harnesses to support its weapons and equipment.

A frogman actually has two separate but fully cooperative brains. One brain operates the eyes and arms on one side of the body, while the other brain operates the eyes and arms on the other side. One brain is always in control; it is not possible to play one brain against the other. A frogman is generally armed with a single-edged sword, though it will use any sort of one-handed weapon which can be wielded by the stronger upper arms. Two-handed weapons are never used, as a frogman has difficulty with the level of cooperative control needed to use them; the exception is two-handed spears, of which it can wield two each, using one in each set of upper and lower arms.

A frogman can move in nearly complete silence, surprising opponents on 1-3 on 1d6. A frogman receives a +1 bonus on damage due to its great strength.



Nazgorean, Gray Render

Armor Class:	19
Hit Dice:	10 (AB +9)
No. of Attacks:	2 claws / 1 bite
Damage:	1d6/1d6/2d6
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	None
XP:	1,300

A **Gray Render** stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide, weighing about 4,000 pounds. It has a very amphibian, toad-like look, and is gray in color. Its forelimbs are rather small compared to its body, but have viciously sharp claws. A gray render has no eyes; instead, it depends on sound to locate prey (treat as 90 foot Darkvision). Thus, a silent opponent is as good as invisible to the monster. A gray render is never found in groups. When hunting, it hides and waits for prey to wander close.

A gray render that successfully bites establishes a hold, tearing the flesh for 2d6 points of damage each round until it or its prey is dead. Its jaws are so powerful that it is effectively impossible to break the hold through strength alone.

Nazgorean, Hydramander

Armor Class:	18 to 21
Hit Dice:	8 to 12 (AB +10)
No. of Attacks:	5 to 8 bites
Damage:	2d6(x5 to x8)
Movement:	20' (10')
No. Appearing:	1, Lair 1
Save As:	Fighter: 8 to 12
Morale:	11
Treasure Type:	None
XP:	8 HD 825; 9 HD 1075; 10 HD 1,300 11 HD 1,575; 12 HD 1,875

A **Hydramander** is a multi-headed creature from the dimension of Nazgor. The body of a hydramander is similar to the body of a hydra; however, the hydramander has no eyes. It depends on sound to locate prey (treat as Darkvision out to 60 feet). Thus, a silent opponent is as good as invisible to the monster.

The individual heads of a hydramander may be attacked; 12 points of damage must be dealt to disable each head.

Nazgorean, Spiderwolf

Armor Class:	14
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d10 + paralysis
Movement:	60'
No. Appearing:	2d4 Wild, Lair 2d4
Save As:	Fighter: 5
Morale:	10
Treasure Type:	None
XP:	320

A **Spiderwolf** is a species of huge wolf-like monsters having eight legs, six eyes, and no tail. It is hairless, with gray slimy skin. A typical spiderwolf stands 5 feet high at the shoulder and weighs almost 200 pounds. In the wild, this creature travels and hunts in packs.

A spiderwolf's bite paralyzes; any living creature bitten by a spiderwolf must save vs. Paralyzation or be paralyzed for 1d6 turns. It will then ignore that paralyzed creature and attack another opponent, turning its attention back to any paralyzed victims only after all opposition is quelled.

Necrotic Ooze

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 slam
Damage:	1d6
Movement:	10'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 3
Morale:	11
Treasure Type:	None
XP:	145

A **Necrotic Ooze** is an undead slime creature that resembles nothing more than a sickly mass of sticky, oozing yellow-white puss with pustules of running clear liquid on its exterior. It attacks with a tentacle-like pseudopod.

As with all undead, it can be Turned by a Cleric (as a wight), and is immune to **sleep**, **charm**, or **hold** spells. As it is mindless, mind reading is useless. It is likewise immune to disease and poison.

The GM should keep track of who is struck by one; after a fight is over, each stricken victim must save vs. Poison; if this save fails, the victim will suffer a rotting disease that deals 1d4 points of damage per day unless cured by **core disease** (normal healing has no effect). If slain by the rotting disease, the victim will quickly turn into a necrotic ooze.

Octopus Fungi

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 tentacle or 1 tentacle + bite (at +4)
Damage:	1d6 or 1d6/1d10
Movement:	0' (immobile)
No. Appearing:	1d12
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	500

An **Octopus Fungi** appears similar to other giant fungi such as shriekers. If anyone tries to pass an octopus fungi, it will "unfur!" into a single long tentacle and try to wrap around the victim and drag him or her back to the biting core. A normal attack roll is made; a hit deals 1d6 points of damage from the clawed grasping sucker and a victim must save vs. Dragon Breath, or be drug back to the core the next round. If pulled into the body, two attacks will be made (the tentacle and the mouth) with a +4 bonus each.

**Odeum***

Armor Class:	16 ‡
Hit Dice:	4*
No. of Attacks:	1 touch
Damage:	1d6 + Wisdom drain
Movement:	Fly 60'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	C
XP:	280

An **Odeum** is a foul undead spirit, the revenant of a person who was murderously insane. They exist only to inflict similar madness upon others, driving them to perform heinous acts. Unlike many other kinds of spectral undead, an odeum is not necessarily bound to a specific location; most can move about at will, though they are drawn to places tainted by great suffering and torment. An odeum knows and can speak the languages it knew in life, but being insane, its utterances may still be incomprehensible to those who hear it speak.

An odeum attacks the minds of living creatures, damaging them with its icy touch. In addition to normal damage done, any living creature touched by an odeum takes 1d4 points of Wisdom damage. A creature reduced to less than 3 points of Wisdom by this attack is driven insane and acts as if under the effects of a **confusion** spell until its Wisdom is restored to at least 3 points. (Assume that non-character monsters have a Wisdom of 9 for this purpose).

Instead of attacking, an odeum can attempt to possess a living creature using a magical ability similar to **magic jar** (as if cast by a 10th level Magic-User), except that no receptacle is required. The target is allowed a save vs. Spells modified its Wisdom bonus to resist this attack. A creature who successfully saves is immune to possession by that odeum for a full day; for this reason, an odeum may delay using this power until its victim has suffered several attacks, and thus has a Wisdom penalty. If this attack succeeds the odeum disappears into the target's body and assumes control.

Once an odeum has possessed a host, it has complete control of the host's actions, though the host remains awake and aware. Attacking a host creature will damage the victim, not the odeum; if the host dies, the odeum leaves its body and resumes its normal nebulous form.

Outside a host an odeum can only be struck by magical weapons and spells. Like all undead it is immune to **sleep**, **charm**, and **hold** spells. It can be Turned by a Cleric (as a wraith). If successfully Turned by a Cleric while possessing a host, the host is allowed a new saving throw, with success resulting in the expulsion of the

Monsters

odeum. An odeum may also be driven from a host by means of **dispel evil**.

An odeum will possess a host for as long as possible, until the host is driven mad by the horrors the odeum forces it to perform. Only then will the odeum willingly abandon the host and seek out a new victim.

Ogre Mage

Armor Class:	17
Hit Dice:	5+2**
No. of Attacks:	1 weapon (+3 to hit) or spells
Damage:	2d6+3 (large weapon), by weapon +3, or spell
Movement:	40' Fly 40'
No. Appearing:	1, Lair 1d6
Save As:	Magic-User: 6
Morale:	10
Treasure Type:	E
XP:	450

An **Ogre Mage** is a humanoid standing between 9 and 10 feet tall, has 1d4 horns, and 2 large tusks. It is highly intelligent and speaks Common and ogrish, among other languages.

An ogre mage is very strong (18 Strength), granting it +3 to hit and damage with melee weapons.



Basic Fantasy Field Guide Volume 1

An ogre mage may cast **fly**, **invisibility**, **darkness**, and **polymorph self** at-will (one choice per round) as often as desired. Once per day it can cast **charm person** and **sleep**. Also once per day it may produce a special cone of cold which is 60 feet long and 12 feet diameter at the base, inflicting 12d4 points of damage (save vs. Spells for half damage). An ogre magi regenerates 1 hp per round.

Orc, Snow

Armor Class:	14 (11)
Hit Dice:	1*
No. of Attacks:	1 punch or weapon
Damage:	1d8 or by weapon
Movement:	40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6, Horde 10d20
Save As:	Fighter: 1 (but see below)
Morale:	8
Treasure Type:	D
XP:	37

A **Snow Orc** is a white-haired relative of the normal orc, well-suited to cold mountain lairs. It appears even more bestial than its normal orcish brethren. Its feet are very wide and allows it to traverse snow with ease. A snow orc is so hairy that it can walk in a blizzard without additional clothes, though it prefers to wear armor and long capes.

A snow orc is never affected by cold weather, and treats snowy or icy terrain as road terrain for the sake of movement. While cold-based magic does affect it, a snow



orc saves against cold magic as a 10th-level Fighter rather than 1st-level. Like other orcs it has Darkvision to a range of 60 feet. It speaks the orcish tongue, but may also speak Common, Goblin, or even Giant.

Otter (Common and Giant)

	Common	Giant
Armor Class:	16	16 (see below)
Hit Dice:	½ (1d4 hp)	5
No. of Attacks:	1 bite	1 bite
Damage:	1d2	2d6
Movement:	30' Swim 50'	30' Swim 50'
No. Appearing:	1d4+2	1d3+1
Save As:	Fighter: 1	Fighter: 5
Morale:	7	8
Treasure Type:	None	L
XP:	10	360

An **Otter** is a small or medium-sized semi-aquatic mammal with a long body. They are fast, maneuverable swimmers, and are playful and social.

A **Giant Otter** is similar in most ways but is much larger, being 10 to 15 feet in length, with a vicious bite. It is fairly intelligent and sometimes has small valuables in its den.

Otyugh

Armor Class:	17
Hit Dice:	6*
No. of Attacks:	2 tentacles/1 bite + special
Damage:	1d4/1d4/1d6 + special
Movement:	20'
No. Appearing:	1, Lair 1d3+1, Wild 1d2
Save As:	Fighter: 6
Morale:	9
Treasure Type:	U
XP:	555

An **Otyugh** stands on 4 large legs and has a body 8 feet in diameter, weighing about 500 pounds. Behind its large mouth are 3 tentacles. When so inclined, an otyugh can communicate verbally using the predominate language of the area, usually Common.

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. An otyugh slashes and squeezes opponents with its tentacles, which it also uses to drag prey into its mouth. It deals automatic tentacle damage with a successful attack on every round that its prey is held. The bite of an otyugh is diseased and the recipient of the attack must save vs. Poison or contract **filth fever** (incubation period 1d3 days; 1d3 reduction of Dexterity and 1d3 reduction of reduction of Constitution).

Owl, Giant

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws
Damage:	1d6/1d6
Movement:	10' Fly 70'
No. Appearing:	1, Lair 1d2, Wild 1d4
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500

A **Giant Owl** is a nocturnal bird of prey, feared for its ability to hunt and attack in near silence. It is intelligent and naturally suspicious. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way.

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead. A giant owl can see five times as far as a human can in dim light.

Owlbear, Fire-breathing

Armor Class:	18
Hit Dice:	8*
No. of Attacks:	2 claws/1 bite(1 hug) or 1 breath
Damage:	1d8/1d8/1d8(2d8) or 4d6
Movement:	40' Fly 40' (10')
No. Appearing:	1d4, Lair 1d4, Wild 1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C x 2
XP:	945

A **Fire-breathing Owlbear** is the larger, more bestial cousin of the owlbear, sharing most of the same physical features. In addition to the large wings allowing flight, its coat tends to be closer to rust in color and its beak a bright orange. A full-grown fire-breathing owlbear stands nearly 10 feet tall and weighs over 2000 pounds.

A fire-breathing owlbear usually relies on its powerful claws and ferocious beak in combat. Like a normal bear, it must hit with both claws to deal hug damage. What makes it most fearsome is its breath attack. Each round, roll to determine which attack form is used (1d6, 1-2 indicates breath of fire). If the beast breathes fire, its victim may save vs. Dragon Breath for half damage. It may use this attack a total of 4 times per combat. After an hour of rest, the breath weapon is usable once again.

Phaerim

Armor Class:	15
Hit Dice:	1d6 hp (1 HD)
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	30' Fly 60'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1 (Elf bonuses)
Morale:	8
Treasure Type:	D
XP:	25

The beautiful **Phaerim** is related to fey such as booka or pixies. The phaerim appear to be a smaller elf-like folk, except that each has a pair of wings similar to dragonflies or butterflies. Most phaerim encountered are female. A phaerim stands no taller than the average halfling (3 feet) but has a slight build, seldom being heavier than 40 pounds. Phaerim speak their own language and Elvish, and most know one or more fey languages common to dryads or pixies. Adventuring phaerim usually know Common as well.

Phaerim are normally quite reclusive. Similar to halflings, one can hide very effectively, being 90% undetectable so long as it remains still in a forested environment. Even indoors one is able to hide with 70% effectiveness.

A phaerim normally walks but can fly if unencumbered. One can fly for up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly-encumbered phaerim can fly up to 5 rounds but must rest for 20 rounds. A phaerim takes half damage from falls due to its reduced weight and wings.



Phantom Fungus

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d6
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

While its normal form is completely invisible (even while attacking), when the **Phantom Fungus** is killed or somehow made visible it looks like a brown or greenish-brown mass with a cluster of nodules at its highest point. The nodule cluster atop the main mass serves as its sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about its subterranean environment.

Anyone attacking a phantom fungus does so at -4 unless the attacker can detect invisible creatures.

Phase Spider

Armor Class:	15
Hit Dice:	9+1 (AB +8)
No. of Attacks:	1 bite + poison
Damage:	1d6 + poison
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	7
Treasure Type:	None
XP:	1,075

A **Phase Spider** is an aggressive predator that can shift quickly from an intangible state to attack opponents. When intangible, the phase spider is invisible, insubstantial, and capable of moving in any direction (even up or down), albeit at half-normal speed. As an intangible creature, it can move through solid objects, including living creatures. It can see and hear on the material plane. Sight and hearing on the material plane are limited to 60 feet. A typical phase spider's body is 8 feet long and weighs about 700 pounds.

Once one locates its prey, it shifts to a tangible state to attack, attempting to catch its victim off-guard (+2 to hit). The phase spider automatically retreats back to intangible state at the beginning of the next round, before initiative is rolled.

Plague Hound

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 bite + special
Damage:	2d4 + paralysis
Movement:	50'
No. Appearing:	1d8, Wild 2d8, Lair 3d8
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	280

A **Plague Hound** is an undead canine with an infliction similar to a ghoul or ghost. It appears as a ravenous beast with patches of fur or skin sloughing off.

Those bitten by a plague hound must save vs. Paralyze or be paralyzed for 2d8 turns; elves are immune to this effect. The plague hound's bite also carries the ghoul fever affliction, but it is even more virulent. Each bite has a 10% cumulative chance of infecting the victim with ghoul fever (roll once per bitten character, after the encounter is over, at 10% per each bite; for example, a character bitten three times has a 30% likelihood of being infected). If afflicted, the victim must save vs. Death Ray (at a penalty of -4) or die within a day, only to rise at the next sunset as a ghoul. Any dog or wolf will return as a plague hound. A plague hound can be Turned by a Cleric (as a wight) and it shares the common undead traits of immunity to **sleep**, **charm**, and **hold** spells.

**Poludnitsa**

Armor Class:	15
Hit Dice:	3*
No. of Attacks:	1 scythe
Damage:	1d8
Movement:	40'
No. Appearing:	1, Lair 1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	D
XP:	175

A **Poludnitsa**, sometimes called "Lady Middy", is a cruel fey who appears as a young, beautiful woman dressed in white and holding a scythe. She enjoys engaging in conversation, asking complicated and difficult riddles. If one answers correctly, she might tell them a great secret (spoken in riddles, of course). If a wrong answer is given, however, she will cause the one answering to suffer a heat stroke; the victim must save vs. Spells or take a -4 penalty to all attack rolls and ability checks for the next 2d6 hours.

A poludnitsa is usually mischievous rather than outright evil, but if threatened she will attempt to behead her foes with her scythe.



Praying Mantis, Giant

Armor Class:	16
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	1d12
Movement:	40' Fly 120'
No. Appearing:	Wild 1d4, Lair 1d6
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

A **Giant Praying Mantis** is greatly camouflaged creature, moving slowly, and waiting motionless for hours. A giant praying mantis ambushes and feeds on anything smaller than itself. Giant praying mantis possess a chameleon-like ability to change its exoskeleton color to blend in with the surroundings. Typically, a hunting praying mantis will surprise on 1-5 of 1d6; locating one that is hiding (from a distance) is equivalent to finding a secret door. It can fly for brief periods, covering 120 feet in a hop, but will only do so to flee or cross rough terrain.

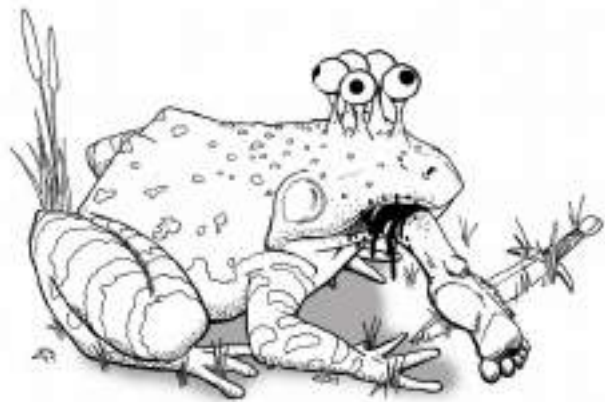
Prince Frog

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	2 claws/1 bite + special
Damage:	1d4/1d4/1d6 + paralysis
Movement:	20' Leap 20'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	100

The creature humorously called a **Prince Frog** is not truly a frog at all. It is about the size of a large dog and is frog-shaped. A prince frog comes in a variety of bold, striking colors, usually two-toned. Prince frogs prefer damp, warm conditions; swamps and jungles are their native habitats.

It is the creature's eyes that led to its name. A prince frog has six eyes on stalks, arranged in a hexagonal pattern around the top of its head; these stalks are distinctly wider at the bottom than at the tip, giving the appearance of a crown. A prince frog can direct its eyes any way it wishes. Many eyes combined with an excellent sense of hearing means that a prince frog cannot generally be surprised. In addition, it is able to **detect invisible** continuously.

A prince frog is an aggressive hunter, willing to take on prey larger than itself. Its success at this can be attributed to its poisonous skin, the secretions of which cause any creature coming in contact with one to save vs. Poison or



become comatose for 2d4 turns. During this period the victim will have strange and horrifying dreams. A comatose victim cannot be awakened by normal means until the duration has expired.

This poisonous effect should normally be checked for anytime a prince frog successfully attacks a character; in addition, the secretions remain fully potent for 1d4 turns after being separated from the creature. This means that weapons used to successfully attack a prince frog may cause the same effect if touched, though a bonus of +2 is allowed on the saving throw.

Some believe that a prince frog is a form of a Nazgorean monster, but its bright colors have caused most sages to discount this theory.

Pseudodragon

Armor Class:	18
Hit Dice:	2*
No. of Attacks:	1 bite or 1 sting + poison
Damage:	1 HP or 1d3 + poison (sleep)
Movement:	10' Fly 60'
No. Appearing:	1 Wild 1d2 Lair 1d4
Save As:	Magic-User: 2
Morale:	7
Treasure Type:	None
XP:	100

A **Pseudodragon** has a small body, about 1 foot long, with a 2 foot tail, and weighs 7 pounds. It can communicate telepathically with intelligent creatures, provided they are within 60 feet. It can also vocalize animal noises. A pseudodragon covets shiny but worthless objects such as broken glass.

In combat a pseudodragon can bite for 1 point of damage, but its principal weapon is its stinger-equipped tail, which deals 1d3 points of damage. The stinger delivers a poison that will cause the recipient to fall asleep for 1d3 hours on a failed save vs. Poison. It has keen senses and can locate

creatures within 60 feet by various means. Even against invisible opponents, any penalties (such as when attacking) are halved for a pseudodragon.

A pseudodragon has a chameleon-like ability to change color and is able to hide very effectively; so long as it remains still, there is only a 10% chance it will be detected outdoors in forested environments. Even indoors it can hide with a 30% chance of detection.

Rabbit Prince

Armor Class:	18
Hit Dice:	10* (AB +9)
No. of Attacks:	1 weapon (sword)
Damage:	2d6
Movement:	50' Leap 20'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	None
XP:	1,390

The **Rabbit Prince** appears as a four foot tall, bipedal rabbit dressed in ruined finery, wearing an old crown and wielding a broken sword. A rabbit prince will roam the wilderness, occasionally attacking farming villages. It has a deep hatred for predators and will defend fellow (ordinary) rabbits from any attackers it sees.

The rabbit prince attacks with supernatural strength, moving rapidly and erratically so that anyone trying to attack with ranged weapons suffers a -2 penalty to his or her attack roll. In addition to normal movement, a rabbit

prince can leap up to 20 feet and still make an attack in the same round.

Instead of attacking, a rabbit prince may rapidly thump its foot loudly upon the ground. Anyone within 20 feet must save vs. Paralysis or be unable to cast spells for the remainder of that round (but other actions are still possible). Any spells which would be cast simultaneously with the rabbit prince's initiative are lost, just as if the caster had been attacked.

A rabbit prince is a solitary creature, almost never found in each others' company.

Ram, Wild

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 horns
Damage:	1d6
Movement:	40' Climb 20'
No. Appearing:	Wild 2d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

A **Wild Ram** is a large herd animal common to high country. It has large curved horns which it uses to attack with great force. Few creatures can match a wild ram's ability to scramble about the rocky slopes it is native to. The climbing speed listed above assumes its native terrain of rocky slopes; a wild ram cannot climb walls, trees, or other objects in the traditional sense.



Ram, War

Armor Class:	13
Hit Dice:	3
No. of Attacks:	2 horns or hooves
Damage:	1d6/1d6 or 1d4
Movement:	40' Climb 20'
No. Appearing:	Domestic only
Save As:	Fighter: 3
Morale:	9
Treasure Type:	none
XP:	145

Dwarves are known for their **War Rams**, which are specifically bred for strength and aggression. It attacks with either its great horns (needing a short run or charge) or with its hooves. Like the mundane breeds of ram, a war ram can negotiate rocky terrain with ease. The climbing speed listed above assumes its native terrain of rocky slopes; a war ram cannot climb walls, trees, or other objects in the traditional sense.



Rat Dog

Armor Class:	15
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d6
Movement:	40'
No. Appearing:	1d10, Wild 2d20
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	145

A **Rat Dog** is the size of a large dog, with a rat-like face and long hairless tail. It runs and otherwise moves like a canine, and its front paws have opposable thumbs and are thus able to grasp objects. Despite the name, it is not clear if this creature is a rat, dog, or some sort of magical hybrid.

A rat dog's bite may carry disease, much like a giant rat's bite. A rat dog bite has a 5% chance of causing a disease. Anyone who suffers one or more bites that results in disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by their current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead (see Constitution Point Losses in the **Encounter** section of the Basic Fantasy RPG Core Rules for details on regaining lost Constitution).



Red Cap

Armor Class:	14 (14)
Hit Dice:	3*
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	60'
No. Appearing:	1d4
Save As:	Thief: 6
Morale:	8
Treasure Type:	D
XP:	175

A **Red Cap** is a murderous fey that preys upon travelers seeking refuge in ruins or abandoned castles. Distantly related to both goblins and fairies, it appears as a small ugly man with unkempt hair, red eyes, and wickedly crooked teeth. A red cap wears small iron shoes and a blood-red hat upon its head; its shoes magically enhance its speed, so that if somehow removed the red cap's movement rate is halved. These shoes are useless to anyone other than a red cap. A red cap prefers to attack only helpless targets, usually with a knife or other bladed weapon that will spill blood.

Within its lair a red cap has the abilities of a 6th-level Thief, including the sneak attack ability. Outside its lair a red cap's Thief abilities are only 3rd level.



A red cap can cast **sleep** once daily, which it uses to incapacitate those it intends to murder. When hard pressed, it will flee and hide, counting on its speed to evade any pursuers.

The hat of a red cap must be soaked in blood regularly, lest the being wither and fade away. This hat, even if inert for years, can summon a red cap if soaked in blood anew. Only total destruction of the hat guarantees a true end.

Red Slime

Armor Class:	11 to 16
Hit Dice:	1* to 6*
No. of Attacks:	1 slam
Damage:	1d4, 1d6, 1d8, 1d10, 1d12, or 2d8 per round (by HD)
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 1 to 6
Morale:	12
Treasure Type:	None
XP:	1* HD 37; 2* HD 100; 3* HD 175; 4* HD 280; 5* HD 405; 6* HD 555

Distant relative of ochre jellies and green slimes, the **Red Slime** is an oozing mass that appears to be a red pool. One is easily mistaken for an ochre jelly, save for its color. This slimy creature is notorious for remaining still and hiding in holes and under ledges to surprise victims.

A red slime can extend a pseudopod up to 2 feet per HD. If its attack is successful, the target is ensnared, and the slime will feed off the victim, dealing damage automatically each round. Hit points drained from the victim are added to the red slime's current hit points; every 6 points thus added increases the monster's HD by one, to a maximum of 6 HD. Excess hit points drained after the monster reaches its maximum of 48 are ignored. Note that the damage roll increases as the monster grows in size.

An ensnared victim may attempt to escape by making an open doors check to break free. A red slime can only feed on living creatures, but can still make normal attacks against other monsters. A successful attack against a red slime may cause it to release a victim; the GM should roll 1d20, and if the die roll is equal to or less than the damage done to the red slime, the ensnared victim will be freed.

A red slime can also regenerate 1 hp per round, even if apparently slain. Damage from fire or acid will not be regenerated, and so this is the only way to permanently slay a red slime.

Remorhaz

Armor Class:	20
Hit Dice:	7* to 14* (AB +11)
No. of Attacks:	1 bite
Damage:	4d6 (7-8 HD), 5d6 (9-12 HD), or 6d6 (13-14 HD)
Movement:	30' Burrow 20'
No. Appearing:	1
Save As:	Fighter: by HD
Morale:	11
Treasure Type:	D (see below)
XP:	7 HD 735; 8 HD 945; 9 HD 1150; 10 HD 1,390; 11 HD 1,670; 12 HD 1,975; 13 HD 2,285; 14 HD 2,615

A **Remorhaz** is light blue in color but pulses with a reddish glow from the heat its body produces. It is a little more than 20 feet long and about 5 feet wide, and weighs about 10,000 pounds. A remorhaz hides under the snow and ice until it hears movement above it, attacking with surprise.

On an attack roll of 20, the remorhaz swallows prey of small or medium size whole. Once inside, the opponent takes 2d8 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the victim exits, muscular action closes the hole; another swallowed opponent must cut his or her own way out.

An enraged remorhaz generates heat so intense that anything touching its body takes points of 8d6 fire damage. Creatures striking a remorhaz with natural or unarmed attacks are subject to this damage, but creatures striking with melee weapons are not. This heat can melt or char weapons; any non-magical weapon will be destroyed on a hit. Magical weapons are allowed a save vs. Dragon Breath to avoid destruction, adding any relevant attack bonus to the roll. Treasure recovered will probably be heat resistant, for obvious reasons.

Roper*

Armor Class:	20
Hit Dice:	10* (AB +9) to 12* (AB +10)
No. of Attacks:	1 bite + special
Damage:	2d6
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 10 to 12
Morale:	12
Treasure Type:	I
XP:	10 HD 1,390; 11 HD 1,670 12 HD 1,975

A **Roper** stands 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. A roper has 60 foot Darkvision and its coloration and temperature changes to match the features of the surrounding cave. It hunts prey by standing very still and imitating rock. This tactic often allows the roper to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free (requires an open doors check). If a roper can draw in a creature within 10 feet of itself, it will bite with a +4 attack bonus in the same round. A strand has 10 hp and can be attacked instead of the body of the roper. If the strand is currently attached to a target, the attacker takes a -4 penalty on its attack roll. Severing a strand deals no damage to the roper itself.

A roper is immune to electricity and takes half damage from cold but is vulnerable against fire, saving at -4. It is otherwise very highly magically resistant, making all magical saves (except fire-based) with a +4 bonus.

Rot Vulture

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 flogging
Damage:	1d6
Movement:	10' Fly 120'
No. Appearing:	1d10 Wild 1d10 Lair 1d10
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	75

A **Rot Vulture** is an undead carnivorous bird that has the same general appearance as a large, healthy vulture at a distance, but up close it has major defects such as missing eyes, torn beaks, and protruding broken bones. It stinks of horrible decay. It is ravenous and driven to attack. As with all undead, it can be Turned by a Cleric (as a zombie), and is immune to **sleep**, **charm**, and **hold** spells.

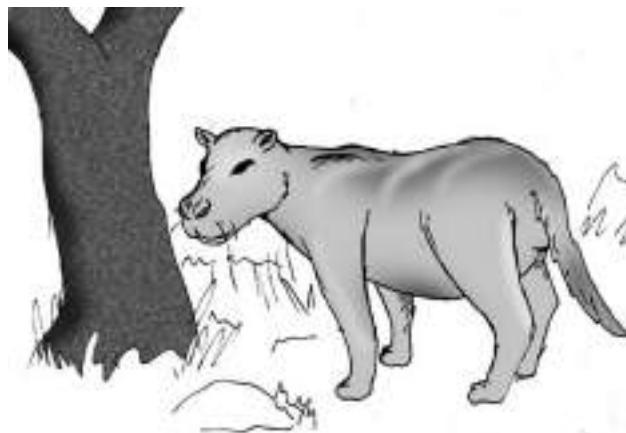
A rot vulture attacks with a combined pecking, clawing, and wing-flogging attack that is rolled with one attack roll. Some rot vultures have certain special abilities (1-2 on 1d6 indicates such). The GM can roll randomly or choose the effect, and may add more types of horrors.

1. It emits a horrid stench in a gaseous blast of goeey rotten matter when slain, causing anyone within ten feet to save vs. Poison or drop anything in his or her hands, fall to their knees, and wretch helplessly for 1d4 rounds.
2. It has bitten, and the victim must save vs. Poison or be inflicted by rot grubs.
3. Any victim must save vs. Poison or suffer the effects of a disease similar to a giant rat bite.
4. It shrieks in the face of its victim (one only) so loudly and horrifically he or she must save vs. Spells or suffer the effects of **cause fear** (reversed **remove fear**) for 1d6 rounds, as well as deafened for 1d6 hours.
5. A victim must save vs. Paralysis or be paralyzed for 2d6 rounds, just like a ghoul's touch (elves are likewise immune).
6. A victim must save vs. Spells or be inflicted by a horrid decaying odor for 1d6 days, attracting scavengers (at least one additional roll for wandering monsters during each interval). The stench also means a character's Charisma is reduced by 8 points (minimum score of 3). His or her chances of stealth is greatly reduced, and effectively impossible when facing creatures with a keen sense of smell.

Rousirl

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	2d6
Movement:	60'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	6
Treasure Type:	None
XP:	75

The **Rousirl** is a massive rodent-like creature. Its stout body stands nearly shoulder height to most humans. Like rodents, it has large front teeth and powerful jaws that it uses for biting through wood and defense.

**Sahuagin**

Armor Class:	16
Hit Dice:	2+2*
No. of Attacks:	1 trident/1 bite, 2 talons/1 bite, or heavy crossbow or net
Damage:	1d8/1d4 bite, 1d4/1d4/1d4, or by weapon
Movement:	30'
No. Appearing:	1d8, Lair 1d6 x10, Wild 1d10+10
Save As:	Fighter: 2
Morale:	7
Treasure Type:	Individuals N; Lair E, I, O
XP:	100

The **Sahuagin** are a predatory fish-man race that feature green coloration, darker along the back and lighter on the belly. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds. A sahuagin can sense movement underwater within a 30-foot radius. It speaks its own language, as well as Common and usually one other language. A sahuagin can survive out of the water for 1d8 hours before dying from exposure. A sahuagin

Monsters

tears with its feet as it strikes with its talons, or with a weapon. About half of any group of sahuagin are also armed with nets.

A sahuagin fully immersed in fresh water must succeed on a save vs. Poison or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. Abrupt exposure to bright light blinds a sahuagin for 1d4 rounds. On subsequent rounds, it is dazzled while operating in bright light.

Satyr

Armor Class:	15
Hit Dice:	5*
No. of Attacks:	1 head butt/dagger or shortbow
Damage:	1d6/1d4 or 1d6
Movement:	40'
No. Appearing:	1, Lair 1d10, Wild 1d6
Save As:	Fighter: 5
Morale:	10
Treasure Type:	Individuals S; Lair I
XP:	405

A **Satyr's** body has the upper half of a man and the lower half of a goat, with red or chestnut brown hair, and hooves and horns that are jet black. It speaks Sylvan, and most also speak Common. A satyr is related to its lesser kin (fauns and ibex), but are much rarer and more reclusive.

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with its own natural grace and agility, a satyr can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to also be armed with a bow and a dagger.

A satyr can play a variety of magical tunes on its pan pipes. Usually, only one satyr in a group carries this instrument. When it plays, all creatures within 60 foot (except other satyrs) must save vs. Spells or be affected by **charm person**, **sleep**, or **fear**. The satyr chooses the tune and its effect. In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same instrument for 24 hours.

Basic Fantasy Field Guide Volume 1

Scrab

Armor Class:	18
Hit Dice:	5*
No. of Attacks:	2 claws
Damage:	1d8/1d8
Movement:	20' Swim 20'
No. Appearing:	1d2, Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	7
Treasure Type:	None
XP:	405

The **Scrab** looks like a huge crab with a 6 foot diameter body. The scrub is protected by a natural form of **anti-magic shell**. In order to affect the scrub with a spell, the caster must make a normal attack roll; on a hit, the scrub is affected by the spell (but still receives a normal saving throw if the spell allows one). If the attack roll fails, the spell is reflected back onto the caster.

Sea Cat

Armor Class:	18
Hit Dice:	11 (AB +9)
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d8
Movement:	10' Swim 40'
No. Appearing:	1, Wild 1d10
Save As:	Fighter: 11
Morale:	12
Treasure Type:	None
XP:	1,575



A **Sea Cat** is an aquatic hybrid having a feline head and a fish body. A typical sea cat is 12 feet long and weighs 800 pounds, and is sea green in color.

A sea cat attacks on sight, either for food or to defend its territory, and uses both claws and teeth. It displays amazing courage, fighting to the death even against creatures many times its size. Pairs and prides of

sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it.

A sea cat that hits with both claw attacks deals an extra 2d6 points of rending damage.

Sea Hag

Armor Class:	14
Hit Dice:	4+1
No. of Attacks:	2 daggers
Damage:	1d4+4/1d4+4
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	F
XP:	240

A **Sea Hag** is a horrible creature with an equally hideous appearance. The sea hag is found in the water of seas or overgrown lakes, and appears as an old crone whose bent shape belies her power and swiftness.

A sea hag is not subtle and prefers a direct approach to combat. It usually remains in hiding until it can affect as many foes as possible with its horrific appearance. The sight of a sea hag is so revolting that anyone who sets eyes upon one must succeed on a save vs. Spells or instantly be weakened, reducing his or her Strength by 2d6 points for 1d6 turns. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to 0 falls to the ground helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again for 24 hours.

A sea hag will attack with two daggers in melee combat. It gains +4 to damage due to its supernatural strength.

Three times per day, a sea hag can focus its evil gaze upon any single creature within 10 feet. The target must succeed on a save vs. Poison or be paralyzed for three days (75%) or die (25%). **Remove curse** or **dispel evil** can restore sanity sooner. Creatures with immunity to fear effects are not affected.

Seahorse, Giant

Armor Class:	13
Hit Dice:	1
No. of Attacks:	1 ram
Damage:	1d4
Movement:	Swim 80'
No. Appearing:	Wild 10d10
Save As:	Fighter: 1
Morale:	6
Treasure Type:	None
XP:	25

A **Giant Seahorse** is not closely related to a hippocampus, but is in fact an actual seahorse, and grows almost to the size of a pony. Though it is not very strong or graceful, it is sometimes used by undersea races to carry or pull things.

Shambler

Armor Class:	20
Hit Dice:	13** (AB +10)
No. of Attacks:	2 slam + constrict
Damage:	2d6/2d6 + 4d6
Movement:	20' Swim 20'
No. Appearing:	1
Save As:	Fighter: 13
Morale:	12
Treasure Type:	B, O
XP:	2,395

A **Shambler** appears to be a heap of rotting vegetation. It is actually an intelligent, carnivorous plant with sensory organs located in its upper body. A shambler's body has an 8 foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds. It is typically encountered in temperate marshes or other warm wetlands, but it may also be found in other areas where rotting vegetation can accumulate in large quantities.

A shambler batters its opponents with two huge arm-like appendages. If a shambler hits with both slam attacks, it will automatically constrict for 4d6 points of damage on the next and subsequent rounds. Because it has only a plant's intelligence, it will fight to the death. It will constrict an opponent until it is dead before moving on to another foe.

A shambler takes no damage from electricity; any electrical attack against a shambler will heal 1d6 hp instead.

Shield Guardian

Armor Class:	20 ‡
Hit Dice:	15+20** (+5)
No. of Attacks:	1 fist
Damage:	1d6
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	B, O
XP:	3,100

Created by powerful spellcasters, a **Shield Guardian** is a construct that protect its masters from harm. Each one is magically linked to a particular magical amulet and will protect its bearer at any cost. A shield guardian will always follow the amulet; if for some reason it and its amulet are separated by more than 100 feet, the construct will enter a dormant state, standing still and waiting impassively for the return of the amulet.

A shield guardian is 9 feet tall and weigh at least 1,200 pounds. A shield guardian cannot speak, but will understand commands given by its master. This construct has Darkvision with a range of 60 feet.

Note the attack bonus given above; a shield guardian is not good for much beyond defense. It is slow and straightforward in battle, bashing alternately with its heavy stone fists.



Skeleton, Crimson Bones

Armor Class:	13 (see below)
Hit Dice:	2*
No. of Attacks:	1 punch or weapon
Damage:	1d6 or by weapon
Movement:	50'
No. Appearing:	2d4
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

A **Crimson Bones** is a special type of undead, created through a combination of alchemy and necromancy. It appears as a normal skeleton in all regards except it is blood-red in color. It obeys the will of its creator or greater undead beings. Each time a crimson bones is reduced to 0 hp it is destroyed as normal; however, 1d4 rounds later it will rise again with half its previous hp allotment (round

up). It will continue to rise when struck down, unless targeted by a **bless** spell, doused with holy water, or otherwise subjected to holy powers as determined by the GM. A crimson bones will otherwise regenerate 1 hp per day.

Like an ordinary skeleton, it only takes half damage from edged weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). As with all undead, it can be Turned by a Cleric (as a zombie), and any destroyed in this way will not return. It is immune to **sleep**, **charm**, and **hold** spells. Being mindless, no form of mind reading is of any use against it. A crimson bones never fails morale and always fights until destroyed.

Skeleton, Haunted Bones

Armor Class:	15 (see below)
Hit Dice:	3
No. of Attacks:	1 punch or weapon
Damage:	1d6 or by weapon
Movement:	50'
No. Appearing:	1d4, Wild 2d4
Save As:	Fighter: 3
Morale:	11
Treasure Type:	None
XP:	145

A **Haunted Bones** is the undead skeletal remains of a fallen warrior possessed by a malicious spirit. Unlike an ordinary mindless skeleton, a haunted bones is controlled by a malevolent intelligence residing within it. It appears as a skeleton clad in the armor and rotten clothes from its



former life, moving with an unearthly speed and precision and fighting with deadly skill.

Like an ordinary skeleton, it takes only half damage from edged weapons, and only a single point from arrows, bolts, and sling stones (plus any magical bonus). As with all undead, it can be Turned by a Cleric (as a ghoul), and is immune to **sleep**, **charm**, and **hold** spells.

Skeleton, Leaded

Armor Class:	16 (see below)
Hit Dice:	1
No. of Attacks:	1 punch or weapon
Damage:	1d8 or by weapon
Movement:	20'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	25

A **Leaded Skeleton** is an altered form of a standard skeleton with a coat of lead over its bones, making it slower but much tougher. It moves slowly like a zombie, and thus always attacks last.

It takes only half damage from edged weapons, and only a single point from arrows, bolts, and sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric (as a skeleton), and is immune to **sleep**, **charm**, and **hold** magic. As it is mindless, no form of mind reading is of any use against it. A leaded skeleton never fails morale, and thus always fights until destroyed.

Skeleton, Pitch

Armor Class:	15
Hit Dice:	6*
No. of Attacks:	1 punch or weapon + special
Damage:	1d6 or by weapon +special
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	12
Treasure Type:	B
XP:	555

A **Pitch Skeleton** is a skeletal undead that is covered in a black oily or tarry substance, giving it a slick and blackened appearance. Unlike other skeletons, a pitch skeleton has a low level of intelligence and evil intent; they will use basic strategies in combat, such as changing opponents after a successful strike so as to ignite as many of their enemies as possible.

When a pitch skeleton strikes in combat, a thick black substance is left behind which promptly ignites, causing 1d6 points of fire damage on the round following the successful attack. On the next round the fire does 1d4 points of damage, then 1d2 points, and finally a 1 point on the fifth round. Additional successful strikes from the pitch skeleton restarts this process at 1d6 points of damage on the next round.

Like other skeletons, a pitch skeleton takes only half damage from edged weapons, and only a single point from arrows, bolts, and sling stones (plus any magical bonus). A pitch skeleton is completely immune to fire-based attacks. As with all undead, it can be Turned by a Cleric (as a wraith), and is immune to **sleep**, **charm**, and **hold** magic.

Skragg

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	2 claws / 1 bite
Damage:	1d4/1d4/1d8
Movement:	40' Swim 30'
No. Appearing:	1d6, Wild 1d6, Lair 2d6
Save As:	Fighter: 4
Morale:	10 (8)
Treasure Type:	B, D in lair
XP:	280

A **Skragg** is a smaller semi-aquatic relative of the common troll, but appears slightly stockier. It is sometimes called a swamp troll. It is more likely to communicate with potential victims rather than just attack, demanding some sort of tribute; it will normally leave would-be victims alone if its demands are met.

A skragg attacks with claws and its teeth. Like a regular troll, it has the ability to regenerate; however, a skragg must have at least 50% of its body immersed in water for its regeneration to take effect. Unlike a typical troll, a skragg regenerates from acid damage, but it fears fire like other trolls; the lower morale rating (in parenthesis) is used when the skragg faces attackers armed with fire.

Snail, Giant Barb

Armor Class:	17
Hit Dice:	4
No. of Attacks:	1 bite or 1 barb
Damage:	1d8 or 1d4
Movement:	10'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240, 280 (poisonous)

A **Giant Barb Snail** is a slow, tedious creature that grows strong, dagger-sized teeth, which it can spit in times of duress. They are launched with extremely high pressure from its mouth, with a range of 30 feet and dealing 1d4 points of damage. Some 1 in 6 of these creatures are poisonous; half the time the poison is paralytic (paralyzes for 4d6 hours) or deadly (kills). Victims hit by a tooth (or bitten) must save vs. Poison or suffer the effect.

Snail, Giant Cone

Armor Class:	16
Hit Dice:	3*
No. of Attacks:	1 dart
Damage:	1d6 + paralysis
Movement:	10'
No. Appearing:	1d3, 1d3 Wild Lair 1d3
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	175

A **Giant Cone Snail** is extremely well-camouflaged and highly toxic. It has a natural long and narrow hypodermic tube (a modified tooth) to inject poison, and can launch it up to 20 feet. Stricken victims must save vs. Poison or be paralyzed for 2d6 hours. It swallows prey whole once succumbed. Each snail has but a single tooth to launch, and if this attack is not successful, the creature will retreat inside its shell. This gives it a bonus of +6 to its AC. The snail will then simply wait for any enemy combatants to give up and leave. A giant cone snail generally will not attack groups of creatures which outnumber it, but may lay in wait for a single opponent to become isolated and thus vulnerable.

Snail, Giant Pounder

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 tail blow or 1 bite
Damage:	1d4 or 1d2
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

A **Giant Pounder Snail** is often heard from a distance, pounding the ground with a hard bony appendage to locate hollows and burrows to break into and then engulf any living matter therein. The appendage is shaped much like a war hammer or mace. Its mouth is little more than rough grinding surfaces, and do little more than 1d2 points of damage, but if provoked they will bite.

Snake, Giant Two-Headed

Armor Class:	14
Hit Dice:	5*
No. of Attacks:	2 bites + poison
Damage:	1d8/1d8
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	405

A **Giant Two-Headed Snake** is rarely surprised, as at least one head is usually alert. Each head can attack an individual target, although the targets have to be close to each other. Its poison is quite potent, and saves are made with a -2 penalty.

Snake, Vort

Armor Class:	15
Hit Dice:	1+2
No of Attacks:	1 bite
Damage:	1d3 + poison
Movement:	50'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	25

A **Vort**, otherwise known as a **crested serpent**, is a large snake ranging from 7 to 9 feet in length. It is dark in color with a contrasting brightly-colored crest on its head.

A crested serpent is venomous. Small animals bitten by a crested serpent must save vs. Poison or die; larger creatures (anything kobold size or larger) will be rendered unconscious for 2d4 turns if the save is failed.

Sphinx

Armor Class:	18
Hit Dice:	12* (AB +10)
No. of Attacks:	2 claws
Damage:	2d4+5/2d4+5
Movement:	50' Fly 40' (20')
No. Appearing:	1
Save As:	Fighter: 12
Morale:	8
Treasure Type:	E
XP:	1,975

A **Sphinx** is a massive winged lion with a human-like face. A typical sphinx is nearly 10 feet long and weighs over 800 pounds. A sphinx has Darkvision with a range of 60 feet, and can **detect magic** and **detect invisible** automatically. It can speak all languages of men and dragons, as well as its own tongue. It prefers witty discourse over open combat, but will defend itself and its home if threatened.

Because its flight is rather clumsy, a sphinx prefers to fight on the ground, tearing with its razor-sharp claws. A sphinx's roar causes all creatures within 100 feet to be affected with **fear** for 2d6 rounds (as the spell) unless they save vs. Spells. After a roar, a sphinx must wait 1d4 rounds before roaring again. A sphinx casts spells as either a Magic-user (40%), Cleric (40%), or sometimes as both (20%) equivalent to half its HD (6th level).



Spider, Giant Bola

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite + poison
Damage:	1d8
Movement:	50'
No. Appearing:	1d3, Lair 1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A **Giant Bola Spider** forms a long thread of silk, attaches a net of webbing to the end, and then throws it at its target. If its attack succeeds the victim is entangled, and the spider begins to drag the victim in. Entangled individuals may break free on a roll of 1 on 1d6 (modified by Strength bonus, as with a check to open doors). Any small or medium creature thus entangled will be drawn to the spider in 1 round, and then bitten with a bonus of +4 on the monster's attack roll.

Spider, Giant Diving Bell

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite + poison
Damage:	1d8
Movement:	40' Swim 30'
No. Appearing:	1d3, Lair 1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A **Giant Diving Bell Spider** carries a supply of air with it around the hairs of its body and crafts an underwater lair filled with air. It is otherwise similar to other giant spiders.

Spider, Giant Ice

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	1 bite + poison
Damage:	1d10
Movement:	50'
No. Appearing:	1d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

A **Giant Ice Spider** is a crystal clear spider adapted to icy environments. It is immune to cold-based attacks, but takes an additional point of damage (per die) from fire or heat effects. Rather than spin silk webs, it spins ice into

web-like structures. When an ice spider holds perfectly still in its natural environment, it is so hard to see that it surprises on 1-4 on 1d6.

Besides a poisonous bite, one can spit its freezing cold saliva up to 30 feet, which can freeze instantly and ensnare a man-sized or smaller creature. The ice spider must hit with an attack, and the affected creature can break free with a 1 on 1d6 (modified by Strength bonus).

Spider, Giant Shrieking Tarantula

Armor Class:	18
Hit Dice:	7*
No of Attacks:	1 bite
Damage:	1d12 + poison
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	9
Treasure Type:	None
XP:	735

A **Shrieking Tarantula** is a rare, aberrant form of the regular giant tarantula. It is about the size of a horse and has red leg-joints. A shrieking tarantula is somewhat intelligent but is driven by its hunting instincts.

Its bite is deadly; those bitten must save vs. Poison or be forced to dance wildly. The dance lasts 2d10 rounds, during which time the victim has a -4 penalty on attacks and further saving throws. Thieves or characters with similar Thief-like abilities may not utilize such skills while dancing. Onlookers must save vs. Spells or begin dancing themselves; such "secondary" victims suffer the same penalties as above, but they will only dance for 2d4 rounds. During each round that those bitten are dancing, they must save vs. Poison again or take 1d4 points of damage. The secondary victims do not suffer this effect. **Neutralize poison** will cure the original victim, and **dispel magic** will stop the dance for all victims in the area of effect, whether original or secondary.

In addition to its normal attack, the shrieking tarantula may flick a cloud of urticating hairs from its abdomen at an enemy. This fills an area of a 20 foot radius, and persists for one round. Creatures caught within the area of effect suffer a painful, itching rash, and for the next turn must save vs. Poison each round. A failed save indicates that the victim spends that entire round scratching and screaming. These hairs may be used only once, as it takes a week to regrow.

Finally, the shrieking tarantula can emit a shriek; those within 10 feet must save vs. Paralyzation or be stunned and unable to act for 1 round. When hunting, the spider often stuns its prey before binding it in silken thread, thus rendering its prey helpless so it can be fed upon later.

Spider, Giant Trapdoor

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d8 + poison or wrestling
Movement:	50'
No. Appearing:	Wild 1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A **Giant Trapdoor Spider** digs deep tunnels and covers the entrance with a trapdoor-like patch of silk covered in dirt, leaves, and other camouflage. It often lays out camouflaged sensory threads of silk. It springs out to attack passing creatures by detecting vibrations, trying to drag them inside its lair (see the wrestling rules in the **Encounters** section of the Basic Fantasy RPG Core Rules). The trap doors can be detected as secret doors, but the spider will usually attack long before the search can be completed. When lying in wait in its tunnel, it surprises on 1-4 on 1d6.

Stalag

Armor Class:	17
Hit Dice:	1
No. of Attacks:	1 stab
Damage:	1d6
Movement:	10'
No. Appearing:	3d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	25

The **Stalag** looks very much like a stalactite, hanging from the ceiling of a natural cave. It senses the sounds and warmth of living creatures nearby, and attacks by dropping onto the victim. Due to its camouflage and its silent attack, it surprises on 1-5 on 1d6.

**Steel Spider**

Armor Class:	18 †
Hit Dice:	5**
No. of Attacks:	2 forelegs
Damage:	1d6/1d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	450

A **Steel Spider** is a construct used by inventive Magic-users to guard his or her possessions. It is made of steel, with jeweled eyes (worth 100 gp each if removed). Its main body is one foot in diameter, with each leg two feet long. It is often painted black to blend in with its surroundings. It has Darkvision out to 120 feet.

A steel spider is often placed in ambush, and can only be detected on a 1 on 1d6 if it is hidden (even with Darkvision). It can leap 30 feet, and automatically gain surprise when making a leap attack if it has not already been detected. It attacks with sword-like forelegs.

As a construct, it is immune to **fear**, **charm**, and similar spells. It takes an additional 1d6 points of damage per hit from any attack that rusts metal. It only takes half damage from non-magical weapons. It can climb walls, and even hang upside down. It is resistant to magic, and gains a +4 bonus to saves vs. Wands or Spells.

Tapper*

Armor Class:	15 †
Hit Dice:	3
No. of Attacks:	1 punch or mining pick
Damage:	1d4 or 1d6
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Special
XP:	145

According to legend, sometimes dwarven miners who have been suffering a "dry spell" will finally find a rich mineral vein. A lusty greed will overcome them, and forsaking their health, they work themselves to death. Such dwarves, it is said, will rise from the dead as **tappers**.

Tappers are undead monsters which resemble desiccated zombies. They continue to wander their mine and the surrounding area, striking at the rock here and there. This tapping noise is unsettling as it echoes throughout the tunnels.

Tappers jealously guard their claim, attacking with mining picks or similar implements. As with all undead, they can be Turned by a Cleric (as a mummy), and are immune to **sleep**, **charm** or **hold** spells. Silver or magical weapons are needed to strike a tapper. A dwarf killed by a tapper will rise as one unless **bless** is cast upon its body.

Tendriculos

Armor Class:	16
Hit Dice:	9* (AB +8)
No. of Attacks:	1 bite/2 tendrils
Damage:	2d8/1d6/1d6
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	1,150

A **Tendriculos** is a voracious plant-like creature that can rear up to a height of 15 feet and weighs about 3,500 pounds. Prowling deep in forests or waiting in vegetated areas, a tendriculos attacks savagely, showing no fear.

A tendriculos can swallow whole any creature smaller than itself if it hits with a natural 20 on its bite attack. Once inside the plant's mass, the opponent must succeed on a save vs. Paralysis each round or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, suffering 2d6 points of acid damage each round. A swallowed creature can cut its way out by using a light slashing or piercing weapon to inflict damage of at least half the monster's hit points to its interior (AC 14). If a victim escapes in this way, the hole he or she made closes instantly; any other swallowed opponents must cut their own way out.

If a tendriculos loses part of its body mass it can be regrown in 1d6 minutes. Holding the severed portion against the wound enables it to reattach in just one round.

Tentacled Horror

Armor Class:	14
Hit Dice:	10+20* (AB +9)
No. of Attacks:	5 tentacles + crush
Damage:	1d6(x5) + 3d6
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	None
XP:	1,390

A **Tentacled Horror** is roughly 50 feet in diameter and is composed of hundreds of thick wriggling tentacles. It has no discernible body beyond the mass of pseudopods and

moves by undulating across the ground. It speaks no languages.

A tentacled horror lacks subtlety in combat, simply moving in and flailing away with its numerous tentacles. A successful hit with three or more tentacles indicates a crush attack for an additional 3d6 points of damage. Those who witness a tentacle horror for the first time must make a save vs. Spells or flee in stark terror for 1d20 rounds.

A tentacled horror is incredibly resilient; non-magical weapons only deal 1 point of damage, while magic weapons, fire, electricity, and acid only deal half damage. It is immune to **sleep**, **charm**, and **hold** spells.

Terror Bird

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d8
Movement:	60'
No. Appearing:	Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

A **Terror Bird** is a flightless prehistoric bird. It weighs around 800 pounds and is armed with a massive beak; it is for this reason that it is often called an "axe beak". It hunts in small packs, and aggressively pursues weaker prey.

Thulid

Armor Class:	15
Hit Dice:	1* to 8* (1** to 8** if a Magic-User)
No. of Attacks:	1 weapon or special
Damage:	By weapon or special
Movement:	40'
No. Appearing:	1d4
Save As:	Magic-User: 1 to 8
Morale:	7
Treasure Type:	F
XP:	1 HD 37 (49); 2 HD 100 (125) 3 HD 175 (205); 4 HD 280 (320) 5 HD 405 (450); 6 HD 555 (610) 7 HD 735 (800); 8 HD 945 (1015)

A **Thulid** is a highly intelligent man-like creature with a squid-like visage, having four to ten tentacles surrounding a beak-like mouth. Though omnivorous, a thulid prefers the brains of sentient creatures as food. It can read minds (as the **ESP** spell) and communicate with each other telepathically. It can speak Common, usually to command slaves.

A thulid uses its tentacles to extract the brain from a foe. It takes 1d4 turns for the tentacles to reach the brain, killing the victim. As this process takes a long time, it is not done during combat. In fact, most thulids are disinterested in physical combat, preferring to use their **mind blast** (see below), magic, or slave creatures for this purpose.

About one-quarter (25%) of thulids are Magic-Users (roll 1d8 for level). The experience point value of a magic-using thulid is greater than normal, and is shown in parentheses after the standard amount.

The thulid's **mind blast** is a cone of mental force with a 60 feet range and a diameter of 50 feet at the far end. This ability can be used at most one time per day per HD of the monster, and may not be used more often than every other round. A thulid can choose to either stun or kill those within the affected area. If the thulid chooses to stun, those in the area of effect must save vs. Spells or be rendered unconscious (as if by **sleep**) for 2d6 rounds. A killing blast allows a save vs. Death Ray, with failure resulting in immediate death. Mindless creatures and the undead are unaffected by this attack. Add +2 to the saving throw if the victim is more than 20 feet from the thulid, or +5 if more than 40 feet away.

A **Helm of Telepathy** adds an additional +4 to saving throws. Further, when such saves are successful, the attacking thulid is stunned for 1d4 turns.

When encountered away from their lair, a group of thulids will generally consist of at least one fully mature (8 HD) thulid, with the remainder having 2d4 HD each. See below for details on thulid growth and maturation.



Thulids are actually a strange sort of parasite. When a group of thulids are encountered, the GM should roll 1d20. If the result of this roll is equal to or less than the number encountered, one of the thulids is ready to spawn. Do not count thulids who have only a single HD, as these are not mature enough to reproduce.

If a thulid is ready to spawn, it will notify its brethren which of their opponents it wants to impregnate. The group will then attempt to render the target host unconscious (generally by using the stunning form of mind blast) while removing other opponents as expeditiously as possible. If the thulids prevail, the pregnant one will begin using its tentacles to penetrate the skull of the subdued opponent, but instead of extracting the brain, an egg will be laid. The subdued opponent will then be bound and carried off by the thulid party. Thulids seem to prefer male host bodies, for no apparent reason. Humans are preferred over elves, and elves over dwarves or halflings.

The egg hatches in 3d6 hours, but as the brain feels no sensation the victim will not realize this. In another 1d6 hours the victim will become confused (as if by the spell **confusion**), then in 2d6 more hours will fall into a coma. Up to this point, the condition is reversible with a **cure disease** spell, but after the coma begins, the growth of the infant thulid cannot be stopped in that way. In 3+1d6 days, the victim will suddenly awaken, still appearing normal but with the psyche (and mental blast power) of a thulid. The newly-spawned thulid can speak the thulid language as well as any languages formerly known by the host body, though little or none of that host's mind is left otherwise.

A "newborn" thulid normally has one HD. Over the course of the next year the new thulid will slowly transform, taking on a reddish skin tone and developing the distinctive thulid head; at this point the thulid gains its second HD. Each year thereafter, the thulid gains another HD, until the maximum of eight is reached. Only a few thulids have the capacity to advance beyond 8 HD.

If the victim is rescued from the thulids but the egg is not slain, the development will be exactly as given. When the victim awakens as a thulid, it will instinctively realize that it is not among its own kind and feign amnesia or other illness to avoid discovery until it can find its way underground and attempt to find its "people." It is aided in this by its telepathy, which can be used to scan for other thulids within a 5 mile radius.

Thulid, Great Brain

Armor Class:	11
Hit Dice:	9** (AB +8)
No of Attacks:	Special
Damage:	Special
Movement:	1'
No. Appearing:	1
Save As:	Magic-User: 9
Morale:	7
Treasure Type:	H
XP:	1,225

A **Great Brain** looks like a monstrous, immobile brain ringed by many dexterous but weak tentacles, which it uses both as manipulators and to drag itself around. The exact relationship of the great brain to thulids is unknown. A great brain does not speak, but if it has need for it, can telepathically communicate with any creature of greater than animal intelligence.

Although slow and physically weak, a great brain possesses great magical power, and it shares the thulid's ability to use a mental blast with the same effects.

Up to three times per day, a great brain can attempt to enslave any one living creature within 30 feet, which must save vs. Spells or be utterly dominated by the brain. An enslaved creature obeys the brain's telepathic commands. Such a creature can attempt a new save vs. Spells every 24 hours to break free, or can be freed by a **remove curse** spell. The control is also broken if the brain dies or is separated from the slave by more than a mile. A great brain can also **teleport** once per day with no risk of failure. They can psychically sense living creatures in a 100 foot radius, and can use the following spells at will: **charm monster**, **hold monster**, **confusion**, and **telekinesis**.

Vampire Spawn*

Armor Class:	15 ‡
Hit Dice:	4*
No of Attacks:	1 punch or 1 bite
Damage:	1d6+3 or 1d3 + special
Movement:	30'
No. Appearing:	1d4, Wild 1d4, Lair 2d4
Save As:	Fighter: 4
Morale:	9
Treasure Type:	B
XP:	280

A **Vampire Spawn** is an undead creature that is created when a vampire slays a mortal. Like their creators, a vampire spawn remains bound to its coffin and to the soil of its grave. It appears much as it did in life, except somehow hardened by its transformation.

A vampire spawn uses its inhuman strength when engaging mortals, hammering its foes with powerful blows. On any natural 20 attack roll, a vampire spawn will bite and drain the blood of its victim. The bite deals 1d3 points of damage and drains one level from the victim; a successful saving throw vs. **Death Ray** negates the latter effect (see **Energy Drain** in the **Encounter** section of the Basic Fantasy RPG Core Rules for details). A vampire spawn heals 1d8 hp for each level it drains. Once it bites, the vampire spawn will hold fast and drain the victim each round automatically; only a failed morale check or the death of the vampire spawn will break this hold.

Like vampires, a vampire spawn is unharmed by non-magical weapons and is immune to **sleep**, **charm**, and **hold** spells. A vampire spawn can be Turned by a Cleric (as a vampire). However, unlike its creator it can be slain when its hp is reduced to 0.

Vermen

Armor Class:	16 (13)
Hit Dice:	1+1
No of Attacks:	1 bite or 1 weapon
Damage:	1d3 or by weapon
Movement:	30'
No. Appearing:	1d6, Wild 2d10, Lair 2d6X10
Save As:	Fighter: 1
Morale:	5 (see below)
Treasure Type:	P each, E in lair
XP:	25

A **Vermen** is a medium-sized furred humanoid with a rodent-like head and tail. It has a long torso and limbs. It tends to slouch forward when walking upright, giving it a hunched appearance. A vermen's fur varies in color, but all have red eyes. It wears clothing and armor that is soiled and patched together.

Individually or in small groups, these creatures are cowardly, but in larger groups they become much braver; any group of 16 or more will have a morale of 8. Any group of 20 or more will have a leader of at least 4 HD, and such a group will have a morale of 10.

Vermin Queen

Armor Class:	13
Hit Dice:	6**
No. of Attacks:	2 claws or weapon
Damage:	1d6/1d6 or by weapon
Movement:	40' Fly 20'
No. Appearing:	1, Wild 1d3, Lair 1d3
Save As:	Magic-User: 6
Morale:	9
Treasure Type:	F
XP:	610

A **Vermin Queen** is a swarm of horrid, intelligent black beetles with the ability to assume the guise of a beautiful human or demihuman. It uses this disguise to waylay travelers in order to devour his or her flesh and steal their skin. When a vermin queen eats a living human, demihuman, or humanoid creature, another beetle is born to the swarm. When the swarm gets too big to comfortably fit into a human skin, half of it splits off and becomes a new vermin queen. The mother swarm typically deposits the daughter swarm in the body of its next victim.

A vermin queen can freely change between humanoid and swarm forms once per round. The touch of a vermin queen in either form paralyzes (much like a ghoul) and it never takes more than 1d4 points of damage from weapon attacks. While in swarm form, a vermin queen fights just like an insect swarm.

Violet Fungus

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	1 tentacle
Damage:	1d6 + poison
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

A **Violet Fungus** resembles a shrieker, and is often found growing among them. Its coloration ranges from purple to gray. In combat, a violet fungus flails about with its tentacles at any living creatures that come within its reach. The attacks of the fungus are poisonous; any creature hit must save vs. Poison or lose one point of Constitution. Any character reduced to zero Constitution dies. Constitution points lost to this poison will be regained at a rate of one per day.

Will-o'-Wisp

Armor Class:	29
Hit Dice:	9** (AB +8)
No. of Attacks:	1 shock
Damage:	2d8
Movement:	Fly 50'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	12
Treasure Type:	U
XP:	1,225

A **Will-o'-Wisp** is a faintly-glowing sphere of light that is yellow or white. It is easily mistaken for a lantern, especially in the foggy marshes and swamps where it typically resides. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighs about 3 pounds. Its body sheds as much light as a torch. It has no vocal apparatus, but can vibrate to create a voice with a ghostly sound.

A will-o'-wisp usually avoids combat. When it is forced to fight, it emits small electrical shocks. A will-o'-wisp is immune to all spells except **magic missile**. A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible.

Wolf, Giant (Winter & Worg)

	Winter	Worg
Armor Class:	15	14
Hit Dice:	6*	4
No. of Attacks:	1 bite or breath	1 bite
Damage:	1d6 or 4d6	1d6
Movement:	50'	50'
No. Appearing:	1d4, Lair 1d6	1d4, Pack 1d6
Save As:	Fighter: 6	Fighter: 4
Morale:	7	7
Treasure Type:	U in lair only	U in lair only
XP:	555	240

A **Winter Wolf** is a dangerous predator that grows about 8 feet long, stands about 4-1/2 feet at the shoulder, and weighs about 450 pounds. This wolf typically hunts in packs. Its size and formidable breath weapon allows it to hunt and kill creatures much larger than itself. A pack usually works to circle and knock down its prey.

The breath weapon of a winter wolf is a 15 foot cone that can be used once every 1d4 rounds for 4d6 cold damage; a save vs. Dragon Breath for half damage applies. The bite of a winter wolf also deals an extra 1d6 points of cold damage. An individual hit by a winter wolf's bite must save vs. Death Ray or be knocked to the ground prone. A winter wolf is immune to cold effects.

A **Worg** is a thoroughly evil creature with gray or black fur. It is 5 feet long and stands 3 feet tall at the shoulder, and weighs 300 pounds. More intelligent than its smaller cousin, a worg speaks its own language. Some can also speak Common and goblin.

Mated pairs or packs work together to bring down large game, while a lone worg usually chases down creatures smaller than itself. Both often use hit-and-run tactics to exhaust their quarry. A worg that hits with a bite attack can attempt to trip the opponent as a free action. The target of the trip attack must save vs. Death Ray or fall to the ground.

Wolverine

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 claws/1 bite
Damage:	1d4+2/1d4+2/1d6
Movement:	30' Climb 10' Burrow 1'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	9 or 12 (see below)
Treasure Type:	None
XP:	145

The **Wolverine** is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. The adult wolverine is about the size of a medium dog, with a length of 2 to 3 feet, a tail from 1 to 2 feet long, and weighs 20 to 35 pounds. The males are as much as 30 percent larger than the females.

In appearance, the wolverine resembles a small bear with a long tail. It has been known to give off a very strong, extremely unpleasant odor, giving rise to the nicknames "skunk bear" and "nasty cat." A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. While in its rage it has +2 to hit but -2 to AC.

Wug

Armor Class:	12
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	E (Lair Only)
XP:	25

The **Wug** are a race of nasty, brutish humanoid frogs. They infest swamps and other waterways, regularly

attacking other humanoids in search of loot and sacrifices. A wug resembles a bipedal frog with a wide mouth, bulging eyes, and splotchy green skin. An adult stands around 5 feet tall and weighs around 180 pounds; males and females are roughly the same size, and non-wugs cannot generally tell them apart. A wug generally goes about naked except for a belt to carry its knives and pouches. All wug tribes are led by a shaman. Wugs speak Common and their own croaking tongue.

A wug is a crafty and merciless warrior, throwing itself into battle with a zealous fanaticism. It will attempt to take prisoners when possible for later sacrifice. It prefers to attack from ambush and is cunning enough to use the terrain to its advantage.

Wugs are known to tame other amphibious monsters, in particular giant frogs and toads as well as prince frogs; such creatures might be encountered in a wug lair.

Zombie, Flesh Eater

Armor Class:	14
Hit Dice:	2
No. of Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d6
Movement:	40'
No. Appearing:	2d8
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

A **Flesh Eater Zombie** is an undead creature similar to a zombie but even more dangerous. Like all undead, it is immune to spells that affect the mind (including **sleep**, **charm**, and **hold**). A flesh eater zombie may be Turned by Clerics (as a zombie). It feasts on the flesh of living creatures, preferring to target intelligent humanoids.

In combat it is surprisingly quick, and attacks with a flurry of claws and bites. While its claws are capable weapons, it is the creature's bite that is most deadly. Those who are bitten and survive have a 5% chance per point of damage of contracting a fatal disease, causing death in 2d4 turns. Those who die from this disease rise in 2d4 rounds as a flesh eater zombie. **Cure disease** will prevent death, or if cast on the corpse after death, will prevent the corpse from rising.

Zombie, Leper

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d3 + disease
Movement:	30'
No. Appearing:	1d12
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	37

A **Leper Zombie** shuffles toward its prey with grim purpose and hatred. More agile than other types of zombies, it is far more deadly as it carries a horrible disease that resembles leprosy.

It does not seek to consume living folk, but instead slay them. A leper zombie may be Turned by a Cleric (as a ghoul) and is immune to **sleep**, **charm**, and **hold** spells.

Humanoids bitten by leper zombies may be infected with **zombie leprosy**. Each time a humanoid is bitten or clawed, there is a 10% (cumulative per bite and blow) chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save failed, the humanoid dies in 3 days. An afflicted humanoid who dies of zombie leprosy rises as a leper zombie at midnight of the following day.

Equipment, arms, and armor of one slain by a leper zombie (or used to destroy a leper zombie) carries a 5% chance of transmitting the disease each day. The infection can be removed from gear by washing in holy water, heating with fire, or casting **bless** on each item.

Zombraire (and Skeletaire)

	Zombraire	Skeletaire
Armor Class:	12 (see below)	13 (see below)
Hit Dice:	2* (variable)	1* (variable)
No. of Attacks:	1 dagger or 1 spell	1 dagger or 1 spell
Damage:	1d4 or per spell	1d4 or per spell
Movement:	20'	40'
No. Appearing:	1	1
Save As:	Magic-User: by HD	Magic-User: by HD
Morale:	9 to 12 (see below)	12
Treasure Type:	None	None
XP:	100 (variable)	37

A **Zombraire** is a free-willed undead Magic-user. Like the zombie it resembles, a zombraire moves silently, is very strong, and must be literally hacked to pieces to be destroyed. However, it does not suffer the initiative penalty common to ordinary zombies. It takes only half damage from blunt weapons, and only a single point from

arrows, bolts, and sling stones (plus any magical bonus). It may be Turned by a Cleric (as a wight), and is immune to **sleep**, **charm**, and **hold** spells.

A zombraire slowly rots away, and as it does it loses its sanity; this is represented by the variable morale listed. An insane zombraire fights to the death in hopes of being slain, thus ending its tortured existence.

The given statistics are for a zombraire formed from a 2nd-level Magic-user; the HD and saving throws of a zombraire are based on the level it had in life. A zombraire can cast spells as it did when living, but cannot learn new spells.



A **Skeletaire** is the final form of a zombraire which has rotted away completely. It takes only half damage from edged weapons, and only a single point from arrows, bolts, and sling stones (plus any magical bonus). It can be Turned by a Cleric (as a zombie), and is immune to **sleep**, **charm**, and **hold** spells. A skeletaire never fails morale, and thus always fights until destroyed.

The statistics above are for a skeletaire formed from a 2nd-level Magic-user. A skeletaire will have HD equal to the character's level minus 1, and will save as a Magic-user of the level equal to its HD. The skeletaire cannot speak, but still retains the ability to prepare and cast spells as it did in life (but like a zombraire, it cannot learn new spells).

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