

# The Basic Fantasy **Field Guide** of Creatures Malevolent and Benign – **Omnibus Edition** –

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# Basic Fantasy Field Guide Omnibus

1st Edition, Release 4

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## INTRODUCTION

Need a few new monsters? You've come to the right place! This is the newly-consolidated 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](http://basicfantasy.org) and download a copy of the rules.

Monsters in this work are presented in the same format as in the **Basic Fantasy RPG 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).

**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 by (s) after the AC value. Some monsters may only be hit with magical weapons, indicated by an (m) after the AC figure.

**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 **Basic Fantasy RPG 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 its spines and also bite in a single 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 tentacle	2d6 bite, 1d4 claw 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 (12)
Treasure Type:	E	None
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 each turn. **Cure disease** or **remove curse** 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.

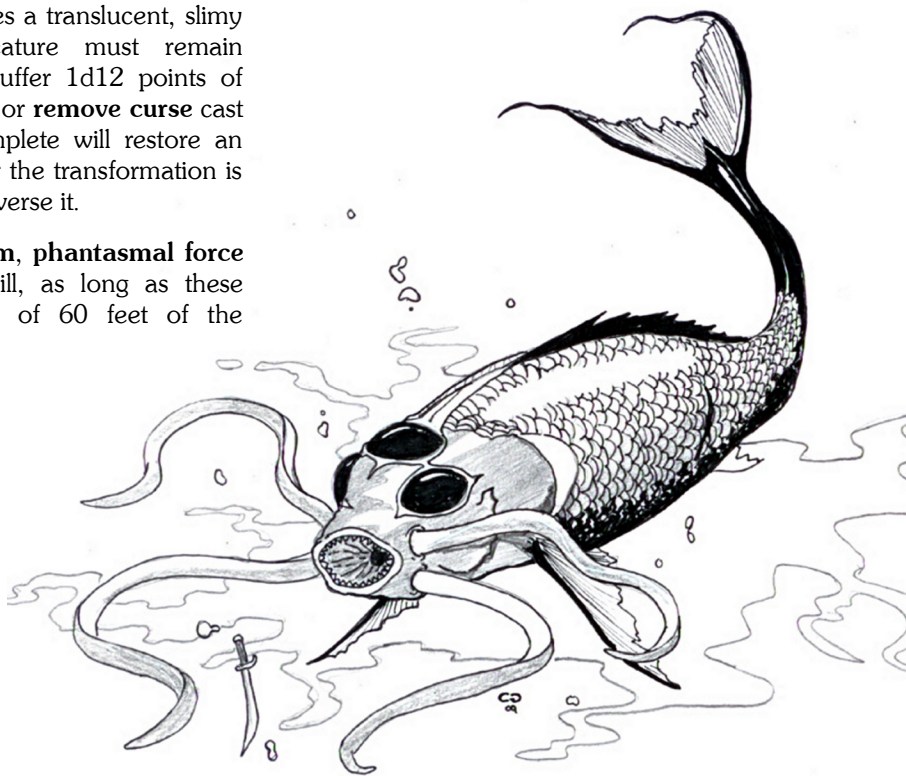
Up to three times per day, an aboleth can attempt to enslave one creature within 30 feet, excluding undead, and other non-living creatures. The target must save vs. Spells or be utterly dominated by the aboleth's mental power. An enslaved creature will obey the aboleth's telepathic commands. Such a creature 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 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.

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.



**Advi**

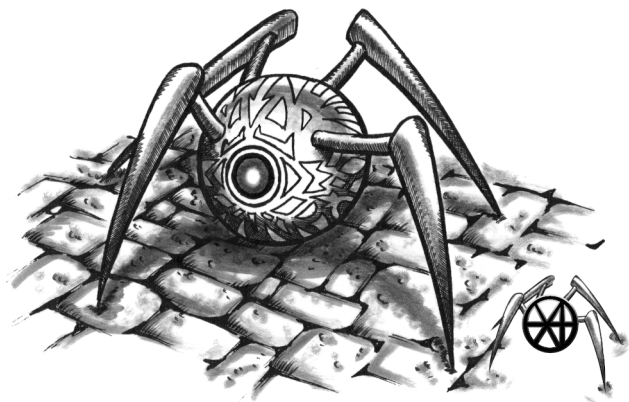
The Advi are highly advanced machines far beyond the capability of mortals to understand. They appear as silvery spheres with faint green geometric patterns on their surfaces. They are all immune to damage from non-magical fire and take only half from magical fire. Each contains a power source called a 'core', a perfect red sphere six inches in diameter worth about 1,000 gp to a wizard. The advi are immune to charm and fear effects and always fight until destroyed.

**Advi, Avenger**

Armor Class:	18
Hit Dice:	9* (+8)
No. of Attacks:	2 blades or 1 beam
Damage:	2d8 blade, 4d6 beam
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	1,150

An Avenger Advi appears as a 1-foot diameter sphere with four knife-like legs and a single large 'eye'. Its sharp legs also allow it to climb vertical surfaces such as walls.

The avenger advi uses its sharp legs to slash at opponents. An avenger advi can also fire a beam from its 'eye' at a target up to 50 feet away, and will set fire to any flammable material that is hit. The avenger advi may use this beam at most once per three rounds.

**Advi, Charity**

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	4 fireballs
Damage:	1d6
Movement:	10'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

A Charity Advi is a sphere of silvery metal with dozens of small protrusions that glow a faint orange all over its body. It attacks by firing miniature fireballs out of these protrusions, targeting up to four adjacent foes within 80 feet. The fireballs can set fire to flammable materials such as wood or cloth.



**Advi, Diligence**

Armor Class:	26
Hit Dice:	12 (+10)
No. of Attacks:	4 tools
Damage:	1d4
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 12
Morale:	12
Treasure Type:	None
XP:	1,875

A Diligence Advi is a 1-foot diameter sphere of silvery metal with eight appendages, four of them carrying small work tools (hammer, saw, etc.). It will use these tools to slowly chip away at its foes.

**Aergian Amalgamation**

Armor Class:	14
Hit Dice:	13** (+10)
No. of Attacks:	1 grasp, 1d3 weapons
Damage:	2d4 grasp, 1d6 weapon
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 13
Morale:	10
Treasure Type:	G
XP:	2,395

An Aergian Amalgamation forms from failed adventurers' souls, yielding a violent, desperate creature resembling four monstrous hands with six tentacle-like appendages. It craves the souls of others to devour hope and ambition, its body adorned with gear from past victims.

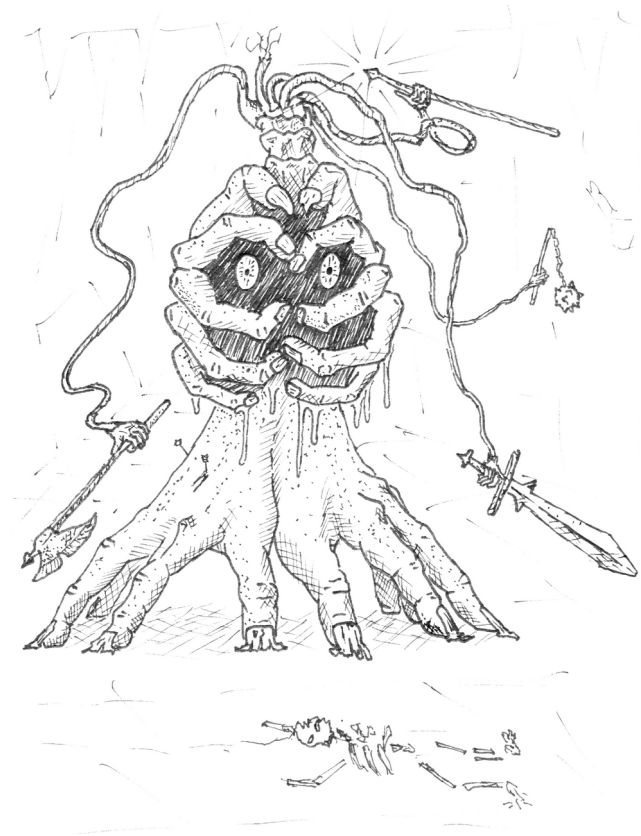
Found near treasure troves, the aergian amalgamation targets one victim, ensnaring them in a crushing grip using the hands that make up its body, then draining the life force of its grasped foe. It fends off the victim's allies during the struggle, extinguishing all light sources to heighten the chaos, and protect itself from the hated light.

Its tentacle-like appendages can reach up to 10 feet in any direction but lack precision, making it unclear how many weapons it can attack with each round. Roll the 1d3 each round to see how many weapon attacks it can make, however its appendages are relatively weak, so any weapon it wields only does 1d6 points of damage.

One of its appendages usually holds a magical staff which it can use instead of making attacks with its weapons.

When the aergian amalgamation is draining a victim, the victim must save vs. Death Ray for each round in its grasp, or lose 1 energy level.

An aergian amalgamation is immune to all poison. It has Darkvision out to a range of 60', but is very sensitive to light, and takes 1d4 points of damage per round in any light brighter than a torch. It cannot reach anything on its underside, and struggles to detect anything behind it that is not giving off light or making noise.



**Aerial Servant**

Armor Class:	18 (m)
Hit Dice:	16** (+12)
No. of Attacks:	1 (see below)
Damage:	4d8
Movement:	Fly 240'
No. Appearing:	1
Save As:	Fighter: 18
Morale:	9
Treasure Type:	None
XP:	4,320

An aerial servant is similar to an invisible stalker in that it is a normally-invisible creature summoned by magic from an extra-dimensional realm. The aerial servant, however, cannot be ordered or compelled to attack in the normal sense. Rather, it is generally used to acquire and transport objects or creatures. An aerial servant can locate and track target creatures in much the same way as an invisible stalker. Because it is invisible and fairly quiet, it surprises on 1-4 on 1d6, and combatants who are unable to see it suffer the usual penalty for attacking an invisible opponent.

An aerial servant is very strong and moves very fast. One can carry up to 1,000 pounds while moving at full speed. A creature can be grabbed by means of a normal attack roll, and once grabbed in this way, only a very strong victim (18 Strength, or 4 or more hit dice) has any chance of escape; such a victim has a base 25% chance to escape, with a 10% bonus to their chance, per additional hit die in excess of 4. Creatures weighing more than 1,000 pounds can be grabbed but cannot be moved, and after a few rounds the aerial servant will give up.

If an aerial servant cannot perform its assigned task for any reason, it will fly into a rage, seeking out and attacking the summoner. This is normally the only way an aerial servant can be made to attack. Note that a normal hit by an aerial servant is a grab, as above, so that the victim, once grabbed, will suffer damage automatically each round thereafter.

**Aeromi**

Armor Class:	12
Hit Dice:	1
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4 claw, by weapon
Movement:	30' Glide 90' Climb 20'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D in lair
XP:	25

The arboreal Aeromi is a fur-covered humanoid about 4 to 5 feet in height with a long bushy tail. It has relatively long limbs ending in claws; they are primarily used for climbing, but make for formidable weapons as well. It is quite dexterous (accounting for the armor class). An aeromi has stretchable skin between its upper and lower limbs and along the side of its body (a patagium) that allows it to glide effectively between trees. This patagium is not continuous but instead is anchored in key points on its body. It speaks its own language that includes various clicks and chittering, but many also speak Common to some degree.

Aeromi are nocturnal and have Darkvision to a range of 90' when outdoors, even on the darkest of nights. On a clear night with ample star- or moonlight, an aeromi can see nearly as well as a human can in daylight. In indoor areas or underground the aeromi can see with Darkvision out to 30 feet. An aeromi suffers a -1 attack penalty in bright sunlight or within the radius of a **light** spell.

An aeromi climbs readily among the massive redwood and sequoia trees that it lives among. Aeromi villages are built upon platforms and bridges in the upper reaches of these forests.

An aeromi tends to carry little to allow mobility, but may utilize belts and clothing that can be fastened between the anchor points of its patagium. Aeromi may utilize humanoid weaponry when needed.

One out of every eight aeromi will be a warrior of 2 Hit Dice (75 XP). A regular aeromi gains a +1 bonus to its Morale if it's led by such a warrior. In aeromi villages, one out of every twelve will be a sub-chief of 4 Hit Dice (240 XP) that does 1d6 points of damage with each claw attack. In lairs of 30 or more, there will be an aeromi chieftain of 6 Hit Dice (500 XP) that does 2d4 points of damage with each claw attack. In the village, aeromi never fail a morale check as long as the chieftain is alive. In addition, there is a chance equal to 1-2 on



## MONSTERS

## FIELD GUIDE OMNIBUS

1d6 of a shaman being present in any village. A shaman is equivalent to a warrior aeromi statistically, but has Clerical (or Druidic if that optional supplement is utilized by the GM) abilities at level 1d4+1. Each village also has a chance equal to 1 on 1d6 of a witch doctor being present; such an aeromi has the abilities of a Magic-User at level 1d4.

### Aghar

Armor Class:	18 (m)
Hit Dice:	9+2** (+8)
No. of Attacks:	2 fists or 1 boulder
Damage:	1d10+4 fist, 3d6 boulder
Movement:	40' Tunnel 40'
No. Appearing:	1
Save As:	Fighter: 13
Morale:	12 (8)
Treasure Type:	None
XP:	1,225

A race of manlike creatures from the Elemental Realm of Earth, the Aghar are large beings, 10 to 11 feet in height and weighing around 1,500 pounds.

The aghar's morale score of 12 reflects its absolute control over its own fear, but does not indicate that the creature will throw its life away easily. Use the "8" figure to determine whether an outmatched aghar decides to leave a combat.

An aghar has a number of magical powers, which can be used at will (that is, without needing magic words or gestures): create **darkness**, once per day; cause a minor earthquake, with unlimited uses per day, which can cause objects to fall or be knocked over, and people to lose their footing; move through stone, as the spell, up to one hour per day; and create objects of stone, such as walls or pillars, up to 100 cubic feet in volume, once per day.

An aghar may assume the form of a whirlwind of dust and stone at will, with no limit as to the number of times per day this power may be used; an aghar in whirlwind form fights as if it were an earth elemental.

Due to its highly magical nature, an aghar cannot be harmed by non-magical weapons. It is immune to normal electricity, and suffers only half damage from magical attacks based on either electricity or earth.

### Aghlorv

Armor Class:	15
Hit Dice:	3
No. of Attacks:	1 claw (quadrupedal) or 2 claws + hold (bipedal)
Damage:	1d8+1 claw
Movement:	Quadrupedal 60' Bipedal 30'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	145

An Aghlorv resembles a six-legged, hairless cat with scaly skin and two rows of barbed spines running down its back. Its skin is often a dull amber, and its eyes are generally a deep hazel. Although an aghlorv prefers to crawl on all six legs, it is able to move comfortably on only four (freeing its front paws for attacking) and can move at a reduced rate on its two hind legs, enabling it to attack with the four upper paws. When attacking bipedally, on a successful hit an aghlorv may hold its target with two of its attacking arms; this will give the target the grappled condition and reduce the number of attacks available to the aghlorv to only one claw per round (as long as the hold lasts). Additionally, it is able to climb reasonable terrain easily due to its number of arms and claws.

An aghlorv is highly feared due to its quick speed and ability to move silently. Most commonly, an aghlorv will stalk its prey silently and surprise or else lie in wait, hidden, and spring out to attack at the most opportune time. Because of its lithe and agile nature, it is exceptionally difficult to notice an aghlorv before it is upon you, and even harder to surprise one due to its keen sense of hearing. As such, any creature that encounters an aghlorv has their surprise roll range increased by 2 to all surprise rolls, and any surprise rolls towards the aghlorv has its range reduced by 2 (a minimum of 1).

**Allip**

Armor Class:	15
Hit Dice:	6**
No. of Attacks:	1 touch + insane babbling
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 undead form left behind by a suicide, still afflicted by the 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 for one round. 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.



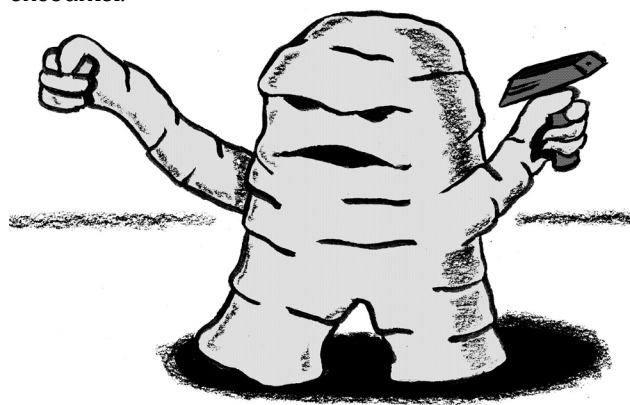
As with all undead, an allip can be Turned by a Cleric (as a mummy), and is immune to **sleep**, **charm** or **hold** spells. Anyone using mind-reading magic against one will suffer energy drain just as if touched. An allip is insanely fearless and always fights until destroyed.

**Alokin**

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	1 fist or beam weapon
Damage:	1d3 fist, 1d8 beam weapon
Movement:	90' (30')
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

An Alokin is an alien creature that stands about 4 feet tall and has rubbery reddish skin. Its thick skin helps absorb blows, which gives it a natural armor class of 13. It prefers to use a beam weapon that does 1d8 points of damage. If captured, this weapon may be used by player characters, but with a -2 penalty to a ranged attack roll. The captured weapon will have 2d6 charges remaining.

An alokin has the ability to stretch one of its arms to a length of 10 feet; this counts as its movement action for that round. It grants a +2 bonus to hit on a single melee attack the first time it uses this ability during an encounter.



**Amalgam**

Armor Class:	18 (m)
Hit Dice:	8*
No. of Attacks:	1 engulf
Damage:	1d6 + energy drain (1 level)
Movement:	Fly 90'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	945

An Amalgam is a type of undead that is formed when the spirits of numerous creatures who died in close proximity mingle together. Some amalgams are as hateful towards the living as other undead, while others are passive and seem to take no interest in the living that intrude upon their rest.

An amalgam is huge, roughly 50 feet in diameter, although it can alter its general shape to fit into a similar volume. They vary widely in appearance; for example: a cloud of white mist in which vague humanoid figures can be seen forming and dispersing slowly; hundreds of unblinking eyes that hover in the air; groups of shadowy figures which flit about as one; a large cluster of small blue flames that float about.

Regardless of appearance, all amalgams share the same abilities. An amalgam attacks by engulfing a target with

its "body." Creatures caught suffer 1d6 points of damage due to cold each round, and also suffer one level of energy drain. Those resistant to cold or naturally-adapted to cold conditions may make a save vs. Spells every round to ignore the cold damage, but no saving throw applies to the energy drain.

An amalgam can cast the following spells at-will: **hold person**, **invisibility**, and **silence 15' radius**. It can also cast **cloudkill** once per day.

Like all undead, an amalgam may be Turned by a Cleric (as a ghost) and is immune to **sleep**, **charm**, and **hold** magics. Due to their incorporeal nature, they cannot be harmed by non-magical weapons. They are also immune to the effects of cold.

**Amarok**

Armor Class:	15 (13)
Hit Dice:	2
No. of Attacks:	2 claws or 1 weapon or 1 bite
Damage:	2d4 claw, by weapon +1, 1d6 bite
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 3d6, Lair 3d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, S each; D, K in lair
XP:	75

The Amarok is a lupine humanoid that forms packs and hunts wide ranges of wilderness areas. It speaks its own language of barks, growls, yaps, and howls. An amarok's attitude mirrors that of wolves and is often rather aggressive towards other races. An amarok is substantially larger than a human, reaching a height of 7 to 8 feet when fully upright and a weight of about 300 pounds. It can have a wide variety of coat colors and patterns consisting of brown, black, gray, and white tones. Amaroki are often called "wolfen" by other races.

The amarok is an active predator, operating equally in day or night but generally preferring night. It has Darkvision with a 30 feet range. It hunts effectively in packs, flanking and surrounding prey. An amarok has a +1 bonus on damage rolls due to strength.

One out of every six amarok will be a hardened warrior of 4 Hit Dice (240 XP) and have a +2 bonus to damage due to strength. An amarok gains a +1 bonus to its morale if it's led by such a warrior. In lairs of 12 or greater, there will be a pack leader of 6 Hit Dice (500 XP) with a +3 bonus to damage. In the lair, an amarok never fails a morale check as long as the pack leader is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present, and 1 on 1d6 of a





witch or warlock. A shaman is equivalent to a hardened warrior statistically, but with Clerical abilities of level 1d4+1. A witch or warlock is equivalent to a regular amarak, but with Magic-User abilities of level 1d4.

### Ankheg

	Adult	Juvenile
Armor Class:	– 19 (underside 17) –	
Hit Dice:	4* or 5*	2* or 3*
No. of Attacks:	– 1 bite + hold or 1 spit –	
Damage:	3d6 + 1d4/round or 4d8 (acid)	2d6 + 1d4/round or 2d8 (acid)
Movement:	– 120' Burrow 60' –	
No. Appearing:	– 1d6 –	
Save As:	Fighter: 4 or 5 (same as Hit Dice)	Fighter: 2 or 3 (same as Hit Dice)
Treasure	– C –	
Morale	7	
XP	4 HD: 280 5 HD: 405	2 HD: 100 3 HD: 175

The ankheg is a large insect-like monster with a taste for fresh meat, that spends most of its life burrowing beneath the fertile soil of forests and farmlands. An ankheg has six legs, and most of them have brown carapaces, though some are yellow or yellow and brown in various mottled patterns. Adults are up to 10 feet long and weigh about 800 pounds.

An ankheg burrows using its legs and mandibles. They usually do not leave usable tunnels behind them, the



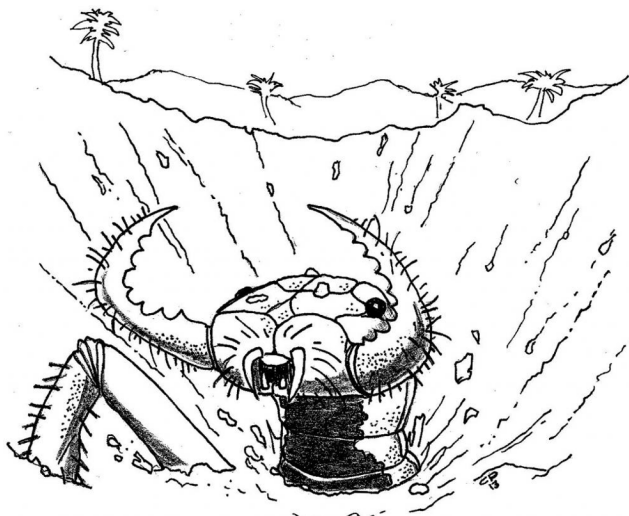
loose dirt collapsing behind them; however, they can construct a tunnel if they wish, burrowing at half speed to do so. They often dig winding tunnels as a kind of lair, which can be 40 feet below the surface.

Groups of ankhegs may occupy the same territory but will not cooperate with each other; the treasure type given should be divided among all the ankhegs in a group.

An ankheg usually lays in wait 5 to 10 feet beneath the surface, until it detects the vibrations of approaching prey with its antennae, when it will burrow up to strike.

If an ankheg succeeds at its bite attack, it can hold on and inflict additional damage each round automatically; a saving throw vs. Death Ray must be made to escape the monster's grip. However, against "soft" prey (those wearing little or no armor) it may choose to release its grip and strike again, potentially doing greater damage. Furthermore, so long as the victim of its bite is small or medium in size and weight, the ankheg can drag it backwards, possibly even underground where the victim can be released and allowed to suffocate in the loose dirt.

An ankheg can spit acid once per day at a range of up to 3 feet, doing the listed damage on a successful hit. This ability is only used if the monster is desperate, like when it has been reduced to fewer than half its hit points for example, or frustrated, like when it has repeatedly failed to hit with its bite attack.



### Ant Lion, Giant

Armor Class:	16
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	1d10
Movement:	40' Burrow 10'
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.

### Anubian

Armor Class:	14 (11)
Hit Dice:	1+1
No. of Attacks:	1 punch or 1 weapon
Damage:	1d4 punch or by weapon
Movement:	30', 40' unarmored
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).



**Apatosapien**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 weapon or 1 vocalization
Damage:	1d8 or paralysis
Movement:	40'
No. Appearing:	1d8
Save As:	Cleric: 6
Morale:	9
Treasure Type:	U each; A in lair
XP:	500

The Apatosapien is a bipedal, intelligent dinosaur, descended from the giant herbivores of long ago. It stands about 6 feet tall, though it can raise its head up to 10 or 12 feet if necessary. Its upper limbs have evolved to resemble humans arms and hands, though its lower limbs are more like those of dinosaur. It can speak Common, its own language, and generally wears robes.

Like many other species, apatosapiens survived extinction on islands and in other isolated environments. They evolved along with the other sentient species, though they have little contact with them. Some live in tribes and some in religious communities. They are excellent farmers and herbalists.



Many spend their free time as scholars. They preserve their history in writing and in stone carvings. In tribal villages there will always be a shaman with 1d4+1 levels of Clerical abilities. In their religious communities, all members will have 1d4+1 levels of Clerical abilities.

Apatosapiens are peaceful beings, but they will fight if threatened. They use large wooden staffs and have a vocalization defense. At the start of combat, all apatosapiens will chant in a long, low tone. Ogre-sized or smaller opponents must make a saving throw vs. Paralysis or be immobilized for 1d6 rounds. This saving throw is only made once: successful PCs are immune to the chant for the remainder of that combat. Apatosapiens may immobilize up to their own number of opponents. They do not kill immobilized opponents, but may strip them of their weapons or restrain them with ropes.

**Ape, Bonobo**

Armor Class:	13
Hit Dice:	1-1
No. of Attacks:	2 claws
Damage:	1d3
Movement:	50'
No. Appearing:	1d6, Wild 2d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	10

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
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**

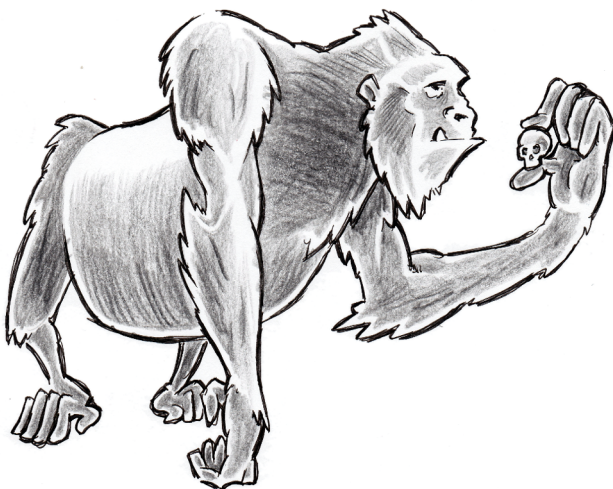
Armor Class:	13
Hit Dice:	1+1
No. of Attacks:	2 fists
Damage:	1d4
Movement:	50'
No. Appearing:	1d4, Wild 2d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

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 claw, 1d8 bite
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 its 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 claw, 1d8 bite
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:	2 fist, 1 bite + special
Damage:	1d3 fist, 1d6 bite + 1d6 grab
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.

On a successful hit with both hands, a gorilla grabs and rends its opponent, doing the additional listed grab damage automatically.

Adult male gorillas stand 5 to 5½ feet tall and weigh between 250 to 350 pounds; adult females are slightly smaller, and do 1d4 points of damage with their bite and grab attacks.

### Ape, Orangutan

	Female	Male
Armor Class:	– 13 –	
Hit Dice:	2	3
No. of Attacks:	– 1 maul –	
Damage:	1d4	1d6
Movement:	– 40' –	
No. Appearing:	2d6	1-2
Save As:	Fighter: 2	Fighter: 3
Morale:	– 8 –	
Treasure Type:	– None –	
XP:	75	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 or 1 rock
Damage:	1d4 claw or 1d6 rock
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:	spider form: 50' Climb 30' humanoid or hybrid form: 30'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Magic-User: 4
Morale:	7
Treasure Type:	D
XP:	320



An intelligent, shape-changing, spider-like creature with magical abilities, the Aranea has three distinct forms; in its natural form, it appears as a giant spider, but one 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.

An aranea generally speaks Common and may be able to speak other humanoid languages as well. It has 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 it 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).

An aranea in spider form may move through any web, whether created by magic, a giant spider, or 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.

**Armorphage**

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	2 tendrils or 1 constrict
Damage:	1d6 tendrils, 2d4 constrict
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	400

The Armorphage, sometimes called simply, an Armorer, is a magical parasite whose body outwardly appears to be an elaborate, ornamental suit of armor. The parasitic nature of the armorphage means that 80% of the time they will be found on a victim.

The type of armor it resembles should be determined by the GM, or it can be rolled on the Magic Armor Type table in the **Basic Fantasy RPG Core Rules** book.

The armorphage is able to determine who the most likely to want the type of armor they resemble, and will focus on the most likely victim, enthralling them to desire, and want to wear the armorphage at any cost, unless they succeed in a save vs. Spell.

Once the armorphage is on its victims tendrils will slowly pierce the victim; these tendrils themselves will not harm the victim but will allow the creature to slowly feed off its victim, and control the host's body like a puppet. Each day, the victim must save vs. Death Ray or deduct a level of energy drain, until they reach level 0 and death, when the armorphage will abandon the corpse.

While the armorphage is attached to the body it controls them physically, though their mind is still their own. Their body is completely under the control of the armorphage, which still has access to the victim's instincts and learned physical skills, allowing the armorphage to attack as if it was the host. Additionally, it can attack with two tendrils that it can extrude from anywhere on its own body.

Attempting to forcefully remove an armorphage will cause it to constrict itself on the victim's body, causing 2d4 points of damage every round. Attacking the armorphage while it is encasing a victim will split the damage (half to the victim, half to the armorphage, which may constrict its victim as well). Someone who is able to survive having an armorphage removed will recover the energy drain at 1 level per week of rest.

Though they do their very best to avoid it ever happening, if necessary an armorphage without a host can defend itself using the two extruded tentacles it can manifest, though it is more likely to attempt to flee anyone who attacks it in its vulnerable state.

**Aurumvorax**

Armor Class:	18
Hit Dice:	10 (+9) or 12 (+10)
No. of Attacks:	1 bite + special
Damage:	1d8
Movement:	30' Burrowing 10'
No. Appearing:	1, Lair 1d6-3
Save As:	Fighter: 12
Morale:	11
Treasure Type:	None
XP:	10 HD: 1,300; 12 HD: 1,875

An Aurumvorax is an eight-legged mustelid the size of a medium dog. It has a thick gold coat and even its claws are golden. Like most mustelids, it has a long snout, rounded ears, and an orthogonal molar at the back of

its mouth which allows it to rip the flesh off even frozen carcasses.

Being sexually dimorphic, the male (HD12) is about 20% larger than the female (HD10) and can weigh as much as 500 lbs.

Also called the "Gold Digger", the aurumvorax is fond of gold and copper and will spend hours every day gnawing on metal if any are at hand. Solitary and territorial, mating has never been observed. If found in lair, a female might have up to 2 kits which leave the den after one year.

In combat, the aurumvorax will typically lay in ambush and pounce on its prey and thus will surprise on a roll of 1-2. Its bite will inflict 1d8 points of damage and will lock into its prey if successful. Thereafter, it will automatically inflict 5 points of damage from the bite and will attack with an additional 2d4 claws, each doing 1d6 points of damage until either it or its prey is dead. Because of its highly dense bones and thick coat, the aurumvorax takes only half damage from blunt weapons. Its coat also completely protects it from normal fire and reduces damage from magical fires by half. It is also completely immune to poison of any kind, including gas.

### Avir

Armor Class:	15 (13)
Hit Dice:	1+3
No. of Attacks:	2 kicks, or 1 lance
Damage:	1d4 kick, or by weapon
Movement:	30' Fly 80'
No. Appearing:	Wild 5, Lair 10d10
Save As:	Fighter: 1
Morale:	8
Treasure Type:	U, E in lair
XP:	25

The Avirs are a race of anthropomorphic birds who live in settlements at the top of mountains. It stands 5 feet tall and weighs up to 80 lbs. The males have colorful feathers while the females are usually some shade of gray and slightly larger. An avir has hands near the middle of its wings and a wingspan of 20 feet. It has extraordinary eyesight, but no Darkvision.

An avir hunts and fights in wings of 5 while holding lances with its feet. It is a master of dive attacks, getting +4 on its attack rolls and doing double damage. It also wears bladed spurs on its feet with which it can kick savagely, doing 1d6 points of damage with each, either when on the ground or when flying by. An avir kicking with only its natural spurs will only do 1d4 points of

damage per kick. If unable to fly, an avir can peck for 1d4 points of damage, as a last resort. It wears leather harnesses which offers some protection and allows it to carry light items. It cannot carry more than 50 lbs. An avir has natural resistance to cold and takes half damage against magical cold attacks.

A settlement will always have one 4 HD shaman with the Clerical abilities of level 1d4+3, and 1d4 2 HD acolytes with Clerical abilities up to level 1d4 each. There will be also a 5 HD magister with the ability of a Magic-user of level 1d4+4, with one 3 HD apprentice with half the abilities of its master. An avir magister is a master of aerial combat and will always know **magic missile** and **lightning bolt**.

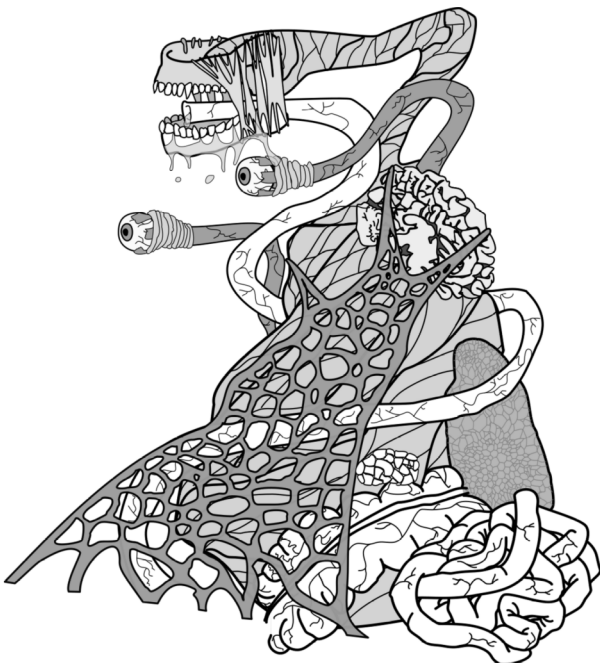
An avir trades to obtain the equipment it cannot produce itself, such as weapons, often with dwarves who live under their mountain. It also keeps good relations with giant eagles.

### Awful Offal

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 bite or spit
Damage:	1d8 bite or 1d8 spit
Movement:	20'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

A disgusting heap of viscous organ matter and entrails, an Awful Offal is the unnaturally animated remains of a humanoid that has somehow been separated from its skin and skeleton. It secretes a disgusting bile which it can spit up to 30 feet, causing 1d8 points of acid damage and dissolving any organic matter it contacts (particularly wood) in 1d3 rounds.

Striking an awful offal with a melee weapon will cause it to split into two separate creatures, each with half the hit points of the original. Such creatures may be further divided by subsequent blows until an awful offal has 1 HP, after which point any further damage will kill it. An awful offal takes half damage from ranged weapons and full damage from any silver weapons, neither of which cause the creature to divide.



### Axolotl, Giant

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	1 bite or gaze
Damage:	1d8 bite, or Mind Swap
Movement:	40' Swim 60'
No. Appearing:	1d6, Wild 2d6, Lair 2d6
Save As: Fighter:	10
Morale:	10
Treasure Type:	M
XP:	1,390

The giant axolotl is a paedomorphic salamander, one that matures without undergoing metamorphosis into the terrestrial adult form; adults remain fully aquatic with obvious external gills, also known as the giant walking fish, they are large, 10 foot or longer amphibians much like regular axolotls only larger.

Usually found in or near shallow rivers, ponds, or lakes, their amphibian nature allows them to roam the banks of their watery homes in search of food. While their skin is soft, it is also surprisingly thick, and due to its magical

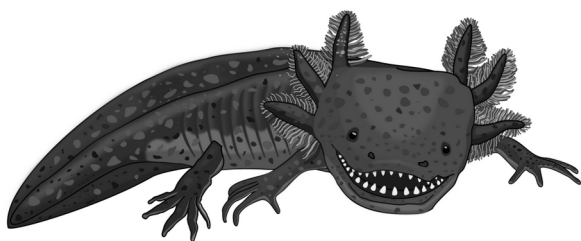
nature giant axolotl can only be harmed by magical weapons. Giant axolotl have the ability to regenerate, though it takes them months to regrow lost body parts.

Any intelligent creature that meets the gaze of a giant axolotl will swap minds with the creature, unless they make a save vs. Spells. The mind swap lasts a day, but the giant axolotl can terminate the mind swap at any time. If either the giant axolotl's body or its victim's body are slain during this time, the surviving mind remains permanently trapped in its new body. However, after approximately a week or so the victim trapped in the axolotl's body will gain the ability to use its mind swap ability.

### Baboon

Armor Class:	14
Hit Dice:	1+1
No. of Attacks:	1 bite
Damage:	1d4
Movement:	40'
No. Appearing:	2d6 Wild 4d8
Save As: Fighter:	1
Morale:	8
Treasure Type:	None
XP:	25

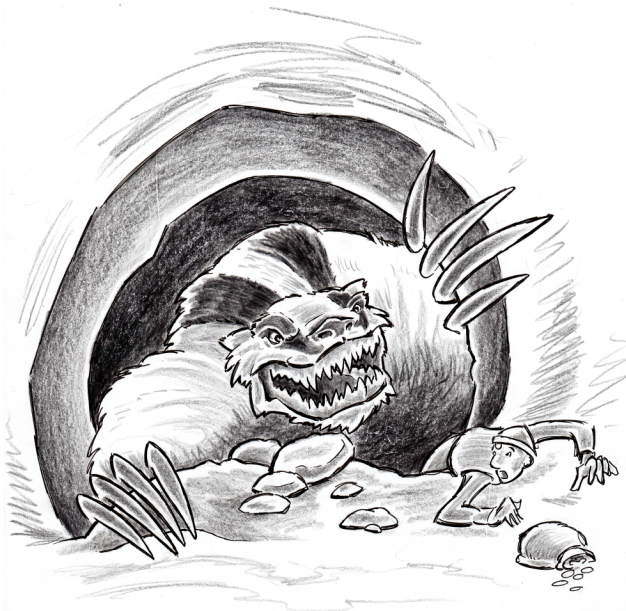
A Baboon (the natural form of the baboon, as opposed to the rock baboon in the **Basic Fantasy RPG Core Rules**), is an aggressive primate adapted to life on the ground. It weighs between 60 and 90 pounds, and can be 2 to 4 feet tall. It lives in troops and often hunts small game. It will face down predators when the troop is threatened. A baboon does not normally present a threat to adventurers, but if cornered or threatened it will become hostile. A baboon usually prefers to attack in groups; single individuals suffer a -2 penalty to morale.



### Badger (and Badger, Giant)

	Badger	Giant Badger
Armor Class:	16	17
Hit Dice:	1+2	10 (+9)
No. of Attacks:	2 claws, 1 bite	2 claws, 1 bite
Damage:	1d2 claw, 1d4 bite	2d4 claw, 4d4 bite
Movement:	60' burrow 30'	60' burrow 30'
No. Appearing:	1d6	1d4
Save As:	Fighter: 1	Fighter: 10
Morale:	9	9
Treasure Type:	None	None
XP:	25	1,300

Badgers are squat and broad, muscular, burrowing mammals. Its forelimbs are armed with long iron hard digging claws. An adult badger is between 2 to 3 feet long and weighs 25 to 35 pounds. A badger attacks with the claws on its forelegs and its teeth. A wounded badger flies into a berserk rage on its next round, clawing and biting madly at its opponent until one of them is dead; in this state it gains +2 on initiative die rolls, but suffers a penalty of -2 to its armor class.



Giant badgers are quite simply gigantic versions of normal badgers, being 5 to 7 feet in length and weighing up to 500 pounds. It also enters the same berserk rage when wounded as its smaller cousins. Giant Badgers are sometimes domesticated by giants, but even a tame one is untrustworthy and may attack its master.

### Bagobone

A Bagobone, also possibly called a Bugaboo, is an undead construct. It is made from the stitched-up skins of animals and filled up with organic matter and bones. Some of the bones have to be human.

The creature can be Turned as a mummy and is immune to **sleep**, **charm**, and **hold**. It can only be injured by spells, fire, and magical weapons. When dry, any sort of fire-based attack will do double damage, but when wet, a fire-based attack will only do the minimum possible damage (every die is treated as a 1). Furthermore, blunt weapons will only do 1 single point of damage and piercing weapons will only do 1 point plus the magic bonus of the weapon.

A bagobone is single-minded and will always be trying to carry on the single command that was given to it when it was created.

### Bagobone, Aquatic

Armor Class:	18 (m)
Hit Dice:	8**
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 2d10 bite
Movement:	20' Swim 50'
No. Appearing:	1
Save As:	Fighter:8
Morale:	12
Treasure Type:	None
XP:	1,015

An Aquatic Bagobone is made from the skin of a large seal to which is attached the head of a great white shark and the claws of a polar bear. The creature will typically be instructed to guard a river passage. It is able to capsize canoes and small boats and will seek to climb aboard large vessels.

**Bagobone, Forest**

Armor Class:	18 (m)
Hit Dice:	6**
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 1d10 bite
Movement:	20' Swim 10'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	610

A Forest Bagobone is made from the skin of a moose or a buffalo to which is attached the claws of a bear and the head of a lion. This creature is typically created to guard an entrance near a pond or a waterfall.

**Baldander**

Armor Class:	15
Hit Dice:	5*
No. of Attacks:	1 weapon
Damage:	By weapon or 1d4
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	10
Treasure Type:	E
XP:	405

Baldanders, also called shifters, are marine creatures similar to dopplegangers, yet with several significant differences. In its original form, a baldander looks like a middle-aged man with the feet of a goat and a long serpentine tail ending in a fin. However, it is seldom encountered in this form. A baldander is able to take the exact form of any creature it kills, along with most of its abilities, including spells. In fact, a baldander seems to live only to acquire new forms.

A baldander usually carries a trident and a large book. The book is used to record every shape it has acquired along with any magical spells that were known by the creatures it has killed.

Strangely enough, a baldander can only acquire one form from a given species, although it can still acquire new spells by killing additional Magic-users of the same species.

A Baldander cannot acquire Clerical spells from their victims however.

**Baluchitherium**

Armor Class:	16
Hit Dice:	14 (+11)
No. of Attacks:	2 trample
Damage:	5d4 trample
Movement:	60"
No. Appearing:	1d4
Save As:	Fighter: 14
Morale:	7
Treasure Type:	None
XP:	2,500

The baluchitherium is a giant prehistoric animal, the largest land mammal to ever exist. It is a quadruped with somewhat elongated necks. Though they are believed to be relatives of the rhinoceros, a baluchitherium is hornless and somewhat less belligerent. Still, a herd, if alarmed or threatened, can be very dangerous.

An average adult baluchitherium will be around 24 feet long, 17 feet high at the shoulder, and weigh around 38,000 pounds.

**Banshee**

Armor Class:	19 (m)
Hit Dice:	7**
No. of Attacks:	1 touch + wail
Damage:	level drain touch + wail
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 magical weapons.

A banshee is undead, and thus immune to **sleep**, **charm**, and **hold** spells. A banshee can be Turned as a vampire by a Cleric. A banshee can walk on water, but



if it crosses running water, it loses the ability to drain energy or wail for 2d12 days.

### Barghest

Armor Class:	16 (s)
Hit Dice:	6+3*
No. of Attacks:	2 claws (humanoid) or 1 bite (dog)
Damage:	1d6 claw or 2d4 bite
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. A barghest is 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 they face 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 as a wight by Clerics. It 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. In these instances its treasure is usually buried nearby, likely behind a shrine or such.

### Barkgheist

Armor Class:	14 (s)
Hit Dice:	5**
No. of Attacks:	1 bite
Damage:	1d8 bite + paralysis
Movement:	40'
No. Appearing:	1, Lair 1
Save As:	Fighter: 5
Morale:	9
Treasure Type:	E
XP:	450

A Barkgheist looks like a large black dog with fiery red eyes, but is actually the spirit of a person killed by a dog who is haunting the site of his death.

A barkgheist can turn invisible at-will but when doing so will produce a rattling chain noise as it moves and leaves no traces. It is a cunning creature, and will only attack when it senses favorable odds or to protect its treasure, which is usually in a hidden location it knew from its former life. It will hunt for isolated creatures it can kill and rob to add to its hoard.

The bite of a barkgheist paralyzes as the touch of a ghoul, and silver or magical weapons are required to inflict damage on the fiend. As undead, it can be Turned by a Cleric as a wraith, and is immune to **sleep**, **charm**, and **hold** spells. It is unable to enter a dwelling if its owner is within, but can otherwise open a door as if using a **knock** spell. It cannot cross a running river, but it can walk over a bridge.

A barkgheist is a solitary creature and it is believed that two barkgheists in the same town would seek each other out and fight until death.

### Barrode

Armor Class:	14
Hit Dice:	2+2
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	30'
No. Appearing:	3d6, Lair 3d6×5
Save As:	Fighter: 1
Morale:	9
Treasure Type:	P, Q
XP:	75

A Barrode is a humanoid creature standing roughly 5 feet tall, with squat legs, elongated torsos and arms, and large ruffled ears. Its skin is typically orange and its eyes range from purple to light gray. With rare exception, the

only hair on a barrode's body is found on its arms and legs.

While determined and ruthless in battle, a barrode is not wholly devoted to war or violence. This means that it is known to engage in negotiations with an enemy should it prove opportune or should otherwise be at a disadvantage.

Typically grouping in bands of scavengers, barrodes will try to overwhelm their opponents with large numbers. A particular tactic that is employed by bands of barrodes is to surround an enemy and, with the enemy distracted, proceed to pull off armor and steal weapons in order to render them helpless. Once the group of barrodes is defeated, the stolen items will be unharmed and thus available for recovery. However, it is also common for a barrode pack to make off with their ill-gotten gains at the first opportunity, attempting to evade pursuit at all costs.

In groups of 12 or more barrodes there is a chance of 1-2 on 1d6 that there will be a barrode shaman present, who can cast two random spells (level 1-3).

Shamans are armed with spiked clubs. Groups of 30 or more barrodes may contain a war chieftain (1 additional hit die, an AC of 16, and generally wield scimitars and bows).

### 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 **Basic Fantasy RPG Core Rules** for details on regaining lost Constitution).

### Bear

Bears attack by rending their opponent with their claws, dragging them in, and biting them. A successful hit with both paws indicates a hug attack for additional damage (as given for each specific bear type). All bears are very tough to kill, and are able to move and attack for one round after losing all hit points.

### Bear, Battle

Armor Class:	20
Hit Dice:	8*
No. of Attacks:	2 claws + hug or 2 spears
Damage:	1d4+1 claw, 2d8 hug, 1d6 spear
Movement:	40'
No. Appearing:	Wild 1d4, Patrol 2d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	945

A Battle Bear is a large bear covered in wiry black fur with smooth, hardened plates of bone covering vital areas. A pair of short spears are held by two additional stubby arms attached at its shoulders. It attacks by charging at a foe to skewer them on its spears before clawing and hugging, much like other bears. The hardened plates on its head cause it to be unable to effectively bite in combat.

A patrol of 2d4 battle bears may occasionally be found in areas of the forest with a high bear population, acting as guardians for other bear species.





**Bear, Dream**

Armor Class:	17
Hit Dice:	8*
No. of Attacks:	2 claws + hug, 1 bite
Damage:	1d4 claw, 2d8 hug, 1d8 bite
Movement:	40'
No. Appearing:	1d4, Lair 2d6
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	945

A Dream Bear appears like a black bear, but is phantasmal in nature, hazy and partially transparent with misty currents visible within it.

It attacks by biting and clawing its foes with its front paws; if it succeeds both claw attacks against the same target it performs a hug attack.

Anyone bitten by a dream bear must save vs. Spells or suffer from a curse known only as "bear in mind." This curse causes the victim to have vivid, realistic dreams of living as a bear, and strongly compels the afflicted person to behave like a bear. The victim may save vs. Magic Wands to resist these impulses for a day. The curse may be removed with a casting of **remove curse**. After a month of this curse the victim must save vs. Spells or turn into a dream bear. This check should be performed every month until the curse is removed. This change, if it happens, can only be reversed by a wish.



Dream bears live in small communities of a dozen or less deep in the most ancient forests of the world. They are fiercely territorial and will fiercely attack interlopers.

**Bear, Ghost**

Armor Class:	16 (m)
Hit Dice:	9*
No. of Attacks:	2 claws + hug, 1 bite
Damage:	1d6 claw, 1d6 bite, 2d6 hug
Movement:	40'
No. Appearing:	1, Wild 1d4, Lair 1d4
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1,150

While the term ghost-bear (or spirit-bear) usually refers to rare black bears with white coats, the Ghost Bear is actually an undead semi-corporeal bear. When a ghost bear roars it causes fear in similar fashion as the reverse of the spell remove fear, except that it causes all creatures within 120 feet to become frightened; those that fail to save vs. Spells will flee for 2 turns. Creatures with 6 or more hit dice are immune to this effect. The ghost bear will roar every 1d4 rounds in addition to any standard attacks.

The ghost bear confronts opponents in normal bear fashion with claws and bites. Upon scoring a hug attack the target is also drained of 1d3 points of Constitution. Elves and dwarves (and other long-lived creatures such as dragons) are allowed a saving throw vs. Death Ray to resist this effect, which must be rolled each time a hug attack occurs. Characters who lose Constitution appear to have aged. If a ghost bear is fighting a living creature which does not have a Constitution score, the GM should assign whatever score he or she sees fit.

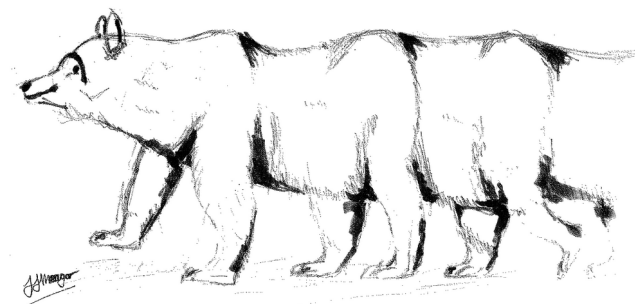
Unlike the Constitution loss caused by an actual ghost, the lost points are temporary and can be slowly healed in the manner described in the **Encounter** section of the **Basic Fantasy RPG Core Rules**. However, if a victim's Constitution is reduced to zero, they die and return as a ghost by the next nightfall.

A ghost bear can only be hit by magical weapons or spells. It can be Turned as a vampire by a Cleric, and are immune to **sleep**, **charm** or **hold** spells.

### Bear, Long

Armor Class:	16
Hit Dice:	7
No. of Attacks:	2 claws, 1 bite + hug + additional set of legs
Damage:	2d4 claw, 2d6 bite, 2d6 hug, use of additional sets of legs until a claw attack misses. (see below)
Movement:	40' (20')
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	7
Treasure Type:	None
XP:	670

A Long Bear is an abomination created by some botched growth or enlargement magic. An adult is over 30 feet long and has a dozen legs. It can be found in a variety of colors ranging from black to golden tan.



It attacks first with its claws and powerful bite. Where a normal bear only has one pair of forelegs with which to hug, a long bear effectively has many pairs of forelegs; if both of its normal claw attacks hit, it hugs for an additional 2d6 points of damage, and may roll two additional attacks for the second pair of forelegs, doing the same claw damage as for the first. If both of these attacks hit, it may proceed to the next pair in the same way. If any of the attacks miss the next pair of legs are needed for balance and the attacks stop. The opponent's size will determine how many pairs of legs can be used for attacks against a single opponent. If the opponent is small one pair of legs can be used, two pair if the opponent is medium (ie man-sized), and at most three pair if the opponent is large sized. If a long bear's attacks are not all against the same opponent, it may not hug, but if both paws in one "rank" hit, it may then attack with the next rank, and even a third if both of the second-rank attacks hit. In no case can it perform a hug if it has attacked more than one opponent in the round.

### Bear, Migou

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	2 claws, 1 bite, 1 hug or 1 phantasmal vision
Damage:	1d6 claw, 1d12 bite, 2d6 hug, phantasmal vision (see below)
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	555

The Migou, sometimes called the bewitching bear, is a bizarre, magical creature of vaguely bear like appearance. Migou are solitary creatures. They mate in the late spring, and the female gives birth to a single cub that will stay with her for a single year before going its own way. During the time she is with a cub, the mother will not mate, and in fact is likely to attack an approaching male to protect her cub.

The migou is a savage and fierce predator, attacking relentlessly; unlike other bears migou are strictly carnivores. They consider humanoids and canines as delicacies, and will go out of their way to hunt them. The hind paws of a migou bear a strange resemblance to bare, humanoid feet, and they can move as quickly on two legs, as they can on all four. The migou's front paws are covered in long shaggy fur, longer than the fur covering the rest of the beast.

Migou have a magical ability which gives them their name of bewitching bear, and making them a vastly more dangerous opponent than a normal bear. Three times a day, the migou can use its phantasmal vision power instead of attacking. The vision creates an effect similar to **hold person** by bewildering and enchanting its victims. All living creatures within a 60-foot radius of the migou must save vs. Paralysis or become bewitched, their mind overwhelmed by the illusions the migou pushes, standing still and staring off into space for one turn. Whenever a paralyzed victim is injured they get a new saving throw. Making the saving throw does not make the victim immune, and another save must be made if the migou uses this power again. All migou are immune to the powers of other migou.

### Bear, Quill

	Common	Huge
Armor Class:	16	18
Hit Dice:	5	7
No. of Attacks:	2 claws, 1 bite, 1 hug + quill	2 claws, 1 bite, 1 hug + quill
Damage:	1d6 claw, 1d8 bite, 2d8 hug, 1d8 quill	1d8 claw, 1d10 bite, 2d10 hug, 1d8 quill
Movement:	40'	40'
No. Appearing:	1d4	1d3
Save As:	Fighter: 5	Fighter: 7
Morale:	5 (8)	5 (8)
Treasure Type:	Quills 2d6×100 gp (if undamaged)	Quills 2d8×100 gp (if undamaged)
XP:	360	670

A Quill-Bear looks like a large bear with long, razor-sharp spikes covering its back and sides. This ursine creature is as massive as a typical brown bear, weighing more than 1,800 pounds and standing about 9 feet when it rears up on its hind legs. The huge variety is even larger, standing up to 12 feet tall and weighing over 2,600 pounds.



As with other bears, a successful hit by both claws on the same opponent in a given round means that opponent has automatically been hugged and suffers the listed additional damage.

The quills of a quill-bear move as it moves, waving and shaking. Any creatures within 5 feet of a quill-bear as it walks or runs suffers 1d8 points of damage; a successful save vs. Death Ray is allowed to avoid this damage. However, anyone who attacks a quill-bear with a melee weapon (except for a pole arm or spear) must come within range of the spikes and thus suffers 1d8 points of damage automatically with no saving throw allowed.

The quill-bear is normally a cowardly creature (hence the first given morale score) and avoids large groups of potential enemies. Most of the time one lives a solitary life, foraging for nuts and berries and sometimes carrion in the forest. During a full moon a quill-bear's behavior changes quite dramatically, becoming aggressive and bloodthirsty; use the morale score in parenthesis at such a time. During the full moon the creature's diet becomes entirely carnivorous, with a marked preference for larger prey such as horses and humanoid creatures, and the quill-bear will seek them out deliberately. This change in behavior applies both day and night during a full moon, even if the moon cannot be seen; however, as the quill-bear is nocturnal, one will not normally be encountered hunting in the daylight.

When under the light of a full moon, the quill-bear grows larger and gains a hit die; treat the extra hit points thus gained in a fashion similar to a **potion of heroism**. While exposed to moonlight, a common quill-bear will regenerate damage at a rate of 2 hit points per round, while the huge variety regenerates 3 hit points per round. If the creature is killed but its body is left in moonlight, there is a 60% chance that the bear will arise again in 2d4 rounds with half of its hit points restored.

**Bear, Ursine Behemoth**

Armor Class:	21
Hit Dice:	15 (+11)
No. of Attacks:	2 claws, 1 bite or hug (vs. Large)
Damage:	2d6 claw, 2d8 bite, 4d6 hug
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 15
Morale:	11
Treasure Type:	None
XP:	2,850

An Ursine Behemoth is a rare bear of truly gargantuan size. Any particular breed of bear might produce an ursine behemoth, as they are born normal-looking but later grow to massive proportions. When standing upright on its hind legs, the ursine behemoth is 20 feet to 30 feet tall. It has a typical temperament for a bear, but due to its massive form it is continuously hungry.

An ursine behemoth attacks like others bears, but is not able to hug opponents who are not at least larger than a humanoid.

**Beaver, Giant**

Armor Class:	15
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	2d8
Movement:	30' swim 60'
No. Appearing:	4d10
Save As:	Fighter: 4
Morale:	7
Treasure Type:	B
XP:	240

Giant beavers are huge versions of the ordinary aquatic mammal, often found in "lost world" areas. They are not normally aggressive but will defend their lairs, dams, and family with powerful bites from their 5 inch long incisors. They are surprisingly intelligent and will collect valuable items, though they rarely learn to use magic items of any sort.

**Beebear**

Armor Class:	16
Hit Dice:	7*
No. of Attacks:	2 claws + poison, 1 bite + hug + sting
Damage:	1d4 + poison claw, 1d6 bite, 1d6 hug + 1d6 + poison sting
Movement:	40' Fly 5'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	7
Treasure Type:	None
XP:	735

A beebear is a light brown bear with black thick stripes and very long sting-shaped claws. It has small insect-like wings and a large stinger for a tail. The beebear's wings are very loud and can be heard up to 30 feet away, so it uses them mostly as a warning to others, specially when combined with their roars. Bright colors attract these creatures and they will focus their attacks if made aggressive.



A beebear's front claws are poisonous and those hit by them must save vs. Poison or take an additional 1d3 damage. If a beebear manages to hug its victim it will use its stinger, causing the victim to save vs. Poison or die. A beebear that successfully stings another creature pulls away, leaving its stinger in the creature; the beebear suffers 1d4 points of damage. It takes nearly a month for a new stinger to grow completely useful.

### Beetle, Giant Bombardier

Armor Class:	17
Hit Dice:	2*
No. of Attacks:	1 bite + special
Damage:	1d6 + special
Movement:	60'
No. Appearing:	1d8, Wild 2d6, Lair 2d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	100

Giant bombardier beetles have a red head and thorax sections and black abdomens. They are 3 to 4 feet long. In combat, a giant bombardier beetle bites opponents in front of it, and sprays a cone of very hot and noxious gases from a nozzle in the rearmost tip of its abdomen. This toxic blast causes 2d6 points of damage to all within a cone 10 foot long and a foot wide at the far end (a save vs. Death Ray for half damage is allowed). A giant bombardier beetle can use this spray attack up to five times per day, but no more often than once every three rounds. Faced with opponents attacking from just one direction, a giant bombardier beetle may choose to turn away and use the spray attack rather than biting.

Giant bombardier beetles, like most beetles, have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

### Beetle, Giant Boring

Armor Class:	18
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	2d10
Movement:	30'
No. Appearing:	1d8, Wild 2d6, Lair 3d6
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

Giant boring beetles eat rotting wood, and thus are found in huge trees and similar places, or in underground tunnels where tree roots are available for food; they can also eat giant mushrooms or other megafungi that might be found in subterranean environments. Unlike other beetles, boring beetles operate almost like a hive or collective, and any attack

against one individual is likely to attract all others within 180 feet.

### Beetle, Giant Fire

Armor Class:	17
Hit Dice:	1+2
No. of Attacks:	1 bite
Damage:	2d4
Movement:	60'
No. Appearing:	1d8, Wild 2d6, Lair 3d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

Gigantic nocturnal insects, giant fire beetles are prized by those who venture below ground, for their two glowing glands, one above each eye, that produce a steady red glow. The luminosity of these glands will persist for 1d6 days after their removal from the beetle, providing light equivalent to torchlight in a 10 foot radius.

Giant fire beetles are normally timid but will fight if cornered. They are about 2 feet long, and like most beetles, they have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

### Beetle, Giant Oil

Armor Class:	17
Hit Dice:	2*
No. of Attacks:	1 bite + spray (see below)
Damage:	2d4 bite, special spray (see below)
Movement:	60'
No. Appearing:	1d8, Wild 2d6, Lair 3d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	100

Giant oil beetles are about 3 feet long, and are often found burrowing in soil or roaming dungeon corridors. Their eyes are arranged on the sides of their heads such that they can see perfectly well behind them as well as in front, negating any normal bonus for attacking from behind.

In addition to its bite, a giant oil beetle can attack with a spray of oil from its abdomen; this can only be applied to opponents within 5 feet of the back of the beetle, and an attack roll is needed to hit. Living creatures hit by this spray suffer a penalty of -2 on all attack rolls for

24 hours due to painful blisters inflicted by the irritating oil. A **cure light wounds** spell may be used to remove this effect, but if so used the spell does not also restore hit points to the victim.

### Beetle, Giant Rhinoceros

Armor Class:	19
Hit Dice:	12 (+10)
No. of Attacks:	1 horn or 1 trample
Damage:	3d6 horn, 2d8 trample
Movement:	60'
No. Appearing:	1d6
Save As:	Fighter: 12
Morale:	9
Treasure Type:	None
XP:	1,875

Giant rhinoceros beetles are the largest of the giant beetles, being between 10 and 14 feet long. They have brown or grey carapaces and huge horns, from which they get their name. They attack with their horn or by trampling opponents (but cannot apply both attacks to one opponent in the same round, nor can they trample large-sized creatures). They are territorial and thus prone to attack any interlopers.

### Beetle, Giant Stag

Armor Class:	18
Hit Dice:	7
No. of Attacks:	1 bite
Damage:	1d6 bite (female) or 2d12 bite (male)
Movement:	30'
No. Appearing:	1d12
Save As:	Fighter: 7
Morale:	8
Treasure Type:	None
XP:	1,875

Giant Stag Beetles can be serious pests, ravenously devouring crops. Even a single beetle can destroy the crops of an entire farm in mere hours. Adults of both sexes are about 10 feet long. Stag beetles are so called because the huge mandibles of the males resemble the antlers of a stag.

### Beetle, Giant Tiger

Armor Class:	18
Hit Dice:	3+1
No. of Attacks:	1 bite
Damage:	2d6
Movement:	90'
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

Giant tiger beetles are predatory monsters around 5 feet long, with dark brown carapaces having lighter brown striped or spotted patterns.

They are fast runners, depending on their speed to run down prey, and they willingly prey on any creature man-sized or smaller. Like most beetles, giant tiger beetles have more or less the same visual acuity in all directions, and thus suffer no penalty to Armor Class when attacked from behind.

### Beetle, Giant Water

Armor Class:	18
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	3d6
Movement:	30' Swim 60'
No. Appearing:	1d12
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240

These round-bodied beetles are found in bodies of fresh water of at least 30 feet deep, preferring lakes or slow-moving rivers. They are always hungry and are attracted by vibrations or noise.

# Behir

Armor Class:	20
Hit Dice:	13** (+10)
No. of Attacks:	1 bite+constriction, 6 claws or breath
Damage:	2d10 bite, 1d8 constriction, 1d4 claw, or breath
Movement:	40'
No. Appearing:	1d2, Lair 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.



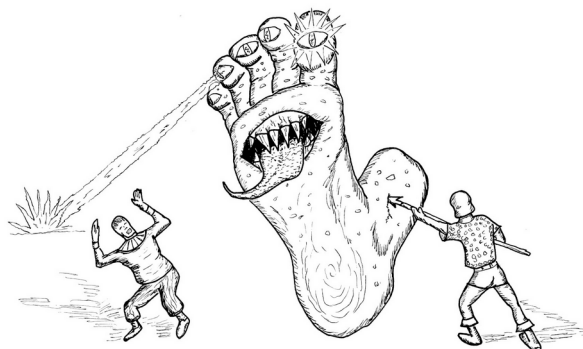
A behir will bite its foe and then coil around it. On following rounds, the behir causes 1d8 points of constriction damage and rakes at the victim with 6 of its claws for 1d4 points of damage each. Alternatively, a behir can swallow whole a small or medium-sized creature that it has bitten. The swallowed 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' long x 5' wide). Those struck may save vs. Dragon Breath for half damage.

# Bestomper

Armor Class:	20
Hit Dice:	11*
No. of Attacks:	1 stomp, or 1 bite, or 1 eye beam
Damage:	3d6 stomp, 2d6 bite, or eye beam (see below)
Movement:	fly 20'
No. Appearing:	1
Save as:	Magic-User: 11
Morale:	11
Treasure Type:	None
XP:	1,670

The bestomper resembles a giant foot, about 8 feet long and 4 feet wide, except that each toe bears an unblinking eye, and on the ball of the foot a slobbering mouth gapes to reveal jagged teeth. While the bestomper is agitated, a wail emits from its mouth in a 90-degree arc. All creatures with 40 feet must save vs. Magic or fall prone for 1d6 rounds.



The bestomper hovers over the ground by magical levitation. Suddenly, it leaps 20 feet in any direction to bring down the full force of its heel on an unlucky victim. Alternatively, it may tilt forward to apply its mouth to a victim, usually targeting the head of humanoids. 5% of the time when it bites down, it decapitates the victim (on a natural 20). Any successful bite attack heals the bestomper by 1d6 points of damage.

The hide of the bestomper is a tough leather that resists blows and slashes, but its eyes are more delicate. The

toes wriggle about, making them 20% harder to hit (AC 24), but deling 10 points of damage incapacitates the eye, leaving it unable to use its unique energy beam. Eye blasts automatically hit so long as there is line of sight. The victim can only hope to resist the magical effect with a saving throw. Use the following table to randomly determine the type of energy beam for each toe:

1	Paralyzation — the victim is held in place
2	Weaken — the victim is enfeebled
3	Confusion — a 10' wide by 20' long beam clouds the minds of targets
4	Fire — a column of fire does 3d6 points of damage
5	Dispel Magic — a wave of anti-magic envelopes the victim, disabling any magic effects and enchantments on items
6	Freeze — a blast of ice does 2d6 points of damage and stuns the victim for one round
7	Blindness — the eyes of the victim fill with energy and burst, producing permanent blindness
8	Disintegrate — the victim and all items held are turned into pure energy that dissipates into thin air
9	Death — the target's eyes close, limbs slump and the lifeless body tumbles
10	Slow — the victim find the world passing by at twice the speed, allowing only half the number of usual actions

Each toe has a single type of energy beam, different from the others. It is assumed the bestomper changes which 5 types it has available on a daily basis.

### 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.

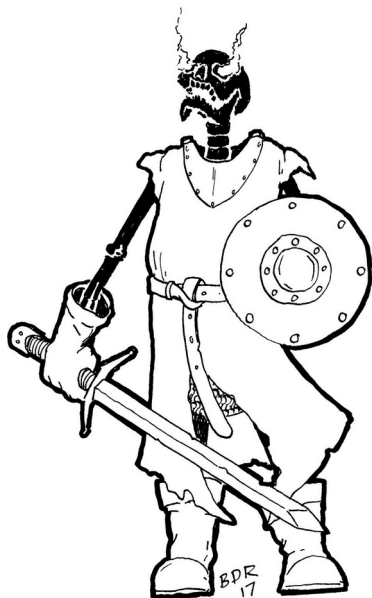
### Black Knight

Armor Class:	20
Hit Dice:	14** (+11)
No. of Attacks:	1 weapon
Damage:	By weapon + 3, plus sword's magic bonus
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 14
Morale:	11
Treasure Type:	F + Black Knight's sword
XP:	2,730

A Black Knight was once a heroic warrior, but has been cursed by the gods for committing some unforgivable crime such as murdering a loved one or betraying a close friend for selfish purposes. It resembles a charred skeleton with burning coals in place of eyes. A black knight is dressed in the same armor it wore in life, which appears to have been blackened by fire. It will sometimes don tattered cloaks with deep hoods to disguise its appearance. It is sometimes served by other undead who act as retainers and aides. A black knight's



voice is chilling and echoes hollowly. It speaks the languages it knew in life.



A black knight is as capable a fighter in death as it was in life, and retains the honor and pride that it once held. A black knight will never ambush an enemy or attack from behind, and will refuse to attack until an enemy has readied their weapon. It occasionally shows mercy to honorable opponents and individuals who remind it of people it knew in life.

Black knights are very strong, having a Strength bonus of +3 on damage die rolls; this is in addition to the magic bonus of the knight's sword, as given below.

A black knight will be found wielding a magic sword 80% of the time. To determine what type of sword the knight is wielding, roll 1d6 and refer to the table below.

**Black Knight's Sword Table**

1d6	Type of Sword
1	longsword +3
2	two-handed sword +3
3	shortsword +2, charm person
4	two-handed sword +4
5	longsword +2, flames on command
6	shortsword +1, energy drain*

\* While the black knight is wielding this sword, the weapon has no limit to the number of levels it can drain.

A black knight has a number of special abilities. Creatures of 5 HD or less that look upon the knight's grim visage must make a save vs. Spells or be shaken for the duration of the encounter, taking a -2 penalty on attack rolls and Armor Class. The black knight has a

75% chance to reflect any harmful spell that targets it, with reflected spells being targeted back at the caster. A black knight can cast **detect magic** and **detect invisible** at will. In addition, the knight can also cast **fireball** and **wall of fire** each 3 times per day as a 10th level Magic-user.

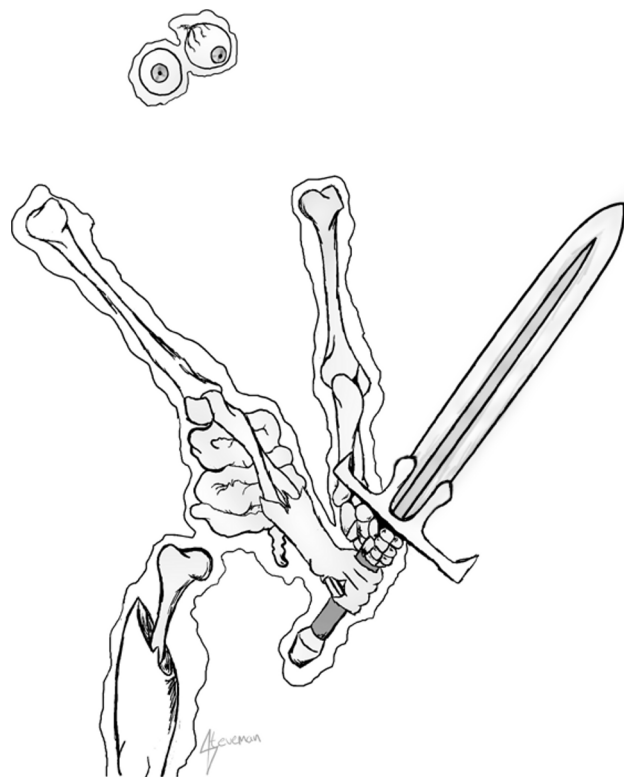
A black knight only takes half damage from non-magical weapons, and like all undead is immune to **sleep**, **charm**, and **hold** magic. A black knight cannot be Turned by a Cleric.

### Blade Spirit

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

Blade Spirits are the tormented souls of fallen warriors, bound to their weapons in undeath. Their bodies take the form of rotting or desiccated corpses, sometimes assembled from various remains, but it is the weapon they carry that holds the undead spirit. This spectral essence animates the body, turning it into a mere puppet wielded by the weapon, forever locked in the pursuit of battle. In this cursed existence, the blade spirit remains forever bound to its weapon, trapped in an eternal cycle of warfare, its haunted presence echoing the martial prowess they possessed in life.

A blade spirit's attacks are determined by its weapon type, augmented by a +4 bonus. Like most undead, they are impervious to poison, **sleep**, **charm**, and **hold** spells. While a Cleric can attempt to Turn a blade spirit, as if it was a wraith, permanent destruction requires specific conditions, detailed below. Only magical weapons can harm them.



When a blade spirit is defeated, the animated body crumbles, and the possessed weapon enters a dormant state for 1d10 days. Employing a **remove curse** spell during this period will expel the spirit from the weapon permanently. Otherwise, the spirit begins the process of reconstructing a new body.

A common blade spirit can unleash three weapon attacks every two rounds, striking once during odd-numbered rounds and twice during even-numbered rounds.

Greater blade spirits are more formidable manifestations, driven by grander ambitions. They deal heightened damage (+6) and wield magical weapons determined by the GM. They can be Turned by a Cleric akin to a vampire, and only the **dispel evil** spell possesses the power to truly obliterate them while they are dormant.

A greater blade spirit can unleash two weapon attacks every round.

### Bloodshroud

Armor Class:	12
Hit Dice:	4**
No. of Attacks:	1 whip + enshroud, 1 blood spray
Damage:	1d4 whip +special, blinding blood spray
Movement:	Fly 60'
No. Appearing:	1d2
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	320

A Bloodshroud resembles a floating man covered in a bed sheet, soaked in dripping fresh blood. It takes half damage from bludgeoning weapons, and only 1 point from piercing weapons (plus any magical bonus).

A bloodshroud attacks by spraying blood up to 5 feet at any opponent's eyes. An opponent hit must save vs. Poison or be blinded permanently. It can also attack by whipping with its cloak. If the bloodshroud hits and surpasses the victim's AC by 5 points, the victim will be pulled under the shroud, where they will be paralyzed and suffer 1 level of energy drain per round, due to bloodsucking, until they die. The bloodshroud's victim receives half of any damage suffered by the shroud, except for piercing or bludgeoning damage, which will be normal.

While bloodsucking a victim, the shroud may only move 20 feet per round, may not fly, and suffers a -2 penalty to Armor Class. Anytime the bloodshroud receives damage, the victim is entitled to a save vs. Paralysis to escape.



As undead monsters, bloodshrouds are immune to **sleep**, **charm**, and **hold** magic, as well as any spells affecting the mind. A bloodshroud can be Turned by a Cleric as if it were a Wraith.

### Bloodthorn

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 whip-like tendrils
Damage:	1d6 + Grapple
Movement:	0'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240

Bloodthorns are rare carnivorous plants native to temperate forests, hills, and barrens. Each bloodthorn bush has two long, thorn-covered vine-like tendrils that it uses to whip, and entangle its prey.

In combat, bloodthorns use their whip-like tendrils to lash their foes. If a target is hit, it takes 1d6 points of damage, and unless it makes a save vs. Paralysis it is grappled. Grappled prey is unable to do much except speak, or try to break free, until they make a successful

save vs. Paralysis. The bloodthorn may attack two targets at once (one with each tendril) with no penalties to-hit.

The plant's tendrils are quite long, allowing it to attack prey up to 60 feet away, they are very aggressive and will attack anything that comes within range of their tendrils.

A bloodthorn's sap-filled branches are especially vulnerable to fire, and they take double damage from any fire-based attacks.

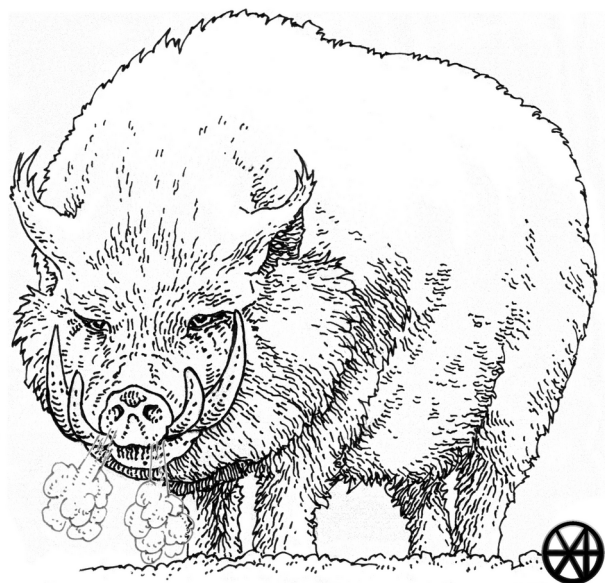
The bloodthorn's flowers are a deep crimson red, giving the bush its name, and are often used in herbalism as a powerful but dangerous to acquire ingredient.

### Boar, Polar

Armor Class:	15
Hit Dice:	5
No. of Attacks:	1 tusk
Damage:	2d6
Movement:	50' (10')
No. Appearing:	Wild 1d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

A Polar Boar is covered in thick mottled white fur and an even thicker layer of fatty blubber. Adults are about 6 feet long and 4 feet high at the shoulder. While quite rare due to the difficulty in domesticating, a polar boar is large enough to be ridden or to pull a sled. They are used by some northern Dwarf clans.

Due to the extremes of its habitat, a polar boar has an even nastier temperament than a regular boar. It will typically charge and gore its opponent with its sharp tusks; females and males are equally dangerous. A polar boar is essentially immune to cold environmental effects and even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, it receives a +4 bonus.

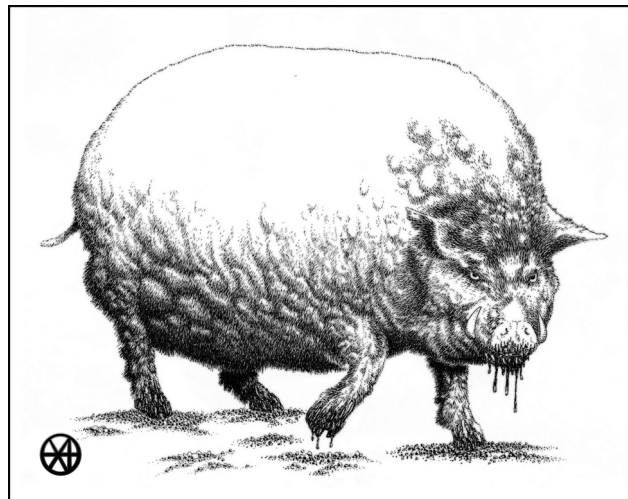


### Boar, Sewer

Armor Class:	18
Hit Dice:	7
No. of Attacks:	1 bite or 1 charge
Damage:	1d10 bite, 1d12 charge
Movement:	30' Charge 90'
No. Appearing:	Wild 1d6, Lair 2D8
Save As:	Fighter: 7
Morale:	8
Treasure Type:	None
XP:	670

A Sewer Boar is a distant relative of the wild boar that lives underground in dungeons or sewers, but they can also be found in mud hollows, marshes, and swamps. Unlike regular boars, they grow up to 10 feet long and 5 feet tall at the shoulder. Sewer boars are covered in thick brown fur and have a layer of extraordinarily thick blubber.

Their blubber is so thick that any non-magical weapon will be stuck in the hide unless a save vs. Dragon Breath is made, with the character's Strength modifier added. Sewer boars take half-damage from all weapons, excepting spears and polearms, which can penetrate deeply enough to make it through the layer of blubber. A sewer boar can charge up to 90 feet, doing 1d12 points of damage to all creatures in the path of its charge, unless they succeed in a save vs. Death Ray to get out of the way.



### Bodach

Armor Class:	15 (13)
Hit Dice:	8
No. of Attacks:	1 weapon
Damage:	By weapon +2
Movement:	30' Unarmored 40' Swim 30'
No. Appearing:	1, Wild 1d2, Lair 1
Save As:	Fighter: 8
Morale:	10
Treasure Type:	U, N; C, N in Lair
XP:	875

A Bodach looks like a huge hairy goblin with green complexion. It stands up to seven feet tall. A bodach can appear as an old man, but even then it dresses with rags and mismatched clothes and with several decrepit-looking weapons such as spears, swords, and axes. It can speak Common and Elvish and use the following spell-like abilities at-will: speak with monster, water breathing, **ventriloquism**, **clairvoyance**, and darkvision.

A bodach likes to talk, taunt, and tell bad jokes and tall tales. It is prone to fits of giggles. It is normally solitary but sometimes a pair of them will be encountered wandering about. On occasion, one can also be found in the lair of a bog crone.

**Bog Crone**

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

A Bog Crone is a loathsome and repugnant fey who dwells 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 home 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
Movement:	40'
No. Appearing:	1, Lair 1
Save As:	Magic-User: 6
Morale:	7
Treasure Type:	D
XP:	555

What a Boggart's true form is none can say, but given the marks it leaves 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:	N, O
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.



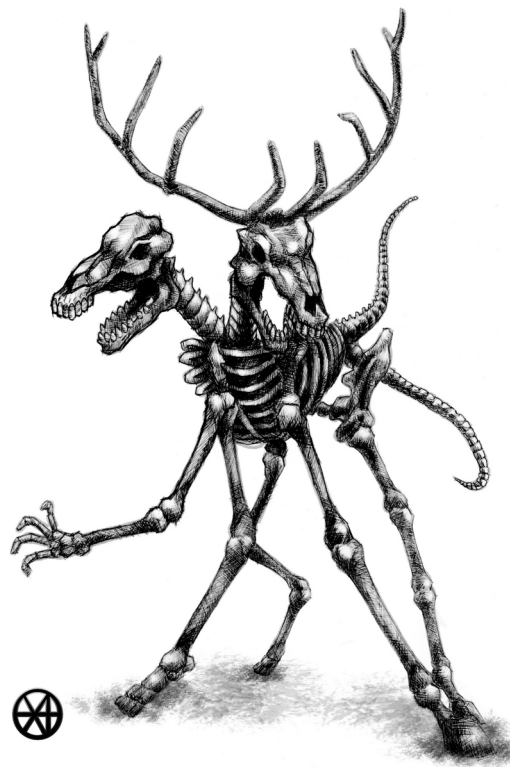
An adult boglin has the abilities of a Magic-user of a level equal to twice the monster's hit dice. In any given goblin lair, there is a 10% chance that 1d4 boglins are present. Larger goblin societies, such as a goblin city or major fortress, will almost always have at least 1d4 boglins. They are almost never encountered alone.

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

**Bone Chimera**

Armor Class:	17 (special, see below)
Hit Dice:	5
No. of Attacks:	2 bites, 2 claws or 2 tails
Damage:	2d6 bite, 1d6 claw, 1d10 tail
Movement:	60'
No. Appearing:	1d6
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	360

A Bone Chimera is an abominable undead monster composed of the skeletons of several different species. It has two heads, five legs (all of different lengths), and a pair of tails. In spite of this odd arrangement it is an effective combatant, able to swiftly move about the battlefield and fight fiercely. One can attack opponents in front with its bites and claws, while assailing opponents behind with its tails; however, it cannot attack a single opponent with its bite, claws, and tails.



Bone chimeras are immune to **sleep**, **charm**, and **hold** magic (as are all undead monsters), and like normal animated skeletons they suffer half damage from edged weapons and one point only (plus any magical bonus)

from small missile weapons like arrows or sling stones. They may be Turned as if ghouls.

### Bone Horror

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

Bone horrors are terrifying undead, horrific testament to the dark arts of necromancy. Constructed from the bones of multiple creatures, they are magically animated to serve their master as guardians, assassins or bodyguards.

The appearance of a bone horror is a patchwork of different bones, with no two bone horrors being exactly alike, and most not even being symmetrical within themselves. Some bone horrors may have a large skull for a head, while others may have four human skulls together serving that role. Still others may have claws or horns made of bone. Those with skeletal bat-like wings sprouting from their backs are capable of flying at 30' per round (40' per round for greater bone horrors). The only consistent feature among bone horrors is the wickedly barbed, poisonous tail extending from the base of their spine.

Bone horrors are immune to mundane weapons, only harmed by magical weapons, fire, or spells, and they can be Turned by a Cleric as if they were wights. Bone horrors attack with either their two elongated, taloned arms, or their venomous tail; those struck by the tail must save vs. Poison or die a horrible, painful death within 1d6 turns.

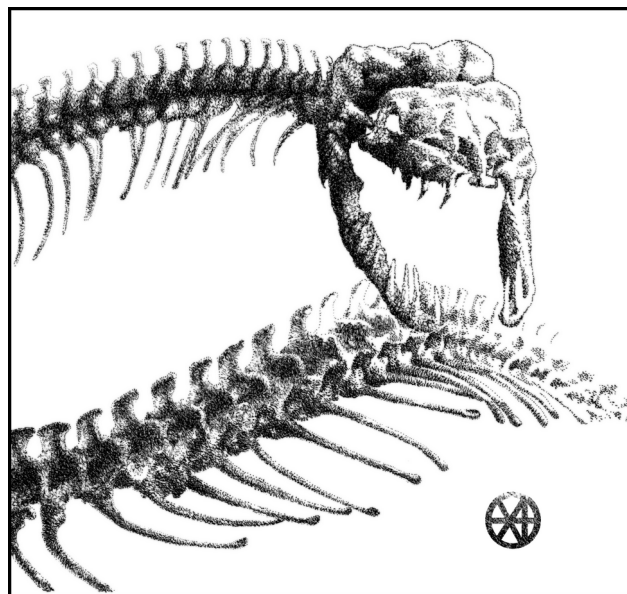
Greater bone horrors are even more formidable opponents, though fortunately as they are much harder to construct, much rarer and never more than one is encountered at a time. They are larger, stronger, and faster than a standard bone horror, and their attacks are even more devastating. The poison in their sting is also deadlier, with the poison save made at a -4 penalty. Greater bone horrors can be Turned as a vampire.

As with all undead, bone horrors both common and greater are immune to **sleep**, **charm**, or **hold** spells.

### Bone Viper

Armor Class:	14 (special, see below)
Hit Dice:	1*
No. of Attacks:	1 bite or 1 spit
Damage:	1d4 + poison bite or special
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

The Bone Viper is an animated, undead snake skeleton, usually animated as a defender of some wizard's tower or evil temple. It is able to spit its magically potent poison up to 5 feet, and anyone hit by its spit attack must make a save vs. Poison or become blinded. However, its poison is far more dangerous when injected by a bite; anyone bitten must save vs. Poison or die within 1d3 rounds.



As undead, bone vipers may be Turned by a Cleric (as a skeleton), and have the usual undead immunity to **sleep**, **charm**, and **hold** magic. Like humanoid skeletons they only take half damage from edged weapons and one single point of damage (plus any magical bonus) from small missile weapons like arrows or sling stones.

**Botanical**

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1 quarterstaff
Damage:	1d6
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

A Botanical is a plant creature that closely resembles humans in size and form. Its "skin" is actually soft green moss. Stems, leaves, and even flowers grow and adorn its body. As it grows, some botanicals take on a male form, and others female. Some solitary botanicals take on a less civilized form, more closely resembling shambling swamp creatures. Instead of eating, botanicals must spend time every day in the sun and absorb water frequently.



A botanical can see 60 feet above ground in the dark. It is able to speak with plants, and may regrow lost limbs with one day of rest. It is immune to the undead.

Botanicals are a peaceful and even-tempered folk who live in secluded natural areas. They see the preservation of nature and life as the highest duty. However, they turn into fierce warriors when confronting those who would despoil the land or harm the innocent. In a

natural environment, they blend in with plant life, and surprise opponents on a roll of 1-5 on 1d6.

**Brain Parasite**

Armor Class:	10
Hit Dice:	1 HP
No. of Attacks:	1 bite
Damage:	special
Movement:	5'
No. Appearing:	5d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

A cousin to the rot grub, the Brain Parasite is similarly a 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Burrowing into the flesh when contact is made with unhygienic conditions, it releases an anesthetic to avoid detection. A Wisdom check will reveal it burrowing under the skin, at which point there will be 2 rounds to burn or cut it out before it gets to the brain, either of which method kills the parasite and causes 2d6 points of damage to the host. After this point a **cure disease** spell will be the only way to save them.

Where the brain parasite differs from the rot grub, however, is that it burrows into the brain rather than the heart, and hibernates there. The victim will behave normally until encountering a carnivorous monster, at which point they will attempt to be slain by that monster (via an uncontrollable urge to be close to said monster and not defend oneself) so that the brain parasite can fertilize its eggs in the new monster's feces. Should the character fail to be slain by the first monster it sees, they will continue trying at the next opportunity until cured or killed.

**Brazen Spheres**

Crafted in ages past in the legendary city of brass, these inch diameter brass spheres boast a smooth exterior engraved with intricate runes. Brazen spheres typically lie dormant in substantial numbers within treasure vaults, ancient tombs, and temples, serving as guardians for precious artifacts. Often concealed, they can seamlessly blend with the treasures they protect. However, upon the attempted removal of the safeguarded treasure, the spheres activate. The etched runes softly glow in various colors, pulsating at varying rates.



Over the course of one round, the brazen spheres roll together, merging into one of the four constructs detailed below. This construct immediately launches an attack, catching opponents by surprise on a roll of 1-4 on a six-sided die, unless they have witnessed this behavior before.

Once the spheres have coalesced into one of the constructs, they appear bonded, moving independently while remaining part of the larger entity. Their fluid movement, akin to water flowing as they move around one another, enables the constructs to traverse obstacles or move through small gaps effortlessly, as if they weren't present. This fluidity also grants the construct immunity to physical missile weapons, as they are able to simply flow around the projectiles. Additionally, brazen spheres are impervious to natural fire-based and only take half damage from magical fire, such as a **fireball**. Individually, brass spheres can move up to 60 feet per round.

Upon defeating a construct, the spheres comprising it lose their cohesion and collapse to the floor as individual objects. If left undisturbed for a year and a day, they reset, ready to rejoin as a construct when triggered once more. However if the dormant spheres are broken open, each contains a sapphire chip; each 1 HD of spheres that made up a construct will have 100 gp worth of sapphires.

### Brazen Sphere Prisoner

Armor Class:	20
Hit Dice:	8
No. of Attacks:	Engulf
Damage:	Special
Movement:	Fly 20'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	800 gp worth of sapphires
XP:	875

The rarest manifestation of brazen spheres is the Brazen Sphere Prisoner, a form that only emerges in response to a solitary intruder. Standing at 8 feet tall, this sphere envelops the targeted intruder upon activation. Once initiated, all spheres within the vicinity roll toward the intruder at a speed of 60 feet per round, merging into the larger spherical form. The intruder can evade this enclosure by making a save vs. Dragon Breath. Failure results in the spheres creating a metallic cage around the victim, rendering them immobile. The brazen sphere prisoner then enters a dormant state, detaining the victim until either the prisoner is

subjected to an attack or the correct command word is given to deactivate the construct.

Regrettably, most victims succumb to starvation or thirst, as those with knowledge of the command words for release are typically long-deceased.

### Brazen Sphere Major

Armor Class:	20
Hit Dice:	12* (+10)
No. of Attacks:	2 bludgeon or 2d4 sphere shots
Damage:	1d6 bludgeon, 1d4 sphere shot
Movement:	60'
No. Appearing:	2d10
Save As:	Fighter: 12
Morale:	12
Treasure Type:	1,200 gp worth of sapphires
XP:	1,975

The most formidable construct that the spheres can assemble is the Brazen Sphere Major, an imposing humanoid monstrosity standing at a towering 12 feet. Armed with bludgeon-like arms, it employs these appendages to attack its designated adversaries. Alternatively, the sphere major has the capability to discharge 2d4 clusters of spheres a round from its nearly featureless head instead of using its windmilling arms, out to a range of 120 feet, inflicting 1d4 points of damage on the targeted enemy per cluster. However, each of these clusters not only subtracts one hit dice from the sphere major, it reduces its HP by 1d8 as well. The sphere clusters expelled by the sphere major reassemble into a brazen sphere recombinant on the round after they are fired.

### Brazen Sphere Minor

Armor Class:	20
Hit Dice:	3*
No. of Attacks:	2 bludgeon
Damage:	1d6 bludgeon
Movement:	60'
No. Appearing:	3d10
Save As:	Fighter: 3
Morale:	12
Treasure Type:	300 gp worth of sapphires
XP:	175

The most common construct created by the Brazen Spheres is the Brazen Sphere Minor. This form roughly resembles a humanoid, standing at 6 feet tall, and employs its two bludgeon-like arms to attack the intruders it's programmed to halt. The brazen sphere

minor can exhibit remarkable speed, capable of doubling its movement rate to 120 feet once per day for three rounds.

Upon defeat, the sphere minor detonates, with its component spheres scattering within a 10-foot radius. This results in a hail of one-inch-diameter brass spheres, inflicting 4d6 points of damage on those who fail to save vs. Death Ray.

### Brazen Sphere Recombinant

Armor Class:	16
Hit Dice:	1*
No. of Attacks:	2 sphere shots
Damage:	1d4 sphere shot
Movement:	80'
No. Appearing:	1d3
Save As:	Fighter: 1
Morale:	12
Treasure Type:	100 gp worth of sapphires
XP:	37

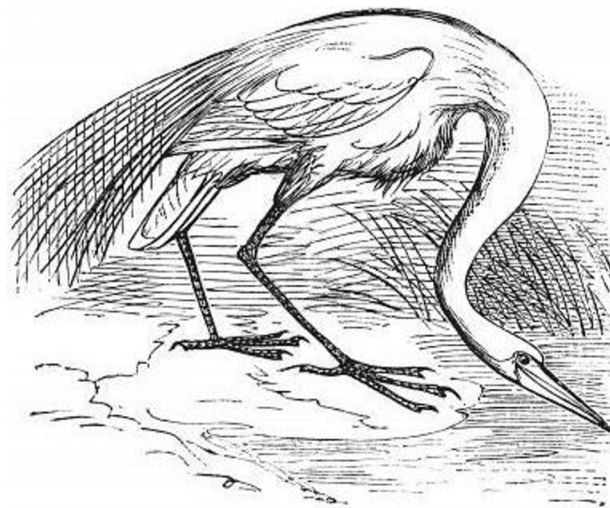
The least powerful form of Brazen Sphere constructs is the Brazen Sphere Recombinant. This construct stands 6 feet tall, it has an upright, rectangular torso, with a cylindrical head on top, sitting on a three foot sphere, that rolls to allow the recombinant to move at up to 80 feet per round. There is an opening on its head, from which it can fire out streams of spheres quite rapidly, allowing it to attack twice per round, out to a range of 60 feet. The fired spheres will roll back and be reabsorbed by the recombinant the round after they're fired. As the recombinant is designed for speed rather than durability, it is also the least sturdy of the four known Brazen Sphere constructs.

### Bronze Bird

Armor Class:	18
Hit Dice:	1
No. of Attacks:	1 beak, 1 wings or 1 feather throw
Damage:	1d4 beak, 1d6 wing, 1d4 feather
Movement:	30' Fly 120' Swim 30'
No. Appearing:	Wild 1d10, Lair 10d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	Special, see below
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, and indeed its body contains significant amounts of

magical metals. The metal does not hinder it, and the bronze bird can move, fly, and otherwise behave normally.



The metal feathers of the bronze bird are the source of its high armor class. It attacks with its beak for 1d4 points of damage, and flails its wings lined with razor-sharp feathers for 1d6 points of damage. Instead of striking with a wing, a bronze bird may choose to throw a dagger-like feather up to 30 feet, dealing 1d4 points of damage; in flight the range is 90 feet if thrown from above. One can only throw 2 such feather-daggers (one from each wing); the feathers grow back in 1d8 days. A bronze bird is immune to normal fire, receives a +1 bonus to saves against very hot or magical fire, and takes 1 less hit point of damage per die from such attacks.

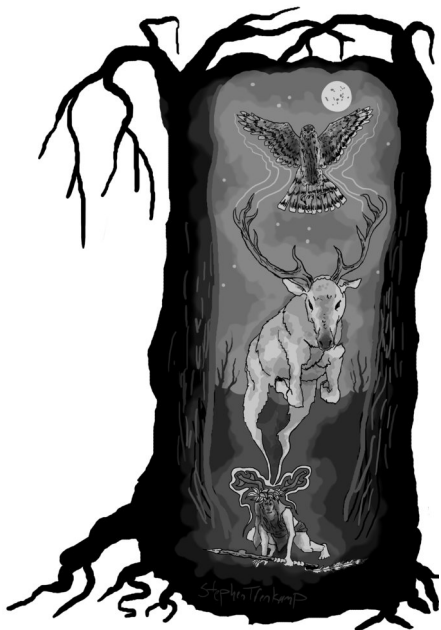
Once removed from the bird, the feathers become completely non-magical. The feathers of a bronze bird are generally worth as much as 2d6×10 gp.

### Brownie

Armor Class:	19 (s) (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 or hawk. 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 antelope or hawk monster entry in the **Basic Fantasy RPG 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.

### Bruhl

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D in lair
XP:	25

A Bruhl appears to be a feral proto-human similar to a neanderthal (caveman), but slightly smaller and more simian-like. Despite its appearance, a bruhl is intelligent, wielding weaponry, wearing skins and leathers for clothing or armor, and even has an occasional shaman or witch doctor amongst its population. However, its tribal society is brutal and destructive, and bruhs nearly universally seek to subjugate other races to keep them as slaves.



A bruhl has Darkvision with a 60 feet range. It suffers a penalty of -1 on attack rolls in bright sunlight or within the radius of a **light** spell. Bruhl speak their own rough and simple language, but many also speak Common to some degree. A bruhl is densely-muscled, receiving a +1 bonus to hit and damage due to strength.

One out of every eight bruhl will be a warrior of 2 Hit Dice (75 XP). Regular bruhl gain a +1 bonus to their morale if they are led by such a warrior. In bruhl lairs, one out of every twelve will be a sub-chief of 4 Hit Dice

(240 XP) with better armor and equipment, AC 15 (11), 20' movement, and a +2 bonus to damage due to strength. In lairs of 30 or more, there will be a bruhl chieftain of 6 Hit Dice (500 XP), with an AC of 16 (11), 20' movement, and a +3 bonus to damage. In the lair, bruhl never fail a morale check as long as the bruhl chieftain is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present. A shaman is equivalent to a warrior bruhl statistically, but has Cleric abilities at level 1d4+1. In a similar fashion, there is a chance equal to 1 on 1d6 that a witch doctor is present, having Magic-user abilities at level 1d4.

### Bubák (or Living Scarecrow)

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	2 claws + special
Damage:	1d6 claw + special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

Bubák, or Living Scarecrows, are horrific creatures, straight out of nightmare haunting remote fields and forgotten corners of the wilds.

Bubák's have a truly horrifying appearance, their skeletal form is often mistaken for mere straw, wood, and rags, concealed beneath the heavy black coat with a high collar they all wear, making them resemble nothing so much as an eerie living scarecrow.

The bubák's origins remain shrouded in mystery. Some whispered tales claim they are malevolent spirits sent to punish some transgression, while yet other tales assert that they are cursed souls, forever bound to their scarecrow form, animated by grief, vengeance, or dark rites.

In combat, the bubák usually attacks with its sharp claws, however its most insidious weapon is its deceptive cry. This haunting ability can be used every round, and does not effect the bubák's ability to use its claws. It mimics the cries of a distressed infant, and has the effect of a **charm monster** spell on all those within earshot. Those who fail the save vs. spells see the bubák as a benevolent, helpful individual, easily allowing it within striking distance.

The bubák is a relentless foe, fighting with an otherworldly determination, however it possesses

limited intelligence and can be susceptible to distraction and being outwitted.

### Bulette

Armor Class:	22
Hit Dice:	9** (+8)
No. of Attacks:	1 bite, 2 claws or 4 claws
Damage:	3d8 bite, 2d6 claw
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.

## MONSTERS

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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 within 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.

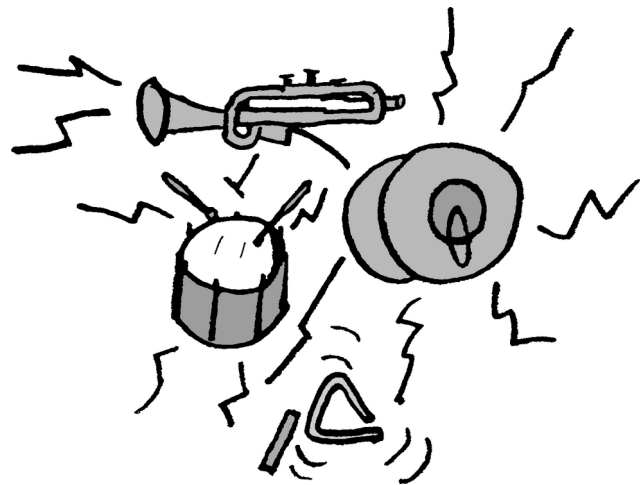


It may be found in lakes and rivers in the remote wilderness, and also in underground pools and lakes. A bunyip is very aggressive and will usually attack anyone who wanders into its territorial waters.

### Cacophony

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 toot, 2 bang, 1 clash or 1 ding
Damage:	1d6 toot, 1d4 bang, 2d8 clash, cause fear ding
Movement:	Fly 30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	Special
XP:	280

A Cacophony consists of a band of magically-animated instruments brought about by the lingering attachments of failed bards. It will attempt to find audiences to perform to, and upon finding one it will "perform" (IE. attacks) until either the cacophony or the audience is defeated.



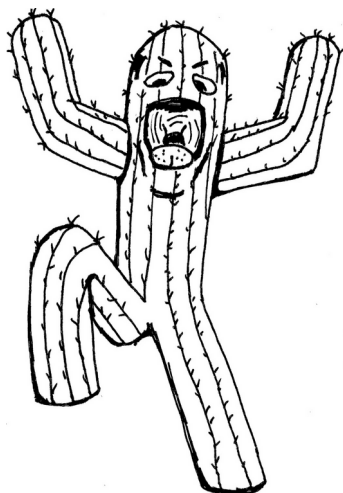
Once every three rounds the cacophony may use its "ding", causing one target to save vs. Spells or run in fear for 2 turns, as the spell **cause fear**.

Instruments worth 2d12×100 gp can be obtained if the cacophony is defeated in a non-destructive manner.

**Cactus Man**

Armor Class:	15
Hit Dice:	5
No. of Attacks:	2 claws or hug
Damage:	1d8 claw or 2d8 hug
Movement:	40'
No. Appearing:	1d3
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

The cactus man resembles a Saguaro cactus with arms and legs. In battle, he will either bash with his arms or attempt a hug, treated as a grapple that deals 2d8 damage each round. He can communicate empathically with plants.

**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 are 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 cadaver is

believed to subsist by eating the flesh of other undead creatures.



A cadaver 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** and/or **darkness**; 2nd level: **silence 15' 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.

**Cat Sith**

Armor Class:	15
Hit Dice:	1+2
No. of Attacks:	2 claws, 1 bite
Damage:	1d2 claw, 1d3 bite
Movement:	40'
No. Appearing:	1, Wild 1d2, Lair 1d6
Save As:	Magic-User: 1
Morale:	8
Treasure Type:	None
XP:	25

A Cat Sith, Cait Sith or Cat Sidhe is a large elven cat as big as a dog. They are black with a white half-moon on their chest.

All cat sith are intelligent beings with their own language and many of them also speak the common language of their area, which is often the Elven tongue. Some of them have been known to live in a house where there is no children, where they don't consider themselves to be pets but rather advisers.

They refrain from battle against stronger creatures. They can always move without sound and have the ability to become invisible at will, entirely or partially. They are as long-lived as elves.

**Catoblepas**

Armor Class:	13
Hit Dice:	7**
No. of Attacks:	1 tail or gaze
Damage:	1d6 tail, save vs. Death Ray or die gaze
Movement:	20'
No. Appearing:	1d3
Save As:	Fighter: 7
Morale:	8
Treasure Type:	C
XP:	800

A Catoblepas is a fantastically ugly creature with a warthog-like face and body, a long neck, and a powerful tail ending in a bone club similar to an ankylosaurus. All told it is about 10 feet long and weighs 700 pounds. A catoblepas prefers to be left alone to stew in its misery, but if threatened it will attempt to ward away attackers with its tail.

Most dangerous is its gaze, which shines with a pale green beam of light; any creature touched by this ray must save vs. Death Ray or die instantly. Fortunately, its ungainly-balanced neck and general unwillingness to get involved means that it will only be able to bring its head to bear once every 1d4 rounds. However, if it should gain surprise a catoblepas will nearly always forget itself and glance upward long enough to use its gaze. Catoblepas are immune to any magical effects that cause instant death, including disintegration.

### Catspider

Armor Class:	13
Hit Dice:	½* (1d4 hit points)
No. of Attacks:	1 bite, 4 claws
Damage:	1d4 bite, 1d2 claw (all + poison)
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	13

A catspider is a scary creature that resembles a cat 1 foot tall, 1 foot long, and with eight legs. It also has fangs, but they retract into the mouth, so the face looks like a normal cat.



If someone doesn't notice the extra legs and tries to pet the "cat", it will bite and use its first four feet to scratch. The claws on these paws are poisonous as is the bite, inflicting 1d3 points of damage/round for 3 rounds. Catspiders especially like to lurk behind drapes and furniture, and will suddenly jump out to attack.

### Celestials

Celestials are a powerful and ancient group of lesser divine beings with otherworldly or extra-dimensional origins. They are tasked with maintaining balance and order between the mortal and celestial worlds.

If reduced to 0 Hit Points in the mortal world, a celestial is not destroyed but disappears in a blinding white light, banished back to its home dimension or plane. Once banished, it cannot return to the mortal world for an entire year. To truly destroy one it must be reduced to 0 Hit Points while in its home dimension.

### Celestial, Arbiter

Armor Class:	21
Hit Dice:	18** (+12)
No. of Attacks:	1 weapon
Damage:	By weapon +3
Movement:	40' Fly 80'
No. Appearing:	1
Save As: Fighter:	18
Morale:	11
Treasure Type:	None
XP:	4,320

Arbiters are the very pinnacle of the celestial hierarchy. Bearing the weighty responsibility of rendering judgements that impact both the mortal and celestial realms.

Manifesting as majestic, towering figures exuding an air of authority, arbiters have silver skin and hair of spun gold. Four magnificent, white feathered wings sprout between their shoulders, and their piercing eyes see right into the depths of every creature's heart, enabling them to discern true intentions and assess the worthiness of those they behold.

In battle, arbiters are skilled fighters, their physical attacks with a weapon deal an additional 3 points of damage per attack, additionally they can cast spells as if they were an 18th-level Cleric. As celestials, they are immune to **sleep**, **hold**, and **charm** spells, as well as **illusions**. Additionally, they possess the ability to teleport at-will, as per the spell, with no chance of failure.



**Celestial, Ascended**

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	1 weapon
Damage:	By weapon + 2
Movement:	40' Fly 80' (20')
No. Appearing:	1
Save As:	Cleric: 11
Morale:	12
Treasure Type:	None
XP:	1,390

Ascended are once mortal beings that through divine intervention or exceptional deeds have been elevated to the ranks of the celestials.

Ascended appear much as they did in life, though they have shimmering alabaster skin, hair of gold or silver, and large white wings growing from their backs.

As former mortals, ascended possess a deep understanding of the mortal realm, and are tasked with guiding and inspiring mortals to reach their full potential. They can communicate telepathically with creatures within 100 feet without the need for verbal communication.

In combat, ascended are skilled fighters their physical attacks with a weapon deal an additional 2 points of damage. They can cast spells as if they were an 11th-level Cleric, and they possess immunity to **sleep**, **hold**, and **charm** spells, as well as **illusions**. Ascended are also able **heal** bot themselves, and others of injuries once per turn, as per the spell of the same name.

**Celestial, Charger**

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	2 hooves
Damage:	1d8 hoof
Movement:	80' Fly 120'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	945

Celestial chargers are the swift steeds of the celestial realm, with their muscular, horse-like bodies, shimmering white coats, manes and tails of pure gold, and hooves of silver these celestials exemplify equine perfection.

Although they cannot speak, celestial chargers have a limited form of telepathy that allows them to communicate with their riders, and with any other celestial beings within fifty feet.

Celestial chargers are often used by other celestials as mounts, and rarely, by especially holy mortals favored by the gods. Famous for their loyalty they are fiercely protective of their riders, willingly going to great lengths to defend them.

Celestial chargers are also able to fly, even when heavily encumbered despite their lack of wings.

In combat, celestial chargers attack with their two powerful front hooves. If they are able to swoop down on an enemy, their attacks receive a +2 bonus to-hit, and the damage is increased to 2d8 per hoof.

Celestial chargers can **detect evil** and sense when their rider is in danger, no matter how far away they are. As with other celestials, they are immune to **sleep**, **hold**, and **charm** spells, as well as **illusions**.

**Celestial, Descendant**

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 weapon or 1 unarmed
Damage:	By weapon or 1d4
Movement:	40' Fly 60'
No. Appearing:	1d6
Save As:	Cleric: 4
Morale:	9
Treasure Type:	A
XP:	280

Legends say many centuries ago some celestial messengers fell in love with humans. For this, they were made mortal and forced to dwell on Earth. They married, raised families, and ultimately died. Celestial descendants are their heritage. Celestial descendants are tall, attractive humans whose distinctive feature is a pair of wings on their back. There are both male and female celestial descendants and they live in family groups like humans and halflings. Celestial descendants are not magical creatures and can be slain. They live about two hundred years.

Celestial descendants live apart from other races, often in high mountain aeries. They take their divine bloodline seriously, and study as Clerics. They often guard ancient holy sites against intrusion. They may help adventuring parties if they consider their intentions honorable. They can provide healing magic, and information on divine sites and lore. They will take up



arms against threats to innocent life or to prevent the desecration of holy places.

Celestial descendants use their wings to hover and weave during combat. They do not wear armor as the added weight affects their flight. Additionally, they cast spells as a 4th-level Cleric. A suggested spells list for any given day includes: **cure light wounds**, **detect evil**, and **bless**.

### Celestial, Egregor

Armor Class:	25 (m)
Hit Dice:	12** (+13)
No. of Attacks:	1 weapon
Damage:	By weapon +3
Movement:	50'
No. Appearing:	1
Save As:	Cleric: 16
Morale:	12
Treasure Type:	G
XP:	2,075

Legends say many centuries ago some Celestial messengers fell in love with humans. Egregors are watchers put in place to ensure this never happens again. They appear as very tall humanoid figures, each in unique elaborate armor with full helmets that hide

their features. Unlike other Celestials, they do not have wings, but hover in the air and teleport at-will, as per the spell, without failure.

Egregors wield massive enchanted two-handed weapons with which they deal 1d12+3 points of damage. They can teleport and strike in the same round. They can cast spells as a 16th-level Cleric and understand all languages, though they never speak.

Egregors are immune to **sleep**, **hold**, and **charm** spells as well as **illusions**. They are unaffected by magic missiles, acid, cold, electricity, poison, gas, and normal fire. They take half-damage from fire spells. They take no damage from non-magical weapons.

Perhaps out of boredom, an egregor will appear from time to time to watch significant events from a high vantage point. It is rumored that they keep an eye on one another and that they sometimes reward adventurers who have impressed them with rare scrolls.

### Celestial, Guardian

Armor Class:	17 (m)
Hit Dice:	9* (+8)
No. of Attacks:	2 claws
Damage:	1d10 claw
Movement:	40' Fly 80' (20')
No. Appearing:	1
Save As:	Cleric: 10
Morale:	11
Treasure Type:	None
XP:	1,150

Guardians, are the protectors of the faithful. Celestial guardians look like lions with large white wings and a human face; they are always male. Some of them prefer to braid their beard to keep it separated from their mane. A guardian speaks Common and can communicate with a limited form of telepathy, imparting up to 3 words per round to a distance of 300 feet.

A guardian casts spells as a 10th-level Cleric. If forced to engage in physical combat, they will use two powerful claws for 1d10 points of damage each. If able to swoop down on an enemy, this attack will receive a +2 bonus to-hit and the damage will increase to 2d8 per claw. A guardian can also use **dimension door** once per turn, **dispel evil** once per hour, and **teleport** without error once per day.

A guardian takes no damage from non-magical weapons and only a single point of damage from magical weapons with a bonus smaller than +2. They

are immune to **sleep**, **hold**, and **charm** spells as well as **illusions**.

### Celestial, Messenger

Armor Class:	17 (m)
Hit Dice:	5**
No. of Attacks:	1 weapon
Damage:	By weapon + 1
Movement:	50' Fly 90'
No. Appearing:	1
Save As:	Cleric: 7
Morale:	11
Treasure Type:	None
XP:	450

The least powerful of the true celestials, celestial messengers exist to deliver messages from the gods to mortals, and as such, are the celestials most commonly encountered by in the mortal realm.

Appearing as slender humanoids, marked only by their serene beauty, shimmering silver hair, and the large, feathered wings on their back, Celestial messengers possess a limited form of telepathy, allowing them to communicate with any creature within 50 feet without needing to speak.

In combat, messengers physical attacks with weapons cause an additional point of damage. Additionally, these celestials possess a limited ability to heal injuries to either themselves, or others with a touch, equivalent to the spell **cure serious wounds**, which they can use once a day. Messengers are immune to **sleep**, **hold**, and **charm** spells, as well as **illusions**. Finally, messengers only take half damage from non-magical weapons.

### Celestial, Oracle

Armor Class:	17
Hit Dice:	11** (+9)
No. of Attacks:	1 weapon
Damage:	By weapon + 2
Movement:	50' Fly 90'
No. Appearing:	1
Save As:	Cleric: 12
Morale:	11
Treasure Type:	None
XP:	1,765

Oracles are considered the wisest members of the celestial hierarchy, possessing as they do the ability to see beyond the present into the future. With this gift

they can unravel mysteries that are often hidden from mortals and even other celestial beings.

Known for their jet black skin, and hair of crackling energy, and the two pairs of large, feathered wings, oracles have a heightened sense of danger and can 'taste' deception, combined with their ability to see the future, this makes them especially difficult to defeat. Their telepathic abilities allow them to communicate with any creatures within 100 feet without the need for any verbal communication.

In combat, Oracles are a formidable force; their physical attacks with a weapon deal an additional 2 points of damage, and they can cast spells as a 12th-level Cleric, As with most other celestials, they have immunity to **sleep**, **hold**, and **charm** spells, as well as **illusions**. Lastly, their powers of prophecy allow them to see and predict their enemies' movements, meaning they are never surprised, and they always win initiative.

### Celestial, Solar

Armor Class:	17 (m)
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:	None
XP:	800

A Solar, sometimes called a celestial sentinel, 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. Their physical attacks with a weapon deal an additional 2 points of radiant damage. They have spellcasting capabilities equal those of a 9th-level Cleric. Additionally, they possess the ability to discern the surface thoughts of any creature within a range of 100 feet. Furthermore, they can Turn undead and repel unholy creatures with the same proficiency as a 9th-level Cleric.



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

### Celestial, Warden

Armor Class:	25 (m)
Hit Dice:	12** (+10)
No. of Attacks:	1 weapon
Damage:	By weapon +3
Movement:	50' Fly 60'
No. Appearing:	1
Save As:	Cleric: 16
Morale:	11
Treasure Type:	None
XP:	2,075

The Wardens are the commanders of both the celestial solars and the celestial guardians. These very tall humanoid figures appear in unique and elaborate armor, complete with full helmets that conceal their features. They have large white swans wings that allow them to fly, and they can teleport at-will and without failure.

In battle, the wardens are formidable opponents. They wield massive enchanted two-handed weapons, with which their attacks deal an additional 3 points of damage. They have the ability to teleport and strike in the same round, and can also cast spells as a 16th-level Cleric, and can communicate telepathically within one mile with any being, even though they never vocalise.

Wardens are immune to **sleep**, **hold**, and **charm** spells as well as **illusions**. They are unaffected by magic missiles, acid, cold, electricity, poison, gas, and normal fire. They take half-damage from fire spells, and no damage from non-magical weapons.

### Celestial, Watcher

Armor Class:	19
Hit Dice:	14** (+11)
No. of Attacks:	2 slams
Damage:	2d10 slam
Movement:	40' Fly 80'
No. Appearing:	1
Save As:	Fighter: 14
Morale:	12
Treasure Type:	None
XP:	2,830

The enigmatic watchers are celestials tasked with observing the mortal realms to ensure that balance and harmony are maintained.

Watchers are mostly humanoid in appearance, though their skin is golden, and their eyes shimmer like the night sky itself, deep and star-speckled, and great raven wings stretch from their backs.

Watchers see through all forms of illusion and deception, automatically. Additionally they have spellcasting abilities as if they were both a 12th-level cleric, and a 10th-level Magic-User.

In combat, Watchers are powerful foes, using their innate magical abilities to attack from range with spells, or up close with powerful slams from their wings. They are immune to **sleep**, **hold**, and **charm** spells, as well as **illusions**.

### Changeling

Armor Class:	12
Hit Dice:	2*
No. of Attacks:	1 claw or weapon
Damage:	1d6+1 or by weapon
Movement:	40'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	8
Treasure Type:	U
XP:	100

A Changeling, also known as an "oaf", is a fey creature sometimes switched with well-bred human infants in order to strengthen the fairy bloodline. It tends to start

out looking identical to the child it replaces, but as time goes on and the fairy's magic wears off it becomes increasingly ugly and deformed, sporting long, sharp teeth and hideous, bulging eyes. It goes through puberty as normal, but its height tends to remain stunted throughout its lifetime. Known to have a ravenous appetite, a changeling often eats its surrogate family out of house and home, and is frequently ill-tempered and prone to angry outbursts, in part due to real or perceived persecution. Occasionally, a changeling goes back to live among the fairies when life in human society becomes intolerable, though most forget their origins and live on as ugly humans. Due to its fey lineage, many even become powerful illusionists.

A changeling takes +1 damage from attacks that are metal- or fire-based, and -1 damage from all else. It is abnormally strong for its size, and as such does +1 damage to melee attacks. A changeling also has the ability to magically alter its appearance once per day for a duration of two hours, and often does so as adults in order to make itself taller and more appealing to the opposite sex. A save vs. Spells with a -2 penalty will reveal the changeling's true form. The GM may further add illusionist-type spells to the changeling's repertoire depending on its individual background.

### Chasenet

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1 spines, 1 bite
Damage:	1d12 spine, 1d4 bite
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.

### Cheiropteran

Armor Class:	16 (12)
Hit Dice:	4
No. of Attacks:	1 weapon
Damage:	By weapon +2
Movement:	30'
No. Appearing:	Wild 2d6, Lair 10d6
Save As:	Fighter: 4
Morale:	9
Treasure Type:	Special each, B, M lair
XP:	240

Cheiropterans look like bugbears with the heads of great, misshapen bats. They are the bat-people of the deep under-dark. They are born with eyes, but their priests sacrificed their eyes to Camazotz shortly after birth, so almost all cheiropterans encountered will be blind, their empty eye sockets sewn shut. It can still "see" through echolocation as a bat does. It is typically armored with a chain mail shirt and wears hard, heavy boots.



80% of a given force will be armed with halberds, and the other 20% with longbows. In addition to the treasure shown, an individual cheiropteran will carry 1d100 triangular bone coins. These are religious tokens, of value only to cheiropterans. It will also carry a strip of chewed rawhide. This is an ancestor-strip, bearing the teeth-marks of the preceding generations,

and may be ransomed back to the cheiropteran leaders for as much as 10 gp. Priests will carry a silver holy symbol of Camazotz which is worth 25 gp on the open market, or 100 gp in ransom to the leaders.

For every 10 cheiropterans, one will be a corporal (AC 16, 5 HD, XP 360). For every 30, one will be a sergeant (AC 17, 6 HD, XP 500). If there are 50 or more, one will be a captain (AC 18, 7 HD, XP 670). There is a 50% chance that a priest will accompany a party of cheiropterans. A priest is a Level 4-7 (1d4+3) Cleric (AC 16 to 18, (Level)d6 HD, XP in line with level), with full spell-casting powers. If a priest is encountered there will also be 1-3 acolytes of level 1-3 (AC 16, (Level)d6 HD, XP in line with level). Females are only encountered in their lair, and if they must fight they do so as gnolls; there will be females equal to 50% of the number of males. Where females are encountered there will be one whelp for every female. Whelps will typically flee but can fight as goblins if they must.

Cheiropterans are immune to any magic involving vision, including most illusions. Magical silence affects them as darkness would affect a sighted creature.

Wandering cheiropterans are sometimes (35%) found together with 3d6 chupacabras, which they train as hounds. A cheiropteran lair has a 90% chance of also containing 5d6 chupacabras.

### Chelonian

Armor Class:	14, 17 Rear (13, 17 Rear)
Hit Dice:	1
No. of Attacks:	1 bite or weapon
Damage:	1d6 bite 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.

**Chimera, Lesser**

Armor Class:	14
Hit Dice:	7 + 4**
No. of Attacks:	2 claws, 1 bite, or 1 snake bite, or breath
Damage:	1d6 claw, 1d10 bite, 1d6 snake bite + poison, or 3d4 breath
Movement:	50'
No. Appearing:	1d2, Wild 1d2, Lair 1d2
Save As:	Fighter: 7
Morale:	9
Treasure Type:	D
XP:	800

Like its other variant, the Lesser Chimera is a magical beast created by combining three other creatures. It has the body of a lion, but the head of a goat sprouts from its back and its tail ends with the head of a snake. The lesser chimera is always female and although it has a mane, it is not a full one as the ears of the creature are clearly visible.

In combat, on the first round and every odd round thereafter, the goat head will shoot a ball of flames that will automatically hit one opponent for 3d4 points of damage; a successful save vs. Dragon Breath will half this damage. The tail is long enough for a full frontal attack and the beast will appear to kneel when it does so. The bite of the snake head will cause 1d6 points of damage, and those bitten must save vs. Poison or suffer instant paralysis and eventually death.

The lesser chimera is about 9 feet long and weighs about 800 pounds.

They do not speak but roar, bleat and hiss cacophonously.

**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.





**Chuhl**

Armor Class:	22
Hit Dice:	11*
No. of Attacks:	2 claws + constrict, or paralysis bite
Damage:	2d6+5 claws, 3d6+5 constrict, or paralysis
Movement:	30' Swim 20'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	10
Treasure Type:	C
XP:	1,670

A Chuhl is a horrid-looking 8-foot long abomination that looks like a cross between a serpent, a crab, and an insect. It weighs 650 pounds and is not particularly fast in or out of the water. It prefers to lie in ambush in shallow waters where it can easily snatch prey to devour. It is an intelligent creature, able to speak Common, but enjoys the taste of other intelligent humanoid creatures the most.

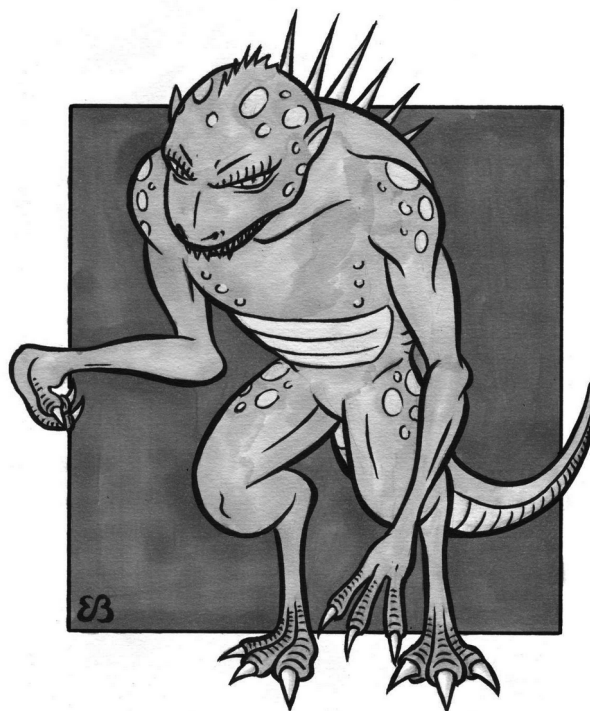
A chuhl will wait in ambush submerged in murky waters, and attacks with surprise on a 1-4 on a d6. It will typically grab with its claws, then constrict, then pass the victim to its paralytic tentacles. Relying on its chitinous shell for protection, it will use its claws to devastating effect, drawing in two victims each round as it literally mows down opponents, snatching, constricting and leaving them to drop from paralysis or death in its wake to return after the fight and devour them. It favors dragging victims into the water when possible, drowning them via constriction and/or paralysis.

If a victim is successfully attacked by a claw, they must save vs. Death Ray or be grappled. On subsequent turns the chuhl may constrict a grappled victim. Alternatively, the chuhl may instead pass a grappled victim to its hideous tentacled maw, causing the victim to make a save vs. Paralysis or be paralyzed for 6 rounds. Once paralyzed (or constricted to death), the chuhl will drop the victim and then move on to the next target.

**Chupacabra**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d8
Movement:	Hop 30'
No. Appearing:	3d6 (with Cheiropterans), Wild 1d2
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	75

A Chupacabra is a nocturnal reptile with a row of spines running down its back. It moves by hopping like a kangaroo. Its eyes glow red and its screech is awful to hear.



A chupacabra is feared in farming communities because it kills far more livestock than it needs to eat. It particularly likes the taste of goat.

Owing to a chupacabra's excellent sense of smell, cheiropterans train and use them as hounds.

### Cicada, Giant

Armor Class:	17
Hit Dice:	4*
No. of Attacks:	1 bite or special
Damage:	1d6 or special
Movement:	30' Fly 60'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	280

Giant Cicadas are peaceful, horse-sized insects concerned only with eating, mating, and vibrating their exoskeleton to "sing". The purpose of this singing is to attract more mates. Facing the prospect of combat, a cicada will fly away if possible. The cicada will only attack when escape is not an option.

Cicada singing is a normal activity, not an attack per se. Cicadas are usually singing 50% of the time.

Anyone within 20 feet of a singing giant cicada must make a save vs. Paralysis or take 1d4 points of damage to internal organs and suffer complete hearing loss for 10 minutes. The save must be re-made each round the person is within the 20-foot range. For anyone failing the save three times in a row, the hearing loss becomes permanent.

Ear plugs prevent hearing loss, but offer no protection against the internal damage.

### Cloaker

Armor Class:	19
Hit Dice:	6**
No. of Attacks:	1 bite, 1 tail + special (crush)
Damage:	1d6 bite, 1d6 crush + special
Movement:	10' Fly 40'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
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 un-adjusted, 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 Armature

Armor Class:	19
Hit Dice:	10* (+9)
No. of Attacks:	2 slash, 1 ray or steam
Damage:	1d10 slash, 2d8 ray, 5d8 steam
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	G
XP:	1,390

The Clockwork Armature is a contraption that combines magical and mechanical arts. It resembles an oblate armored sphere. It is a massive forty-foot tall bronze device that has four segmented, blade-tipped

legs extending out from a recessed band around the middle of its body, through which cogs, weights, and pulleys can be seen.

A long serpentine neck extends from the front topped by a single flat glowing "eye" surrounded by three polished brass nozzles. The armature can fire a ray of blazing red energy from its "eye" at a single target with a range of 120 feet, doing 2d8 points of damage. Every five rounds, the armature can also vent steam from the nozzles surrounding the "eye" in a 60-foot long cone, for 5d8 points of damage (half on a successful save vs. Breath Weapon). The armature also slashes with the blades on its front legs, for 1d10 points of damage each.

The armature takes only half damage from fire-based attacks. However, electrical-based attacks (like **lightning bolt**, etc.) interfere with the delicate, metal interior components, causing double damage.

If the head is recovered from a defeated armature, there is a 50% chance of finding an undamaged, engraved bronze cylinder, with a flat, glowing red lens at one end; this cylinder is what produces the armatures energy ray. If retrieved, it can be aimed by hand for the same effect as it had as the armature's "eye". The cylinder will have 2d12 charges remaining, and 2d6 charges may be regained by striking it with a **lightning bolt**.

### 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.

**Corpse Abomination**

Armor Class:	14	17	20
Hit Dice:	6	12 (+10)	18 (+12)
No. of Attacks:	– 3 bludgeon –		
Damage:	1d6	1d8	2d8
Movement:	– 10' Jump 60' –		
No. Appearing:	– 1d3 –		
Save As: Fighter:	6	12	18
Morale:	– 12 –		
Treasure Type:	– None –		
XP:	610	2,075	4,320

A Corpse Abomination announces itself by the constant chorus of wailing produced by the many trapped souls, followed soon by a powerful stench. Anyone within 40 feet must save vs. Poison to avoid a -2 on all rolls. Composed of an amalgamation of rotting flesh and desiccated bones held together with sticky chunks of clay, this huge ball of undead bodies slowly rolls or crawls towards its victims. Limbs and torsos reach out in all directions to bludgeon anyone within 10 feet of its churning mass. With sudden speed that belies its shambling gait, a corpse abomination may compress and leap up to 60 feet, a behavior known to take many adventurers unaware.



Scholars speculate these horrors form when the bodies of the dead are not separated properly before being

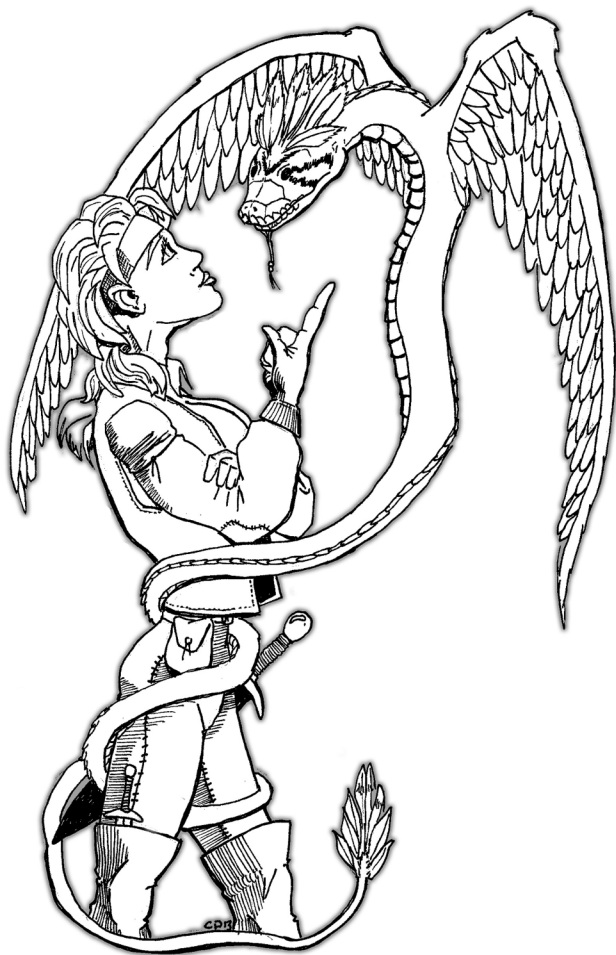
reanimated, such as in the context of a mass grave. Corpse abominations vary in size from 8 to 20 feet across, with a corresponding difference in HD. Clerics find those with 6 HD may be Turned while the larger variety are virtually unstoppable.

**Couatl**

Armor Class:	16
Hit Dice:	9** (+8)
No. of Attacks:	1 bite, 1 constrict, or spells/powers
Damage:	1d4 bite + poison, 2d4 constrict
Movement:	20' Fly 60'
No. Appearing:	1d2, 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. It 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 its hit dice (9th level). In addition, any couatl can, at will, cast **detect evil**, **detect invisible**, **detect magic**, **mind reading**, and **read languages**. A couatl can also become invisible and insubstantial (incorporeal). 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.

### Cow Dragon

Armor Class:	19
Hit Dice:	8**
No. of Attacks:	1 gore, or breath
Damage:	3d8 gore or 7d8 breath
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 8 (as HD)
Morale:	8
Treasure Type:	E
XP:	1,015

A Cow Dragon is a very rare species of mammalian oddity which, despite the name is completely unrelated to true dragons. It resembles enormous cattle with giant bat-like wings and a tough cow-like hide, usually colored white with black spots.

The cow dragon attacks by goring with its giant horns or by exhaling scalding hot milk in a 60-foot cone. It can use its breath weapon seven times per day, but no more than once every other round.

The breath weapon of a cow dragon does 7d8 points of damage; victims may make a save vs. Dragon Breath for half damage.

Cow dragons are not aggressive unless one enters their territory.

Cheese made from curdled cow dragon milk is extremely rare and valuable. Any experienced cheese-maker can render cow dragon cheese from cow dragon milk, provided it is made within 6 hours of leaving the cow dragon's body.

Each bite of cow dragon cheese yields one of the following randomly-determined (1d6) results:

1	The next "to hit" roll by the eater should be considered a natural 20
2	Serious diarrhea
3	Permanent ability score (randomly determined) gain of 1
4	Permanent ability score (randomly determined) loss of 1
5	Poison (save vs. Poison or die)
6	Eater gains 1 wish

Cow dragon cheese will retain its magical effects for 4 weeks after creation.

**Cragodile**

Armor Class:	20
Hit Dice:	8
No. of Attacks:	1 bite or 1 tail
Damage:	2d8 bite, 3d6 tail
Movement:	30' (10') Swim 30' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	875

A Cragodile is akin to a normal crocodile but with a heavy stony hide. Unlike its relatives, a cragodile may be found in virtually any climate. It hunts the shallows and banks of waterways, remaining submerged until prey comes within reach and surprising on 1-4 on 1d6. Because of a cragodile's exceptionally hard skin it takes half damage from piercing or edged weapons. A cragodile is significantly heavier than its normal kin and does not actually swim. The swim speed listed is actually more of a "run" speed along the bottom of a waterway which it can navigate as easily as dry land.

**Crawling Claw**

Armor Class:	12
Hit Dice:	½ (1d4 hit points)
No. of Attacks:	1 strangle
Damage:	1d4 + Special
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

A Crawling Claw (or Animated Hand) is a type of undead creature created from a severed hand. They are used for many tasks, from menial chores to discrete killings. Crawling claws are a popular tool used by necromancers. Due to their size and quickness, they are able to hide effectively, with only a 30% chance of detection.

A crawling claw deals 1d4 points of damage as it grabs its target and continues to deal 1d4 points of damage each round by strangling. Because it seizes its victim by the neck, a creature in the crawling claw's grasp cannot speak or cast spells. A crawling claw is supernaturally quick and always acts first in a combat round. As with all undead, it can be Turned by a Cleric (as a zombie), and is immune to **sleep**, **charm**, or **hold** spells.

**Crayfish, Giant**

Armor Class:	16
Hit Dice:	4+4
No. of Attacks:	2 claws
Damage:	2d6
Movement:	30' Swim 60'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

A giant crayfish has a body rather similar to that of a lobster in overall design, but unlike lobsters, giant crayfish live in shallow fresh water areas. They are predatory, and like to lie in wait underwater to ambush prey. In such a situation the giant crayfish gains surprise on 1-4 on 1d6 (1-3 vs. aquatic opponents already submerged in the same body of water).

**Crypt Dweller**

Armor Class:	13 (m)
Hit Dice:	2*
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4 claw 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.





### Crystalline Egret

Armor Class:	17
Hit Dice:	5**
No. of Attacks:	2 claws, 1 bite or 1 breath
Damage:	1d6 claw, 1d8 bite, 2d8 breath
Movement:	10' Fly 70'
No. Appearing:	1d2
Save As:	Fighter: 5
Morale:	12
Treasure Type:	1 diamond (see below)
XP:	450

A Crystalline Egret is a 5-foot tall white egret made entirely of ice. Due to its pure white color it can surprise on 1-4 on 1d6 in snowy or foggy conditions. Each crystalline egret has a diamond in its head as a focus for the magic animating it; this gem is worth 300 gp. Once every 1d4+1 rounds the crystalline egret is capable of "breathing" shards of ice at a single opponent up to 10 feet away, instead of performing its normal attacks. These icy shards do 2d8 points of damage, with a successful save vs. Dragon Breath reducing damage by half. This is physical damage from the sharp shards of ice, rather than cold damage, so resistance to cold of any sort provides no protection.



At temperatures above freezing the egret will begin to melt, suffering 1d4 points of damage per turn. It suffers an extra die (at least 1d6 points) of damage from any attack involving fire or heat.

**Cu-Sidhe**

	Common	Special
Armor Class:	16	16 (s)
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 invisible** 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 hit point bonus 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.

**Cuhtli**

Armor Class:	16
Hit Dice:	9** (+8)
No. of Attacks:	1 stinger /1 constriction or spells/powers
Damage:	1d4 + poison/2d6
Movement:	20' Fly 60'
No. Appearing:	1d2, Lair 1d6
Save As:	Fighter: 9+
Morale:	11
Treasure Type:	B, I
XP:	1,225

A Cuhtli is similar to a couatl, but is as black-hearted as the former is kind. A cuhtli is a large golden serpent with a pair of raven wings and a stinger at the end of its tail. It speaks Common and can communicate with all reptiles and avians telepathically. It has Darkvision with a 90 foot range. Cuhtlies typically hide from the sun and are mostly encountered at night or during prolonged rainfalls.

In combat, a cuhtli will wrap itself around its prey, inflicting 2d6 points of damage per round. Damage is automatic once one hit is scored and the cuhtli will then use its stinger for 1d4 points of damage plus poison (save vs. Poison or die instantly) on subsequent rounds.

A cuhtli can cast spells as a Magic-user (45%), Cleric (45%) or both (10%), equivalent to their HD (9th+ level). In addition, a cuhtli at will can use **detect invisible**, **detect magic**, **mind reading**, **read languages**, and a version of **charm monster** that affects reptiles and avians. A cuhtli can also become invisible and insubstantial at-will, moving at half-speed and through objects freely. A cuhtli can **teleport** twice per day.

A cuhtli can **polymorph** itself at-will, preferring reptile and avian forms, and will often use those forms in combat.

### Cunning Cloak

Armor Class:	17
Hit Dice:	6
No. of Attacks:	2 claws + suffocation
Damage:	1d4 claw + suffocation
Movement:	1' Fly 20'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	9
Treasure Type:	C
XP:	500

A cunning cloak appears to be a length of fabric. It has natural flexibility to appear circular, semicircular, square, rectangular, or triangular and may assume the appearance of tablecloths, curtains, valances, tapestries, rugs, blankets, or clothes like skirts and cloaks. It is rare, but not unheard of, to find them curled up like a bolt of cloth. They also possess a limited ability to shift in color, but only darker tones.

They may independently choose their own places to hunt, but they are also used as traps by owners of fortresses and strongholds if the structure is to be left uninhabited for some time.

Depending on its location relative to prey, it may fly, drop, or wrap itself around the victim, who must make a save vs. Breath Weapon or be engulfed. Once engulfed, the captured individuals' limbs cannot move. Present but hidden in the cunning cloak are two claws (1d4 each) which can be used to stab its prey, defend itself.

Attacks on this creature will result in damage being split between the cunning cloak and the victim. Fire or cold attacks cause full damage to both. Enveloped persons will suffocate to death in 1d4+1 rounds unless freed.

### Curse

Armor Class:	15 (m)
Hit Dice:	7*
No. of Attacks:	1 devour
Damage:	2d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	735

A Curse is a reddish-brown mass of viscous liquid about 10 feet across; as a liquid it can fit through a space as small as 5 inches wide. Created by mortals and cursed by an unknown god, it lives in isolation in hatred and fear. They are mainly found in uninhabited areas such as deep in forests or high on mountains.



A curse attacks by jumping at and onto its target from up to 30 feet away and devouring them. The victim may attempt to escape on their Initiative with a save vs. Death Ray. Those killed by a curse become curses themselves, transforming the round immediately following death. As such, those slain by a curse may not be raised by anything short of a **wish**.

**Cynodictis**

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d8
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	6
Treasure Type:	None
XP:	75

The Cynodictis was one of the many species of a group of animals commonly known as "bear dogs", which, as the name suggests, had several characteristics of bears and dogs. But they were only related to said animals, not ancestors or transitional forms. A cynodictis was considerably smaller than other bear dogs, only slightly larger than the modern day opossum with a height of about 12 inches.

A cynodictis has great speed and uses this speed to hunt its prey, such as rabbits and small rodents, though it sometimes scavenges. Because of its small size, it fears the larger carnivores in its region. It lives in dens in steep riverbanks that it built itself, lined with molted fur and vegetation. These dens are also used by cynodictis mothers to raise their pups. These bear dogs give birth to as many as five pups, and are cared for by their mother for several months. A mother cynodictis is brave enough to attack larger animals to protect her young, and should be considered to have a morale of 9.

**Dancing Monitor**

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 touch or 1 bite
Damage:	Save Drain (Poison) or 1d6 bite + Poison
Movement:	30'
No. Appearing:	2d4, Lair 4d8
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	280

Dancing Monitors are a large variety of lizards that secrete an oil on their skin that facilitates the delivery of poison and venom. When they are agitated, they stand up on their hind legs and whirl and flail about. As they dance, they strike their victims and transfer the oil from

their skin, and then they bite their victims to deliver a lethal dose of venom.

Dancing monitors will first make at least one successful touch attack against their victims, which applies a save-targeting penalty on saves vs. Poison. Once a target's fortitude is softened enough, they go in for the kill with a venomous bite which requires a save vs. Poison to avoid instant death. The oil may be cleaned off with soap and water, although this is normally impossible in the middle of combat. Otherwise, the oil will absorb into the victim's skin and remain in effect for 24 hours.

The save-targeting effect causes the named saving throw category to receive a penalty of -1, which is cumulative with any further penalties. The penalty may either be applied to the roll as a -1 or to the target value as a +1. The end result is the same, but a consistent method should be used. The means of reversing the effect, if possible, differs based on the monster that delivers it. Multiple monsters may target the same saving throw category while technically targeting different saves. For example, a monster that targets saves vs. Death and one that targets saves vs. Poison are both targeting the same value; it is up to the GM to decide whether each should be tracked separately once such an effect is applied, as well as what further effects may befall the victims as a result of having the effects combined.

A save-targeting effect will not usually deal damage along with it. The point of a save-targeting effect is to widen the road a GM can take to access and drain the PCs' resources, so "double-dipping" should be reserved for especially powerful sources.

**Dancing Shadow**

Armor Class:	19 (m)
Hit Dice:	3*
No. of Attacks:	1 claw + dance
Damage:	1d6 claw, 1d6+CON modifier hours die of exhaustion dance
Movement:	40'
No. Appearing:	1d6-1
Save As:	Fighter: 3
Morale:	8
Treasure Type:	A
XP:	175

The Dancing Shadow is a mysterious and rare creature, that as far as anyone has been able to determine neither eats nor drinks. It seems to act with no rhyme or reason, though careful observation may reveal patterns in its actions, but such observations are risky, and often only reveal the dancing shadow's motivations too late.



A dancing shadow looks like a regular shadow at a first glance, however upon contact with a humanoid, it will latch onto the creature, disguising itself as the creature's shadow almost flawlessly. The only clues that a shadow is hiding a dancing shadow is that it will never flicker, and sometimes it will lay in the incorrect direction based on the available light sources.

Once attached, the dancing shadow will lay dormant for a period of several days before attacking, usually waiting for the most inconvenient moment (when the host is engaged in combat, for example). If the dancing shadow makes a successful attack roll, the victim must make a save vs. Spells. Success on the save will force the shadow to the nearest humanoid, unless it is warded by a circle of salt. If there are no available humanoid victims it will attach itself as a shadow to an inanimate object, ready to ambush another victim later on.

However, if the victim fails the saving roll, the dancing shadow will take control of their body. The victim will still retain their faculties and the ability to speak, but their body will begin to dance uncontrollably. Only now is the shadow vulnerable to attack by magical weapons or spells. It is also at this point the shadow is able to

use its claws to attack creatures other than its victim. If the shadow is not defeated, the victim will die of exhaustion after 1d6 (+ Con mod) hours of uncontrollable, exuberant dancing.

### Dantaeons

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 weapon, 1 tail
Damage:	by weapon, 1d6 tail
Movement:	40'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	D
XP:	145

Dantaeons are a humanoid species with a devilish appearance. They have a similar build to humans, and when cloaked can pass as them. However, they have slightly-reddish skin tones, horns on their heads, and a 4-5 foot long tail. This tail can be used as a whip or to pick up small objects. They live about 120 years.



Their origin is clouded in mystery. It is said that in the most ancient of days infernals physically roamed the earth tempting mortals. Some legends claim that

dantaeons carry that infernal heritage in their blood. These stories, along with dantaeon appearance, can make interactions with other races difficult. Many fear them, seeing them as monsters. Some dantaeons reject the ancient stories and try to live peacefully among humans. They can be found in large cities with diverse populations. Others embrace their possible heritage and work as thieves and mercenaries for even the worst villains. They sometimes live near dark ruins, protecting the sites from plunder.

In combat, dantaeons often use a trident to enhance their devilish reputation. They will use their tail as a weapon whenever they are engaged in melee combat. Their skin provides protection against heat, and they take half-damage from fire-based attacks. If the attack permits a saving throw, and it's successful, they take only one-quarter damage. In any group of 6-10 dantaeons, one will be a 3rd-level Magic-user or a 3rd-level Cleric.

### 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 with 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.

Darkmantles drop from their hiding spots on the ceiling onto the head of their victims and wrap their tentacles around their preys head and neck to constrict and suffocate them, doing 1d4 points of damage per round. If the darkmantle misses its initial attack, it will attempt to 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 often uses this ability just before attacking.



### Darktorch

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	2 torch
Damage:	1d6 + darkness
Movement:	40'
No. Appearing:	1, Lair 1d6
Save As:	Fighter: 4
Morale:	12
Treasure Type:	Special, Torch
XP:	280

A Darktorch was once an adventurer that died in terror after their last torch went out. A darktorch is a usually

humanoid undead with a vaguely nondescript appearance, making it hard to say what race, or even what gender, it once was. It wields a torch that emanates pure darkness like a weapon. Its goal is to kill other adventurers by enveloping them in the eternal darkness that has claimed it. A darktorch hides in this darkness, waiting for the ideal moment to attack, when it envelops its prey in its curse.

While in complete darkness, the darktorch is invisible, however even the slightest glimmer of light will reveal it. A darktorch is unaffected by magical darkness, and can see perfectly well in both natural and magical darkness.

The darktorches torch causes 1d6 points of damage and the target is rendered under the effects of a **darkness** spell, effectively blinding them, unless they make a save vs. Death Ray to avoid the effect.

Any individual killed by a darktorch rises as a darktorch itself after 1d3 days.

When a darktorch is slain, nothing remains except its torch, laying abandoned on the ground. This torch can be used to cast the **darkness** spell three times per day; however, if exposed to sunlight it is destroyed in 2d4 rounds.

As undead, they are immune to **sleep**, **charm**, and **hold**, and can be Turned by a Cleric (as a wight).

### Deadringer

Armor Class:	16
Hit Dice:	5*
No. of Attacks:	1 touch or bell
Damage:	Attract all undead touch, deaf 1d4 rounds bell
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	405

A Deadringer is a rare skeletal undead. In appearance it is almost indistinguishable from a more common animated skeleton. This walking dead carries small wooden-handled brass bells, that it will begin to ring continuously as soon as it becomes aware of intruders. A deadringer is most often found hidden within a group of skeletons.

All undead within a 20-foot radius of a deadringer who is ringing its bell benefit from a +1 bonus to both their attack and damage rolls, and any bodies within 50 feet



of the deadringer will animate as a resonated (see page 223), when the bell is rung.

If a deadringer is engaged directly in melee combat, it will use its free hand to try and touch its opponent, all the while continuing to ring its bell. Those touched must save vs. Spells or be deafened for 1d4 rounds. However, the greater damage is the victim is also cursed to attract all undead within 10 miles. All undead will treat the victim as their preferred foe, attacking them first, though they will not ignore attacks from others. Undead animated or created by a spell-caster will not obey commands of their masters while the cursed victim is within the 10-mile range, instead moving towards the cursed one to attack. As with all bestowed curses, it can be countered with a **remove curse** spell, otherwise the curse only ends with the victim's death.

A deadringer, like a skeleton, only takes half damage from edged weapons and only a single point from bolts, arrows, or sling bullets. As undead, it is immune to **sleep**, **charm**, and **hold**, and can be Turned by a Cleric (as a mummy).



**Deceiver Kitten**

Armor Class:	13
Hit Dice:	1* to 4*
No. of Attacks:	3 bites (see below)
Damage:	1 pt snake bite, 1d2 panther bite for 1 HD 1d2 snake bite, 1d3 panther bite for 2 HD 1d3 snake bite, 1d4 panther bite for 3 HD 1d4 snake bite, 1d6 panther bite for 4 HD
Movement:	50'
No. Appearing:	1d4+4
Save As:	Fighter: 1 to 4 (same as Hit Dice)
Morale:	8
Treasure Type:	none
XP:	1 HD: 37;                      2 HD: 100; 3 HD: 175;                    4 HD: 280

Highly sought after as pets by those unfamiliar with their true nature, these offspring of the Deceiver are a quarter the size of an adult, growing as they age and gain HD reaching full size after twenty months. They possess a striking greenish-black, catlike appearance with thick serpents growing from their shoulders.

As their **deception** ability is less refined than that of adults, their actual location varies between 1 and 3 feet from their projected image. This displacement causes a 50% chance of a miss on any first attack. Thereafter, all attacks against the kitten will be at a penalty of -1 to the attack roll. This is not cumulative with the penalty for fighting blind. As a mental power, this ability does not affect mindless creatures, constructs such as golems or living statues, or any sort of undead. Living creatures which are not mindless will be affected even if they do not use sight to target the kitten.

The desire to own these creatures has turned many adventurers into poachers and driven numerous pet enthusiasts to try and capture them on their own.

In the wild, these kittens are always found in their lair and never wandering unless accompanied by a parent. Before the age of six months, when they possess no special abilities, they are never left unguarded.

As they mature, their hit dice (HD) and damage capabilities increase. Younger than six months old they have 1 HD, and their **deception** ability has not yet manifested. Between six and nine months, they have 2 HD, and from this age on they have the limited **deception** ability detailed above. From ten to fifteen months, this increases to 3 HD, and between sixteen and twenty months, they have 4 HD. After twenty months, they reach adulthood and are treated as standard Deceivers.

If any member of the litter is threatened, the kittens will swarm the attacker. Depending on the level of disturbance, the GM may decide whether one or both parents return to the lair to defend their brood.

Should a kitten be successfully abducted, domestication is impossible if it is raised alongside its littermates. However, when hand-reared alone, they may appear tamable. If their food, exercise, and social needs are fully met, there is a 70% chance they will obey their "owner" by the age of six months. This obedience does not extend to friends or associates of the owner, though these individuals will not be attacked. The chance of obedience decreases by 5% per month and must be re-rolled monthly, reaching 0% by twenty months. If even one of their three needs is unmet for a month, the chance of obedience decreases by 15% in the following month. If two needs are neglected, or the obedience roll is failed even once, the kitten will go feral.

At the GM's discretion, a happy, well-cared-for kitten may hunt for or protect its owner. Conversely, a feral or uncontrolled kitten may flee, or attack its owner if the opportunity presents itself, depending on how it has been treated.

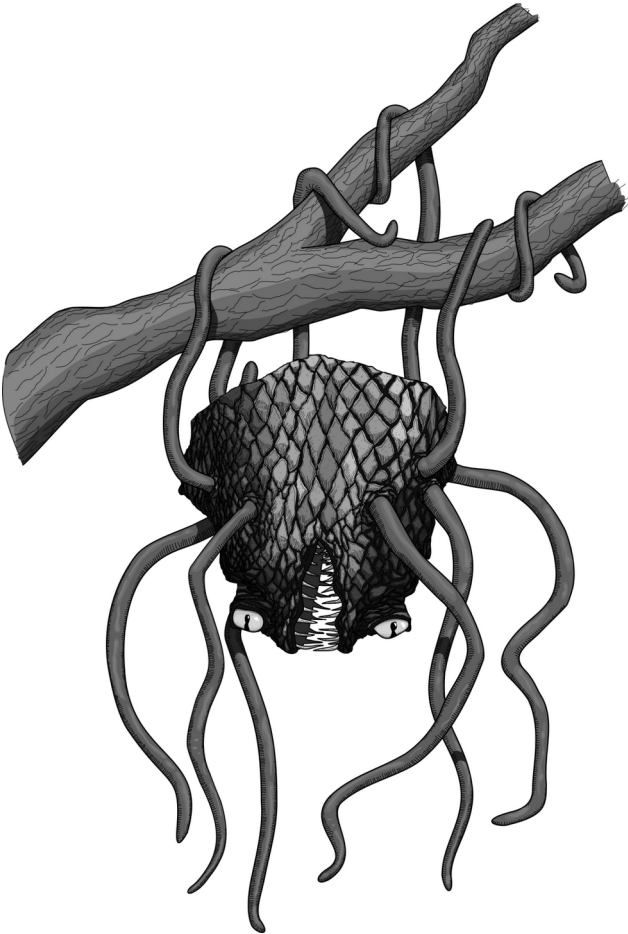
**Decempus**

Armor Class:	15
Hit Dice:	4+4*
No. of Attacks:	Up to 8 whip or grab
Damage:	1d4 whip, or 1d2 + bind grab
Movement:	30' Climb 90' (trees)
No. Appearing:	Wild 1
Save As:	Fighter: 4
Morale:	10
Treasure Type:	V
XP:	280

The Decempus, also known as the "tree roper", is an invertebrate the size of a bear. It has ten tentacle-like limbs attached to a rotund body. Its large yellow eyes give it a phenomenal peripheral vision. Its large maw opens on a single row of interlocking teeth. It has a rough leathery skin which often matches the color of the trees it hangs from. Often a parasitic moss will grow on top of its head, which will make it ever harder to spot. It moves among trees by using two or more limbs to support itself. If trapped on the ground, it will use four limbs to walk, but could sit and attack with all its remaining limbs if hard pressed.

It normally attacks by alternating whips and grabs motions from each free limb. The whip attack does 1d4 points of damage. The grab attack only does 1d2 points





of damage, but the victim finds themselves bound. A bound victim has a chance to free themselves each round (1+Strength bonus on 1d8). A limb might be severed with 8 points of damage, which do not count against the creature's hit points.

The decempus will typically focus on a single victim, trying to score two grabs to pull it to its maw the next turn, where it will be subject to 1d10 points of damage. Other bound victims will be dragged or thrown around for an automatic 1d4 points of damage.

If successful in swallowing a prey, the decempus will try to retreat to the top of the trees where it will rest for up to one week.

The creature is known for accumulating undigested objects that have resisted a save vs. Wands due to the gastric acid.

**Deep Ones**

Deep Ones are a race of piscean beings, combining traits of fish, amphibians, and humans. Deep ones revere ancient elder beings of the deep believed to

predate the arrival of the gods of humans, dwarves, and the like.

Deep ones will trade and form pacts with humanoids in coastal communities. These pacts inevitably include dark rituals, sacrifices, and even inter-breeding with the humanoid populations. The hybrids from such unions often rise to power within secret cults of dark god-beings.

*"I think their predominant color was a grayish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked... They were the blasphemous fish-frogs of the nameless design – living and horrible..."*

- H.P. Lovecraft, *The Shadow Over Innsmouth*

**Deep One, Common**

Armor Class:	16
Hit Dice:	3+3
No. of Attacks:	2 claws or by weapon
Damage:	1d4 claw, by weapon
Movement:	20' Swim 30'
No. Appearing:	1d8, Lair 5d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	A
XP:	145

A Common Deep One is a scaled humanoid resembling both frog and fish. Its huge unblinking eyes give it Darkvision to 60' and superior eyesight while underwater. Its clawed hands and feet are webbed, enabling exceptional swimming ability. As inhuman as a deep one looks, it can produce offspring from unions with various humanoids that look completely normal (for the humanoids).

Communities of deep ones are found far down in bodies of water, but generally within proximity of coastal humanoid settlements. In such a community



one will find more powerful deep ones with additional powers.

### Deep One, Hybrid

Armor Class:	14
Hit Dice:	1+1
No. of Attacks:	2 claws or by weapon
Damage:	1d2 claw, by weapon
Movement:	30' Swim 20'
No. Appearing:	2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	7
Treasure Type:	C
XP:	25

A Hybrid Deep One starts off life as a normal member of its humanoid parent's race. In fact, in the beginning it is completely unaware of its connection to the dwellers of the deep. Over time the hybrid slowly transforms into a true deep one as it takes on traits such as glassy unblinking eyes, small or a complete lack of ears, webbing between fingers and toes, or folds along its neck that eventually become gills. As the traits develop the hybrid individual becomes reclusive and of an increasingly alien mindset. The full transformation takes a variable amount time, though not usually completing before the individual becomes middle-aged. When the traits become too obvious to conceal the hybrid departs society to join with the deep ones.

While still within its humanoid community, a hybrid deep one will continue with a traditional trade or profession while operating in secret cults with dark rituals, furthering the sect's vile goals. It is possible that such a hybrid has class-based abilities; as such, the individual may have substantially different stats than

those listed above, which represent a basic mid-point in the hybrid's transformation.

### Deep One, Lagoon Creature

Armor Class:	18
Hit Dice:	5+5
No. of Attacks:	2 claws, 1 bite
Damage:	2d4 claw, 1d6 bite
Movement:	20' Swim 30'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	9
Treasure Type:	A
XP:	360

A Lagoon Creature is a form of the hybrid deep one that has branched away from the other coastal water-dwelling deep ones, instead preferring deep, dark, and stagnant swampy regions. It is a large humanoid with a scaly body, almost like carapace. Its extremities are broad and fin-like with sharp clawed ends, and its mouth contains razor-sharp gar-like teeth. Like other deep ones, its huge unblinking eyes gives it Darkvision to 60' and superior eyesight while underwater. A lagoon creature is less intelligent than most other deep ones.



While lagoon creatures are usually solitary or found in very small groups, deep one masters may call upon them as bodyguards or shock troops when necessary.

# Deep Spore

Armor Class:	11
Hit Dice:	½** (1d4 hit points)
No. of Attacks:	special
Damage:	see below
Movement:	20'
No Appearing:	1-4, Lair 2-8
Save As:	Normal Man
Morale:	12
Treasure Type:	None
XP:	16

Deep spores are knobby leathery globes 2-5 feet in diameter, sporting at least one large eye spot, that float about the dark deep underground realms and caves. They appear to hover as would a balloon but some are too heavy for this so sages speculate they possess the ability to levitate.

Different populations of deep spores react to different stimulus and when harmed of over stimulated will burst often hampering or harming those nearby. They are immune to all illusions except those of their specific stimulus, which they will save vs at -4. The stimulus selected below will attract all deep spores of the same population within range to detect it.

## Stimulus (pick one or roll 1d8)

1-2	Noise, these deep spores will be drawn to any noise greater than the ambient environment
3-4	Light, these deep spores will be drawn to the brightest light source within 300'.
5-6	Heat, drawn to anything warmer than the natural surroundings. Body heat will be enough in many dungeons.
7	Movement, these deep spores will be drawn to anything moving 10' a round or quicker.
8	Magic, these deep spores will be draw to spell cast at a distance up to the spell level x 100', permanent magical items will only draw their attention if brought within 60'.

An attack on a deep spore that reduces it to 0 HP will cause it to explode, with an effect as per the table below.

## Explosion (pick or roll 1d20)

1	Yammering, these deep spores talk confusing anyone they come within 20' of. If they explode anyone within that distance will be frightened if they fail a save and be compelled to run away for the next 2-5 rounds.
2	Sneezing Dust, a 20' diameter cloud of sneezing dust will fill the air, those exposed and fail a saving-throw vs poison will be overcome with sneezing, unable to move more than ½ speed and incapable of spell-

casting, hiding, or moving silently due to constant sneezing for 2-20 minutes. The dust will linger for 1-10 minutes (a save is only required on initial exposure per explosion).

3 Itching Powder, a 20' diameter burst is coated in a dust that forces those present to save or be distracted by constant annoying itching (-4 to all actions while suffering for 2-20 minutes). The dust remains bothersome to the area if covers fort the next hour (but saves are +2 after the initial explosion)

4 Sleep Dust, a 20' diameter burst of spores fills the air causing anyone that breathes them in to save vs poison or fall asleep for 2-5 hours. Only the initial explosion is risky.

5-6 Paralytic Mist, a fine mist spray out filling a 20' area that will cause paralysis to those exposed and fail a saving throw for the next 1-4 hours.

7-8 Petrifying Dust, a chalky dust billows forth that will cause flesh exposed to turn to stone for the next 2-12 hours if a saving throw fails.

9-10 Thunderburst, a loud a sudden boom will cause those within 60' to be bowled over and deafened for 1-4 hours (small beings in the area will be thrown away up to 20'). The boom can be heard up to 2,000' feet away but isn't hazardous outside of 60'.

11-14 Poison Gas, a 20' diameter cloud of poison gas is released. The cloud will be hazardous for 2-12 rounds. Each round of inhalation will cause 1-6 points of damage if a save is failed.

15 Blinding Flash, in a 60; radius any facing the exploding deep spore must save vs rays or be blinded for 3-30 minutes

16 Acid Spray, a 10' diameter burst of acid coats all that fail a save in a foul acid that will cause 2-4 points of damage per round for the following 2-5 rounds unless it is washed off.

17 Explosive Shrapnel, an attack as if from a 4HD monster is made against all within 40' causing 2-16 points of damage on a hit.

18 Rust Mist, a spray of caustic liquid will cause those that fail their save and don't get the goo washed off within 2 rounds to see their armor and weapons in hand to rust away, sheathed weapons will be at risk in 4 rounds, an items in regular baggage have a 33% chance of rusting after 6 rounds. A quart of vinegar will neutralize the goo on one person. Full immersion in water will also wash it away.

19 Fireball, explodes in 10' radius causing 3d6 damage, save for ½ damage.

20 Lightning Burst, explodes in a burst causing 2d8 to any within 10' radius(save for ½ damage).... BUT if related spores are within 40' a lighting arc will be thrown to them causing them to explode in turn exposing all close by and between the location of both deep spores. -2 to save if holding a conductive weapon, -4 to save if wearing metal armor. Each arc and each burst causes 2d8 damage.

Anyone slain within the radius of a deep spore has a 33% chance of being infected, and if their remains aren't properly treated they will sprout 1-4 mature spores (of the same variety) in 2-7 days (the infection is noticeable within half that time as the deep spores grow).

### Deer, Huge (Megaloceros or Irish Deer)

Armor Class:	14
Hit Dice:	7
No. of Attacks:	1 kick
Damage:	2d4
Movement:	60'
No. Appearing:	Wild 2d8
Save As:	Fighter: 7
Morale:	7
Treasure Type:	None
XP:	670

These herbivores stand about seven feet tall at the shoulder and have enormous antlers up to 12 feet, tip to tip. Sometimes called Irish Elk, or Megaloceros, these huge deer are not elk but early ancestors of modern deer. Like other species of deer they are herbivores and not dangerous unless the herd is threatened or if a male is approached during the mating season.

### Delver

Armor Class:	24
Hit Dice:	18** (+12)
No. of Attacks:	2 flippers
Damage:	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. A delver has 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. To metallic creatures or objects the slime deals 4d8 points of damage, and rocks, and rock-like creatures (earth elementals for



example) the slime causes 8d10 points of damage. A delver prefers to fight from its tunnel, lashing out with its two flippers, causing 1d6 points of damage each (plus the corrosive damage noted above) while the tunnel walls protect its body. 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; they fail their first saving throw, and their shield is destroyed. They succeed at their second save, so their 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.

### Demonic Automata

Armor Class:	20
Hit Dice:	12**
No. of Attacks:	6 blades or spell
Damage:	2d12 blade, by spell
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12
Treasure Type:	A
XP:	2,075

Demonic Automata are created by a mad wizard in an attempt to create artificial life separate from the gods. A demonic automaton is an entity of nightmares, a towering construct made of burnished metal in the shape of a man. It will repulse any who behold it to such an extent that they must make a save vs. Magic Wands or start madly babbling until calmed by a casting of **remove fear**. Once this save has been passed they are immune to this effect.

A demonic automaton has numerous blades sprouting from its back on long spindle-like arms. These blades are used to slice at anything that gets near it. A demonic automaton hates all life and will fight until destroyed.

Three times per day a demonic automaton can call upon the power of its creator, giving it the ability to cast a Magic-user spell of up to third level.

### 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:	2 claws
Damage:	1d6 claw
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

Each time a Derej Cat evades a strike (ie 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 bite increases in damage every time it strikes. A derej cobra inflicts 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:	1d4
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

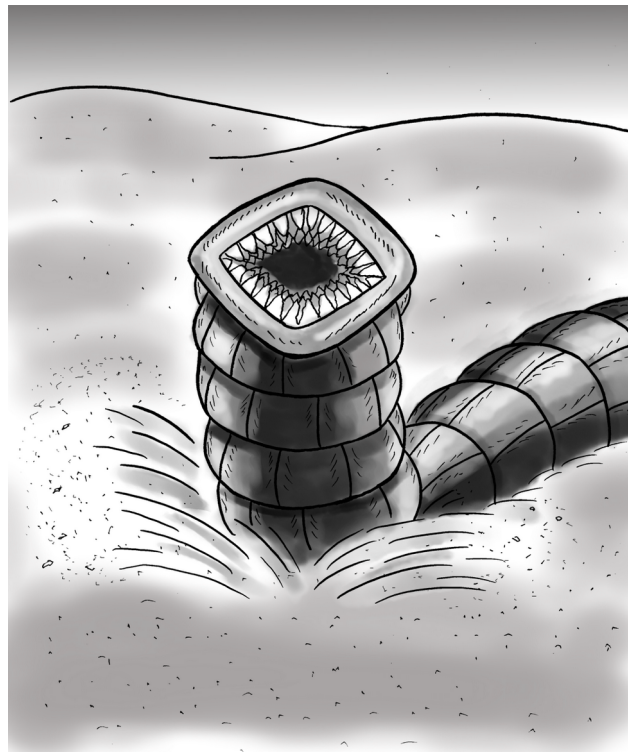
Each time a Derej Rat is slain, its original hit points are distributed to any remaining derej rats in its group, until all of the derej rats are destroyed.

### Desert Worm (Sand 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

Desert worms, also called sand worms, are gigantic carnivorous worms that live beneath the desert sands. They have gaping mouths full of serrated teeth, but no eyes or other sense organs. They are able to detect vibrations within 120 feet of their location, and will attack anything that moves by bursting up from beneath the sand, gaining surprise on a 1-4 on 1d6. On a natural-20 attack roll, a desert worm will swallow any human-sized or smaller creature it is attacking whole, dealing 1d6 points of damage every round after swallowing them to its prey.

The worm can only swallow one creature at a time. Creatures that have been swallowed can attempt to escape by dealing at least 15 points of damage to the worm with a small blade, such as a dagger from inside



the belly of the beast, but it is extremely difficult to-hit under these circumstances, and only a roll of exactly 20 will hit. Desert dwelling peoples live in fear of the desert worms, this fear causing those who know of them to avoid making loud noises or even traveling through the worm's territory at all. Legends say that desert worms guard an ancient treasure, buried deep beneath the sand. Other legends tell of gigantic desert worms big enough to swallow an entire wagon whole, living the the deepest reaches of the desert.

### Dinosaur, Allosaurus

Armor Class:	15
Hit Dice:	15 (+11)
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 4d6 bite
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 15
Morale:	8
Treasure Type:	None
XP:	2,850

The Allosaurus is a member of the theropod family of dinosaurs, which is best known for the tyrannosaurus rex. Theropods are bipedal carnivorous dinosaurs. Despite its enormous size and nearly 3-ton weight, an

allosaurus is a swift runner. An average adult is slightly more than 30 feet long from nose to tail.

**Dinosaur, Ankylosaurus**

Armor Class:	20
Hit Dice:	9 (+8)
No. of Attacks:	1 tail
Damage:	3d6
Movement:	30'
No. Appearing:	1d4+1
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1075

The Ankylosaurus is a large dinosaur having a generally turtle-like, armored body with spiked edges, and a heavy knobby tail which is used as a weapon. If attacked, or even just threatened, it will not hesitate to turn around and apply its tail to whomever or whatever is troubling it.

**Dinosaur, Apatosaurus (Brontosaurus)**

Armor Class:	15
Hit Dice:	30 (+15)
No. of Attacks:	1 trample
Damage:	3d6
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 20
Morale:	8
Treasure Type:	None
XP:	10,250

The Apatosaurus (formerly called brontosaurus) is the most recognizable member of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. However, their sheer bulk makes them formidable opponents if aroused.

**Dinosaur, Brachiosaurus**

Armor Class:	15
Hit Dice:	36 (+16)
No. of Attacks:	1 trample
Damage:	4d6
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 20
Morale:	8
Treasure Type:	None
XP:	11,750

Brachiosaurs are the largest members of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. If aroused, however, they are formidable opponents.

**Dinosaur, Camarasaurus**

Armor Class:	14
Hit Dice:	20 (+13)
No. of Attacks:	1 trample
Damage:	3d4
Movement:	30'
No. Appearing:	2d4
Save As:	Fighter: 20
Morale:	8
Treasure Type:	None
XP:	5,250

Camarasaurs are "smaller" members of the sauropod family of dinosaurs, which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. If aroused, however, they are formidable opponents.

**Dinosaur, Centrosaurus (Monoclonius)**

Armor Class:	17 head 16 body
Hit Dice:	8
No. of Attacks:	1 gore or 1 trample
Damage:	2d8 or 3d4 (special, see below)
Movement:	30'
No. Appearing:	2d6
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	875

A Centrosaurus (sometimes called monoclonius) is a ceratopsian dinosaur, a member of the family best known for the triceratops. While the triceratops has three horns, the centrosaur has a single large horn on its nose, two smaller horns on its frill, and a pair of short horns pointing up over the eyes (the latter probably for defensive purposes). Like all ceratopsians, the armor class of the centrosaurus depends on whether the attacker is in front of the creature, behind, or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 18 feet long and weigh about 12,000 pounds (6 tons). A centrosaur will usually attempt to trample smaller opponents. One adjacent man-sized or up to three smaller opponents may be trampled simultaneously; the creature rolls a single attack roll which is compared to the Armor Class of each potential victim, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man-sized. Also note that a charging bonus may be applied to the gore attack.

**Dinosaur, Ceratosaurus**

Armor Class:	15
Hit Dice:	8
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 2d8 bite
Movement:	90'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	875

The Ceratosaurus is a smaller member of the theropod family of bipedal carnivorous dinosaurs, which is best

known for the tyrannosaurus rex. Ceratosaurs are known for the short horn on its nose, which is used not for combat but in mating displays.

**Dinosaur, Cetiosaurus**

Armor Class:	14
Hit Dice:	24 (+14)
No. of Attacks:	1 trample
Damage:	3d6
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 20
Morale:	8
Treasure Type:	None
XP:	8,250

Cetiosaurs are members of the sauropod family of dinosaurs which have heavy bodies, elephantine legs and feet, and long necks and tails. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. However, their sheer bulk makes them formidable opponents if aroused.

**Dinosaur, Compsognathus**

Armor Class:	12
Hit Dice:	½ (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, Diplodocus**

Armor Class:	14
Hit Dice:	24 (+14)
No. of Attacks:	1 trample
Damage:	3d6
Movement:	30
No. Appearing:	1d6
Save As:	Fighter: 20
Morale:	8
Treasure Type:	None
XP:	8,250

Diplodocus are sauropod dinosaurs, being in the same family as apatosaurus. Sauropods have heavy bodies, elephantine legs and feet, and long necks and tails, and diplodocus is the longest member of the family. They are plant-eaters who live in small family groups, and are normally peaceful if not threatened. However, their sheer bulk makes them formidable opponents if aroused.

**Dinosaur, Deinonychus**

Armor Class:	16
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d8
Movement:	90'
No. Appearing:	1d3, Wild 2d3, Lair 2d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

The Deinonychus (sometimes mistakenly called a "velociraptor") is a medium-sized feathered dinosaur weighting approximately 150 pounds and reaching about 11 feet of length (tail included). It is an avid predator and a skilled pack-hunter; its warm blood, aerodynamic build, and vicious maw allow it to feed on larger but more primitive dinosaurs.

**Dinosaur, Edmontosaurus (Anatosaurus, Trachodon)**

Armor Class:	15
Hit Dice:	12 (+10)
No. of Attacks:	1 tail lash
Damage:	1d4
Movement:	60'
No. Appearing:	2d6
Save As:	Fighter: 12
Morale:	6
Treasure Type:	None
XP:	1,875

These dinosaurs are members of the hadrosaurid family, sometimes called "duck-billed" dinosaurs. They are large animals, being 40 to 50 feet in length, and are able to go on four feet or two. Edmontosaurs are plant eaters who prefer swamp-lands and floodplains. They are shy creatures, prone to fleeing if possible; their only effective attack is to lash out with their long, heavy tails.

**Dinosaur, Elasmosaurus**

Armor Class:	13
Hit Dice:	15 (+11)
No. of Attacks:	1 bite
Damage:	2d12
Movement:	Swim 90'
No. Appearing:	1d2
Save As:	Fighter: 15
Morale:	8
Treasure Type:	None
XP:	2,850

Elasmosaurus is a member of the plesiosaur family of prehistoric aquatic reptiles; they are not properly dinosaurs, but are included here as they were contemporaries. Plesiosaurs have flat bodies, short tails, and long necks; where a quadrupedal animal would have legs, they have flippers. As they are reptiles, they cannot breathe underwater, though they can hold their breath for an extended period. They are aggressive carnivores, subsisting on fish and small non-aquatic animals, which will be pulled below the surface and drowned. On any successful hit, an elasmosaur has established a hold on the victim, who will then be pulled into and under the water unless they can make a successful save vs. Death Ray to break free. An elasmosaur is not strong enough to thus move any creature weighing more than 300 pounds.

**Dinosaur, Euoplocephalus**

Armor Class:	23
Hit Dice:	8
No. of Attacks:	1 tail
Damage:	2d6
Movement:	20'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	8
Treasure Type:	None
XP:	875

Euoplocephalus is a large armored dinosaur, a smaller member of the same family as ankylosaurus. It has a generally turtle-like, armored body with spiked edges and a heavy knobby tail which it uses as a weapon. If attacked, or even just threatened, it will not hesitate to turn around and apply its tail to whomever or whatever is troubling it.

**Dinosaur, Gorgosaurus**

Armor Class:	15
Hit Dice:	13 (+10)
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 3d10 bite
Movement:	90'
No. Appearing:	1d2
Save As:	Fighter: 13
Morale:	8
Treasure Type:	None
XP:	2,175

A Gorgosaurus is a member of the theropod family of bipedal carnivorous dinosaurs, which is best known for the tyrannosaurus rex, and in fact gorgosaurus is believed to be a close relative to the tyrannosaurus. They are apex predators found in floodplain habitats, preying upon hadrosaurid dinosaurs like edmontosaurus or iguanadon.

**Dinosaur, Iguanadon**

Armor Class:	16
Hit Dice:	6
No. of Attacks:	2 claws, 1 tail lash
Damage:	1d4 claw, 2d4 tail lash
Movement:	90'
No. Appearing:	3d6
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	500

The Iguanadon is a quadruped herbivorous dinosaur, which could switch to bipedal movement at will, possibly to reach higher branches for food. Though one will flee if threatened, when cornered it will fight with its thumb claws and heavy lashing tail.

**Dinosaur, Lambeosaurus**

Armor Class:	14
Hit Dice:	12 (+10)
No. of Attacks:	1 tail lash
Damage:	2d6
Movement:	60'
No. Appearing:	2d8
Save As:	Fighter: 12
Morale:	8
Treasure Type:	None
XP:	1,875

These dinosaurs are members of the hadrosaurid family, sometimes called "duck-billed" dinosaurs. Lambeosaurs have prominent bony crests on top of their heads, through which their nasal passages flow; males have larger, more prominent crests than females, but all are crested. They are large animals, being 40 to 50 feet in length, and are able to go on four feet or two. Lambeosaurs are plant-eaters who prefer swamp-lands and floodplains. They are shy creatures, prone to fleeing if possible; their only effective attack is to lash out with their long, heavy tails. Due to their superior senses of smell and hearing, lambeosaurs are only surprised on a 1 on 1d6.

**Dinosaur, Megalosaurus**

Armor Class:	15
Hit Dice:	12 (+10)
No. of Attacks:	1 bite
Damage:	3d6
Movement:	60'
No. Appearing:	1d2
Save As:	Fighter: 12
Morale:	8
Treasure Type:	None
XP:	1,875

A Megalosaurus is a member of the theropod family of bipedal carnivorous dinosaurs, which is best known for the tyrannosaurus rex. Adults are about 30 feet in length, with large heads and toothy jaws. They are apex predators found in forest and savanna habitats, preying on stegosaurs and various sauropods.

**Dinosaur, Mosasaurus**

Armor Class:	13
Hit Dice:	12 (+10)
No. of Attacks:	2 claws, 1 tail lash
Damage:	1d4 claw, 2d4 tail lash
Movement:	20' Swim 90'
No. Appearing:	1d4
Save As:	Fighter: 12
Morale:	8
Treasure Type:	None
XP:	1,875

Mosasaurus is the largest member of the mosasaurid family. Though they are not properly dinosaurs, they were contemporaries. Mosasaurus, like most members of the mosasaurid family, are adapted to aquatic living; they have fish-like bodies, and instead of legs and feet they have flippers, with the front flippers being larger than the hind flippers. However, as they are reptiles they cannot breathe underwater, though they can hold their breath for extended periods.

They are aggressive carnivores, even preying upon sharks, and will attack nearly any living creature they encounter.

**Dinosaur, Pentaceratops**

Armor Class:	18 head, 14 body
Hit Dice:	10 (+9)
No. of Attacks:	1 gore, or 1 trample
Damage:	2d10 gore or 2d10 (+ special) trample
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

A Pentaceratops is a ceratopsian dinosaur, a member of the family best known for the triceratops. While the triceratops has three horns, the pentaceratops has a single horn on its nose, two larger horns over the eyes, and a particularly large bony frill with a distinctive U-shaped notch at the top. Like all ceratopsians, the armor class of the pentaceratops depends on whether the attacker is in front of the creature, behind, or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 20 feet long and weigh about 14,000 pounds (7 tons). A pentaceratops will usually attempt to trample smaller opponents. Two adjacent man-sized or up to three smaller opponents may be trampled simultaneously; it rolls a single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man sized. Also note that a charging bonus may be applied to the gore attack.

**Dinosaur, Plateosaurus**

Armor Class:	15
Hit Dice:	8
No. of Attacks:	1 trample
Damage:	2d6
Movement:	60'
No. Appearing:	2d10
Save As:	Fighter: 8
Morale:	6
Treasure Type:	None
XP:	875

Plateosaurs are bipedal plant-eating dinosaurs having a relatively small head on a long, flexible neck. They have

heavy, muscular hind limbs and short powerful arms; their fore-paws are hand-like, able to grasp and hold trees and other foliage. They are herd animals, prone to stampeding if threatened.

### Dinosaur, Plesiosaurus

Armor Class:	13
Hit Dice:	20 (+13)
No. of Attacks:	1 bite
Damage:	2d10
Movement:	Swim 90'
No. Appearing:	1d3
Save As:	Fighter: 20
Morale:	8
Treasure Type:	None
XP:	5,250

The Plesiosaurus is the defining member of the plesiosaur family of prehistoric aquatic reptiles; they are not properly dinosaurs but are contemporaries. Plesiosaurs have flat bodies, short tails, and long necks; where a quadrupedal animal would have legs, they have flippers. As they are reptiles, they cannot breathe underwater, though they can hold their breath for an extended period. They are aggressive carnivores, subsisting on fish and small non-aquatic animals, which will be pulled below the surface and drowned. On any successful hit, a plesiosaur has established a hold on the victim, who will then be pulled into and under the water unless they can make a successful save vs. Death Ray to break free. Note that a plesiosaur is not strong enough to thus move any creature weighing more than 1,000 pounds (half-ton).

### Dinosaur, Styracosaurus

Armor Class:	18 head, 16 body
Hit Dice:	10 (+9)
No. of Attacks:	1 gore, or 1 trample
Damage:	2d8 gore, or 3d6 (+ special) trample
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

A Styracosaurus is a ceratopsian dinosaur, a member of the family best known for the triceratops. While the triceratops has three horns, the styracosaur has a single large horn on its nose and a frill of at least four horns; these latter horns are defensive and not normally used to attack. Like all ceratopsians, the armor class of the

styracosaurus depends on whether the attacker is in front of the creature, behind, or beside it.

They are aggressive toward interlopers, attacking anyone who might appear to be a threat. These creatures are about 25 feet long and weigh about 20,000 pounds (10 tons). A styracosaur will usually attempt to trample smaller opponents. Up to two adjacent man-sized or up to four smaller opponents may be trampled simultaneously; it rolls a single attack roll which is compared to the Armor Class of each of the potential victims, and then rolls a separate damage roll for each one successfully hit. The gore attack may only be used against a single man-sized or larger creature, but may be used in the same round as the trample if the creature being gored is larger than man-sized. Also note that a charging bonus may be applied to the gore attack.

### Dinosaur, Teratosaurus

Armor Class:	15
Hit Dice:	10 (+9)
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 3d6 bite
Movement:	120'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

Teratosaurs are not properly dinosaurs, but rather simply gargantuan lizards 20 or so feet in length; they resemble long-legged crocodiles with short, heavy snouts. Teratosaurs are fierce predators found in plains areas, where they lie in wait in the tall grass until prey comes near, at which point they spring out and attack, surprising on 1-3 on 1d6. They are swift runners but lack stamina, able to maintain full speed for only about 6 rounds before being obliged to move at half-speed until they can rest.

**Dinosaur, Velociraptor**

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

The Velociraptor is a small feathered dinosaur, weighing about 30 pounds and similar in size to a turkey. The velociraptor is an avid predator and a skilled pack-hunter that attacks by biting or leaping and using its formidable claws. Against large prey a velociraptor will bite and hold on in order to use its claws for automatic damage each round; however, while holding its AC drops to 11.

**Diprotodon**

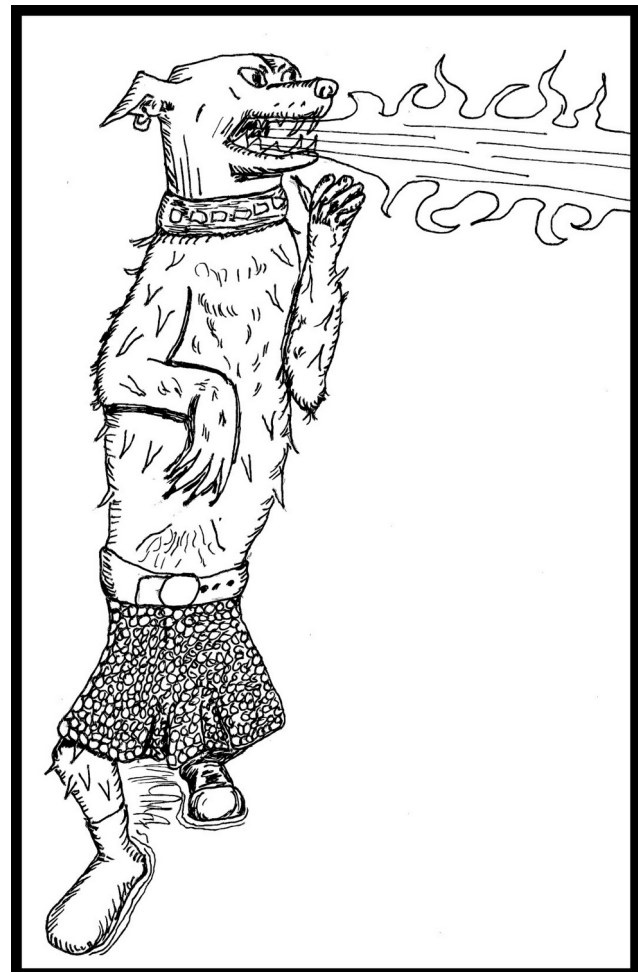
Armor Class:	15
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	1d6
Movement:	20'
No. Appearing:	Wild 2d4
Save As:	Fighter: 4
Morale:	6
Treasure Type:	None
XP:	240

Diprotodons are very large early relatives of modern wombats. Marsupial herbivores, they are heavily-built quadrupeds about man-height at the shoulders and twice that in length. Diprotodons prefer dry plains, savannahs, or open woodlands. They are usually encountered in small family groups of one male, several females, and young.

**Dogboy**

Armor Class:	18
Hit Dice:	3*
No. of Attacks:	1 bite or 1 breath
Damage:	1d6 bite or 3d6 breath
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 7
Morale:	7
Treasure Type:	A
XP:	175

Dogboys are 5' tall semi-humanoid versions of hell hounds that have learned to walk on their hind legs. They are cowardly bullies who will taunt victims and then flee to avoid getting hurt.



Like hell hounds, they choose to breath fire 1 in 6 times, producing a 10'x10' cone that does 3d6 damage.

**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

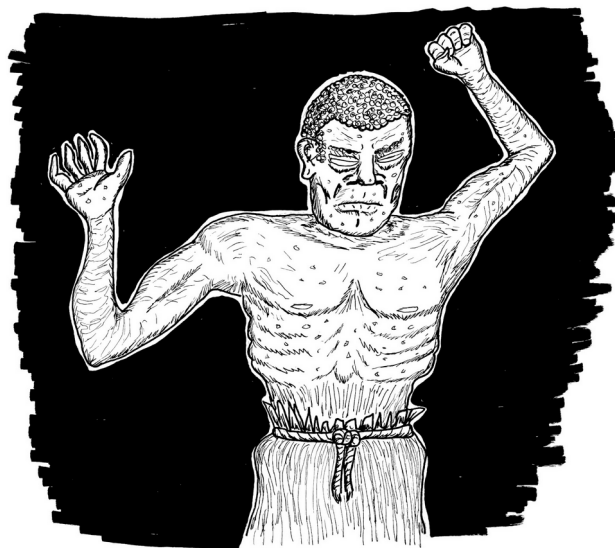
A Dolphin is an aquatic mammal that resembles a large fish. It is highly intelligent and usually acts friendly toward humans and humanoid creatures. Because it is a mammal, a dolphin must surface periodically to breathe air, though it can hold its breath for up to an hour of light activity (or two turns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

**Dormayvoo**

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 punch + magical sleep
Damage:	1d8 punch + see below
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

The Dormayvoo appears as a humanoid zombie with no signs of decay. In poor light, it may be mistaken for a living being, but its face is slack and the eyes remain closed. It dreams a nightmare version of reality around it, allowing unfailing movement towards the living on which it will direct tireless blows from its fists. Being undead, it is immune to effects such as **sleep**, **charm**, or **fear**. With eyes always shut, it cannot be blinded, and it never sees holy symbols from which to be Turned by a Cleric. It can be destroyed by a high-level Cleric.

Whenever the dormayvoo lands a blow of its fist, the victim must save vs. Petrify or fall into a magical sleep. Heroes of all levels may be affected by this magic, except those of elvish blood are immune. Those unlucky enough to fall under the effect fall down as if dead. In fact, the victims appear indistinguishable from the dead. 1d4 rounds later, they rise up as a dormayvoo themselves. Strong fighters wearing armor



can be especially hard on their former companions. But these victims are not lost forever. The spell is a curse that may be removed by a Magic-user or Cleric, after which the unfortunate victim is restored to their former life.

**Dracomander**

Dracomanders are weird monsters combining features of dragons and salamanders. They conform to the rules provided for true dragons in most cases (they have a breath weapon, age categories, may or may not speak, may or may not cast spells, etc.); exceptions will be noted below. Despite its dragon-like appearance, a dracomander also possesses the elemental powers of salamanders, in particular their area effect damage and resistance to non-magical weapons.

In general, a dracomander will resemble the "normal" salamander of the same type with the addition of dragon wings. It is not known whether dracomanders are actually natural creatures from the Elemental Planes, or if they are in fact the result of magical hybridization.

Dracomanders are known to associate with normal salamanders of the same sort, though they will not generally share lairs with them due to greed (allowing another intelligent monster in the lair is risking the theft of some of the dracomander's treasure). Likewise, dracomanders are known to hate both salamanders and dracomanders of other types.

### Dracomander, Flame

Armor Class:	19 (m)
Hit Dice:	8**
No. of Attacks:	1 bite or breath, 2 claws, 1 tail + heat
Damage:	2d6 bite, 8d8 breath, 1d6 claw, 1d6 tail, 1d8 per round heat
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 8 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,015

A Flame Dracomander looks like a giant snake more than 12 feet long, with a dragon-like head and wings and lizard forelimbs. Its scales are all the colors of flame: red, orange, and yellow. A flame dracomander is flaming hot, and all non-fire-resistant creatures within 20 feet of the monster suffer 1d8 points of damage per round from the heat. It is immune to damage from any fire or heat attack.

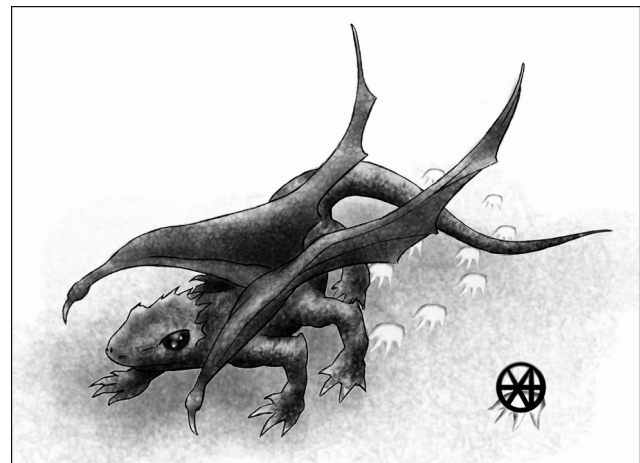
#### Flame Dracomander Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	5	6	7	8	9	10	11
Attack Bonus	+5	+6	+7	+8	+8	+9	+9
Breath Weapon	Fire (Cone)						
Length	-	40'	50'	60'	70'	80'	90'
Width	-	15'	20'	25'	30'	35'	40'
Chance/Talking	0%	25%	30%	35%	45%	60%	70%
Spells by Level							
Level 1	-	1	2	3	4	4	4
Level 2	-	-	1	1	2	2	3
Level 3	-	-	-	-	1	2	3
Claw	1d4	1d4	1d6	1d6	1d6	1d8	1d8
Bite	2d4	2d4	2d6	2d6	2d6	2d8	2d8
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

### Dracomander, Frost

Armor Class:	21(m)
Hit Dice:	10** (+9)
No. of Attacks:	1 bite or breath, 4 claws, 1 tail + cold
Damage:	2d10 bite, 10d8 breath 1d8 claw, 1d6 tail, 1d8 per round cold
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 10 (as Hit Dice)
Morale:	9
Treasure Type:	H
XP:	1,480

A Frost Dracomander looks like a giant lizard with six legs and a pair of dragon wings. Its scales are the colors of ice: white, pale gray, and pale blue. A frost dracomander is very cold, and all non-cold-resistant creatures within 20 feet suffer 1d8 points of damage per round from the cold. It is completely immune to all types of cold-based attacks.



**Frost Dracomander Age Table**

Age Category	1	2	3	4	5	6	7
Hit Dice	7	8	9	10	11	12	13
Attack Bonus	+7	+8	+8	+9	+9	+10	+10
Breath Weapon	Cold (Cone)						
Length	-	50'	60'	70'	80'	90'	100'
Width	-	20'	25'	30'	35'	40'	45'
Chance/Talking	0%	35%	40%	45%	55%	70%	80%
Spells by Level							
Level 1	-	1	2	3	4	4	4
Level 2	-	-	1	2	2	3	3
Level 3	-	-	-	1	2	2	3
Claw	1d4	1d4	1d6	1d8	1d8	1d8	1d8
Bite	2d4	2d6	2d8	2d10	2d10	2d10	2d12
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

**Dracomander, Lightning**

Armor Class:	20 (m)
Hit Dice:	9** (+8)
No. of Attacks:	2 bites or breath, 1 tail + lightning
Damage:	2d8 bite, 9d8 breath, 1d6 tail, 1d8 per round lightning
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 9 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,225

A Lightning Dracomander resembles a giant snake more than 12 feet long with two dragon-like heads (with long serpentine necks) and a pair of dragon wings. Its scales are all the colors of lightning: white, blue, purple, and yellow. A lightning dracomander constantly emits little bolts of lightning; all non-lightning-resistant creatures within 20 feet of the monster suffer 1d8 points of damage per round from being struck by them. Lightning dracomanders are immune to damage from any type of electrical or lightning attack.

A lightning dracomander may project its breath weapon from either mouth, or even from both, but cannot use the breath weapon more times than it has hit dice in any day (an adult lightning dracomander cannot use its breath weapon 9 times per day from each mouth, but rather 9 times per day total). Anyone in the area of effect of both breath weapons in the same round suffers damage only from one of them (generally the one with the higher damage total).

As with the lightning salamander, this monster has only one mind despite having two heads.

**Lightning Dracomander Age Table**

Age Category	1	2	3	4	5	6	7
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath Weapon	Lightning (Line)						
Length	-	45'	55'	65'	75'	85'	95'
Width	-	15'	20'	25'	30'	35'	40'
Chance/Talking	0%	30%	35%	40%	50%	65%	75%
Spells by Level							
Level 1	-	1	2	4	4	4	4
Level 2	-	-	1	2	2	2	3
Level 3	-	-	-	-	1	2	3
Bite	2d4	2d6	2d6	2d8	2d8	2d8	2d10
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

**Dragon, Cave**

Armor Class:	21
Hit Dice:	9** (+8)
No. of Attacks:	2 claws, 1 bite or breath, 1 tail
Damage:	1d6 claw, 3d8 bite or Sonic Breath, 1d6 tail
Movement:	30' Fly 50' (10')
No. Appearing:	1, Wild 1, Lair 1d3
Save As:	Fighter: 9 (as Hit Dice)
Morale:	9
Treasure Type:	H
XP:	1,225

In the darkness far beneath the earth, the fearsome cave dragons dwell, building their lairs in the deepest of cavern. Only rarely venturing to the surface, their long, sinuous bodies, are well adapted to navigating the narrow tunnels and confined spaces of their subterranean domain. And though they are the slowest fliers among dragons, the exceptional aerial agility developed from having to maneuver through restrictive airspaces filled with obstacles like stalactites and stone columns, makes them perfectly suited to flight in their native domain.

Cave dragon hatchlings have deep purple scales so dark they are almost black, which lighten through violet to indigo as the creature ages, from which they draw their alternate name of purple dragons.

To compensate for their relatively poor eyesight (compared to other dragons,) cave dragons possess an advanced form of echolocation similar to that of bats. This ability allows them to "see" in total darkness, functioning equivalently to darkvision out to 240 feet and even detecting invisible creatures within that range. This echolocation is a lower powered modulation of the cave dragons powerful sonic breath weapon.



## MONSTERS

## FIELD GUIDE OMNIBUS

Solitary and territorial by nature, cave dragons dwell in the deepest caverns, where they hoard their treasures. As patient hunters, they prefer to ambush their prey in the twisting tunnels surrounding their lairs. Their sonic breath weapon can shatter rock and cause cave-ins, making it particularly dangerous in their underground environment.

The cave dragons breath weapon emits a wave of destructive sonic resonance that damages and disorients opponents in a cone. In addition to its usual damage, the cave dragon's sonic breath weapon has a stunning effect. Those caught in the cone must make an additional save vs. Paralysis or be stunned for one round. When directed at unstable sections of cavern walls or ceilings, the breath weapon's resonance can trigger rockfalls in vulnerable areas, the areas susceptible, as well as the results should be determined by the Game Master.

### Cave Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath Weapon	Sonic (Cone)						
Length	-	60'	70'	80'	90'	100'	110'
Width	-	25'	30'	35'	40'	45'	50'
Chance/Talking	0%	15%	30%	50%	65%	80%	90%
Spells by Level							
Level 1	-	1	2	3	3	3	3
Level 2	-	-	-	-	1	2	2
Level 3	-	-	-	-	-	-	1
Claw	1d4	1d4	1d4	1d6	1d6	1d6	1d6
Bite	2d6	3d6	3d8	3d8	4d8	4d8	5d8
Tail	1d6	1d8	1d8	1d8	1d10	1d10	1d12

### Dragon, Death

Armor Class:	22
Hit Dice:	11** (+9)
No. of Attacks:	2 claws + paralysis, 1 bite or breath, 1 tail
Damage:	1d8 claw, 4d8 bite, or breath, 1d8 tail
Movement:	30' Fly 80' (15')
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", a powerful ancient dragon (age category 7) 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 (100' long x 55' wide). In addition to dealing damage, this breath inflicts **mummy rot** (see the mummy entry 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.

### Dragonfly, Giant

Armor Class:	20
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	2d10
Movement:	60' Fly 240' (0')
No. Appearing:	1, Wild 1d4
Save As: Fighter:	8
Morale:	8
Treasure Type:	None
XP:	240

Identical to their smaller counterparts, giant dragonflies can reach up to four feet in length. They have brilliant iridescent or metallic colors, making them conspicuous in flight, their overall coloration is often a combination of yellow, red, brown, and and blue or green.

Fast, agile fliers capable of highly accurate aerial ambushes, able to fly in any direction, and changing direction suddenly, able to propel themselves upward, downward, forward, backward, to left and to right with equal agility.

Giant dragonflies hunt on the wing using their exceptionally acute eyesight and strong, agile flight. They are exclusively carnivorous, willing to attack prey even as large as an adult human. Large prey is subdued by being bitten on the head and then carried by the dragonfly wrapping its legs around the prey, to a nearby perch.

**Dragonhawke**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 charge (dive) or 2 claws + 1 bite
Damage:	2 x claw damage with +2 attack and -2 to AC for first round after dive, 1d3 claw, 1d4 bite
Movement:	10' Fly 120'
No. Appearing:	1d3
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Dragonhawkes are small dragon-like creatures with avian features. A dragonhawke is covered with feather-like scales in a pattern that mimics a bird-of-prey species such as an eagle, hawk, or owl. Those resembling eagles or hawks have very keen vision, while the owl-like ones are nocturnal and have Darkvision with a range of 120 feet.

Like an eagle, a dragonhawke typically attacks from a great height, diving earthward at tremendous speed. If it cannot dive, it will use its powerful talons and slashing beak to strike at its target's head and eyes.



Dragonhawkes are highly prized by many cultures when trained for hunting. Some fey creatures use them as mounts.

**Dragonne**

Armor Class:	18
Hit Dice:	9* (+8)
No. of Attacks:	2 claws, 1 bite
Damage:	2d6 claw, 2d4 bite
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 they save 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).

**Dragophant (and Dracophant, Bull)**

	Dragophant	Bull Dragophant
Armor Class:	18	19
Hit Dice:	8**	9** (+8)
No. of Attacks:	2 tusks, 1 stomp or breath (steam cloud)	
Damage:	1d6 tusk, 3d8 stomp, 8d8 breath	1d8 tusk, 3d8 stomp, 9d8 breath
Movement:	- 30' Fly 60' (15') -	
No. Appearing:	Wild 1d4+1	(see below)
Save As:	Fighter: 8	Fighter: 9
Morale:	7 (8 with bull)	7 (8 with herd)
Treasure Type:	F	C, F
XP:	1,015	1,225

Dragophants are strange chimeric creatures, they have the overall form of an elephant, but have deep-green scaly dragon hide, large draconic wings, and a mouth full of razor-sharp teeth. Unlike actual dragons,

dragophants are herd creatures, and any group of three or more will be a herd with a large bull leading it. Smaller groups of one or two will be rogue males, who use the normal statistics rather than those of a herd bull.

As long as the herd bull is alive, all the other members of the herd gain a +1 to morale, and the bull gains a similar +1 to morale as long as any other member of its herd survives.

Though dragophants can fly they are poor, clumsy fliers. Taking off requires a dragophant to move at least 30 feet in a straight line on the ground to gain enough speed to take flight the following round.

Dragophants have a breath weapon, a 20-foot cloud of steam that billows forth from the creature's trunk once per hour. All dragophants are immune to their own breath weapon and those of other dragophants.

### **Drat**

Armor Class:	11
Hit Dice:	½* (1d4 hit points)
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, IE. 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 of exposure, begin to bumble about so clumsily that they 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** (+8)
No. of Attacks:	1 weapon
Damage:	1d10+3
Movement:	30'
No. Appearing:	1, Lair 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.

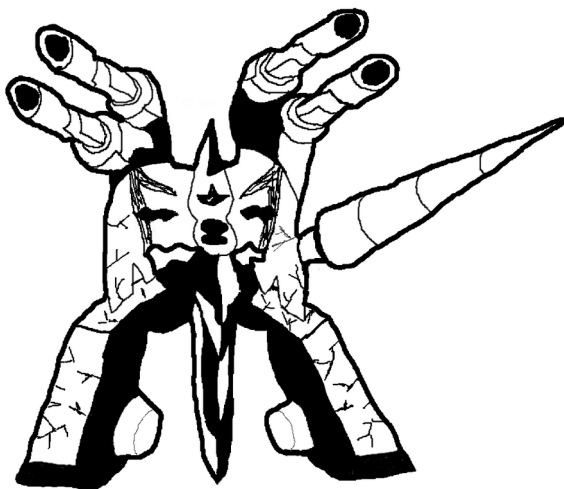
Once per turn, a draugr can breathe a cone of ice out to 10 feet in front of it. Anyone caught in this cloud of frozen mist must save vs. Spells or be stunned (-2 to AC, in addition to losing any Dexterity and shield bonuses) and unable to act for one round. Spell-casters who fail their save are unable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

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

### Dreadnought

Armor Class:	24
Hit Dice:	10* (+9)
No. of Attacks:	1 lance or 2 cannons
Damage:	2d12 lance, 3d6 cannon
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	11
Treasure Type:	Special
XP:	1,390

A Dreadnought is a 20-foot tall metal construct in the shape of a giant knight, holding a huge lance and with a pair of long, cylindrical cannons mounted on each of its shoulders.



It attacks primarily from range; its cannons have an effective range of 300 feet. The cannons possess extreme destructive power, capable of causing severe deformation of the surroundings of its targets. If,

however, one gets close it will attack with its lance, charging up to twice its movement for the first attack.

As a construct it possesses no mind of its own and therefore is not subject to **charm**, **sleep**, or similar effects.

### Dreamless

Armor Class:	13 (m)
Hit Dice:	2*
No. of Attacks:	1 touch
Damage:	Special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	100

A Dreamless appears as an indefinite humanoid shade, pale blue in color. It stalks the wilderness at night, targeting weary travelers and novice adventurers.

It attacks by touching its opponents; those touched by a dreamless must save vs. Spells or be unable to sleep until the effect is dispelled with a casting of **remove curse**.



Being unable to sleep does not cause immediate detriment. Spell-casters may still memorize their spells, though it takes twice the normal time, and others are unaffected. That is for the first day; after that 1d20 must be rolled everyday, with the character's Constitution bonus added and the number of days they have been awake subtracted, with a 1 or less indicating that the character has gone insane due to the sleep deprivation. Such a character may be cured with a casting of **remove fear**, but in the interim they may try and take their own life.

### Duckbear

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws, 1 peck, 1 hug
Damage:	1d8 claw, 1d10 peck, 3d6 hug
Movement:	40'
No. Appearing:	Wild 1d4, Lair 1d6
Save As:	Fighter: 6
Morale:	10
Treasure Type:	C
XP:	500

The name duckbear is entirely misleading, it is not, as its name might suggest, a combination of bear and duck, but instead a creature with the body of a bear and the head of a pigeon, completely covered with slate gray feathers with more colorful, typically iridescent green, feathers in a band around its neck. Duckbears stand about 9 feet tall and weigh up to 1,600 pounds, regardless of sex. Duckbears are not especially bright, in fact their intelligence more closely matches that of a pigeon than that of a bear. If they feel threatened by an intruder encroaching on their lair, or if the duckbear is attacked, it will fight back with great ferocity, but there are no records of a duckbear attacking unprovoked.

### Dufferped

Armor Class:	16 (13)
Hit Dice:	1
No. of Attacks:	1 spear
Damage:	1d6
Movement:	20'
No. Appearing:	4d8
Save As:	Fighter: 1 (with Dwarf bonuses)
Morale:	8
Treasure Type:	C
XP:	25

The origins of the dufferpedes are unclear; most commonly they are believed to be a clan of dwarves

cursed by a powerful sorcerer many years ago. Appearance-wise they seem to be normal dwarves from their heads to their waist, but at the waist is when things get strange: a single central leg ends in an enormous foot, and the dufferped moves by making long hops, allowing it to proceed at a surprising speed.



Dufferpedes are of foul temperament, frequently cursing, and constantly bemoaning their unique condition. However, they are courageous and capable warriors, wearing heavy chain mail and bearing long spears and shields into combat. Dufferpedes are also excellent miners, highly-skilled fishermen, and boatmen as they are able to use their enormous foot as a canoe.

Once a day, dufferpedes have the ability to become invisible as per the spell, though as they are unable to quiet their complaining and swearing, and their hopping is loud; the ability does not help them sneak around.

One in every five dufferpeds is a veteran warrior with 2 Hit Dice (75 XP), and one in every 20 is a dufferped captain of 3 Hit Dice (145 XP), wearing plate armor (AC 18) and wielding a great axe. Their leader is known as the chief duffer; they have 6 Hit Dice (500 XP), wear gold gilt plate armor (AC 18), and wields a magical weapon either randomly-determined on the magic weapons table of the **Basic Fantasy RPG Core Rules**, or decided on by the GM.

### Dwarrow

Armor Class:	16 (11)
Hit Dice:	1+1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 40'
No. Appearing:	1d8, Wild 2d6, Lair 5d10
Save As:	Fighter: 1 (with Dwarf bonuses)
Morale:	8
Treasure Type:	Q, S each; B, L in lair
XP:	25

Dwarrow are a grim, evil race who are cousins to the dwarves. It is similar to a dwarf in appearance but far less stocky. A dwarrow has ashen-gray skin, black or white hair, large nose, drooping mustache, and short beard. A dwarrow prefers to wear drab, dark colors to better blend into the background of its stronghold. It is an expert craftsman and its weapons and gear are always of the highest quality. A dwarrow is a courageous fighter and employs advanced tactics in battle. Dwarrows hate dwarves and will attack them first unless ordered otherwise. A dwarrow suffers the same weapon restrictions as a dwarf.



Dwarrow have Darkvision to a range of 80', and can speak both Dwarven and Common, though dwarrows rarely speak to non-dwarrows.

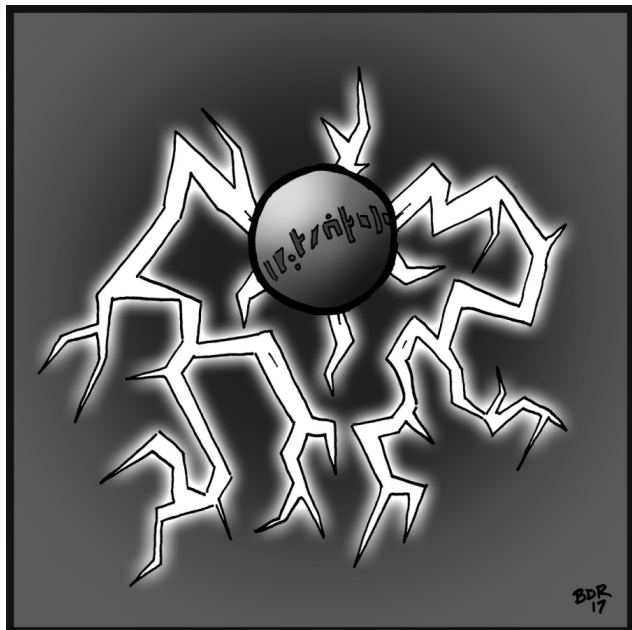
The statistics given above are for a standard dwarrow in chain mail with a shield. One out of every eight dwarrow will be a sergeant of 3+3 Hit Dice (145 XP). Regular dwarrow led by a sergeant gain a +1 bonus to their morale. In a lair or other settlement, one out of every 16 will be a dwarrow captain of 5+5 Hit Dice (360 XP) with a +1 bonus to damage due to strength. In lairs or other settlements of 30 or greater, there will be a dwarrow overlord of 7+7 Hit Dice (670 XP), with AC 18 (11) and having a +2 bonus to damage. In the lair, regular dwarrow gain a +2 bonus to their morale as long as the overlord is alive. In addition, a lair or other settlement has a chance equal to 1-3 on 1d6 of a dark priest being present (or 1-4 on 1d6 if a dwarrow overlord is present), and a 1-2 on 1d6 of a sorcerer. A dark priest is equivalent to a dwarrow sergeant statistically, but has Clerical abilities at level 1d6+1. A sorcerer is equivalent to a regular dwarrow, but has Magic-user abilities of level 1d4+2.

### Dynamo

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	3 lightning bolts
Damage:	1d4
Movement:	Fly 40'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	6
Treasure Type:	None
XP:	100

A Dynamo is a six-inch metal sphere that floats a few feet off the ground and is enveloped by an aura of lightning. This lightning ranges from a pale blue to a deep purple. Anyone who touches the lightning with something conductive (such as a metal sword) must save vs. Spells or receive a -3 penalty on attack rolls due to numbness for 1 turn. This penalty is not cumulative.

A dynamo fires bolts of lightning at its foes. Despite appearances these spheres are quite cowardly, each making a morale check at half health.



### Ear Worms

Armor Class:	11
Hit Dice:	1 hit point
No. of Attacks:	Special, see below
Damage:	Special
Movement:	10'
No. Appearing:	3d8
Save As:	Normal Man
Morale:	6
Treasure Type:	None
XP:	10

Ear worms are tiny insect larvae found in old wood. In order to mature into their adult insect form (a kind of large fly, according to sages), they must eat meat, burrowing through it as they do through wood. They are particularly attracted to the various orifices of animals and humanoids; they are not specifically fond of ears, but were so named because of their propensity for traveling from decrepit dungeon doors into the ears of adventurers listening at them.

If any living creature makes prolonged contact with an infested wooden object or structure (at least one combat round), up to 1d8+8 of them will enter the creature, preferably via an orifice, but if necessary they will puncture the skin. They secrete a numbing agent that prevents the victim from feeling their presence. The larvae will eat away at the victim slowly, but as they move inward they will cause 1 point of damage every hour for each larva. The larva mature in 4d6 hours, at which point they move to the skin surface en-masse,

doing an additional 1 point of damage each before emerging in their final form and flying off to mate and then find some rotten wood in which to lay their eggs.

While the victim does not generally feel the larvae entering their body, there may be other side effects that might tend to reveal the infestation. Those making entry through exposed skin, for example, will leave a scattering of tiny holes dotted with blood. Individuals who were infested by way of the ear sometimes report hearing distant music, chanting, or singing, never clear enough to be understood; this effect generally lasts until the larvae undergo their final transformation and leave the victim's body (or are killed somehow, as described below).

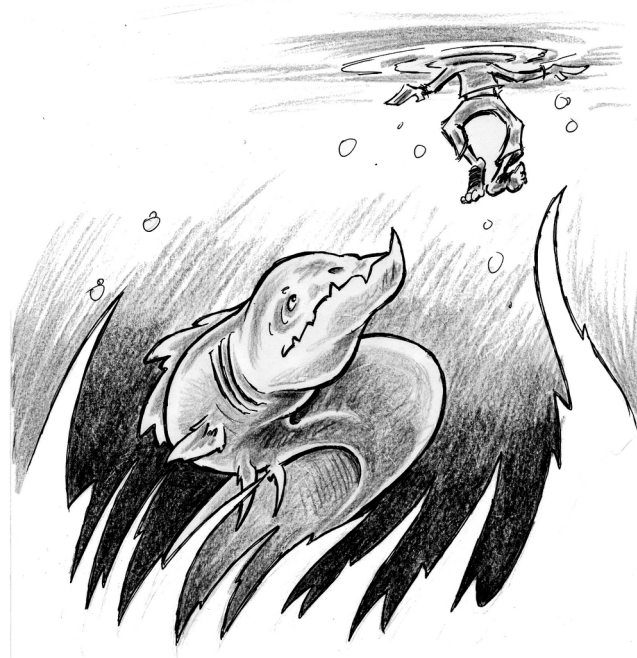
There are several possible ways to cure a character or creature infested with ear worms. First, and easiest, is to **cure disease**, which will instantly kill all larvae infesting a creature. Drinking a poison potion is another method; whoever drinks the poison must, of course, save vs. Poison or die, but so must the larvae. Area-effect spells (such as **fireball**) do full damage to the victim but only half damage to the larvae; consider the entire group of larvae as a unit, where each point of damage kills one of them, and any remaining thereafter continue to damage the victim. The referee may choose to allow other methods of killing the larvae; players are counseled to be creative.

### Eel, Common, Electric, Weed, & Giant

	Common	Electric	Weed	Giant
Armor Class:	11	11	13	12
Hit Dice:	1	2*	1	2, 4, or 6 (*)
No. of Attacks:	1 bite	1 bite or special	1 bite	1 bite
Damage:	1d6	1d4 or special	1d2 + poison	1d8, 1d10, or 1d12
Movement:	Swim 60'	Swim 60'	Swim 60'	Swim 60'
No. Appearing:	Wild 1d6	Wild 1d4	Wild 6d10	Wild 1d6
Save As:	Fighter: 1	Fighter: 2	Fighter: 1	Fighter: 2, 4, or 6
Morale:	8	8	8	8
Treasure Type:	None	None	P, Q, R	None
XP:	25	100	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.



Electric Eels are not true eels in the strictest sense, but rather members of the knifefish family, though this is purely technical distinction. Adults are about 6 feet in length and weigh about 450 pounds each. They are found in fresh water in warm climates. Once per turn an electric eel can create a burst of electricity which expands like a **fireball** in the water, causing damage based on the distance between the eel and each victim. Those within 5 feet suffer 3d8 points of damage; those within 10 feet, 2d8 points of damage; within 15 feet, 1d8 points of damage. A successful saving throw vs. Death Ray reduces damage by half, but those failing the saving throw are also stunned (unable to move) for 2d4 rounds. Creatures beyond 15 feet may feel the electricity but will not be damaged by it. Electric eels are not themselves affected by electrical attacks.

Weed Eels are a specific variety of venomous eels which have excellent natural camouflage; indeed, a group of weed eels looks very much like a bunch of seaweed due to their "shaggy" scales and coloration. An individual weed eel is around 5 feet long and weighs about 300 pounds. Weed eels surprise on 1-5 on 1d6 due to their camouflage, and will lie in wait for potential victims to move close enough to attack. The bite of a weed eel will kill any living creature that fails a save vs. Poison. Colonies of weed eels live in chaotic networks of tunnels with multiple "holes" or entrances arranged in clusters, and by extending themselves from these holes

they complete the illusion of being just a patch of weeds.

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-foot radius. The shock causes 1d4 points of damage for each hit die of the giant eel; a save vs. Dragon Breath is allowed for half damage. During a round when a giant electric eel uses its shock, it is immune to electrical attacks. On other rounds it has a +2 bonus on saves against electrical attacks.

### Elchman

Armor Class:	16 (14)
Hit Dice:	9 (+8)
No. of Attacks:	1 gore or 1 weapon
Damage:	2d6 gore, by weapon +3
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 9
Morale:	9
Treasure Type:	B
XP:	1,075

An Elchman resembles a bull-headed minotaur, only substantially larger and having the massive head and antlers of a northern moose. Each elchman stands greater than 15 feet tall. Luckily they are largely solitary wanderers of northern marsh or lake-riddled lands. An elchman can be quite aggressive if one comes too near, but are otherwise fairly docile when left alone.

An elchman usually attacks with its massive antler rack, but may also use a weapon with a +3 damage bonus due to its great strength. An elchman sheds its antlers each year, so there are periods when its antlers are too small to attack with. While each is completely furred, an elchman will wear additional hides or furs from creatures such as bears or wolves, but never from herbivores. An elchman is essentially immune to cold environmental effects and even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, it receives a +4 bonus.





### 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, 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 **Basic Fantasy RPG 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. 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 their world.

### Elemental, Blood

	Staff	Device	Spell
Armor Class:	18 (m)	20 (m)	22 (m)
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	– 2 fists –		
Damage	1d6 fist	1d8 fist	1d8 fist
Movement:	– 30' (10') –		
No. Appearing:	– special –		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	– 10 –		
Treasure Type:	– None –		
XP:	945	1,945	3,385

A blood elemental is vaguely humanoid in shape, looking as if its body was made out of a giant blood clot. A strong smell of iron, like blood sausage or raw liver, emanates from it. Its body is entirely made out of blood, stands about 8 feet tall, and weighs around 500 pounds.

A blood elemental can engulf the freshly-killed body of a (formerly) living creature and heal; for each hit die the creature possessed when it was alive, the blood elemental will heal 2 hit points. This action takes a full round for the blood elemental to complete. For example, a blood elemental that engulfs the body of what once was a 10 HD creature will heal up to 20 hit points by the beginning of the next round. Moreover, so long as the elemental is in contact with a source of blood it will steadily heal 1 hit point per turn, doing so as long as the elemental can draw from the source.

### Elemental, Cold

	Staff	Device	Spell
Armor Class:	18 (m)	20 (m)	22 (m)
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	– 1 punch or stomp + special –		
Damage:	1d12	2d8	3d6
Movement:	– 40' –		
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 (m)	20 (m)	22 (m)
Hit Dice:	8*	12* (+10)	16* (+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 (m)	20 (m)	22 (m)
Hit Dice:	8*	12* (+10)	16* (+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 (m)	20 (m)	22 (m)
Hit Dice:	8*	12* (+10)	16* (+12)
No. of Attacks:	– 1 punch or stomp –		
Damage:	1d12	2d8	3d6
Movement:	– 40' –		
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 (+9)
No. of Attacks:	1 tusk or trample
Damage:	1d10 tusk, 4d10 trample
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 elephant; 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.

**Elf, Brugh**

Armor Class:	12 (17 armored)
Hit Dice:	1*
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	40'
No. Appearing:	1d6, Wild 2d6, Lair 5d10
Save As:	Magic-User: 1 (with Elf bonuses)
Morale:	9
Treasure Type:	S each; G in lair
XP:	37

The Brugh Elf is an elf subspecies that dwells in underground complexes beneath earth mounds known as "Brughs".

A brugh elf has a slight build and is about the same height as the average Human. One usually has thick hair, which can be any color. Though a brugh elf shares the pointed ears so commonly associated with elfkind, its riotous hair often obscures this feature.

A brugh elf is generally capricious, quick-tempered, and indolent. Each can also be extremely vengeful for perceived slights, real or imagined.

In folklore, the brugh elf is known as a type of "fairy", which can lead to confusion with other beings of the same name.

Brugh elves are powerful magicians, with innate magical abilities similar to those of a brownie. Each brugh elf can **detect magic** at-will, become invisible at-will, and once per day can cast **confusion** as a 7th-level Magic-user. Unlike a brownie, however, a brugh elf cannot attack or cast spells while invisible. A person peering through a stone with a naturally-bored hole in it can see an invisible brugh elf as though by a **detect invisible** spell.

A brugh elf Magic-user can be a particularly formidable foe, casting spells as though they are one level higher than other Magic-users at that class level.

The brugh elf has unique strengths and vulnerabilities related to its fairy nature and ancient curses visited upon their wicked race:

- Increased (+1) damage from metal weapons.
- Reduced (-1) damage from stone or wood weapons.
- Inability to enter any dwelling with a crafted metal object (e.g., horseshoe) placed over its doorway.

- An inscrutable mind makes brugh elves immune to **charm** or **sleep** spells, or any form of mind control.

The average brugh elf wields a stone-tipped spear or shortbow. One is rarely armored, but when a brugh elf does wield armor it is fashioned from tough hides of exotic subterranean monsters such as the purple worm.

Brugh elves have a completely alien mindset and inherent magical abilities, so it's not recommended that the GM allow them as a playable race.

**Elf Bugs, Queen**

Armor Class:	15
Hit Dice:	7*
No. of Attacks:	1 weapon or magic missile
Damage:	1d6 or by weapon or magic missile
Movement:	Fly 60'
No. Appearing:	Wild 1, Lair 1
Save As:	Magic-User: 7
Morale:	10
Treasure Type:	E or F
XP:	735

Elf Bug Queens are the leaders of the hives of these communal fey. The queen appears as a normal-sized woman, naked but with a completely smooth skin of pale green to pale violet, displaying no obvious sexual organs and elf-like pointed ears. The queen has moth's wings among other moth-like features like antennae and faceted eyes.

Elf bug colonies are only encountered in forests (treasure type E) or in their mystical grotto hives (treasure type F).

Elf bug queens have the ability to fire energy bolts every other round; these energy bolts are exactly the same as the **magic missile** spell, as if it was cast by a 7th-level Magic-user. They also collect small weapons like shortwords, hand-axes, or other small hand weapons to defend themselves.

**Elf Bugs, Swarm**

Armor Class:	17
Hit Dice:	3
No. of Attacks:	1 thorn or bite
Damage:	3d4 thorn or 1d8 bite
Movement:	Fly 60'
No. Appearing:	1 swarm, Wild 1d3 swarms, Lair 1d3 swarms
Save As:	Thief: 3
Morale:	8
Treasure Type:	None, E, or F
XP:	145

Elf Bugs are strange fey humanoids. They appear to be tiny naked humans, standing about 10 inches tall, with no obvious sexual organs, pointy elfen ears, and insect wings, antennae, and faceted eyes. Their skin color varies from pale green to pale violet, and their hair can be any color. Elf bug faces appear entirely human, however when they attack as a swarm their mouths open to reveal sharp, insectoid mandibles that they bite with.

Elf bug swarms only attack as groups; each hit point of the swarm represents one individual elf bug. Elf bugs are a hive-mind and coordinate without talking or any other visible way of communication. Unlike insect swarms, elf bugs can make saving throws due to their innate ability to communicate with each other.

Elf bugs usually have a stinger from an insect, a thorn, or splinter they wield like a sword, though individually these weapons aren't big enough to do any damage. An entire swarm attacking with their weapons will do a combined 3d4 points of damage, though there is a 50% chance a successful attack will disarm the swarm (their weapons will have become lost, broken, or stuck in their victims).

Disarmed elf bugs will attack with their fierce mandibles, the entire swarms attack causing a combined 1d8 points of damage.

Unlike insect swarms, elf bug swarms are not immune to normal weapons.

When encountered in a dungeon or underground, elf bugs will have no treasure; if encountered in their natural forest environment use treasure type E. Encountered in their forest grotto hive lair, they will have treasure type F.

**Encephallos Titanum**

Armor Class:	16
Hit Dice:	9 (+8)
No. of Attacks:	1 spore spray
Damage:	Special
Movement:	0'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	10
Treasure Type:	A
XP:	1,075

The Encephallos Titanum, also called the Infectious Mind, is a cadaver plant that blooms once every hundred years. In the early stages of its cycle, it is a large yearly plant that grows on a stalk measuring six to nine feet with an umbrella of dark leaves at the top. Each year the plant grows and accumulates energy which is stored in its massive corm, which typically weighs between 2-300 pounds.

Whenever it has stored enough energy, instead of a stalk, it produces a five-foot tall blood-red flower which smells like a rotting corpse. A trumpet-like appendage grows in the middle of the flower. The fragrance of the infectious mind attracts carrion eaters such as ants, beetles, and other animals. Whenever a large prey comes in contact with the flower, the appendage shoots a cloud of spores at it, point blank. A save vs. Dragon Breath must be made to avoid the spores, otherwise the victim suffers hallucinations for 1d4 turns, falls comatose thereafter, and rises as an infected under the control of the infectious mind after 1d6+8 hours.

The infectious mind has no intellect or ego of its own, but it is able to form a collective identity through its infected spawns. The telepathic link between the infected and the encephallos titanum can span up to twenty miles.

The hit points given are for the plants and flower, but their destruction will not kill the corm, which must be unearthed and burned.

Once it has bloomed, the infectious mind also produces 1d4 new tubers which it will want its infected spawns to bury under piles of corpses at the extremities of its telepathic range. These will become active in the next century.

## Entelodont

Armor Class:	16
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	2d6
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	10
Treasure Type:	None
XP:	500

An Entelodont is an omnivorous creature and distant relative of a modern hippo and boar. It stands two meters tall, is aggressive, and built like a tank, with an upturned jaw used to attack the underbelly of its prey. But it has a brain no bigger than an orange.

## Ettercap

Armor Class:	14
Hit Dice:	6+1
No. of Attacks:	2 claws, 1 bite + poison
Damage:	1d3 claw, 1d8 bite + 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 averages 6 feet tall and 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 AC11 + 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 break free from 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.

## Eurypterids

Known to some as sea scorpions, Eurypterids are amphibious arthropods related to arachnids. Primeval and voracious, these predators range in size from relatively harmless, the size of a small dog, up to large ones the size of a cow. Regardless of their size, all share one thing in common: an aggressive attitude. Eurypterids lash out at anything that might be food, happily secure in their flat, stout carapace. Although quite at home in the shallow sea (or fresh-water lake), most eurypterids are capable of scuttling around on land and can exist out of water indefinitely.

There is a small amount of evidence that some species of eurypterids are poisonous, but all of these are of the small variety. Those stung by a poisonous eurypterid must save vs. Poison at +2 or die.

**Eurypterid, Buffalopterus**

Armor Class:	14
Hit Dice:	1
No. of Attacks:	2 claws
Damage:	1d4
Movement:	20' Swim 30'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	25

Buffalopterus strikes fear into the hearts of those who behold it. Its body resembles a terrifying fusion of arachnid and aquatic predator, covered in a thick, chitinous exoskeleton that gleams with a dark, oily sheen. Its body is about a foot in diameter with eight spindly legs, a bulbous tail, and two powerful pincer-like claws extending from the front of its body.

Buffalopterus inhabits shallow coastal regions, where it lays in wait among tangled seaweed and rocky outcrops, ready to ambush unsuspecting prey that ventures too close.

**Eurypterid, Jaekelopterus**

Armor Class:	18
Hit Dice:	4
No. of Attacks:	2 claws
Damage:	1d8
Movement:	10' Swim 50'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	240

Jaekelopterus is a terrifying creature, the largest known eurypterid. Its massive form strikes awe and fear into the hearts of those who unfortunate enough to encounter it.

With a body that stretches over 7 to 8.5 feet in length, jaekelopterus dominates the underwater world with its sheer size and power. Its segmented exoskeleton is a dark, mottled hue, providing camouflage in the murky depths it calls home. Eight long and powerful legs propel it through the water with surprising speed and agility for a creature of its size.

But it is jaekelopterus's chelicerae that truly inspire dread. Each claw measures up to 1.5 feet in length, and are capable of delivering a devastating blow to prey or

foes alike. These formidable appendages are adorned with sharp, serrated edges, perfect for tearing through flesh and armor with ease.

Jaekelopterus prowls the shallow coastal regions and estuaries, where the waters are rich with prey and competition for resources fierce.

**Eurypterid, Megalograptus**

Armor Class:	11
Hit Dice:	1*
No. of Attacks:	2 claws or 1 sting
Damage:	1d6 claw, or 1d8 sting + poison
Movement:	20' Swim 30'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	37

Megalograptus strikes a menacing figure, ranging from 1 foot 7 inches to 2 feet 7 inches in length, making it a fearsome predator. Its segmented exoskeleton, dark and mottled, provides both protection and camouflage in the murky depths it calls home. Eight powerful legs propel it through the water with surprising agility, while its chelicerae, each measuring several inches in length, are adorned with sharp, serrated edges perfect for tearing through flesh and armor alike.

But perhaps the most terrifying aspect of megalograptus is its tail, tipped with a poisonous stinger capable of delivering a deadly dose of venom to anything unfortunate enough to cross its path. This venom paralyzes prey, unless a successful save vs. Poison is made, allowing the megalograptus a chance to feed on the subdued victim.

It prefers shallow coastal regions and estuaries, where the waters are rich with prey and competition for resources fierce.

**Eurypterid, Pentecopterus**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	2 claws
Damage:	1d6
Movement:	20' Swim 40'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	75

Pentecopterus is a fearsome sight to behold in the seas it prowls. The largest specimens can reach an impressive length of 5 feet 7 inches. Its segmented exoskeleton is dark and imposing, providing both protection and camouflage in the murky waters it calls home. Eight powerful legs, each tipped with sharp claws, propel it through the water with surprising speed and agility. Along its body, Pentecopterus bears a single pair of spines on the third segment of its body, a distinctive feature that sets it apart from its kin. Its chelicerae are short with a serrated edge, perfect for grasping and rending prey.

Pentecopterus inhabits shallow coastal regions and estuaries, lurking in the cloudy disturbed water.

**Eye, Floating**

Armor Class:	11
Hit Dice:	½* (1d4 hit points)
No. of Attacks:	Special, see below
Damage:	None
Movement:	Swim 90'
No. Appearing:	1d12
Save As:	Normal Man
Morale:	7
Treasure Type:	None
XP:	13

Floating eyes are strange fish that live in a symbiotic relationship with other predatory sea creatures. They have transparent bodies, showing their bones, teeth, and internal organs plainly; most prominent is the creature's single 3-inch-diameter eye, which comprises over 90 percent of the creature's body mass.

Any living creature meeting the gaze of a floating eye must roll a saving throw vs. Paralyze or become dazed and immobile. The fish must maintain eye contact to control the victim, who will recover in just 1d4 rounds after eye contact is lost. While the victim is immobilized, whatever predatory fish are partnered with the floating

eye will move in and attack, and after all victims are slain or have fled the floating eye is free to eat the leftovers of any kills.

**Fairy Dragon**

Armor Class:	15
Hit Dice:	3*
No. of Attacks:	1 bite or breath or spell
Damage:	1d2 bite or special
Movement:	30' Fly 120'
No. Appearing:	1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	175

Fairy Dragons are dragonets with butterfly-like wings; their body color can vary through all of the colors of the common dragons. They are intelligent, speak their own language as well as the languages of the smaller fey creatures such as sprites and pixies, and can communicate with one another telepathically with a maximum range of 2 miles. They prefer peaceful forests but are as curious as cats and as unpredictable as pixies, and thus might be found anywhere.

Fairy dragons can become invisible at will, and remain invisible even while attacking. While they can inflict a painful bite, their preferred attack is their breath weapon, an invisible cloud of gas 2 feet in diameter that causes any living creature in the area of effect to become euphoric unless a save vs. Dragon Breath is made. Euphoria lasts 1d4 turns, and while affected the creature wanders around aimlessly in a daze, unable to attack, cast spells, and suffering a -2 penalty to its armor class.

Besides these abilities, all fairy dragons cast spells; 60% of them are equivalent to 5th-level Magic-users, while the remaining 40% have the powers of 6th-level Clerics.

Fairy dragons prefer not to fight, and usually try not to cause harm to any creature. If attacked, however, they will fight to the best of their ability, calling in allies such as sprites or pixies if any live nearby.

**Fairy**

Fairies are sentient manifestations of a natural environment, such as a forest or a mountain. They appear in a form familiar to the viewer, coupled with attributes of their environment. They prefer taking on forms that are gentle and graceful, with female elves being a particular favorite.



A fairy will respond harshly to anyone who disparages its environment and will be pleased if it is protected, but beyond that they care little about the actions of mortals, appearing apathetic in anything they do.

### Fairy, Forest

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	4 claws + poison
Damage:	1d8 claw + poison
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	6
Treasure Type:	None
XP:	1,390

A Forest Fairy is a manifestation of the consciousness of the forest, appearing with leaves, thorns, and a leaf-green and wood-brown motif as its attributes.

It attacks by slashing with its claws, which have the effect of a powerful hallucinogen, making every tree or humanoid creature (including party members) appear as the fairy itself.

### Fairy, Frost

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	4 icy shards + slow
Damage:	1d8 icy shard + slow
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	6
Treasure Type:	None
XP:	1,390

A Frost Fairy is a manifestation of the consciousness of a frozen tundra, appearing with translucent crystalline shards, a halo of snow, and a blue-white motif as its attributes.



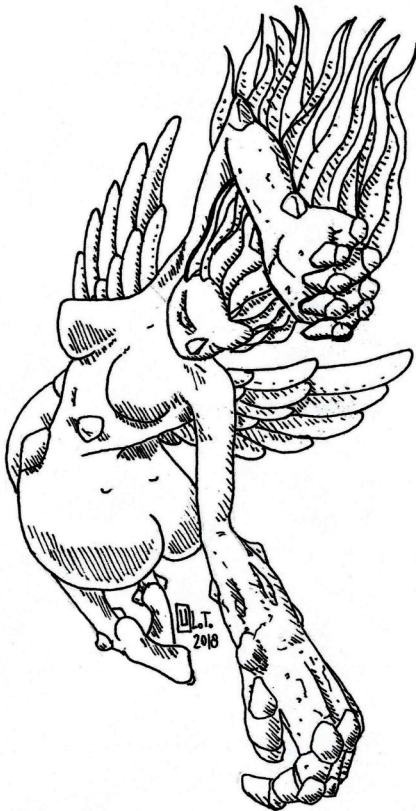
It attacks by throwing shards of ice. The extreme cold of the shards reduces movements similar to a **slow** spell.



### Fairy, Mountain

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	4 bludgeon
Damage:	1d10 bludgeon
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	6
Treasure Type:	None
XP:	1,390

A Mountain Fairy is a manifestation of the conscious of a mountain, appearing with stony skin, craggy outcroppings, and a slate gray motif as its attributes.

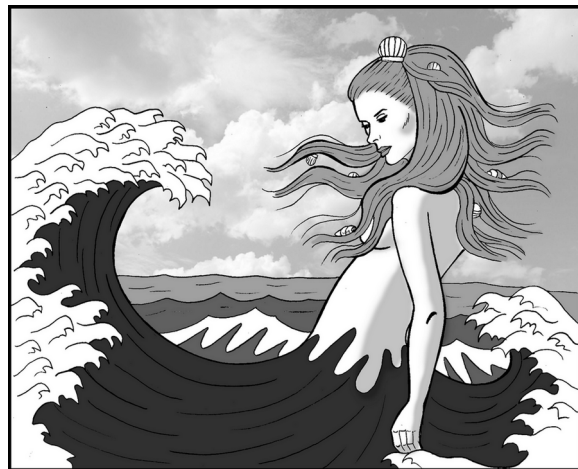


A mountain fairy attacks using its large fists to pummel its foes into submission. Its stony skin gives it great protection, functioning as Hardness 8 (reducing all incoming damage by 8).

### Fairy, Ocean

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	4 water jets or 1 flood
Damage:	1d8 water jet, 4d6 flood
Movement:	30' swim 60'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	6
Treasure Type:	None
XP:	1,390

An Ocean Fairy is a manifestation of the consciousness of an ocean, appearing with vibrantly-colored shells, foaming waves hinted at by mirages, and an aquamarine motif as its attributes.



An ocean fairy can produce massive amounts of water, an ability it uses to flood ships and drown its foes. Furthermore, it can use this ability to shoot high-pressure jets of water at its foes.

### Fairy, Volcano

Armor Class:	18 (m)
Hit Dice:	10* (+9)
No. of Attacks:	4 bludgeon or 1 eruption
Damage:	1d8 bludgeon, 4d6 eruption
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	6
Treasure Type:	None
XP:	1,390

A Volcano Fairy is a manifestation of the consciousness of a volcano, appearing with a flaming head, glowing

rivulets of phantasmal lava running down its skin, and a lava-red and basalt-black motif as its attributes.



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A volcano fairy is able to erupt a stream of lava at its foes; this stream is 5 feet wide and 40 feet long. It will also set fire to anything flammable. The volcano fairy can only erupt every other round.

### Faun (and Ibis)

Armor Class:	15 (11)
Hit Dice:	1
No. of Attacks:	1 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 among themselves. They also know the



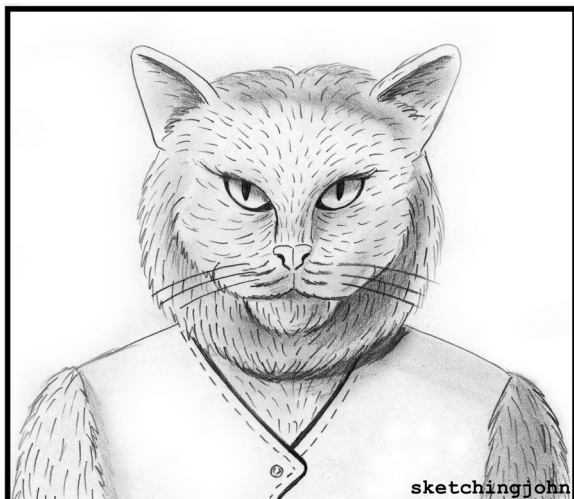
language of halflings, their most common neighbors, and many also know the secret languages of fey races such as pixies or dryads. Most adventuring fauns who travel outside their small shires know Common.

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

### Felisian

Armor Class:	16
Hit Dice:	3
No. of Attacks:	2 claw, 1 bite or 1 weapon
Damage:	1d4 claw, 1d4 bite, or by weapon
Movement:	50'
No. Appearing:	1d6, Wild 1d6, Lair 3d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	J
XP:	145

Felisians are humanoid cat-people. They are slightly shorter than an average human and are more slender. Their coloration can be that of any wild or domesticated cat. They are intelligent, lithe, and cunning. They wear leather clothing and armor which does not interfere with their movement.



Felisians live in villages and sometimes trade with other races. Their culture is not monolithic. Some tribes are quite open to outsiders, while others see them as prey. Some tribes work as mercenaries, relishing the thrill of the hunt.

In combat, felisians surprise on a roll of 1-4 on 1d6. Though they will use weapons such as bows and short swords, they prefer to deliver the killing blow with their own claws.

### Fish, Crusher

	Fry	Juvenile	Adult
Armor Class:	11	12	13
Hit Dice:	1 to 2	3 to 6	7 to 8
No. of Attacks:	– 1 bite plus spines (special) –		
Damage:	1d8 bite plus poison	2d6 bite plus poison	3d6 bite plus poison
Movement:	Swim 60'	Swim 40'	Swim 40'
No. Appearing:	– 2d4 –		
Save As:	Fighter: 1 to 2 (same as Hit Dice)	Fighter: 3 to 6 (same as Hit Dice)	Fighter: 7 to 8 (same as Hit Dice)
Morale:	– 7 –		
Treasure Type:	– None –		
XP:	1 HD: 25; 2 HD: 75	3 HD: 145; 4 HD: 240; 5 HD: 360; 6 HD: 500	7 HD: 670; 8 HD: 875

Crushers inhabit coral reefs upon which they "graze," as their jaws and teeth are powerful enough to crush coral. They are able to digest the organic matter within the outer layers of a coral reef, and then excrete the indigestible parts. While they are not properly predators nor are they particularly aggressive, crushers will attack in self defense if challenged or surprised.

Crushers are shaped more or less like thick, muscular eels, but each has a double row of sharp spines protruding up and slightly backward along its back. An individual might have 4, 6, or 8 such spines as indicated by its size (though this has little if any effect in combat). Each spine injects venom when it penetrates a victim; any such victim must save vs. Poison or die. These spines are not used offensively, but rather will "hit" any melee opponent who attacks from above, beside, or behind the monster. Only those directly in front of a crusher, or attacking it from below, will be unaffected by these spines.

According to some legends, crushers have a particular fondness for creatures who have been turned to stone (such as by a medusa or basilisk, or by the spell **flesh to stone**) such that they will gorge themselves on such fare if it becomes available, devouring a man-sized or smaller character or creature in about 8 hours, divided by the number of crushers consuming it.

### Fish, Giant Gar

Armor Class:	17
Hit Dice:	8
No. of Attacks:	1 bite
Damage:	5d4
Movement:	Swim 120'
No. Appearing:	1d6
Save As:	Fighter: 8
Morale:	7
Treasure Type:	None
XP:	875

Giant Gar are voracious freshwater predators, found in deep water such as large lakes and major rivers. They can swallow prey of medium size or smaller whole with a natural 20 on the attack die, and creatures who are swallowed suffer an additional 2d4 points of damage automatically each round from acid (most will die of this long before suffocation becomes an issue). Only the smallest weapons (such as daggers, for example) can be used by a swallowed creature, but on the other hand a giant gar has an armor class of just 11 on the inside. Damage at least equal to one quarter of the giant gar's full hit points must be inflicted in order for a victim to cut its way out.

If a giant gar which has swallowed a victim is attacked by other creatures, there is a chance equal to 1-2 on 1d10 that successful attacks against the fish will cause equal damage to any such victim.

**Fish, Giant Pike**

Armor Class:	15
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	4d4
Movement:	Swim 90'
No. Appearing:	1d8
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

Giant Pike are large freshwater predators. They are found only in relatively still waters (lakes, rather than rivers). They have excellent vision and are quite fast, making them feared predators.

These fish are often tamed by nixies.

**Fish, Giant Prehistoric (Dinichthys)**

Armor Class:	13
Hit Dice:	10 (+9)
No. of Attacks:	1 bite
Damage:	2d10
Movement:	Swim 90'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	7
Treasure Type:	None
XP:	1,300

These giant prehistoric fish are capable of swallowing prey of medium size or smaller whole with a natural 20 on the attack die, and creatures who are swallowed suffer an additional 2d4 points of damage automatically each round from acid (most will die of this long before suffocation becomes an issue). Only the smallest weapons (such as daggers, for example) can be used by a swallowed creature, but on the other hand a dinichthys has an armor class of just 11 on the inside.

**Flashbag**

Armor Class:	11
Hit Dice:	1 hp
No. of Attacks:	1 explosion
Damage:	blindness
Movement:	20'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

A Flashbag is a softly-glowing orb that resembles a light inside a translucent membrane. They are non-intelligent, occur in packs, and float gently if aimlessly around a given area.



Flashbags are incredibly delicate, and can be destroyed with as little as a touch. Doing so will cause a noiseless explosion with a 15-foot radius that causes no damage, but emits a brief, blinding light. Any creature that beholds the explosion must save vs. Death Ray or be blinded for 2d4 turns. Given that they occur in groups, such an explosion is likely to cause a chain reaction, detonating any other flashbags in range, each requiring its own separate blindness save. Casting **darkness** on a flashbag (or its surrounding area) will inhibit the blinding effect of its explosion.

## Flederkatze

Armor Class:	19 (s) (see below)
Hit Dice:	2**
No. of Attacks:	2 claws, 1 bite + poison
Damage:	1d2 claw, 1d3 bite + 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 its 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 Magic-user

(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. It saves against magic (including wands) with a +4 bonus.

## Floran

Armor Class:	14
Hit Dice:	1
No. of Attacks:	1 claws or 1 weapon
Damage:	1d4 or by weapon
Movement:	40'
No. Appearing:	2d4, Wild 2d4, Lair 10d6
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	25

Florans are humanoids with stunted features and bodies comprised of plant mass. They dwell in untamed wilderness areas.

Florans avoid outsiders, but will fight to defend their territory. In combat they favor hit-and-run tactics, using stone spears, axes and occasionally primitive traps. When hiding amid dense foliage they can only be detected rolling a 1 in 1d6 (1-2 for elf characters).

The average floran stands 5 feet tall, but their leaders can be up to twice that size. A group of 20 florans will be led by a 3 HD chief; a group of 50 florans will be led by a 6 HD elder. Floran lairs typically host one or more plant monster allies (favorites being the shambler or guard fern).

According to legend, there are ways for florans to ritually transform a human into a floran. (The mechanism for how this might work is left to the GM.)

Though they have no treasure, florans are reportedly delicious when sauteed or boiled in a stew.

**Flying Man-of-War**

Armor Class:	11
Hit Dice:	2
No. of Attacks:	Poison (if successful digest of victim)
Damage:	1 HP (save vs. Paralysis) touch, if touch successful 1d6/round digestive acid
Movement:	Fly 40'
No. Appearing:	3d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	V
XP:	75

A Flying Man-Of-War 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 100 lbs) 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 feet radius around it and remain poisonous.

**Fool's Idol**

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	2 claws or 1 spray of coins
Damage:	2d4 claw, 1d12 spray of coins
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	10
Treasure Type:	E
XP:	100

A Fool's Idol appears as a golden, grotesque humanoid statue, roughly 2 to 4 feet in height. They appear to be constructs of some kind, or perhaps relatives of the gargoyle; though golden in appearance, they are actually made of fool's gold (iron pyrite). Though small, a fool's idol is very strong, and has a pair of vicious claws with which it attacks. A fool's idol may, alternately, choose to grab and throw a shower of gold pieces (common in their "natural" habitat) at foes up to

40 feet away, doing significant damage due to their great strength.

A fool's idol can be found in large concentrations of gold; for example, a large treasure hoard. They are often kept in the hoards of dragons or other powerful monsters as guardians for the treasure.

**Frog, Giant Killer**

Armor Class:	12
Hit Dice:	2
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 1d4 bite
Movement:	30' Leap 30' Swim 60'
No. Appearing:	3d6
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	75

Giant Killer Frogs are not as big as the more normal sort, but are more vicious. They are only about 1 to 1.5 feet in length, and are not able to use their tongues to ensnare prey; rather, they use their sharp talons and teeth. Due to their camouflage markings they surprise on 1-3 on 1d6. An entire group of these nasty amphibians will attack en-masse, seeking to overwhelm their victims with sheer numbers.

**Frog, Giant Poisonous**

Armor Class:	12
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1 point plus poison bite
Movement:	30' Leap 30' Swim 60'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

Giant Poisonous Frogs are very similar in appearance to the more normal sort, save for their bright coloration; though it varies by species, they may be marked in splotches or stripes of red, yellow, or blue, sometimes combined with black or white. They are the smallest sort of giant frog, being around a foot or so in length.

They lack both the tongue attack of the more common giant frogs as well as the vicious talons of the killer variety. Instead, their skin secretes a toxin that is deadly on contact unless a saving throw vs. Poison is made; this saving throw is made at a bonus of +4, but if the

roll succeeds, the victim must then save vs. Paralysis at normal odds or be paralyzed for 2d4 turns.

### Frost Worm

Armor Class:	18
Hit Dice:	16** (+12)
No. of Attacks:	1 bite + cold or breath or death explosion
Damage:	2d8 bite, 1d8 cold, 15d6 breath, 20d6 death explosion
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 16
Morale:	10
Treasure Type:	None
XP:	3,520

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 points of 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.



### Fungi, Octopus

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 tentacle or 1 tentacle + bite (at +4)
Damage:	1d6 tentacle, 1d10 bite
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 wailing morels (shriekers). If anyone tries to pass an octopus fungi, it will "unfurl" into a single long tentacle and try to wrap around the victim and drag them 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.



### Fungi, Violet

	Small	Medium	Large	Huge
Armor Class:	12	13	13	14
Hit Dice:	1*	2*	3*	4*
No. of Attacks:	– 1 to 4 (see below) –			
Damage:	– Special –			
Movement:	10'	10'	10'	None
No. Appearing:	1d6	1d4	1d4	1
Save as:	Fighter: 1	Fighter: 2	Fighter: 3	Fighter: 4
Morale:	– 12 –			
Treasure Type:	– None –			
XP:	37	100	175	280

Violet fungi are very large purple mushrooms which rather strongly resemble wailing morels (shriekers), with which they are 70% likely to be found. They are about 3 feet tall plus 1 foot per hit die.

A violet fungus has 1d4 branches or "arms" which are normally folded against the creature's stalk and 80% unnoticeable; these arms are 1 foot long for each hit die of the fungus, and whenever any creature comes within this range (as determined by the GM), they begin to flail around wildly. Any living creature (other than fungi) which is touched by one of these arms must save vs. Poison or be dissolved in 1 round; a **cure disease** spell applied before the end of the round following the attack will also save a victim.

### Fyrenewt

Armor Class:	16 (12) (m)
Hit Dice:	2+2*
No. of Attacks:	1 weapon or 1 breath
Damage:	By weapon or 2d4 breath
Movement:	30'
No. Appearing:	Wild 3d8, Lair 10d10
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, S, U individually; B in lair
XP:	100

Usually found in arid regions of volcanic activity, a Fyrenewt is perhaps distantly related to wugs or lizard men. A fyrenewt has the general appearance of a man-sized humanoid amphibian of the salamander sort. Rather than slick or slimy, a fyrenewt's skin is rather rough and sandy in texture and has hues of crimson-tinted browns. Fyrenewts speak their own language.

The typical fyrenewt warrior wears chainmail armor and wields a metal weapon such as a sword or metal-shafted lance. In addition to a weapon attack, the fyrenewt can breathe forth a spray (cone-shaped) of fluid that instantly ignites upon contact with air. This breath weapon is usable no more than once every ten rounds, and causes 2d4 points of damage (or half if a save vs. Dragon Breath succeeds) to any creatures within 10 feet in front of the fyrenewt.

A fyrenewt is immune to non-magical fire attacks, and even against magical fire it takes only half damage, and saves are made at +4. Conversely, cold-based attacks against a fyrenewt causes double damage and the fyrenewt has an additional -2 penalty on any appropriate saves.

Fyrenewts have stronger leaders that wear plate mail (AC 18) and have 4+4 hit dice (280 XP). This leader's breath weapon causes 4d4 points of damage (1d4 per HD). There may be even stronger chieftains or kings. About 1d4 fyrenewts may also be a priest with Clerical levels equivalent to one's HD. They prefer spells involving heat, flame, or fire. If the GM utilizes the optional Druid supplement, then the fyrenewt may choose fire-oriented spells from the Druid spell list. Even traditional spells are often cast in such a way as to include fire, smoke, heat or the like in ways that are cosmetic only. For instance, a **protection from evil** spell might appear to line the fyrenewt in a flame-like aura.



## Gas Spore

Armor Class:	11
Hit Dice:	½* (1d4 hit points)
No. of Attacks:	1 touch or special
Damage:	See below
Movement:	Fly 10'
No. Appearing:	1d4
Save As:	Normal Man
Morale:	12
Treasure:	None
XP:	13

Gas Spores are strange, non-intelligent fungal creatures that strongly resemble some form of oculus (as described on page 195), especially in poorly-lit areas; unless examined closely (within 10 inches) characters are 90% likely to mistake the gas spore for one of the various forms of flying eye monster.

Killing a gas spore will cause it to explode, inflicting 6d6 points of damage on all within a 20-foot radius; a successful save vs. Wands reduces damage by half.

If a gas spore hits (simply by touching a living creature with a successful attack roll), it injects spores into the victim. At this point the monster dies, deflating harmlessly; the victim will then die in 2d12 hours, and their body will sprout 2d4 new gas spores immediately thereafter.

## Gaze Guard

Armor Class:	20 (m)
Hit Dice:	5*
No. of Attacks:	1 ray
Damage:	special
Movement:	0
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	555

Gaze Guards are constructed, non-sentient security systems often created by powerful Magic-users to protect their domain. They usually take the form of a stationary eye carved into a wall to guard a room or hallway. Gaze guards are ever vigilant, making them impossible to surprise, and have Darkvision out to 60 feet. While immobile, the gaze guard's purpose is usually not to kill the interlopers but rather to intercept or repel travelers.

The effect of individual gaze guards differs between creations, but it is almost always a form of ray attack. The GM may roll to determine which ray the gaze guard can use.

## Gaze Guard Rays

1-2	<b>Charm:</b> The target is affected by a charm monster spell, as cast by a 12th-level Magic-user.
3-4	<b>Hold:</b> The target is affected by a hold monster spell, as cast by a 12th-level Magic-user.
5-6	<b>Petrify:</b> The target is affected by a flesh to stone spell, as cast by a 12th-level Magic-user.
7-8	<b>Feeblemind:</b> The target is affected by a feeblemind spell, as cast by a 12th-level Magic-user.
9-10	<b>Confusion:</b> The target is affected by a confusion spell, as cast by a 12th-level Magic-user.

## Geminate Serpent

Geminate Serpents are very long, serpent-like fey with a head at either end of their snake-like bodies. Their heads are very dragon-like, and geminate serpents can easily be mistaken for dragons if the entire creature is not seen. They earn their name for the gem-like quality of their scales. Being fey creatures they are very long-lived, growing through the entirety of their very long lives; like dragons, they have their development categorized with age classes ranging from 1 to 7.

To geminate serpents, breeding is the ultimate goal of their lives. Each lair will always include an immature geminate serpent. The adult female of this species cares for its young until they reach the second or third age class. During this time both parents will take turns hunting for food (when numbers encountered are rolled, they will be in order, Female, offspring, Male, and further offspring). If there is only a female parent present, the immature serpent will accompany their mother on her hunts. A geminate serpent will have a morale of 12 when defending its offspring, and will never leave their side, even if doing so risks its own death.

Using its long serpentine body to constrict its prey is its favorite attack; geminate serpents can carry or constrict one creature of humanoid size or less per 20 feet of its body's length. The constriction attacks of these serpents do subduing damage. When their prey falls unconscious, the geminate serpent brings them back to their lair to train their offspring to hunt. Once the prey is brought back to the lair, they are stripped of the armor, weapons, and shiny or dangerous-looking items like spell-books, which are added to the serpent's treasure hoard. The prey are then dropped in a hole, usually as deep as half the serpent's length. Every other day, one

creature is removed from the pit as set to fight the serpent's offspring, under the watchful supervision of the parent. If the adolescent serpent seems to be losing, the parent will intervene, either dropping them back into the pit, or killing them to feed the offspring.

Geminate serpents have a breath weapon (except bone serpents), which they may use as many times per day as they have Hit Dice. However, they may only use its breath weapon every second round. It can use a non-empowered version that does no damage (basically just fog) for obscuring cover as often as it likes. A geminate serpent's breath weapon will only affect those equal or less hit dice to the serpent unless otherwise stated, and a save vs. Dragon Breath is failed; creatures with more than five hit dice less than the serpent do not get a saving roll. Geminate serpents are immune to their own breath weapons, as well as all spells or poisons that replicate their effects.

Geminate serpents all speak their own language, Serpentine. They also have a chance of speaking Elvish depending on age category, as specified in the tables below for each type.

### Geminate Serpent, Blue

Armor Class:	19
Hit Dice:	7**
No. of Attacks:	2 bite or 1 breath or 1 constrict
Damage:	2d12 bite, breath, 3d4* constrict*
Movement:	50'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 7 (as Hit Dice)
Morale:	11
Treasure Type:	H+L
XP:	800

Blue geminate serpents tend to live in colder climates, often on hilltops and the like. Their scales resemble deep blue sapphires. These serpents often prey on farmers and livestock captured from the farmlands surrounding towns and cities, utilizing its breath to freeze and drag its victims back to its nest. Frozen creatures are unable to do anything besides breathe for 1d8 hours.

### Blue Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	50'	60'	80'	80'	90'	100'	120'
Hit Dice	6	6	7	7	8	8	9
Attack Bonus	+6	+7	+7	+8	+8	+9	+10
Breath Weapon	– Freeze (Line) –						
Length	-	20'	30'	40'	40'	50'	60'
Width	-	30'	30'	35'	35'	40'	45'
Bite	2d8	4d4	2d10	2d12	2d12	3d10	6d6
Constrict	1d8	2d6	3d4	3d4	3d6	3d6	3d8
Talk	-	10%	20%	30%	40%	40%	50%

### Geminate Serpent, Bone

Armor Class:	23
Hit Dice:	11** (+9)
No. of Attacks:	2 bite or 1 spell or 1 constrict
Damage:	2d10 bite, bone to blade, 3d6 constrict*
Movement:	50'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 11 (as Hit Dice)
Morale:	10
Treasure Type:	H
XP:	1,765

Bone geminate serpents differ from the other types in many ways. Resembling skeletal serpents, with bones that glint like polished ivory, bone serpents do not need food to live, subsisting entirely from ambient magic; they hunt entirely for sport, and to train their young. This in turn has led them to being the most feared of all the geminate serpents.

A favorite ploy of the bone serpents is to lay still, playing dead and leaping to attack when curious creatures investigate, allowing them to surprise on 1-3 on a 1d6 surprise roll.

Uniquely, bone geminate serpents have no breath weapon, rather they have an innate magical ability that they may use up to their hit dice times per day, though they can only use it at most every other round. This ability turns the serpent's bones into razor-sharp steel blades, giving it bonuses to its armor class and attack bonus as listed in the table below, and also a +3 damage bonus on its constriction attack.

While this ability is active, the constriction attack also counts as a magical weapon. Once every day a bone geminate serpent can cast **raise dead** on all creatures within a 30-foot radius of its body, the spell lasting for as many rounds as the serpent has hit dice, before the raised creatures once more fall dead. This is how bone geminate serpents train their offspring to fight. As bone

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geminate serpents constrict with sharp exposed bones, and have no need for live prey, their constriction attacks do real damage rather than subduing.

### Bone Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	60'	70'	80'	90'	90'	100'	110'
Hit Dice	9	10	10	11	11	12	13
Attack Bonus	+7	+7	+8	+9	+9	+10	+11
Spell	– Bones to Blades –						
Armor Class	24	25	25	26	26	27	28
Attack Bonus	+10	+11	+11	+12	+12	+13	+14
Bite	2d8	2d8	4d4	2d10	2d10	2d12	4d6
Constrict	1d8	2d6	3d4	3d6	3d6	4d6	4d8
Talk	-	-	-	10%	20%	20%	30%

### Geminate Serpent, Green

Armor Class:	21
Hit Dice:	10** (+8)
No. of Attacks:	2 bite or 1 breath or 1 constrict
Damage:	2d10 bite, breath, 2d8 constrict*
Movement:	30'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 10 (As Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,480

Green geminate serpents have scales resembling sparkling emeralds. They are considered cowardly creatures, lurking in swamps, marshes, and deep forests usually far from civilization. Their diet consists mostly of deer and other similar-sized creatures, basically of any type they can catch.

They are seldom seen by people. A green geminate serpent that encounters a group of adventurers, or a hunting party, will throw up a gas cloud smokescreen and imitate a dragon attempting to either strike a deal to get rid of the threat with no risk to itself, or to scare off the threat. It will intersperse its smokescreen breath with its breath weapon to attempt to put the group to sleep.

### Green Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	30'	40'	50'	60'	80'	100'	130'
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath Weapon	– Sleep Gas (Cloud) –						
Length	-	80	90'	100'	110'	120'	130'
Width	-	30'	30'	35'	40'	50'	60'
Bite	2d6	2d8	3d6	2d10	2d10	2d12	2d12
Constrict	1d6	1d8	2d4	2d6	2d8	3d6	5d4
Talk	-	10%	20%	40%	60%	70%	75%

### Geminate Serpent, Pleasant

Armor Class:	22
Hit Dice:	10** (+9)
No. of Attacks:	2 bite or 1 breath or 1 constrict
Damage:	3d8 bite, breath, 1d6 constrict*
Movement:	50'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 10 (As Hit Dice)
Morale:	10
Treasure Type:	H+K
XP:	1,480

Pleasant geminate serpents are cruel beings with scales like diamonds. They have the unusual and unique ability to hide in plain sight. A creature that looks upon this serpent will be overcome with fear, unless they make a save vs. Spells, until they look away. However, once they look away, they will not remember seeing the geminate serpent, or even that it exists. The pleasant geminate serpent's breath weapon has a similar effect to gazing upon it, and will wipe the memories of all creatures caught for the length of time specified in the table below. Saving against the breath weapon twice will make the victim immune to it.

**Pleasant Geminate Serpent Age Table**

Age Category	1	2	3	4	5	6	7
Length	50'	60'	70'	80'	80'	90'	100'
Hit Dice	8	9	10	10	11	11	12
Attack Bonus	+8	+8	+9	+9	+10	+10	+11
Breath Type	– Forget –						
Length	-	30'	40'	40'	50'	60'	60'
Width	-	20'	20'	30'	30'	40'	50'
Time (Turns)	-	½	1	1	1½	2	2
Bite	2d8	2d10	5d4	3d8	3d8	4d6	5d6
Constrict	3d4	3d4	2d8	3d6	3d6	3d8	4d6
Talk	5%	30%	40%	50%	60%	70%	75%

**Geminate Serpent, Sea**

Armor Class:	19
Hit Dice:	7**
No. of Attacks:	2 bite or 1 breath or 1 constrict
Damage:	2d4 bite, breath, 1d6 constrict*
Movement:	20' Swim 60'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 7 (As Hit Dice)
Morale:	10
Treasure Type:	H+J
XP:	800

Sea geminate serpents live in oceans and other large bodies of water, their scales colored like turquoise. Their bite has a 30% chance of paralyzing the target unless a save vs. Paralysis is made. This breed of geminate serpent excels in underwater combat, partly due to their ability to breathe underwater.

When hunting, they prefer to blast their prey off ships and boats using their breath weapon. Anything hit by the breath weapon will be knocked back five times the sea geminate serpent's age category in feet. Sea geminate serpents, being aquatic creatures, do not have lungs, and can therefore only spend 5 rounds above water before needing to submerge, for a minimum of 1 round. Sea geminate serpents often lair in underwater caves in the shallows.

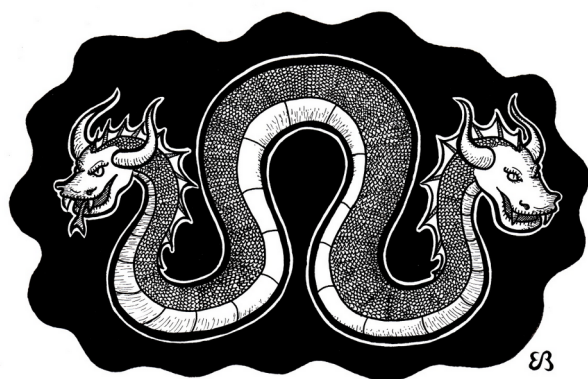
**Sea Geminate Serpent Age Table**

Age Category	1	2	3	4	5	6	7
Length	50'	70'	80'	100'	110'	130'	150'
Hit Dice	6	6	7	7	8	8	9
Attack Bonus	+6	+7	+7	+7	+8	+9	+9
Breath Type	– Water Spray (Line) –						
Length	-	40'	50'	60'	60'	70'	75'
Width	-	10'	10'	20'	20'	30'	30'
Bite	1d6	1d8	2d4	2d4	3d4	4d4	3d6
Talk	-	10%	20%	40%	50%	60%	70%

**Geminate Serpent, Shadow**

Armor Class:	21
Hit Dice:	8**
No. of Attacks:	2 bite or 1 breath or 1 constrict
Damage:	2d12+energy drain (1 level), breath, 2d4 constrict*
Movement:	10'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 8 (As Hit Dice)
Morale:	7
Treasure Type:	H
XP:	1,015

The dark and mysterious Shadow geminate serpents are seldom seen, living in the shadows, their onyx scales helping them blend into the dark. These serpents are born of the shadow and cannot move outside of them. A shadow geminate serpent outside of the safety of a shadow will take 2d8 points of damage every round they are in direct light. Dying in the light will immediately reduce their bodies to ash. Shadow geminate serpents Move Silently as a Thief of double its age category, often using this skill to pick victims off the back of groups. If detected, they are likely to flee, trying again later, when the prey is less watchful. Their breath weapon mimics the effects of the **darkness** spell, with a duration of one turn per age category of the serpent.

**Shadow Geminate Serpent Age Table**

Age Category	1	2	3	4	5	6	7
Length	60'	70'	80'	90'	90'	100'	110'
Hit Dice	6	7	8	8	9	9	10
Attack Bonus	+6	+6	+7	+8	+9	+9	+10
Breath Type	– Darkness –						
Length	-	30'	30'	40'	50'	50'	60'
Width	-	10'	20'	20'	30'	40'	40'
Bite	2d6	2d8	2d10	2d12	2d12	5d6	5d6
Constrict	1d8	1d8	2d4	2d4	2d6	3d4	4d4
Talk	-	10%	20%	40%	50%	50%	60%

**Geminate Serpent, White**

Armor Class:	20
Hit Dice:	8**
No. of Attacks:	2 bite or 1 breath or 1 constrict
Damage:	2d8 bite, breath, 2d6 constrict*
Movement:	40'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 8 (As Hit Dice)
Morale:	10
Treasure Type:	H
XP:	1,015

White Geminate Serpents, with their agate-like scales, usually live above the snowline on mountains. They usually venture down from their mountain homes to hunt humans to capture for the sport, and also to provide the best training for their young. White serpents lay in wait, burying themselves in snow and then leaping forth, surprising on 1-4 on 1d6. Their lairs are usually underground burrows lined by webs to help ensnare any unwary interlopers. White geminate serpents use their breath weapon to ensnare their surprised prey, then dragging them back to their lair wrapped in the serpent's web. The serpent's web does not disappear like the **web** spell, but will remain for

years; however, just like the spell the web of a white geminate serpent is highly flammable.

**White Geminate Serpent Age Table**

Age Category	1	2	3	4	5	6	7
Length	20'	30'	40'	40'	50'	60'	60'
Hit Dice	6	7	7	8	8	9	10
Attack Bonus	+6	+7	+8	+8	+8	+9	+9
Breath Weapon	– Web (Line) –						
Length	-	30'	30'	40'	40'	50'	60'
Width	-	20'	20'	25'	30'	30'	35'
Bite	2d6	2d8	2d8	3d6	2d10	2d12	2d12
Constrict	1d6	1d8	2d6	3d4	2d6	3d6	3d8
Talk	-	-	20%	30%	50%	60%	65%

**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 race of very small 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 this form that gives the above statistics when pressed for 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.

**Ghostcap Bloom**

	Main Bush	Small Bush
Armor Class:	12	12
Hit Dice:	4	2
No. of Attacks:	– 1 –	
Damage:	– 1d4 + entangle –	
Movement:	– 0' –	
No. Appearing:	1	1d8-1
Save As:	Fighter: 4	Fighter: 2
Morale:	– 12 –	
Treasure Type:	U	None
XP:	240	75

Ghostcap Blooms are animated undead bushes found growing in graveyards, former battlefields, and crypts. A main bush displays dark, verdant foliage up to a height of six feet, with fragrant blooms opening in the autumn. Up to seven small bushes up to three feet tall grow around the main bush within a 20-foot radius. 1d8 skeletons and 1d6-1 zombies are often attracted by the sweet and musky aroma of the flowers, lingering among the bushes and ready to grapple living victims and drag them towards the main bush.



Remaining still and appearing as an ordinary plant, the ghostcap bloom surprises on a roll of 1-3 on 1d6. Successful hits entangle targets, doing 1d4 points of damage every round. Escape is made with a successful save vs. Death, applying either a Strength or a Dexterity bonus. Entangled victims are dragged five feet towards the main bush every round. Each bush, small or main,

attacks independently, and any skeletons or zombies present cooperate in keeping victims within reach of the main bush.

The main bush may be Turned as 4 HD creature. On a successful Turn, it suffers a -3 penalty to attack rolls for 2d4 turns. Small bushes are Turned as a 2 HD creature. They are always destroyed on a successful turn.

**Ghost Shroom**

Armor Class:	12
Hit Dice:	4 (main stalk), 2 (small stalk)
No. of Attacks:	1 per patch
Damage:	1d4 + special
Movement:	0'
No. Appearing:	1 main stalk + 1d8-1 small stalks
Save As:	Fighter: 4
Morale:	12
Treasure Type:	U
XP:	240

Ghost Shrooms appear as a patch of black mushrooms growing underground. A conical cap sits upon a main stalk from which mycelia extend to smaller stalks, which might be as far as 20 feet from the main stalk. The largest stalk stands three feet tall.

This fungus is strange, seemingly a natural living group of mushrooms but behaving and being detected as a form of undead. Indeed, ghost shrooms can subsist only on dead flesh, which they collect by entangling and constricting living beings until unconscious and then infiltrating them with strands of mycelia (the fungal equivalent of plant roots).

The ghost shroom remains motionless until it suddenly attacks, thus surprising on a roll of 1-3 on 1d6. A successful attack effectively entangles the victim in a sticky goo. Every round thereafter, the stem presses downward, doing an additional 1d4 points of damage. A victim may attempt to escape with a save vs. Death Ray (with Strength bonus added).

When the air around the Ghost Shroom is disturbed by living creatures, spores are released in the air that produce a sickly-sweet and dank aroma which attracts lesser undead such as skeletons (1d8 individuals) and zombies (1d6-1 individuals). These monsters are compelled to seek to grapple nearby living creatures and drag or push them into the ghost shroom clumps.

Though a group of ghost shrooms is technically a single entity, the main stalk and each subordinate stalk are given their own hit dice and hit points. Destroying a small stalk does not affect the rest of the patch, but

destroying the main stalk results in the smaller stalks ceasing to attack for 1d4 rounds. Entangled creatures are still held but the per-round damage is not applied for this duration. Then, one of the remaining stalks becomes the main stalk (though its statistics do not change right away) and the patch resumes hostilities. If the ghost shroom patch survives such a confrontation, the new main stalk will gain 1 hit die per week until it reaches 4 hit dice. New small stalks can be spawned at a rate of one per month any time the main stalk has its full 4 hit dice.

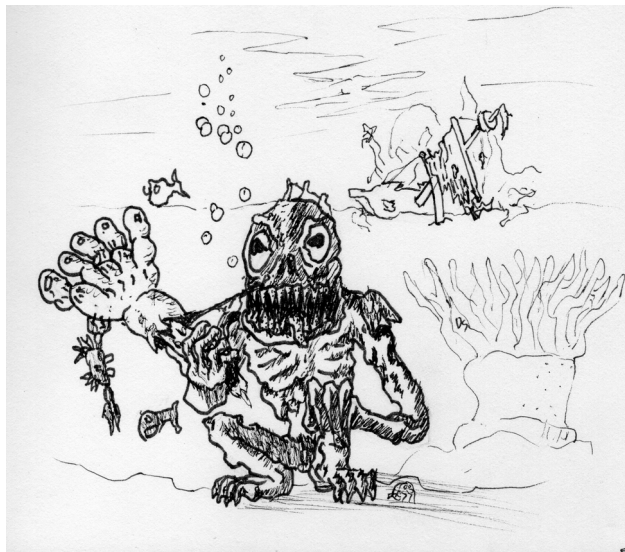
A ghost shroom is vulnerable to many things that affect undead, including a **scroll of protection from undead** for example. They can be Turned by a Cleric, with the following special effects: The main stalk is a 4 hit die creature, and the smaller stalks are 2 hit dice each. A smaller clump is outright destroyed by a successful Turn, while the main stem, if successfully Turned (but not destroyed), becomes dormant for at least 2d4 hours. As usual, apply Turning affects to the lowest hit dice first.

### Ghoul, Sea (and Ghast, Sea)

	Sea-Ghoul	Sea-Ghast
Armor Class:	12	13
Hit Dice:	2*	2**
No. of Attacks:	– 2 claws, 1 bite –	
Damage:	1d4 claws, 1d4 bite + paralysis (1 per day), poison	1d4 claws, 1d4 bite, + paralysis (1d4+1 per day), poison
Movement:	– Swim 30' –	
No. Appearing:	1d2, Wild 1, Lair 1d6	1, Wild 1, Lair 1d4
Save As:	– Fighter: 2 –	
Morale:	6	7
Treasure Type:	– C –	
XP:	125	175

Unlike the common ghoul which scavenges battlefields and graveyards for the rotten flesh they crave, Sea Ghouls adapted to scavenge the large bodies of water where shipwrecks and drownings are frequent.

Their softer, water-softened flesh renders them immobile outside of the water, but they are fast and agile swimmers. They can only paralyze one medium-sized creature per day (save vs. Paralysis), but compensate in combat with an aura of poisoned water that surrounds them for 5 feet in all directions. Creatures in this aura must save vs Poison. Small fish found floating to the surface in a distinct path are a telltale sign of sea ghouls sea ghouls prowling below the surface of the water.



They are ambush hunters, hiding among silt and plants for any lone or straggler swimmers in sight. They will approach from beneath, giving no warning other than the corpses of small fish floating to the surface where they move, or the sudden burning sensation as they make an unexpected save vs. Poison. Their poison aura dissuades interlopers as they paralyze their prey with a paralyzing bite, and drag the unlucky victim into the darkness to drown and soften.

They favor deep, still water with silty bottoms and low visibility. Mindful swimmers are advised to avoid swimming in these types of water bodies, especially alone or without a weapon.

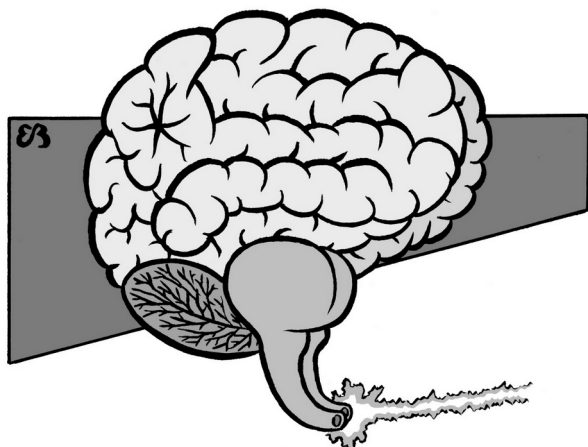
Sea Ghosts are similar to sea ghouls but slightly hardier and more potent. Their poison aura extends to 10 feet from their position, and they can paralyze 1d4+1 creatures per day.

Sea ghouls and ghosts share the same weaknesses as common ghouls and ghosts. Like all undead, they may be Turned by Clerics, as ghouls or ghosts respectively, and are immune to **sleep**, **charm**, and **hold** magics. They will also avoid any water within 20 feet of where a flask of holy water was poured out for 1 day. Traveling Clerics are known to earn reasonable sums of silver by selling holy water near popular swimming spots on hot days.

**Giant Flying Brain**

Armor Class:	12
Hit Dice:	5+1*
No. of Attacks:	4 spells
Damage:	By spell
Movement:	Fly 50'
No. Appearing:	Lair 1d4
Save As:	Magic-User: 5
Morale:	8
Treasure Type:	None
XP:	405

A Giant Flying Brain is a disembodied human brain of immense proportions, approximately six feet in diameter. It hovers five to ten feet over the ground, flying with great speed and blasting spells imbued by its Magic-user creator. Seeing a giant flying brain is so terrible that any living creature must save vs. Spells or be paralyzed for 2d8 rounds.



This strange creature can cast **mind reading** at will to a range of 100 feet. It casts other spells as a 4th-level Magic-user, two first-level and two second-level spells determined at the time of creation. Giant flying brains require eight hours to regain access to spells after being cast, but they do not require a spellbook. They cast spells without the need for hand movements or speech.

**Giant, Ettin**

Armor Class:	17
Hit Dice:	13 (+10)
No. of Attacks:	2 giant weapon
Damage:	3d6 giant weapon (right hand), 2d8 giant weapon (left hand)
Movement:	30'
No. Appearing:	1, Wild 1d2, Lair 1d4
Save As:	Fighter: 13
Morale:	7
Treasure Type:	J; E+1d10×1,000 gp in lair
XP:	2,175

An Ettin is a vicious and unpredictable 2-headed giant. Ettin skin resembles the thick, gray hide of an elephant, though this is actually grime and filth encrusting its rarely-washed skin. Adult ettins tower at around 13 feet tall.



Ettins have no language of their own, but speaks a corrupted combination of Orc and Giant. This speech is debased enough that those who know these languages can understand only understand words here and there in an ettin's speech.

Although ettins are quite stupid, they can be quite cunning, often setting up ambushes rather than charging 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 a different head, the ettin may attack with both weapons, even against separate enemies.



### Giant, Sand

Armor Class:	15 (13)
Hit Dice:	13 (+10)
No. of Attacks:	1 giant weapon or 2 fists
Damage:	3d6 giant weapon, 3d6 fist
Movement:	50'
No. Appearing:	Wild 2d10
Save As:	Fighter: 13
Morale:	8
Treasure Type:	E + 1d12×1,000 gp
XP:	2,175

A Sand Giant has dark swarthy skin and is particularly hairy. A sand giant's hair is always black, which only helps its shining blue eyes stand out. A sand giant dresses in flowing white robes and wears a veil over its face to keep out the blowing sand. A sand giant warrior typically wears thick leather armor under its robes. They scorn most decoration, excluding a few pieces of finely-crafted jewelry. An adult male is about 17 feet tall and weighs around 3,500 pounds. Females are the same height and only slightly lighter. A sand giant can live for up to 400 years.

In the past they once ruled over their own desert kingdoms, but they were driven into the wastes by encroaching humanoids centuries ago. A sand giant lives as a nomad, grazing its herd of cattle upon whatever sparse vegetation it comes across. In some particularly fertile places a tribe of giants will settle down and establish a village where they grow date palms.

A sand giant is belligerent and haughty, and sees no problem grazing its cattle on another farmer's crops. In lean times young male giants will often hire themselves out as mercenaries to help support their families.

A sand giant is a skilled warrior and often fights with well-crafted scimitars and enormous bows; its bow has double the range of a standard longbow. Whether attacking with weapons or its own powerful fists, a sand giant deals 3d6 points of damage.

### Giant, Sea

Armor Class:	17(14)
Hit Dice:	10+3 (+9)
No. of Attacks:	1 giant weapon or 1 thrown rock
Damage:	4d6 giant weapon, 3d6 rock
Movement:	20' Unarmored 40' Swim 30' Unarmored 60'
No. Appearing:	1d2, Wild 1d2, Lair 1d4
Save As:	Fighter: 11
Morale:	10 (12 if defending lair)
Treasure Type:	B + 3d6×900 gp
XP:	1,675

Sea Giants stand on average 17 feet tall, and have sea-blue skin, hair resembling seaweed, and webbed fingers and toes, making it both harder for them to walk on land and restricting their manual dexterity. They wear clothing made of seaweed and other things that grow under the sea, but usually when prepared to fight will wear armor made of giant crab shells and other hard carapace sea creatures.

Generally they are neutral, and largely uncaring about the smaller races, but consider themselves deadly enemies of cloud and fire giants, often allying with frost and stone giants to fight them.

Sea giants, as one might expect, live in large bodies of water, usually the sea or oceans, though occasionally very deep lakes. They gather treasure from shipwrecks for their hoard, and have been known to make deals with the smaller races, using some of their treasure to trade for items they cannot scavenge from the sea.

They are capable of breathing both air and water, and like other giants use hurled boulders as missile weapons if available.

### Giant, Titan

Armor Class:	16
Hit Dice:	17* (+12) to 22* (+13)
No. of Attacks:	1 giant weapon or 1 thrown rock or Spell
Damage:	7d6 giant weapon, 6d6 rock, or by spell
Movement:	50' (or see below)
No. Appearing:	1d8
Save As:	Fighter: 17 to 22 (as Hit Dice)
Morale:	8
XP:	17 HD: 3,745; 18 HD: 4,160; 19 HD: 4,675; 20 HD: 5,450; 21 HD: 6,225; 22 HD: 7,000

While most titans move at 50', 10% of them are able to move 90' per turn. They are more intelligent than most humans, and are able to use both Magic-user and

Cleric spells up to 7th-level; each will have 2 available spells of each level for each type of magic.

Given their magical capabilities, titans rarely need to resort to the use of force, but they carry well-made giant-sized weapons, and if necessary a titan can throw boulders as other giants do. Boulders thrown by a titan have up to a 120' range and do 6d6 points of damage to all creatures in a 10-foot radius around the impact point.

### Gibbering Mouther

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

A Gibbering Mouther 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 mouther spots something edible, it begins a constant gibbering. All creatures (other than mouters) within 60 feet must save vs. Paralysis or be affected as though by a **confusion** spell for 1d2 rounds. A gibbering mouther may fire a stream of spittle at one opponent within 30 feet. The mouther 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 mouther 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.

### Gila

Armor Class:	15
Hit Dice:	1-1
No. of Attacks:	1 bite, 1 weapon
Damage:	1d4 bite, by weapon
Movement:	30'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	10

Gila (singular and plural) are a race of relatively small lizard men. Standing about 4 feet in height, each has varying patterns of light and dark scales, and these scales tend to be thicker and denser than those found in other lizard folk. Gila tend towards slow and sluggish mannerisms, but are fully capable of normal movement rates and activities when there is a need. Gila are not inherently aggressive but are very territorial and defensive.



When using a small or medium-sized melee weapon, a gila may also bite for 1d4 points of damage, which also delivers a painful but otherwise mild toxin. Those affected must save vs. Poison or suffer an additional 1d3 points of damage and a -1 attack and damage penalties for the next four hours. Multiple bites will cause additional damage and the penalties are cumulative. While the toxin is active rest is impossible, as are activities that require rest or inactivity (such as spell memorization). A **neutralize poison** spell will nullify this lingering effect.

One out of every five gila will be a warrior of 3-3 HD (145 XP) and even tougher skin (AC 16). Regular gila gain a +1 bonus to their morale if they are led by a warrior. In a gila village, one out of every ten will be a chieftain of 5-5 HD (360 XP) with AC 17 and a +1 bonus to damage due to strength.

### Glyptodon

Armor Class:	19
Hit Dice:	4
No. of Attacks:	1 tail or trample
Damage:	1d8 tail or trample
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.



### Gnoll, Regenerating

Armor Class:	15 (13)
Hit Dice:	2*
No. of Attacks:	1 weapon
Damage:	2d4 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 3d6, Lair 3d6
Save As:	Fighter: 2
Morale:	8 (6)
Treasure Type:	Q, S each; D, K in lair
XP:	100

Gnolls are formidable creatures, and this sub-race is even more so. Through profane magical

experimentation they have been given the ability to regenerate as trolls do (though it is a lesser version).

As with regular gnolls, they have Darkvision with a range of 30 feet. Equally as cruel as regular gnolls, they also prefer to prey on intelligent creatures because the screams of their victims bring them satisfaction. And, like their non-regenerating cousins, they lack discipline in battle unless they are under the command of a strong leader.

Regenerating gnolls possess a unique regenerative ability, similar to their distant relatives, the trolls, that allows them to heal one hit point of damage each round after being injured. Unlike trolls however, gnolls will die when their hit points reach zero. Moreover, wounds caused by fire and acid cannot be regenerated and require normal healing. When confronted with attackers wielding fire or acid, regenerating gnolls exhibit a lower morale (6) due to their heightened vulnerability.

The regenerative powers of these gnolls are unable to reattach severed limbs like trolls can. However, a severed limb will regrow within 1d4 days.

One in every six regenerating gnolls is a battle-hardened warrior, boasting 4 Hit Dice (240 XP) and inflicting an additional +1 bonus to damage due to their strength. Regenerating gnolls gain a +1 bonus to their morale when led by such a warrior. In larger lairs of 12 or more, a pack leader emerges, possessing 6 Hit Dice (500 XP) and dealing a +2 bonus to damage. Within the lair, regenerating gnolls never falter in their morale as long as the pack leader is alive. Additionally, there is a 1-2 in 1d6 chance of a shaman being present in the lair, as well as a 1 in 1d6 chance of a witch or warlock. The shaman is statistically equivalent to a hardened warrior and possesses Clerical abilities at a level of 1d4+1. A witch or warlock, similar to a regular regenerating gnoll, possesses Magic-User abilities at a level of 1d4.

**Goat, Giant**

Armor Class:	13
Hit Dice:	3+1
No. of Attacks:	1 head butt
Damage:	2d8 head butt
Movement:	50'
No. Appearing:	1d12
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

Giant goats are simply very large versions of the common goat. They are often found in hilly or mountainous regions where giants live. They are quite aggressive if threatened, and if able to charge they gain a +4 bonus to damage.

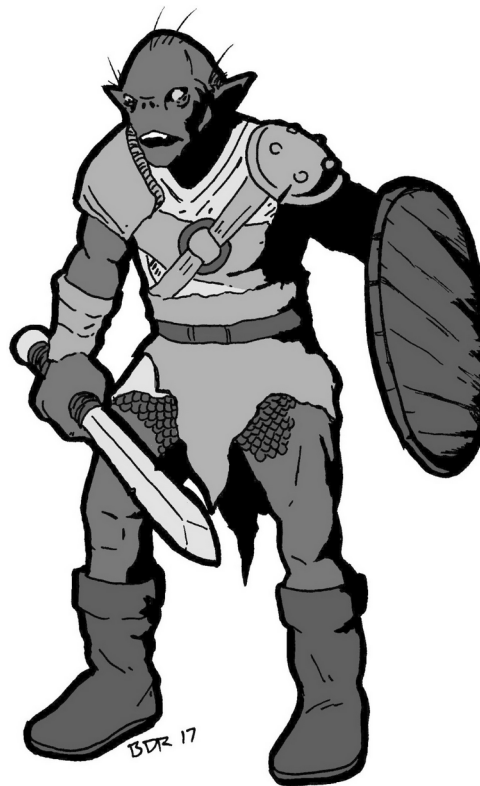
Whenever 7 or more are encountered, the remainder will be young, having 1+1 or 2+1 hit dice (50% chance of either, but all will be the same) and doing 1d8 points of damage per attack.

**Goblin, Moon**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	30'
No. Appearing:	Wild 2d10, Lair 4d8×10
Save As:	Fighter: 2
Morale:	8
Treasure Type:	E
XP:	75

Moon goblins, despite their name are not actually goblins, instead they are a distantly related race of mountain dwelling goblinoids, unusually well-organized compared to goblins, they display an affinity for metalwork and mining. Displaying more cunning, and wit than their goblin and hobgoblin cousins, though still less cunning than the fearsome bugbears. Their skin is blue-green, and they stand between 4 and 4.5 feet tall, with a stockier and more muscular build than goblins.

Their experience with mining and metalwork means that moon goblin warriors are much better equipped. Full mail hauberks, covered with tabards, usually emblazoned with lunar images, they make and use most weapons, but show special fondness for heavy crossbows and spears. Their larger war-bands have even been known to construct wood- and stone-fortified camps.



They have a remarkable aptitude for stealth. In their preferred wooded mountain terrain, they are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected. Even indoors in dungeons or in non-preferred terrain they are able to hide so well that there is only a 30% chance of detection while they remain still.

Every group of eight moon goblin warriors is led by a captain, who wears plate armor (AC 18) and has 4 HD (240 XP). Captains tend to wield two-handed weapons, such as great axes or mauls. Some bands include Trappers, who generally keep themselves separate from the normal warriors; they set traps and scout for the captains. Trappers are highly skilled, and can set tripwire-activated nets, hidden spikes, and other devious traps remarkably quickly to hinder those in the path of the main troop. Trappers are less robust than the tribes warriors having 1 HD (23 XP) and wear lighter leather armor (AC 14) but move faster (40') and favor short bows, occasionally using poison arrows (save v. Poison or be paralyzed for 1d6 turns). Trappers however still save as 2nd-level Fighters.

Groups of 20 moon goblins will include either a champion (1-4 on 1d6), or a shaman (5-6 on 1d6). Moon Goblin Champions are 5 HD (360XP), wear platemail, and carry a shield (AC 20), preferring swords or maces as weapons. Champions are highly skilled

warriors, but bind themselves strictly to a misunderstood code of honor or chivalry that they do not fully understand, often challenging foes to single combat. Shamans are the moon goblins spiritual guides. They have 3 HD (175 XP), wear ornate mail hauberks (AC 16) decorated with bones and festooned with still bloody trophies, fighting with the same swords or maces that champions prefer. They are however very capable magically, being able to cast spells as if they were Clerics of 6th level.

Out of every 50 moon goblins, one will be a Wyvern Rider. These are the bravest of the moon goblin champions. They have completed the quest of journeying high into the mountains and attempting to tame a wyvern (as per the **Basic Fantasy RPG Core Rules**). The ones that succeed are the most powerful, and sturdiest of their kind, having 8 HD (875 XP), wear enchanted platemail and shield (AC 22), fighting with sword or mace, and long spears that they can use from the backs of their fearsome flying steeds. Moon goblins with a wyvern rider amongst their numbers gain a +2 to their morale checks.

Moon goblins are led by the mysterious Shaman-Kings, legendary warriors and wielders of vast shamanistic power. The shaman-kings can be formidable opponents to even the most powerful of opponents. Shaman-kings have 12 HD (1,975 XP), wear ornate enchanted platemail decorated with bones and bloody trophies (AC 22), and shields, and fight with either a sword or mace like their lesser shaman brothers. Shaman kings can cast spells as if they were 12th-level Clerics. They are never found unless leading bands of at least 200 moon goblins, and will always be accompanied by an honor guard of 1d4+1 moon goblin champions. Moon goblins led by a shaman king will never check morale while the shaman king is present.

Golden Oak

Armor Class:	11 (m)
Hit Dice:	12** (+10)
No. of Attacks:	1 swarm of mirror butterflies
Damage:	3d6 + blind
Movement:	None
No. Appearing:	1
Save As:	Magic-User: 12
Morale:	6
Treasure Type:	special, see below
XP:	2,075

A mystical tree-like fey, the Golden Oak, or Fey Oak, is a dark malevolent creature that appears to be a

gigantic, ancient gnarled oak tree, its branches covered with metallic, golden leaves. One oddity is that its branches also hold a weirdly-mixed selection of fruits and exotic flowers, all at once, and all year around.



Golden oaks are surrounded by many butterflies with mirror-like highly-reflective wings that flutter around the tree, swarming around any insects or small animals that approach the golden oak too closely, or around larger creatures the golden oak engages in combat, blinding them for 1d6 turns with the reflections of their wings unless a save vs. Petrify is made. Then the swarm will attack the blinded creatures by preference, each butterfly latching on with a set of tiny but razor-sharp teeth, the entire swarm doing 3d6 damage per round, not stopping until they have stripped their victim to nothing more than bare bones. Though it seems they are separate creatures, and the golden oak may promote this idea, the butterflies are actually part of the oak itself and completely under its control. It draws nourishment from whatever they devour as its primary means of feeding.

Naturally wicked and cruel, the golden oak is extremely intelligent, cunning, and devious. With typical cruelty of the darker fey, it revels in tricking mortals into eating its

fruit and harvesting its flowers, also distributing knowledge, forbidden and dark in such a way as to always bring pain and death to the knowledge seekers. The golden oak speaks all languages, though it has no obvious mouth, its voice sounding like the wind through its branches. Golden oaks also have the ability to teach Magic-users spells, though will only do so for a very steep price.

Examples of the fruit and flowers that can be found among the golden oak's branches, the "gifts" it provides to its victims include:

- A flower resembling the flower of a pitcher plant in brilliant shades of violet and blue, contains magical ink that allows its user to inscribe a spell of any level with no coins needed for materials.
- Another flower heals wounds; when it is brewed into a tea it functions as if a **heal** spell had been cast.
- Yet another flower acts as a highly potent panacea when used in a poultice, acting as if both **cure disease** and **neutralize poison** spells have been cast.
- Fruit that can be found on the branches includes some that look like the most delicious, perfect, juicy rosy red apple. However, biting into it will cause near-instant death, and a month later, the victim will rise from the grave as a vampire.
- Another fruit, looking like a pear, contains 1d6 seeds, shaped like miniature dragon's teeth. When planted in the ground they grow into skeletons overnight, and will be obedient to the planter's commands.

Every gift received from the golden oak comes with an attached curse; anyone learning magic from, or using one of the oak's fruits or flowers will be subject to a curse as per the spell.

Golden oaks are powerful Magic-users in their own right, being able to cast spells up to 6th level as if they were a 12th-level Magic-user.

### Golem, Chain

Armor Class:	24 (m)
Hit Dice:	20** (+13)
No. of Attacks:	3 lashes + special
Damage:	4d6 lash, + special
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 20
Morale:	12
Treasure Type:	H
XP:	5,650

Chain Golems are constructed as guardians for libraries, palaces, and treasure hoards, often integrated into room decoration or placed inconspicuously as a coil of chain. When disturbed or called to defend their hoards, chain golems rise up into an animated chain that moves like a swift snake, lashing out in all directions up to 15 feet. Size and appearance vary, but the average specimen is made of heavy chain, 300 feet long and weighing 3,000 pounds.

Lash attacks may be distributed between multiple targets or focused on a single target. When three successful attacks are made on a target in a single round, the chain golem has achieved a grappling hold and may apply a special attack to the victim the following round: constriction, tearing, or hurling. Characters thus held may escape with a successful save vs. Death Ray, per the wrestling rules in the **Basic Fantasy RPG Core Rules**.

A constriction attack does 12d8 points of damage, with a save vs. Paralysis to take half the damage. A tearing attack attempts to rend the victim into pieces. Those with a Strength score of 15 or higher resist. Others must save vs. Death Ray or die instantly. A hurling attack launches the victim at high speed at a hard surface, doing 15d6 points of damage. A save vs. Death Ray with the Dexterity bonus or penalty applied reduces damage by half.

**Golem, Crystal**

Armor Class:	15 (m)
Hit Dice:	6*
No. of Attacks:	2 fists
Damage:	2d4
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

The Crystal Golem appears as a hairless androgynous humanoid, but is rarely seen as it can cast an **invisibility** spell upon itself as a full-round action. It is typically used by wizards and liches who require very discreet workers or guards, and are often programmed to do their work in complete silence. A crystal golem takes full damage from blunt weapons, but only half damage from cutting or piercing ones.

**Golem, Gold**

Armor Class:	16 (m)
Hit Dice:	13* (+10)
No. of Attacks:	2 crooks
Damage:	2d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 13
Morale:	12
Treasure Type:	Special
XP:	2,285

Gold Golems were originally made by a pharaoh as an ostentatious display of wealth. Although it is powerful in combat, its cost far exceeds its utility, therefore it is quite rare to encounter one. It is always womanly-shaped, wearing the semblance of costly robes (which are part of the golem, and thus made of animated gold). It fights with large golden crooks. In addition to its attack, each gold golem can cast the spell **bestow curse** (usually applying the -4 penalty on attack rolls and saves variant) once every seven rounds. It can also **levitate** itself at-will.

A gold golem contains an amount of gold sufficient to mint 80,000 gp.

**Golem, Hay**

Armor Class:	16 (m)
Hit Dice:	8**
No. of Attacks:	1 punch + special
Damage:	2d6 + special
Movement:	40'
No. Appearing:	1d3
Save As:	Fighter: 8
Morale:	12
Treasure Type:	H
XP:	1,010

The Hay Golem is most frequently found in open fields, posing as piles of hay. Once unauthorized creatures enter the protected field, it will take its golem form, having a huge frame, standing approximately 20 feet tall.

A hay golem takes only half damage from bludgeoning weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus).

A hay golem is not only immune to fire, magical or not, it will catch ablaze, adding half of this damage to any damage it delivers. Each new round the fire damage inflicted by the hay golem is increased by 50%. A hay



golem cannot accumulate more fire damage than half of its current HP.

### Golem, Household

Armor Class:	11 (m)
Hit Dice:	½ (1d4 hit points)
No. of Attacks:	1
Damage:	1
Movement:	40'
No. Appearing:	2d4
Save As:	Normal Man
Morale:	12
Treasure Type:	None
XP:	10

A Household Golem is made from animated standard household utensils such as mops and brushes. It is used as labor to avoid the cost and inconvenience of employing servants, and can perform most routine domestic chores, although for some reason asking it to fetch water always seems to go wrong.

### Golem, Lead

Armor Class:	16 (m)
Hit Dice:	12* (+10)
No. of Attacks:	1 club
Damage:	3d6
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12
Treasure Type:	None
XP:	1,975

The secret of making Lead Golems has been lost, but there are still a few ancient ones in the deepest dark places beneath the earth. They were sacred to the bat-god Camazotz and were made by his priests, who were leaders of the weird Cheiropteran bat-people. It is always man-shaped but with the heads and wings of colossal bats. The wings are non-functional as a lead golem is far too heavy to fly. It fights with lead clubs. In addition to its attack, each lead golem can cast **confusion** once every seven rounds.

Legend has it that Camazotz has a lost temple deep beneath the earth which is inhabited by seven lead golems and a family of bats the size of rocs.

### Golem, Purifier

Armor Class:	18 (m)
Hit Dice:	8**
No. of Attacks:	2 fists or 1 flame
Damage:	2d10 fist, 3d6 flame
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	1,015

A Purifier Golem is an 8-foot tall construct of stone and brass, roughly humanoid but with swollen arms, at the end of which are numerous holes.

It attacks by punching, or by holding its arms out in front of it and belching fire from them in a 30-foot long cone, 20-foot wide at its far end. Victims can save vs. Dragon Breath for half damage.



**Golem, Rope**

Armor Class:	13 (m)
Hit Dice:	4*
No. of Attacks:	1 grapple
Damage:	Special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	280

Designed for shipboard use, a Rope Golem is made from coils of ordinary rope. It typically wrestles and holds (as explained in the wrestling rules in the **Basic Fantasy RPG Core Rules**), but once the target is grappled, on the next round the rope golem will pass a loop around whichever appendage it believes to be its target's neck. The target then has one round to cut the rope with a dagger or it will be throttled. For most creatures throttling is fatal, but anyone wearing plate mail armor and a helm is also presumed to have a gorget that provides protection from this attack.

**Golem, Straw**

Armor Class:	11 (m)
Hit Dice:	3*
No. of Attacks:	1 weapon or 2 fists or 1 hug
Damage:	by weapon or 1d4 fists or special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Certain druids can make a Straw Golem, which typically has an agricultural role and is often used as a scarecrow. A straw golem takes half damage from blunt weapons and no damage from piercing weapons. The golem will usually attack by grabbing a nearby pitchfork, rake, or other discarded tool.

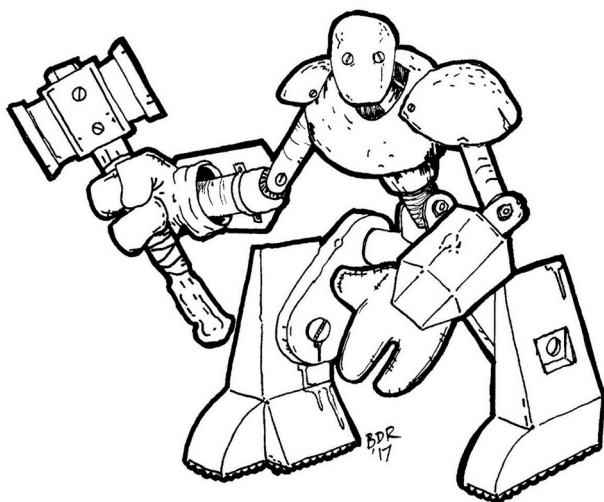
A straw golem is particularly vulnerable to fire, and any fire attack will set it alight, destroying the golem in 3 rounds. During these 3 rounds the golem will move at maximum speed towards whoever set it alight, seeking to hug and hold the attacker in the fire to join the straw golem in oblivion. Anyone held by a burning straw golem will take 1d6 points of damage in the first round, 2d6 in the second round, and 3d6 in the third round before it burns away.

**Golem, Tin**

Armor Class:	19 (m)
Hit Dice:	7*
No. of Attacks:	2 hands
Damage:	Special
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	12
Treasure Type:	J, K
XP:	735

A Tin Golem is a man-shaped golem made for heavy labor. It is typically about 8 feet tall, stocky, and as strong as a hill giant. When encountered, a tin golem will generally be operating a heavy work tool such as a sawmill, mangle, or forge press.

It is normally passive, but when malfunctioning will tend to see intruders as work-pieces or raw materials. In this case the tin golem will attempt to (for example) saw unfamiliar characters into planks. The tin golem will need to score a hit with both hands in melee; if one hand hits then the target is unable to flee, and will effectively have AC 11 against the other hand's attack.



Once both hands have hit, the golem will place its target into the heavy work tool, inflicting 3d6 damage if it succeeds. Very strong characters can save vs. Death (with STR bonus) to resist being forced into the tool.

### Golem, Web

Armor Class:	15 (m)
Hit Dice:	3*
No. of Attacks:	1 grapple
Damage:	special
Movement:	50'
No. Appearing:	1d3
Save As:	Fighter: 4
Morale:	12
Treasure Type:	R each.
XP:	175

Web Golems are creations of great adeptness, able to shift and stretch themselves to fit the environment around them. In resting position, they appear as large, 10-by-10 foot webs that stretch over their immediate surroundings. Once attacking, the creature springs to life, cocooning itself around the target. To avoid the creature's attack, its victim is allowed a save vs. Death to resist. The target loses all its movement capabilities on a failed save, suffocating in 1d2 (+ Constitution bonus) rounds (minimum of 1). Any damage dealt to the web golem is reflected upon its occupant. Although immune to most non-magical damage, the web golem is susceptible to all fire attacks, taking an additional 6 points of damage when hit by it.

A particular type of web golems exists: Venom-Laced. This being is even more dangerous, as when it performs its attack, the creature must save vs. both Death and Poison saving throw. Failing on the latter drops the creature to zero hit points yet does not kill them.

Venom-laced web golems are usually used to capture and immediately deliver a victim, while normal web golems are created to kill an intruder outright.

### Gorophont

Armor Class:	18
Hit Dice:	9 (+8)
No. of Attacks:	1 punch, 1 weapon or 1 trample
Damage:	1d6 punch, by weapon, 3d6 trample
Movement:	40'
No. Appearing:	Wild 2d4, Lair 5d4
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	1,075

A Gorophont is a centaur-type creature with the upper body of a gorilla and the lower body of a small elephant. It is a fierce territorial creature, and typically fights with a very large lance.



A gorophont is a great tracker and hunter. It only has a 1 in 6 chance of being surprised. A gorophont also has a 1 in 6 chance of casually observing tracks on the road, and a 3 in 6 chance to actively track a quarry; against known quarries, this increases to a 5 in 6 chance.

There is a 1 in 10 chance that a gorophont will be a silverback; these have an extra +2 to any damage roll, a morale score of 12, and are worth 1,150 XP. Any gorophont fighting alongside a silverback counts its morale as if it were 12; the loss of a silverback results in a morale check with a -6 penalty.

### Grave Caller

Armor Class:	12
Hit Dice:	2*
No. of Attacks:	1 beam + Save Drain
Damage:	Save Drain (Death)
Movement:	20'
No. Appearing:	1d3
Save as:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

Grave Callers are undead whose only goal is to accost the living and spook them into welcoming undeath. They resemble shambling corpses similar to zombies and carry shuttered bullseye lanterns, which they hold ready to unshutter on their victims. Unlike zombies, they are semi-intelligent and can speak Common (or a different language from their lifetime).

Grave callers are uninterested in causing physical harm to their adversaries. Instead, they illuminate victims with their lanterns so that other creatures can take advantage of the situation. Their lantern lights apply a permanent save penalty of +1 to the target on saves vs. Death against victims each time they are caught in the beam. The penalties may be removed with a casting of the **bless** spell, against which the victim must save vs. Death. Success indicates one penalty is removed, and the other effects of **bless** are applied as well, while failure means nothing happens, and the spell is totally wasted. However the penalty is applied, once it becomes impossible for the victim to succeed a save vs. Death, the victim dies and will rise as a grave caller in 2d6 days unless a number of Clerics equal to the number of penalties acquired perform a ritual to free the victim from the curse, the ritual requiring one day for each penalty as well; the transformation from life to undeath is paused once the ritual begins.

Grave callers that are reduced to 0 hit points will rise again in 2d6 turns with newly-rolled hit points. The only way to kill grave callers for good is to submerge them completely in holy water. They will not flee from combat unless Turned by a Cleric (as a zombie), since they are aware of their undeath and the benefits it

allows them, including immunity to **sleep**, **charm**, and **hold** magic.

### Grave Dancer

Armor Class:	16 (m)
Hit Dice:	Special
No. of Attacks:	None
Damage:	None
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	360

A Grave Dancer is an undead monster appearing as a macabre figure dressed in brightly-colored but worn and tattered clothing. It can be found anywhere there are undead monsters having 4 or fewer hit dice, especially in cemeteries and tombs, and one grave dancer will be accompanied by at least 6 such creatures. When encountered, the grave dancer and its attendant undead will be dancing to strange dismal music which seems to have no source.

All undead monsters within 60 feet of the grave dancer will dance, receiving a +3 bonus to attack rolls and saving throws. Living creatures within the same 60-foot radius of the grave dancer suffer a penalty of -2 to attack rolls and saving throws, and a penalty of -1 to morale. Creatures which cannot hear the music will be unaffected.

As with all undead monsters, a grave dancer is immune to **sleep**, **charm**, and **hold** magic, as well as any spell affecting the mind. A grave dancer can only be hit by magical weapons, but when hit the grave dancer suffers no damage; instead it disappears (along with the accompanying music) for 1d6 rounds. Only successfully Turning one (as a vampire) or eliminating all other undead within the area will vanquish a grave dancer.

**Grave Sentinel (Watcher, and Guardian)**

	Grave Sentinel	Grave Watcher	Grave Guardian
Armor Class:	20	20	22
Hit Dice:	3**	6**	14** (+11)
No. of Attacks:	1 weapon	1 weapon	3/2 weapon
Damage:	by weapon	by weapon	4d6
Movement:		– 30' –	
No. Appearing:	– Wild 3d8, Lair 8d10 –		
Save As:	Fighter: 3	Fighter: 6	Fighter: 14
Morale:		– 12 –	
Treasure Type:	– U, Lair G and H –		
XP:	235	610	2,730

The undead Grave Sentinels and their leaders keep quiet watch over ancient places of death, usually battlefields or tombs. They appear as warriors in smooth black plate armor inlaid with subtle lines of gold or silver. They wear helmets with solid faceplates with no hole for eyes. They use the common arms of the fighting trade but most often bear swords and shields. Every group of ten sentinels will be lead by a Grave Watcher. When grave sentinels number fifty or more, an imposing Grave Guardian leads them all, standing 7 to 8 feet tall in burnished gold armor and wielding a great axe or great sword. A pool of mist forms around the feet of the grave guardian as it commands its forces.

Grave sentinels perceive the world around them without the need for eyes. They may pass through any material up to 40 feet thick except for lead and copper, through which they may not pass. They may become incorporeal at will, making them immune to physical attacks and preventing them from making attacks. Once per day, they may **teleport** up to 10 feet. Clerics may attempt to Turn grave sentinels as 5 HD creatures.

Grave watchers are exceptionally intelligent, recognizing dangerous foes and directing their squads to neutralize spell-casters. If a grave watcher is ever defeated, the grave sentinels nearby suffer a -3 morale penalty and seek to retreat to the nearest grave watcher. If none are within 200 feet, the grave sentinels go berserk, attacking the closest targets, including fellow grave sentinels. Grave watchers may not be Turned.

Grave guardians may cast **haste** as an 8th-level Magic-user once a day, affecting 8 creatures for 8 rounds. In the hands of a grave guardian, weapons do 4d6 points of damage; three attacks are made every two rounds. They are superb tacticians who recall their lives as champions, often directing their armies to great effect. Grave guardians may not be Turned.



When a battle has ended, a grave guardian may raise fallen fighters of 3rd-level or better to grave sentinels over the course of four days. In this way, they can restore defeated grave sentinels to service.

**Grawl**

Armor Class:	14
Hit Dice:	2+2*
No. of Attacks:	2 claws, 1 bite or 1 weapon
Damage:	1d4 claw, 1d6 bite, by weapon +1
Movement:	40' Climb 30'
No. Appearing:	2d6, Lair 8d6
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B, L in lair
XP:	100

Grawls are a savage race of subterranean dwelling humanoids. They have pale gray fur, sharp claws, a wide panther-like head, and a short bobbed tail. An adult male stands on average 6 foot 5 inches tall and weighs around 260 pounds; females are slightly smaller than males. A grawl typically goes about naked but sometimes paints itself to better blend into the darkness

of its tunnel homes. It constantly prowls its territory and will attack any creature that strays into the area. Most grawls do not carry weapons and fight only with their teeth and claws. The remainder carry stone clubs and axes and occasionally can be found carrying higher-quality weapons taken from prior victims.

A grawl has Darkvision to a range of 120 feet. It suffers a -2 attack penalty in bright sunlight or within the radius of a **light** spell. A grawl can speak a pidgin of Orc, Goblin, Dwarf, and Common, although its speech sounds like animal growls to most humanoids.

Grawls are vicious and wild in battle, showing little discipline or forethought. A tool-using grawl is more likely to use rudimentary tactics, like feigned retreats into waiting ambushes. If a grawl is reduced to 25% or less of its original hit points, it enters a berserk fury and gains a +2 bonus to its attack and damage rolls, but suffers a -2 penalty to its armor class. This rage lasts until the grawl is dead or all enemies are dead or out of sight.

One out of every 12 grawls will be a leader with 3+3\* HD (175 XP), 16 (11) AC, and a +2 bonus to damage. In lairs of 30 or more, there will be 1d3 grawl shamans present. A shaman is equivalent to a grawl leader statistically, but has Clerical abilities at level 1d4+2.

### Great Orb of Eyes

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

Great orbs of eyes, sometimes known as gaze tyrants for their habit of enslaving creatures with their eye rays, are terrifying entities composed of a roughly spherical fleshy mass covered with countless pulsating and ever-shifting eyes. They possess remarkable intelligence but are unable to communicate verbally due to their lack of a mouth.

However, their extraordinary visual prowess allows it to perceive its surroundings from all angles, leaving little room for surprise (it is only surprised at the GM's discretion). A great orb of eyes can concentrate its gaze to detect magical auras and discern the presence of invisible beings, and has Darkvision out to a range of



120 feet, it also possesses telepathic abilities allowing it to communicate to any creature within 120 feet.

When engaging in combat, the great orb of eyes prefers to hover high above the ground, evading direct melee attacks. Then from some of its many eyes, it unleashes a formidable barrage of eye rays upon its foes. Each round, it fires 1d4 rays, each targeting a different adversary. If the roll exceeds the number of available targets, any additional rays are lost. The GM has the option to randomly determine the rays or strategically select those with the most devastating effects.

Fear, paralysis, and charm rays are the orbs favoured choices, as it aims to disable as many enemies as possible and sow chaos on the battlefield.

**Great Orb of Eyes Rays**

1	<b>Death:</b> target must save vs. Death Ray or die.
2	<b>Draining:</b> target takes 3d6 points of damage. They may save vs. Spells for half damage. The great orb of eyes heals half that many hit points.
3	<b>Fear:</b> target is affected by <b>cause fear</b> (reversed remove fear) spell, as cast by a 12th-level Cleric.
4	<b>Charm:</b> target is affected by <b>charm monster</b> spell, as cast by a 12th-level Magic-user.
5	<b>Hold:</b> target is affected by <b>hold monster</b> spell, as cast by a 12th-level Magic-user.
6	<b>Blinding:</b> target is affected by <b>cause blindness</b> (reversed remove blindness) spell, as cast by a 12th-level Cleric.
7	<b>Petrification:</b> target is affected by <b>flesh to stone</b> spell, as cast by a 12th-level Magic-user.
8	<b>Disintegration:</b> target is affected by <b>disintegration</b> spell, as cast by a 12th-level Magic-user.
9	<b>Sleep:</b> target is affected by <b>sleep</b> spell, as cast by a 12th-level Magic-user.
10	<b>Anti-Magic:</b> target is affected by <b>anti-magic shell</b> spell, the area of effect based around the target, as cast by a 12th-level Magic-user.

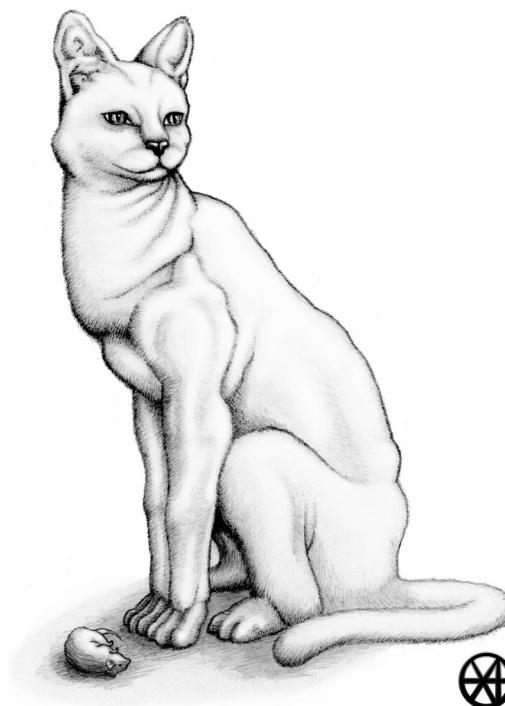
A great orb of eyes is reluctant to use its death ray unless its very life depends on it, rather draining its victims for sustenance. Another favorite attack of the great orb of eyes is charming its foes; charmed individuals become slaves, providing manual labor for the creature. When their usefulness ends, the great orb of eyes has no hesitation in draining these slaves for sustenance.

**Gremilkin (Temple Cat)**

Armor Class:	7
Hit Dice:	2
No. of Attacks:	1 bite, 2 claw
Damage:	1d4 bite, 1d4 claw
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	45

A Gremilkin is an extra-large cat found in and around temples and churches, kept mostly to hunt mice and other vermin. Many times the priests, sisters, or Clerics will give the cat an extra treat so it tends to be fatter than other cats and not as eager to hunt rodents.

A temple cat can leap straight up about 6 feet to be able to get to a higher point, where it can watch the area and then pounce on its prey or leap on



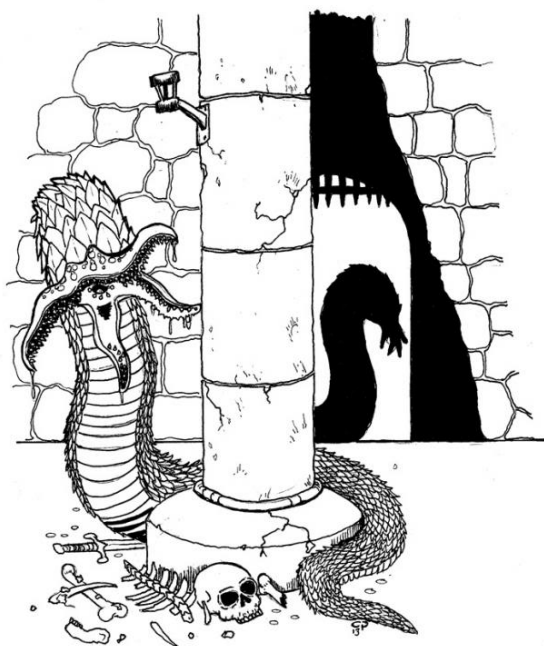
unsuspecting temple attendants. A temple cat will not willingly enter combat with anything larger than a rabbit unless its young are threatened. If attacked, a gremilkin will try to scratch or claw the attacker's legs, bite, and then run away.

**Grick**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	4 tentacles, 1 bite
Damage:	1d4 tentacle, 1d3 bite
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.

### Griffon, Hawksian

Armor Class:	18
Hit Dice:	8
No. of Attacks:	2 claws, 1 bite
Damage:	2d6 claw, 2d10 bite
Movement:	40'
No. Appearing:	1, Wild 1d2
Save As:	Fighter: 8
Morale:	11
Treasure Type:	F
XP:	875

Hawksian Griffons are, like regular griffons a combination of lion and eagle, though in reverse, having the front half of a lion and the rear half of an eagle. These aggressive, dangerous, and unhappy creatures are the product of twisted and cruel magical experimentation.

As the front half of its body has no wings, it cannot fly. Hawksian griffons are slightly larger than regular griffons, being approximately 12 feet from nose to tail, and standing roughly 7 feet at the shoulder. They have a wide variety of colors, tending towards unnatural colors for their component beasts; dark gray and red are the most common colors, with a multicolored "belt" of fur and feathers marking the point where the lion and eagle bodies meet. Female hawksian griffons are slightly larger and more aggressive than the males of the species. They prefer savannas or other grasslands for their range, and are not fussy eaters, preying on pretty much any creature that is unfortunate enough to cross their path. They are mostly solitary; when more than one is encountered it will be a mated pair.

Hawksian griffons will target human Magic-users in preference to any other enemy, perhaps dimly remembering the beings who cursed them with the joyless, painful life they are forced to live.

### Griffon, Imperial

Armor Class:	19
Hit Dice:	9 (+8)
No. of Attacks:	2 claws, 1 bite
Damage:	2d4 claw, 3d6 bite
Movement:	40' (10') Fly 120' (10')
No. Appearing:	1, Lair 1d4
Save As:	Fighter: 9
Morale:	10
Treasure Type:	F
XP:	1,075

Imperial Griffons are a much rarer version of the griffon, with the same head, fore-claws, and wings of a giant eagle, but the body, rear legs, and tail of a tiger. Beak to tail, imperial griffons can reach up to 15 feet in length. A truly majestic and fearsome creature, depending on its habitat it can be colored anything from orange, light brown, or pure snow white, with a tiger's distinctive black stripes. Its massive wings can span 40 feet or more, and a mature specimen weighs around 900 pounds.

They usually choose to nest in caves or cliff faces in the mountains, in either cold or very hot and humid climates. To an imperial griffon, anything smaller than itself is prey, and they will swoop down from out of the sun to attack. Like the more common griffon, they are especially fond of horse flesh, favoring them above all other prey. While mated pairs may stay together while raising their young for awhile, they are otherwise solitary animals, exclusively preferring to live and hunt alone.



Despite being even harder to keep in captivity than griffons, none-the-less some have trained imperial griffons as loyal and protective mounts. An adult imperial griffon mount can carry up to 700 pounds as a light load, or 1,400 pounds heavily-loaded.

### Grim

Armor Class:	20 (m)
Hit Dice:	6+6**
No. of Attacks:	1 bite
Damage:	2d6
Movement:	60'
No. Appearing:	1
Save As:	Cleric: 10
Morale:	12
Treasure Type:	None
XP:	610

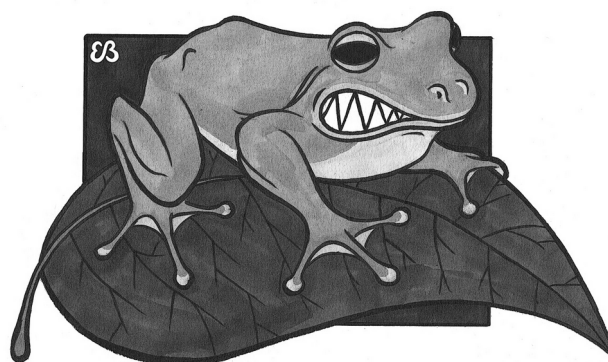
A dog buried in the corner of a temple or a graveyard will rise up as a Grim and will become its guardian. A grim will appear as a large dog regardless of its actual size in its previous life.

A grim is never surprised and will lurk invisibly and silently. A grim may only be hit with magical weapons. It is immune to **charm**, **hold**, **sleep**, and **illusion** spells. It can see invisible beings and magic auras and it cannot be Turned. The lick of a grim can **cure light wounds**, **cure disease**, and **neutralize poison**. The barking of a grim can **dispel evil**. The howling of a grim can Turn undead as a 10th-level Cleric and can be heard a mile away.

### Grimfrog

Armor Class:	16
Hit Dice:	6
No. of Attacks:	1 special
Damage:	Special
Movement:	40' Swim 40'
No. Appearing:	1 swarm
Save As:	Fighter: 1
Morale:	10
Treasure Type:	None
XP:	500

Grimfrogs are vicious carnivorous frogs. An individual grimfrog looks like an ordinary small green frog, at least until it opens its mouth and shows off its fearsome array of interlocking flesh-shearing teeth. However, the real danger of grimfrogs is that they attack in swarms. Because of their small size and innocuous appearance, grimfrogs surprise on 1-3 on 1d6 even if they have been noticed by their potential victims (unless such victims are already familiar with grimfrogs).



An ordinary swarm of grimfrogs consists of one individual per hit point. They attack by jumping onto a victim and biting any accessible flesh. If a grimfrog swarm scores a hit, it does 1 point of damage plus 1 additional point for each point the attack roll exceeds the victim's armor class (but never more than the number of surviving grimfrogs in the swarm).

A swarm may split into two or more swarms of roughly-equal numbers, dividing the swarm's hit dice between them; no smaller swarm will be formed that has less than 10 hit points, so for example a swarm having 20 hit points can divide into no more than two smaller swarms. A swarm will usually split in this way if there are several potential victims close together.

Since attacking grimfrogs literally climb around on the bodies of their victims, any attack against a swarm which has engaged a victim will also hit the victim if the



attack roll is higher than the victim's armor class. Grimfrogs are soft and squishy, and gain their relatively high armor class from their small size and quick movements; a **slow** spell will reduce the armor class of the swarm to 11.

Grimfrogs will not wander far from water, nor will they stray into sunlight, though neither situation will cause them any immediate harm.

### Grimhost

Armor Class:	18 (m)
Hit Dice:	5**
No. of Attacks:	By weapon
Damage:	By weapon
Movement:	40'
No. Appearing:	1
Save As:	Cleric: 10
Morale:	12
Treasure Type:	None
XP:	450

The first individual buried in a temple or a cemetery will sometimes rise up as its ghostly protector. To avoid this fate, a dog is often buried first. A Grimhost will lurk invisibly and silently. It might chose to appear as the living person it once was to gain information or assistance, or to issue a warning. It will always appear as a ghostly shade to protect their charge.

A grimhost will retain the abilities it had in its former life, however a former Magic-user will only be able to cast spells if a spellbook is left available for it to use. A grimhost's weapon is a manifestation of its essence and is considered a magical weapon, but it does not exist on its own.

A grimhost can see invisible beings and magic auras. It can **cure light wounds**, **cure disease**, and **neutralize poison** by laying of hands. Magical weapons are required to harm a grimhost, and it is immune to **charm**, **hold**, **sleep**, and **illusion** spells. A grimhost can cast **dispel magic** and **dispel evil**, and Turn undead as an 8th-level Cleric without the need for a holy symbol. Even though it is undead, a grimhost cannot be Turned itself.

### 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 thorn, 3d8 acid, 1d8 leaves
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 fist or by weapon +3
Movement:	30'
No. Appearing:	1, Lair 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 gibbering and slobbery voice that is difficult to understand. It can speak Common and the languages of goblinoid creatures.

### Hag

Armor Class:	15
Hit Dice:	6*
No. of Attacks:	2 claws, hex
Damage:	2d6 claw, special
Movement:	40'
No. Appearing:	1
Save As:	Cleric: 6
Morale:	8
Treasure Type:	D
XP:	555

Hags are creatures of darkness that most peasants wish were but myth, a bedtime story told to children that do not behave. Unfortunately, these powerful beings are very real. In appearance, hags usually manifest as old,

age-worn females of any given race, though mostly human. Their other traits depend on where the hag is found, be it a staff made of bones and old oak for those that are found in the forest, or a coat made from several bears if this creature lives in a cold environment.

Fey in origin, hags are manifestations of misdeeds within any given place, be it a forest, a swamp, or even sometimes an urban setting where they draw their power from the suffering of others. As such, it is not unreasonable to assume that hags have an investment in causing more mayhem and carnage wherever they live to become even more powerful.

Hags have a special ability which they can use on any creature within 20 feet of them; the target must save vs. Spell. Upon failure, the GM rolls 1d6 and consults the table below:

1	The target is charmed.
2	Target's movement is reduced by half.
3	The target suffers 2 points of damage for 1d6 turns.
4	The target is stunned for one round.
5	Roll a 1d6, referring to the order of ability scores. That ability score becomes 5 for 1d4 rounds.
6	The target is confused; it will attack itself next round.

### Hatchette

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 claws, 1 beak
Damage:	1d6 claw, 2d6 beak
Movement:	50'
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

Hatchettes are large, flightless birds characterized by an axe-like beak. They stand up to 8 feet tall and their feathers range from light tan to near black. Over the eons, they have adapted to live in a variety of climates.

Hatchettes are quite aggressive and will attack anyone who comes too close. In combat they swing their heads, using the razor-sharp edge of their beaks like an axe. Also, they will pounce on their prey and attack with their claws. Hatchettes have a particular fondness for halfling flesh, and will generally attack them first.





Some species have domesticated hatchettes and ride them into battle. In those instances, hatchettes may only attack with their beaks. Their riders may attack as normal.

### Headless Horseman

Armor Class:	According to armor worn
Hit Dice:	7** (or more)
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 (or higher per HD)
Morale:	special
Treasure Type:	None
XP:	800 (or more per HD) (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 (skeletal steed, see page 237, or a zombie horse as on page 287), 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 (s)
Hit Dice:	2**
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4 claw 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 their 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

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

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.

## Hippopotamus

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 bite or 1 trample
Damage:	2d6 bite, 4d6 trample
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.



## Hivelings

Armor Class:	15
Hit Dice:	1* (Special)
No. of Attacks:	2 claws or 2 weapons or 1 claw and 1 weapon (initiative +4)
Damage:	1d4 claws, 1d6 or by weapon
Movement:	50'
No. Appearing:	3d6 Wild 3d6 Lair 8d10
Save As:	Magic-User: 1
Morale:	Special
Treasure Type:	A
XP:	37

Hivelings are horrid little humanoid monsters about the size of a goblin, but covered almost totally with dark bristles like those of a wild boar. Only a hiveling's pale, evilly-grinning face is exposed. All hivelings in a group are indistinguishable, and they do not have any obvious gender; how they reproduce is a mystery. Most importantly, a group (clan or tribe) of hivelings are connected together magically into a hive-mind. This gives them a morale equal to 2 plus the number of surviving hivelings in the group (maximum 12).

The connection between them is so powerful that they actually share hit points. All hivelings of the same clan or tribe within a 120-foot radius "contribute" their hit points to a pool, and any damage inflicted is deducted from the pool. So long as the total hit points in this pool are greater than the number of individuals, none of them will fall; however, when the remaining hit points



are less than the number of hiveling individuals, they will begin to fall, starting with the last one hit and spreading to those nearby.

A hiveling has a +4 bonus for high Dexterity, which accounts for their armor class and also applies to all attacks with ranged weapons. When rolling for initiative, roll once for the entire group and add this bonus to the roll.

Due to their slight stature, hivelings can only use small weapons such as short swords, daggers, slings, etc., but they can attack freely with two melee weapons at no penalty. They also have the ability to pick pockets with a 65% chance of success.

A hiveling can detect the presence of magic items in a 30-foot radius, and can identify any magic item within 10 feet. They are not particularly smart, and will avoid items that are complex or have multiple abilities. Hivelings do not speak (though they do gibber madly when they attack, there is no meaning to it), and thus will avoid items related to speaking languages. Neither do they read or write, so they will not be interested in scrolls or spell books.

On the other hand, a hiveling can activate any magic item usable by a Magic-user (including, of course, those usable by any class); even one that requires command words can be used, without need to actually speak the words. A hiveling is entirely capable of using a **wand of fireballs**, for example.

Any time a hiveling detects an "interesting" magic item, all other hivelings in its group will act intelligently to try

to acquire the item. If the hivelings are badly injured, they may seek out any character carrying a **potion of healing** and attempt to steal it or slay the one carrying it, so they can use it themselves.

Even if a group of hivelings has Morale of 12, they may choose to abandon combat when they believe they have acquired all the interesting items held by their enemies.

### Hob

Armor Class:	14 (11)
Hit Dice:	1-1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	1d6, Lair 5d10
Save As:	Thief: 1
Morale:	7
Treasure Type:	R
XP:	10

A Hob is a hairy relative of the goblin that typically stands around 3-3.5 feet tall. Each has a skin color that ranges from yellowish through orange tones, to a red hue, with the occasional wart of a deeper, darker color. Eye colors range from gray to brown to black, with the red glow of a nocturnal animal in them when light reflects off of them. They may have hair coloring ranging from red to brown.



A hob often wears old ratty clothing but otherwise takes great pride in its appearance. However, if you give a hob a set of new clothes, it will go away forever. Likewise, a hob takes pride in its work and is often found in civilized homes helping with chores. The only payment it will accept is a bowl of porridge with a slab of butter on it. This pride also carries into the hob's personal life, though, and if it is offended, it will become a great nuisance until one makes amends with them.

Hobs have been known to serve in the night watch of cities and villages. In this capacity, the hob is as tenacious as their goblin cousins in defense of their home. A hob makes an excellent scout, and their skill with a short bow or crossbow matches that of any goblin.

Hobs are also very clannish among themselves, and such clans will often form a community within a city or caves or catacombs below such settlements. This clan lair is called a "hob hole", and the hobs will choose a clan chief to run the operations of the clan.

1 in 6 hobs will be a warrior of 3-3 HD (145 XP). A hob gains a +1 bonus to its morale if led by a warrior. In its lair 1 in 20 will be a clan elder of 5-5 HD (360 XP) with AC 15 (11) and has a +1 bonus to damage due to strength. In a lair of over 30 hobs, there will be a

clan chief of 7-7 HD (670 XP), with AC 16 (11) and a +1 bonus to damage. A hob has a +2 bonus to morale while its clan chief is present (this is not cumulative with the bonus given by a warrior leader). In addition, a lair has a chance equal to 1 on 1d6 of a Cleric being present (or 1-2 on 1d6 if a clan chief is present). A Cleric is equivalent to a regular hob statistically, but has Clerical abilities at level 1d4+1.

### Hobgoblin, Bluenose

Armor Class:	14 (11)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	75

Bluenose Hobgoblins are larger cousins of goblins and a tougher, rarer breed of hobgoblins, being 4.5-5 feet tall. Their hair color ranges from dark reddish-brown to dark grey. They have dark orange or red-orange skin. Males have bulbous blue noses. Bluenose hobgoblins' eyes are yellowish or dark brown, and their teeth are yellow. Their garments tend to be brightly-colored, often blood-red with black-tinted leather.

They are better organized than their smaller kin, and are also better adapted to life in the sun. Most wear leather armor and carry wooden shields. As with most goblinoids, they have Darkvision with a 30-foot range.

Tribes of bluenose hobgoblins prefer to live in walled villages, or preferably in castles, and are quite willing to overrun villages or castles built by other races rather than build their own. Some tribes, however, do choose to live underground.

Some bluenose hobgoblins ride dire wolves into combat, and large groups of hobgoblins will often employ them to track and attack their foes.

Bluenose Hobgoblins have a well-known hatred of elves, and will attack them whenever they think they can win.

One out of every six bluenose hobgoblins will be a warrior of 4 Hit Dice (240 XP). Regular bluenose hobgoblins gain a +1 bonus to their morale if they are led by a warrior. In their lairs, one out of every twelve will be a chieftain of 6 Hit Dice (500 XP) in chainmail with an AC of 15 (11) and a movement of 20', having a



+1 bonus to damage due to strength. In lairs of 30 or greater, there will be a bluenose hobgoblin king of 8 Hit Dice (875 XP), adding a shield for AC 16 (11) (movement is still 20') and having a +2 bonus to damage.

In the lair, bluenose hobgoblins never fail a morale check as long as the king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present (or 1-3 on 1d6 if a bluenose hobgoblin king is present), and 1 on 1d6 of a witch or warlock. A shaman is equivalent to a bluenose hobgoblin warrior statistically, but has Clerical abilities at level 1d6+1. A witch or warlock is equivalent to a regular bluenose hobgoblin, but has Magic-user abilities of level 1d6.

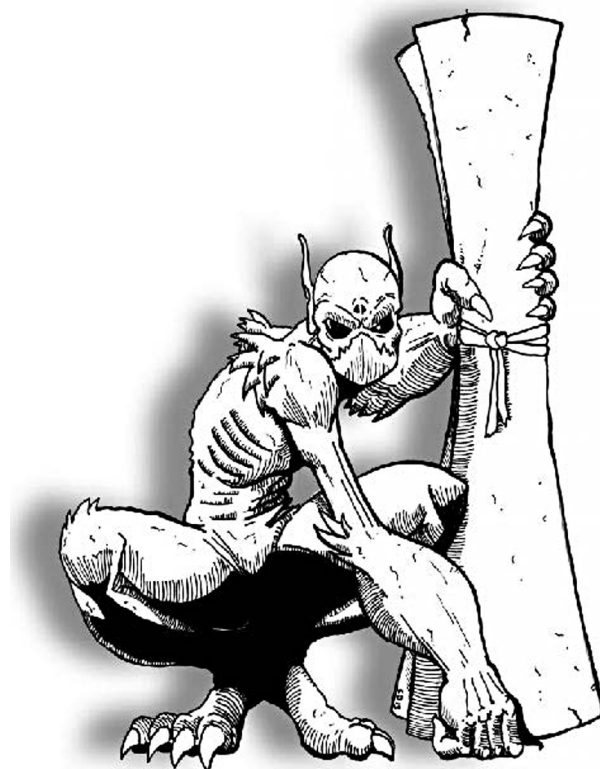
### Homunculus

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 them 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.



### Hruul

Armor Class:	18
Hit Dice:	6
No. of Attacks:	1 giant axe, 1 giant club or 1 ground slam
Damage:	1d8 + 4 axe, 2d6 club or 1d10 to all surrounding enemies
Movement:	30'
No. Appearing:	1d4, Lair 2d6
Save As:	Fighter: 7
Morale:	10
Treasure Type:	K
XP:	500

A hulking creature with four legs and three arms, a Hruul is a formidable foe. Standing 18 feet tall on average, muscles standing out like fleshy boulders, and wielding a giant stone axe in one hand with a club in another, there are few who would dare to stand their ground when attacked. It is not known if it possesses the faculty of language, but a hruul is known to shake saplings with the terrible roars that issue from its sharp-toothed mouth.

There seems to be a crude form of hierarchy among groups of hruul, though exactly how it functions is not unknown; however, it is clear that the larger the hruul,



the more deference it is given by its kind and that they are sometimes seen cooperating in coordinated ways.

Normally a hruul will attack with both weapons that it carries, but if one is surrounded or facing large numbers it will pound the ground with its over-sized third arm, sending a concussive blast that will damage all nearby enemies with flying debris; additionally, all affected enemies must save vs. Dragon Breath or be knocked prone.

### Husk

Armor Class:	14 (or better)
Hit Dice:	3
No. of Attacks:	1 weapon
Damage:	By weapon +1
Movement:	60', Armored 50'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	145

Husks are the undead drained bodies of humanoids creatures killed by some type of **drain energy** spell. As they look identical to zombies, they are often called "fast zombies". Husks are even tougher than normal zombies and are capable of unleashing their pent-up negative energy through a burst of superhuman speed.

A husk takes only half damage from blunt weapons and only a single points from arrows, bolts, or sling stones (plus any magical bonus). A husk has a +1 bonus to initiative and because of its supernatural strength does +1 damage as well. The Armor Class of a husk is partly the product of its speed and dexterity. A husk wearing chain mail or plate has an AC of 17 or 19, respectively, but will move slower.

A husk can be instructed by its creator to use any type of weapons, even bows and slings, but are otherwise mindless undead, and unaffected by **charm**, **hold**, or **illusions**. They can be Turned by Clerics as if they were a ghoul.

### Ichneumon

Armor Class:	21
Hit Dice:	12 (+10) or 15 (+11)
No. of Attacks:	1 bite, 2 claws, or 1 bite + special
Damage:	1d12 bite, 2d6 claw
Movement:	50'
No. Appearing:	1, Lair 1d4-2
Save As:	Fighter: 15
Morale:	9
Treasure Type:	None; H (roll 1d6 for age) in lair
XP:	12 HD: 1,875; 15 HD: 2,850

The Ichneumon is an eight-legged beast the size of a pony. Its head is like that of a bear. It has a long furry coat that can be white, black, red, blue, or green. It has a long, thick tapered tail. The male also has a lion mane and is up to 25% larger (and has 15 HD), and can weigh in excess of a thousand pounds.

In combat, the ichneumon prefers to hunt large prey. Against large prey, it will lock its jaws, inflicting 8 points of damage per round. It will simultaneously rake with 2d4 of its claws, each inflicting another 2d6 points of damage, until either it or its prey is dead. Against smaller opponents such as humanoids, the ichneumon will only be able to attack with one bite and its front 2 claws each round.

Because of its magical fur, the ichneumon takes half damage from slashing weapons, including the claws of other creatures. It is naturally immune to all poison of any kind, including gas. Its coat also gives it protection from cold, and it only takes half damage from magical cold including breath weapons. When on the prowl, the ichneumon will coat itself with several layers of mud that hardens. In this state, it is immune to normal fire and it will only take half damage from magical fire, lighting, or acid, including breath weapons.

The ichneumon loves to eat dragon scales and because of this is also known as the "Dragon Eater". When encountered in the wild, it will have no treasure. A female will usually nest in the lair of a defeated dragon along with a kit of up to HD6 and the dragon's hoard. Males, in contrast, lair in small isolated dens with no treasure.

**Illusion Trapper**

Armor Class:	18
Hit Dice:	9** (+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.

**Infected**

Infected are beings parasitized by the spores of an infectious mind.

It has no consciousness of its own but its mental faculties contribute to the collective consciousness of its network, sharing all knowledge telepathically.

Physically, they appear as individuals with the top surface of their body covered with brown mushrooms. This fungal infection causes the destruction of its eyes which is partially compensated by its other senses and the sharing of information through its network; nonetheless, they are more sluggish than before the infection. Due to the toxins produced, the strength of an infected increases and it becomes numb to pain, allowing the infected to sustain more damage before being incapacitated. The collective mind is unaffected by charm, hold, and illusions. As they are blind, infected are not affected by **darkness**, **invisibility**, nor blindness.

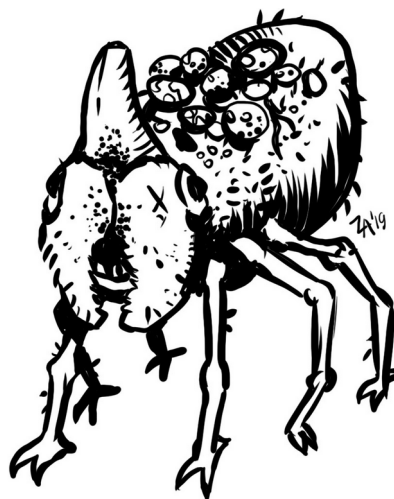
Becoming infected does not result in death, and infected continue to behave in ways that ensures its individual survival as well as the collective survival.

A **cure disease** spell can be used to destroy the parasites, but it will leave the infected in a catatonic state until a **cure wound** spell is used. A **regenerate** spell is also needed to restore vision.

**Infected, Giant Ant**

Armor Class:	17
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	2d6+1
Movement:	50' (10')
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	360

Giant ants are often the first victims of a blooming infectious mind.



However, infected giant ants do not contribute much to the collective mind and will often wander aimlessly until smarter creatures join the network. Due to morphological differences, infected giant ants are not blind.

Other giant ants shun them.

**Infected, Giant Rhinoceros Beetle**

Armor Class:	18
Hit Dice:	12 (+10)
No. of Attacks:	1 bite or 1 horn
Damage:	3d8 bite, 2d10 horn
Movement:	50' (20')
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	L
XP:	1,875

A giant rhinoceros beetle is one of the largest beings susceptible to the spores of the infectious mind.



An Infected Giant Rhinoceros Beetle can still charge for a +2 attack bonus, but it is too sluggish to attack twice per round. As the parasites do not affect its visual acuity, it can still see in all directions and suffers no penalty to Armor Class when attacked from behind.

Gems are often found in their abdomen.

**Infected, Humanoid**

Armor Class:	11 or better
Hit Dice:	2 or higher
No. of Attacks:	1 weapon
Damage:	By weapon +1
Movement:	30'
No. Appearing:	1d8
Save As:	Fighter: 1 or higher
Morale:	10
Treasure Type:	None
XP:	75

Intelligent humanoids (including goblinoids and the like) form the building blocks of the collective mind of the infected. As more get infected, the collective gets smarter and its personality develops. That is to say, a group of philosophers would produce a different network mind than a crew of pirates or a band of orcs.



Because of their ability to use tools, Infected Humanoids are often assigned to work activities unsuited for the other infected. However, infected humanoids are also used to recruit other humanoids, regardless of the chosen mean, and every individual is replaceable.

**Infected, Owl Bear**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws, 1 bite + 1 hug
Damage:	1d8 claw, 1d8 bite, 2d8 hug
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	10
Treasure Type:	None
XP:	500

Owl bears are naturally attracted by the bloom of the infectious mind.



An Infected Owl Bear's role is to drive more intelligent beings towards the plant.

When the network acquires enough intellect, they act as bodyguards.

**Infected, Zombie**

Armor Class:	12
Hit Dice:	3
No. of Attacks:	1 weapon
Damage:	By weapon +1
Movement:	20'
No. Appearing:	2d4
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	145

Infected Zombies are created by animating the corpse of an infected.



The undead remains attached to the collective, if it still exists. Infected zombies are as slow as regular ones and still benefit from wearing armors. They cannot be Turned.

**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.

If reduced to 0 Hit Points in the mortal world, an infernal is not destroyed but disappears in a pall of greasy black smoke and terrifying scream, banished back to its home dimension or plane. Once banished, it cannot return to the mortal world for an entire year. To truly destroy one it must be reduced to 0 Hit Points while in its home dimension.

### Infernal, Agares

Armor Class:	21 (m)
Hit Dice:	7+7*
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	30'
No. Appearing:	1
Save As:	Cleric: 7
Morale:	7
Treasure Type:	L, N
XP:	735

An Agares is an intermediate demonic creature with a cunning intelligence. It looks like an eight-foot tall red goblin with razor-sharp teeth and black talons, wearing the clothes of a magistrate or high government official, but can also appear as an old man and will mostly be encountered in that form. They are usually called upon to serve as advisers or guardians, and in the latter case, they will choose deception over direct action in order to enforce their duties.

An agares will always have a nearby pet, either a basilisk, cockatrice, or a gorgon which it can direct telepathically. It can speak any language and has Darkvision with a range of 120 feet. It is immune to poison and earth magics (such as being turned to stone) and only takes half-damage against fire, lightning, and cold attacks. Magical weapons are required to hit an agares whose skin is as hard as stone.

An agares can cast **wall of stone** once a day, cause a localized earthquake once a turn, or breathe a cone of rock pebbles 30 feet long and 20 feet wide, causing 5d4 points of blunt damage every 1d6 rounds. The earthquake caused by an agares is limited to a diameter of 240 feet and the tremors are centered on the agares. The intensity of the tremors can be high enough to uproot a large tree or cave the roof of a cave, but as the creature loves stonework, it will be loathe to use it to damage stone buildings and fortifications, choosing instead to use it for show or to trigger traps such as an unstable pillar of stones or a dangerous object loosely held by a statue.

### Infernal, Arachnea

Armor Class:	16 (m) (11 (m))
Hit Dice:	6*
No. of Attacks:	1 bite (spider) or kiss (woman) or dagger
Damage:	1d6 + poison bite, 1d6 + heals creature kiss, 1d4 + 2HP/round dagger
Movement:	60'
No. Appearing:	1
Save As:	Magic-user: 6
Morale:	8
Treasure Type:	1
XP:	555

The Arachnea are an exclusively female type of infernal that can appear as either a beautiful, often elegantly-dressed young woman, or a gigantic black widow spider. They are very intelligent, and can cast spells in either form. An arachnea's favorite tactic is to seduce or cast **charm person** on her victim to lure them in for a kiss (if she is in her human form) or to bite them (if she is in her spider form).



Arachnea are highly magical in nature and can use the following spell-like abilities at will, in either form: **web**, **charm person**, **teleport**, **hold person**, **darkness 15' radius**, **mind reading**, and **clairaudience** (as the potion), and can only be hit by magical or silvered

weapons. It takes one full round for an arachnea to change forms. She also has the ability to summon 1d6 giant spiders of any sort.

When in spider form, she has AC 16 and her bite delivers a poison that does 1d6+3 points of damage per round for 6 rounds (save vs. Poison to avoid).

In her human form she has AC 11, and generally avoids combat, preferring to use charm and seduction to bend others to her will. In this form, her kiss drains 1d6 HP per round; these hit points drained by a kiss will heal her an equal amount and can even give her additional temporary hit points over and above her normal maximum (lasts up to 1 hour after draining). If she is unable to avoid a fight, arachneas favor a dagger poisoned with her own venom, however when used this way the venom is weakened, only causing 2 points of damage for 3 rounds (save vs. Poison to avoid).

As with most infernals the arachnea is underneath it all quite cowardly; after losing more than half her hit points, she will try to cast **teleport** on her next round to escape.

### Infernal, Balor

Armor Class:	22 (m)
Hit Dice:	8+8*
No. of Attacks:	1 sword, or 1 whip, + special
Damage:	1d12+1sword, 2d6+1 whip, + special
Movement:	30' Fly 60'
No. Appearing:	1d3 Lair 1d6
Save As:	Fighter: 8
Morale:	10
Treasure Type:	F
XP:	944

Balor are winged humanoid infernals who stand between 10 to 14 feet tall and weigh roughly 450 pounds. Their skin is generally black, veined with dark red, and they may be shroud themselves in flame at will; these flames inflicts 2d6 points of damage to anyone who touches them, or who is touched by them.

Balors are usually armed with huge jagged-edged swords doing 1d12+1 points of damage and whips made of red-hot twisted barbed wire which inflict 2d6 points of damage and entangle creatures struck by them. Entangled creatures must make a saving throw vs. Death Ray to escape, and any entangled creature of ogre-size or smaller may be pulled in by the balor. A balor may attack with only one of its weapons, but if the whip is used the balor will also immolate itself (as described above), thus inflicting additional damage to

entangled creatures. As they are otherworldly creatures, a balor cannot be harmed by non-magical weapons.

A balor may choose to shed **darkness** (as the reverse of the **light** spell) at will in a 10-foot radius; this **darkness** does not affect the balor's own vision. They may also perform any of the following spell-like powers as often as desired, instead of attacking: **cause fear** (the reverse of the remove fear spell), **detect magic**, **read magic**, **read languages**, **detect invisible**, or **telekinesis**, all as if a 12th level Magic-user.

Once per day, instead of attacking, a balor may attempt to summon another infernal to its aid. Roll 1d%: on a roll of 01-55, a glabrezu (see page 150), appears; on 56-70, a nalfeshni (see page 154), is summoned; on a roll of 71-00, the attempt fails. If the summoning fails, the balor can try again as often as desired (once per round maximum) until it succeeds.

When killed, a balor explodes in a blinding flash of light that deals 10d10 points of damage to anything within 30 feet, with a successful save vs. Death Ray reducing damage by half.

### Infernal, Barbed Devil

Armor Class:	20 (m)
Hit Dice:	8*
No. of Attacks:	2 claws, 1 tail plus special
Damage:	2d4 claw, 3d4 tail plus special
Movement:	60'
No. Appearing:	1d2 Lair 3d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	944

Barbed devils are humanoid infernals with sharp claws and a spiked tail. Their skin is thick, leathery, and gray, with small spikes protruding from their joints and a slightly cone-shaped head. Despite being somewhat hunched, they still stand a full 7 feet tall. They are not particularly intelligent, and are usually minions of some greater devil or other infernal creature.

Barbed devils are freakishly perceptive and vigilant and are thus effectively impossible to surprise. They prefer to fight with their claws and tail. Any living creature struck by a barbed devil must save vs. Magic Wands or suffer **fear** (as the reversed form of remove fear). Besides this power, a barbed devil can also create the effects of the spell **hold person** as often as once per round instead of attacking. A barbed devil can also create a flame in the palm of its hand at will, which can be used for any purpose the creature desires or which

can be thrown as a missile weapon with the same range as a dagger, doing 1d8 points of damage on a successful hit as well as igniting any flammable materials it comes in contact with.

Finally, once per day a barbed devil can attempt to summon another barbed devil instead of attacking with a 35% chance of success. If the attempt fails, the barbed devil can try again as often as desired (once per round maximum) until it succeeds.

As they are otherworldly creatures, a barbed devil cannot be harmed by non-magical weapons.

### Infernal, Baubas

Armor Class:	16 (m)
Hit Dice:	7**
No. of Attacks:	2 claws or 1 bite or 1 spell
Damage:	1d6 claw + hold or 2d6 bite
Movement:	50'
No. Appearing:	1d2
Save As:	Thief: 12
Morale:	11
Treasure Type:	None
XP:	800

Baubas are gangly 8-foot tall infernals with long dirty fingers, big red eyes, and rows of exaggerated sharp yellow teeth. Colloquially known as "bogeymen", they are known to terrorize people and especially children. Oftentimes, the baubas will take up residence in some dark corner of a person's house—the basement, the closet, or even underneath a bed—though they may also be found stalking people in forests, rivers, caves, or dungeons as well. They have the ability to shapeshift into an ugly old man in order to lead their victims into traps, whom they will ultimately kill and devour once they are finished toying with them. The baubas may indeed wait a long while before finally eating their victim, as terror makes the meat taste sweeter.

A baubas feeds on the fear of its victim. When encountered in its natural form, all opponents must make a morale check each round. For every person who fails, their morale is semi-permanently lowered by 1, and the baubas heals 1d6 HP. Only a **restoration** spell will return their morale to normal.

In combat, the baubas may attack with its claws, attempting to grab hold of people. Once they are held, it may bite them or drag them away to murder them in private, usually in some manner that is cruel and unusual.

Baubas have a number of magic powers as well. They may cast **darkness**, **phantasmal force**, and **invisibility** each once per day, and have a 90% chance of being able to hide in the dark.

As they are otherworldly creatures, a baubas cannot be harmed by non-magical weapons.

### Infernal, Bone Devil

Armor Class:	21 (m)
Hit Dice:	9*
No. of Attacks:	1 bone hook, 1 venomous tail
Damage:	3d4 hook, 2d4 plus 1d4 STR damage tail
Movement:	90'
No. Appearing:	1d2 Lair 2d4
Save As:	Fighter: 9
Morale:	9
Treasure Type:	None
XP:	1,150

Bone Devils are cadaverous humanoid monsters who appear to be nothing more than skin over bones (hence the name). Each has a scorpion-like tail and each is usually armed with a large barbed bone hook. They are usually about 9 feet tall and weigh up to 500 pounds.

The bone devil's hook inflicts 3d4 points of damage, and may become stuck fast if the target of a successful attack fails to save vs. Paralysis. If this happens, tail attacks (see below) made by the bone devil on the trapped opponent are at a bonus of +2 on the attack roll. The bone devil can always free its weapon from a stuck victim with a single round's work.

The scorpion-like tail inflicts 2d4 points of damage on a hit, plus 1d4 points of Strength damage unless a save vs. Poison is made. Strength damage can kill a victim if the Strength score is reduced to less than 1. If not completely reduced to 0 or fewer points of Strength, a victim will begin regaining them at a rate of 1d4 points per turn after one full turn has passed. As with most infernals, a bone demon can only be damaged by magical weapons.

These monsters, like most infernals, have several spell-like abilities. Once per round (instead of attacking) a bone devil can cast **fly** on itself, **phantasmal force**, **invisibility** on itself, **detect invisible**, or **cause fear** (reverse of the remove fear spell) in a 5-foot radius area around the creature (save vs. Spells to resist). Once per day a bone devil can cast **ice storm**, and once per day it may attempt to summon another bone devil with a 40% chance of success. If the summoning attempt fails, the bone devil can try again as often as desired (once per round maximum) until it succeeds.

**Infernal, Creoboros**

Armor Class:	18 (m)
Hit Dice:	8**, 12** (+10), 16** (+12), 20** (+13)
No. of Attacks:	3 claws, 3 bites, 1 tail, or special
Damage:	1d8 claw, 1d10 bite, 1d4 + constriction 2d8 tail, or special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 8 to 20 (as Hit Dice)
Morale:	8, 9, 10, 11 (by Hit Dice)
Treasure Type:	None
XP:	8 HD: 1,015; 12 HD: 2,075; 16 HD: 3,520; 20 HD: 5,650

Creoboros ("flesh-devouring") are huge, dog-like carnivores with three canine heads; three front legs; three rear legs; a serpent tail; and snakes extending from the crown of each head, each throat, and each front paw.

All creoboros have claw, bite and tail attacks, but the snakes grow in as the beasts mature. Depending upon the age, they may have none or as many as nine. Youths (8 HD) have not matured enough to have any snakes. Young Adults develop one on the crown of each of their heads. Adults see three additional ones grow from their throats, halfway between the bottom of their jaws and their chest. Elders (20 HD) grow one more on each front paw.

When claw or bite attacks are made "snake attacks" are not available for that combat round. Likewise, if a paw serpent or a crown serpent strikes, the claw or bite attack is not used in the same action. The throat serpents are a special case. They are intended solely for rushing attacks where foes run for the beast's chest to strike from underneath. These snakes are treated as pit vipers (1d4+poison).

The tail acts like a python, biting (1d4) and constricting (2d4), but is not poisonous. Creoboros being infernals are only hurt by magical weapons.

They are legendary as guards, but are less easily distracted in their adult years. Both the youth and the elders are prone to wandering and mirth-seeking.

**Infernal, Dread Horseman**

Armor Class:	18 to 20 (m)
Hit Dice:	6** to 8**
No. of Attacks:	1 slam or 1 weapon
Damage:	1d6 slam, by weapon
Movement:	40'
No. Appearing:	1 (+ 1 mount)
Save As:	Fighter: 6 to 8 (as Hit Dice)
Morale:	12
Treasure Type:	None
XP:	6 HD: 610; 7 HD: 800; 8 HD: 1,015

Dread Horsemen are Hell's cavalry and outriders. These skeletal warriors wear charred blackened plate mail and prefer to run down their foes and dispatch them with a **battleaxe +1**. Mounted on a skeletal steed (page 237), a zombie horse (page 287), or for the more powerful and influential of them, on a nightmare (page 155).

A dread horseman also has Cleric spell abilities of 3rd to 5th level (based on its hit dice), and takes half damage from non-magical weapons, is immune to **sleep**, **charm**, **hold** magic and **fear**, and like other infernals can only be damaged by magical weapons. They also have Darkvision out to 60 feet.

If a dread horseman stands on hallowed ground, it loses its Clerical abilities and suffers a -4 penalty on all checks and saves. It can instantly tell when it enters a hallowed area and will leave immediately.

If reduced to 0 Hit Points, a dread horseman is not destroyed but disappears in a blaze of hellish green flames, banished back to the infernal realm, along with all equipment it carries. Once banished, it cannot come back to the mortal world for an entire year. To truly destroy one it must be restrained, its skull removed and placed in a blessed oaken box, and then burned.



**Infernal, Eldri**

Armor Class:	16 (m)
Hit Dice:	9** (+7)
No. of Attacks:	2 claws or fire blast or spell
Damage:	1d4 claw, 2d6 fire blast, by spell
Movement:	50' Fly 90'
No. Appearing:	1
Save As:	Magic-User: 14
Morale:	9
Treasure Type:	G, O + 1d4+1 non-weapon magical items
XP:	1,225

The Eldri are a breed of infernals that focus their attentions on the accumulation of dark magical secrets and evil lore. They are incredibly skilled in the use of magic and rival vegas (see page 159) in power. Both male and female varieties of eldri exist, and regardless of superficial gender they are universally beautiful. Their blood-red skin, bright orange-red hair, and single smooth horn that grows from their forehead gives them a devilish appearance.



An eldri has the ability to create blasts of flame from its hands up to 120 feet. Its nails are as hard as iron and as sharp as daggers, and will use them only if caught in

melee. In addition, an eldri has the ability to fly. It has the ability to cast spells as a 15th-level Magic-user. It prefers spells that deal direct damage over subtler magics. An eldri spends its life in search of new magic and always has a small stock of magical items it has discovered over the course of its existence (as reflected in the treasure type above).

An eldri is immune to lightning and poison, and takes only half damage from acid, cold, or fire-based attacks. In addition, an eldri is only affected by magical weapons and spells of 2nd-level or higher. An eldri that is killed in combat will dissolve to fine ash, leaving only its horn behind. If this horn is not destroyed within 1 year, the eldri will form a new body with all the memories it had up to the time of its death. The exact means to destroy an eldri's horn is up to individual GMs to devise.

**Infernal, Erinyes**

Armor Class:	18 (m)
Hit Dice:	7+2*
No. of Attacks:	1 dagger (special) or special
Damage:	2d4 special dagger or special
Movement:	30' Fly 120'
No. Appearing:	1d4 Lair 2d8
Save As:	Fighter: 7
Morale:	9
Treasure Type:	Special
XP:	735

Unlike most other infernals, Erinyes appear attractive to humans, resembling very comely women or men. They can change their apparent gender at will. In their normal form they have wings, but they can cause these wings to disappear or reappear at will. An erinyes is taller and heavier than an average human, though not beyond the realm of regular variation. Besides the language of infernals and the Common tongue, erinyes also speak Dragon.

Erinyes are normally armed with magical venomous daggers which drip a caustic substance that causes wounds made by the daggers to be very painful; anyone hit by this dagger attack must save vs. Poison or become unconscious for 1d6 rounds. Each is also armed with a rope of entanglement which can lash forward 20 feet or upward 10 feet to entangle up to 2d4 man-sized victims selected by the erinyes (adjust numbers for larger or smaller opponents as needed). The rope can be hit only on a 20 or higher, and is destroyed when it suffers 20 or more points of damage. Finally, erinyes may be armed with bows which are built for their great strength (which can be drawn only

by characters with at least 18 Strength) and a quiver of 66 arrows that ignite when fired. Arrows fired from this bow do 1d8 points of damage on a hit, and these arrows inflict an additional 1d8 points of fire damage. If an erinyes runs out of arrows it can use any longbow arrows, but loses the bonus fire damage.

Like other infernals, erinyes can only be damaged by magical weapons.

At will an erinyes can use any of the following powers instead of attacking: **cause fear** in all who see it (save vs. Magic Wands to resist), **detect invisible**, **invisibility**, **locate object**, or **polymorph self**.

Once per day an erinyes can attempt to summon either another erinyes, 2d10 lemures (page 152), or 1d4 barbed devils (page 145) with a 35% chance of success. Note that only one type of devil may be successfully summoned. If the attempt fails, the erinyes can try again as often as desired (once per round maximum) until it succeeds.

Though erinyes are very strong, they do not generally receive bonuses to attack rolls or damage from their Strength. However, they are able to use weapons made for larger creatures such as ogres without difficulty. They will, of course, prefer to use their own weapons whenever possible.

### Infernal, Fiend

Armor Class:	23 (m)
Hit Dice:	13** (+10)
No. of Attacks:	2 weapons (see below) or special
Damage:	1d4+4 club, 1d6+6 mace (see below) or special
Movement:	30' Fly 90'
No. Appearing:	1 Lair 1d4
Save As:	Fighter: 13
Morale:	9
Treasure Type:	Special
XP:	2,395

A Fiend is a large masculine humanoid devil with bat-like wings; an average individual will be 12 feet tall and weigh 800 pounds. They often wrap their wings tightly around themselves like a cloak and appear wreathed in flames. They are generally armed with a weapon which resembles a mace with a hook in one hand and a club with jagged teeth in the other, and a fiend can attack with both weapons each round with no penalty on the attack roll. Fiends all effectively have maximum human Strength, though they do not add attack or damage bonuses for this.

These monsters are hard to kill due to the fact that they regenerate at a rate of 2 hit points per round; damage inflicted by holy water (and possibly other holy items as determined by the GM) cannot be regenerated. Unlike a troll, a fiend will not continue to regenerate if reduced to zero or fewer hit points, but can in fact be slain in the normal way. As with most infernals, a fiend can only be damaged by magical weapons.

Instead of making a normal attack, a fiend can choose to use its whip-like tail, which does 2d4 points of damage on a successful hit and holds fast the victim, if man-sized or smaller, inflicting an additional 2d4 points of damage each round. Worse, once a fiend has captured a victim in this way, it may then act as it wishes in subsequent rounds while maintaining the hold and doing the additional damage automatically; the only limitation is that the fiend is reduced to half movement. Such a trapped victim generally cannot attack, but may break free by rolling to open doors with 1d20 instead of the usual 1d6 die roll.

Fiends radiate a powerful fear effect which functions as the spell **cause fear** affecting all in a 30-foot radius, with a saving throw vs. Spells allowed to resist. Anyone who successfully saves cannot be affected by that fiend's fear aura again for 24 hours. Other infernals are not affected by this power.

Fiends have several spell-like abilities that can be used once per round instead of performing a normal attack: **wall of fire**, **detect invisible**, **dispel magic**, **polymorph self**, and **hold person**.

Once per day a fiend may also attempt to summon 1d4 barbed devils (page 145) with a 70% chance of success, and once per day may attempt to summon another fiend (55% chance of success). If either summoning fails, the fiend can try again as often as desired (once per round maximum) until it succeeds; treat these two summons as separate abilities (success of one does not affect the other).

### Infernal, Glabrezu

Armor Class:	24 (m)
Hit Dice:	10* (+9)
No. of Attacks:	2 pincers, 2 fists, 1 bite
Damage:	2d6 pincer, 1d3 fist, 1d4+1 bite
Movement:	60'
No. Appearing:	1d3 Lair 1d6
Save As:	Fighter: 10
Morale:	9
Treasure Type:	D
XP:	1,390

Glabrezu are huge humanoid demons averaging 9 feet tall and weighing about 1,500 pounds. They have dog-like heads with vibrant violet-purple eyes, bony pincers where a normal humanoid would have hands, and a smaller set of human-like arms with ordinary hands protruding from their chests. Their wrinkly, cracked skin ranges in color from a deep brown to pitch black.

Glabrezu prefer to tempt victims into ruin, not unlike succubi, but glabrezu lure their prey with offers of power or wealth rather than passion. Preferring subterfuge to combat, these enormous demons attack with a vengeance if their attempts to entice or deceive fail.

A glabrezu can perform any of the following spell-like powers as often as desired, instead of attacking: **cause fear** (reverse of the remove fear spell), **darkness** (as the reverse of light) with a 10-foot radius, **levitate**, **polymorph self**, or **telekinesis**, all as if a 10th-level Magic-user. Glabrezu, like other infernals can only be damaged by magical weapons.

Once per day a glabrezu may attempt to summon aid from other infernals. Roll 1d%: on a roll of 01-10, a vroek (page 159) appears; on 11-20, a hezrou (page 153); on 21-30, another glabrezu arrives; on a roll of 31-00, the attempt fails. If the attempt fails, the glabrezu can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Hezrou

Armor Class:	22 (m)
Hit Dice:	10** (+9)
No. of Attacks:	2 claws, 1 bite or spell
Damage:	1d4 claw, 4d4 bite, by spell
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	11
Treasure Type:	C
XP:	1,480

Hezrou are infernals in the form of humanoid toads with a mouth full of sharp teeth. They prefer to attack with their claws and bite, and if a hezrou hits with both claws it automatically grabs its opponent, preventing any normal man-sized or smaller foe from moving as well as gaining a +2 with all subsequent bite attacks. A victim held in this way cannot generally attack, but may break free with a normal roll to open doors. As with most infernals, a hezrou can only be damaged by magical weapons.

Hezrou can freely communicate telepathically, and have Darkvision to 60 feet. Each can **teleport** at-will (as a 10th-level Magic-user). Additionally, a hezrou can **cause fear** (remove fear spell reversed) as its action for a round of combat.

Once per day a hezrou can summon another hezrou, but this has only a 20% chance of success; if the attempt fails, the hezrou can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Ice Devil

Armor Class:	18
Hit Dice:	3**
No. of Attacks:	1 claw, cold aura, or breath weapon
Damage:	1d3 claw +1d4 cold, or breath weapon
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 points of cold damage is dealt. An ice devil can breathe a cone of icy shards every 1d4 rounds, causing 1d6 points of damage, and an additional 1d4 points of cold damage in a cone 10 feet long by 5 feet wide. Additionally, those struck must save vs. Paralysis or suffer a -1 penalty to hit and damage rolls 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 as a 4th-level Magic-user (2 missiles).

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 (s)
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 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 Magic-user).



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, Larva

Armor Class:	13
Hit Dice:	1
No. of Attacks:	1 bite
Damage:	1d4+1 bite
Movement:	30'
No. Appearing:	4d10
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	25

Larvae are pale yellowish maggot-like creatures with the faces of men and women, or less frequently other sentient creatures. They are large, about 1 foot in diameter and 5-8 feet long, and their faces are always contorted in expressions of horror, pain, or anger. Many believe that larvae are the souls or spirits of the evil dead, but no one has ever identified a larva as being any specific deceased person, so this cannot be proven.

One thing that is certain is that larvae are the lowest form of infernal, found in the planes or dimensions where other, more powerful demons or devils make their lairs. Larvae are traded as if livestock, and indeed may be consumed by other infernals as food. Some say that a few of the most perfectly evil larvae are transformed into the forms of true demons or devils, and that this is how such creatures reproduce, but this has never been successfully confirmed.

Larvae have no special powers or abilities.

### 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, Malacoda

Armor Class:	20 (m)
Hit Dice:	5**
No. of Attacks:	2 horns, 2 hands or tail
Damage:	2d8 horn, 2d4 hand, 3d4 tail
Movement:	30' Fly 50'
No. Appearing:	1d2 Lair 1d4+1
Save As:	Cleric: 5
Morale:	8
Treasure Type:	I
XP:	450

Malacoda ("Barbed-Tailed") demons are highly intelligent, quiet, and calm. While capable of speech in many languages, they are eerily silent most of the time, including during combat. They are fearsome opponents but also excel in roles as sentries, or supervisors of lesser infernals. They tolerate but dislike Rubicante demons.

Malacoda can neither use nor need weapons, as their bodies are fearsomely designed. They will primarily strike with their barbed hands (2d4) and tail (3d4) but may also gore with their horns once per encounter (2d8). Malacoda are immune to damage from lightning and poison, and take only half damage from acid, cold, or fire-based attacks. They can only be struck by magical weapons and radiate fear within a 5 foot radius (save vs wands).

Once per combat round, instead of attacking they may cast **continual darkness**, **detect magic**, **mind reading**, **hallucinatory terrain**, or **hold person**. Once per day they may summon an additional demon of the same type (50% chance of success).

### Infernal, Malebranche

Armor Class:	24 (m)
Hit Dice:	5+5**
No. of Attacks:	1 tail, 1 weapon or spell
Damage:	1d4 tail, by weapon, by spell
Movement:	30' Fly 20'
No. Appearing:	1d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	450

A Malebranche (sometimes called a horned devil), is a devil far larger than any man. Its skin is crimson or dark

gray and is extremely thick and sturdy. It has a large set of horns on its head owing to its name. The horn tends to be used to rank hierarchy and not as an offensive weapon. A malebranche also has large bat-like wings which it can use to fly short or medium distances.



Most malebranche will be armed with a two-tined fork that deals 2d6 points of damage, although a minority of them will be armed with a barbed whip instead. The barbed whip only deals 1d4 points of damage, but will also stun an opponent for the same amount of rounds (unless a save vs. Magic Wands is made). A stunned opponent cannot attack but can still defend themselves (no loss to AC). With either one of these weapons, the malebranche will still make use of its very sharp tail. It deals 1d4 points of damage and also causes the struck opponent to lose 1 HP every following round unless a healing spell or potion is used.

As the malebranche is an infernal, it can only be hurt by magical weapons (+1 or better). It can also cast **wall of fire** and **cause fear** once per day.

### Infernal, Manes

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	2 claws, 1 bite
Damage:	1d2 claw, 1d4 bite
Movement:	20'
No. Appearing:	2d8
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

Manes are the least form of demon, looking like semi-human madmen with ragged sharp nails and teeth and eyes without iris or pupil. They wear no clothing, revealing grayish fleshy bodies which are without sex. Their only attacks are physical, and they are in fact quite weak, but if slain a manes turns into a foul-smelling gas cloud that seems to dissipate; after one day the manes reforms unharmed.

Manes infest the infernal planes where demons live, and are often used as primitive defensive forces since they will attack almost any creature but will never dare oppose or resist any demon. They are nearly mindless and cannot be affected by **sleep**, **charm**, or **hold** magics, nor by any magic affecting the mind.

### Infernal, Marilith

Armor Class:	16 (m)
Hit Dice:	7**
No. of Attacks:	6 claws or 6 weapons + breath weapon
Damage:	1d6 per claw or by weapon + 6d6 fire breath
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	9
Treasure Type:	None
XP:	800

Marilith are powerful infernals with the upper body of a beautiful woman, and the lower body of a giant snake. Their six arms are long and slender, and their skin is a deep red and their scaly snake body has amazing patterns running across its scales. Mariliths are highly intelligent, often using their beauty and charm to manipulate others.

In battle, a marilith attacks with all six of its claws, each inflicting 1d6 points of damage, or weapons held in any or all of its clawed hands. They are skilled with scimitars, spears, and whips, but can wield any weapon

with ease. As with most infernals, a marlith can only be damaged by magical weapons.

In addition to its six attacks, a marlith can breathe a cone of fire up to 30 feet long and 15 feet wide once per day, dealing 6d6 points of damage to all creatures in the area.

It is immune to fire and poison, and resistant to cold and electricity. Marlith can see in the dark and have the ability to cast **detect invisible**, **polymorph self**, and **charm person**, at will.

When encountered, marliths will attempt to seduce or deceive their opponents before engaging them in battle.

### Infernal, Nalfeshni

Armor Class:	21 (m)
Hit Dice:	11**
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 2d4 bite
Movement:	40' Fly 60'
No. Appearing:	1d3
Save As:	Fighter: 11
Morale:	10
Treasure Type:	E
XP:	1,765

Nalfeshni have the bodies of huge apes, heads like wild boars, and legs like those of a goat. They have almost comically-small bat-like wings on their backs, but despite these small wings they can fly. Nalfeshni tower more than 20 feet high, and can weigh 8,000 lbs or more.

At will a nalfeshni can use any of the following spell-like powers: **cause fear**, **darkness** (having only a 10-foot radius but otherwise as the reverse of light), **detect magic**, **dispel magic**, **levitate**, **phantasmal force**, **polymorph self**, **read languages**, and **telekinesis**, all cast as if by a 12th-level Magic-user. As with most infernals, a nalfeshni can only be damaged by magical weapons.

A nalfeshni can once per day summon any of a variety of allies. Roll 1d%: On a roll of 01-15, a vroek (page 159) appears; on 16-30, a hezrou (page 150) responds to its summons; on 31-45 a glabrezu (page 150) arrives; on 45-60 another nalfeshnee comes to its aid. On a roll of 61-00 the attempt is a failure, but should this happen the nalfeshni can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Night Hag

Armor Class:	11 (s) + iron, not steel
Hit Dice:	8**
No. of Attacks:	1 claw
Damage:	2d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	8
Treasure Type:	Special
XP:	1,015

A Night Hag appears to be an aged woman of horrific appearance, hunched and bent, with devilish facial features, taloned hands and feet, with blue-black skin and hair. They are about the same height and weight as a human female. They are found only singly on the material plane where they search out victims to be slain, taken to the lower planes, and turned into larva (page 152).

In combat, night hags are tougher than they appear. They can only be hit by silver, iron (but not steel), or magical weapons, and are immune to both normal and magical forms of fire and cold as well as sleep, charm, and fear magic.

Night hags prefer the most cruel and selfish of human men as prey, though they will take a woman if she is more cruel and selfish than any man available. When a victim is located, the night hag casts a powerful form of **sleep** which can affect any creature or character up to 12th-level or 12 hit dice unless a successful saving throw vs. Spells is made. Creatures who would be affected by a normal **sleep** spell do not receive a saving throw but are automatically affected. A victim who falls asleep will be strangled by the night hag and thus killed automatically, unless someone intervenes to stop her.

Any victim who resists the **sleep** spell is not "in the clear" just yet, for the night hag will visit the victim once they fall asleep normally. The night hag will be in an ethereal (invisible and intangible) state, and after causing the victim to become ethereal she will climb on the victim's back and ride them until dawn. The exhausted victim awakens after such a night having lost one point of Constitution permanently.

Naturally, any character reduced to a Constitution score of 0 is slain. Monsters are not normally chosen as victims, but should such a thing happen to a monster with no given Constitution score, assume it has a score of 10 plus its normal hit dice.

Ethereal creatures can only be seen by other ethereal creatures or by means of **detect invisible**, and can only be harmed by magic weapons; most spells or magic will not affect such a creature but gaze attacks can do so. Once on the back of her victim the night hag can only be removed by killing her, but any strike against the night hag which misses has a normal chance to hit the victim being ridden.

A night hag hates almost all creatures, and will often attack on sight so long as she believes she can win. Though her physical attacks are not particularly fearsome, night hags have several magical powers. As previously mentioned a night hag can become ethereal at will, and can resume material form in the same way; her movement rate remains the same while she is ethereal. She can also polymorph at will (as the spell **polymorph self**). Three times a day a night hag can cast a form of **magic missile** which launches a single missile that inflicts 2d8 points of damage. Worse, three times a day she can project a ray of darkness from her fingertip which can strike one character; the target must save vs. Spells or suffers weakness that reduces damage done by all melee attacks by half for 2d8 rounds.

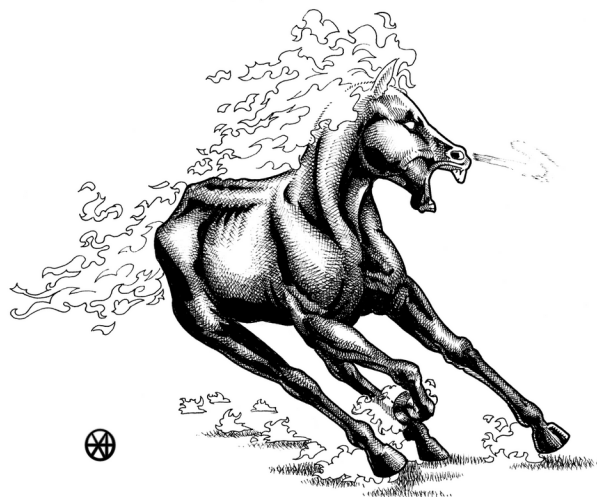
A night hag can summon an ally once a day. Roll 1d%: On a roll of 01-25 a vrock (page 159) appears; on 26-50, a barbed devil (page 145) responds to her summons. On a roll of 51-00 the attempt is a failure, but should this happen the night hag can try again as often as desired (once per round maximum) until she succeeds. If she does this the night hag must pay the summoned creature (if it survives) in the form of a larva from her collection, so she will only use this power if in dire need of assistance.

When encountered on the material plane a night hag will always have a magical gemstone, a periapt, which will cure any disease contracted by the bearer, as well as granting a bonus of +2 on all of that character's saving throws. When carried by a non-infernal, the periapt has a 10% cumulative chance of decaying and crumbling when used; that is, 10% the first time it cures a disease, 20% the second, and so on.

### Infernal, Nightmare

Armor Class:	24
Hit Dice:	6+6*
No. of Attacks:	2 hooves, 1 bite or 1 breath
Damage:	2d4+2 hoof, 2d4 bite, or special
Movement:	80' (10') Fly 160' (10')
No. Appearing:	1
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	555

Nightmares, also known as Hell Steeds, are the horses of the lower planes. Nightmares are gaunt beasts with eyes that glow fiercely red and orange, fire and smoke blowing from their nostrils, and hooves that burn like fiery coals. Nightmares are able to change sizes, from the size of a warhorse up to a giant form twice that size, but despite these changes their statistics (hit dice, attacks, and so on) are not affected. This ability allows them to serve as steeds for demons and devils of various sizes. Night hags (page 154) and sometimes greater undead such as vampires, spectres, and liches may use nightmares as steeds.



Besides attacking with its fierce bite and burning hooves, a nightmare exhales a cloud of smoke that both blinds and chokes any living creature within 10 feet unless a successful saving throw vs. Dragon Breath is made. Those affected by the smoke suffer a penalty of -2 on all attack rolls while within the smoke-filled area. Note that after moving to a new location, one full round must pass before the nightmare's smoke cloud is fully formed in this new area; on the other hand, the smoke in its former location does not persist at all after the nightmare moves away.



Nightmares can fly naturally despite having no wings, but they do so by apparently running in the air; they can ascend and descend at up to a 45-degree angle at the given movement rate, and cannot dive or perform other maneuvers as normal winged fliers do.

### Infernal, Pazzu

Armor Class:	15 (m)
Hit Dice:	9*
No. of Attacks:	2 claws, 2 talons, 1 bite
Damage:	1d6 claw, 1d8 talon, 1d6 bite
Movement:	40' Fly 120'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	11
Treasure Type:	None
XP:	1,150

Pazzu (or wind demons) are a type of famine demons that are sometimes unleashed upon a population by an evil priest or wizard. They stand seven feet tall and appear as the combination of several animals; the head of a large horned animal, the upper body of an ape, the lower body of an eagle, and huge bat wings. They can create storms strong enough to damage harvests and take great pleasure in destroying cultivated fields. They can cast **insect plague** once per turn and **animate dead** at-will, both as a 12th-level Cleric, preferring to animate dead animals.



A pazzu can inflict all five of its attacks while in the air and will fight on the ground without its talons only if its wings are damaged. They are immune to non-magic

weapons, normal fire, poison, and cold. They take half damage from fire.

### Infernal, Quasit

Armor Class:	19 (m)
Hit Dice:	2**
No. of Attacks:	2 claws, 1 bite
Damage:	1d2 claw, 1d3 bite + poison
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 giant centipede, giant 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 Magic-user.

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, Rubicante**

Armor Class:	20 (m)
Hit Dice:	4**
No. of Attacks:	2 claws, or weapon
Damage:	1d4 claw, or by weapon
Movement:	20' Fly 40'
No. Appearing:	1d2 Lair 3d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	320

Rubicante ("Red-Faced Terror") are intelligent but irascible, and seem predisposed if not determined to misconstrue anything they hear in the worst possible way. Left unchecked, they will wrangle with anyone with earshot, eventually causing destruction without care for the survival of anyone else, including themselves. As invaders and torturers they are unmatched, but they lack the ability to rein themselves in, unless under constant supervision by a greater being. Even by infernal standards, their behavior is problematic in that it routinely interferes with orderly management. Thus, they create a lot of strife for other demonic beings above them in the hierarchy.

Lacking the tail of the more powerful Malacoda Demons, they are always equipped with either a three-tined infernal pitchfork (65% chance, 2d6+1 damage) or a cat o' nine tails (35% chance, 2d4+1 damage). If their weapon is lost or damaged, they will resort to a claw / claw / bite attack.

If their physical attacks are not successful, Rubicante have the following at-will powers once per turn: **continual darkness**, **detect magic**, **mind reading**, or **hallucinatory terrain**. Once per day they can create a **wall of fire** with double the normal effect or summon an additional demon of the same type (33% chance of success). Rubicante cause a **fear** effect within a (save vs Wands) upon striking an opponent for the first time.

Rubicante are immune to damage from lightning and poison, and take only half damage from acid, cold, or fire-based attacks. They can only be struck by magical weapons.

**Infernal, Shadow Fiend**

Armor Class:	18 (m)
Hit Dice:	6*, 8*, 10*, or 12*
No. of Attacks:	1 touch or 1 magic throw
Damage:	1d6 touch, 2d6 magic throw
Movement:	Fly 180'
No. Appearing:	1d4
Save As:	Thief: 14
Morale:	9
Treasure Type:	E
XP:	6 HD: 555; 8 HD: 945; 10 HD: 1,390; 12 HD: 1,975

A Shadow Fiend is an insubstantial infernal that feeds off the fears, doubts, and nightmares of living creatures. When seen in well-lit areas it appears as a horned and winged humanoid figure whose lower body trails off into nothing. It lacks any facial features, and its body appears to be composed of dense smoke. It is subtle for an infernal, and can remain hidden among populations of humanoids or monsters for years without being detected. It prefers abandoned homes, old ruins, dark sewers, and tunnels as lairs. A shadow fiend grows stronger the more it feeds, as reflected in the variable HD amount above. When in darkness a shadow fiend is effectively invisible as per the spell. Regardless of whether it is in darkness or not, it moves in complete silence; only the stirring of the air is a hint as to a shadow fiend's passage.

A shadow fiend that hits a living target with its touch attack deals the listed amount of damage and at the same time regenerates the shadow fiend. A shadow fiend has the power to move objects up to 10 pounds up to 50 feet away from itself via magic. It can move said objects about 5 feet a round, also using this ability to hurl small objects at enemies within 50 feet for 2d6 damage. It will typically use this power to open and close doors, knock over objects, or throw small objects about. The goal is to terrorize and demoralize creatures it is "haunting", to induce fear and paranoia. In addition to this ability a shadow fiend can cast **darkness** and **phantasmal force** each once per day. However, a shadow fiend caught in areas of bright light (such as the area of a **light** spell or a torch) takes 1d6 points of damage per round as the light burns away its shadowy form.

Due to its insubstantial nature, a shadow fiend is immune to poison, acid, and cold. It only takes half damage from lightning or fire-based attacks. Magical weapons are required to hit a shadow fiend in combat.

**Infernal, Spined Devil**

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

Spined Devils wear spikes and horns all over their muscular bodies covered in gray, leathern scales. Curled horns often protrude from their beastly heads where razor-sharp fangs drip with venom. They stand 8 to 10 feet tall. Under their many scales hide thorny spines that sometimes burst forth in a spray of carnage. Thick, bony blades may extend or retract from their elbows, to be used as weapons as needed, though they often prefer wielding spears or swords. Only magic weapons harm spined devils, and they are immune to non-magical fire or poison.

In addition to weapon strikes, spined devils may bite opponents who must save vs. Poison or fall unconscious for 1d6 minutes. They may also strike with their elbow blades, but their most fearsome attack comes from a burst of spines. Every round, the spined devil has a 1 in 6 chance of releasing a cloud of barbed spines from its skin. Every opponent within a 5-foot radius takes 4d6 points of damage, reduced by half by a successful save vs. Dragon Breath.

**Infernal, Succubus**

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

A Succubus (plural succubi) is a demon in female form, a temptress who corrupts mortal men through lust. In her natural form, a succubus appears as a lovely human woman with small horns on her forehead and batlike wings sprouting from her back. A succubus is rarely



seen in its natural form however, as one can change shape into nearly any humanoid form, with size ranging from as small as a halfling to as large as a human, and of either physical gender (though due to misunderstanding the nature of these creatures, they are often called **incubi**, or **incubus**, when appearing male) and any appearance, even a perfect likeness of another character or humanoid creature. A succubus can change shape in a single round, and do so as often as desired. A succubus can speak any language, and has Darkvision to a range of 120 feet.

The kiss of a succubus will drain very life of its victim. A charmed victim will submit to this willingly; an unwilling target of such affections (one not charmed) must obviously be restrained. 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). Draining the life of a victim in this way is the succubus' preferred method of killing.



A succubus can perform any of the following spell-like powers as often as desired, instead of attacking: **charm person**, **mind reading**, **clairaudience** (as the potion), **darkness** (as the reverse of light) in a 5-foot radius, all as if a 6th-level Magic-user.

The majority of succubi (about 70% of them) have the ability to, once per day, attempt to summon another infernal to come to their aid. Roll 1d%: on a roll of 01-30, a nalfeshni (page 154) appears; on 31-40, a balor (see page 145) is summoned; on a roll of 41-00, the attempt fails. If the attempt fails, the succubus can try again as often as desired (once per round maximum) until it succeeds.

### Infernal, Vega

Armor Class:	17 (m)
Hit Dice:	9** (+8)
No. of Attacks:	1 whip + special
Damage:	2d6 + special
Movement:	60' Fly 150'
No. Appearing:	1, Lair 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 invisible**, **dispel magic**, and **telekinesis** at will.

### Infernal, Vrock

Armor Class:	13 (m)
Hit Dice:	8*
No. of Attacks:	2 claws, 2 talons, 1 bite
Damage:	1d4 claw, 1d8 talon, 1d6 bite
Movement:	40' Fly 120'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	11
Treasure Type:	None
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 invisible**, and **telekinesis** at will, and once per day has a 10% chance of summoning one of their own kind to fight alongside it.

### Inversegen

Armor Class:	14
Hit Dice:	5
No. of Attacks:	1 bite or spell
Damage:	2d6
Movement:	Swim 60'
No. Appearing:	Wild 1d8+4, Lair 8d10+20
Save As:	Fighter: 5 or Cleric: 5
Morale:	10 (12 if defending lair)
Treasure Type:	Special
XP:	360, Priest 405, High Priest 450

An Inversegen, also called a Devil Fish, is a 5-foot tall manta ray-humanoid hybrid. Its head is encased in a large fin with a span of 7 feet. It has black beady eyes and a large mouth filled with two rows of needle-like teeth. It has small, almost vestigial arms and fully-formed legs, both without skeleton and a long spiked tail. Its coloration varies from auburn to rosewood.

In combat, its only attack is a vicious bite. 1 in 5 is a priest with Clerical abilities of 5th-level and a minimum of 30 hit points. 1 in 25 is a high priest with Clerical abilities of level 8 and a minimum of 35 hit points. It frequently casts a variant of **spiritual hammer** which manifests a trident instead, dealing a base of 1d8 points of damage; it uses this to attack foes from the rear.

An invertegen only speaks its native language. It can be found only in salt water and lives in open cities at the bottom of the oceans where it is said to worship evil sea gods. Priests and high priests have a 5% and 20% chance, respectively, of possessing a magic ring, which it wears on one of its legs.

### 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.

### Issuv

Armor Class:	20
Hit Dice:	2
No. of Attacks:	1 + suffocation
Damage:	1d8
Movement:	25'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	7
Treasure Type:	None
XP:	75

What might at first appear to be a hazily-defined bipedal creature, the Issuv is in fact a colony of small insect-like creatures that work together as a single, larger body. The colony can reshape at will because it is made of a conglomeration of smaller beings working as a unit, which also makes it harder to hit (due to their ability to scatter and reform). In addition, this imparts the ability to get into small, tight, or difficult-to-access spaces. It is not uncommon for an issuv to wait in a crevice for prey to pass, and then come pouring out to attack.

An issuv has the ability, if it is sufficiently large, to envelop an enemy. They will then attempt to suffocate an enemy, who must save vs. Death Ray to break out of the covering mass. If not successful after three attempts, the issuv will suffocate its enemy. Any prey who is enveloped will be victim to any attacks levied towards an issuv.

While an issuv can conceivably separate at will into smaller entities, it will rarely do so because of the acquired social bond between the actual organisms making up the large whole.

### Jack O'Lantern

Armor Class:	15
Hit Dice:	3*
No. of Attacks:	1 breath
Damage:	2d6
Movement:	Fly 20'
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 5 feet wide at the base with a range of 5 feet in front of the creature. Anyone caught in the blaze suffers 2d6 points of fire damage; save vs. Dragon Breath for 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, and thus is immune to poison, charm, and sleep; due to its nature it is also immune to fire. 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.

### Jackal

Armor Class:	12
Hit Dice:	½ (1d4 points)
No. of Attacks:	1 bite
Damage:	1d2
Movement:	90'
No. Appearing:	2d6
Save As:	Normal Man
Morale:	5
Treasure Type:	None
XP:	10

Jackals are small wild canines. They prefer to attack prey en-masse, swarming larger creatures and trying to pull them down.

### Jackalwere

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	1 bite or 1 weapon
Damage:	2d4 bite or by weapon
Movement:	60'
No. Appearing:	1d4
Save As:	Magic-User: 3
Morale:	7
Treasure Type:	C
XP:	280

Despite the name, Jackalwere are not ordinary lycanthropes; their condition is not contagious, for example. These strange creatures can assume the form of a somewhat larger-than-normal jackal or that of a man. They are rarely (1 on 1d6) found leading a pack of ordinary jackals, but otherwise will be hunting by themselves.

The jackalwere has one special power: the ability to cause a living creature who meets its gaze to fall asleep. This effect is otherwise as the **sleep** spell, and can be used any number of times per day. Note that any character facing a jackalwere who is aware of the creature's identity and knows of this power can easily avoid its gaze; only a truly unsuspecting opponent will be affected.

### Janni

Armor Class:	15 (13)
Hit Dice:	3+1
No. of Attacks:	1 weapon
Damage:	1d8+2 or by weapon +2
Movement:	30' Unarmored 40'
No. Appearing:	Wild 2d20, Lair 3d20
Save As:	Fighter: 3
Morale:	8
Treasure Type:	Q, R, S each; A in groups of 30+
XP:	145

Janni are the semi-magical descendants of djinni/human pairings. At a glance they appear to be normal humans with dark hair and skin, sporting powerful and attractive builds. They favor living in desert environs, where they have both the safety and privacy they crave. Half of all janni tribes are nomadic and move from oasis to oasis, herding their goats, horses, and camels. A janni is polite and charming, and enjoys the company of foreign travelers. They are also highly honorable, and do not take kindly to insult or injury. A janni speaks Common fluently.

A janni is an expert horseman and prefers to fight from horseback using large two-handed scimitars and longbows in combat. A janni will pursue its enemies over great distances and show little mercy to dishonorable combatants. Janni will sometimes ally with groups of desert-dwelling humans, and occasionally hire out as a mercenary.

One out of every 16 janni will be a hardened warrior of 5+2 HD (360 XP) and have a +2 bonus to damage. Regular janni led by a hardened warrior gain a +1 bonus to their morale. In groups of 30 or more, there will be a sheikh of 8+3 HD (875 XP) with AC 17 (13) and a +3 bonus to damage. Janni never fail morale as long as their sheikh lives. In addition, a lair has a 1-3 on 1d6 chance (1-4 on 1d6 if a sheikh is present) of a vizier being present. A vizier is equivalent to a normal janni statistically, but has Clerical abilities at level 1d4+1.

### Jellyfish, Giant

Armor Class:	11
Hit Dice:	1 to 4
No. of Attacks:	1 tentacle brush
Damage:	1d10 plus paralysis
Movement:	Swim 10'
No. Appearing:	1d10
Save As:	Fighter: 1 to Fighter: 4
Morale:	12
Treasure Type:	None
XP:	1 HD: 25; 2 HD: 75, 3 HD: 145; 4 HD: 240

Giant Jellyfish are one of the more underrated dangers of the ocean. They float with the currents and the tides nearly invisible (surprising on a 1-4 on 1d6) but moving to attack any creature who passes within 30 feet of the monster.

The attack of the giant jellyfish is a simple one: it drags its trailing tentacles over the body of its victim, and many tiny stingers strike, inflicting both pain and paralysis. Any living creature hit by a giant jellyfish must make save vs. Paralysis or be paralyzed for 2d4 turns. As this will naturally happen in water, a paralyzed victim may then drown.

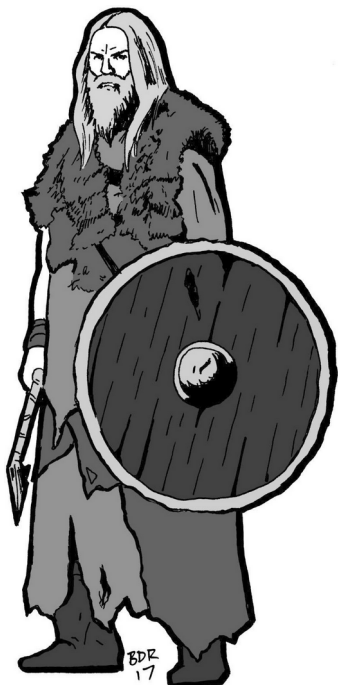
A giant jellyfish has 2d10 tentacles per hit die, and 50% of successful hits will be against the tentacles; while each point of damage severs a tentacle, only damage done to the creature's main body counts against its normal hit points. Severing all the tentacles renders the creature harmless, and they will regenerate over the course of a few weeks. Attackers who are aware of these facts may choose to attack the main body specifically, in which case any successful hit will count against the creature's hit points.

### Jotenkin

Armor Class:	15 (11)
Hit Dice:	3+3
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	145

Hailing from regions of rugged northern coastlines, Jotenkin are large humanoids with kinship to giants. Many simply call them North-men. A jotenkin is less

brutish and slightly smaller than an ogre, and may even be considered just a large race of mankind. Each is an expert seaman in the dragon-headed longboat that is customarily used. Jotenkin society is warrior-oriented and thrives by raiding and pillaging coastal communities. Other than such raiding, jotenkin do not generally mix with the normal humans that share the same regions, though they may take human slaves. Where the humans revere certain deities of their culture, the jotenkin revere the antithesis giants of those pantheons. They speak their own language that sounds similar to that of frost giants.



A jotenkin arms themselves with large axes, swords, spears, and the like, and utilize wooden shields. Even the smallest jotenkin receives a +1 damage bonus when using a weapon due to strength. Jotenkin are essentially immune to cold environmental effects and even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, a jotenkin receives a +4 bonus.

One out of every five jotenkin will be a warrior of 5+5 HD (XP 360) and +2 damage bonus. Regular jotenkin gain a +1 bonus to their morale if such warriors are around to keep order. Each jotenkin longboat will be led by a chieftain of 8+8 hit dice (XP 875), having a +3 bonus to damage due to strength.

### Kappa (and Suiko)

	Kappa	Suiko
Armor Class:	14	16
Hit Dice:	4	6
No. of Attacks:	2 claws + choke	2 claw + choke, 1 knee
Damage:	1d4 claw + 1d6 choke	1d6 claw + 2d6 choke, 1d6 knee
Movement:	30' Swim 30'	40' Swim 40'
No. Appearing:	Wild 2d6 Lair 8d6	Wild 1 + 2d6 Kappa Lair 1 + 8d6 Kappa
Save As:	Fighter: 2	Fighter: 3
Morale:	7	9
Treasure Type:	– C in Lair –	
XP:	100	125

Kappas are green-blue scaled creatures that live near bodies of water. They are sometimes malevolent, other times harmless pranksters, depending on their mood.

Kappas love drowning their victims; any successful 2-claw attack will result in the kappa dragging its victim underwater and applying a choke hold, driving out air and injuring for 1d6 points of damage.

For every 25 Kappas there will be a Suiko leading them. A kappa will never fail a morale roll when a Suiko is around for fear of retribution. Referred to as the "mob bosses" of Kappas, these creatures are all malevolent with none of the fun.

Suikos have scaled skin with brutal tiger claws on their knees. They share the kappa's love to rend and drown their foes.

Suikos will never fail morale in their lair.

### Kelpie

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	2 hooves, 1 bite
Damage:	1d4 hoof, 1d4 bite
Movement:	60' Swim 80'
No. Appearing:	Wild 1
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

The kelpie is a malevolent, shape-shifting freshwater fey that haunts lakes, rivers, and ponds. In its natural form, it appears as a dark, spectral horse, luring unsuspecting victims with its serene, hypnotic presence. This flesh-eating creature can shift into either a normal-appearing



horse or human for two turns each day, using these forms to deceive and entrap prey.

The kelpie ensnares victims using its **charm person** ability, which it can use three times daily. Once it gains trust, the Kelpie reveals its true form, dragging victims into the water to drown them. Driven by an insatiable hunger and a love of cruelty, it relishes both the moment of death and the meal that follows, making it one of the most feared and loathed creatures of fey origin.

### Kirin

Armor Class:	25
Hit Dice:	12**
No. of Attacks:	2 hooves, 1 horn (+3 to hit)
Damage:	2d4 hoof, 3d6 horn
Movement:	120' Fly 180'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	8
Treasure Type:	Special
XP:	2,075

A Kirin (sometimes written Ki-Rin or Qilin) is a strange creature resembling a scaly-skinned unicorn with a heavier, dragon-like head and a wild leonine mane. Their scales sparkle golden, the hair of their mane and tail are rose gold, and their eyes are a deep lavender or violet color.

Kirin are natural fliers and are said to prefer to never touch the ground. Those met in the wild are always solitary and apparently always male; nothing is known about how females might differ from males, for none have evidently ever been seen. They are extremely intelligent and can communicate with any other intelligent creature by means of their unique form of telepathy.

A kirin has the magical abilities of a 15th-level Magic-user, but casts spells by force of will alone, needing no words or gestures to cast them. In addition, once per day a kirin can cast **create food** or **create water**. Once per day a kirin can create items of wood or softer material of up to 20 cubic feet which are of permanent nature, and once per day can create up to 200 pounds of metal items that will persist for one day before disappearing.

Any spell cast by a kirin that affects air, wind, or sky has twice the normal power or effect, as determined by the GM.

The skin of a kirin is very valuable, up to 25,000 gp in value if not too badly damaged. However, as kirin are famously good creatures and much revered (indeed, almost worshiped), those who would buy such a skin are undoubtedly very evil indeed.

### Kraken

Armor Class:	20
Hit Dice:	36** (+16)
No. of Attacks:	5 tentacles, 1 bite
Damage:	7d6 tentacle, 4d6 bite
Movement:	Swim 40'
No. Appearing:	1
Save As:	Fighter: 20
Morale:	11
Treasure Type:	None
XP:	18,500

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 some of 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.

**Kreptax**

Armor Class:	13(11)
Hit Dice:	2
No. of Attacks:	1 weapon or 2 claws
Damage:	by weapon or 1d4 claw
Movement:	30'
No. Appearing:	1d4, Wild 2d4, Lair 3d6
Save As:	Fighter: 2 (petrify/paralysis as Fighter: 9)
Morale:	7
Treasure Type:	U, Lair B
XP:	75

Kreptax appear to be unnatural crossbreeds of elves and goblins though they are related to neither, being creatures of the wild fey. They resemble elf-sized goblins, with the more pointed ears and lighter features of an elf. Kreptax have a dazzling variety of skin colors, including but not restricted to blue, red, orange, yellow, green, and purple, and the colors seem as individual as eye color among humans. Two blue kreptax may very well produce red, purple, orange or yellow offspring, and not all their offspring will be the same color either.

Individually kreptax are more intelligent than goblins. They have Darkvision to 60 feet and are very resistant to paralysis (saving against it as a 9th-level Fighter). Like other fey, they are vulnerable to cold iron. Weapons made of iron or steel deal an extra +1 damage to kreptax.

Kreptax often roam in small packs of 2 or 3 when scouting, and a tribe is almost never more than 18 individuals before internal frictions cause the tribe to split.

Every sixth Kreptax will be a more powerful warrior, wearing chainmail with 3 HD (XP: 145) and AC 15. Each tribe of 18 will have a chief of 4 HD (XP: 360) also in chainmail with AC 15. Every ninth kreptax will be one of their feared warlocks with 3 HD (XP: 175). The warlock wears no armor (AC 11) but with the ability to cast spells as if they were a 3rd-level Cleric and a 3rd-level Magic-user.

**Krong Reap**

Armor Class:	18 (19 with shield)
Hit Dice:	6*
No. of Attacks:	4 or 2
Damage:	1d8 or by weapons
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	10
Treasure Type:	E
XP:	555

A Krong Reap is a humanoid servant, created by the gods for special missions. When not needed by their creator, they are left to their own devices, and some of them have escaped to the lands of men. They appear basically as humans, but with particularly ugly faces featuring huge noses, loose lips, and nasty sharp teeth. However, their standout feature is their four arms. They are equally dexterous with all of their arms, and may carry and use without penalty four weapons: a sword, a dagger or short sword, a short staff, and a switch (the switch is to drive off spirits). Some may replace two of their weapons with bucklers instead; the two bucklers count as one regular shield, giving krong reap thus equipped an AC of 19. Although they have vicious-looking teeth, they prefer to use their weapons in combat.

**Lamia**

Armor Class:	18
Hit Dice:	6+1**
No. of Attacks:	1 bite, 1 Constrict, 1 weapon
Damage:	1d6+poison bite, 2d6 constrict, by weapon
Movement:	120'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	9
Treasure Type:	D
XP:	610

With the upper body of a beautiful woman, and the lower body of a venomous snake, Lamia are dangerous monsters often found near human settlements, where they prey on unsuspecting stragglers from the settlement, especially favouring children.

A lamia possesses a poisonous bite that causes paralysis for 1d4 turns when a victim fails a save vs. Poison. It uses this poison to subdue its prey before devouring

them. A lamia can wield weapons, often favoring bows, spears, and pole-arms.

A lamia can also constrict its victims in the coils of its lower body, they must first successfully grapple its target. This requires a successful attack roll. If the attack roll is successful, the lamia can then wrap its lower-body around the target, beginning the constriction. Every round after that, the lamia automatically deals 2d6 points of constriction damage. Their hold may be broken by rolling beneath the characters strength on 1d20. Lamia are also skilled in the art of magic and may cast spells as if they were a 5th-level Magic-user.

### Lammasu

Armor Class:	14
Hit Dice:	6+2*
No. of Attacks:	2 claws
Damage:	1d6 claw + special
Movement:	60' fly 120'
No. Appearing:	2d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	A
XP:	555

Lammasu are winged lions with human-like heads. They are intelligent and very correct, upstanding and law-abiding, and will generally give aid and protection to other creatures they see as the same. They can speak Common. A lammasu is typically around 8 feet long and weighs about 500 pounds.

A lammasu has the spell abilities of a 6th-level Cleric. They can become **invisible** at will, as the spell, and teleport at will over short ranges as if casting **dimension door**. They are constantly surrounded by **protection from evil, 10' radius** (as the spell).

### Lamprey

	Normal	Giant
Armor Class:	13	14
Hit Dice:	1+2	5
No. of Attacks:	2 bite	1 bite
Damage:	1d2 + 2 per round	1d6 + 10 per round
Movement:	Swim 60'	Swim 40'
No. Appearing:	– 1d4 –	
Save As:	Fighter: 1	Fighter: 5
Morale:	12	12
Treasure Type:	– None –	
XP:	25	360

A Lamprey is an eel-like jawless fish with a funnel-shaped sucking mouth lined with many sharp teeth. A lamprey attacks by boring into its prey with these teeth and latching on, dealing the given damage on the initial attack and causing 2 points of damage per hit die of blood loss damage each round thereafter, until the victim or the lamprey is dead. Pulling a lamprey loose without first killing it requires a standard roll to open doors, and if successful the victim suffers damage equal to being bitten again due to the tearing loose of the lamprey's many teeth. This does not substantially harm the lamprey, which will immediately attack whoever pulled it loose.

The giant lamprey is a much larger version of the common variety; these monsters are found in areas populated with particularly huge or prehistoric sea life.

### Leopord, Great

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1 antler or 1 rake (against large only)
Damage:	2d4 antler, 2d6 rake
Movement:	80' (5')
No. Appearing:	Wild 1d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	175

A Great Leopord, sometimes known as a jackalope king, is essentially a massive jackrabbit species found in plains regions. Each has elk-like antlers which may be used in charging attacks (following normal charging rules). Against large opponents the great leopord will leap and use its rear clawed feet to rake for considerable damage.

Domestication of a leopord is a very long and difficult process. Riding one requires considerable skill and is a



rough ride, but the great speeds make up for the discomfort. Unlike other horse-sized creatures, a great leporid can turn quickly (having a 5-foot maneuver rating). Domesticated great leporids are highly-prized as courier mounts in plains regions. A light load for a great leporid is up to 250 pounds; a heavy load is up to 500 pounds. However, in either case specially-designed saddles and bags are necessary (those designed for equines will not fit).

### Leprechaun

Armor Class:	19
Hit Dice:	1**
No. of Attacks:	1 miniature weapon
Damage:	1d2
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 1 (+ bonuses)
Morale:	5
Treasure Type:	M (5,000 to 40,000 gp)
XP:	49

The "wee folk" are related to the other fey races of brownies, pixies, and sprites. A Leprechaun stands about 2 feet tall and appears as a miniature human. Its hair color can be blond, brown, or red with a predominant tendency toward a red shade of all the colors. A male leprechaun usually prefers to have a beard. Leprechaun clothing tends toward tans and

greens with gold buttons and buckles. A leprechaun can speak various Fey languages and invariably speaks Common with a heavy accent called a "brogue". Leprechauns have Darkvision out to 60 feet. Because the wee folk are very suspicious of other races, a leprechaun is also very observant and will only be surprised by a roll of 1 on 1d6.



A leprechaun prefers to live alone or in small family clans. Leprechauns can be found in forests, usually in unexplored or rarely-used glades. A leprechaun will have a lair that only a dwarf or halfling character can access. It will not willingly lead anyone to this lair. Leprechauns have a deep desire for gold and will have treasure that reflects this. A leprechaun is very fearful of humans and dwarves, because it believes that these races desire their gold. If there is an elf in the party, the leprechaun will ignore any human or dwarf leader and will address the elf, since elves are kindred fey spirits.

Leprechauns use tools and will have tiny swords that are treated like daggers. It will rarely use small bows and cannot use pole weapons. Like a brownie, a leprechaun will get a +4 bonus to any saves vs. Magic.

A leprechaun has some Thief-like abilities including Pick Pockets, Move Silently, and Hide, all as a 15th-level Thief. It also has spell-like abilities that can be used at-will, including **teleport**, **confusion**, and **bane**.

A leprechaun will use the Hide and Move Silently skills to try and avoid a party. If a party does happen to catch one, the leprechaun will use Pick Pocket to steal any gold on the person that is holding it. The leprechaun will then cast **confusion** on the party, followed by **teleport**. Since it stays within a range of about 50 miles of its lair, it will generally be on target. If prevented from

teleporting, the leprechaun will try to buy its freedom with treasure or three wishes. Note that the treasure may have a bane curse (see the **bless** spell in the **Basic Fantasy RPG Core Rules**). The wishes will be very limited. The leprechaun will fulfill the wish, but will put a twist on it that could severely hurt the wisher (the leprechaun will tell the wisher where a large treasure is, but fail to mention the two level-7 red dragons guarding it).

There is rumor of a leprechaun king, an exceptionally wealthy leprechaun, with a very twisted idea of how to make a wish turn back on the person making the wish. An example: "I wish for a mighty sword" results in a **sword +3** made from the tooth of a demon, but for every enemy killed with the sword there is a chance that the wisher will become a vampire.

### 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.



### Leucrotta

Armor Class:	16
Hit Dice:	6+1
No. of Attacks:	1 bite or 2 kicks
Damage:	3d6 bite, 1d6 kick
Movement:	90'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	D
XP:	500

The Leucrotta is a very strange-looking creature, having a body like a deer or stag with a head resembling a European badger and a leonine tail. Instead of normal teeth, the mouth of a leucrotta is lined with saw-edged ridges of bone. They are hateful predatory creatures who prefer intelligent prey.

A leucrotta can imitate any male or female voice of any human, demi-human, or humanoid, from the high-pitched tones of a pixie to the deepest rumble of a giant. This ability is used to lure potential victims into ambush situations. Leucrotta virtually always know the Common tongue, and have a 25% chance to know any of the following (roll once per language as needed): Elvish, Dwarvish, Orcish, Goblin, Gnoll, or Giant.

The leucrotta's kick attacks may only be directed at opponents behind the creature, and it cannot effectively bite and kick in the same round.

### Lich

Armor Class:	19 (m)
Hit Dice:	10** (+9) or more see below
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 an undead 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 of 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. Any character whose Constitution is reduced to zero dies immediately, but will rise in 1d4 rounds as a lesser wight under the command of the lich. 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. Anyone who becomes a lesser wight and then is slain is 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 1d8 for rolling HP like other monsters.

A lich's life-force is kept safe within an object called a canoptcept, 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 canoptcept 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.

The canoptcept is sometimes incorrectly identified as a phylactery, possibly because some liches choose to use such a device of worship profanely in this way. A canoptcept can in fact have almost any form, though almost all such devices fit comfortably in a person's hand.

**Linnorm**

Armor Class:	17
Hit Dice:	7**
No. of Attacks:	1 bite, 2 claws, or breath
Damage:	2d8 bite + poison, 1d10 claw, 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 an 80-foot long, 30-foot wide cloud of fetid gas, much like a dragon's breath, for 7d8 points of damage. The bite of the linnorm is poisonous; those bitten must save vs. Poison or die. A linnorm is immune to all poisons.

**Living Candlestick**

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 firedart or 1 fireball
Damage:	1d3 firedart, 2d6 fireball
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	37

A Living Candlestick is an animated candelabra that will fight intruders. It does this by shooting tiny darts of fire from its candles, and by firing a small **fireball** every 1d6 rounds. This **fireball** covers a 10-foot radius, with a save vs. Spells for half-damage.

The light given off by a living candlestick is enough to illuminate twice the area of a standard lantern (60-foot radius, dim light extending 40 feet further).

**Living Darkness**

Armor Class:	12 (m)
Hit Dice:	4**
No. of Attacks:	1 shroud + drain
Damage:	1d4 + special
Movement:	10'
No. Appearing:	1
Save As:	Magic-User: 4
Morale:	12
Treasure Type:	None
XP:	320

A Living Darkness is a mindless unintelligent subterranean creature that expands to fill the volume of the chamber it inhabits, up to a maximum size of a 30-foot cloud. When seen in a lit environment (something it avoids whenever possible), the living darkness appears as a black mist or cloud of slowly-moving smoke.

A living darkness is insubstantial, and immune to non-magical weapons and most spells except for **magic missile**, **light**, and **continual light**. When the **light** spell is cast on a living darkness it will cause 1d8 points of damage on the first round, 1d4 damage on the second round, and after the second round the spell will end as if it had been dispelled. **Continual light** behaves similarly, though it does 1d8 points of damage for the first two rounds, and 1d4 damage every round after; the **continual light** will last as many rounds as the caster has character levels before it is dispelled as well.

When a living darkness hits an opponent with its shroud attack, the victim is enveloped by the darkness unless they save vs. Magic. If the save is successful, the victim only takes 1d4 points of damage before escaping the living darkness' embrace, otherwise they are enveloped in the darkness, and take 1d4 damage and lose 1 point from a random ability (roll 1d6: 1-Charisma, 2-Constitution, 3-Dexterity, 4-Intelligence, 5-Strength, 6-Wisdom) every round, until they escape the shroud by succeeding in a save vs. Magic. If the victim has any of their abilities reduced to 2 or less, they collapse and can no longer act. If an ability score reaches 0, the victim dies. Drained ability points are recovered at a rate of 1d4 for every night's rest.

### Living Furniture

Armor Class:	13
Hit Dice:	2 to 4
No. of Attacks:	1
Damage:	1d6
Movement:	Small 10' Medium 20' Large 30'
No. Appearing:	Wild 1d6, Lair 3d10
Save As:	Fighter: 2 to Fighter: 4
Morale:	10
Treasure Type:	None
XP:	2HD: 75; 3HD: 145; 4HD: 240

Living Furniture is regular household furniture that has been magically animated. Usually a Magic-user seeking to defend their home will enchant all the furniture in the building so they can swarm an intruder, making enough noise to alert the Magic-user or other guardians.

Living Furniture begins as semi-intelligent, and will behave in a co-operative fashion with other pieces of furniture. As time goes by the furniture becomes more intelligent and it's not uncommon that after a few decades they gain the ability to speak.

Living furniture has no need to eat, but can consume the raw material it is constructed from to regain hit points. Wooden furniture only takes half damage from sharp objects; textile-based furniture takes double damage from sharp objects, but no damage from bludgeoning weapons. Both however will take only 1 point of damage from arrows. Metal and stone furniture will only take damage from bludgeoning weapons.

The furniture attacks using its legs, or by flinging itself at its target. More complex furniture forms, such as clocks, have a slight (10%) chance to be able to cast 1-2 1st-level spells from its creators spell book per day.

**Dispel magic** will not affect living furniture. Smaller items of furniture such as stools will have 2 HD, larger items like chairs or cabinets, will be 3 HD, and the largest items of furniture, beds or tables for instance, will be 4 HD.

### Living Graveyard

Armor Class:	21 (m)
Hit Dice:	40** (+15)
No. of Attacks:	1 tombstone + special
Damage:	2d6 tombstone + special
Movement:	N/A
No. Appearing:	1
Save As:	Magic-User: 16
Morale:	12
Treasure Type:	None
XP:	21,650

A Living Graveyard resembles a giant mountain filled with tombstones, with a chapel-like building at its top. Whenever disturbed by robbers or any hostile force, the living graveyard will awaken and grow a face and arms, ready to attack. It attacks by shooting its gravestones; by doing this, the living graveyard will lose 1 HP per tombstone shot, and can shoot up to a quarter of its HP. Each gravestone is a grenade-like attack, dealing 2d6 points of damage; in case of a miss, the intended victim must save vs. Dragon Breath or suffer half-damage due to the tombstone's explosion on impact.

A living graveyard can release the remnants of those buried in it by also losing HP as above (and is also limited to a quarter of this HP). The remnants will be skeletons (1-4 on 1d6) or zombies (5-6 on 1d6) and will attack anyone nearby.

At 0 HP the living graveyard will collapse and enter a regenerative slumber, regaining 1 HP per week or 1d6 HP per body buried in it. It can only be destroyed by entering its chapel during its slumber (via a 15th-level magically-held door) and destroying its "heart", a glowing and disgusting glowing protuberance with 2d4 HP and located at the very center of the chapel. There is a percent chance, equal to half the living graveyard's full HP, that the heart is protected by (full HP/10) skeleton guardians (each with 2 HD+2 and +2 to attack and damage).





**Lizard, Fire**

Armor Class:	17
Hit Dice:	7* to 12* (+10)
No. of Attacks:	2 claws, 1 bite or 1 breath
Damage:	1d8 claw, 2d8 bite, 2d6 breath
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 7 to Fighter: 12
Morale:	7
Treasure Type:	B
XP:	7 HD: 735; 8 HD: 945; 9 HD: 1,150; 10 HD: 1,390; 11 HD: 1,670; 12 HD: 1,975

Fire Lizards are huge creatures that resemble wingless dragons. They are gray or tan in coloration, with mottled red patches and spots on their backs, legs, and heads; younger fire lizards are dusted with golden highlights that become dull and disappear as they mature.

Though they may be found sharing a lair, fire lizards are dull creatures which sleep most of the time if not hunting. If encountered in their lair, there is a 50% chance each is sleeping (roll for each individual) and will awaken in 2d8 rounds after any commotion begins (or in a single round if attacked). They do like shiny things, and a lair will contain treasure (as indicated above) scattered in haphazard piles.

A fire lizard's breath weapon engulfs a volume about 10 feet wide by 15 feet long, and a normal saving throw is

allowed for half damage. Fire lizards are immune to normal fire and take half-damage from magical fire attacks.

**Lizard, Giant Minotaur**

Armor Class:	15
Hit Dice:	8
No. of Attacks:	2 claws, 1 bite
Damage:	2d6 claw, 3d6 bite
Movement:	30'
No. Appearing:	1d8
Save As:	Fighter: 8
Morale:	7
Treasure Type:	None
XP:	875

The Giant Minotaur Lizard is so named because of horned projections from the creature's forehead; however, these are used only in mating rituals, never in combat. Even when not encountered in their lairs, giant minotaur lizards are rarely far from them. They hunt by hiding near intersecting subterranean corridors or similarly-restricted areas in the wilderness and leaping out at their prey, clawing and biting. This method of ambush is aided by their mottled brown and grey coloration, which resembles natural stone so well that they surprise on 1-3 on 1d6 in such surroundings; in "finished" dungeon areas or in non-rocky wilderness they do not receive this bonus, but still try to ambush prey in the same way.

Any man-sized or smaller prey that is bitten is held; the lizard will attempt to drag such prey to its lair (generally nearby, as noted) whether dead or alive, inflicting additional biting damage each round automatically. One will only release prey if it fails a morale check or is killed. These creatures are more interested in food than in killing, so once prey has been secured they will try to escape from battle back to the lair where they can eat in peace. They do not share well, though, and may fall to attacking each other if they capture fewer victims than there are lizards. Of course, so long as there are interlopers in their lair they will continue to fight them.

**Lizard, Giant Subterranean**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	2d6
Movement:	60'
No. Appearing:	1d6
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
XP:	500

Giant Subterranean Lizards are a species of huge lizards with pale yellow or white skin which are found only in large underground areas. They are predators who hunt in large cave or tunnel systems. Though they are large, they are able to slow their metabolisms such that they can go without food or water for months at a time if necessary.

Giant subterranean lizards are very quiet and normally gain surprise on 1-3 on 1d6 because of this feature. Though they are not particularly smart, they are able to remember the tunnels in which they commonly hunt in great detail (and in three dimensions) and will always take the most effective route in pursuit of their prey. Worse, they often hunt in groups, and will cunningly choose to herd fleeing prey into dead ends or into crossings where the lizards may fall upon them from several directions at once.

**Lizard, Shocker**

Armor Class:	16
Hit Dice:	2*
No. of Attacks:	1 bite + special
Damage:	1d4 bite + special (see below)
Movement:	40' Swim 20'
No. Appearing:	1d6, Lair 2d6
Save As:	Fighter: 2
Morale:	7 (4 if alone)
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 (paralyze) the target on a failed save vs. Death Ray for a total of 2d8 rounds. 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 points of electrical (lightning) 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 tends to bite only after attempting to shock an opponent.

Shocker lizards can automatically detect any electrical discharges within 100 feet. A solitary lizard almost always flees, but if other shocker lizards are nearby, it will "home in" on its comrades' discharges.

**Loadstar**

Armor Class:	17
Hit Dice:	2
No. of Attacks:	1 spike + incubation
Damage:	1d6
Movement:	20'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	none
XP:	75

The Loadstar appears as a ball of thin, iron spikes floating in mid-air. Immature subjects may be as small as a fist, but those most often encountered are between two and three feet in diameter. Their shape suggests a sea urchin, though they are always found underground. Beneath a hard outer shell of iron lies the bright orange goo that serves as the loadstar's guts.



When the loadstar strikes, its spikes dig into living flesh and deliver a fast-growing embryo. In one round, the wound site expands to form a blob under the skin,

weighing 10 pounds and containing about 1 gallon of an orange liquid summoned from an extra-dimensional space. In the center floats the larva of the loadstar. If the site is lanced (doing another 1d4 points of damage) and squeezed immediately, the liquid may be flushed, killing the larva. Otherwise, the orange ichor converts to pure adipose tissue 10 minutes after injury. From that moment on, the fat must be lost in an ordinary way, typically through depriving oneself of food. 30 days after initial injury, a small loadstar emerges from the skin and floats away to find darkness.

The immediate consequence of a loadstar sting is the burden of the 10 extra pounds carried. This extra encumbrance can be debilitating to smaller adventurers or those struck multiple times. Adventures may need to drop all of their belongings in order to escape.

The curing of the disease, typically done by magic, kills the incubating larva but does not remove the excess fat. Clerics can return the body to its previous state with a **restoration** spell. Otherwise, the fat may be slowly lost at a rate of one pound per week by cutting the amount of food eaten. Intensive fasting can increase this rate to five pounds per week, but the subject must save vs. Death or else fail to complete the fast, making no progress for the week.

Loadstars are mindless but will instinctively moderate their attacks, typically avoiding attacking a victim after it already carries one or more larva.

**Lobizon**

Armor Class:	14 (s)
Hit Dice:	3**
No. of Attacks:	2 grabs, 1 lick
Damage:	Special
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	205

A Lobizon is a person cursed to become a malnourished, tail-less wolf-like creature of human size; it has humanoid ears, hands, and feet and is covered in very short fur. A lobizon is nocturnal and has Darkvision to 30 feet.

A lobizon lives by feeding on the offerings to the dead (from flowers to candles and even non-edible things); if none are found it will feed on the remains of the dead. Thus they are commonly sighted in graveyards where there can be as many as 3d6 lobizons.



In combat a lobizon seeks to grab its opponent with both hands, and if successful will automatically lick it. Those licked by a lobizon must save vs. Spells or be cursed to become a lobizon in 2d6 days.

**Locathah**

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 spear or 1 light crossbow
Damage:	1d6 spear or light crossbow
Movement:	10' Swim 60'
No. Appearing:	1d4, Wild 1d20, Lair 3d10+70
Save As:	Fighter: 2
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 ocher 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.



### Lonchani

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	2 claws, 1 bite (or 1 weapon, 1 claw, 1 bite)
Damage:	1d6 claw, 1d8 bite or by weapon
Movement:	40' Leap 60'
No. Appearing:	1d8
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	280

A Lonchani, is a 7 foot tall humanoid with a wolf's head, legs, and tail. Its body is covered with pitch-black fur and it has shining, bright yellow eyes. Even though it has a potent bite and sharp, long claws, it is known to use one-handed weapons. Some say lonchani are the reason for the werewolves' wolfman rumors, rather than the werewolves' own hybrid form. Lonchani are

very intelligent, and are able to communicate with wolves and speak Common plus 4 other languages.

Lonchani are social beings and will move in packs. A full pack (8 lonchani) will be accompanied by 1d4 wolves; for each lonchani below 8 in the pack another 1d4 wolves will be present. A lonchani pack enjoys hunting physical and intellectually-challenging preys and will use different traps and tricks such as tracking (85%), setting traps (80%), moving silently (75%), and hiding (90%) to do it.

### Lotl

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 claws or 1 bite
Damage:	1d4 claw or 1d6 + disease bite
Movement:	50'
No. Appearing:	1d6
Save As:	Magic-User: 6
Morale:	12 (9)
Treasure Type:	Special
XP:	555

A Lotl (plural Lotlos) is a skeletal humanoid with a canine skull and shorter stature than a human. A lotl's origin is unknown; fingers have pointed towards caneins, barklings, and even kobolds, but no culprit have been found yet. More confusingly it doesn't seem to be undead, as they cannot be Turned by a Cleric, and lack the spell immunities of the living dead.

Due to a clashing combination of savage instincts and human-like intelligence, a lotl's reactions when encountered are more extreme than those of other creatures; instead of a regular reaction roll the GM uses the following table without any modifier:

1d8	Result
1-2	Immediate attack
3-4	Indifference towards the PCs
5-6	Very Favorable

Those bitten by a lotl must save vs. Poison or catch a disease preventing any and all kinds of healing except for those cast to cure the disease. Each day after 4 + CON bonus days of being diseased the victim must save vs. Death or will die while sleeping.

### Lurker Above

Armor Class:	14
Hit Dice:	10 (+9)
No. of Attacks:	1 smother
Damage:	1d6 + 1d6 per round
Movement:	Fly 40'
No. Appearing:	1 Lair 1d4
Save As:	Fighter: 10
Morale:	7
Treasure Type:	C
XP:	1,300

The monster known as the Lurker Above is a subterranean creature which appears to be related to aquatic creatures such as the manta ray, though this is hardly likely. A lurker above "swims" through the air due to buoyant gas bladders in its "wings," and if unable to fly for some reason one can creep no more than 1 foot per round.

A lurker above hunts by lying flat against the ceiling of a subterranean room, camouflaged by its stony-textured dark gray underbelly (thus surprising on 1-4 on 1d6) and then falling on and wrapping itself around its prey. The prey is held immobile, rendered unable to breathe, and constricted in this way until it dies. Living creatures of man-size or smaller will suffer 1d6 points of damage per round and will typically remain conscious at most for 1d4+1 rounds. A victim may only fight if they have a short cutting or stabbing weapon already in hand before being attacked.

### Lycanthrope, Werecockroach

Armor Class:	15 (s)
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 (+5 vs Poison, or disease)
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 it. 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 it); 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.

### Lynx, Giant

Armor Class:	14
Hit Dice:	2+2
No. of Attacks:	2 claws, 1 bite + 2 hind claws (rake)
Damage:	1d2 claw, 1d4 bite, 1d3 hind claw
Movement:	60' Leap 10'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

The Giant Lynx is unusual in that it is not only larger than the normal sort of lynx, but also more intelligent. In fact, a giant lynx is as intelligent as a human (on the average) and they speak their own language and have a 15% chance of speaking Common as well.

A giant lynx attacks with its foreclaws and its bite, and if both foreclaws hit it may make two additional attacks with its hind-claws (known as a "rake" attack).

They also have an uncanny ability to recognize traps, detecting them with a 35% chance by casual observation and a 75% chance on a standard search. They are excellent climbers, able to climb in their native terrain with a 90% chance of success.

The giant lynx is found in cold regions, including both arctic and subarctic climates as well as snowy mountainous areas. If encountered in lair there is a 25% chance of 1d4 kittens who have one-half or 1 hit die and can attack only by biting for 1d3 points of damage.

### Maggot-man

Armor Class:	17 (m)
Hit Dice:	4* (or more)
No. of Attacks:	1 fist + special
Damage:	1d6 fist + special
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 8
Morale:	9
Treasure Type:	U, V in lair
XP:	945

Usually encountered wearing voluminous hooded robes, the Maggot-man is a strange form of the undead remains of a powerful necromancer. Should the hood be removed or otherwise its true form revealed, it appears as a terrifying writhing mass of maggots in human form. A character that sees the true form must save vs. Spells (at -2 penalty) or else react as if struck by a **cause fear** spell, forcing the affected to flee for 2 turns. Anyone affected that is unable to flee will cower in place. Even those who successfully save are unnerved by the sight, and will have a -2 penalty to attacks or actions.

Even in undeath a maggot-man remains very intelligent and can cast spells as a Magic-user equivalent to twice its hit dice. If the GM utilizes the optional Necromancer supplement, then the maggot-man will usually be a Necromancer instead. In addition to spells, the maggot-man attacks by striking its opponent. Anyone struck by a maggot-man has a 2 in 6 chance (1-2 on 1d6) of being afflicted by a special form of rot grub (see the **Basic Fantasy RPG Core Rules**). Anyone that subsequently dies from the rot grub will rise as a zombie under the control of the maggot-man for a short time as maggots strip the flesh off the bones (2d4 days). If the maggot-man is defeated while such a rot-grub zombie endures, then the maggot-man will inhabit that body. The maggot-man will usually have one such infected zombie hidden away somewhere nearby as a

contingency, though this requires a fairly regular supply of fresh corpses to maintain.

A maggot-man can only be hit by magical weapons or spells. As with all undead, it can be Turned by a Cleric (as a vampire), and is immune to **sleep**, **charm**, or **hold** spells.

### Magnystic Mite

Armor Class:	16
Hit Dice:	1 hit point*
No. of Attacks:	1 bite + Save Drain
Damage:	Save Drain (Wands)
Movement:	40
No. Appearing:	2d6
Save as:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	13

Magnystic Mites are artificial creatures the size of a fruit fly made by Magic-users. They are usually released as part of a trap and swarm those nearby, biting and latching onto them. Once latched on, they attract the magical effects that originate from magic wands and other devices. Additionally, attacks made against the mites that miss will do damage to the victim as long as the attack would hit the victim's AC. The mites themselves are immune to all magic, as the energy simply passes through them and into their victim (or into the ether, if they are not attached to a target). Weapons with magical bonuses will still be granted their bonus to hit.

As long as it is attached to a creature, even if it's only hanging onto fur or clothing, a mite will apply a save-targeting penalty against the victim's saves vs. Wands. Any single mite can only apply the penalty once, and the penalty persists until it is removed. Sometimes, a particularly-skilled wizard will tune the mites to a specific device, doubling the save-targeting penalty with respect to the effects of that device.

**Manticore, Fell**

Armor Class:	16
Hit Dice:	5**
No. of Attacks:	2 claws, 1 bite or 1d6 spikes
Damage:	1d4 claw, 2d4 bite, 1d4 spikes
Movement:	60' Fly 100' (20')
No. Appearing:	1, Lair 1d2 see below
Save As:	Fighter: 5
Morale:	11
Treasure Type:	D
XP:	455

A Fell Manticore is an extremely aggressive but smaller and faster breed of the common manticore, while very similar in appearance. Its fur and skin are jet black, and it also possesses a mental power resembling that of a deceiver (see the **Basic Fantasy RPG Core Rules**).



When encountered, a fell manticore's reaction will never be better than *unfavorable*, and inside their lair they will always attack without hesitation. If there is a pair of them in the lair, it will be a mated couple, and there is a 1 in 3 chance of 1d6 offspring being present. Divide 3 HD among them as evenly as possible, with a minimum of ½ HD (or a +1 to HD). The young will fight amongst themselves until only the strongest of the litter remains. The adult fell manticore will fight with a +1 attack and morale bonus when defending their offspring.

A fell manticore also shares the ability to shoot spikes from its tail with the common manticore, but only causing 1d4 points of damage per attack; they can have up to 20 spikes, and regrow 1d4 spikes per day.

Fell Manticores also have a mental ability causing those attacking it to believe the creature is about 3 feet from its true location. A fell manticore fighting an opponent for the first time will gain a +2 initiative and attack bonus, though against opponents who have encountered them before they will get a +1 bonus to initiative rolls and attack bonus. Any character fighting a fell manticore for the first time will miss their first strike regardless of the die roll. All attacks against a fell manticore will be at a penalty of -2 to the attack roll. This is not cumulative with the penalty for fighting blind. As a mental power, this ability does not affect mindless creatures, constructs such as golems or living statues, or any sort of undead. Living creatures which are not mindless will be affected even if they do not use sight to target the fell manticore.

**Marid**

Armor Class:	20 (m)
Hit Dice:	8*
No. of Attacks:	1 slam or 1 water jet
Damage:	2d8 slam, 2d6 water jet
Movement:	30' Swim 80'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12 (8)
Treasure Type:	None
XP:	1,015

Marid are a race of man-like creatures believed to be from the Elemental Realm of Water. They are large beings, 10-11 feet in height, and weighing around 1,500 pounds.

The marid's morale score of 12 reflects its absolute control over its own fear, but does not indicate that the creature will throw its life away easily. Use the "8" figure to determine whether an outmatched marid decides to leave a combat.

Marid have a number of magical powers which can be used at will (that is, without needing magic words or gestures): create food and drink, creating tasty and nourishing food for up to 2d6 humans or similar creatures, once per day; become invisible, with unlimited uses per day; assume gaseous form, as the potion, up to one hour per day; create illusions, as the spell **phantasmal force** but including sound as well as visual elements, three times per day; and control water, as the spell, with unlimited uses per day. This power allows the marid to manipulate water within a 10-foot cubic area per level of experience, creating currents, waves, whirlpools, and other effects as desired.



Marid may also create a jet of water at will, with no limit as to the number of times per day this power may be used. This jet has a range of 60 feet and causes 2d6 points of damage on a successful attack.

Due to their highly magical nature and extra-dimensional origin, marid cannot be harmed by non-magical weapons. They are immune to normal water damage, including drowning, and suffer only half damage from magical attacks based on water.

### Megatherium (or Giant Sloth)

Armor Class:	13
Hit Dice:	9 (+8)
No. of Attacks:	2 claws
Damage:	1d10
Movement:	30'
No. Appearing:	Wild 1d4
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.

### Mesmerbelly

Armor Class:	14
Hit Dice:	1*- 4*
No. of Attacks:	1 club
Damage:	1d6 Club
Movement:	30'
No. Appearing:	4
Save As:	Fighter: 1-4
Morale:	10
Treasure Type:	None
XP:	1 HD: 37;      2 HD: 100; 3 HD: 175;      4 HD: 280

Mesmerbellies are fey spirits that seize the souls of toddlers that meet an untimely end, manifesting in a corporeal form. They range in size from 5-8 feet tall, and they resemble fleece-covered humanoids with an odd-shaped antenna on their heads and a plain gray-colored square on their bellies. They vary in color, but no two mesmerbellies in a group are the same.

In a group of mesmerbellies, there will be one of each HD between 1 and 5; the one with the lowest Hit Dice

will attempt to mesmerize their victims, showing cherished memories of the toddler's spirit they hijacked. Anyone within 30 feet who can see the mesmerbelly's belly must save vs. Spells or be utterly mesmerized as the gray square displays vivid images of those cherished memories. The save may be repeated each round. While the victims are mesmerized, the remaining mesmerbellies will viciously club them to death. Cutting off a mesmerbelly's antenna renders it unable to use its mesmerizing ability.

### 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.



**Mink (and Giant Mink)**

	Mink	Giant Mink
Armor Class:	– 15 –	
Hit Dice:	½ (1d4 points)	4+4
No. of Attacks:	– 1 bite –	
Damage:	1-2 points	1d8
Movement:	– 30' Swim 50' –	
No. Appearing:	1d6	1d4
Save As:	Normal Man	Fighter: 4
Morale:	7	8
Treasure Type:	– None* –	
XP:	10	240

A Mink is a common name for an alert semi-aquatic carnivorous mammal of the mustelidae family. A mink falls somewhere between basically land-dwelling weasels and the even more aquatic otters. The furs of a mink are highly prized for its use in clothing. A mink uses quick darting attacks (+1 initiative), scoring vicious bites. Once a mink bites it can choose to hold on, causing automatic damage each round.

The Giant Mink is more commonly found in areas where other prehistoric (ice-age) creatures are found but otherwise conforms to typical mink behavior, being only larger and more dangerous.

\* Minks and their giant kin have valuable furs which keeps their numbers down in regions near settlements.

**Missile Toad**

Armor Class:	12
Hit Dice:	1-2 HP
No. of Attacks:	1
Damage:	1d4 + poison
Movement:	30' Swim 30'
No. Appearing:	1d4, Wild 1d4
Save As:	Normal Man
Morale:	8
Treasure Type:	None
XP:	10

The Missile Toad is a small toad; its head and body are about the size of an arrow head. Some tribes of primitive humans tie the missile toad to a shaft and use the 'arrow' like a normal missile weapon, thus the name. Since the missile toad has a contact-poison secretion to keep its skin supple when the toad is touched with bare skin, the poison is transferred and absorbed into the victim's body, doing poison damage for 1d6 rounds.

About 30 days before and after the shortest day of the year, the primitive tribes will tie a missile toad above a doorway. Any couple that come through the doorway can kiss. If the missile toad makes a vocalization during the kiss the couple is considered to be engaged and the marriage will be considered to be blessed.

**Mithridatium Bush**

Armor Class:	11(s)
Hit Dice:	3*
No. of Attacks:	Special
Damage:	Special
Movement:	0'
No. Appearing:	1d4+1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

The Mithridatium Bush is found in the form of a shrub or hedge with numerous tightly-closed pods. When any living creature approaches within 5 feet the pods open, revealing exotic deep crimson flowers edged with black. These blossoms exude soporific pollen which can affect all living creatures within a 5-foot radius. Those within the radius must save vs. Poison or fall into a dreamless sleep, with grogginess lasting a full hour after waking (-2 on all attack rolls and saving throws, and -10% for Thief abilities). The bush is not harmed by blunt or piercing weapons or by most missile weapons, but suffers full damage from slashing or chopping weapons.



Folklore hints at danger if the leaves or branches of this bush are burned, but any actual effects are left for the GM to decide.

### Mohrg

Armor Class:	23
Hit Dice:	14** (+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 5-6 feet tall and weighs about 120 pounds, and can easily be confused with a zombie. A mohrg attacks by striking enemies with its fists, but it may also lash out with its 4-foot long 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.



### Mold, Deadly

	Brown	Yellow
Armor Class:	11	N/A
Hit Dice:	– 2* –	
No. of Attacks:	– 1 –	
Damage:	– Special –	
Movement:	– None –	
No. Appearing:	– N/A –	
Save As:	– Fighter: 2 –	
Morale:	– 7 –	
Treasure Type:	– None –	
XP:	– 100 –	

Brown mold is a fungus found in underground areas. A patch is typically about 5 feet in diameter, and could be any color from dark brown to pale tan. Brown mold feeds on light and warmth, save only for ultraviolet light (which is why it is found underground, as direct sunlight or other sources of ultraviolet light will cause it 1d4 points of damage per turn).

The area surrounding a patch of brown mold will be noticeably colder, and any living creature standing within 5 feet of a brown mold will suffer 1d8 points of

cold damage each round. Exposure to heat (such as a torch, **fireball** spell, etc.) causes the mold to grow almost instantly. Fires that would otherwise do up to 10 points of damage will cause the patch to add an additional 20 square feet or so in size (approximately doubling its initial size) with each additional 10 points or so adding a similar area. This effectively increases the area of its cold damage. Any type of fire or cold attack will not harm this mold, but attacks with weapons or lightning can damage it (though weapon attacks may also damage the weapon, if the relatively thin layer of mold lies over metal or stone). Exposure to ultraviolet light (including sunlight) renders a brown mold dormant, negating its cold attack completely.

Yellow mold is also found in underground environments. If touched, it does 1d6 points of damage to exposed flesh; further, any forceful or damaging contact is 50% likely to cause it to burst forth with a cloud of poisonous spores. Everyone within 10 feet of the mold must save vs. Poison or die of asphyxiation. Obviously, normal weapon attacks are useless against this creature; however, fire destroys yellow mold, and sunlight renders it dormant.

### Monachian

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 weapon + gaze or spell
Damage:	1d8 + paralysis or by spell
Movement:	40'
No. Appearing:	1d4
Save As:	Magic-User: 4
Morale:	9
Treasure Type:	U
XP:	320

Monachians are intelligent bird-men who most closely resemble vultures. They have evolved a roughly humanoid frame with claw-like hands and feet. However, they no longer possess the ability to fly.

Monachians live in enclaves far from civilization. Their society revolves around magical and alchemical research. One day they hope to conquer and enslave the other races using advanced weapons of war. Those encountered by adventuring parties are generally Magic-users seeking powerful magical items or hidden knowledge.

In combat, monachians use large swords and their gaze attack. They may choose one opponent to lock eyes with. The opponent must save vs. Paralysis or be paralyzed for 1d4 rounds. The gaze effect is ineffective



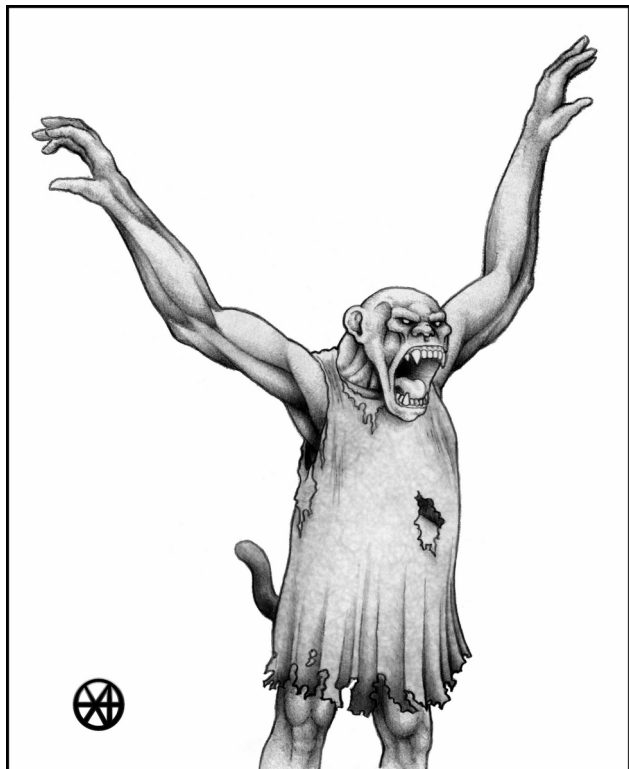
against monachians, even if reflected by a mirror or shiny surface. If they choose to cast a spell, they may not use their gaze attack that round. A suggested daily spell list includes **magic missile**, **light**, **invisibility**, and **web**.

### Monk-ee

Armor Class:	18
Hit Dice:	4*
No. of Attacks:	4 punches or 2 weapons
Damage:	1d6 punch, by weapon
Movement:	60'
No. Appearing:	Wild 2d6, Lair 6d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	S, I in lair
XP:	280

A Monk-ee is a furry, tailed humanoid of short stature, clad in white or brown robes that allow for ease of movement. A monk-ee is adept at the arduous cultivation of the inner self that brings forth great speed and strength.

A monk-ee attacks with a very quick hail of blows and then retreats, limiting the harm it is exposed to. They



are so swift that they can move after attacking instead of before; one will move into striking range, perform two attack routines (one at the end of the round when it moves, the other at the beginning of the next round) and then move away in that second round. A monk-ee will even choose to delay until after its opponent has acted in the hopes that it will get the initiative in the next round and thus face no attacks whatsoever from its opponent. The swiftness of a monk-ee is so great that it receives a bonus of +3 on all initiative rolls.

A pack of monk-ees will be headed by a semi-enlightened monk-ee of 6 HD and AC 19 (555 XP). In a lair there will be a grand enlightened monk-ee of 8 HD and AC 20 (945 XP), having 6 attacks per round which inflict 1d8 points of damage per attack.

### Monkey

Armor Class:	16
Hit Dice:	½ (1d4 points)
No. of Attacks:	1 bite
Damage:	1d3
Movement:	50'
No. Appearing:	Wild 3d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	10

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.

### Monkeybear

Armor Class:	14
Hit Dice:	1
No. of Attacks:	2 claws, 1 bite or 1 grab
Damage:	1d3 claw, 1d6 bite or grab
Movement:	40'
No. Appearing:	1d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	B
XP:	37

Monkeybears are primates with bear-like faces. They stand about three feet tall, and their fur ranges from light ochre to deep brown. Though small, they are quite muscular and can grab onto and hold items very tightly. They live in many forest and jungle environments and hunt in a pack.

They make large nests in high trees. These nests generally contain a small trove of coins and other items that were stolen over the years. They are quite intelligent and many learn a few words of the Common language through observation of the intelligent races. Their favorite phrases are "Mine now", "But so hungry", and "Have pity, starving".

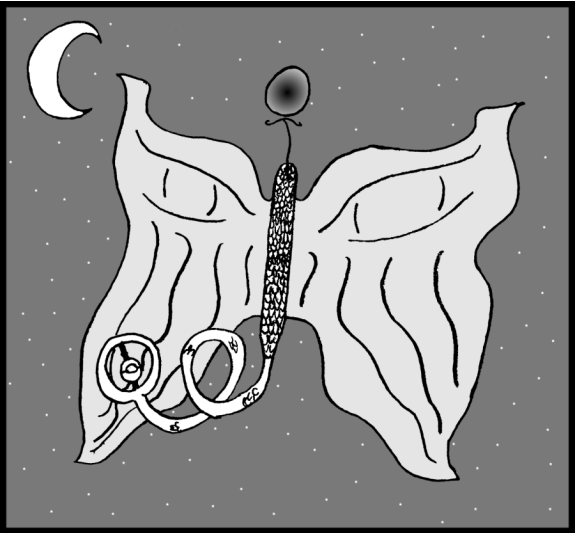


In combat, their main goal is to steal opponents' packs and weapons. To make a grab attack, they make a single melee attack that round. If successful, they have grabbed the item in their strong arms. An opponent is allowed a save vs. Death Ray to try to keep the item. If cornered, monkeybears will fight using their claws and teeth, though they will attempt to flee at the first opportunity.

**Moonlight Butterfly**

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	None
Damage:	Special
Movement:	Fly 30'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	6
Treasure Type:	None
XP:	100

A Moonlight Butterfly is a large nocturnal butterfly spanning a foot. During the night it will seek out intelligent creatures that are asleep, consuming the dreams of all within a 30-foot radius. This process takes a turn, during which it will emit a pale white light reminiscent of the moon.



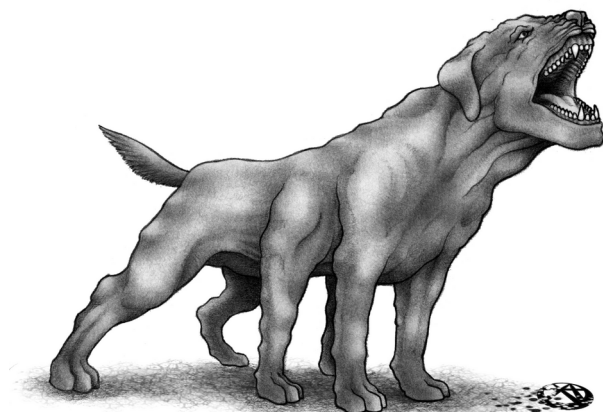
Creatures that have had their dreams eaten are effectively left in a comatose state, not waking up to mundane stimuli such as dawn, loud noises, or pain. They are left extremely sensitive to magic and any spell cast within 100 feet of a moonlight butterfly's victims will cause them to awaken violently, losing half their present hit points due to having their senses overloaded.

**Moonshiner**

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 1d8 bite
Movement:	60'
No. Appearing:	3d4, Lair 8d6
Save As:	Fighter: 2
Morale:	6
Treasure Type:	K in lair
XP:	100

A Moonshiner is a six-legged excessively-musclcd hound with an over-sized jaw and a penchant for a stiff drink, often found roaming dwarven distilleries.

Its saliva has powerful intoxicating effects, such that anyone bitten suffers a penalty of -2 on attacks and saving throws, while also receiving a +2 bonus to morale checks.



Moonshiners will attack when they have the numerical advantage, attempting to rush their foes with little regard to personal safety. A morale check is appropriate when they no longer outnumber their foes.

### Mosquito, Giant

Armor Class:	11
Hit Dice:	½*(1d4 points)
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.

### Mushroom Men (Fungoids)

Armor Class:	13
Hit Dice:	1 to 10 (+9)
No. of Attacks:	1
Damage:	1-2 HD: 1d4 or by weapon -1; 3-5 HD: 1d6 or by weapon; 6-8 HD: 1d8 or by weapon +1; 9+ HD: 1d10 or by weapon +2
Movement:	40'
No. Appearing:	1d6 (5d12 in lair)
Save As:	Fighter: 1 to Fighter: 10 (as hit dice)
Morale:	1-3 HD: 7;                      4-6 HD: 8; 7-8 HD: 9;                    9+ HD: 10
Treasure Type:	A
XP:	HD 1: 25;                      HD 2: 75; HD 3: 145;                    HD 4: 240; HD 5: 360;                    HD 6: 500; HD 7: 670;                    HD 8: 875; HD 9: 1,075;                HD 10: 1,300

Mushroom Men, sometimes called Fungoids, are a race of intelligent creatures found in subterranean and sylvan environments. Their form is manlike, though most have mushroom-cap heads. Most are gray or yellowish in color, but a variety of colors have been reported.



They begin life as ordinary-looking mushrooms or toadstools, but continue to grow over the course of about a year to a height of about three feet, at which point they transform, gaining limbs and facial features. Young mushroom men (those having 1 hit die) do not yet speak and generally do not fight, though if cornered

they will defend themselves. Each year a mushroom man grows roughly six inches, and every second year gains another hit die (so one will have 2 HD at 3 years of age, 3 HD at 5 years, and so on). They learn to speak their own language at the age of 2 and are considered adults at the age of 7 (at which point a mushroom man has 5 hit dice and stands about six feet tall). Mushroom men live short lives, most dying of old age before their seventeenth year (at which point any individual still living stands a full eleven feet tall and has 10 hit dice).

Mushroom men have Darkvision to 120 feet, and move so quietly that they surprise on 1-3 on 1d6. However, they are peace-loving beings who will almost never start a fight, though the older individuals are known to be fierce when they are forced into battle.

### **Naga, Aquatic**

Armor Class:	15
Hit Dice:	7* to 9* (+8)
No. of Attacks:	1 bite
Damage:	1d4 + poison bite
Movement:	40' Swim 90'
No. Appearing:	1d4
Save As:	Fighter: 7 to Fighter: 9 (as hit dice)
Morale:	7
Treasure Type:	D
XP:	HD 7: 735; HD 8: 945; HD 9: 1,150

Like all nagas, Aquatic Nagas have long, snake-like bodies covered with glistening scales and more or less human heads and faces. Their skin color ranges from an almost metallic blue through turquoise to emerald green, patterned in a reticulated fashion. They are the smallest nagas, being around 10 feet in length and weighing around 200 pounds.

In combat, aquatic nagas usually stay mostly concealed in a body of water from where they launch a spell attack, but in close combat they will not hesitate to use their deadly venomous bite (if bitten, save vs. Poison or die). However, they are not naturally aggressive and will often parley with characters. Each has the spell-casting abilities of a 5th level Magic-user.

### **Naga, Guardian**

Armor Class:	17
Hit Dice:	11* (+9) to 13* (+10)
No. of Attacks:	1 constrict, 1 bite or 1 spit
Damage:	2d4 constrict, 1d6 + poison bite, or poison spit
Movement:	60'
No. Appearing:	1d2
Save As:	Fighter: 11 to Fighter: 13 (as hit dice)
Morale:	7
Treasure Type:	E
XP:	HD 11: 1,670; HD 12: 1,975; HD 13: 2,285

Guardian Nagas are the largest nagas, being around 20 feet in length and weighing around 500 lbs at full growth. Their serpentine bodies are patterned in green and gold with a silvery triangular pattern on the back, and their eyes are bright and intelligent, burning with an almost hypnotic inner light.

In combat, guardian nagas can wrap around a victim of man-size or smaller and constrict, inflicting damage each round; escaping from this constriction requires a roll equal to that needed to open a stuck door. They also will use their deadly venomous bite (if bitten, save vs. Poison or die). Alternately, a guardian naga can spit its venom at any target within 60 feet, and if the victim is hit they must save vs. Poison or die. If all of this weren't enough, a guardian naga has the spell-casting abilities of a 6th-level Cleric.

Guardian nagas are not generally aggressive, and may even assist parties. They are often found guarding dangerous evil creatures or artifacts, or sometimes protecting shrines or other holy places.

### **Naga, Spirit**

Armor Class:	16
Hit Dice:	9* (+8) to 11* (+9)
No. of Attacks:	1 bite + gaze
Damage:	1d3 + poison bite, charm gaze
Movement:	60'
No. Appearing:	1d3
Save As:	Fighter: 9 to Fighter: 11 (as hit dice)
Morale:	7
Treasure Type:	B, T, X
XP:	HD 9: 1,150; HD 10: 1,390; HD 11: 1,670

Spirit Nagas are evil creatures who make their lairs in dismal ruins or dark, often decrepit dungeons. Their serpentine bodies are covered in glossy black scales

marked with circular or wavy patterns of red lines, while their heads are the most human-like of all nagas, even having hair.

Spirit nagas have a deadly venomous bite which kills any victim who fails a save vs. Poison. Their gaze can charm (as the spell **charm monster**) any living creature that meets the naga's gaze; a successful save vs. Paralysis will permit a victim to resist, but if this saving throw fails only **dispel magic** or **remove curse** will free the victim from the naga's control. A spirit naga also has the magical abilities of both a 5th-level Magic-user and a 4th-level Cleric.

In combat, spirit nagas confront their enemies directly, aiming to maximize the impact of their gaze attack. If opponents look away to avoid eye contact, the naga swiftly retaliates with a venomous bite.

### Naiad

Armor Class:	15
Hit Dice:	3*
No. of Attacks:	1 special
Damage:	0
Movement:	40' Swim 80'
No. Appearing:	1d6
Save As:	Magic-User: 6
Morale:	6
Treasure Type:	A
XP:	175

A Naiad is a female water spirit that lives in freshwater lakes and ponds. It does not venture more than 50 yards from its home pond or lake. It may travel between bodies of water through rivers, streams, and even underground watertables. The same naiad may be encountered in numerous locations in a particular area.

A naiad appears as a beautiful human woman clothed in water plants and vines. Usually, only one naiad is encountered at a given time. However, they do congregate from time to time to exchange information and to sing together. Their songs can only be heard late at night, and some humans have drowned themselves searching for the source of the music.

A naiad is intelligent and curious, but does not expose itself to harm or participate in combat. If threatened, it simply disappears underwater. In some cases, it will charm a person and force them to leave the area. It may use this ability as often as it likes; it functions like a **charm person** spell.

A naiad keeps a close watch on its given area. It is willing to provide information, but always demands



gold or gems in return. Occasionally it will part with some of its hoard to hire adventurers to help it deal with threats to its lakes and forests.

### 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 **mind reading**, 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* (+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 head is 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 (+9)
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 2d6 bite
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 has 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 (+10)
No. of Attacks:	5 to 8 bites
Damage:	2d6 bite
Movement:	20' (10')
No. Appearing:	1, Lair 1
Save As:	Fighter: 8 to Fighter: 12 (as hit dice)
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, Nehnite

Armor Class:	11 soft portions, 15 otherwise
Hit Dice:	1d4* per MU level (AB +1 per MU level)
No. of Attacks:	1 bite or small weapon
Damage:	1d2+poison bite, 1d4 or by weapon
Movement:	30'
No. Appearing:	Wild 1d4, Lair 2d4
Save As:	Magic-User: 1+
Morale:	8
Treasure Type:	Chance of magical wand
XP:	13+

About the size of an average dog, a Nehnite has a segmented chitinous body similar to what one might

see on certain spider or insect species. From this lower portion the nehnite's head, small manipulating arms, and hands can be extended to give the creature an almost centaur-like form. The similarity ends there as the upper portion resembles something like a slimy salamander or eel. This soft vulnerable portion (AC 11) can be fully retracted into the carapace (AC 15) when threatened, with only its alien face showing through.

A nehnite avoids combat, preferring to command other Nazgoreans to protect it, but if cornered may bite with its poisonous fangs. Those bitten must save vs. Poison or suffer an additional 2d6 points of damage.

Like other Nazgoreans, nehnites have an alien intelligence which is impossible for others to understand, causing them to be immune to charm magic as well as **mind reading** or any other form of mind-reading. Each can cast spells like a Magic-user, but with unfamiliar, even strange displays. For instance, one might produce a **fireball** effect made of green lightning, or **magic missiles** in the form of acid globes.

Nehnites are fond of carrying wands; each has a 10% per hit die chance of owning one, and if one is indicated, another 5% per hit die chance of owning a second. Such a wand has a 75% chance of being of Nazgorean origin, and thus possibly unusable by a normal character. However, a nehnite can always use a wand of the more common type, even without knowing (or speaking!) the command word or words.

Nehnites can command certain other Nazgoreans. One is almost never found without some frogmen around to serve it, and occasionally one might encounter a powerful nehnite protected by a gray render.

Nehnites, like other outsiders from Nazgor, suffer damage when exposed to sunlight or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both results in 1d8 points of damage per hour.

### Nazgorean, Octospider

Armor Class:	15
Hit Dice:	1* to 6*
No. of Attacks:	1 spray or 1 grapple and bite
Damage:	Special, see below
Movement:	50' Climb 30'
No. Appearing:	1d12
Save As:	Cleric: 1 to Cleric: 6 (as hit dice)
Morale:	1d6+6 (see below)
Treasure Type:	None
XP:	1 HD: 37;            2 HD: 100; 3 HD: 175;        4 HD: 280; 5 HD: 405;        6 HD: 555

An Octospider superficially resembles a giant spider in overall body plan, but the resemblance stops there. The main body is bulbous and fleshy, narrowing without seams to a kind of thick stalk at the bottom which then widens out into a flattened shape to which the eight legs are attached. The legs splay out to either side in a pattern very similar to that of an ordinary spider, but the legs are formed like the tentacular arms of an octopus, though shorter and thicker. The triangular pads on which they walk are covered with suction cups which allow them to climb vertical surfaces; they cannot, thankfully, cross ceilings or overhangs in this fashion. Two startlingly human-like eyes are positioned between the forelegs, with another eye between each other pair of legs including a single eye looking out from between the back legs. Finally, the octospider's beak through which it both eats and breathes is located underneath the lower body.

Generally octospiders are grayish in color, mottled with small indistinct spots of tan, and their skin is moist like that of most other Nazgorean creatures.

Octospiders possess all the features and limitations of other Nazgorean creatures, such as resistance to mind-affecting spells, weakness to sunlight and dry air, and so on. Due to their many eyes, they are hard to surprise, only being so affected on a 1 on 1d12 if their opponents are visible to them. Their vision is superior in that they can see invisible creatures 50% of the time and reduce the effects of partial invisibility or concealment by half (or double the chance of detection, depending on how the concealment is defined). Thus, individuals wearing an elven cloak are only 40% invisible to an octospider, while a halfling hiding in natural surroundings is noticed 20% of the time, or 60% when hiding in a dungeon. For Thieves, reduce the chance to hide by half.

The main attack form of an octospider is a spray of noxious chemicals from a hard-to-see orifice between and just below the front pair of eyes. An individual can perform a direct spray, attacking any single target within 40 feet, or may perform a wider spray covering a cone 20 feet long and 20 feet wide at the far end. When attacking a single target, a normal attack roll is made; when spraying an area, all targets must make an appropriate saving throw.

Further, the octospider has access to three different substances which it can spray.

The first spray is a caustic liquid that inflicts damage directly, doing damage based on the monster's hit dice as shown on the table below. If a wide spray is performed, a successful save vs. Dragon Breath reduces damage suffered by half.

Caustic Spray Damage		
Hit Dice	Direct Spray	Wide Spray
1	1d6	1d4
2-3	2d4	1d6
4-5	2d6	1d8
6	2d8	1d12

The second spray is deadly poison; those subjected to a direct spray suffer a penalty on the usual save vs. Poison as given on the table below, while a wider spray delivers less poison and is thus easier to resist.

Poison Saving Throw Penalty		
Hit Dice	Direct Spray	Wide Spray
1	-1	+0
2-3	-2	-1
4-5	-4	-2
6	-6	-3

The third spray is a kind of black gooey webbing that entangles the victim or victims. A direct spray entangles just one victim, who is allowed a save vs. Dragon Breath to avoid entanglement. The saving throw against a wide spray is rolled against Death Ray instead. This webbing is wet and sticky and does not burn, but it can be removed with application of at least a quart of wine or stronger alcohol; otherwise, the webbing dissolves after 2d8 turns.

Each of these spray attacks can be used a maximum of once per day for each hit die the monster has. For example, a 4 HD octospider can use each of these attacks 4 times per day. An octospider can grapple a character and then deliver a bite, but generally does this as a last resort after spray attacks are exhausted. The bite damage is always just 1d4 points (even for the largest individuals). Use the normal wrestling procedures found in the **Basic Fantasy RPG Core**

**Rules**, with the bite being delivered only as a second attack after a successful grab.

Octospiders behave in a seemingly random and arbitrary fashion. Each group has a morale figure rolled as 1d6+6, for a range of 7 to 12. There is no particular or obvious reason for this fact; if adventurers escape from a group of octospiders, and then encounter them again, their morale should be re-rolled on each new encounter. All members of a group will have the same morale figure at any given moment.

### Nazgorean, Spiderwolf

Armor Class:	14
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d10 + paralysis
Movement:	60'
No. Appearing:	Wild 2d4, 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. Paralysis 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.

### Nazgorean, Tigersquid

Armor Class:	16
Hit Dice:	7
No. of Attacks:	6 tentacles, 1 bite (special) or 2 tentacles (special)
Damage:	Grab, 1d12 or constrict
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	9
Treasure Type:	None
XP:	670

A Tigersquid has the general body plan of a normal tiger, but its bulbous head has only a large squidlike beak; it has no eyes, ears, nor even nostrils. Tigersquids

seem to sense their environment by means of sound alone, in much the same way as hydramanders, but tigersquids have far sharper hearing. They can sense a creature by its heartbeat, for example, and only magical silence will "blind" them.



The most notable feature of a tigersquid is its tentacles; six short, powerful tentacles form a sort of "mane" around its head, and two long, slender tentacles serve as its tail. When stalking prey, the neck-tentacles lie flat against its back in rows, resembling a cape; when attacking, they fan out, making it look even larger than it is. The tail-tentacles twist and twine constantly, but are only used in combat if the creature decides to flee (i.e. fails a morale check).

A tigersquid makes an attack roll for each of its neck-tentacles, attacking just one creature; on a successful hit, these tentacles hold fast to the victim. If the tigersquid hits with even one tentacle, the victim is immobilized (unless it can successfully lift or drag the tigersquid, which will weigh between 800 and 1,200 pounds). If it hits with two or more, it may automatically bite for 1d12 points of damage. (It will not attack with its bite in any other way; if it isn't holding its prey firmly, it will not try to bite.) If the tigersquid hits with three or more tentacles, the victim is no longer able to attack, or indeed take almost any other action. Once a hold is established, the tigersquid will continue to hold its victim from round to round, attempting to hit with any un-engaged tentacles and then biting if it holds with at least two.

Instead of attacking (if this is possible at all), a victim hit by a tigersquid's neck-tentacles is allowed a save vs. Death Ray with Strength bonus (or penalty) added; if this roll succeeds, the victim has escaped one tentacle, and is allowed another roll immediately. So long as the victim succeeds at their saving throw, another save may be attempted, with each success freeing the victim from another tentacle.

If a tigersquid fails a morale check, it will release any hold it has, turn suddenly, and attack with its tail-tentacles. Unlike the neck-tentacles, the tail-tentacles may attack two different targets (if two are adjacent to the monster) or both may be directed against one opponent. If either or both hits, they wrap around the target; a save vs. Death Ray with Strength bonus (or penalty) added is allowed, with success meaning that the target's legs are held but its arms are free. Otherwise, the victim's arms and legs are held. Either way, any tail-tentacle that hits will detach from the monster and remain holding the victim, and on each subsequent round (not including the round when the attack was rolled) the victim suffers 1d4 points of damage from constriction. Detached tail-tentacles are AC 15, HD 1, and can continue constricting a victim for 2d4 rounds before dying if not killed sooner. A victim who fails the initial saving throw will be unable to escape without help, but if the initial save is made, a second save on a subsequent round will permit the victim to slip free.

Regardless of the success or failure of this attack, the tigersquid will flee at top speed in the following round. Opponents adjacent to the monster may make "parting shot" attacks, as it is depending on the tail-tentacles to immobilize its attackers.

### 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 **cure disease** (normal healing has no effect). If slain by the rotting disease, the victim will immediately turn into a necrotic ooze.

### Nok Tantima

Armor Class:	20 (m)
Hit Dice:	12** (+10)
No. of Attacks:	1 bite (on ground) or 2 claws (flying) or spell
Damage:	2d8 bite or 1d12 claw or by spell
Movement:	60' Fly 120'
No. Appearing:	1d2
Save As:	Fighter: 12
Morale:	12
Treasure Type:	Magic Item
XP:	2,075

The Nok Tantima is an emissary sent by the gods to right wrongs or wrong rights, depending on their point of view. They are majestic beings, towering at an impressive height of 8 feet. Their skin glows in resplendent hues of emerald green, ruby red, or sapphire blue. They possess four powerful arms and a pair of golden wings that glisten with every movement. Their talons and beaks, also golden, add to their regal appearance.

Their beaks, resembling those of a kite, complement their round, piercing eyes that reflect a keen intelligence. The nok tantima's legs and wings are also akin to those of a kite, giving them a unique blend of avian and humanoid traits. They exhibit striking hawk-like features on a towering human body, creating an awe-inspiring presence that commands reverence and admiration.

When flying they attack with their lower legs. On the ground they bite with their hawk-like beaks. They prefer to attack while flying, until they lose more than half their hit points, at which point they will either land to fight or fly away. Additionally, they can cast spells as a 6th-level Cleric.

Due to their divine nature nok tantimas can only be harmed by magic weapons of +2 or better bonus, and they are immune to spells of first or second level.

### Norker

Armor Class:	17
Hit Dice:	1+2
No. of Attacks:	1 weapon + 1 bite
Damage:	1d6 or by weapon, 1d4 bite
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	9
Treasure Type:	Q, R each; D, K in lair
XP:	25

Norkers are fully subterranean members of the goblin races. A norker most closely resembles a hobgoblin but tends towards a more primitive demeanor. Each has long protruding fangs which sets it apart from its hobgoblin kin. A norker is hairless with tough leathery skin. It does not normally utilize armor or even clothing, wearing a belt with a loincloth at most. When using a small- or medium-sized melee weapon, a norker may also bite for 1d4 points of damage with its long fangs. It has Darkvision with a 90-foot range.



One out of every five norkers will be a warrior of 3+6 HD (145 XP) and even tougher skin (AC 15). Regular norkers gain a +1 bonus to their morale if they are led by a warrior. In norker lairs, one out of every ten will be a chieftain of 5+10 HD (360 XP) with AC 16 and a +1 bonus to damage due to strength.

### Nymph

Armor Class:	11
Hit Dice:	3**
No. of Attacks:	None (special, see below)
Damage:	None
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	7
Treasure Type:	Q x 10, V
XP:	205

A Nymph is a feminine fey creature native to water, appearing as a young and very beautiful woman with faintly greenish skin. They live in beautiful natural environments, almost always near water; a nymph can breathe water as easily as air. They are usually solitary and care little for company; however, most do speak the Common tongue as well as the language of the fey.

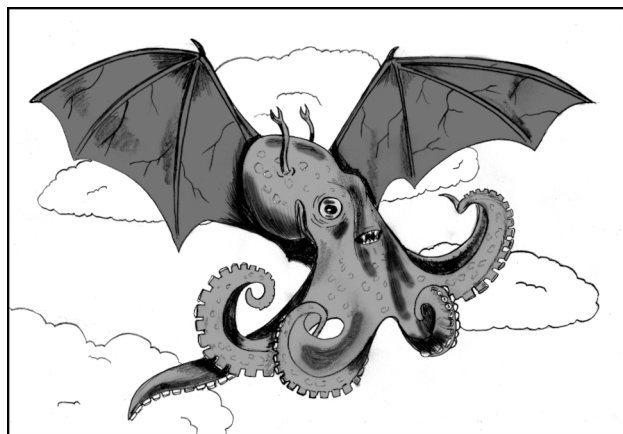
While nymphs do not fight, they have the magical abilities of a 7th-level Cleric. In addition, one can **dimension door** once per day. Merely looking at a nymph can cause blindness, unless a save vs. Wands is made; this blindness is permanent, but can be cured with the **remove curse** spell. If the nymph is caught naked or chooses to undress, onlookers must save vs. Death Ray or die. Anyone making either of these saves never needs to do so again when encountering a nymph.

Nymphs are solitary, as has been mentioned, and unlikely to respond in a friendly fashion to any character. However, a character whose intentions are good and honorable who rolls a 12 or better on a reaction roll may receive the nymph's aid.

### Octobat

Armor Class:	16
Hit Dice:	8*
No. of Attacks:	4 tentacles or acid ink
Damage:	1d6 tentacle, 3d6 acid ink
Movement:	Fly 60'
No. Appearing:	1d6
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	945

An Octobat is an intelligent subterranean creature that will often work for powerful evil individuals such as a wizard or warlord. It can measure 9 to 12 feet across, and each tentacle spanning 10 feet. This dangerous creature tends to bludgeon victims with its four tentacles. For fear of losing a tentacle, an octobat will not entangle larger or seemingly strong opponents, but against smaller or less powerful prey it will wrap itself about its target if two or more tentacle attacks are successful. The entangled individual is crushed and strangled, receiving 2d6 points of damage automatically each round (instead of regular tentacle attacks). The entangled individual must successfully roll an open doors attempt to break free, but may be entangled again in subsequent rounds.



The octobat can squirt an acidic ink at a single opponent up to 20 feet away, causing 3d6 points of damage (save vs. Dragon Breath for half-damage). The octobat can also employ this attack against an entangled opponent. This attack is usable 4 times per day and not more than once every 1d4 rounds. This acidic ink can dissolve a **web** (such as the spell) in one full round. The octobat is immune to this acid ink (whether its own or from other octobats).

**Octopeople**

Armor Class:	13
Hit Dice:	8
No. of Attacks:	1 tentacle or by weapon
Damage:	1d10 + paralysis tentacle, by weapon
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 1d6
Save As:	Fighter: 8
Morale:	10
Treasure Type:	None
XP:	875

Octopeople are unusual humanoid beings with what appears to be a large blue octopus replacing their head and shoulders. They have the ability to disguise themselves by donning the skin of a human or other humanoid, perfectly mimicking the appearance of their victim. This illusion can only be penetrated by means of the **true seeing** spell, or detected, though not seen through, by the **detect illusion** spell. **Detect magic** does not reveal this disguise, though other methods may be permitted at the GM's discretion.



While wearing a skin disguise, an octoperson has a perfect resemblance to their victim. Additionally, by consuming the victim's brain, they can assimilate 60-

90% (determined by rolling 1d4x10+50) of the victim's memories and knowledge. The GM uses this percentage to gauge how well the octoperson's acquired knowledge allows them to impersonate its victim. The victim's skin is preserved by the octoperson's natural secretions, and remains viable as long as it is worn for at least ten hours within any three-day period. Failure to do so results in the skin becoming stiff and unusable. If an octoperson consumes a second brain, they lose the knowledge from the first brain entirely.

In their natural form, an octoperson can attack with one of its tentacles. When struck with a tentacle, unless the target successfully saves vs. paralysis, they are paralyzed for 2d8 turns. This is usually done to capture victims for replacement or reproductive purposes.

Octopeople operate by infiltrating positions of power by replacing influential individuals such as nobles or royalty, sometimes maintaining control over regions for generations. Although their purplish-blue blood can betray their true nature, in areas under their long-term rule, this characteristic has led to a belief among common folk that human nobles possess blue blood.

Reproduction for octopeople involves laying eggs in living humanoid hosts. Usually those hosts have been paralyzed before being implanted with the egg, after which they are imprisoned for the three months it takes the egg to hatch. When the hatchling emerges, it takes its incubator's skin as its first disguise. Over time, octopeople can replace an entire settlement's population, only revealing their true forms once complete control is established. However, they maintain their disguises to interact with outsiders and ensure a continued supply of humanoid hosts.

The origin of the octopeople is shrouded in mystery. Some scholars speculate they are the result of a botched **polymorph** spell, while others believe they have always existed, only recently coming into public awareness.

**Oculus**

An oculus (plural oculi) is a strange monster, a floating chitinous sphere with a single large eye. How an oculus floats is a matter of much conjecture, but at present there is no agreement among the sages and wizards who have studied them. All oculi ever encountered have been very intelligent, hateful, and cruel; they do not willingly associate with any other intelligent creature, not even other oculi. Only adult oculi have ever been discovered, and their means of reproduction are entirely unknown.



### Oculus Abyssi

Armor Class:	15
Hit Dice:	11** (+9)
No. of Attacks:	2 claws, 1 bite
Damage:	2d4 claw, 1d8 bite
Movement:	Swim 30' Fly 10'
No. Appearing:	1
Save As:	Fighter: 11
Morale:	7
Treasure Type:	R
XP:	1,765

The Oculus Abyssi is an aquatic species, able to breathe equally well in the air and underwater. While able to fly like other oculi, they are faster and more maneuverable underwater.

An oculus abyssi has the usual spherical body with a single large eye and a large mouth full of many sharp teeth; two small eyes on long flexible stalks extend from the top. Hanging beneath the main body are a pair of vaguely humanoid arms with nasty claws at the end; in melee they attack with these claws and their bite. However, few of these monsters would choose to engage in melee without first using their magical powers.

The main eye is able to emit a blinding flash of light affecting a conical area extending 30 feet from the monster and being 20 feet wide at the base (far end). All creatures within this area must save vs. Death Ray or be blinded for 2d4 rounds. The lesser eyes of this monster can also perform magical attacks, with one able to generate **hold person** and the other **hold monster** (both as the spell). These eyes, being on long stalks, can target creatures in any direction, even those underneath its body. All of these powers can be used at will, once per round. Alternately, the two eyes can be used together to generate the effect of the spell **phantasmal force**; in this case, the two eyes cannot use their other powers while the illusion is being maintained.

### Oculus Inferni

Armor Class:	17
Hit Dice:	9* (+8)
No. of Attacks:	1 bite or fireball
Damage:	2d6 bite or fireball
Movement:	Fly 30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	8
Treasure Type:	I
XP:	1,150

The Oculus Inferni is a particularly vicious form of oculus. Each has only a single large central eye and a large toothy mouth arranged below it, much as the oculus rex (below), but the oculus inferni has no additional eye stalks at all.

The carapace of the oculus inferni has the ability to change colors. While this ability is basic and rather crude, combined with their silent flight ability it grants an otherwise-unsurprised oculus inferni the ability to surprise opponents on 1-3 on 1d6. When battle is joined, the monster's hide changes to a brilliant orange-red color.

While it has a nasty bite, the main power of the oculus inferni is the ability to project a **fireball** (as the spell) from its eye once per round. The first **fireball** launched does 9d6 points of damage; each subsequent round this damage declines by one dice, i.e. 8d6 on the second round, 7d6 on the third, and so on, to a minimum of 3d6 per **fireball**. If the oculus inferni has the opportunity to rest, it increases its damage potential by two die in each round it does not use the power, to a maximum of the original 9d6 points of damage. This is often when the monster chooses to bite an opponent, if it thinks it can do so without suffering significant injury. Note that an oculus inferni is immune to all normal fire, as well as magical fire from spells of 3rd level or lower, while it suffers only half-damage from more powerful fire-based attacks.

The oculus inferni will often choose to fly too high to be reached when fighting opponents who have only melee weapons (or who prove to have formidable melee attacks). Though it is vicious and aggressive, this monster is smart enough to choose to attack in ways where it cannot in turn be attacked.

Attacks directed at its main eye may disable it, if damage equal to one-third of its original hit points is inflicted. The main eye will, however, regenerate when the monster's total hit points return to at least two-thirds of normal.

**Oculus Rex**

	Common	Emperor
Armor Class:	– 20 body / 18 main eye / 13 eye stalks –	
Hit Dice:	7**	13** (+10)
No. of Attacks:	– 1 bite –	
Damage:	1d6 bite	2d4 bite
Movement:	– Fly 20' –	
No. Appearing:	– 1 –	
Save As:	Fighter: 7	Fighter: 13
Morale:	– 7 –	
Treasure Type:	I	C, I
XP:	800	2,395

The Oculus Rex is the largest and most powerful of all the oculi species, and the Imperial Oculus Rex (sometimes called "Oculus Imperius") is simply an even larger, older, and more powerful version.

Besides the large central or "main" eye, an oculus rex has seven lesser eyes on short stalks arranged in a crown-like fashion. These lesser eyes are limited in their viewing angle, but despite that fact they reduce the chance that one can be surprised to just 1 chance in 1d8 if the opponent is visible.

However valuable this resistance to surprise may be, it is the least of the powers granted by the many eyes of an oculus rex. The main eye projects a beam that **dispels magic** (as the spell) in a conical area 60 feet wide at the base and 120 feet long. This power functions constantly, virtually guaranteeing that all spells will eventually be ended, all potions and scrolls destroyed, and all permanent magic items suppressed in just a few rounds. The spell effect is applied as if the oculus rex were a spellcaster of the same level as its number of hit dice.

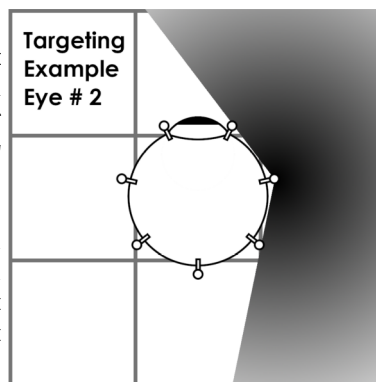
The remaining eye effects are generally distributed as listed below, where the first eye listed is the eye just to the monster's right of center in front and proceeding around to the eye just to the left of center in front. About 20% of individuals have their eyes arranged in the opposite order, and one in a hundred (i.e. a roll of 00 on the dice) have them arranged randomly.

The eye powers are as follows. Note that all spell effects are applied as if cast by a Magic-user of the same level as the monster's number of hit dice. Each eye can use its listed power once per round.

1	Cause Fear (as the reverse of the remove fear spell).
2	Slow (as the spell).
3	Charm Monster (as the spell).
4	Flesh to Stone (as the spell) with a 30-foot range, affecting a single target who does not need to meet the monster's gaze to be affected.
5	Cold (as the wand of cold).
6	Sleep (as the spell, but at the monster's option it may affect any one chosen target of any level who may save vs. Spells to resist).
7	Telekinesis (as the spell).

Figuring out which eyes an oculus rex can use in a given encounter can be tricky. Please review the example diagram to help you see how to work this out.

The gray area in the diagram shows what part of the battlefield around the monster can be targeted by eye number 2 (the slow eye, normally). This does not mean that all creatures in the area are targets at the same time, but rather that only those creatures within the area can be targets of that eye.



Of course, the oculus rex can turn around whenever it wants to, but in the interest of fairness it should only be allowed to turn once per round, before performing its attacks.

An oculus rex can suffer the loss of any of its lesser eyes without also suffering a loss of hit points. Severing an eyestalk requires 8 hit points of damage, or 12 hit points for the larger oculus imperius. Any successful hit to the monster's main eye which inflicts more than one-third of the monster's total (original) hit points in damage renders that eye useless. The monster regenerates slowly, such that any individual that survives an encounter will regrow any lost or damaged eyes (even the main one) and all will become functional when its hit points reach the normal figure once again.

**Oculus Somno**

Armor Class:	16
Hit Dice:	8*
No. of Attacks:	Gaze, 3 proboscis
Damage:	Sleep Gaze, 1d6 + 1d6/round proboscis
Movement:	Fly 40'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	7
Treasure Type:	D, I
XP:	945

An Oculus Somno, sometimes called a Morpheon, appears as a slate-colored, slightly lumpy sphere with a single large eye. It has no mouth, but rather has three jointed probosci arranged around its lower hemisphere; they fold up tight against the body when not in use and may thus be overlooked. The carapace of this monster is tough and resilient, and they are the swiftest fliers of all oculus species.

The main power of an oculus somno is its ability to put its victims to sleep. Anyone who meets the gaze of one must save vs. Paralysis or be put to **sleep** (as the spell, but with no limit as to hit dice or levels that can be affected). An oculus somno will use its probosci only if it succeeds in either placing all members of a party into a state of sleep or driving them away. When it faces no opposition, the monster will move into a position where it can reach the maximum number of victims at the same time, and then pierce each one with a proboscis (this will not awaken a sleeping victim) and begin draining the victim's blood.

For each 1d6 damage roll, the monster recovers one lost hit point (if any). Its appetite is not limited to these lost hit points, however, and it can and will drain dry more than a dozen man-sized victims.

Oculus somni communicate with each other, and infrequently with other oculi, using an inherent telepathic ability; while it is possible for the monster to communicate with other species in this way, they rarely if ever choose to do so.

**Oculus Vigilans**

Armor Class:	16 body, 13 main eye/eye stalk
Hit Dice:	4+4**
No. of Attacks:	1 bite or special
Damage:	1d4+1 or special
Movement:	Fly 30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12 (special)
Treasure Type:	Special
XP:	320

The Oculus Vigilans (sometimes called a Sentinel Eye) is an unusual member of the oculus family, for unlike the others they are not hateful nor voracious. One appears like most oculi, being a spherical body with a single large eye, a mouth below it (though in the case of this species the mouth points almost downward), and between 3 and 6 (1d4+2) eyestalks. The eyestalks are arranged starting near where a humanoid might have an ear, then proceeding up and over the main body in an evenly-spaced line ending with the last eye stalk where a humanoid's other ear might be. They are pale gray in overall coloration, sometimes tinged faintly with green or blue.

The main eye of an oculus vigilans has a power similar to a **ring of spell turning**, projecting a cone of contrary magical force 100 feet long and 20 feet wide at the base (farthest point). Spells cast within this area of effect will rebound just as if the oculus were wearing such a ring.

The other eyes of the oculus vigilans have powers selected from the following list:

- 1 Cause Serious Wounds (as the spell, but with a range of 60 feet; the oculus vigilans must make an attack roll, and on a successful hit this power inflicts 2d6+2 points of damage to any living creature hit)
- 2 Confusion (as the spell)
- 3 Create Food (as the spell, as if cast by a 9th-level Cleric)
- 4 Create Water (as the spell, as if cast by a 9th-level Cleric)
- 5 Cause Fear (as the reverse of the remove fear spell)
- 6 Hold Monster (as the spell, as if cast by a 9th-level Magic-user)
- 7 Telepathy (as the spell Mind Reading, but the oculus vigilans can not only hear thoughts but project its own thoughts so that the target creature can hear them as well)

The GM should choose or randomly determine (by whatever means they desire) which powers each eye

possesses, noting that normally no oculus vigilans has the same power in two or more eyes. The main eye of this monster can target only those in front of the creature, but all of its eyestalks can turn to focus on those who are behind it as well as in front.

Oculus vigilans are only surprised on a roll of 1 on 1d6 due to their many eyes. Any hit to an eye (whether the main eye or an eyestalk) blinds and disables it.

These creatures come from another plane of existence, and are summoned or otherwise compelled to service by powerful wizards or priests. They will be assigned to guard some location or treasure, but do not have (nor care to have) any of their own. They are normally faithful to whatever bargain they have made, but if one is blinded in all its eyes it will return to its own plane, disappearing instantly as its next action in combat.

### Odeum

Armor Class:	16 (m)
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 with 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 while possessing a host, the host is allowed a new saving throw, with success resulting in the expulsion of the 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 or breath
Damage:	2d6+3 (large weapon), by weapon +3, by spell, 12d4 breath
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 Ogre, among other languages. An ogre mage is very strong (18 Strength), granting it +3 to hit and damage with melee weapons.

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 can breathe 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.



**Ogre, Bog**

Armor Class:	14
Hit Dice:	4+1*
No. of Attacks:	2 fists + swallow
Damage:	1d8 fist + special
Movement:	30'
No. Appearing:	1d6, Lair 2d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	D + 2d10x100 gp
XP:	280

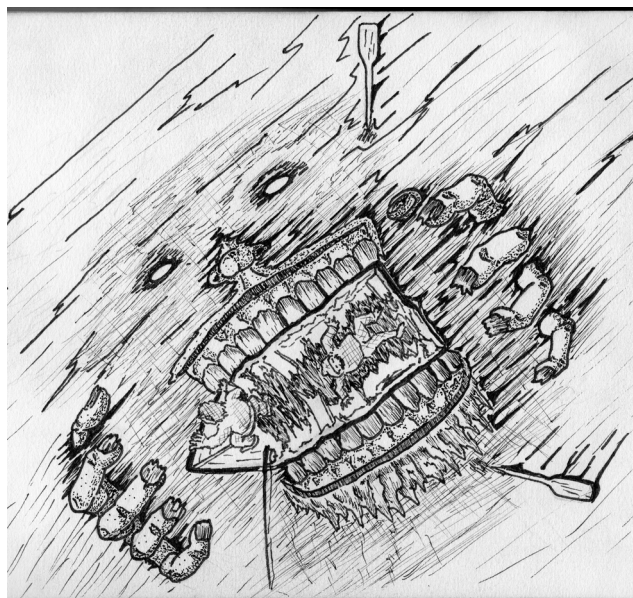
A Bog Ogre in most respects is similar to a standard ogre, but with warty green skin, a grotesquely-wide mouth, and generally frog-like features, making them resemble an ogre and wug crossbreed.

In combat a bog ogre attacks with its massive fists. Additionally, small humanoids (such as a goblin or halfling) have a 10% chance of being grabbed and swallowed whole if both fist attacks hit; a bog ogre can swallow up to one small humanoid at a time. A swallowed victim suffers 1d6 points of damage each round and can't act in the tight confines of the ogres stomach.

**Ogre, Swamp**

Armor Class:	15
Hit Dice:	16+11 (+12)
No. of Attacks:	1 bite, Drowning Grasp
Damage:	2d8 bite, 1d8 Drowning Grasp
Movement:	15' Swim 30'
No. Appearing:	1
Save As:	Fighter: 15
Morale:	9
Treasure Type:	I +500 gp
XP:	2,850

The largest and most bestial of ogres, Swamp Ogres are the least likely to specifically hunt humanoids, but the hardest to kill should circumstance demand it. They are semi-aquatic, but are comfortable spending their entire lives in the water should they find swamps or marshes of their preferred depth. They will lie in wait for days at a time on a single breath, waiting for small and medium-sized crocodiles, unassuming boaters, or anything else convincingly large and animate to pass above them.



These swamp monsters will raise their hands above the surface to impede the movement of its prey, and then use its massive bite to incapacitate its prey and drag it underwater. Anything bitten by a swamp ogre takes 2d8 points of damage, and must save vs. Dragon Breath or be held inside the huge maw of the swamp ogre. Anything trapped in its mouth must save vs. Paralysis (one attempt per round) to escape. Those trapped in the ogre's mouth will risk drowning once the ogre slips back beneath the water.

If the bite is ineffective, or it decides what it has bitten will not satisfy, the swamp ogre will use its hands to grasp the largest 1d2 creatures within reach, and hold them underwater until they drown. Any creature in its grasp must save vs. Paralysis or immediately begin drowning.

On the swamp ogre's first failed morale check, it will retreat to deeper and muddier water. If it has prey grasped in one or two hands, it will flee at half its swim speed. If it fails a second morale check, it will abandon its prey and flee at regular speed.

The swamp ogre retains the gold, platinum, and treasure of its previous meals to regulate its buoyancy. It will regurgitate this treasure upon death.

The swamp ogre does not speak, but can understand Giant and Common.

Unlucky boaters are best advised to jump ship as soon as they realize they are being attacked. The safest way to flee is to get behind the swamp ogre and make for land as fast as possible.

### Ohberen

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	1d8 + poison
Movement:	40'
No. Appearing:	2d8
Save As:	Thief: 4
Morale:	6
Treasure Type:	None
XP:	240

With an ovoid body covered in a segmented carapace, a wide mouth that all but splits the body in two, and multiple barbed limbs ringing the entire creature, an Ohberen is the stuff of nightmares to many an adventurer. Even worse is the deadly neurotoxin that is injected via dozens of tubular, pointed teeth crammed into the over-sized mouth of this monster. Anything bitten by an ohberen must save vs. Poison or be injected with the neurotoxin which weakens its prey; the victim suffers a -3 penalty to AC and attack rolls for 1d3 + 1 rounds if they fail the save.

Because of its agile nature, an ohberen is more than capable of jumping over an enemy and attacking from behind in a single round (receiving the normal +2 bonus for attacking from behind), something it loves to do at every opportunity.

### Omotharkin

Armor Class:	11 (m)
Hit Dice:	4
No. of Attacks:	1 grab
Damage:	1d4 + 1 pt. CON loss
Movement:	20'
No. Appearing:	1d6, Lair 3d8
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	280

Remnants of a dwarven clan cursed by the Forgefather for their idleness, the Omotharkin are doomed to roam the world looking for, but never finding, rest.

Looking like a zombie dwarf in tattered, old-fashioned clothing, the omotharkin stumbles towards its victim reaching out with its hands. A hit by its hands inflicts 1d4 points of cold damage and the victim must save vs. Paralysis. If the save is failed the victim becomes calm and is paralyzed. The omotharkin holds onto the victim and drains 1 point of Constitution and inflicts 1d4

points of cold damage each round afterwards. While holding its victim, an omotharkin will plead despairingly, saying "Help Me", "Rest", etc.

A victim reduced to 0 Constitution becomes an omotharkin the next round unless a **remove curse** spell is cast on the body, in which case the victim falls asleep for ten rounds, recovering one point of Constitution in this time. Otherwise, Constitution is recovered at the rate of 1 point per hour.

An omotharkin reduced to 0 or less hit points falls to the ground but will rise, with full hit points, five rounds later unless **remove curse** is cast upon it. If a holy symbol is laid on the body of an omotharkin, it will not rise until the symbol has been removed.

Omotharkin can only be hit by magic weapons and can be Turned as a mummy.

### **Onocentaur**

Armor Class:	17 (13)
Hit Dice:	3+3
No. of Attacks:	1 kick, 1 weapon
Damage:	1d4 kick, by weapon
Movement:	40' (10')
No. Appearing:	3d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	A
XP:	145

Onocentaurs, or donkey centaurs, are similar to centaurs but are part human and part donkey. They always have long hair and long donkey ears. While young males are usually clean-shaven, more mature males prefer to braid their beards.

Onocentaurs do not charge in combat and tend to use two-handed weapons such as shortbows, staves and bardiches. Whenever possible, they punctuate combat with a mule kick which they are agile enough to deliver to an opponent facing them. They favor heavy armors, often a mixture of chainmail and plate.

Onocentaurs are fond of ale and like to socialize with other woodland beings such as satyrs.

### **Ophidian**

Armor Class:	14
Hit Dice:	3+1*
No. of Attacks:	1 bite or 1 weapon
Damage:	1d4 + Poison or by weapon
Movement:	30'
No. Appearing:	1d8
Save As:	Fighter: 3
Morale:	9
Treasure Type:	D in Lair
XP:	175

Dwelling deep within the tropical southern jungles and swamps, are the mysterious and alluring race of human sized serpent people known as the ophidians, whose sinuous bodies are covered in green, yellow, red, or brown scales which enable them to expertly blend in with their surroundings. They use their muscular tails to move with remarkable speed and stealth through the undergrowth, folding their two slender arms tightly to their sides.

Their sharp venomous fangs enable them to deliver their poison with a bite, which causes 1d4 points of damage per round for 1d4 rounds, unless a successful save vs. Poison is made. Ophidians have remarkable intelligence, and a natural proficiency in magic. All ophidians can cast spells as if they were a 3rd-level Magic-user. Their preferred weapons are spears and short bows.

### **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
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.

### Orog

Armor Class:	15 (11)
Hit Dice:	3
No. of Attacks:	1 weapon
Damage:	1d10+1 or by weapon +1
Movement:	20' Unarmored 40'
No. Appearing:	1d8, Wild 2d10, Lair 4d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	S, T, U each: A in lair
XP:	145

Orogs are a fierce militaristic race of humanoids related to orcs. They are sometimes referred to as great orcs and are believed to be the descendants of orc/ogre hybrids. An orog resembles an orc but is larger and more muscular, standing between 6 and 7 feet tall and weighing 250 pounds on average. An orog is highly intelligent and often leads a group of orcs or serve orcish leaders as special bodyguards. They sometimes

hire themselves out as mercenaries for other humanoids and giants.



An orog has Darkvision to 60 feet. It speaks the language of orcs as well as Common and possibly Goblin, Dwarven, or Elvish.

An orog sometimes marches into battle carrying a special standard representing their clan. While fighting under a standard all orogs and allied orcs gain a +1 bonus to attack rolls and morale.

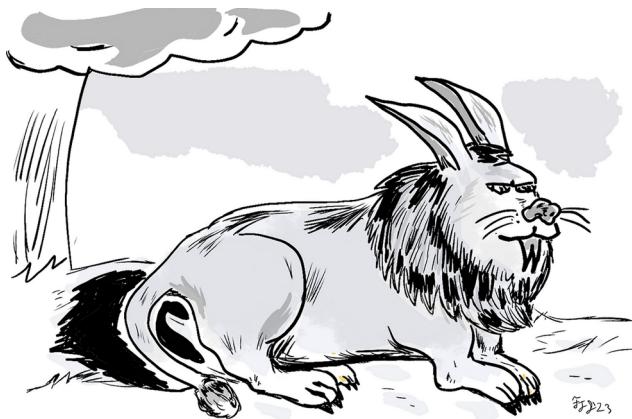
The statistics given above is for a standard orog in chain mail armor and wielding a two-handed weapon. One out of every eight orogs will be a seasoned veteran of 5 HD (360 XP) with a +2 bonus to damage. Normal orogs led by a seasoned veteran gain a +1 bonus to their morale. In lairs of 16 or more orogs, there will be a chieftain of 7 HD (670 XP), AC 17 (11), and has a +3 bonus to damage. In their lair orogs never fail a morale check as long as the chieftain is alive.



**Orycleo**

Armor Class:	14
Hit Dice:	5
No. of Attacks:	2 claws, 1 bite
Damage:	1d10 claw, 1d12 bite
Movement:	50'
No. Appearing:	Wild 1d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

Created by a wizard that transformed his pet rabbits into cuddly but fearsome guard animals. The Orycleo are large cat-like beasts. They possess large lion-like bodies, a ferocious appetite, large rabbit ears and a fluffy tuft of fur at the end of their tails.



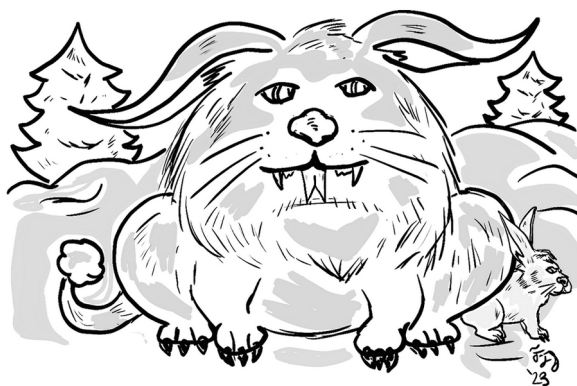
They live in large underground burrows that can be found deep in the woods, but go above ground to hunt and play.

Orycleo possess Darkvision to a range of 60 feet, and prefer to be left alone. Orycleos don't usually hunt humans, unless hungry or provoked.

**Orycleo, Snow**

Armor Class:	14
Hit Dice:	5
No. of Attacks:	2 claws, 1 bite
Damage:	1d10 claw, 1d12 bite
Movement:	50'
No. Appearing:	Wild 1d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

The Snow Orycleo is at home in colder areas, although they have been known to survive in warmer climates.



Related to the orycleo, they share similar traits, such as large lion-like bodies and a ferocious appetite. But the snow orycleos have larger rabbit ears and fluffier tufts of fur at the end of their tails.

They live in large underground burrows, but go above ground to hunt and play. They possess Darkvision to 60 feet and prefer to be left alone. Snow orycleos don't usually hunt humans unless hungry or provoked.

**Otter (Common and Giant)**

	Common	Giant
Armor Class:	16	16 (see below)
Hit Dice:	½* (1d4 points)	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:	1d6 tentacle, 1d8 bite + special
Movement:	20'
No. Appearing:	1
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 both Dexterity and Constitution).

**Owl, Giant**

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

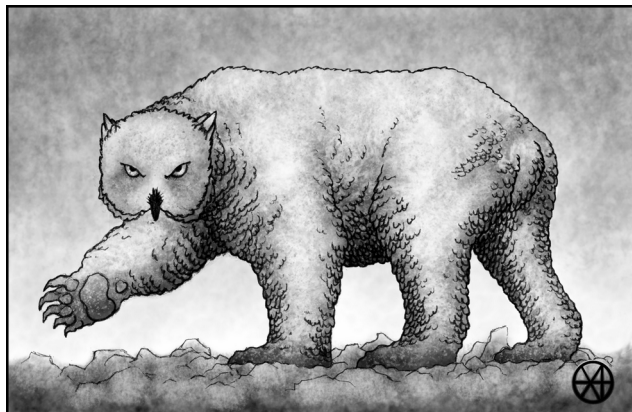
A Giant Owl is a nocturnal bird of prey, feared for its ability to hunt and attack in near silence. It is intelligent and naturally suspicious. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way.

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, Northern**

Armor Class:	16
Hit Dice:	8
No. of Attacks:	2 claws, 1 bite + 1 hug
Damage:	1d8 claw, 1d10 bite, 2d8 hug
Movement:	40' Fly 60'
No. Appearing:	1, Wild 1d2, Lair 1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
XP:	875

In a similar fashion to the standard owlbear, a Northern Owlbear mixes the qualities of a polar bear and snow owl. It tends to be substantially larger than the southern climate owlbear. On rare occasions a northern owlbear is hatched with large feathered wings.



A northern owlbear fights much like a bear but is more aggressive. Also like a normal bear a northern owlbear must hit with both claws in order to deal the listed "hug" damage. As a polar climate inhabitant it is essentially immune to cold environmental effects and even extreme or magical cold causes half-damage. If a save is involved with such a cold-based effect, it receives a +4 bonus.

### Owlbearlin

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 weapon, 1 screech or 2 claws
Damage:	1d8 or by weapon, special screech or 1d4 claw
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	Q each; B in lair
XP:	175

An Owlbearlin is a humanoid with the head of an owl and a hairy, bear-like body and claws. It stands about 6 feet tall. Some wear leather armor that they make from deerskin.

It lives in tribes in the deep woods, and will try to drive off travelers. Occasionally it will raid outlying farms to steal cattle for food or farm tools for weapons. Its villages are comprised of rough huts with large nests built inside. Some tribes will work for evil wizards or Clerics in exchange for metal weapons or healing potions.

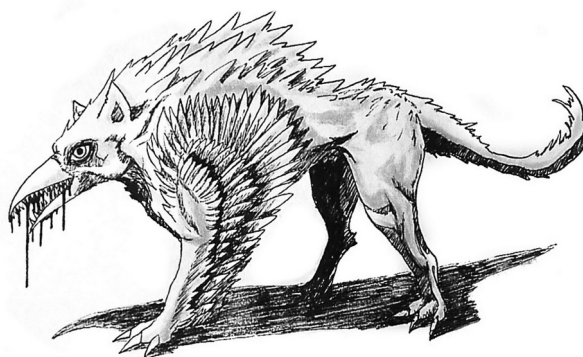
In combat, it can screech at an opponent when it attacks. The opponent must save vs. Death Ray or suffers a -2 to hit penalty for their next attack. This effect only lasts one round, but an owlbearlin may

screech each round as a free action. If it is disarmed, it may attack with its claws.

### Owlwolf

Armor Class:	17
Hit Dice:	3*
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	60', special
No. Appearing:	1d6+2, Lair 2d6+2
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	175

An Owlwolf is similar to the size of a large wolf, its pelt is feathered, and its snout is a vicious curved fanged beak. Its forelegs have long, wing-shaped feathers and end in big sharp claws.



The owlwolf is a nocturnal pack predator, aggressive against almost any kind of creature. When possible owlwolves will attack from behind, taking advantage of their superior numbers and perfect Darkvision (up to 200 feet in complete non-magical darkness) to attack from the cover of darkness. This attack method lets them surprise others on 1-4 on 1d6; if their victim is surprised the owlwolf receives a +4 attack bonus and doubles any damage inflicted.

While lacking true wings, an owlwolf can glide up to 100 feet after running for 3 rounds. This gliding is so silent that if an owlwolf swoops down to attack it surprises its victim on 1-3 on 1d4; the owlwolf receives a +4 attack bonus and triples any damage against the victim if surprised.

**Pangotherium**

Armor Class:	16
Hit Dice:	7
No. of Attacks:	2 claws
Damage:	2d4
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	9
Treasure Type:	J, K
XP:	670

A Pangotherium looks like a grizzly bear with the head, hide, and rather-enlarged claws of a scaly anteater. Its place of origin is uncertain but it is not of this universe, and it is one of several alien creatures whose appearance indicates that a conjuration or summoning spell has gone wrong.

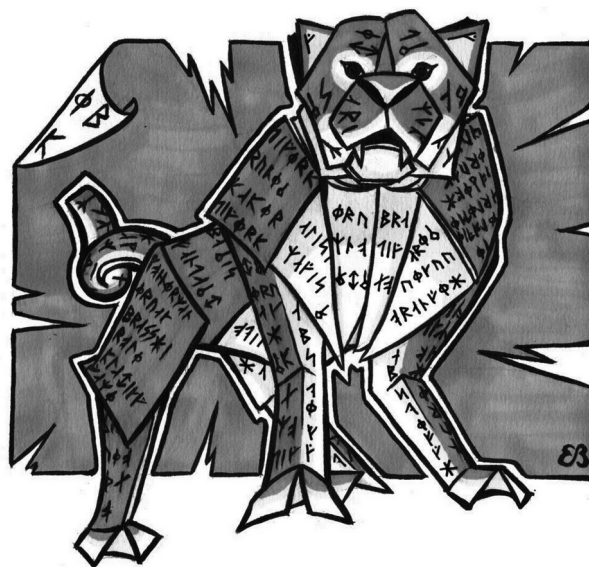


Pangotheria are intelligent animals, with similar cognitive ability to a gorilla. A pangotherium can operate doors and other simple mechanisms, but have no language, at least as humans would understand it. Pangotheria are, however, extremely chaotic and unpredictable. Determine how each one reacts by rolling 3d6. A score of 3-6 means the pangotherium charges; a 7-8 means it attacks; a 9-12 it approaches without attacking; a 13-14 it retreats; a 15-17 it flees, and on an 18 the pangotherium takes an immediate liking to the party and will roll on its back, waiting for its belly to be scratched. In any case, if attacked the pangotherium will certainly retaliate!

**Paper Tiger**

Armor Class:	15
Hit Dice:	7*, 9*, or 11*
No. of Attacks:	2 claws, 1 bite
Damage:	1d8 claw, 2d6 bite
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 7, 9, or 11 (as hit dice)
Morale:	12
Treasure Type:	None
XP:	HD 7: 735; HD 9: 1,150; HD 11: 1,665

A Paper Tiger initially appears to be an ordinary scroll or book, and will almost always be found in a library or other large cache of similar materials. If opened and perused, the paper will expand and refold into the form of a life-sized origami tiger; this transformation requires a full round, during which time the paper tiger has AC 11, but as the creature surprises on a roll of 1-5 on 1d6 it is likely to complete its transformation unscathed. Paper tigers are white or cream-colored, with stripes made of closely-packed letters, numbers, runes, or other symbols.



As soon as the paper tiger's transformation is complete it will attack. As a construct created to protect the library in which the paper tiger is found, the paper tiger will prefer to attack the character who activated it, and will continue attacking until the paper tiger is destroyed or all possible opponents have left the area of protection. Note that a paper tiger will not normally leave the vicinity of the library it wards, though if more than half of the books and/or scrolls are removed from the library

the paper tiger may choose to pursue the creatures who took the items. Also note that if the paper tiger is taken away in book/scroll form without being opened, as soon as it is opened the paper tiger will attempt to return to the library, attacking anyone who gets in the way.

As a construct, a paper tiger is immune to **sleep**, **charm**, and **hold** magic, and has no mind which may be read using **mind reading**. It is immune to poison and any other effects that specifically harm living creatures. A paper tiger is especially vulnerable to fire, taking double damage from any fire-based attacks.

If all interlopers leave the library and remain out of the paper tiger's sight for at least a turn, the creature will resume its original form, hiding among the books or scrolls of the library. In this form the paper tiger is very nondescript; even those who know such a creature is present will not usually be able to identify it, though anyone who previously activated the paper tiger has a chance equal to 1 on 1d6 to do so. Adjust this roll using the creature's Intelligence bonus (i.e. a 13 Intelligence gives a 1-2 on 1d6 chance, etc.). While in book or scroll form, the paper tiger heals 1d6 points of damage each hour.

If a library contains the sort of knowledge that the curator believes is too dangerous to ever be revealed the library may be warded by a Flash Paper Tiger. These creatures look and behave exactly as a normal paper tiger, but if slain or successfully attacked with fire a flash paper tiger explodes into a **fireball** (as the spell), dealing a number of dice of damage equal to the creature's HD. This **fireball** has the usual chance to ignite flammable materials in the area of effect, but as a special feature will instantly ignite any and all unprotected paper items the flames touch (a spellbook inside a backpack counts as "protected" and thus receives a saving throw, but a scroll held open by a character will instantly burn to ash).

## Paraceratherium (Indricotherium)

Armor Class:	13
Hit Dice:	12
No. of Attacks:	1 kick
Damage:	2d8 kick
Movement:	20'
No. Appearing:	Wild 1d3
Save As:	Fighter: 12
Morale:	6
Treasure Type:	None
XP:	1,875

An ancestor of the modern rhinoceros, the 15- to 20-ton Paraceratherium has a relatively long neck and surprisingly thin legs with three-toed feet. This huge herbivore possesses a prehensile upper lip; not quite a trunk, but an appendage flexible enough to allow it to grab and tear the tall leaves off of trees. It does not have a horn.

The immense paraceratherium, the largest land mammal known to have existed, stands nearly 18 feet high at the shoulder and measures 30 feet from end to end. Despite its size, it lives a peaceful life, pulling leaves from the tops of trees unless startled into action. When panicked, a paraceratherium tramples any obstacle in its path. If confronted or if defending its young, it smashes its tormentors with its elephantine feet.

Like many extinct creatures, the paraceratherium has had a number of different scientific names, including Indricotherium and Baluchitherium.

## Peryton

Armor Class:	13 (m)
Hit Dice:	4*
No. of Attacks:	1 antler (+2 to hit)
Damage:	4d4 antler
Movement:	40' Fly 130' (10')
No. Appearing:	Wild 2d4, Lair 2d6
Save As:	Cleric: 5
Morale:	10
Treasure Type:	D
XP:	280

The Peryton is a strange chimerical creature combining the wings, body, and legs of a large bird with the head, neck, and antlers of a deer or stag. Females are as large as males but have less impressive antlers, though they inflict the same damage as those of the males. They are found mostly in high mountainous regions.

Perytons are omnivorous with certain special dietary requirements. Specifically, both male and female perytons must dine on a heart before becoming fertile; they may share one heart, or each may acquire its own heart before seeking a mate.

A peryton receives a bonus of +2 on the attack roll when striking with its antlers. Though they have claws, they do not apparently choose to use them in combat. They are immune to non-magical weapons, as indicated above.

Perytons are intelligent, and speak their own language. They have a 65% chance of knowing the languages of one or more monster types found in the area of their lair, but rarely if ever speak Common or the languages of any demi-human races.

### 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.

**Phoenix**

Armor Class:	17 (m)
Hit Dice:	9**
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 2d6 bite
Movement:	10' Fly 90'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	D
XP:	1,225

A Phoenix is a huge, magnificent scarlet-plumed magical bird of surprising intelligence. An adult has a wingspan of over 25 feet and a body about 10 feet long from beak to tail, not counting a few long reeves like those of a pheasant, and weighs just under 2,000 pounds. A phoenix can telepathically communicate with nearly any other intelligent creature.



A phoenix can only be harmed by magical weapons, and is immune to any **hold** or **charm** magic, as well as all fire damage (both mundane and magical). A phoenix is a powerful ally to the forces of good, and is sometimes said to be a spirit of rebirth and renewal.

When threatened, a phoenix cloaks itself in flames, which deal, 3d6 points of damage to any creature within 10 feet each round. Undead creatures and infernals suffer double damage from the flames of a phoenix due to its celestial nature.

When a phoenix dies, its body vanishes in a burst of flame equivalent to a **fireball** spell, dealing 9d6 points of damage; a save vs. Spells is allowed for half damage, but note that this effect also deals double damage to

undead and infernals. After this explosion a single egg will be found in the ashes, and in 2d12 hours a new phoenix will hatch from this egg. No power short of a **wish** can prevent the phoenix's rebirth.

A phoenix will occasionally grant a tail feather as a gift to those who aid it. This feather can be brewed into a potion with the combined effect of the **raise dead** and **heal** spells.

**Phouka**

Armor Class:	16
Hit Dice:	5*
No. of Attacks:	1 bite, or weapon
Damage:	1d6 bite, or by weapon
Movement:	40' Fly 60'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	C
XP:	405

Phoukas are cunning and mischievous fey, famous, or perhaps infamous for their shapechanging abilities, and playful yet unpredictable nature. Natively appearing as wiry humanoids with bat wings, sharp features, dark hair, and glinting eyes, they are very rarely seen in their natural form, preferring to take on the form of animals such as black horses, goats, crows, cockerels or sleek hounds.

Phoukas in their natural form stand around 4 feet tall, and weigh about 60 pounds. They are exceptionally stealthy, remaining 90% undetectable in natural environments while stationary, and 70% while moving.

Phoukas can shift their shape at will, transforming into a horse, goat, crow, cockrel or hound in a single round, as often as they wish. While in animal form, they retain their hit points, Armour Class, and general intelligence, but their ability to wield weapons or perform fine manipulations is limited, restricting their attack to their bite.

Phoukas are capable of creating minor illusions, confusing sounds, or fleeting visual tricks to mislead or startle others, creating an illusion similar to **phantasmal force** up to three times per day.

Phoukas speak both Fey and Common, and can mimic voices and sounds with uncanny accuracy, often using this talent to lure or mislead others.

Phoukas can fly when unencumbered for up to 10 rounds but must rest for an equal duration afterwards. When lightly encumbered, they can fly for 5 rounds

and require 20 rounds of rest. Their lightweight build and fey agility reduce fall damage by half.

Phoukas are highly unpredictable and thrive on trickery. They are rarely outright hostile but will defend themselves fiercely if cornered. They are vulnerable to cold iron (iron or steel) weapons, taking an additional +1 damage from such attacks.

While generally playful, Phoukas can become malicious if insulted or wronged. Wise adventurers tread carefully in their presence, offering respect and perhaps a jest to appease these tricksters.

### Piercer (or Stalag)

Armor Class:	16
Hit Dice:	1 to 4
No. of Attacks:	1 stab
Damage:	1d6 per HD
Movement:	10'
No. Appearing:	3d6
Save As:	Fighter: 1 to Fighter: 4 (as hit dice)
Morale:	12
Treasure Type:	None
XP:	HD 1: 25; HD 2: 75; HD 3: 145; HD 4: 240

A Piercer (sometimes called a Stalag) is a cone-shaped shelled creature resembling some kind of snail or other invertebrate. They are found in a range of sizes, with a group typically having members of several different sizes; each individual piercer is about 1.5 feet long per hit die. They can move about as snails do, at a rate of about 10' per round, and can climb hard surfaces at full speed, even moving unhindered while upside down. However, they move substantially faster when attacking.

Piercers hunt prey by hanging upside down in natural caverns, where their conical shells strongly resemble normal stalactites. They lie in wait until a victim walks beneath them, at which point they attack by simply dropping on their prey, stabbing with their pointed shells.

If this attack fails, the piercer has no further effective attack and will try to flee; of course if given enough time a piercer will return to its place on the ceiling, and if any victims are available it may be able to attack again.



### Pipe Beast

Armor Class:	18
Hit Dice:	6+6*
No. of Attacks:	2 claws, 1 tail or acid spray
Damage:	2d6 claw, 1d10 tail, 4d8 acid spray
Movement:	30'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

Pipe Beasts are unnatural arcane constructs and are generally created to guard and protect specific rooms or items. Because of this singular focus it will attack anyone who enters the room or guarded area, with the exception of the person who created it, until the threat is destroyed or the pipe beast is.

A pipe beast is well-equipped for this type of duty with powerful pincer-like claws and a slashing tail. It can also spew a cone of pure acid every 4 rounds, dealing





damage to everything in its path. A successful save vs. Dragon Breath reduces this damage by half. The acid cone affects an area 60 feet long and is 20 feet wide at its furthest point. The pipe beast can only use this attack 3 times a day before it must recharge its supply.

Pipe beasts have a very hard chitinous exoskeleton which provides ample protection against most weapons; further, because of their construction fire seems to have no effect on them.

**Pixie, Ward**

Armor Class:	17
Hit Dice:	1*
No. of Attacks:	2 claws
Damage:	1d4 claw + special
Movement:	30' Fly 60'
No. Appearing:	2d4
Save As:	Magic-User: 4 (+ Elf bonuses)
Morale:	9
Treasure Type:	None
XP:	37

Ward Pixies are small winged fairies charged with guarding a stone, grove of elder trees, fungal mass, or

other natural object important to the Fairy Court. They appear as diminutive humanoid skeletons, glossy black in color with razor-sharp claws and moth wings.



When a ward pixie strikes a blow there is a 1 in 4 chance that a pinch of ash-like pixie dust will brush off on the target. The target must save vs. Death Ray or immediately despair and attempt suicide. For the next 5 rounds, unless restrained the victim will attempt to do the maximum bodily harm to themselves.

**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 affliction similar to a ghoul or ghastr. It appears as a ravenous beast with patches of fur or skin sloughing off.



Those bitten by a plague hound must save vs. Paralysis 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.

### Porcupine, Giant

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 quill burst, 1 bite (see below)
Damage:	See below for quill burst, 2d4 bite
Movement:	30'
No. Appearing:	1d2
Save As:	Fighter: 6
Morale:	6
Treasure Type:	None
XP:	500

Giant Porcupines are simply a very large version of the common spiny-coated mammal, though they do have more formidable offensive capabilities as well as strong defenses.

The primary attack of a giant porcupine is its quill burst, a blast of quills launched by a swift snap of its short but flexible tail. The quill burst consists of 1d8 quills launched at up to four adjacent opponents (divided up more or less evenly as determined by the referee); each quill does 1d4 points of damage on a successful hit. These quills are barbed, such that removing one causes an additional 1d4 points of damage; as they are up to 3 feet in length, leaving the quills embedded in a victim is usually not an option.

A giant porcupine can bite for 2d4 points of damage, but will generally only do so after suffering more than half its hit points in damage, or in any case where one has failed a morale check but is cornered and cannot retreat.

Worse, any attacker attempting to approach to melee range will automatically suffer 1d4 quill hits, except if the attacker is using a long weapon such as a spear or polearm (and is thus able to remain out of reach of the giant porcupine's quills). A giant porcupine has hundreds of quills, so there is little chance one will run out of ammunition in a fight.

Fortunately, giant porcupines are not particularly aggressive; if left alone, they will usually choose to retreat at a leisurely pace from any interlopers.

### Praying Mantis, Giant

Armor Class:	16
Hit Dice:	5
No. of Attacks:	2 forelegs, 1 bite
Damage:	1d8 foreleg, 1d12 bite
Movement:	40' Fly 120'
No. Appearing:	Wild 1-2, Lair 1
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

A Giant Praying Mantis is a well-camouflaged creature, moves very slowly, and waits motionless for hours. It feeds on anything smaller than itself. It possesses a chameleon-like ability to change its exoskeleton color to blend in with its surroundings. Typically, a hunting praying mantis will surprise on 1-5 of 1d6; locating one that is hiding (from a distance) requires a roll of 1 on 1d6. It can fly for brief periods, covering 120 feet in a hop, but will only do so to flee or cross rough terrain.

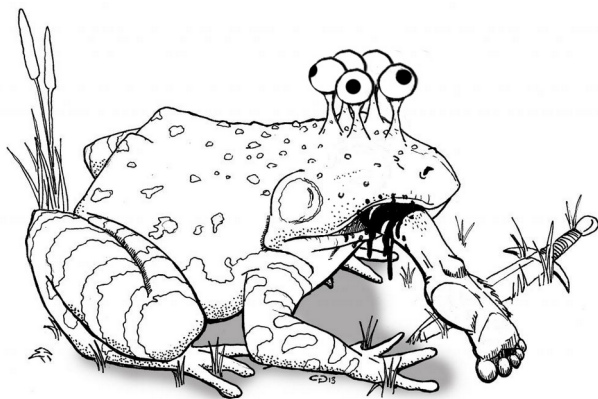
### Prince Frog

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	2 claws, 1 bite + special
Damage:	1d4 claw, 1d6 bite + 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 (see page 187) 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 point bite, 1d3 sting + 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.

### Pseudowyvern

Armor Class:	19
Hit Dice:	3*
No. of Attacks:	1 bite or 1 sting
Damage:	1 or 1 + poison
Movement:	10' Fly 50'
No. Appearing:	1d3
Save As:	Fighter: 3
Morale:	6
Treasure Type:	None
XP:	175

A Pseudowyvern is a 3-foot long ophidian creature featuring several characteristics of a wyvern, hence the name. They have a spine-crested ridge from their horned head to their stinger-tipped tail, a pair of bat-like wings, and clawed forelimbs. Their colors match those of tropical rain forests, jungle, and other warm and humid climates where they live. This coloration gives them a 10% chance of being detected so long as they remain still and 30% if moving. Thanks to their near-human intelligence they can communicate with nearby humanoids, expressing emotions and general concepts through a limited form of telepathy, and can learn to mimic a wide range of other creatures' calls after a few times hearing it.

Pseudowyverns are very gentle nocturnal animals with an almost inoffensive bite and sting. Despite this their sting can inject a highly lethal poison (save or die) which is used mostly for hunting mice, small insects, and similar prey, and for self defense.

## Quinotaur

Armor Class:	18
Hit Dice:	8+3*
No. of Attacks:	1 gore, or 1 bite, or charge
Damage:	2d8+2 gore, 1d10+3 bite, 4d8+2 charge
Movement:	swim 60'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	10
Treasure Type:	D
XP:	1,200

The Quinotaur, sometimes, incorrectly, and confusingly called the bull shark, is a legendary sea monster that has the forequarters of a giant bull, with five horns crowning its head, and the rear body and fins of a shark.

Quinotaurs attack by goring with their powerful horns or by a crushing bite. They can charge at opponents, dealing extra damage if they move at least 20 feet before ramming with its horn attack. When charging, its horns inflict a devastating 4d8+2 damage.

The quinotaur is capable of a fearsome bellow, causing terror in those within earshot. Any creature within 30 feet of the quinotaur must save vs. Spells or be frightened for 1d4 rounds. A frightened creature suffers a -2 penalty on attack rolls, saving throws, and morale checks for the duration of the effect. The quinotaur's bellow also stiffens the creature's own resolve, acting similarly to a **potion of heroism** on the beast, giving it a +1 bonus to hit and +1 HD for 1d6 rounds. Hit dice gained are only temporary, and damage received is deducted from those hit dice first; any such points that remain when the effect expires are simply lost.

Dwelling in the deep, remote parts of the ocean, surfacing only when disturbed or when grazing on floating sea grasses the quinotaur can breathe underwater as easily as it can breathe air, this rare and legendary beast, is more often spoken of in myths and legends than seen by mortal eyes. Sages assume there are cow counterparts to the quinotaur, but none have ever been reported.

## Rabbidrake

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite, or Breath Weapon
Damage:	1d4+1 bite or Breath Weapon
Movement:	20' Fly 50'
No. Appearing:	1d6, 2d8 Lair
Save As:	Fighter: 1
Morale:	6
Treasure Type:	M
XP:	37

Born from the unholy mind of an alchemist, Rabbidrakes combine the most fearsome traits of a rabbit with the most arbitrary traits of a dragon. Considered a slight nuisance in the northern reaches of the world where they typically live, the rabbidrake has the body of a small white rabbit, often with red eyes, but it has the scaly red wings of a dragon.

They have large families, reproducing using the magic imbued in their fiery breathe weapons. As such, they almost always are found in small groups, very rarely traveling alone. During combat, they often focus on swarming an enemy, magically replicating themselves via their breath weapon, before roasting their opponent to a fiery crisp.

Rabbidrakes may exhale a breath weapon in a 10-foot by 5-foot line, dealing 2d6 points of damage. After this, it must wait until it rolls a 1 on a 1d8 (performed before it acts each round) to use its breathe weapon again.

When two rabbidrakes are together, they may combine their breath weapons, creating another rabbidrake with 1d4 HP, maturing into a full grown rabbidrake (with a full 1 HD) in about a week. Only mature rabbidrakes may do this; the newly-created ones cannot combine breath weapons until they mature. Newly-created rabbidrakes can't use their breath until a 1 in 1d8 is rolled, as above.

**Rabbit Prince**

Armor Class:	18
Hit Dice:	10* (+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 4-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 their 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 the company of another of its kind.

**Raccoon, Giant**

Armor Class:	16
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	2d6
Movement:	50' Climb 30'
No. Appearing:	1, Wild 1d2, Lair 2d4
Save As:	Fighter: 5
Morale:	8
Treasure Type:	L in lair
XP:	360

Giant Raccoons resemble their normal counterparts in all respects except size. The average giant raccoon is 7 feet long from nose to tail.

Nocturnal and omnivorous, giant raccoons often live close to human settlements for easy access to trash and other sources of food. But whereas normal-sized raccoons' trash pilfering creates a minor annoyance, for giant raccoons it can lead to wholesale mayhem and ransacking of property.

Giant raccoons are highly intelligent and have their own chattering dialect, which they use to communicate with mundane raccoons and humanoid rakun. Their forepaws are unusually dexterous, allowing them to perform manual tasks such as opening doors and containers. Some have even been known to pick locks.

The giant raccoon lair sometimes contains valuable trinkets collected because of their shiny or unique appearance.

**Raggidy**

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 fists
Damage:	1d6 fist
Movement:	40'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	12
Treasure Type:	See below
XP:	145

A Raggidy is a construct sewn together using magical thread. A raggidy is humanoid in appearance standing 7 feet tall, weighing 300 pounds, and is made out of crudely-stitched cloth stuffed with sawdust. The raggidy

has buttons for eyes and a twisted grin sewn onto its face. However, the magic thread that animates the raggidy gives it the barest hint of sentience, allowing the raggidy to act semi-independently and follow orders better than most constructs. A raggidy does not speak but it understands the language of its creator.



A raggidy is a fearless enemy and will engage in melee with little thought for tactics or strategy. It is highly flammable and takes double damage from fire-based attacks.

The magical fabric of a raggidy is valuable to both Magic-users and tailors, worth up to 1d6x100 gp. Note that, if destroyed by fire, acid, or other such attacks, the raggidy's material may be too damaged to sell.

## Rakshasa

Armor Class:	24 (m)
Hit Dice:	7**
No. of Attacks:	2 claws, 1 bite or special
Damage:	1d4 claw, 1d4+1 bite or special
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 7
Morale:	7
Treasure Type:	F
XP:	800

In their natural form, rakshasa appear as tiger-headed humanoids; they have claws which curve backward, so that their claw attack is delivered with a backhand strike. However, rakshasa are able to create powerful illusions including sight, sound, and even touch, and generally use them to change their own appearance to one less threatening to any potential victims. This task is made substantially easier by the fact that they can use **mind reading** (as the spell) at will.

While chaotic and rather bloodthirsty in nature, rakshasa may choose to fight at the side of any character or under the command of any ruler.

Rakshasa are naturally and powerfully magical. All rakshasa cast spells as if 6th-level Magic-users, but may choose spells from either the Magic-user or the Cleric lists without restriction and with no need for spellbooks. Rakshasa leaders will cast spells at higher levels as determined by the GM.

All rakshasa are highly magic resistant, such that they receive a +4 on all saving throws against any magical spell or effect. However, they have a single significant weakness: a hit from an arrow or crossbow bolt blessed by a Cleric will kill one outright unless a saving throw vs. Spells is made (without the +4).



**Rakun**

Armor Class:	12
Hit Dice:	1d6 HP
No. of Attacks:	1 weapon or one bite
Damage:	1d4 or by weapon or 1d3 bite
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	10

The Rakun (pronounced as raccoon but also known as Vaskebjørn) are a race of what can best be described as talking raccoons, speaking their own unique language. Unlike their less-evolved kin, rakun will readily use tools and weapons, having a particular fondness for crossbows of various types (or fire-arms if the setting allows), receiving a +1 bonus to attacks with such device-propelled weaponry. It stands slightly taller than a halfling but tends to be leaner. Its eyesight is keen at night (double that of a human's nightvision), and even in total darkness has Darkvision out 30 feet. Just like halflings, rakuns are prohibited from using large weapons.

When cornered it will bite opponents. A rakun shares the halfling ability to hide in natural surroundings, so that outdoors (its preferred forest terrain) there is only a 10% chance of being detected. Even indoors or in non-preferred terrain it can hide such that there is only a 30% chance of detection. A rakun's ability to climb is extraordinary, receiving a substantial bonus to any such attempt, and when climbing trees the rakun almost never fails such a check under normal circumstances (effectively 100% unless circumstances carry substantial penalties).

Rakun do not often mix with other races due to their wild, fierce personalities. Within communities of rakun one can find members with additional (class-based) abilities. When classed a rakun uses one HD type smaller than normally utilized (d8 becomes d6, d6 becomes d4, and d4 becomes d3).

**Ram, War**

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 horns or 2 hooves
Damage:	1d6 horn, 1d4 hoof
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 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 and cliffsides; a war ram cannot climb walls, trees, or other objects in the traditional sense.

**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.

**Ramfrog**

Armor Class:	17
Hit Dice:	1 HP*
No. of Attacks:	1 ramming
Damage:	1d4+1
Movement:	10' Jump 30'
No. Appearing:	Wild 2d4, Lair 3d8
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	13

A Ramfrog is a seemingly-normal frog except for 2 big ram-like horns on its heads. It tends to be inoffensive unless provoked or when its lair is invaded.



A ramfrog has supernaturally-strong hind legs, able to execute amazing jumps and can also propel towards opponents up to 90 feet away in order to headbutt them.

**Raptorsapien**

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 weapon, 1 bite or 1 tail
Damage:	1d8 or by weapon, 1d8 bite or 1d10 tail
Movement:	60'
No. Appearing:	1d8
Save As:	Fighter: 6
Morale:	8
Treasure Type:	S each; B in lair
XP:	500

Raptorsapiens are the intelligent, bipedal descendants of predatory dinosaurs. They stand up to 8 feet tall and weigh about 400 pounds. Their arms have evolved to resemble those of humans; this allows them to use tools and weapons. Their lower legs are still those of a dinosaur, permitting them to run quite fast. They wear clothing, preferably of leather from one of their kills. They make and use armor designed for their unique physiology. They speak the Common tongue along with their own language.



Raptorsapiens survived extinction in isolated habitats and developed their own society. Their culture values

weaponry and hunting, and they build their cities near forests and jungles that teem with prey. Some groups of raptorsapiens are conquerors and try to take the lands near their own. Others act as mercenaries, seeing such work as an extension of the hunt. In any group of raptorsapiens, including mercenary groups, there will be one shaman with 1d4+1 Clerical levels.

In combat, they attack with ornate scimitars and a deadly bite. If attacked from behind, they can use their tail as a weapon. Their shaman will use the **hold person** spell as its first action, if possible.

**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; **cure disease** will also break the fever. 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).

### Ray

	Manta	Pungi	Sting
Armor Class:	14	13	13
Hit Dice:	9	4	1
No. of Attacks:	1 bite, 1 tail spine	1 to 12 spines	1 sting
Damage:	3d4 bite + special, 2d10 tail	1d4 + poison each	1d4 + poison
Movement:	Swim 90'	Swim 60'	Swim 40'
No. Appearing:	1	1d4	1d4
Save As:	Fighter: 9	Fighter: 4	Fighter: 1
Morale: 7	7	7	7
Treasure:	A		
XP:	1,075	240	25

Rays are fish with cartilaginous skeletal structures related to the sharks. They have flattened bodies and swim as if flying.

Manta Rays live in warm ocean waters. Average adults have a wingspan of around 30 feet, with mouths of around one-fourth of that width. Creatures man-sized or smaller can be swallowed whole on any roll 2 or more points higher than that needed to score a hit, and creatures swallowed suffer 1d8 points of damage per round thereafter. Those swallowed may only attack with small cutting or stabbing weapons that were already in hand before the victim was swallowed, and if the manta ray fails a morale check it may regurgitate the victim. The manta ray's tail spine is not significantly poisonous, and is generally only used to attack when the creature flees.

A manta ray's treasure consists of items such as coins or gems that it cannot digest, and is held in its stomach. Normally it is necessary to kill a manta ray in order to take its treasure, but if it is compelled to regurgitate a meal (as described above) the treasure will be regurgitated as well. If magic items are indicated in a treasure, remove any that could be digested or otherwise damaged in the manta ray's stomach.

Pungi Rays are found in shallow tropical waters, and are not as large as manta rays, having a wingspan of around 15 feet. They conceal themselves under the

sand with their dorsal spines exposed and wait for victims to step on them. The spines appear to be plant matter, and on 1-5 on 1d6 (treated as a surprise roll) they will not be recognized as dangerous. Any creature stepping on the spiny area, a patch about 3 feet wide and 4 feet long in the center of the pungi ray's back, must save vs. Poison or die. Characters in armored boots receive a bonus of +2 on the saving throw, while those in heavy non-armored boots or shoes receive a bonus of +1. If attacked the pungi ray will attempt to flee immediately.

A Sting Ray (or "Stingray") is a type of ray found in shallow tropical waters. They are normally peaceful, being bottom feeders, but if disturbed they may attack with their stinger. As they lie close to the bottom and often cover themselves with sand, they may not be seen (surprising on a roll of 1-4 on 1d6) thus increasing the danger. If the sting ray's attack hits, the victim must save vs. Poison or become paralyzed for 5d4 turns. While this does not kill the victim directly, should they fall into the water, drowning is a likely outcome.

### Red Cap

Armor Class:	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.

### Remorhaz

Armor Class:	20
Hit Dice:	7* to 14* (+11)
No. of Attacks:	1 bite (+ special on 20)
Damage:	4d6 (7-8 HD), 5d6 (9-12 HD), or 6d6 (13-14 HD) (+ possible special)
Movement:	30' Burrow 20'
No. Appearing:	1
Save As:	Fighter: 7 to Fighter: 14 (as hit dice)
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 their own way out.

An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of 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.

### Resonated

Armor Class:	16
Hit Dice:	3*
No. of Attacks:	1 weapon.
Damage:	1d6 or by weapon.
Movement:	20'
No. Appearing:	2d4
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

A Resonated is a skeletal undead raised by a deadringer's bell power (see Deadringer page 66), and 80% of the time will be accompanying one of them plus some normal skeletons. Their bones are bronze-colored and reverberate the bell sounds. A resonated is filled with regenerative magic, healing it by 1d8 hit points per hour. Even after being destroyed it will keep regenerating and will rise once its full HP are recovered.

There are only a few ways to truly destroy a resonated: silencing the deadringer's bell, being destroyed by a Cleric's power, and removing the deadringer's curse (via spell or the death of the person cursed by the resonated's deadringer master).

Resonateds, like skeletons, only take half damage from edged weapons and only a single point from bolts, arrows, or sling bullets. As undead, they are immune to

sleep, charm, and hold spells, and can be Turned by a Cleric as if they were a ghoul.

### Rhek

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1 acid shot or 1 acid burst
Damage:	1d6
Movement:	20' Launch 60'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	6
Treasure Type:	None
XP:	145

A Rhek resembles a large slug or maggot, its plump rubbery body covered in mucus and with no discernible front or back end. Until, that is, it spews highly-corrosive acid (50-foot range) from its mouth (which is little more than a small hole that is covered by a retractable flap of flesh) for self-defense. It normally does this as a ranged attack, but when surrounded it is able to leverage this talent to create a burst of acid on the ground and hurtle itself up to 60 feet away. Due to the acid burst, any creatures within a 5-foot radius are dealt 1d6 points of acid damage. The rhek is, of course, immune due to the mucus covering on its skin.

### Rock Bat

Armor Class:	16
Hit Dice:	2*
No. of Attacks:	1 stab
Damage:	1d6
Movement:	Fly 150' (50')
No. Appearing:	1d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	100

A rock bat is a silicate creature that resembles a large, irregular, generally rounded rock with a horn on the bottom of its body. It floats by emitting a glowing gravity ray from gem-like growths on the sides of its body. Its rocky hide and floating ability give it a respectable armor class.

A rock bat attacks by dropping directly down on its prey. On a natural 20 the victim is impaled by the rock bat, receiving 1d6 points of damage each round until either the victim or rock bat is slain.



### Rock Roller

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	1 bite or 1 crush + special
Damage:	1d8 bite, 1d6 crush + special
Movement:	180' (60')
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	280

Rock Rollers are creatures that resemble living boulders. They are mostly mouth with jewel-like eyes and are about the size of a full-grown human.



A rock roller hunts by hiding itself high on a cliff or wall and then rolling down at its intended prey. After a successful hit the victim takes 1d6 crush damage, and must make a save vs. paralysis or be knocked to the ground and winded, spending the next round standing back up and catching their breath. The victim can neither move nor attack that round.

A rock roller is immune to any form of **charm** magic.

### Roper

Armor Class:	20
Hit Dice:	10* (+9) to 12* (+10)
No. of Attacks:	1 bite + special
Damage:	3d6
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 10 to Fighter: 12 (as hit dice)
Morale:	9
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 beak, 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 gooey rotten matter when slain, causing anyone within ten feet to save vs. Poison or drop anything in their hands, fall to their knees, and wretch helplessly for 1d4 rounds.
2	A bitten victim must save vs. Poison or be inflicted by rot grubs.
3	Following a hit, a 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 they 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 hit 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). Their 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, Wild 1d8
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.



### Sabre Worm

Armor Class:	18
Hit Dice:	10*
No. of Attacks:	2 sabre claws, 1 bite or 1 breath weapon
Damage:	1d6+3 claw, 4d4 bite or 6d6 breath
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	9
Treasure Type:	V
XP:	1,390

The Sabre Worm is a 30-foot long, chitinous worm inhabiting arid desert wilderness environments. Unusually considering its worm-like appearance, it possesses a pair of forelimbs, tipped with deadly sabre-like claws for slashing and holding its prey. Moving through loose sand as easily as humans move over solid ground, it tracks prey by vibration and can ambush them by bursting through the surface, surprising on a 1-3 (1d6). Ambushed creatures hit by its jaws must save vs. Petrify or be dragged 30 feet per round into the sand, risking suffocation and the worm's vice-like grip.

In darkness, the sabre worm uses loud clicking for echo-location, detecting prey up to 60 feet away, with 30-foot Darkvision. It can also spray a 5-foot wide jet of acid up to 40 feet, three times per day, with a save vs. Breath Weapon for half damage.

Solitary and cannibalistic, sabre worms are a celebrated hunting challenge among wasteland tribes, posing a constant threat to camel and horse herds essential to nomadic lifestyles, as well as human lives.

**Sahuagin**

Armor Class:	16
Hit Dice:	2+2*
No. of Attacks:	1 trident, 1 bite or 2 talons, 1 bite, or heavy crossbow or net
Damage:	1d8 trident, 1d4 bite, 1d4 talon, or by weapon
Movement:	30' Swim 40'
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. One out of every ten sahuagins is a sergeant of 3+3 HD and every band is led by a chieftain of 4+4 HD. A lair is ruled by a king of 6+6 HD with one 3+3 HD bodyguard for each sergeant.

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 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.

**Salamander, Wind**

Armor Class:	24 (m)
Hit Dice:	10* (+7)
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	30' Fly 60'
No. Appearing:	1d4, Wild 2d3, Lair 1d4
Save As:	Fighter: 10
Morale:	10
Treasure Type:	D
XP:	1,390

Wind Salamanders come from the Element of Air. A wind salamander looks like a giant winged lizard, similar to a dragon but more sleek. It is nearly transparent,

making them hard to spot and surprising on 1-4 on 1d6.

A wind salamander is constantly surrounded by strong winds, and all creatures within 20 feet must save vs. Petrify or be pushed 1d6×10 feet away. Those who succeed at this saving throw are reduced to half movement. This powerful wind deflects missile weapons in a fashion nearly identical to the spell **protection from normal missiles**.

Wind salamanders are intelligent and can speak the language of the Element of Air, and many will also know Elvish, Common, or Dragon.

**Sasquatch**

Armor Class:	15
Hit Dice:	5+5
No. of Attacks:	2 fists
Damage:	1d6
Movement:	Unarmored 30' Climb 20'
No. Appearing:	1d3, Lair 2d6
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

A Sasquatch is a seldom-seen large humanoid. It is clearly related in some distant way to apes and neanderthals but may be an entirely separate branch of humankind's kin. It is over 7 feet tall with long arms and walks upright most of the time. A sasquatch is covered in shaggy hair befitting its environment so that it can hide effectively when it does not want to be seen. When more than one is spotted it is usually a family group with young.

A sasquatch can communicate with others of its kind, but its actual language is a mystery. That said, it also understands complex concepts and its ability to mimic sounds is extraordinary. It does not keep treasures that other races seek, though one might find various crude objects and trinkets where it lairs.

The sasquatch has nocturnal vision that is superior to human sight, though it does not have actual Darkvision. A sasquatch climbs nearly as easily as moving about by foot. Even for its size, the sasquatch hides in its home environment as easily as a halfling can in forested areas (with only 10% chance of detection), however they do not have this ability in other environments such as indoors or underground. A sasquatch is essentially immune to cold environmental effects and even extreme or magical cold causes half-damage. If a save is involved with such a cold-based effect it receives a +4



bonus. It fights effectively with its fists but if a weapon is used the sasquatch gains a +2 bonus on its attacks due to its tremendous strength.

Most sasquatch encounters have been largely benign meetings where both parties have simply surprised each other. Many sasquatch are generally peaceful denizens of their forest, though local legends speak of brutal hunters among their kind.

### Satyr

Armor Class:	15
Hit Dice:	5*
No. of Attacks:	1 head butt, 1 dagger or 1 weapon
Damage:	1d6 head butt, 1d4 dagger, or by weapon
Movement:	40'
No. Appearing:	1d4, Wild 2d4, Lair 2d6
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 ibix), but are 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 feet (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.

### Scarecrow, Dread

Armor Class:	14
Hit Dice:	4 + 2**
No. of Attacks:	1 slam or 1 weapon
Damage:	1d6+1 slam, by weapon
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12 (8)
Treasure Type:	None
XP:	320

Sometimes during its creation a living scarecrow may become possessed by an evil spirit, becoming a Dread Scarecrow. These malevolent creatures take delight in seeking out and tormenting the living by inducing terror. During the day it hides in the fields as a normal scarecrow, but during the night it stalks, looking for unwary prey. In all respects it looks like a normal scarecrow except for the deep red-orange glow from within its pumpkin head and frightening visage.

A dread scarecrow is immune to fear (morale of 12), but has a self-preservation instinct. Use the morale of 8 to determine whether a dread scarecrow decides to flee from combat if it is outmatched or outnumbered.

Because of its evil spirit, a dread scarecrow has several powers. It has Darkvision out to 60 feet. It also has a gaze attack that it chooses to either **cause fear** or **bestow curse** against a single target out to 30 feet who fails a saving throw vs. Spells. It also has a maniacal cackle that works like the **bane** spell on anyone within 50 feet who fails a saving throw vs. Spells. Those who make their save are immune to the effect for 24 hours.

A dread scarecrow is also very nimble and quick, so it does not receive the initiative penalty like other living scarecrows, but is still weak against fire, suffering 1 extra point per die of damage and has a -2 penalty to save against fire-based attacks. A dread scarecrow has a magic resistance of 25%, but since it possesses an intelligence it is subject to mind-affecting magic and effects.

**Scarecrow, Living**

	Normal	Small
Armor Class:	13	12
Hit Dice:	4 + 2*	2 + 2*
No. of Attacks:	1 slam, 1 weapon	1 slam
Damage:	1d6+1 slam, by weapon	1d4+1
Movement:	30'	30'
No. Appearing:	1, Wild 1d4	1d4
Save As:	Fighter: 4	Fighter: 2
Morale:	12	12
Treasure Type:	None	None
XP:	280	100

Living Scarecrows are mindless and less sophisticated constructs. Commonly called harvest golems, they are created from a wooden frame with some old worn clothing, stuffed with hay, and topped with a carved pumpkin for a head. They are commonly seen in the fields during the harvest.

While most are unarmed, some living scarecrows are equipped with a threshing flail (treat as a mace), a pitchfork (treat as spear), or a harvesting scythe (treat as a pole arm). These farming tools are listed with stats as weapons in the **Basic Fantasy Equipment Emporium**. A normal living scarecrow has a +1 bonus to both attack and damage rolls in melee combat due to its magical strength. The living scarecrow also has Darkvision out to 60 feet and is immune to fear.

Unlike other golems, living scarecrows are not immune to mundane forms of attack and only has 25% resistance to magic spells. In addition, due to the materials in their construction the living scarecrow is weak against fire, taking 1 extra point per die of damage from fire attacks and suffers a -2 penalty to saves against fire-based attacks. It also has a -1 penalty to initiative rolls.

Small living scarecrows are just like their bigger cousins, but are about the size of a halfling or a human child.

**Scrab**

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

The Scrab looks like a huge crab with a 6-foot diameter body. The scrab is protected by a natural form of anti-magic shell. In order to affect the scrab with a spell, the caster must make a normal attack roll; on a hit, the scrab 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.

Scrabs carry their eyes on armored stalks, which means that no bonus is awarded for attacking them from behind.

**Sea Cat**

Armor Class:	18
Hit Dice:	11 (+9)
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	10' Swim 60'
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. A sea cat will use all of its attacks against a single opponent and none will stand on the sidelines, even if that means taking turns against a single prey and/or taking damage from other opponents.



Upon scoring hits with both claw attacks, its bite hits automatically, dealing 3d6 points of rending damage.

**Sea Hag**

Armor Class:	14
Hit Dice:	4+1
No. of Attacks:	2 daggers
Damage:	1d4+4
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	11
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 their 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.

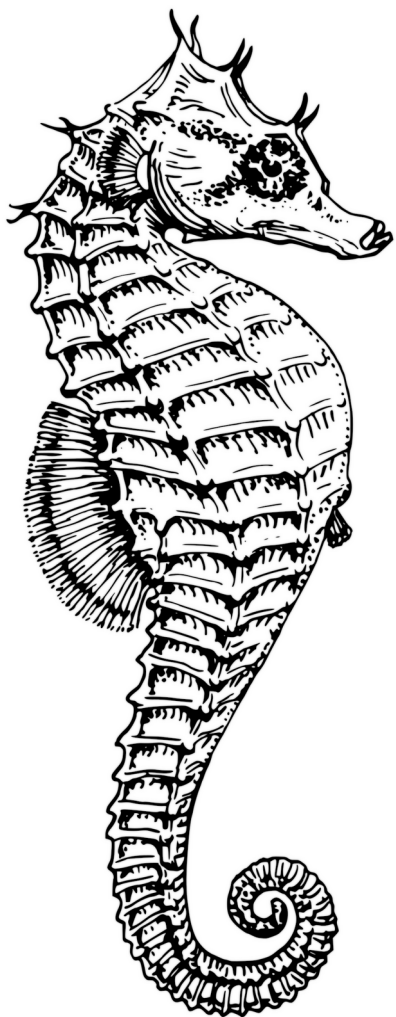
Three times per day, a sea hag can focus its evil gaze upon any single creature within 10 feet. The target must save vs. Paralysis or be paralyzed for three days (75%) or die (25%). **Remove curse** or **dispel evil** can restore sanity sooner. Creatures with immunity to fear effects are not affected.

**Seahorse, Giant**

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 ram
Damage:	1d4
Movement:	Swim 80'
No. Appearing:	Wild 2d10
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 which 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. It has infravision with a range of 120'. Some locathah train a small number of giant seahorses for messengers and scouts (these have a morale of 8).



### Sea Lion

Armor Class:	15 head, 17 body
Hit Dice:	6
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 2d6 bite
Movement:	Swim 90'
No. Appearing:	3d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	B
XP:	500

Sea Lions are monsters similar in nature to mermaids, in that their foreparts are those of a land animal (a lion in this case) while their hindparts are the tail of a fish. A sea lion is covered in scales from the neck rearward, even covering the leonine forelegs, but the manes of the males are as full and bushy as common lion's might be.

The head of the sea lion is its weakest part, having an armor class of just 15, while the scaly body is tougher with an armor class of 17. In general, those attacking from the front may always strike at the head, while those attacking from the rear may not and those on either side may do so only if the player states such an intention.

Sea lions do not collect treasure as such, but they do usually drag the bodies of their prey back to their lair before eating them. This results in the treasure indicated collecting at random among the bones of their previous meals.

### Sea Monster

Armor Class:	15 to 18
Hit Dice:	7 to 12 (+10)
No. of Attacks:	1 bite or 1-8 tentacles or 1-4 claws
Damage:	from 3d8 to 5d10 bite, or 2d6 to 4d6 tentacle, or 2d4 to 4d4 claw
Movement:	Swim 40' to 120'
No. Appearing:	1d8
Save As:	Fighter: 7 to Fighter: 12 (as hit dice)
Morale:	7
Treasure Type:	B
XP:	7 HD: 670;      8 HD: 875; 9 HD: 1,075;    10 HD: 1,300; 11 HD: 1,575;   12 HD: 1,875

Sea Monsters are a general class of creatures that may be encountered on an ocean voyage. Some are serpentine, others constructed more like squids or octopi, and still others like truly huge crabs or lobster. The GM should choose a type, then select features that seem reasonable. For instance, a gigantic crab would certainly have the best armor class (2), and might have 9 hit dice and do 4d4 points of damage with each of its two claw attacks. Or, it might have two different-sized claws doing 3d4 and 4d4 points of damage respectively.

Whatever form they are found in, sea monsters are always voracious monsters who seek to sink ships and then eat whatever creatures they find thereon.

## Selkie

Armor Class:	12
Hit Dice:	4*
No. of Attacks:	1 bite or 1 weapon or special
Damage:	1d6 bite or by weapon or special
Movement:	30' Swim 60'
No. Appearing:	1d4, Wild 2d4, Lair 2d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	Individuals S, + skin (see below); Lair J
XP:	280

Selkies are fey beings able to shift between their native humanoid form, and that of a sleek seal. Their native humanoid form, resembles an elf, though their skin retains a faint shimmer, as if still touched by the sea, and their fingers and toes are webbed. Selkies unique ability comes from the magical seal skin they all carry, usually worn like a cloak, when a selkie wraps itself in this seal skin they (or anyone who steals their skin) transforms into its a seal in but a single round. Remaining in that form until they remove the skin. Selkie guard their sealskins with their very lives, for without it, they cannot return to their seal form.

In their seal form, selkies may only attack with their bite, but in their humanoid form, they use weapons, favouring daggers, spears or shortbows.

Selkies have a deep connection to the sea, which once a day allows them to summon a tidal wave that crashes over a 20-foot wide area. Creatures within the area must save vs. Breath Weapon or be knocked prone and take 2d6 damage. Those who succeed at the save take half damage and remain standing.

Three times a day a selkie beneath the waters surface may become **invisible** (as the spell) for up to 1 minute as long as they stay submerged. Additionally, the Selkie can summon small sea creatures, such as fish or crabs, to assist with minor tasks (like gathering objects or disarming traps) for up to 10 minutes at will, as long as there is at least an hour between calls.

Finally, selkies may sing haunting, magical melodies that cause creatures within 60 feet (except other fey) to save vs. Spells or become charmed (as per the spell **charm person**), entranced (as if affected by **hold person**), or fall into a deep sleep (as if affected by the **sleep** spell). The Selkie chooses the effect of its song, and creatures who successfully save against it cannot be affected by the same selkies song, in any of its forms, for the next 24 hours.

Like other fey, selkies are vulnerable to cold iron. Weapons made of iron or steel deal an extra +1 damage, and disrupt their magic, halting all of the selkies magical abilities for the remainder of the round.

Selkies are difficult to surprise at sea, only being surprised on a 1 on 1d6, though they can surprise enemies at sea on a roll of 1-4 on 1d6.

A selkies skin if stolen, or removed from a defeated selkie allows anyone who wraps themselves in it to transform into a seal just like a selkie. However once the skin is removed from the selkies possession the enchantment on it will fade within a year and a day leaving the skin nothing but a normal seal skin.

## Serpent Men (and Serpent Men Greater)

	Common	Greater
Armor Class:	16	17
Hit Dice:	4**	6**
No. of Attacks:	– 1 bite or 1 weapon –	
Damage:	1d6 bite, or by weapon type	1d6 bite + poison, or by weapon type
Movement:	– 20' –	
No. Appearing:	2d4	1d3
Save As:	Fighter: 4	Fighter: 6
Morale:	8	10
Treasure Type:	C	C x 2
XP Value:	320	610

Serpent Men are vile creatures that once ruled the world and wish to do so again. Driven underground by humanity centuries ago, the serpent men plan their revenge and wait for the right moment to strike. They use their special abilities to infiltrate human societies, destroying what they cannot subjugate.

All serpent men can shape shift to human form, but they cannot change their chosen human appearance. They also have the ability to charm humans with their hypnotic gaze. Their charm ability acts as a **charm person** spell.

Greater serpent men are the rulers and high priests of the clans. The clan leaders always take on the title of king or queen, and they always have maximum hit points. They are accompanied by 3-5 common serpent men with maximum hit points acting as their bodyguards. High priests are often aided by 1-3 sub-priests, which can be common serpent men. Only greater serpent men can be high priests.

The priests can perform rituals that requires a sacrifice of a living being; humans are preferred, but other humanoids work as well. The total number of hit dice of

the victims (more than one may be sacrificed at one time) would grant a Cleric spell of equal spell level. Victims with less than 1 hit die count as a half-level, so two zero-level humans would be needed to cast a first-level spell. Rituals include healing, animate dead, area effect spells, or summoning otherworldly beings. Only high priests can perform rituals, but they need the assistance of the sub-priests for the various tasks required in the ritual.

Serpent men cannot learn or cast spells like humans do. Likewise, humans cannot replicate serpent man rituals and gain spell abilities in this fashion.

### Serpent, Giant Devouring

Armor Class:	24
Hit Dice:	36**
No. of Attacks:	1 bite, 1 tail or special
Damage:	5d8 + poison bite, 5d12 tail, special
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 20
Morale:	10
Treasure Type:	None
XP:	18,450

A Giant Devouring Serpent is an enormous snake thousands of feet in length. It has jet-black and extraordinarily hard scales that are covered in faintly-purple pulsating runes. It is the scourge of cities, devouring them entirely and leaving only a featureless crater. They are extraordinarily rare; it is common for there to be not a single sighting in a century.

It attacks by biting, with a successful hit delivering a potent toxin; the victim must save vs. Poison or die. While biting it may thrash its colossal body around, causing massive destruction to everything around it. Once every 5 rounds it may choose to devour those in its surroundings. This affects all within 100 feet of the mouth of the serpent, dealing 5d6 points of damage and healing the serpent by half of the total damage inflicted. Additionally this will annihilate any buildings or terrain within this 100-foot radius.

### Shackile

Armor Class:	16
Hit Dice:	3
No. of Attacks:	1 weapon, 1 beak, or special
Damage:	1d6 or by weapon, 1d4 beak, or special
Movement:	30' Fly 10'
No. Appearing:	1d6, Wild 1d6, Lair 3d6
Save As:	Fighter: 2
Morale:	9
Treasure Type:	S each, D lair
XP:	145

Shackile are bizarre humanoid creatures; they have the head, neck, and wings of a goose where their humanoid head should be, and a large human face on their chest.



The face on their chest is intelligent and can speak Common, however it only controls the body from beneath the shoulders, effectively only controlling its legs. The creature's arms and wings are controlled by the goose head, which is no more intelligent than a normal goose, and if anything is even more aggressive, attacking anything that gets close to it except other shackiles. While capable of flying, they are not very good at it, and not able to fly long so only do so to escape an enemy that is too tough to defeat. If a shackile gains surprise, it can buffet its opponent with its wings as its first attack, causing the victim to need to save vs. Death Ray or suffer a broken limb. Shackiles are generally shunned because of the antisocial behavior of their goose half, and form small communities far from others. Each tribe is led by an elder, who will have 4 HD (XP: 240) and an AC of 18.

### Shambler (and Shambler, Lesser)

	Greater	Lesser
Armor Class:	20	19
Hit Dice:	13** (+10)	3**
No. of Attacks:	– 2 slam + constrict –	
Damage:	2d6 slam, 4d6 constrict	2d4 slam, 1d6 constrict
Movement:	20' Swim 20'	20'
No. Appearing:	1	1d4
Save As:	Fighter: 13	Fighter: 3
Morale:	12	9
Treasure Type:	B	C
XP:	2,395	205

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 its attacks against the same creature, that creature is engulfed by the monster. The victim can no longer attack or cast spells, and suffers 4d6 points of damage (1d6 damage for the lesser shambler) each round due to suffocation. It can only engulf man-sized or smaller creatures and may only engulf one such creature at a time. It will expel any such creature from its body 1d4 rounds after the victim dies. Attacks against a shambling mound which has engulfed a victim require a save vs. Death Ray for the victim each time the monster is hit; if the save fails, the victim suffers half (rounded down) of the damage done to the monster (which still takes full damage). The victim does benefit from the monster's resistance to fire or cold, but takes full damage from lightning attacks.

A shambler takes half damage from cold and minimal damage from fire (treat all die rolls as 1), and no damage from electricity; any electrical attack against a shambler will heal 1d6 HP instead.

Lesser Shamblers appear similar to their greater relatives, just smaller, being approximately 5 feet tall and weighing about 500 pounds. Unlike the greater variety however, they are actually intelligent carnivorous plants with enough self-preservation instincts to lower their morale. A lesser shambler's brain and sensory organs are located in its upper body.

### Shark, Megalodon

Armor Class:	15
Hit Dice:	12 (+10)
No. of Attacks:	1 bite
Damage:	2d12
Movement:	Swim 70'
No. Appearing:	1d4
Save As:	Fighter: 12
Morale:	8
Treasure Type:	None
XP:	1,875

Megalodon is a species of giant, prehistoric shark (though these statistics could also be used for any kind of giant shark). They generally range from 25 to 55 feet in length, and are apex predators, preying even upon whales and sea monsters. Like other sharks, they can smell blood in the water miles away, and they may have the same ability to detect the electromagnetic fields of living creatures as do great white sharks. They are otherwise much like any other shark, being swift and ravenous hunters.

### Shedu

Armor Class:	16
Hit Dice:	9+9* (+8)
No. of Attacks:	2 hooves
Damage:	1d6 hoof
Movement:	60' Fly 120'
No. Appearing:	2d4
Save As:	Fighter: 9
Morale:	7
Treasure Type:	G
XP:	1,150

A Shedú is a strange creature, appearing as a winged bull with the head of a human. They are quite intelligent, speaking their own language as well as the languages of humans, elves, and dwarves; however, they can use telepathy as an innate ability and usually choose to communicate by means of direct psychic contact.

Shedú can **detect invisible**, **detect evil**, and **detect magic** at will (by concentration) as often as desired. Each can create the effect of **cure light wounds** up to three times per day, **protection from evil**, **10' radius** once per day, and **dispel magic** once per day. Three or more shedú working together can cast a **wall of flame** once per day.

Shedu are naturally benevolent creatures, and seek to aid those in need first and foremost; they seek out and battle evildoers only when absolutely necessary.

### Sheep, Giant

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 head butt
Damage:	2d6 heat butt + special
Movement:	40'
No. Appearing:	2d4
Save As:	Fighter: 4
Morale:	7 (ewe) 8 (ram)
Treasure Type:	None
XP:	240

Giant Sheep roam wild only in hills or mountains far from human lands, but domesticated varieties may be herded by various giants for food or wool. Both male and female (ram and ewe) have the statistics given above, but generally only rams will attack without provocation. A ram may charge to attack, and if it hits damage is doubled.

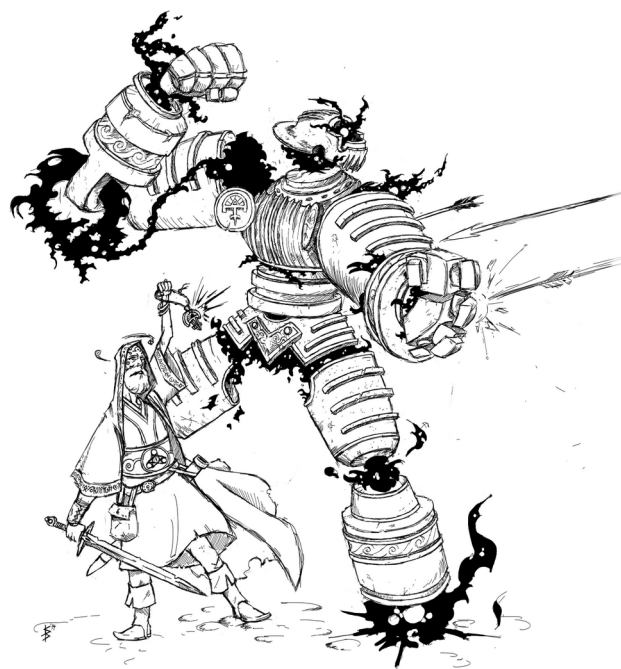
Out of any flock encountered, one will be a ram, half of the remainder rounded down will be ewes, and the rest will be young having 1d3 hit dice each and doing 1d4, 1d6, or 2d4 points of damage respectively on a successful hit.

### Shield Guardian

Armor Class:	20 (m)
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:	L
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 weighs 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.

### Sicklemore Tree

Armor Class:	14
Hit Dice:	4* to 8*
No. of Attacks:	4-8 sickle branch (as hit dice)
Damage:	1d6 branch
Movement:	0'
No. Appearing:	Special
Save as:	Fighter: 4 to Fighter: 8 (as hit dice)
Morale:	12
Treasure Type:	None
XP:	4 HD: 280; 5 HD: 405; 6 HD: 555; 7 HD: 735; 8 HD: 945

Sicklemore Trees are not a botanical variety of arboreal species but an enchantment placed on any sort of tree, especially those with low branches. This enchantment is often placed by woodland creatures, such as dryads, or powerful druids and wizards, and causes the branches of a tree to take a sickle-like form and become semi-animate. An enchanted tree can sense when creatures are within its reach and responds by twisting back and forth about its trunk, swinging its branches in a scything

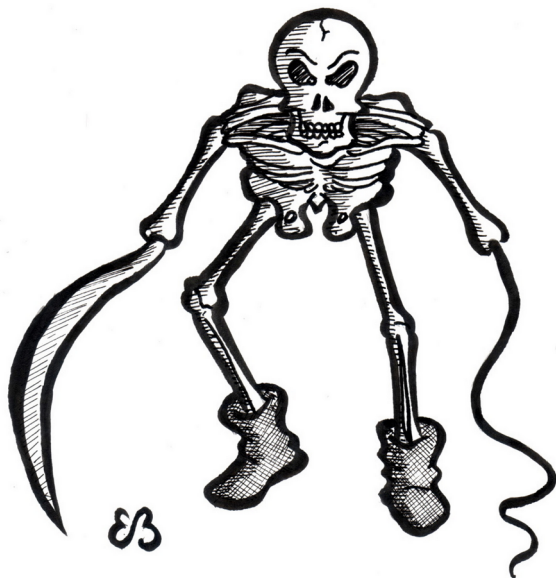


motion. A sicklemore tree has as many attacks as it has Hit Dice, and it makes every attack against each creature within range.

### Skeletal Flayer

Armor Class:	15 (special, see below)
Hit Dice:	1*
No. of Attacks:	1 whip, 1 shortsword
Damage:	1d3 whip, 1d6 shortsword
Movement:	40'
No. Appearing:	Wild 1d6, Lair 3d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	A
XP:	37

Skeletal Flayers are animated skeletons whose forearms are replaced with a whip and a blade. Owing to their habit of wearing their victim's skin, they alternately appear as a skeleton or zombie. They fight relentlessly to attack the living in order to harvest skin, which they drape over their bodies, achieving an appearance more akin to a zombie with a patchwork hide.



Quick on their feet, the skeletal flayer rushes to attack first with a long whip, grappling a victim in order to begin the grim work of harvesting skin. Such a whip attack does damage only to targets of Armor Class 13 or less, but always holds the target. In subsequent rounds, the flayer begins its butchery, automatically doing 1d6 points of damage with the curved blade. Following the Wrestling section in the **Basic Fantasy RPG Core Rules**, the victim may escape with a

successful save vs. Death Ray, applying the better of their Strength or Dexterity bonuses.

When unadorned, a skeletal flayer takes only half-damage from edged weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). Once donning at least one hide, it gains three advantages: +2 points of damage, half-damage from blunt weapons, and a 50' movement rate. As with all undead, they are immune to **sleep**, **charm** or **hold** magic. No form of **mind reading** is of any use against them, and they never fail morale, fighting until destroyed. They can be Turned by a Cleric as skeletons, unless wearing skin, in which case they are Turned as zombies.

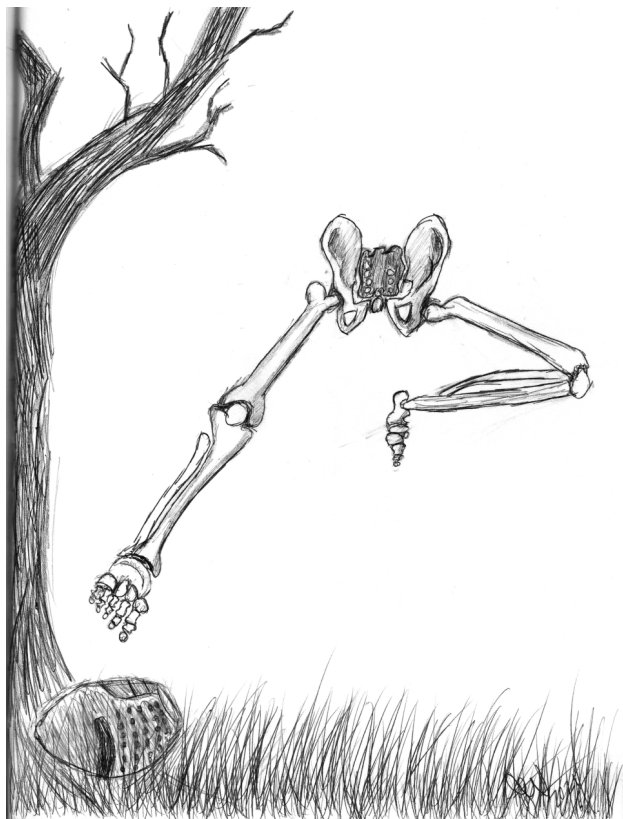
Successful skeletal flayers drag the mutilated bodies of their victims off to a charnel pit where the unused flesh rots from the bones, mixing with now-discarded worldly possessions.

### Skeletal Legs

Armor Class:	11 (special, see below)
Hit Dice:	½ (1d4 points)
No. of Attacks:	2 kicks
Damage:	1d3
Movement:	50'
No. Appearing:	3d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

Animated from the lower half of a skeleton, Skeletal Legs are often spawned from either mistake or desperation. These necromantic beings, while not as desirable, do have their strengths. Due to their reduced weight, they are quicker and more agile than your usual skeleton and gain surprise on 1-3 on 1d6.

As with all undead, they can be Turned by a Cleric as a skeleton, with a +1 bonus to the roll, and are immune to **sleep**, **charm** or **hold** magic. As they are mindless, no form of **mind reading** is of any use against them. Skeletal legs take only half-damage from edged weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). However, they can still be damaged by bludgeoning attacks as normal



### Skeletal Steed

Armor Class:	13 (special, see below)
Hit Dice:	3
No. of Attacks:	2 hooves, 1 bite
Damage:	1d4 hooves, 1d6 bite
Movement:	60' (10')
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	145

The Skeletal steed is an undead skeletal war horse with the tattered remnants of saddle and tack still clinging to the exposed bones of its frame.

Skeletal steeds attack with its fore-hooves and its bite. They are immune to **sleep**, **charm**, or **hold** magic, and are turned as a ghoul. Skeletal steeds, like other automaton undead never fail morale and will fight until destroyed.

Like other skeletal undead, skeletal steeds take only half-damage from edged weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus), however they take full damage from bludgeoning attacks.

### Skeleton, Crimson Bones

Armor Class:	13 (special, see below)
Hit Dice:	2*
No. of Attacks:	1 punch or weapon
Damage:	1d6 punch, 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, save that it is blood-red in color, looking as if its bones are covered in a gleaming wet coating of fresh blood. A crimson bones will obey the commands of its creator, or in their absence will obey the commands of the most powerful free-willed undead creature nearby.

Each time a crimson bones is reduced to 0 HP, it will appear to be destroyed as normal; however, it will rise again 1d4 rounds later with half its previous HP allotment (round up). It will continue to rise when struck down, always having a minimum of 1 hit point, unless targeted during its inactive period with a **bless** spell or doused with holy water, or otherwise subjected to holy powers as determined by the GM.

Unlike lesser skeletons, a crimson bones will "heal" at a rate of 1 hp per day. Damage caused by holy water while a crimson bones is active will not be recovered, either by reanimation or by this healing effect. When a crimson bones partially-damaged by holy water reanimates, deduct all holy water damage from the "previous hit points" before calculating the new total. A crimson bones destroyed entirely by holy water will not arise again.

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, Diseased**

Armor Class:	15 (special, see below)
Hit Dice:	2
No. of Attacks:	1 weapon or 1 unarmed + disease
Damage:	By weapon or 1d8 + disease
Movement:	40'
No. Appearing:	1d6, Wild 1d10
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

There are times when an evil Cleric or Magic-user uses **animate dead** on the skeleton of a creature that originally died of a disease, or had a disease at the time of initial death. This Diseased Skeleton will be stronger than their other bony kin. Like normal skeletons, slashing weapons will do half-damage and piercing weapons will only do 1 point of damage; crushing weapons do normal damage. Since diseased skeletons are undead they are not be affected by **sleep**, **charm**, or **hold** spells. Diseased skeletons can be Turned as a zombie.

If the diseased skeleton uses an unarmed attack there is a 10% chance that the target will be infected with a disease similar to mummy rot. The disease will apply a -1 penalty to an ability or in special cases cause blindness or deafness in the character attacked. The character will show symptoms of the disease 1d4 hours after the attack.

The disease can be noted by the color of the light coming from the eye-sockets of the diseased skeleton. Any infection spread by a diseased skeleton must be cured by a **cure disease** spell.

**Diseased Skeleton Table**

1d8	Color	Effect & Disease
1	Purple	-1 STR; Influenza
2	Orange	-1 INT; "Old Timer's"
3	Green	-1 WIS; "Mad Cow"
4	Blue	-1 DEX; "Foot in Mouth" or "Water on the Knee"
5	Red*	-1 CON; "Consumption"
6	Yellow	-1 CHA; "Yellow Fever"
7	Pink	Blindness; "Pink Eye"
8	Aqua Blue	Deafness; "Swimmer's Ear" or "Water on the Ears"

\* If the GM's default appearance for skeletons is to have red lights in the eye-sockets, then use black ("Black Death") for these diseased skeletons.

**Skeleton, Gellybone**

Armor Class:	14 (special, see below)
Hit Dice:	2
No. of Attacks:	1 claw
Damage:	1d6
Movement:	30'
No. Appearing:	2d4+3
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

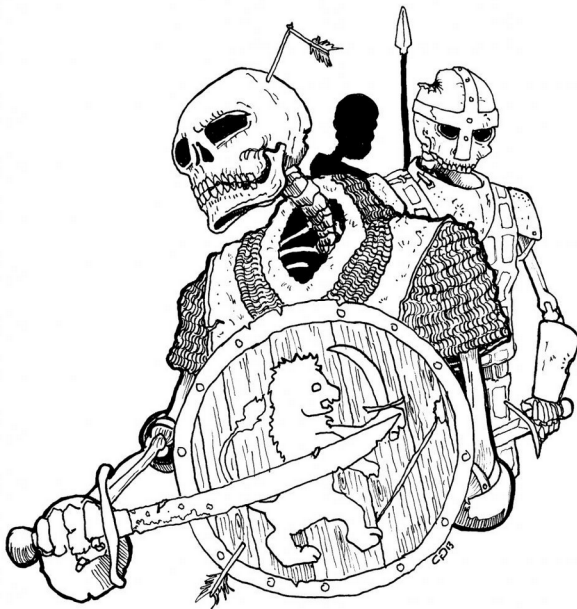
Gellybones are skeletons that have passed through a special magical procedure that transforms their bones into a gelatinous material. They take only half damage from blunt weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric, and are immune to **sleep**, **charm**, or **hold** magic. As they are mindless, no form of **mind reading** is of any use against them.

**Skeleton, Haunted Bones**

Armor Class:	13 to 18 (special, see below)
Hit Dice:	3
No. of Attacks:	1 bludgeon or weapon
Damage:	1d6 or by weapon
Movement:	50' or by armor +10'
No. Appearing:	1d4, Wild 2d4
Save As:	Fighter: 3
Morale:	11
Treasure Type:	None
XP:	145

When a malicious spirit inhabits an animated skeleton, it becomes a Haunted Bones, identical in appearance to an ordinary skeleton but more challenging due to quickness of mind and limb. Though they may wear the threadbare clothing of a former life, they maintain armor and weapons with military discipline, a habit also demonstrated by their coordinated attacks. Fleet of foot, haunted bones enjoy a +10' movement rate.

Haunted bones take only half-damage from edged weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). As undead, they can be Turned by a Cleric as a ghoul, and are immune to **sleep**, **charm**, or **hold** magic. Though stalwart, haunted bones will make tactical retreats when necessary.



Occasionally, a squad of up to eight haunted bones will be encountered wandering the wilderness on a search and destroy mission.

### Skeleton, Lake

Armor Class:	15 (special, see below)
Hit Dice:	2*
No. of Attacks:	1 weapon + special
Damage:	1d6 or by weapon
Movement:	30' Swim 40'
No. Appearing:	3d4-2, Wild 3d8
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

Lake Skeletons are dangerous undead roaming their place of death. A lake skeleton resembles a normal



skeleton but has the bloated remains of their lungs. A being must first drown within the lake, and over time its

body is transformed into the creature that will stalk the banks of the lake they died in. Dying by other means or on other places will not result in the transformation.

Once per hour, a lake skeleton may do an extra attack by projecting a jet of water from its mouth. The stream shoots out in a straight line 15 feet in length and 5 feet in width. Anyone within range must save vs. Dragon Breath or take 2d6 points of damage.

Just like normal skeletons, lake skeletons take 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, they can be Turned by Clerics as zombies, and are immune to **sleep**, **charm**, or **hold** magic.

As they are mindless, no form of **mind reading** is of any use against them. Lake skeletons never fail morale, and thus always fight until destroyed.

### Skeleton, Lava Lake

Armor Class:	17 (special, see below)
Hit Dice:	7+2*
No. of Attacks:	1 giant weapon or 1 thrown lava rock
Damage:	3d6 weapon or 2d6 thrown rock
Movement:	40'
No. Appearing:	1, Wild 1d3
Save As:	Fighter: 7
Morale:	12
Treasure Type:	E + 1d6x1,000 gp value ruby
XP:	735

Although rare, Lava Lake Skeletons have been immortalized due to how dangerous and resilient they are. They are created through a special ritual that involves the corpse of a fire giant, an active volcano, and a large, expensive ruby. The ruby is placed within the mouth of the corpse and then the prepared body is thrown into a volcano. After three days of ritualistic chanting, the necromancer is able to raise said creature from the dead, now filled with dangerous, constantly-aflame fluids.

Unlike their living counterparts, lava lake skeletons do not need to find a rock to throw. Instead, they manifest said lava-filled rock within their appendages to throw at their opponents. The damage dealt by this attack counts as fire damage.

Just like normal skeletons, lava lake skeletons take 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, they can be Turned

by Clerics as a spectre, and are immune to **sleep**, **charm**, or **hold** magic.

As they are mindless, no form of **mind reading** is of any use against them. Lava lake skeletons never fail morale, and thus always fight until destroyed.

### Skeleton, Pitch

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

**Skerraxis**

Armor Class:	19
Hit Dice:	3
No. of Attacks:	1
Damage:	1d10 + berserk
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	145

A Skerraxis is the embodiment of the rage, hatred, and malice of a conjurer, given form as a shadowy figure. Its ethereal form makes it both delicate and difficult to strike.

It tends to focus on those who are the weakest in a party, picking off the easier targets before overwhelming the more powerful foes.

If a skerraxis' attack exceeds a target's defense by 3 or more, they must save vs. Spells or become possessed momentarily by the anger of the skerraxis, attacking the nearest ally (moving towards that ally if necessary) on their next turn.

**Skragg**

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

**Skunk, Giant**

Armor Class:	13
Hit Dice:	5
No. of Attacks:	1 bite + special
Damage:	1d6 bite + special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

Giant Skunks live in the forest, but are not afraid to raid human communities for food when convenient. Due to their great size and much-feared special attack, humans often choose to avoid them; as a result, giant skunks generally do not fear humans.

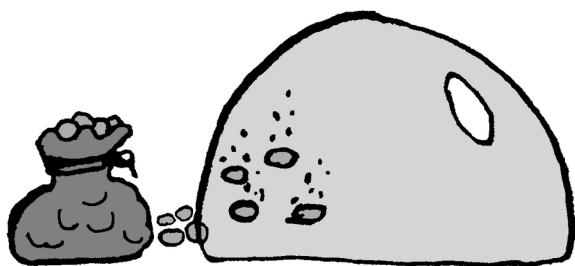
If attacked, a giant skunk will turn away from its opponent and release a spray of incredibly foul-smelling musk that covers an area 20 feet wide by 20 feet high for a distance of 2d6 x 10 feet behind it; the giant skunk then simply moves away at a normal walking pace. Any normal living creature within the area of effect must save vs. Poison or be blinded for 3d12 turns; even if this save is made, the victim will move away for at least a round, and suffers a penalty of -5 (or -25% as appropriate) on all rolls made for the next 2d4 turns. All such victims will smell terrible for at least a full day, causing other characters or creatures to avoid them, or possibly even attack to drive them away. Traces of the stench persist for 1d4 additional days, with reduced effects as determined by the GM.

**Slime, Gold**

Armor Class:	12
Hit Dice:	3*
No. of Attacks:	1 dissolve
Damage:	3d4
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Special
XP:	175

A Gold Slime is an oozing blob of gelatinous golden slime about 3 feet in diameter which lives by devouring gold. It can sense the presence and general direction of any gold within a mile of itself.

A gold slime will attack anyone carrying gold and will attempt to envelope their limbs, dissolving the victim



with a strong acid. Once it neutralizes the victim, the gold slime will devour any gold the victim had.

While a gold slime does not carry any treasure, all of the gold it has devoured is still present, dissolved in the slime's body. This gold can be extracted by boiling off the slime, which can be done over a hot fire. The amount of gold is left up to the GM, but should include any gold that the party knows to have been dissolved.

### Slime, Red

Armor Class:	11 to 16
Hit Dice:	1* to 6*
No. of Attacks:	1 slam
Damage:	1d4 (1HD), 1d6 (2HD), 1d8 (3HD), 1d10 (4HD), 1d12 (5HD), or 2d8 (6HD)
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 1 to 6 (as hit dice)
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 8 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 (up to what it had when encountered by the PCs), 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.

### Slithering Tracker

Armor Class:	15
Hit Dice:	5
No. of Attacks:	1 pseudopod
Damage:	Paralysis + special (see below)
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	7
Treasure Type:	C
XP:	360

The slithering tracker is a transparent slime monster, similar in nature to the gelatinous cube but smaller and more amorphous. A slithering tracker is 95% undetectable under normal circumstances. When one encounters a possible victim (any living creature), the monster will follow at a distance until its chosen target sleeps. Then it will attack, touching the sleeping victim, who must save vs. Paralysis or be immobilized for 2d8 turns. The slithering tracker then drains the victim's bodily fluids, doing 1d6 points of damage per turn in this way until the victim dies.

### Slug, Giant

Armor Class:	12
Hit Dice:	12 (+10)
No. of Attacks:	1 bite or 1 spit
Damage:	1d12 bite or 2d6 spit
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	7
Treasure Type:	Special
XP:	1,875

Giant Slugs are truly huge, being 15 feet long, 8 feet wide, and around 5 feet thick. Their tough hide and boneless bodies make them immune to blunt weapons,

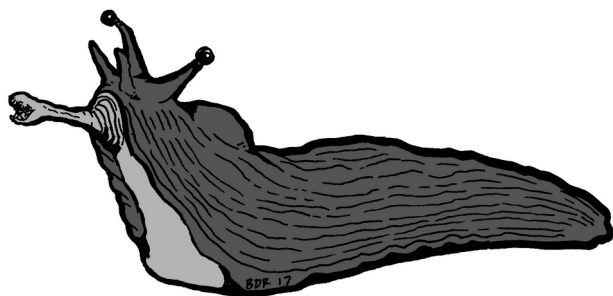
and give them the ability to squeeze through spaces that would be too small for any other creature of such great bulk.

A giant slug can spit its acid saliva a substantial distance, having a 30-foot short range, 60-foot medium range, and 90-foot long range. On its first such attack, the slug suffers a -5 penalty to its chance to hit, but thereafter attacks at normal odds.

### Slug, Spitting

Armor Class:	11
Hit Dice:	2**
No. of Attacks:	1 bite or spit
Damage:	1d4 + special bite, 1d8 + special spit
Movement:	10'
No. Appearing:	1d6
Save As:	Magic-User: 2
Morale:	9
Treasure Type:	None
XP:	125

The Spitting Slug is a gastropod generally about the size of a medium pig and weighs about 500 pounds, although some have been seen that are larger than oxen. It can be found in damp shaded areas feeding on detritus and anything else that it can catch.



Although generally slow-moving, the spitting slug possesses a muscular internal "mouth" that it can extend outward rapidly to engulf a limb-sized object and latch on. Inside its mouth are small spines that secrete a paralyzing toxin (save vs. Paralysis + Constitution bonus or be unable to move) and digestive acids dealing 1 point of damage per round for as long as the slug is attached. A character wearing armor automatically saves, and does not take the acid damage\* (see below). Characters that are affected by the toxin get a save each round to overcome the poison. If the victim is not paralyzed, treat this similar to wrestling with the victim as the defender.

A slug which has successfully paralyzed its prey will attempt to swallow the victim, expanding its body to fit as much food as it can. Most human-sized creatures take 1d6+3 rounds to be engulfed, and as little as 1d4+1 rounds for smaller PC races. Even when engulfed, a victim may continue to make a saving throw or try to escape if not paralyzed. Any attacks against the slug while it is attached will deal half-damage to the victim.

Additionally, true to its name once per day the spitting slug is able to spit a glob of its digestive acid that does 1d8 points of damage + 1 point of damage per round for 3 rounds on a hit (a save vs. Death Ray + Dexterity bonus negates the damage per round). Armor may also negate the damage from the acid\*. The acid is stored in special glands within the slug, so simply touching or even stabbing into the slug will not cause the object to dissolve.

\*The acid is capable of dissolving armor. Every point of damage from the acid reduces the armor's AC by 1 to a minimum of 11, at which point the armor has dissolved beyond being useful, and the acid thereafter deals damage to the victim instead.

### Smouldergeist

Armor Class:	18 (m)
Hit Dice:	12** (+10)
No. of Attacks:	1 fire bolt or 1 incinerate or special
Damage:	1d8 fire bolt, 12d6 incinerate, or special
Movement:	Fly 50'
No. Appearing:	1d4
Save As:	Fighter: 12
Morale:	12
Treasure Type:	None
XP:	2,075

Smouldergeists appear as humanoid-shaped accumulations of smog and heat. They are soot-colored, save for white-hot circles where their eyes might be. They are pyromaniacs and spawn around sources of extreme heat. They enjoy blasting fire bolts at anything and everything, the sound of which prevents them from gaining surprise in an encounter. Smouldergeists are restless souls; they cannot be put at ease. They just want everything to burn.

A smouldergeist typically flings bolts of fire at its opponents but roughly once per hour may send out an intense burst of flame up to a 30-foot radius. A save vs. Dragon Breath allows a victim to take half the damage rolled. Additionally, the smouldergeist may dematerialize into a cloud of smog, also filling a space up

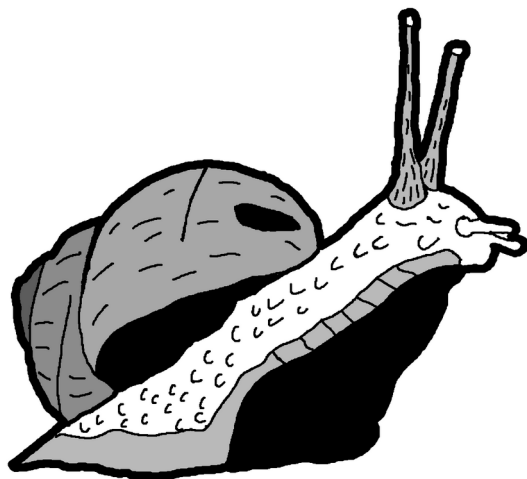


to a 30-foot radius. Those caught in the cloud must save vs. Poison or begin taking 1d8 points of damage for each round spent in it choking. A smouldergeist may move through closed portals, but this takes a full round and is obvious to any observers on the other side of the portal.

### Snail, Giant

Armor Class:	17
Hit Dice:	6*
No. of Attacks:	1 slam
Damage:	1d8 + poison (paralysis)
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	10
Treasure Type:	None
XP:	555

A Giant Snail is a great molluscoid creature with a hard shell covering most of its body. It attacks by slamming its body into its opponents, covering them in its mucus (a powerful poison). The victim of this poison must save vs. Poison or be paralyzed for 1 turn.



It leaves a trail of this mucus which is also slippery, and anything attempting to sprint through it must save vs. Death Ray or fall and be subject to the poison's effects.

If surrounded, the giant snail may retreat into its shell, giving it an armor class of 20 and a hardness of 4 (see the **Stronghold** section in the **Basic Fantasy RPG Core Rules**).

### Snail, Giant Barb

Armor Class:	17
Hit Dice:	4 or 4* (poisonous)
No. of Attacks:	1 bite or 1 barb
Damage:	1d8 bite, 1d4 barb
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. Its shell has a diameter between 6 and 8 feet. The teeth 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, Wild 1d3, Lair 1d3
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	175

A Giant Cone Snail is 4 to 6 feet high, and 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 tail, 1d2 bite
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

A Giant Pounder Snail is the size of a large dog or pony. It 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, Amphisbaena**

Armor Class:	17
Hit Dice:	6
No. of Attacks:	2 bites
Damage:	1d4 bite+ poison
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
XP:	500

The Amphisbaena, also called a giant two-headed snake, is a huge fearsome serpent with a head at each end of its 10- to 15-foot body; each head can attack a different opponent within that range, and any opponent bitten must save vs. Poison or die.

An amphisbaena can clasp its mouths together, forming a hoop, and in this form move at double speed over relatively smooth terrain (especially including roads or trails) for an extended period of time. Obviously it cannot attack while moving in this fashion.

**Snake, Clockwork Razor**

Armor Class:	17
Hit Dice:	2
No. of Attacks:	1 lash or constrict
Damage:	2d6 lash, 3d10 constrict
Movement:	30'
No. Appearing:	1d3
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Clockwork Razor Snakes are an abomination created by cruel, evil Magic-users. In appearance they appear to be normal pythons that have been sectioned, with the sections of real snake interspersed with weird clockwork sections, effectively increasing the snake's length by almost half (24 to 36 feet in length).

The clockwork joining sections are under the control of the snake as if they were natural parts of its body. These sections are also covered with sharp, razor-like blades.

These abominable experiments have two methods of attack; they can lash out with their tail, using the blades to slash their foes, or they can coil around their victims, requiring a successful attack roll, and the victim to then fail a save vs. Dragon Breath. Once their victim is looped in their coils they constrict, but as they do the razor-sharp blades also cut into the trapped victim.

Razor snakes are in constant pain from the cruel modifications, and are unable to remain still for any length of time. They will attack any creature that gets close enough in a blind rage (no reaction roll, they will always attack).

### Snake, Giant Rattlesnake

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d8 bite + poison
Movement:	60'
No. Appearing:	1d2
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

Giant Rattlesnakes are simply much enlarged versions of the normal rattlesnake (see pit vipers in the **Basic Fantasy RPG Core Rules**). They average 14 to 20 feet in length at adulthood.

### Snake, Green Tree

Armour Class:	13
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d4+1
Movement:	20'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

Green tree snakes are arboreal, non-venomous snakes, reaching up to 5 feet in length. Most at home in the trees, their usual prey is rodents, lizards, and birds.

Excellent climbers, these snakes are often be found coiled around tree branches, while their bite is relatively harmless, it may, rarely cause a mild allergic reaction in some individuals.

### Snake, Hoop

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite or 1 tail sting
Damage:	1d4 bite, 1d4 + poison sting
Movement:	30' (60' see below)
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	37

The Hoop Snake is similar to a regular pit viper except for its unique method of attack. When feeling aggressive, the hoop snake goes after its prey by grabbing its tail with its mouth, and rolling towards the victim like a wheel.

This form of locomotion allows the hoop snake to move at twice its normal speed and still attack. This attack is done by suddenly flinging its spiked, venomous tail at the target, which must save vs. Poison or die in 1d4 rounds. After a "hoop attack" the hoop snake will resort to regular bite attacks. The regular bite of the hoop snake is non-poisonous.

If the hoop snake decides to flee, it does so using normal snake locomotion.

### Snake, King Cobra

Armour Class:	14
Hit Dice:	5*
No. of Attacks:	1 bite
Damage:	1d6+3 + poison
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	405

King Cobras are deadly and aggressive snakes, They use their spreading hood to warn other creatures not to bother them, while making a unique, among snakes growling noise rather than a hiss. They can grow up to 18 feet in length, and are found throughout the worlds jungles. Primarily feeding on other snakes, they will still attack jumanoids when they feel threatened.

Those bitten by a king cobra must save vs. Poison or suffer 6d6 points of damage immediately, followed by another 6d6 points of damage in the following round. A

successful save halves the damage. King cobras are immune to the poison of other snakes.

### Snake, Rainbow

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 bite or 1 spit
Damage:	1d6 + confusion poison bite, special
Movement:	30'
No. Appearing:	Wild 1d4, Lair 1d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A Rainbow Snake is 6 feet long with its body colored on seven segments following a rainbow pattern. Rainbow snakes are most commonly seen after rains. They attack with a poisonous bite, and those bit must save vs. Poison or be blinded for 1d4 rounds as they won't stop seeing rainbow-colored flashes. A rainbow snake can also attack by spitting a rainbow-colored spray up to 5 feet. Make a roll for each creature hit to determine the color of the ray that hits them:

1d8	Color	Effect	Save
1	Red	20 points of fire damage	Death Ray for half
2	Orange	40 points of acid damage	Death Ray for half
3	Yellow	80 points of electricity damage	Death Ray for half
4	Green	Poison	Poison or die
5	Blue	Turned to stone	Petrify
6	Indigo	Insanity, as the insanity spell	Spells
7	Violet	Teleport 5d100 miles away	Spells
8	Struck by two rays; roll two more times, ignoring "8"		

### Snake, Uktena

Armor Class:	15
Hit Dice:	9* (+8)
No. of Attacks:	1 bite
Damage:	2d6 + poison
Movement:	40' Swim 30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	9
Treasure Type:	J, L
XP:	1,150

The Uktena is a great horned water serpent as big around as a tree trunk, with a bright blazing crest on its forehead and scales that glow along the edges like some inner fire. Some have described the horns as ram-like and others as moose or stag antlers. It does not use the horns for attack. Uktena fear thunderbirds and will usually retreat to watery depths when one is near. An uktena keeps some treasures in its lair, generally acquired from victims.

The uktena's bite is powerful and those bitten must save vs. Poison with a -2 penalty or fall comatose immediately and die within 2d4 turns. Making matters worse, the uktena's brilliant crest allows it to **charm monster** once per turn; those affected will simply move towards the horned serpent and remain charmed so that the uktena may consume them at leisure. An opponent that averts its gaze, is blinded, or otherwise cannot see the jewel-like crest will not be affected by the charm attack.

### Snake, Vampire

Armor Class:	13 (s)
Hit Dice:	2**
No. of Attacks:	1 bite
Damage:	1d3 paralysis bite
Movement:	10' Fly 60'
No. Appearing:	1d3, Wild 1d6, Lair 2d4+4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	125

A Vampire Snake moves clumsily on the ground, but agilely in flight thanks to their bat-like wings. The snake's bite is poisonous and those bitten must save vs. Paralysis. The vampire snake can take advantage of a paralyzed (or unconscious) victim, preferably females, to drain their blood for sustenance. Each round of feeding will cause the victim one negative level and heal the snake 1d3 HP.

The vampire snake has a strong aversion to jade and can be held at bay in a similar fashion to vampires. Vampire snakes can also transform at will into a mist that can freely move at 30'; the transformation requires a single round during which the vampire snake cannot attack.

### 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:	37

The Vort, or crested serpent is a medium-sized snake, ranging from 7 to 9 feet long. They are a deep burgundy in color, however they have a bright, contrasting crest of yellow, green, and pink on top of their heads.

They are venomous, however their poison is weak. Their poison will kill small creatures that fail a save vs. Poison, however creatures the size of a medium dog, up to the size of a halfling or kobold, will only be rendered unconscious for 2d4 turns if they fail the save. Creatures larger than halflings will feel dizzy and

unsteady; if they fail the save, they suffer a -1 penalty to hit for 2d4 rounds.

### Spellgoat

Armor Class:	13
Hit Dice:	½* (1d4 points)
No. of Attacks:	1 charge
Damage:	1d4
Movement:	20'
No. Appearing:	3d8
Save As:	Magic-User: 1
Morale:	5
Treasure Type:	None
XP:	13

A Spellgoat is, at first glance, no different than any other goat. Some say a spellgoat originates when a common goat eats too many spell scrolls, other says they are the product of mad Magic-users.

A spellgoat lives a normal goat's life with the exception than when disturbed, angered, or scared, a magical effect occurs around them. In game terms choose 6 1st-level Magic-user spells and form a list. Whenever attacked, roll 1d6 with the number rolled being the spell cast. A spellgoat can only "cast" a specific spell once per day.

### Spellripper

Armor Class:	13 (m)
Hit Dice:	1*
No. of Attacks:	2 claws + spell rip
Damage:	1d4 claw
Movement:	20'
No. Appearing:	3d8, Wild 3d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

A Spellripper is an undead with its body fully inscribed with runes and sigils that glow with stored magic. Spell casting characters struck by the spellripper's claw must save vs. Spell or have one of their highest-level prepared spells ripped and possibly absorbed.

Thanks to their runes, a spellripper can store ripped spells adding up to a total of 6 levels; encountered spellringers will have 1d4-1 spell levels stored. A spellripper can instinctively cast any stored spell or use them to empower itself, gaining 1 extra HD per spell level used. These extra HD also improve their attack

bonus and saving throw values correspondingly; at the start of each new round one extra HD is lost.

As with all undead, it can be Turned by a Cleric (as a skeleton), and is immune to **sleep**, **charm**, and **hold** magic.

### Sphinx

Sphinxes are mysterious beings, characterized by their large, feathered wings and lion-like bodies. While they are naturally protective of their territory, the more perceptive among them can discern between intentional intrusion and accidental or brief encroachment. On average, a sphinx measures around 10 feet in length and weighs approximately 800 pounds. Sphinxes have their own language, and generally also speak Common and Dragon.

### Sphinx, Androsphinx

Armor Class:	22
Hit Dice:	9* (+8) to 12* (+10)
No. of Attacks:	2 claws + rake + roar
Damage:	2d6 claw, 2d6 rake
Movement:	90', Fly 150'
No. Appearing:	1
Save As:	Fighter: 9 to 12 (as hit dice)
Morale:	7
Treasure Type:	E
XP:	9 HD: 1,150; 10 HD: 1,390; 11 HD: 1,670; 12 HD: 1,975

The Androsphinx is a sphinx with the head of a man. They are intelligent and generally friendly, but can become fierce adversaries when provoked. Androsphinxes are known to be resentful of gynosphinxes, due, it's said, to their greater intelligence and generally avoid their company. They have the spellcasting abilities of a 6th-level Cleric.

On any successful attack with both of its claw attacks, an androsphinx may attempt an additional rake attack with its hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

The androsphinx's most notable ability is its powerful roar, which it can unleash up to three times each day. The roar can be heard for miles. The first time the creature roars, all living creatures within 180 feet must save vs. Wands or flee in a panic for 3 full turns. The second roar causes all living creatures within 120 feet to save vs. Paralysis or be frozen in fright for 1d4 rounds. Further, living creatures within 30 feet of the androsphinx when it roars a second time will be

deafened for 2d6 melee rounds, with no saving throw normally allowed. The third roar is the most fearsome, for those within 100 feet must save vs. Spells or suffer the loss of 2d4 points of Strength for the same number of rounds (roll separately for each victim). Those within 30 feet of the third roar are also deafened, and must save vs. Dragon Breath or suffer 2d8 points of damage (in addition to the noted Strength loss).

### Sphinx, Criosphinx

Armor Class:	20
Hit Dice:	10* (+9) to 12* (+10)
No. of Attacks:	2 claws, 1 head butt + rake
Damage:	2d4 claw, 3d6 head butt, 2d4 rake
Movement:	60', Fly 120'
No. Appearing:	1d4
Save As:	Fighter: 10 to 12 (as hit dice)
Morale:	7
Treasure Type:	F
XP:	10 HD: 1,390; 11 HD: 1,670; 12 HD: 1,975

The Criosphinx has the head of a goat. They are not very intelligent, do not cast spells, and employ only the most simple of battle tactics. They are very avaricious and will try to find some way to convince those they meet to give them treasure.

On any successful attack with both its claws, a criosphinx may attempt an additional rake attack with its hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

### Sphinx, Gynosphinx

Armor Class:	21
Hit Dice:	8* to 11* (+9)
No. of Attacks:	2 claws + rake
Damage:	2d4 claw, 2d4 rake
Movement:	70', Fly 120'
No. Appearing:	1
Save As:	Fighter: 8 to 11 (as hit dice)
Morale:	7
Treasure Type:	F
XP:	8 HD: 945; 9 HD: 1,150; 10 HD: 1,390; 11 HD: 1,670

The gynosphinx is the female variant of the sphinx, like the androsphinx is the male. In melee encounters, a gynosphinx unleashes its formidable claws to tear into its foes. However, it tends to shy away from conflict whenever it can, despite its lethal capabilities. It is

avaricious, but prefers gems and jewelry over coins when given a choice.



On any successful attack with both of its claws, a gynosphinx may attempt an additional rake attack with its hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

A gynosphinx has superior senses; each has the effect of both **detect magic** and **detect invisible** at all times (no need to cast a spell). It also has great wisdom and understanding, such that each gynosphinx has the effect of both **read languages** and **read magic** at all times. One can, for example, literally pick up an unknown Magic-user scroll and immediately use it.

In addition to these abilities, a gynosphinx has a number of spell-like powers which can be employed once per day each: **clairaudience** (as the potion), **clairvoyance**, **dispel magic**, **locate object**, and **remove curse**, all of which are cast at 7th-level of ability.

### Sphinx, Hieracosphinx

Armor Class:	19
Hit Dice:	9* (+8) to 11* (+9)
No. of Attacks:	2 claws, 1 bite + rake
Damage:	2d4 claw, 1d10 bite, 2d4 rake
Movement:	45', Fly 180'
No. Appearing:	1d6
Save As:	Fighter: 9 to 11 (as hit dice)
Morale:	8
Treasure Type:	E
XP:	9 HD: 1,150; 10 HD: 1,390; 11 HD: 1,670

The hawk-headed Hieracosphinx is cruel and voracious, attacking any living creature of smaller size if it thinks it has any chance of slaying it. It can carry off creatures man-size or smaller; in fact, the largest hieracosphinxes can even carry away a pony. Thus, even a large party might be attacked if the creature believes it can carry away a meal. Note however, it is not stupid and will not usually try to fly with struggling prey in its claws, but will generally only take a dead or unconscious foe.

On any successful attack with both its claw attacks, a hieracosphinx may attempt an additional rake attack with its hind claws, as indicated in the statistics above. The rake may not be attempted if either claw attack fails to hit.

### 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 is the size of a pony; it 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:	1, Lair 1d3
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A Giant Diving Bell Spider is the size of a pony; it 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:	8
Treasure Type:	None
XP:	555

A Giant Ice Spider is a horse-sized 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. Paralysis 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:	1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A Giant Trapdoor Spider is a pony-sized spider, and 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.

**Spider, Giant Water**

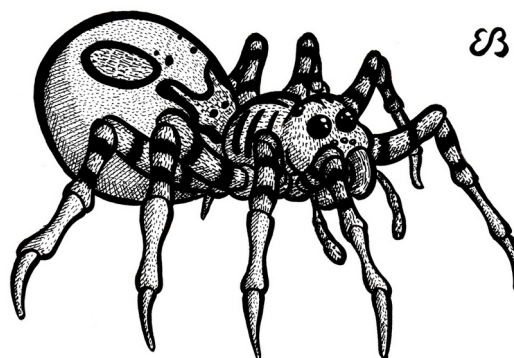
Armor Class:	15
Hit Dice:	3+3*
No of Attacks:	1 bite
Damage:	1d4 + poison
Movement:	70'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	7
Treasure Type:	C
XP:	175

Giant Water Spiders are semi-intelligent creatures, and may be allies of lesser fey creatures such as nixies or sprites who live nearby. They make underwater lairs of webs and sticks which are open only on the bottom to allow entry without loss of air, as giant water spiders are air-breathers (though they are able to operate underwater for a full turn without suffering injury). They do not swim, but rather walk on the bottom, climbing rocks or vegetation to surface.

**Spider, Giant Wolf**

Armor Class:	18
Hit Dice:	9* (+8)
No. of Attacks:	1 bite
Damage:	1d12 + poison bite
Movement:	50' Jump 20'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	1,150

The Giant Wolf Spider is much like its normal-sized namesake. It is on average about 3 feet tall and 5 feet long, colored in patterns of light and dark brown. The giant wolf spider does not build a web, and doesn't have the ability to produce webs. It normally makes its lair in caves, ruins, or simply burrowing into the ground.



It is a swift and merciless hunter, preferring to either wait in hiding for prey to come by, or in some cases to chase prey down. Due to its natural camouflage coloration, the giant wolf spider is able to surprise prey on a roll of 1-3 on 1d6 when waiting motionless.

The giant wolf spider is a powerful jumper, able to jump up to almost half of its normal movement rate. When lying in wait, a giant wolf spider allows prey to approach within 20 feet before leaping to the attack. When chasing prey, it will close to within 20 feet and leap for the kill.

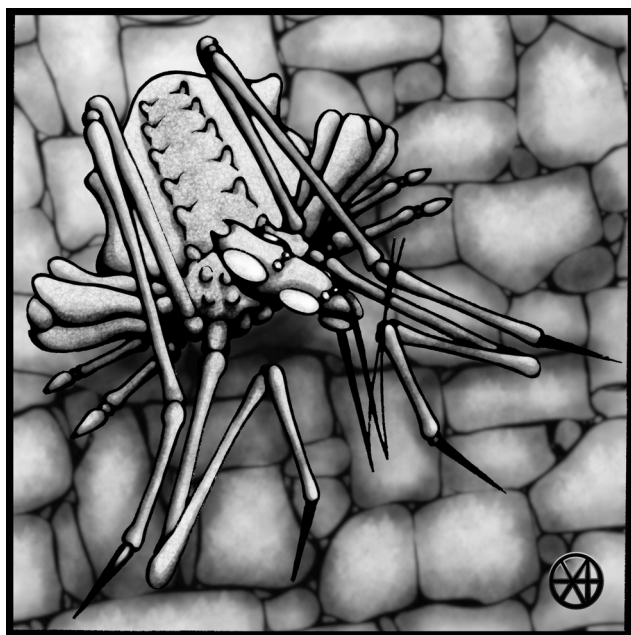
Anyone bitten by a giant wolf spider must save vs. Poison or be paralyzed for 2d6 turns. A **neutralize poison** spell will negate this effect.

**Spider, Humming**

Armor Class:	12
Hit Dice:	1*
No. of Attacks:	12 leg strikes
Damage:	1d3 leg
Movement:	60' Jump 15'
No. Appearing:	2d4
Save As:	Fighter: 1
Morale:	4
Treasure Type:	None
XP:	37

Humming spiders prefer to feed on humans and elves and do so by mashing them into a puree and then drinking the liquids with its proboscis.

A Humming Spider is a flat-shaped arachnid with an elongated head sporting two long prehensile probosces. The four rear legs are thick and sturdy, strong enough to bear its whole weight as well as being able to propel it into the air via powerful jumps. The front legs are long, thin, and unrealistically sharp to the point of ignoring any non-magical armor. Humming spiders are nomadic and travel in small groups.



Humming spiders are cowards and will flee if outnumbered or confronted with particularly able enemies, rarely attacking, but when it does in a fast and bloody fashion. A humming spider attacks by jumping over its target and stabbing and slicing several times with each of its forelegs in a swift and frenzied way. The fast piercing legs vibrates with each attack, causing the infamous humming. If at least eight attacks hit on the same round then any armor, if non-magical, is shredded to pieces.

### Spider, Phase

Armor Class:	15
Hit Dice:	9+1 (+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.

### Spider, Steel

Armor Class:	18 (special)
Hit Dice:	5**
No. of Attacks:	2 forelegs
Damage:	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 an inventive Magic-user to guard their 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.

### Spider, Time

Armor Class:	13 (s)
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d6 + poison bite
Movement:	30' Climb 30' Web 60'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	320

Time Spiders, also known as Temporal spiders, are about the size of a pony with an iridescent translucent crystalline black body. Some say the markings on its abdomen look like an hourglass, from which they derive the name of "time" or "temporal" spiders. They possess Darkvision out to a range of 80 feet.

Time spiders come from another place in time and space. Some say they can travel through time while others argue they come from other worlds or planes, remaining in the world in order to hunt for food.

Time spiders hunt in a passive manner, spinning strong and intricate webs. Creatures within the web will get entangled unless a save vs. Death Ray roll is made; any creatures who succeed at this save may move through the webbing at one-half movement rate and may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide (speech remains possible, however). Webbed creatures can try to free themselves, but each subsequent save suffers a cumulative -1 penalty for each previous failed attempt as the character entangles further and further.

There is 5% chance each round before and after the creature's initiative that the spider disappears (where or when it goes is unknown), even after death this chance remains. When this happens any web will also disappear and those entangled must save vs. Death, with the same penalty as for breaking entanglement above, or disappear to the same unknown location.

The spider attacks with its venomous fangs and those it bites must save vs Poison or suffer 1d6 points of poison damage each round until neutralized or the spider disappears.

**Spirit of Vengeance**

Armor Class:	20 (m)
Hit Dice:	10** (+9)
No. of Attacks:	1 weapon plus energy drain
Damage:	1d10+3 plus energy
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	Weapon + 3, 2 red diamonds worth 1d10×100 pp each
XP:	1,480

Shadowy mists coalesce into the imposing figure of an armored warrior wielding a two-handed weapon, known as a Spirit of Vengeance, by the outline of blue fire and eyes of sanguine diamonds. Swirling vapors enhance specific details of its terrible visage to maximize an aura of fear on all those who gaze upon the spirit, particularly the object of its retribution. Even when unseen, the living suffer from an unexplained notion of dread when the spirit is near, sometimes correlated with an evil turn of the weather.

At first sight, all living creatures of 4 HD or less must save vs. Death Ray or become fearful of the spirit of vengeance, fleeing at maximum speed for 1d4+1 rounds. Successful attacks made by the spirit cause an energy drain. Half of the hit points lost by the victim due to the negative level are added to the hit point total of the spirit of vengeance.

The spirit's weapon will always require two hands and bear a +3 enchantment. Use the following table to determine the type randomly.

1d10	Weapon
1-5	<b>great axe +3</b>
6-7	<b>two-handed sword +3</b>
8	<b>maul +3</b>
9-10	<b>halberd +3</b> or similar polearm

A spirit of vengeance rises in response to a grave betrayal to relentlessly pursue the traitor in order to balance the scales of justice. As such, the spirit may appear as the victim of betrayal, seeking to deliver the same crime upon the criminal. When its target has suffered in like manner, the spirit rests, leaving the mortal realm completely, leaving nothing behind but a bad memory.

Being undead, a spirit of vengeance may be Turned as a ghost by a Cleric of appropriate level, or it may be reduced to zero hit points through battle. If defeated in combat, the dark mists extinguish the blue flames and

dissipate into the air, but the spirit's weapon remains as do its two eyes, glowing red diamonds of considerable value. So long as its vengeance is unsatisfied, the spirit rises again with the new moon to reclaim its eyes and weapon, after which it resumes the pursuit of its quarry. To permanently destroy a spirit of vengeance, it must be lured to consecrated ground, doused in holy water, and defeated in battle under a full moon. As undead, spirits of vengeance are immune to **sleep**, **charm**, and **hold** magic.

**Strix**

Armor Class:	12
Hit Dice:	1+1**
No. of Attacks:	1 bite
Damage:	1d4
Movement:	Fly, 60'
No. Appearing:	1d20
Save as:	Fighter: 1
Morale:	9
Treasure Type:	U (See below)
XP:	49

Strix are abominations that appear as grotesque flying heads with slithering tentacles writhing in place of hair, and with wings like those of a bat. They lair in the dark places below the earth, or in those ruinous buildings which stand far away from the sun. Strix hate light, and so are only seen above ground between dusk and dawn. They will attack light sources, knocking torches to the ground, and smashing lanterns. They will retreat from any light brighter than that, and daylight blinds them. Strix have exceptional Darkvision out to 90 feet.

A strix' scream is so terrifying that when heard all within 120 geet must save vs. Spells or be paralyzed with fear for 2d4 rounds. The bite of a strix is vicious and destructive. A save vs. Poison must be made for each bite inflicted. Failure means that hit points lost are permanent and cannot be healed except through powerful magic such as a **heal** or **wish** spell.

Strix reproduce through kissing paralyzed victims who must save vs. Poison or be subject to a macabre transformation. Initially no ill effects will be felt, but after 1d6 hours they will fall into a deep sleep. This lasts for 24 hours minus the victim's CON. They then awake, and all seems well. Then, on the first night after wakefulness they will begin to scream deafeningly. Their head will begin to pull away from their body, and as it detaches, the head will bathe in the blood issuing from the neck, sprout wings, and seek out its first victim as newly-risen strix. A **cure disease** spell prior to this will

prevent the transformation, but once the head is detached the victim is dead.

Strix don't covet treasure of any type so any found in the lair will be incidental.

### Sun's Child

Armor Class:	16 (m)
Hit Dice:	10* (+9)
No. of Attacks:	Special
Damage:	3d6
Movement:	Fly 40'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	9
Treasure Type:	None
XP:	1,390

A Sun's Child initially appears as a sphere of flame, essentially a miniature sun 20 feet in diameter. This however is not its true form, which is that of a humanoid baby, with a glowing white hot surface, located in the center of the 'sun'.



A sun's child attacks by charging, bringing foes within its flames. These flames will burn any flammable objects and can melt most mundane metals (iron, etc.). Magically-enchanted items will be spared however.

To hit the sun's child the attacker must have a reach or range of at least 10 feet or else will fall within the sphere of flames and become engulfed in it.

### Swamp Monster

Armor Class:	16
Hit Dice:	5*
No. of Attacks:	2 strikes
Damage:	1d6 strike
Movement:	40'
No. Appearing:	Wild 1d8, Lair 4d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	L
XP:	405

A Swamp Monster is a semi-intelligent humanoid creature standing around 7 feet tall. Over its dull blue-colored body small vegetation like moss and vines slowly grow, dyeing it with green hues as time goes by. These vegetation and coloration gave it a natural camouflage, making the swamp monster able to hide very effectively with a 50-1d6x10% chance (minimum 10%) of being detected, and to surprise others on a 1-4 on 1d6 roll. While swamp monsters may venture beyond their community none will dare to leave their habitat.



Encountering a swamp monster is such a shocking situation that any living creature who does so must save vs. Spells or flee for 1d4 rounds. Those surprised by the monster must save at -5 and will start running the next round if the save is failed. Anyone who successfully makes this save may only be affected by a swamp monster if surprised but won't suffer the -5 save penalty.

A swamp monster's lair contains small mud huts built by them that normally houses up to four swamp monsters.

The lair overflows with mud and vegetation, making moving on them harder than on normal swamps, with its terrain movement adjustment being  $\frac{1}{4}$ . Moving inside the huts is incredibly difficult such that characters must save vs. Paralysis or be stuck in place; a swamp monster is never affected by any negative terrain modifiers.

Finding treasure on their lair takes double the normal time while inside the huts is quadrupled.

### Swanmay (and Black Swanmay)

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 bite or buffet or 1 weapon
Damage:	1d6 bite or 2d4 buffet or by weapon
Movement:	30' Swim 30' Fly 90'
No. Appearing:	1d4, Lair 2d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	Individuals S; Lair I
XP:	280

Swanmays, also known as swan maidens, are a rare and graceful type of fey shapeshifter. All swanmays are female, with an otherworldly beauty. In their humanoid form, they appear as slender women with long flowing platinum blonde hair, and draped in long flowing cloaks of white feathers. When they wrap themselves in their magical feather cloaks, they transform instantly into elegant swans. Without the cloak, a swanmay cannot transform and appears entirely human. The loss of her cloak renders a swanmay vulnerable, and she will do anything to retrieve it.

In their swan form, swanmays can attack with a bite, or use their enormous wings to buffet their foes, causing 2d4 damage, and knocking their target prone. In their humanoid form, they use a weapon, typically a dagger or shortbow. Like other fey, they are vulnerable to cold iron, taking extra +1 damage from weapons made of iron or steel.

Once every day a swanmay can invoke the wind to create a gust in a 20-foot wide line pushing any creatures in that area to save vs. Breath Weapon or be knocked prone and pushed back 10 feet, once every hour, can use the wind to assist their flight, doubling their flying speed (to 180') for 1 minute, they can also calm the air in a 30-foot radius around them once a day, dispelling magical effects reliant on wind or weather for 1 full turn.

Once per day, a swanmay can sing a magical song that affects all creatures within 60 feet (except other fey).

Creatures that hear the song must save vs. Spells or fall under the effect of a **charm monster** spell. Those who succeed in their saving throw are immune to any swanmays song for the next 24 hours.

Black swanmays are the cruel and capricious counterparts of the swanmay. These dark fey are cruel and seductive. Their cloaks are made from black feathers, and their long hair is black as night, and their eyes glow with a wild and unsettling malice.

Black swanmays have all the same abilities as regular swanmays but with a darker twist. Their magical songs are laced with malice and chaos, and unlike swanmays, those who succeed in the save against their song become fearful of the black swanmay for 1 hour, suffering a -1 penalty to all attack rolls and saving throws against the black swanmay.

Rather than the swanmays defensive gust, once per day, a black swanmay can summon a powerful storm. Causing a vicious gale in a 30-foot radius, forcing all creatures within range to save vs. Breath Weapon or be knocked prone and take 3d6 damage from the swirling winds and debris. Those who succeed in their saving throw take half damage but still suffer the effects of being knocked prone.

Black swanmays are especially vulnerable to cold iron, taking +2 damage from weapons made of iron or steel. However, they also have a unique resistance to charm effects, making them immune to any charm effects.

Finally, black swanmays usually coat the weapons they use in their humanoid form in a poison that paralyzes those who fail a save vs. Poison for 1 day.

### Sylph

Armor Class:	11
Hit Dice:	3**
No. of Attacks:	None (special, see below)
Damage:	None
Movement:	60', Fly 180'
No. Appearing:	1
Save As:	Magic-User: 7
Morale:	7
Treasure Type:	Q x 10, X
XP:	205

A Sylph is a feminine fey creature of an aerial nature, appearing as a beautiful woman with dragonfly-like wings and faintly bluish skin. They live in high places, typically mountainous regions, and so rarely have company; still, most speak both the Common tongue and the language of the fey.

A sylph is immune to the effects of even the most extreme normal weather conditions, ignoring heat, cold, icy rain, and even lightning. However, magical forms of these conditions have normal effect on them.

While sylphs do not fight, they have the magical abilities of a 7th-level Magic-user, and in addition can become invisible at will. One can also summon an air elemental (as the spell **conjure elemental**) once per week, with the added benefit that the elemental will never attack the sylph if she loses control of it; rather, it will simply return to its own plane of existence. Elementals summoned by a sylph using a normal spell or even a magic item behave in the same way.

### Syring (and Syring Juggernaut)

	Syring	Syring Juggernaut
Armor Class:	19	24
Hit Dice:	3*	12* (+10)
No. of Attacks:	2 claws, 1 bite	6 legs or resin shot
Damage:	1d10 claw, 1d6 bite + poison	2d6 leg or resin
Movement:	60'	40'
No. Appearing:	Wild 2d6, Lair 2d6 x 5	Lair only 1
Save As:	Fighter: 3	Fighter: 12
Morale:	10	12
Treasure Type:	None	None
XP:	175	1,975

A Syring is a 9-foot tall, four-legged insect-like creature with a striking resemblance to a spider. Its dozen shining white eyes contrast with its shimmering black chitin, and both its legs and pedipalps end in extremely sharpened points. Syringes are extremely aggressive but will fight intelligently, using their swarm number and preferring opponents with little to no armor.

A syring attacks by piercing with its pedipalps; if on the same round both hit the same opponent it will impale them, then the syring can bite with its poisonous chelicerae. A bitten individual must save vs. Poison at -3 or die. A wound will reveal the syring's soft and spongy inside that rapidly will sublimate into the air. Creatures near the wounded syring, other than syringes, must save vs. Poison or suffer a -2 to their rolls for 2d4 rounds.

The syring is a nocturnal predator that lives primarily on underground hives consisting of several caves connected by perfectly circular passages 15-20 feet across. These passages and caves are carved and mined by the syringes with their limbs from solid rock and covered by a hard black resin that helps with the

hive's structural integrity secreted by their spinnerets-like organs.

While similar to its syring counterparts, a Juggernaut Syring has several differences, like standing around 24 feet tall, having 3 thoraxes with each one sprouting two pairs of sharp-ended legs, and a scorpion-like tail at the end of its abdomen. A juggernaut syring's entire body is filled with white eyes of different sizes, making them impossible to surprise.

A juggernaut syring attacks by piercing with six of its legs; thanks to its vision it can divide its attack against any surrounding opponent. Once every 1d6 rounds the juggernaut syring can shoot a black resin from its tail against 1 target. This resin quickly solidifies so the target must save vs. Petrify or be encased in a hard shell, immobilizing them.

A wound will reveal the juggernaut syring's soft and spongy insides that rapidly sublimate into the air. Creatures near the wounded creature, other than syringes and the juggernaut syring itself, must save vs. Poison at -2 or suffer a -3 penalty to their rolls. This poisonous cloud remains for 1d3 rounds after appearing. A character can accumulate several doses of this poison in their bodies, with each extra dose increasing the penalties by 1 point up to a -5 penalty. After 1d4 turns one dose will lose its effect on the poisoned body.

A juggernaut syring will be found in the lair's main chamber where it's believed it can create or birth syringes, but no method have been proved yet. How a juggernaut syring is able to reach such place is another unanswered question.

### Tapper

Armor Class:	15 (s)
Hit Dice:	3
No. of Attacks:	1 punch or mining pick
Damage:	1d4 punch, 1d6 mining pick
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.

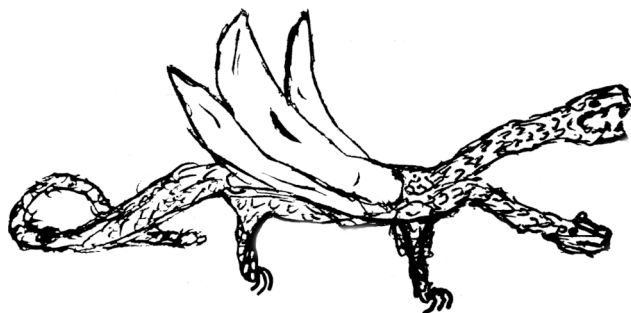
Tappers are undead monsters which resemble desiccated zombies. They continue to wander their mine and the surrounding area, striking at the rock here and there. This tapping noise is unsettling as it echoes throughout the tunnels.

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 zombie), 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 a zombie in 1d6 rounds unless **bleed** is cast upon its body.

### Telethia

Armor Class:	20
Hit Dice:	7**
No. of Attacks:	2 claws, 2 bites or special
Damage:	2d4 claw, 3d6 bite, special
Movement:	30' Fly 120'
No. Appearing:	Wild 1d4, Lair 3d4
Save As:	Fighter: 9
Morale:	9
Treasure Type:	D
XP:	800

A Telethia is a large dual-headed beast of magical nature with two pairs of blue glistening wings on a powerful, iridescent body. It ranges from 10 to 20 feet in length (plus a tail of about 10 feet) and has a wingspan of 50 feet. It has vicious claws on all four legs and a muscular jaw set in each head. A telethia can live for up to 400 years.



What makes a telethia truly frightening is not its vicious claws or multiple jaws but rather its ability to read the mind of its foes. It can use **mind reading** (as the spell, but continuously), and once per day can copy the memorized spells of a chosen target; those spells remain available to the telethia for the remainder of the day.

Although a telethia is intelligent it is not sapient. It usually hunts in the day before returning to its lair as the sun sets. They form communities around a

dominant male having AC 22 and 12 HD. Normal telethia fight with +2 morale when near their leader.



**Tendriculos**

Armor Class:	16
Hit Dice:	9* (+8)
No. of Attacks:	1 bite, 2 tendrils
Damage:	2d8 bite, 1d6 tendril
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 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 this way, the hole they 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* (+9)
No. of Attacks:	5 tentacles + crush
Damage:	1d6 tentacle, 3d6 crush
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 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.

**Tentacled Shroom (or Tentacle Fungi)**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 tentacle + special
Damage:	1d6 constrict, special
Movements:	0' (immobile)
No. Appearing:	1d12
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	500

At initial sight a Tentacled Shroom appears no different to other giant fungi (like shriekes for example) but with a spiral-looking cap. Any individual passing within 10 feet of it will cause the creature to uncoil its "cap" (which is in reality a long tentacle with clawed suckers) and attack its intended prey.

A successful attack means the shroom will wrap its tentacle around the victim, constricting for 1d6 points of damage plus an additional 1d6 per round thereafter. The hold may be broken on a roll of 1 on 1d8 (add the victim's Strength bonus to the range, so a Strength of 16 would result in a range of 1-3 on 1d8); breaking the hold takes a full round.



Along with each constriction there is a 20% chance (the victim's size and weight can affect this value) that the shroom moves the victim to its core where the mouth is located and swallows them whole. A swallowed victim suffers 2d6 points of damage per round afterwards due to being digested. A victim who has been swallowed can only effectively attack with a small cutting or stabbing weapon such as a dagger or shortsword.

A tentacled shroom can keep swallowed one human-sized person at a time.

### 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 (as hit dice)
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 and 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 **mind reading** 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-foot 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 1 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 8 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** (+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**.

### Thunderbird

Armor Class:	17
Hit Dice:	5*
No. of Attacks:	2 claws, 1 bite + lightning
Damage:	1d6 claw, 1d8 bite, 5d6 lightning
Movement:	10' Fly 90'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	405

As rare as giant eagles are, a Thunderbird is even more rare. Equally large as giant eagles, it is about 10 feet tall with a 20-foot wingspan and has coloration that includes various hues of electric-blue. The very air around a thunderbird crackles and sparks with static electricity. A thunderbird is intelligent and often speaks Common along with any local languages.

A thunderbird typically attacks from a great height, diving earthward at tremendous speed (use charging rules). In addition to the normal attack routine, while diving a bolt of lightning trails the thunderbird, striking its target for 5d6 points of electrical damage. Those within 10 feet of the target take half that damage. The target and those nearby can save vs. Dragon Breath for half-damage (i.e. half or one-quarter damage respectively). When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. Anyone striking a thunderbird with a metallic weapon will take 1d6 points of electrical damage in return (no save). A thunderbird is completely immune to any electrical-based damage.

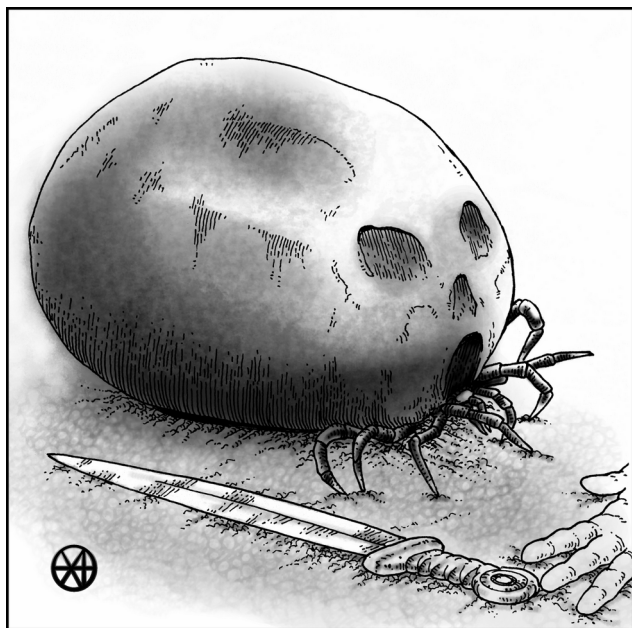


### Tick, Giant

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d3 + blood drain and disease
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

A Giant Tick is a blood-sucking insect about a foot long and is a more active hunter than its smaller kin. It typically first attacks by dropping out of a tree or other height when prey walks by, usually with complete surprise. It weighs little when not engorged, so usually the victim does not notice when a tick drops upon them. Adding to this, the tick's bite has an anesthetic quality, so the victim must save vs. Poison to notice the bite, which still causes 1d3 points of damage regardless. The GM should roll or otherwise keep results of these savings secret. Whether or not it is noticed, the tick drains blood for 1d4 points of damage every subsequent turn until either the victim dies or 20 such

points of damage are drained. The hit points drained are not immediately noticed until the attached tick is realized. Each turn the victim may save again to notice the attached tick. After draining the mentioned 20 hit points from a target (or the target dies), the tick will drop off to finish its breeding cycle. An attached tick does not need to roll morale.



The tick is very durable and difficult to remove. Using brute force requires a Strength ability check (see Ability Rolls section of the **Basic Fantasy RPG Core Rules**), but this will cause an additional 1d4 points of damage to the attached victim. Even killing the tick will not cause its head to be removed, so even with extreme care and taking over ten minutes will still cause the victim 1 additional point of damage during the process. Applying fire to a still-live tick may cause it to release the character (the tick may save vs. Death Ray with failure causing the tick to drop off) but will often cause the afflicted character 1d3 points of damage in the process.

Making matters worse, giant ticks carry disease. Anyone bitten must save again vs. Poison or else be afflicted with an illness that causes the loss of 1 point of Constitution each day until death or a **cure disease** spell is applied. (During the course of the disease, these points may not be regained through rest as described in Constitution Point Losses section in the **Basic Fantasy RPG Core Rules**.)

Giant ticks are fairly rare in most areas, as they decimate the fauna in a small region and subsequently starve themselves out, but may be more common in

regions that have larger prey such as regions of prehistoric giant beasts.

### Tiger

Armor Class:	14
Hit Dice:	6
No. of Attacks:	2 claws, 1 bite, + 2 rear claws (rake)
Damage:	1d6 claw, 2d6 bite, 1d8 rear claw
Movement:	60'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
XP:	500

These large felines stand over 3 feet tall at the shoulder and reach about 9 feet in length, with a weight range of 4-600 pounds. When a Tiger lands both front claw strikes, it can execute two extra rake attacks with its hind claws against the same target.

### Timber Wolf

Armor Class:	24 (m)
Hit Dice:	18* (+12)
No. of Attacks:	1 bite or 1 trample
Damage:	3d8 bite, 4d10 trample
Movement:	40' (10')
No. Appearing:	1
Save As:	Fighter: 18
Morale:	11
Treasure Type:	None
XP:	4,160

A Timber-Wolf is a manifestation of nature in a state of rage. It is composed of rough-cut or broken logs, branches, and leaves in the shape of a gigantic canine. A timber-wolf attacks by biting or trampling; in order to trample it must first move at least 10 feet. A timber-wolf can even attack structures like a battering ram, inflicting damage equal to its trample attack.



Magical weapons or spells are required to damage a timber-wolf. As it consists entirely of wood, it takes double damage from magical fire attacks; ordinary fire, however, does only normal damage. A timber-wolf has a kind of basic intelligence, albeit in a state of rage. Exactly what brings forth a timber-wolf is not known, but attacks on a forest (such as excessive logging or similar devastation) may be the cause. When one appears, its primary motive is to destroy or drive out whoever (or whatever) threatens its forest.

### Tommyknocker

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d4 bite
Movement:	40'
No. Appearing:	1
Save As:	Thief: 2
Morale:	9
Treasure Type:	None
XP:	75

Tommyknockers infest mines where they cause trouble by stealing or sabotaging operations. These mischievous little people stand only two feet tall, with big heads, long arms, wrinkled faces and white beards. They possess the thief-like abilities of Move Silently and Hide using a 75% success rate, which allows them to move about a mine undetected. They are master pickpockets, succeeding 99% of the time.

Tommyknockers have a mischievous nature that drives them to sneak up on unsuspecting adventurers to steal small items from pockets or backpacks. They may also spill containers or damage machines, such as dropping pebbles into gears. But for all the distress they cause, miners can appreciate one beneficial quality of the tommyknocker: the habit of tapping to communicate a



level of danger. Out of sight, the little fellows tap out a rhythm that increases in tempo as those they ogle approach danger.

### Torok

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	50' (60' unarmored)
No. Appearing:	wild 1d12+3, lair 3d10x2d6
Save As:	Thief: 6
Morale:	8
Treasure Type:	None
XP:	75

Toroks are an unnaturally agile forest-dwelling tall and slender bird-like humanoids. They have narrow triangle-shaped heads with hooked beaks. Their super-human agility counts as them having a +5 Dexterity modifier. Toroks varies in size from 6 to 8 feet tall. Their skin comes in several different colors and hues and have little tufts of short and long feathers from the back of their wrists to their elbows, collarbones, and from the back of their heads to their upper back. They are intelligent hunters targeting animals and humanoids alike; they tend towards evil inclinations such as



preferring to leave wounded preys to hunt more game instead of killing them.



Toroks live in tribal societies based on a strong honor system such as refusing any chance of hunt or any combat proposal; these tribes are lead by their strongest warrior. One of every four torok will be a 3 HD leather armored fighter (17 AC). Although they can use any available weapon, their preferred ones are polearms as they are tailored to each fighter and decorated with their achieved feats. One in every twenty toroks is a 4 HD chief wearing more ornate chain armor (19 AC).

Torok lairs with tribes of fifty or higher members will have a 7 HD lord wearing plate armor (21 AC) and with a +2 damage bonus. Additionally a 50% probability exists of a 3 HD shaman being present. A shaman is equivalent to a regular torok statistically, but has Clerical abilities at level 1d4+3.

A torok has a +5 initiative bonus (their inhuman dexterity) and have a 1 in 12 chance of being surprised.

### Trapper

Armor Class:	17
Hit Dice:	9* (+8) to 12* (+10)
No. of Attacks:	Special, see below
Damage:	Special, see below
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 9 to 12 (as hit dice)
Morale:	7
Treasure Type:	G
XP:	9 HD: 1,150; 10 HD: 1,390; 11 HD: 1,670; 12 HD: 1,975

A Trapper is an amorphous ambush predator which lies in wait of prey in dark underground places such as caves or dungeons; one literally lies flat and pretends to be the floor. They are able to alter their surface coloration and texture to resemble virtually any kind of natural or cut stone, allowing one to fool onlookers and thus gain surprise on 1-5 on 1d6. Common ploys for a trapper are to form part of its body into a "hump" or other protrusion that might be mistaken for a chest, or to present the appearance of a hole or displaced stone that might cover either a treasure or the entrance to some small creature's lair; any of these methods might be used to lure intelligent creatures onto the trapper.

A trapper can cover an area equal to 40 square feet per hit die; thus, a 10 hit die trapper can cover 400 square feet, or up to a 20- by 20-foot room.

It is when potential victims are standing on its surface that the trapper attacks, rolling itself up around them and crushing them. A 9 HD trapper can entrap at most 2 normal-sized characters (or twice that many small characters); a 10 HD one can entrap 3 such characters, an 11 HD one can entrap 4, and a 12 HD one can entrap up to 5. At the GM's option, characters near the edge of the creature's body at the time of attack may be allowed save vs. Death Ray to avoid entrapment, but those at the center are automatically captured.

Victims wearing no armor suffer 3d6 points of damage each round; those in leather, 2d6, and those in metal just 1d6. Entrapped characters are held so firmly that they cannot use weapons, nor cast spells of any kind, though at the referee's option certain magic items may be usable.

Trappers have a particular resistance to both heat and cold, and suffer only half damage from such attack forms. Entrapped victims are subject to half damage from any area effect spell (such as **fireball**) which might affect the monster.

**Treant, Apple**

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	2 fists or 1 projectile fruit
Damage:	2d6 fist or 1d6 fruit
Movement:	20'
No. Appearing:	Wild 1d8, Lair 1d8
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
XP:	945

An Apple Treant is a large, roughly humanoid tree-man of the fruit-bearing variety. While generically calling these "apple treants," there are actually a sub-species that host other fruits such as oranges, pears, or other varieties. Like other treants, its legs fit together when closed to look like the trunk of a tree, and a motionless one is nearly indistinguishable from a normal tree. An apple treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

During the warmer months, these treants bear fruit which are used as projectiles. This fruit can be hurled at tremendous velocities, causing 1d6 points of damage upon scoring a hit (range 120 feet), destroying the fruit in the process. The apple treant may fire off its fruit even while moving at normal rates to close distance with foes, upon which it attacks like any other treant.

Apple treants speak the language of traditional treants, plus Common and Elvish. Most can also manage a smattering of just about all other humanoid tongues, at least enough to say "Get away from my trees!" Apple treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests, or simply attack with surprise from the side of golden-brick roads.

**Treant, Undead**

Armor Class:	20
Hit Dice:	10 (+9)
No. of Attacks:	2 fists
Damage:	2d6 fist
Movement:	20'
No. Appearing:	Wild 1d6, Lair 1d6
Save As:	Fighter: 10
Morale:	12
Treasure Type:	C
XP:	1,300

Undead Treants look like dead trees until they animate. They stand about 30 feet tall and weigh about 3,000 pounds.

Undead treants are similar to skeleton and zombies and are mindless. They cannot animate trees. They feed on the blood of those they kill after which they bury the corpses in shallow graves as a mechanism to prevent their detection. Any treasure they possess are therefore buried with the remains of their victims.

They are not subject to **charm**, **sleep** and **hold** spells but can be Turned as a ghost by a Cleric.

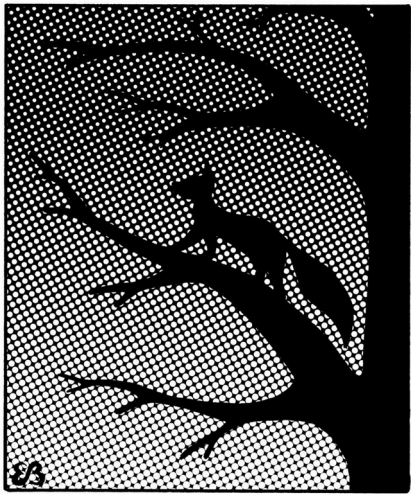
**Tree-Fox**

Armor Class:	16
Hit Dice:	1
No. of Attacks:	2 claws, 1 bite
Damage:	1d3 claw, 1d4 bite
Movement:	40' Climb 30'
No. Appearing:	2d4
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

The feral Tree-Fox is a rather squirrel-like mammal in overall shape, though substantially larger. They are not actually related to squirrels, but more closely to that of foxes or other canines. There is a wide variety of tree-fox coloration and overall appearance. Their claws are used for climbing and make for effective attacks as well. Tree-foxes will form small packs to improve their hunting effectiveness. They are sometimes domesticated by forest dwellers for use as guardians or pets.

Some tree-fox breeds are so large as to have 2 or more hit dice and stronger attacks, and these varieties appear more wolf-like, so much as to be called "tree-wolves". Thankfully they are quite rare.





**Trelanx**

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 claws or 1 weapon
Damage:	1d6 claw or by weapon +1
Movement:	40'
No. Appearing:	1d6, Wild 1d6, Lair 2d10
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	280

Trelanx are hairy humanoids with two vestigial horns. They stand about 7 feet tall and weigh about 300 pounds. They generally do not wear clothes, but sometimes wear pouches or packs acquired from other races. They speak their own language, though some have learned a few words in the Common tongue.

They live in tribes deep in the forest. They make huts and aggressively defend their lands. Unfortunately, some have been enslaved by evil wizards and Clerics to use as brute labor and as guards.

In combat, they will throw flint-knapped spears and then attack with both claws. Their horns also provide a limited form of **mind reading** such that they cannot be surprised. They have Darkvision up to 60 feet above ground; there must be some ambient light present.



**Triton**

Armor Class:	14 to 16
Hit Dice:	5 to 7
No. of Attacks:	1 tail smash, 1 weapon + spells
Damage:	3d6 tail smash, weapon, by spell
Movement:	Swim 70'
No. Appearing:	5d6
Save As:	Magic-User: 5 to 7 (as hit dice)
Morale:	7
Treasure Type:	G
XP:	5 HD: 360; 6 HD: 500; 7 HD: 670

Tritons are similar to mermen, but larger and significantly more powerful. They are able to use magic, operating as if they were Magic-users of two levels lower than their hit dice. They will often have giant sea horses as mounts.

**Trobold**

Armor Class:	14
Hit Dice:	½** (1d4 points)
No. of Attacks:	2 claws, 1 bite
Damage:	1d2 claw, 1d4 bite
Movement:	30'
No. Appearing:	4d4, Lair 6d10
Save As:	Normal Man
Morale:	9 (6, 3)
Treasure Type:	P individual, Lair J
XP:	16

A Trobold is a 3-foot tall magical troll-kobold hybrid with rubbery gnarly limbs, sharp clawed hands, and multiple rows of sharp teeth.



Similar to trolls, trobolds have the power of regeneration: healing 2 HP each turn; unlike trolls a slain trobold will rise up in a mere 1d3 rounds. Furthermore, slaying a trobold with a slashing weapon or similar attack causes a 50% probability of two trobolds rising from the remains. Fire and acid overcomes their regenerative power and cause them normal injury and permanent death.

Trobolds fight by using traps, tricks, and their sheer overwhelming number and savagery. Once their number are reduced below half their morale drop to 6, if their number is halved a second time it drops again to 3, if their number increase (by the arrival of more trobolds or by their regeneration) their morale increases accordingly.

**Troll, Marsh**

Armor Class:	14
Hit Dice:	7*
No. of Attacks:	2 claws, 1 bite + special
Damage:	1d4+2 claw, 1d8+2 bite
Movement:	30' Swim 50'
No. Appearing:	1d10, Wild 1d10, Lair 2d10
Save As:	Fighter: 5
Morale:	9 (7)
Treasure Type:	D
XP:	735

Just like their cousins, Marsh Trolls stand at around 9 feet tall and weigh around 500 pounds. Their hide and skin have a deep black and green color to them, while their hair is usually a weird shade of orange that's unnaturally colorful. One other key physical feature for these creatures is that their noses are extremely long and pointy, to the point they could poke one's eye out. They have a great lust for anything shiny or see-through and they have a basic capacity for intelligence. In their very limited understanding of social norms, the marsh troll with the most shinies is the leader. As such, they could be bartered with, instead of fighting. Consult the monster reaction table in the **Basic Fantasy RPG Core Rules**.



These creatures swim well, even better than their walking capabilities. As such, they are usually found around swamps, rivers, or lakes. In this instant, local townsfolk may have called them river trolls, as they were first discovered in marsh regions.

Marsh trolls have the power of regeneration; they heal 2 hit points of damage each round after being injured. They can regenerate slightly faster than their cousins due to their great adaptability. A marsh troll reduced to 0 hit points is not dead, but only disabled for 2d10 rounds, at which point it will regain 2 hit points. Note that the troll may “play dead” until it has regenerated further.

If the marsh troll hits with one of its claws and a bite, they may perform a special attack, submerging the victim underwater. The victim must save vs. Paralysis or be dealt an additional 2d8 damage, or half as much on a successful save. If there is no water nearby, the marsh troll will simply bash the creature into the ground with this attack for 2d4 damage; no save is allowed.

Damage from cold and lightning cannot be regenerated, and must heal at the normal rate; a marsh troll can only be killed by this sort of damage. The lower morale rating (in parentheses) is used when the troll faces attackers armed with cold or lightning. If a troll loses a limb or body part, the lost portion regrows in one turn;

or, the creature can reattach the severed member instantly by holding it to the stump. Marsh trolls are hateful creatures, reveling in combat and bloodshed. Though they could easily use a variety of weapons, they much prefer the sensation of flesh being rent by their teeth and claws.

### Troll, Moon

Armor Class:	16 (s)
Hit Dice:	12** (+10)
No. of Attacks:	2 claws, 1 bite
Damage:	2d6 claw, 3d4 bite
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	10
Treasure Type:	D, L
XP:	2,075

Moon trolls can occasionally happen when a troll is severely wounded by a lycanthrope. The lycanthropy disease is incompletely and imperfectly compatible with the troll's metabolism, so the form the troll assumes at full moon is a huge, gnarled parody of the normal troll shape: misshapen and lumpish even by troll standards, with exaggerated claws and fangs. To exist in this form is painful, and the moon troll is often driven to extreme and bizarre acts of violence by sheer rage.

Moon trolls can only be harmed by silver or magical weapons (including spells). Like other trolls they regenerate 1 HP per round except from damage inflicted by fire or acid.



### Troll, Night

Armor Class:	16
Hit Dice:	8*
No. of Attacks:	2 claws, 1 bite
Damage:	1d8 claw, 1d12 bite
Movement:	40'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 8
Morale:	10
Treasure Type:	F
XP:	945

Night Trolls are a shadowy relative of the common troll, an embodiment of the element of shadow. They are rarely found and are summoned from the element of shadow. Night trolls lurk in areas shrouded in perpetual darkness and are fearsome predators. A night troll is similar to a common troll in size and stature, but a night troll's skin is purplish black in hue and their long, lank hair is universally dark blue in color. Night trolls are incredibly quiet and stealthy and can hide and move as silently as a Thief equal to their hit dice.

Like common trolls, night trolls have the power of regeneration. However, their regenerative power is far

greater when in areas of darkness. Night trolls heal 3 HP each round after being injured when standing in dark or dim conditions. This rate is reduced to 1 HP when the night troll is in brightly-lit areas. A night troll reduced to 0 HP is not dead but only disabled for 2d6 rounds, at which point it will heal either 3 or 1 HP depending on the lighting conditions. Note that night trolls are far more cunning and sinister than common trolls and will often "play dead". Unlike common trolls, fire and acid do not stop a night troll's regeneration. However, if a **continual light** spell is cast upon the troll, its regeneration ceases completely for the duration of the spell.

Exposing a night troll to direct sunlight is also a method to destroy the creature. A night troll can only act for three rounds and is destroyed completely on the fourth should it not escape the sun's rays. If a night troll loses a limb or body part, the lost portion regrows in one turn; or, the creature can reattach the severed member instantly by holding it against the stump.

Night trolls are far more cunning and patient than normal trolls, and are willing to stalk potential prey for hours or even days before attacking.

### Troll, Rock

Armor Class:	18
Hit Dice:	8*
No. of Attacks:	2 claws, 1 bite
Damage:	1d6+6 claw, 1d12+2 bite
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 8
Morale:	10
Treasure Type:	L
XP:	945

Rock Trolls are cousins of the troll family that prefer to live underground. They can, however, sometimes be found outdoors.

A rock troll attacks with two claws and a bite. It can attack 3 different opponents at once, although it prefers to focus on one target at a time.

Its regeneration repairs damage at 3 hit points per round at the beginning of the third round after it has been injured; this regeneration includes the re-bonding of severed members. The loathsome members of a rock troll have the ability to fight on even if severed from the body.

Having lived underground for so long, rock trolls have developed a calcified exoskin that looks and feels like

rock. As such only blunt weapons, such as maces, clubs, and hammers will do full damage. If struck by an edged weapon, they will only take at the most 1-2 points of damage, Strength bonus notwithstanding. They will take further damage if magic edged weapons are used (the magical bonus).

In fact, if an adventurer with a Strength bonus uses an edged weapon on a rock troll and rolls a 1 on their to-hit roll, the weapon will have to save vs. Petrify or break. Any magical bonuses of the weapon will be added to the die roll of the save.

When a rock troll is brought to below 1 hit point by a blunt weapon, it will shatter, sending pieces of rock in all directions. Characters must save vs. Dragon Breath or be struck by flying shards, doing 1d6 points of damage.

When a rock troll disintegrates, and the detritus is investigated, it will be found that some of its rock-like composition may have been made up of valuable gems (Treasure type L).

It is also 10% likely that an exploding rock troll will drop a bladder full of liquid. This is a semi-permanent **potion of regeneration**, which will last for 1d12 months.

Rock trolls are not harmed by fire or fire-based spells, but take double damage from electrical attacks.

### Turtle, Giant Sea

Armor Class:	18 overall/ 15 head and flippers
Hit Dice:	15 (+11)
No. of Attacks:	1 bite
Damage:	4d4 bite
Movement:	10' Swim 70'
No. Appearing:	1d4
Save As:	Fighter: 15
Morale:	7
Treasure Type:	None
XP:	2,850

Giant Sea Turtles are shy creatures which prefer to avoid conflict; however, due to their armor and their powerful bite they can be formidable enemies. Indeed, a giant sea turtle can swallow a victim of man-size or smaller whole on any natural roll of 19 or 20 on the attack die (assuming the attack hits); such victims can attack the creature's AC 13 interior only with short stabbing or cutting weapons such as daggers, but they suffer 2d8 points of damage per round from the creature's digestive secretions, making this a losing battle in most cases.

Females come ashore on remote islands or rugged coastlines once a year in the early summer to lay a clutch of 2d8 eggs, which will be buried in the sand to be warmed by the sun until they hatch about six weeks later. Such egg clutches are often monitored by large, intelligent predators such as dragons, who will wait until the hatchlings break free from their shells and make a break for the sea. Hatchlings have 1 HD and do 1d4 points of damage on a bite, but will always try to flee into the sea rather than fight if they are given the option.

### Turtle, Giant Snapping

Armor Class:	20 overall/ 15 head and flippers
Hit Dice:	10 (+9)
No. of Attacks:	1 bite
Damage:	4d6 bite
Movement:	20' Swim 30'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

The Giant Snapping Turtle is a foul-tempered omnivorous creatures with a well-known powerful bite. They often lie in wait partially submerged in a swampy area, and due to their excellent camouflage they gain surprise on 1-4 on 1d6 in such a situation.

Any creature of man-sized or smaller slain by a giant snapping turtle will be eaten immediately; small characters can be swallowed in a single gulp, while man-sized creatures require an extra round to bite in half before swallowing.

### Tusker (Eyvique)

Armor Class:	14
Hit Dice:	2+2
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	30' Unarmored 40' Swim 30'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, R individual; D, K in lair
XP:	75

Known as Eyvique (eye-vick) in their native tongue, Tuskers are stout humanoids living in coastal regions. Similar in stature to dwarves, tuskers live simple lives fishing and whaling. As its name suggests it has a pair of

long downward-pointing tusks much like a walrus. A tusker is thick-skinned and has ample fat reserves, giving it protection from the effects of a cold environment. Even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, a tusker receives a +4 bonus. Any tusker involved in grappling attacks does +2 damage due to its tusks, but otherwise a tusker does not attack directly with the tusks.



One out of every five tuskers will be a warrior of 4+4 HD (240 XP) and even tougher skin (AC 16). Regular tuskers gain a +1 bonus to their morale if they are led by a warrior. In tusker villages, one will be a chieftain of 8+8 HD (875 XP) with AC 18 and a +2 bonus to damage due to strength.

### Twilight Hound

Armor Class:	17
Hit Dice:	5* to 9* (+8)
No. of Attacks:	2 bites or 1 bite + poison
Damage:	1d10 bite or 1d4 bite + poison
Movement:	40'
No. Appearing:	1, Wild 1d2, Lair 1d6
Save As:	Fighter: 5 to 9 (as hit dice)
Morale:	10
Treasure Type:	C
XP:	5 HD: 405; 6 HD: 555; 7 HD: 735; 8 HD: 945; 9 HD: 1,150

A Twilight Hound, also known as Orthrus, is a large two-headed canine from another plane of existence brought over to act as guardian of a place or a treasure. It has a serpentine tail that might not be noticed at first. Whenever the twilight hound is mortally wounded, the snake tail will bite the nearest creature viciously; the victim must save vs. Poison or die, after which the hound will dissolve into nothing as it returns to its native plane.

It is said that one of the heads can see invisible objects and beings, while the other head can never be blinded. While in this world, a twilight hound requires no nourishment and never sleeps, as if unaffected by the passage of time.

### Tymera

Armor Class:	17
Hit Dice:	11** (+9)
No. of Attacks:	2 claws, 3 heads, 1breath
Damage:	1d6 claw, 2d4 head, 3d4 cold breath
Movement:	40' (10') Fly 60' (15')
No. Appearing:	1d2, Wild 1d4, Lair 1d4
Save As:	Fighter: 11
Morale:	9
Treasure Type:	F
XP:	1,765

Tymeras are a colder climate variant of the fierce three-headed chimera. Where the chimera has lion portions, the tymera consists of black- and white-striped arctic tiger parts. The goat head is more akin to a mountain ram, and the dragon portion is that of an ice dragon. A tymera weighs substantially more than its chimera counterpart at about 5,000 pounds. In addition to physical attacks the ice dragon head breathes forth a 50-foot long cone with a 10-foot wide end that causes 4d6 points of cold damage; victims may save vs.

Dragon Breath for one-half damage. This attack is usable up to 10 times in one day but no more than every other round. The tymera is immune to cold-based attacks.



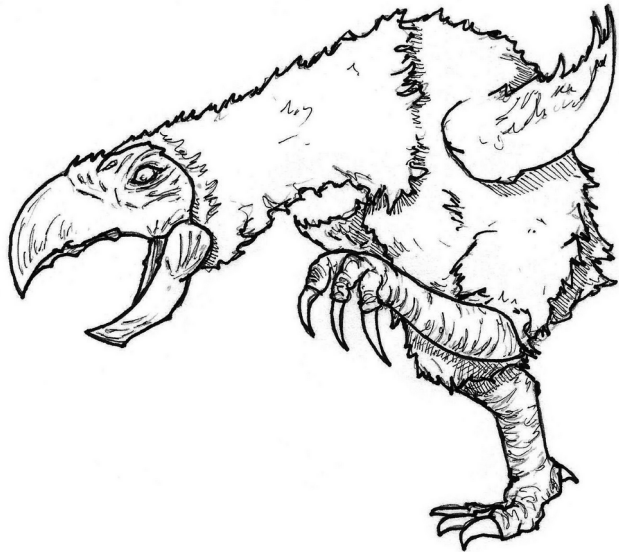
A tymera is intelligent but exceptionally ill-tempered. It can speak Dragon and may form pacts with other powerful creatures.

**Tyrannobeak**

Armor Class:	23
Hit Dice:	18 (+12)
No. of Attacks:	2 claws, 1 beak
Damage:	2d8 claw, 4d6 bite
Movement:	50' (10') Leap 10'
No. Appearing:	Wild 1d3
Save As:	Fighter: 18
Morale:	11
Treasure Type:	None
XP:	4,000

The Tyrannobeak is a massive member of the terror-bird family (Phorusrhacidae) of bipedal flightless birds. Despite its enormous size (20-foot height and 5-ton weight), a tyrannobeak is a swift runner and can leap prodigiously. The tyrannobeak is a top-level predator, able to take down the largest of prey. When possible, a tyrannobeak typically first attacks by leaping (counts as a charge attack) with both claws and a bite, but once

properly in melee can only make one claw attack per round in addition to a bite. If the tyrannobeak is actively chasing a fleeing opponent, then it can only manage its biting attack.



When two tyrannobeaks are encountered it will be a mated pair. If a third is present, then it will be an immature individual (roll d% and apply to HD and attacks, rounding as necessary). While several eggs are laid, the young aggressively attack each other until only the dominant alpha remains. The adults protect and instruct this alpha youth until it reaches adulthood.

**Uhul**

Armor Class:	14
Hit Dice:	3*
No. of Attacks:	2 claws, 1 bite, or 1 weapon
Damage:	1d3 claw, 1d4 bite, or by weapon
Movement:	40'
No. Appearing:	1d6, Wild 4d6, Lair 4d6
Save As:	Fighter: 3
Morale:	9
Treasure Type:	Q individual, B & O in lair
XP:	175

Huge and hairy, uhul have the appearance a shaggy-furred humanoid with the head of an owl. Feathers cover their head and dapple their shoulders. Possessing sharp talons and beaks they are formidable unarmed opponents but prefer to use weapons made from natural materials such as wood and bone, the latter of which they take from their preferred food sources of other humanoids.





Uhul are skilled stalkers and hunters, exhibiting cunning and cruelty in their tricks and traps they set for their unsuspecting victims. They prefer to shadow their prey from afar, often over a number of days in which they will move closer to harass and harry potential prey. Preferring to remain hidden from sight, they will make haunting calls and disorienting sounds to keep their quarry on edge and unable to rest. If they feel they may be up against a more formidable foe, they will often send in a few of their number to make a probing attack before committing to a main attack. These probing attacks are seldom to the death and will often retreat once they have acquired a good idea of the capabilities of their enemy.

Uhul have a mystical ability to move through their environments without leaving any sign of their passage. They leave no footprints or scent behind regardless of the terrain they move through, making them impossible to track through non-magical means. So stealthy are they, that they surprise on a 1-3 on a 1d6.

If the Uhul successfully strikes with both claws in one round, the Uhul also squeezes their prey in a powerful hug that does an additional 1d8 points of damage. Uhul are quite strong and when they use weapons crafted by their own people (and thus designed for their clawed big hands) they do an additional +1 point of damage.

If 5-6 Uhul are encountered, there is a 25% chance that one of them will be a leader. Leaders carry magical totems crafted from the regurgitated remains of previous victims. These totems allow the leader to cast a bestow curse spell once per day. If encountered in their lair, 1 in 6 will be a leader of this sort. The lair will also include a shaman who is 4HD and casts spells as a 4th-level Cleric.

### Ursavis

Armor Class:	18
Hit Dice:	8*
No. of Attacks:	2 claws, 1 bite or special (hug or fire breath)
Damage:	2d6 claw, 1d10 bite, or see below.
Movement:	30' Fly 60' (10')
No. Appearing:	1d2, Lair 1d4, wild 1d3
Save As:	Fighter: 8
Morale:	6
Treasure Type:	C x 2
XP:	940

An Ursavis (pluras Ursaves) is a weird creature looking like a giant bear with bird features such as a beak, massive wings, and hind-limbs. Due to this features ursavis are commonly mistaken for some kind of owlbear or even griffin variants.

An ursavis' hind-limbs are rather small and weak to be used in combat and tend to be folded inside its fur, but its beak and claws are potent weapons. An ursavis prefers to attack from distance, either by dropping heavy rocks for 3d4 points of damage or by making swooping attacks with its claws. If both claws hit a medium or small target, the ursavis hugs it for 5d4 points of damage and swoops them away; each round after the victim is be hugged for 2d6 damage.

There's a 10% chance that the ursavis is a firebreathing one (XP value 1,010); such creatures can, 4 times per day, exhale a cone of fire 20 feet long and 10 feet wide for 4d6 points of damage (save vs. Dragon Breath for half damage).

### Ushac

Armor Class:	11
Hit Dice:	1-1*
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	30'
No. Appearing:	1d8
Save As:	Normal Man
Morale:	9
Treasure Type:	Q each; C in lair
XP:	13

Cheerful and willing to help, Ushac are sadly the perfect minion race. Dwarf-sized with purple skin, gray eyes, cat-like ears, and bushy dodger-blue hair and beards, ushac are not inherently bad creatures. However, an ushac is quite easy to charm or otherwise dominate, much to the delight of wicked spellcasters.





An ushac can cast **light** (or its reverse, **darkness**) and **purify food and water** once per day. These innate powers are cast at first-level ability. In addition to these spell-like powers, an ushac not in metal armor is as stealthy as a Thief, having a 25% chance to Move Silently and a 10% chance to Hide in Shadows.

Most ushac are unarmored and carry only a dagger for defense. Tribal protectors (about one-third of the population) wear leather (AC 13) or chain mail (AC 15) armor and will carry a medium-sized weapon such as a short sword, hammer, hand axe, or sometimes a sling. Their dwarf-like stature likewise limits weapon choice to those a dwarf can use (specifically excluding two-handed swords, polearms, and longbows).

Noted for their gullibility and lack of resistance to charms, an ushac saves against such related effects and spells at -4 penalty (**charm**, **suggestion**, illusions, siren's songs, among others). Such effects tend to have longer duration as well when used against an ushac (double any such duration). Note that illusions and the like do not last longer, only the ongoing or lingering effects upon the ushac itself.

### Vermen

Armor Class:	16 (13)
Hit Dice:	1+1
No of Attacks:	1 bite or 1 weapon
Damage:	1d3 bite, by weapon
Movement:	30'
No. Appearing:	1d6, Wild 2d10, Lair 2d6 x 10
Save As:	Fighter: 1
Morale:	5 (see below)
Treasure Type:	P each, C 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 claw, 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 colony 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 their flesh and steal their skin. When a vermin queen eats a living human, demihuman, or humanoid creature, another beetle is born to the colony. 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 colony 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 colony form, a vermin queen fights just like an insect swarm.

### Vihm (Ratling)

Armor Class:	13 (11)
Hit Dice:	½ (1d4 points)
No. of Attacks:	1 weapon
Damage:	1d4 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	4d4, Wild 6d10, Lair 6d10
Save As:	Normal Man
Morale:	6
Treasure Type:	P, Q each; C in lair
XP:	10

Vihm are small, nearly hairless rodent-faced humanoids often referred to as Ratlings. A vihm is 2-2.5 feet tall and weighs 35-45 pounds. Vihm are quite cowardly but very cunning and view nearly all larger races as enemies. Strangely the vihm prefer to live in proximity to these larger races, keeping to the nooks and crannies under the very noses of the larger races. The actual dens and burrows that vihm inhabit are extensively trapped.

Whenever possible, vihm set up ambushes near trapped areas with the goal of driving enemies into the traps, where other ratlings wait to utilize flaming oil, drop poisonous vermin, or simply shoot the victims. Preferring to stay out of melee, vihm receive a bonus of +1 to hit and damage with ranged attacks. Vihm have Darkvision to 60 feet and suffer a -1 penalty to attack rolls in bright sunlight or within the radius of **light** spells. Vihm typically wear various hides (equivalent to leather armor) in battle.

One out of every six vihm will be a warrior with 1 HD (25 XP). The vihm gain a +1 bonus to their morale if they are led by such a warrior. In vihm lairs one out of every twelve will be a chieftain with 2 HD (75 XP), AC 14 (11), and a +1 bonus to damage due to strength. In lairs of 30 or greater there will be a vihm lord with 3 HD (145 XP), who wears heavier armor with AC 15 (11), has a movement of 10 feet, and a +1 bonus to damage. In the lair, vihm never fail a morale check as long as the vihm lord is alive. In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a vihm lord is present). A shaman is equivalent to a regular vihm statistically, but has Clerical abilities at level 1d4+1.

### Violet Fungus

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	4 tentacles
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.

# Wanstrow

Armor Class:	18
Hit Dice:	4 (+9 see below)
No. of Attacks:	2 strikes
Damage:	1d8+5 strike
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	240

A Wanstrow resembles a tall cyclopean orc with a deformed mutated body. They are of low, animal-like intelligence and extremely aggressive. No two wanstrow has the same body; some will have a snake's body or a deer's hind legs, some will have tentacles or a gorilla's arm, etc. Whatever the "mutation" it always resembles a deformed animal part; some more drastic-looking may have misplaced parts, such as an eagle head on the back or extra appendages on the chest. Whatever their mutations are, all wanstrows share their single-eye, pig-like head and an inhuman strength (+5 bonus to hit and damage).

# Wasp, Giant

Armor Class:	15
Hit Dice:	4+1*
No. of Attacks:	1 sting
Damage:	1d6 + poison
Movement:	20' Fly 60'
No. Appearing:	1, Wild 1d4+1, Lair 1d10+10
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	25

A Giant Wasp attacks when hungry or threatened, stinging its prey. It takes dead or incapacitated victims back to its lair as food for its unhatched young. A victim stung by a giant wasp must save vs. Poison or die.



# Water Leaper

Armor Class:	16
Hit Dice:	5*
No. of Attacks:	1 bite, 1 sting
Damage:	2d6 bite, 1d3 sting + paralysis
Movement:	10' Fly 60' Swim 40'
No. Appearing:	1, wild 1d3, lair 1d4+1
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	405

A Water Leaper looks like a big bat-winged tadpole, and are most likely to inhabit swamps and lakes where they attack with a potent mouth and poisonous barbed tail. A water leaper attacks with surprise by leaping out of the water; this attack is so sudden and fast that it can surprise others on a roll of 1-3 on 1d4.

If the bite attack is a natural 19 or 20, the water leaper's jaw will latch onto the victim's body. Each round a latched water leaper will automatically bite for 1d6 points of damage. If a bite attack hits, a tail attack will be immediately done. A latched creature can attack with a +2 bonus each round. A victim of a successful tail attack must save vs. Paralysis or be paralyzed for 3d4 rounds; a bite attack against a paralyzed victim will automatically latch.



A water leaper latched on a paralyzed victim will use its weight and wings to drag it underwater. This is why a water leaper will prefer to attack small creatures like sheep and goats.

### Water Weird

Armor Class:	16 (see below)
Hit Dice:	HD 3+3** (+6)
No. of Attacks:	1 grab
Damage:	See description
Movement:	Swim 40'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	I, O
XP:	205

A Water Weird is a strange kind of wild water elemental which hates living creatures, seeking to drown them so that they can feed off of their life energy in some unknown way. When at rest in a body of water, or even a large pool or vessel of water, a water weird is invisible. Once it senses living creatures within reach, it will form itself into a watery serpent in 1d4 rounds, striking suddenly out of the water to grab unsuspecting victims (and surprising on 1-4 on 1d6). The water weird cannot fully leave the water where it lives, but can reach up to 10 feet out of the water to attack potential victims.

Any character hit by a water weird must save vs. Paralysis or be pulled into the water, thereafter suffering 1 point of damage per round while being forcibly drowned.

Water weirds are very hard to kill. Sharp weapons (including piercing weapons) do only 1 point of damage on a hit (plus magic bonus, if any). Blunt weapons inflict normal damage. Spells that employ cold affect a water weird like a **slow** spell, while fire-based magic does half damage (or none, if the monster makes its saving throw). **Magic missile** does normal damage; most other spells have no effect (as determined by the GM). However, a water weird reduced to 0 hit points is merely disrupted, not killed, and the monster will reform with full hit points after 2d4 rounds. The only way to kill a water weird, strangely enough, is the spell **purify food and water**, against which the monster must save vs. Spells or be instantly killed.

Water weirds have power over normal water elementals, and can assume control of one 50% of the time at a range of up to 60 feet. Only one water elemental can be controlled in this way at a time.

### Wayai Otter

Armor Class:	16
Hit Dice:	8
No. of Attacks:	2 punches
Damage:	4d4 punch
Movement:	20' Swim 40'
No. Appearing:	1
Save as:	Fighter: 8
Morale:	10
Treasure Type:	None
XP:	875

The Wayai Otter is a giant, extremely muscular otter, far from the cute water puppy that normal otters are. They are extremely territorial, and if they notice someone or something encroaching on their territory, they will approach with their chest puffed out and head held high. This otter is the size of a dwarf with massive biceps.

The wayai otter is sometimes (1-2 on 1d6) found in the wild with giant otters and will only ever be found in a giant otter's lair, regarding all otters, giant or otherwise, as allies. All otters within sight of the wayai otter gain a +1 bonus to Morale while it lives.

### Whippersnapper

Armor Class:	12
Hit Dice:	2+1
No. of Attacks:	1 bite or 1 tail slap
Damage:	1d6 bite, 1d8 tail slap
Movement:	50' Swim 50'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

Whippersnappers are amphibious predators, that look like a cross between an eel and a frog. They have long, slender bodies, covered in slimy, mottled skin, long mouths filled with needle-like teeth, and large, unblinking eyes, well adapted to see clearly in the murky water of their homes. Using their four, powerful webbed feet and muscular tails to propel them through the water with alarming speed. In combat, whippersnappers will either try to bite with their sharp teeth or slap with their powerful tail. They are generally not aggressive towards anything as big as a human, but they will defend themselves if provoked or cornered.

### Wick Warden

Armor Class:	15 (m)
Hit Dice:	4
No. of Attacks:	1 polearm
Damage:	1d10 + 1d8 cold
Movement:	30'
No. Appearing:	1d4 x 2
Save as:	Fighter: 4
Morale:	12 (8)
Treasure Type:	None
XP:	240

Wick Wardens are ghostly figures of men who are cursed to patrolling age-old roadways, even if the roads themselves no longer exist. They carry long poles with a small flame on the end that casts a radius of darkness, rather than normal illumination, as a torch would. The flame also behaves as normal fire, able to ignite and spread to flammable objects, but deals cold damage instead of fire. Wick wardens roam the thoroughfares, diligently tending to the lanterns that line their paths. These lanterns, ignited with the same negative flame, emit an enveloping darkness akin to that cast by their pole lights. Wick wardens never travel alone, traveling in groups of at least two. Wick wardens use the morale in parentheses if they are either separated to be alone or if they are ever outside the radius of a negative flame.

### Will-o'-Wisp

Armor Class:	29
Hit Dice:	9** (+8)
No. of Attacks:	1 shock
Damage:	2d8
Movement:	Fly 50'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
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 casts 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.

### Wind Walker

Armor Class:	13 (m)
Hit Dice:	6+3**
No. of Attacks:	Special
Damage:	3d6
Movement:	Fly 120'
No. Appearing:	1d3
Save as:	Fighter: 6
Morale:	7
Treasure Type:	C
XP:	610

Wind Walkers are intelligent monsters from the Elemental Plane of Air. Like other elementals, they do not normally live on the material plane, but can be summoned by certain magic. They are naturally invisible, and remain so even after attacking. Due to their incorporeal form they can be harmed only by magical weapons (and spells, within some limits as given below).

They are immune to magic that affects only living creatures (such as **sleep**, **charm**, or **hold**) as well as mind-affecting magic such as **mind reading**. They take half-damage from any sort of cold or electrical attack. They are, however, especially susceptible to the spells **haste** and **slow**, suffering 1d6 points of damage per caster level if subjected to a **slow** spell and half that number of dice (rounded up) if subjected to **haste**. Neither spell has its normal effect if used against a wind walker.

### Winged Devourer

Armor Class:	17
Hit Dice:	6
Attacks:	1 bite or 2 talons, special attack
Damage:	2d6 bite, 2d4 talon, strip flesh
Movement:	30' Fly 60'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	11
XP:	500

Winged devourers are fearsome creatures that combine the speed and agility of birds with the strength and ferocity of much larger predators. Their powerful, muscular bodies and massive wings are covered in thick, dark razor-sharp feathers, scaly lizard legs, with

long talons, and a scaled, reptilian head, fierce eyes, and a sharp, hooked beak.

Winged devourers are expert hunters, able to track their prey from a great distance before swooping down on them in a lightning-fast strike with either beak or talons.

Finally, winged devourers also have a special attack. Swooping down on their victim from above, they use their powerful wings to create a gust of wind that knocks the victim off balance unless they make a save vs. Breath Weapon. If the victim fails to save, the devourer wraps its wings around them, not needing to roll to hit, then on the following round, and every subsequent round, using its razor like feathers it strips the flesh from its victims bones, causing 2d6 damage every round automatically. The victim can only escape if the devourer is driven off (forced to make a morale roll it fails), the devourer takes more than half its hit points in damage, or if the trapped character can roll greater than 17 on 1d20 (adding the character's Strength mod). This attack is particularly gruesome and effective, but also leaves the winged devourer immobile and vulnerable to attack, however any attack made on the devourer while it has a victim wrapped in its wings will share the damage received, half to the devourer, half to the victim

### Wolf, Wind

Armor Class:	20 (m)
Hit Dice:	8*
No. of Attacks:	2 claws or 1 howl
Damage:	2d12 claw, special
Movement:	30' Fly 120'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	11
Treasure Type:	None
XP:	945

A Wind Wolf is an ethereal wolf composed of intricate air currents. It has a set of tempestuous claws that it uses to rend through foes. Once every other round it can release a howl that summons a gale strong enough to push even the bulkiest adventurer back 5d10 feet.

A wind wolf is most commonly found in windy places, enjoying the tempest at the tops of tall towers and the squall at the summits of mountains.



**Wolf (Winter & Worg)**

	Winter	Worg
Armor Class:	15	14
Hit Dice:	6*	3
No. of Attacks:	1 bite or breath	1 bite
Damage:	1d6 bite, 4d6 breath	1d6 bite
Movement:	– 50' –	
No. Appearing:	1d4, Lair 1d6	1d4, Pack 1d6
Save As:	Fighter: 6	Fighter: 4
Morale:	– 7 –	
Treasure Type:	– U in lair only –	
XP:	555	240

A Winter Wolf is a dangerous predator that grows about 8 feet long, stands about 4.5 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 points of 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.

**Wolpertinger**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	2 claws, 1 bite or 1 charge
Damage:	1d3 claw, 1d4 bite, 2d4 charge
Movement:	40' Fly 60'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	9
Treasure Type:	Special
XP:	75

A Wolpertinger is a winged hybrid creature, usually incorporating features of rabbits, deer, squirrels, and wolves. Sometimes small wolpertingers are encountered that pose little danger; however, larger specimens about the size of a large dog or wolf may be found, and these larger individuals are what is described here. A wolpertinger has wickedly-sharp fangs, claws, and antlers that may be used to attack. The antlers are only used when charging (following normal charging rules for double damage), and then it will attack with claws and biting after such a charge.

Sometimes fey of the more wicked variety will utilize wolpertingers as mounts, otherwise groups of wolpertingers are usually encountered deep within densely-forested regions. A wolpertinger flies rather slow and clumsily, with flight being used primarily for short distances to get over impassable terrain; aerial encounters would therefore be rather rare.

A wolpertinger's pelt is similar to high-quality rabbit or mink fur, but due to its rarity commands a price of over 100 gp just for the rough pelt. Worked fur garments are therefore even more valuable. Its antlers are often worked into objects such as knife handles or even as embellishments on bier steins.

**Wolverine**

	Normal	Giant
Armor Class:	14	15
Hit Dice:	3	4
No. of Attacks:	– 2 claws, 1 bite –	
Damage:	1d4+2 claw, 1d6 bite	2d4 claw, 1d6+2 bite
Movement:	30' Climb 10' Burrow 1'	40' Climb 20' Burrow 2'
No. Appearing:	– 1 –	
Save As:	Fighter: 3	Fighter: 4
Morale:	– 9 or 12 (see below) –	
Treasure Type:	– None –	
XP:	145	240

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 2-3 feet, a tail from 1-2 feet long, and weighs 20-35 pounds. The males are as much as 30 percent larger than the females. The giant wolverine is 4 to 5 feet long, its tail is 3 feet long, and it weighs up to 80 pounds.

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.

**Wondrous Guardian Automaton**

Armor Class:	18
Hit Dice:	4*
No. of Attacks:	1 weapon or special
Damage:	By weapon or special
Movement:	40'
No. Appearing:	Wild 3d8, Lair 10d10
Save As:	Fighter: 4
Morale:	12
Treasure Type:	H
XP:	280

Wondrous Guardian Automaton are seven-foot tall steel humanoid skeletons plated in steel or bronze and animated by means of clockwork, steam, and magic. The original wondrous automatons were constructed by a mad wizard whose name has been lost to history. The wondrous constructs are often found guarding libraries of magical tomes and scrolls, or treasure vaults.

Guardian automatons range in appearance, from nothing more than a drab but intimidating gray steel clockwork automaton, to resplendent gleaming brass and copper. Its inner workings are usually covered by metal plates, which depending on how ornate the automaton is can be plain steel plates or ornately-engraved and decorated brass.

Though the original wondrous guardian automatons were created by knowledgeable wizards and artificers, the vast majority of the ones existing now have been created by an Automaton Primus (as described below). Groups discovered in the wild are often either book-collecting parties, or more rarely groups that have left a library-fortress to found a new one.

Wondrous guardian automatons can wield almost any weapons, but prefer crossbows and axes. In combat, it can either attack with any weapons it is equipped with, or expel a cone of hot steam from its mouth in a 10-foot cone that does 1d12 points of damage, unless those hit by it save vs. Dragon Breath for half damage. However, it takes 5 rounds after it breathes its steam attack before it can build enough pressure to use this attack again.

Every tenth automaton will be an Automaton Alpha (555 XP); these stand 9 feet tall and are decorated with silver embellishments. Alphas can breathe steam every 3 rounds for 2d12 points of damage, have 6 HD, save as a 6th-level Fighter, and are more heavily-armored (AC 20). Every group of 50 will be lead by an Automaton Primus (1,390 XP). These towering 12-foot tall automatons are decorated with gold, have 10 HD, save as a 10th-level Fighter, can breathe flame-infused steam for 3d12 points of damage every two rounds, and are even more heavily-protected, having AC 22, and are capable of creating new wondrous guardian automatons. They will often be found in a workshop with several incomplete automatons.



**Worm Man**

Armor Class:	13
Hit Dice:	3**
No. of Attacks:	1 weapon or spell
Damage:	1d3 or by weapon
Movement:	30'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	J
XP:	205

Worm Men are humanoid worms that live deep underground. Each is about 7 feet long and has two arms near the top of its body. It may either slither or stand up on its tail to move in a more humanoid fashion. It has large eyes that are mounted on either side of its head, giving it excellent peripheral vision, and can only be surprised on a roll of 1 on 1d6. A worm man can exist on minerals for a time, though bands of worm men often make forays to the surface to acquire decaying organic matter to supplement their diet. A worm man is immune to the **sleep** spell.



Each worm man has a spell-like ability that functions like a **charm person** spell. However, it has the limitation that the effect will fade once the worm man loses eye contact with the victim. The worm man may use this ability once per day and often leads with it during combat.

Worm men live in large communities apart from the other underground civilizations. However, they are often willing to be hired as soldiers by other races.

Recently, they have begun to take a more aggressive stance toward the surface, perhaps deciding the time is right for them to consider a campaign of conquest.

**Wretchling**

Armor Class:	17 (or as host)
Hit Dice:	5*
No. of Attacks:	Special
Damage:	Special
Movement:	40'
No. Appearing:	1
Save As:	Magic-User: 5
Morale:	8
Treasure Type:	None
XP:	405

Lurking in the darkest corners of the world, wretchlings hide in the shadows and psychically feeding off the emotions of those nearby. Draining hope and joy, and replacing them with fear and depression.

Its rarely-seen natural state resembles a grotesque fusion of a centipede and a human. Its body is long and segmented, covered in slick, oily skin, with dozens of jointed legs protruding from its sides, a twisted human-like visage, sits at the front of its hideous body, with hollow, black eyes and a mouth that opens vertically, revealing rows of needle-like teeth.

When a wretchling senses intelligent beings nearby, it selects one at random and begins stalking them. Once it manages to get within 40 feet of its target undetected, it will attack. If it succeeds in its attack roll, the victim must save vs. Spells. On a successful save, the victim becomes immediately aware of the wretchling, however they will also be stunned for a single round unable to act. However, if the save fails, the wretchling's body dissolves into a dark, smoky mist that enters the target's body through their eyes, nose, and mouth, allowing the wretchling to possess its new host.

During the first stage of possession, the host appears completely normal, but everyone within 100 feet will begin to experience terrible nightmares, initially only during sleep, but later even while awake. These nightmares start with visions of writhing, centipede-like appendages creeping from the corners of their vision, accompanied by a feeling of dread, often accompanied by cold sweats.

Over the next few days, the visions increase in frequency and severity, including hearing a faint, constant whispering that leaves the victim uneasy and physically ill. At this point, the wretchling manifests as a

small child that only the host can see, leading to frequent conversations with thin air, that others may notice. If attacked with a magical weapon or spells, the wretchling is forced out of the host's body and will attempt to possess the nearest being. This can be prevented by encircling the host with salt, a substance wretchlings despise. Without intervention, all those near the host will soon begin to experience violent visions targeting friends and allies, with louder whispering urging them to attack.



It is at this point the host enters the second stage. The character must succeed in a second save vs. Spells or die, their eyes turning a glossy black. In 1d6 hours, they rise as an undead being, Turnable as a zombie, but still under the wretchling's control. The host will then sow even more discord among allies, even attacking companions in the night and feasting on their flesh. Eventually, the wretchling sheds the remnants of its host, after becoming gorged and gaining two extra hit dice, though its movement speed is halved while gorged. All those killed by a wretchling have a 20% chance of rising as a zombie within three days.

## Wug

Armor Class:	12
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 punch, by weapon
Movement:	40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	E (in Lair)
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 (HD 4, 4th-level Cleric), and any group of 5 or more is lead by a sub-leader (HD 3). Wugs speak Common and their own croaking tongue.



## MONSTERS

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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.

### Xorn

Armor Class:	21
Hit Dice:	7+1**
No. of Attacks:	1 bite
Damage:	4d6
Movement:	20' Burrow 20'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	12
Treasure Type:	I, J, K, M
XP:	800

A Xorn is an embodiment of the element of Earth. Xorns are about 5 feet tall and wide and weigh about 600 pounds. It speaks Common along with its own elemental language. Because a xorn's symmetrically-placed eyes allow it to look in any direction, it cannot be flanked. A xorn does not attack fleshy beings except to defend itself or its property since it cannot digest meat. A xorn is indifferent to non-elemental creatures, with the sole exception of anyone carrying a significant amount of precious metals or minerals, which a xorn eats. A xorn can smell food up to 20 feet away and can be quite aggressive when seeking food.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack. A xorn can glide through stone, dirt, or almost any other sort of earth (except metal) as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A **move earth** spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it saves vs. Spells.

### Yeti

Armor Class:	14
Hit Dice:	4+4*
No. of Attacks:	2 claws + hug (see below)
Damage:	1d6 claw, 2d8 hug
Movement:	70'
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	D
XP:	280

A Yeti is a bipedal ape-like creature averaging 7-9 feet in height and weighing around 300 pounds. Yeti are covered in shaggy white fur and have prominent, sharp canine teeth. They are fond of the taste of human and demi-human flesh, and are very aggressive.

If a yeti hits with both of its claw attacks, it is able to subject the victim to a hug attack (similar to bears) which does an additional automatic 2d8 points of damage. Only man-sized or smaller opponents can be hugged in this way.

Yeti are very well camouflaged in snowy areas, surprising on a roll of 1-5 on 1d6; in addition, their appearance is so frightful that any character surprised by one must save vs. Paralysis or be frozen in fright for 1d4 rounds, allowing the yeti to hit automatically. Their adaptation to cold is such that they suffer half-damage from any cold-based attack, but on the other hand are subject to an additional 50% damage from attacks based on fire (i.e. a **fireball** doing 15 points of damage normally would inflict 24 points of damage to a yeti).

Any group of yeti encountered in their lair has a chance equal to 1-3 on 1d10 of including females (equal in number to the roll of the d10, i.e. 1, 2, or 3 of them). Females are equal to males in combat. If females are present, there is a further 1-2 on 1d10 chance of 1d4+1 young having from 1+1 to 3+3 hit dice and doing 1d4 points of damage with their claw attacks. Juveniles having 1+1 or 2+2 hit dice cannot hug, but those having 3+3 hit dice may do 2d4 points of hugging damage if both claws hit.

**Yowie**

Armor Class:	16
Hit Dice:	6+2*
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	D
XP:	555

Yowies, sometimes known as “yahoos” because of the eerie, echoing cry they make, are fearsome ape-like nocturnal predators that stalk remote forests and mountainous regions. Towering between 7-11 feet tall, these hulking creatures are covered in thick, dark or reddish-brown hair. Yowies are carnivorous with a particular taste for human and demi-human flesh.

Their long, powerful arms end in sharp claws and their slaving maws are full of jagged teeth. As part of its nocturnal adaptations, the yowie has Darkvision with a range of 120 feet.

Yowies stink, they have a foul odor that can overwhelm anyone who gets too close. Any creature within 10 feet of the Yowie must save vs. Poison or be nauseated, suffering a -2 penalty on attack rolls and saving throws for 1d6 rounds.

Three times a day, the yowie can let out its terrifying, haunting cry. All creatures within earshot must make a save vs. Paralysis or be paralyzed with fear for 1d4 rounds.

Yowies are found either alone or in small family groups, they are fiercely territorial and aggressive in their lair, fighting to the death to defend it (treat their morale as 11 when encountered in their lair). Despite their animalistic appearance, they possess a cunning intelligence, setting rudimentary traps or using basic tools. They usually lair, in caves or dense thickets, usually strewn with the remains of their unfortunate victims and any treasure those victims might have carried.

**Zexhund**

Armor Class:	18
Hit Dice:	2
No. of Attacks:	1 bludgeon
Damage:	3d6
Movement:	20'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	I
XP:	75

The Zexhund, otherwise known as Zexaki's Hound, appears as a large dog with an even larger head. The largest of the breed weigh 320 pounds, are about five feet long, and are four feet tall at the shoulder. Although slow movers by foot, they can strike quickly with their hammer-like heads, doing 3d6 points of damage. If they are ever struck by a blow, they instantly become invisible until they make another attack.

The zexhund is not particularly aggressive, and they will often retreat once they become invisible. They were bred to transport platinum coins and gems using small coffers attached to collars. For this reason, tenacious adventurers may pursue them even after they become invisible.

**Zombie Horse**

Armor Class:	11
Hit Dice:	3*
No. of Attacks:	2 hooves, 1 bite
Damage:	1d6 hooves, 1d8 bite
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

The Zombie Horse is an undead horror a once-majestic warhorse, now with exposed bones and rotting flesh hanging from its frame. It moves faster than a normal zombie, but not as fast as a living horse, however its relentless gait never tires, a zombie horse just keeps moving.

Zombie horses attack with their hooves and a vicious bite, they are immune to **sleep**, **charm**, or **hold** magics, and can be Turned as if they were a ghoul. The zombie horse never has initiative and always acts last in any given round.

Like all zombies, they take only half damage from blunt weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus).

### Zombie, Flesh Eater

Armor Class:	14
Hit Dice:	2
No. of Attacks:	2 claws, 1 bite
Damage:	1d3 claw, 1d6 bite
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, Hexcore

Armor Class:	17 (m)
Hit Dice:	3*
No. of Attacks:	2 claws + special
Damage:	1d8 claw + special
Movement:	20'
No. Appearing:	2d6, Wild 3d6
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Hexcore Zombies are creatures that are usually created from dark magics, where their essence is actually trapped within. Be it a shard of consciousness and life, or a fully-trapped soul, a hexcore zombie is a dangerous foe. Hags are known to create them, as well as liches and vampires. They use these beings as

vanguards for their armies, sometimes to even make strategic decisions for them.

Absolutely corrupted, the being trapped within does not hold sway if they have a master. If abandoned, consciousness may develop and the creature might even become intelligent enough for independent thought and personality. Appearance-wise, hexcore zombies may be shrouded in shadows, sometimes illuminated with emerald light, depending on the soul trapped within. Most necromancers agree that the aura comes from the soul energy that emanates from this undead. The skin seems dead but preserved, way more whole and life-like than most other zombies.

All hexcore zombies attack as if their attacks were magical and can only be hurt by magical damage. They can also deal an additional 1d6 points of damage if both of their attacks hit, as the overexposure to the soul energy is quite taxing on both the living and the dead. This damage is doubled if it is inflicted on the undead. They take only half-damage from blunt weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). Like all undead, they may be Turned by Clerics and are immune to **sleep**, **charm**, and **hold** magics. As they are mindless, no form of mind-reading is of any use against them.

Hexcore zombies never fail morale checks, and thus always fight until destroyed. 1 in every 6 hexcore zombies has an entire soul trapped within which grants them 19 AC and 6\* HD (555 XP).

Unlike other zombies, they are sentient and retain a personality and willpower, and may even disobey commands if they succeed on a save vs. Spells.

### Zombie, Leper

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	2 claws, 1 bite
Damage:	1d3 claw, 1d3 + disease bite
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 is 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.

### Zoog

Armor Class:	14
Hit Dice:	½ (1d4 points)
No. of Attacks:	1 dagger or 1 bite
Damage:	1d4
Movement:	30'
No. Appearing:	3d4
Save As:	Magic-User: 1
Morale:	7
Treasure Type:	P, J in lair
XP:	10

A Zoog is a small rodent-like being with sharp teeth and small tentacles in its mouth. They despise cats and will work diligently to eliminate any feline creatures or beings in the area. Zoogs congregate in family units and are quite intelligent. They use tools, and one can often find zoogs that have magical ability (up to 1d6 levels of Magic-user with +1 hit point per level added). A zoog climbs trees much like a squirrel may.



*"In the tunnels of that twisted wood, whose low prodigious oaks twine groping boughs and shine dim with the phosphorescence of strange fungi, dwell the furtive and secretive zoogs;"*

*-H.P. Lovecraft, Dream-Quest of Unknown Kadath*

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