

The Basic Fantasy Field Guide

of Creatures Malevolent and Benign

Volume 3

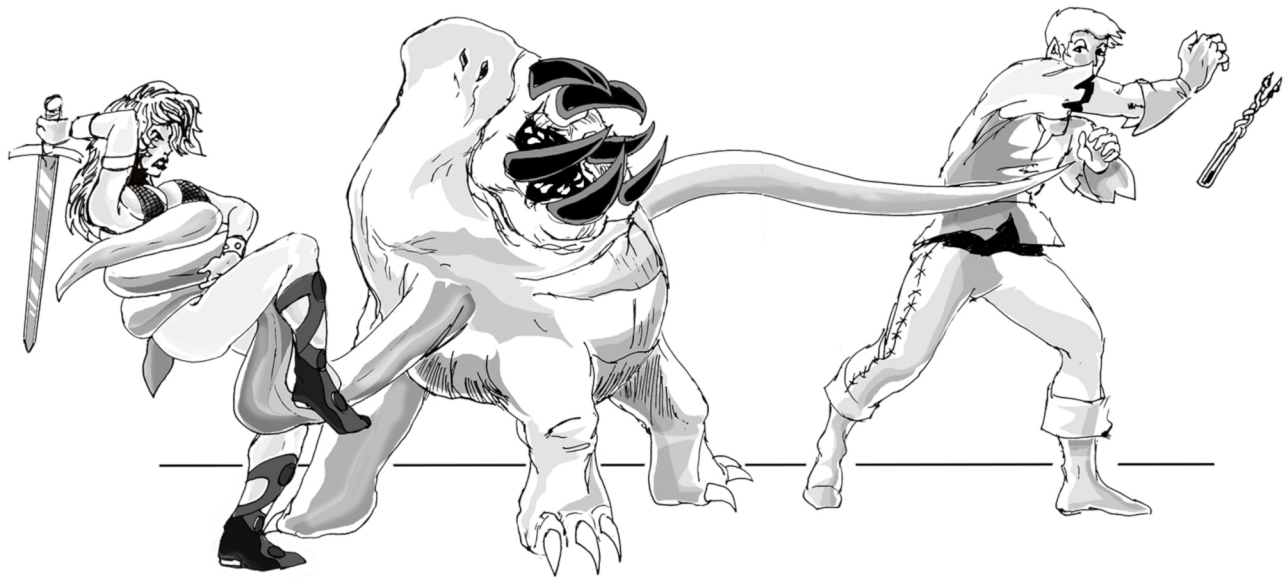
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1st Edition (Release 15)

Featuring Creatures by Various Contributors

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INTRODUCTION

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

Monsters in this work are presented in the same format as in the **Basic Fantasy 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). If an asterisk appears after the monster's name, it indicates that the monster can only be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.) which makes the monster harder to defeat.

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

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

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

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

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

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

No. of Attacks: The number (and sometimes type or types) of attacks the monster can perform. For example, Dwarrows may attack once with a weapon, so they are marked **1 weapon**. Hell Steeds are marked **2 hooves/1 bite or 1 breath** as they can attack with both front hooves and also bite in one round instead of using their breath weapon.

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 savings 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 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 Core Rules to calculate the correct figure in these cases.

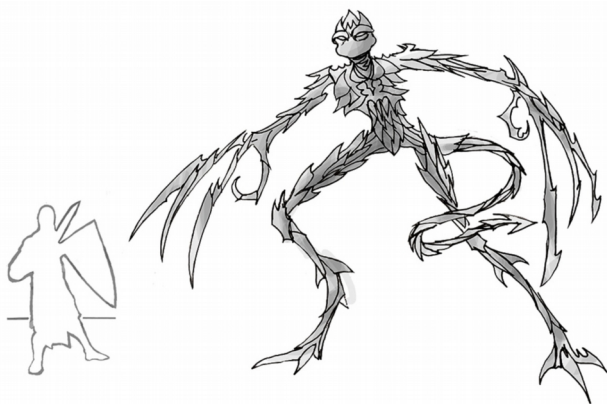
Alley Gaunt

Armor Class:	22
Hit Dice:	11**
No. of Attacks:	2 claws/1 tail
Damage:	3d4/3d4/1d8 + grab
Movement:	60' Climb 60' (90%)
No. Appearing:	1
Save As:	Thief: 11
Morale:	9
Treasure Type:	1
XP:	1,765

An **Alley Gaunt** is a horrible supernatural predator that stalks urban areas, murdering those isolated or weak/infirm. Gaunt and emaciated in appearance, it has the ability to fold and contort itself into nearly flat shapes, square or disk, convoluted or gutter-thin.

Under direct observation when able to camouflage, it is nearly impossible to detect at distances over 20', and much closer if not looked for. There have been instances of this creature contorting into the shape of a window frame, tall door joist, and in one instance, an ornate wrought-iron fence. Seeing an alley gaunt unfold itself patiently from these positions is horrifically macabre and can make stout warriors flee. When it stands upright, it towers over its prey.

Cunning and intelligent, an alley gaunt will only strike at advantage, and avoids taking more than one victim a month. It will attempt to grab smaller-sized creatures it ambushes with its prehensile tail with a STR test (at +5 for its terrible strength). It avoids areas and victims whose disappearance might draw too much attention. Rumors of an impossibly tall, thin shape leaping across rooftops in the dead of night, however, can be heard from the dregs of society, who must eventually catch sight of the creature, when the remains of too many victims have been found to ignore...



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.

Awful Offal

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 bite/secretion
Damage:	1d8
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', 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. Awful offals take half damage from ranged weapons and full damage from any silver weapons, neither of which cause the creature to divide.

Axolotl*

Armor Class:	18‡
Hit Dice:	10*
No. of Attacks:	1 bite or mind swap
Damage:	1d8 or special
Movement:	40' Swim 60'
No. Appearing:	1d6, Wild 2d6, Lair 2d6
Save As:	Fighter: 10
Morale:	10
Treasure Type:	M
XP:	1,390

An **Axolotl** is distantly related to the elemental salamanders, but has four legs and looks more like a common (terrestrial) salamander, only much bigger. Axolotls come from the elemental plane of water, and sometimes can be found on the material plane, in lakes, ponds, and artificial canals that mystically connect to the elemental plane. Their skin is soft, but due to their magical nature they can only be harmed by magical weapons.

All axolotls possess features of terrestrial salamander larvae, including three pairs of external gill stalks and a caudal fin. Their heads are wide with lidless black eyes, short limbs, and long digits; colors vary from pure white, pale pink and red, to dark gray and black. While an axolotl's mouth is filled with small, apparently vestigial teeth, its bite is strong and painful.

Axolotls possess a hypnotic gaze. An intelligent creature that meets the gaze of an axolotl must save vs. Spells or swap minds with the creature. The mind-swap lasts for as long as the axolotl wants, up to one whole day. If the axolotl is killed while in the "borrowed" body, the victim remains trapped in the axolotl's body until it can swap minds with another intelligent creature. Note that this means that an axolotl whose mind was originally in a humanoid body may seek to exchange minds with a similar humanoid, then kill the axolotl body to gain its freedom.

Beast of Chaos

Armor Class:	16
Hit Dice:	7*
No. of Attacks:	2 claws/1 bite or breath weapon
Damage:	1d8/1d8/2d6 or 5d6 + special
Movement:	40' Jump 15' vertical
No. Appearing:	2d4
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	735

Of horrific visage and murderous bent, a **Beast of Chaos** exists beyond the walls of reality, in the dead spaces between dimensions. Trillions upon trillions fill the endless, featureless plains therein, where nothing else is found. There is a cannibalistic existence of non-stop battle, tearing and rending with mindless savagery. In the brief momentary respite when one has time to devour another, they split by fusion, creating another beast, and repeat the cycle endlessly. On rare occasions, magical accidents or even worse, deliberate summoning, will bring forth a horde of these aggressive monsters, who immediately set upon anything they encounter.

Their supernatural bodies are resistant to many forms of magic (**charm** or **control** spells always fail, other magics directly targeting them fail 30% of the time), and are also able to tap into elemental energies which manifest in a random breath weapon every 2d4 rounds (half damage if save vs. Breath is successful). Roll 1d6:

1 Fire
2 Cold (usually in the form of jagged icicle missiles or freezing winds)
3 Acidic water
4 Earthen projectiles
5 Lightning
6 Negative energy (save vs. Breath or gain a negative level + the 5d6 damage; a save halves the damage and inflicts no level loss).

These breath weapons change constantly for each beast, and are usually 3' wide at the base, 20' long, and 15' wide at the end. In any round the beast does not use a breath weapon, it attacks fearlessly with its claws and teeth.

Beasts of chaos come in virtually every shade imaginable; some are unbelievably black, seeming to absorb light; some are matted mountains of grey, shaggy fur; others have silvery hides that sparkle in iridescent rainbow hues. Their eyes are always a pulsing red. 4-7' tall, and very broad of chest, these creatures acknowledge no form of

communication, and if one were somehow to read its alien thoughts, one would risk insanity, such is its primordial desire to utterly destroy existence itself.

Rumors exist regarding an insane mage named Korratis who somehow managed to control a pack of these nightmares through the use of the artifact known as the **Lute of Oblivion**. Where this item is, and what other fell powers it is invested with, is unknown.



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' 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.



Castoroides (Giant Beaver)

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	2d6
Movement:	30' Swim 30'
No. Appearing:	Wild 1, Lair 1d4
Save As:	Fighter: 4
Morale:	6
Treasure Type:	None
XP:	240

The **Castoroides** is an amphibious rodent of extraordinary size. Adults are frequently up to 6' long, and could be as large as 7'. An excellent swimmer, its teeth are not suited for bringing down trees, and therefore don't make dams.

Cat, Black Widow

Armor Class:	
Hit Dice:	
No. of Attacks:	1 bite/2 claws or 1 stinger
Damage:	1d6/1d4/1d4 or poison
Movement:	40'
No. Appearing:	
Save As:	Fighter:
Morale:	
Treasure Type:	
XP:	

Text here.



Catspider

Armor Class:	13
Hit Dice:	1d3 HP*
No. of Attacks:	1 bite/4 claws
Damage:	1d4/1d2/1d2/1d2/1d2(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' tall, 1' 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 also poisonous, 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.



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**.



Centaur, Ogre

Armor Class:	15 (17 with full barding)
Hit Dice:	6
No. of Attacks:	2 hooves/1 weapon
Damage:	1d8/by weapon +3
Movement:	50' unarmored (40' armored)
No. Appearing:	1d6
Save As:	Fighter: 6
Morale:	10
Treasure Type:	C + 1d20 x 100 gp
XP:	500

Tends to favor a large spear (equal to a lance), large club or javelins, and composite bows.

**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

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 the said animals, not

ancestors or transitional forms. **Cynodictis** was considerably smaller than other bear dogs, only slightly larger than the modern day opossum with a height of about 12 inches.

Cynodictis has great speed and uses this speed to hunt its prey, such as rabbits and small rodents, though they sometimes scavenge. Because of their small size, they fear the larger carnivores in their region. They live in dens in steep riverbanks that they built themselves, lined with moulted 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.

Dantaeons

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 weapon/1 tail or 1 unarmed/1 tail
Damage:	1d6/1d6 or 1d2/1d6
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 a human. However they have slightly reddish skin tones, horns on their heads, and a 4'-5' 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.



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.

Dragon, Indigo

Armor Class:	19
Hit Dice:	8**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d6/1d6/3d8 or breath/1d6
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 8 (as HD)
Morale:	8
Treasure Type:	H
XP:	1,015

Indigo Dragons arise when a blue dragon male services a red dragon female and a **limited wish** or **wish** spell is employed to make the resulting eggs viable. The act is abhorrent to both dragon species and the magics involved are rarely available, so indigo dragons are very rare in the extreme. Indigo dragons are fertile with each other, so in theory it would be possible to establish a breeding colony. Insofar as sages are aware, this has only ever happened in one place at one time in all the multiverse; somewhere on the Moonmist Moor, there is supposed to be a nest of indigo dragons.

Spell-using indigo dragons use Illusionist spells in place of Magic-User ones. They are immune to illusions of all kinds and cannot be charmed.

Their breath weapon is a cloud of very unusual gas. An indigo dragon can breathe only once per day. All creatures within the cloud must save vs. Dragon Breath or be charmed. Charmed characters are motivated to protect the indigo dragon that charmed them, and will fight to the death to achieve this. They will not hesitate to turn on their former friends, expend precious magic item charges, or take whatever other measures seem to be in the indigo dragon's best interests. Creatures invulnerable to **charm**, such as undead, are immune to this effect.

In addition to their breath weapon, indigo dragons have a unique pattern beneath their wings. An indigo dragon that spreads its wings to display the pattern and flutters them slightly can amaze any creatures with eyes, except undead, within 30' of the dragon's front. Amazed creatures may save vs. Spells to resist the effect. If they fail, they must stand and stare at the pattern, taking no other action until the indigo dragon stops displaying the pattern or moves away from them.

The dragon may cast spells while displaying its pattern, but may not use its claw or bite attacks, as the physical actions necessary would conceal the underside of its wings from any onlookers.

Indigo Dragon Age Table

Age	1	2	3	4	5	6	7	8
Category								
Hit Dice	5	6	7	8	9	10	11	12
Attack Bonus	+4	+5	+6	+7	+8	+8	+9	+9
Breath	Charm gas							
Weapon								
Length	-	30'	35'	40'	45'	50'	55'	60'
Width	-	20'	25'	30'	35'	40'	45'	50'
Chance/Talking	0%	35%	70%	85%	90%	95%	95%	95%
Spells by Level								
Level 1	-	1	2	3	3	4	4	4
Level 2	-	-	1	2	3	3	4	4
Level 3	-	-	-	-	1	2	3	3
Level 4	-	-	-	-	-	-	1	2
Claw	1d4	1d6	1d6	1d6	1d6	1d8	1d10	1d10
Bite	2d4	3d4	3d6	3d8	3d8	3d8	3d8	3d10
Tail	1d4	1d4	1d6	1d6	1d6	1d8	1d8	1d8

Drake, Tree

Armor Class:	20
Hit Dice:	7**
No. of Attacks:	1 bite/1 tail
Damage:	2d6+poison/2d4 (1d10 (constriction))
Movement:	60'
No. Appearing:	1, Lair 1d6+1
Save As:	Fighter: 7
Morale:	8
Treasure Type:	E
XP:	800

A **tree drake** is a serpentine relative of true dragons that inhabits any terrain with thick vegetation. It is filled with low cunning, loving to toy with its prey in cat-and-mouse games when the beast has an advantage. Not overly bold, a tree drake will stalk a group of victims in order to evaluate their threat level before striking or moving on to easier prey. Its scales are bark-like and fluctuate to match existing terrain, and often has real moss or underbrush gripped between scales by muscular contraction, making it 90% undetectable while motionless, and 65% when moving at 20' or less while stalking enemies.

While it possesses no breath-weapon, its bite is highly poisonous. In melee combat, the drake will wrap itself around one victim within 5' on an attack roll of 7+, constricting for 2d4 points of damage plus an additional 2d4 per round thereafter. The hold may be broken on a roll of 1 on 1d10 (add the victim's Strength bonus to the range, so a Strength of 16 would result in a range of 1-3 on 1d10); breaking the hold takes a full round. A tree

drake may constrict up to four man-sized or two large creatures, though only one new victim may be wrapped each round. Creatures that cannot be wrapped will be tail slapped if within 10' of the drake and it has not constricted more than one foe.

A tree drake is very fond of witty speech and clever riddles, understanding and speaking most human, demi-human and humanoid languages and more than one would-be meal has escaped with such methods. A tree drake that has been bested but not killed will bargain with its well-hidden treasure if escape is impossible. If more than one tree drake is encountered, it will usually be a mated pair and several hatchlings. 10% of the time, however, it may be a tree drake mating-ball, full of adult individuals...and woe to those who fall into their notice at such times.

**Drider**

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.



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

The **Queen of the Elf Bugs** can only be encountered in the elf bugs' forests (treasure type E) or grottos (treasure type F). She resembles a normal-sized woman without sexual organs and has moth wings and other moth features (antennae, faceted eyes, hairy head). Her skin ranges from pale green to pale violet. She doesn't wear clothes.

She attacks with shortwords, hand axes, or other small hand weapons she collects from her victims. Every other round, the queen can fire **magic missile** as a 7th-level Magic-User. This is a natural ability of the queen and no preparation ahead of time is necessary.

Elf Bugs, Swarm

Armor Class:	17
Hit Dice:	3
No. of Attacks:	1 bloody needle or swarm
Damage:	3d4 or 1d8
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 diminutive humanoids that resemble human bodies without sexual organs, with insect wings and eyes; its heads are hairy as that of a bee and have two antennae and pointy ears. Its skin color ranges from pale green to pale violet, and its hair can be any color and don't wears clothes. An elf bug's face appears human, but when it attack as a swarm, they reveal insect-like mandibles with which they bite.

Elf bugs only attack in groups, each hit point of the swarm representing one individual elf bug. Elf bugs have a hive-mind and coordinate without talking or any other visible way of communication; they always know what to do (that's why, unlike insect swarms, elf bugs can make saving throws).

Each individual elf bug bears a sting, thorn, or splinter as a weapon. If this "bloody needle" attack is successful, the swarm has a 50% chance to lose the ability to use this attack again (weapons are lost, broken, or nailed into the victim's flesh).

Once the elf bugs have lost its weapons, they will attack as an insect swarm, biting their victim.

As a swarm, they are hard to hit, therefore the high AC; but unlike insect swarms, they are not immune to normal weapons. Torches and similar fire "weapons" reduce the swarm's AC to 15 and cause 1d4 damage.

If found in a dungeon or underground tunnels, elf bugs don't possesses treasure. If found in a forest or glade, they have treasure type E. If encounter in their lair (a grotto or cave in the forest), they have treasure type F.

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

These omnivorous creatures are distant relatives of modern hippos and boars. Entelodonts stand two meters tall, are aggressive, and built like tanks, with an upturned jaw used to attack the underbelly of its prey. But they have a brain no bigger than an orange.

Eurypterids

Known to some as sea scorpions, eurypterids are amphibious arthropods related to arachnids. Primeval and voracious, these predators ranged in size from relatively harmless eurypterids 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 were poisonous, but all of these were 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:	1d4/1d4
Movement:	20' Swim 30'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	25

Text here.

Eurypterid, Jaekelopterus

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

Text here.

Eurypterid, Megalograptus

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

Text here.

Eurypterid, Pentecopecterus

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

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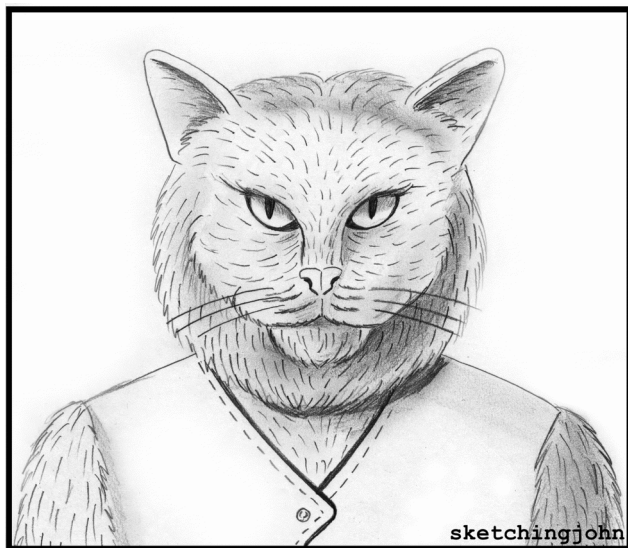
Felisian

Armor Class:	16
Hit Dice:	3
No. of Attacks:	claw/claw/bite or 1 weapon
Damage:	1d4/1d4/1d4 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 a d6. Though they will use weapons such as bows and short swords, they prefer to deliver the killing blow with their own claws.



Flashbag

Armor Class:	10
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 much as a touch. Doing so will cause a noiseless explosion with a radius of 15' that causes no damage, but emits a brief, blinding light. Any creature that beholds the explosion must also 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.

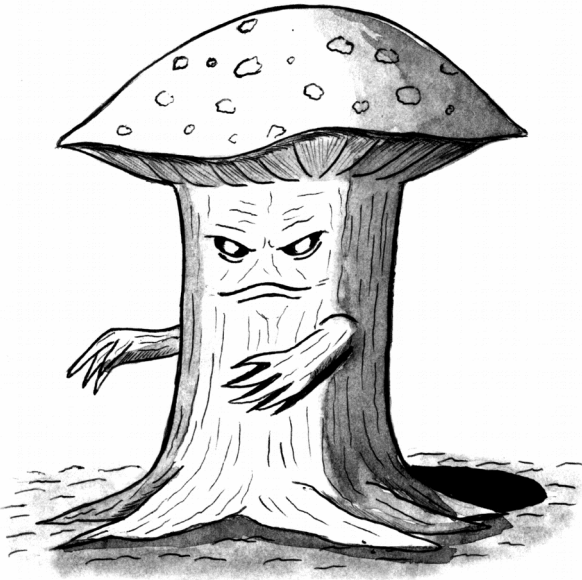
Fungisoid

Armor Class:	12
Hit Dice:	1
No. of Attacks:	2 claws + spores
Damage:	1d4/1d4 + paralysis
Movement:	30'
No. Appearing:	1d10
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

Fungisoids are intelligent, ambulatory mushroom people. They stand about 3 feet tall and can range in color from dull tan to bright reds, oranges, and purples. Their arms end in sharp fingers that they use for defense. Their legs are a series of roots that they shuffle around on.

Fungisoids form colonies in caves near the surface, emerging at night to forage for food to decompose. They are quite intelligent, and many learn a few words of the common tongue by listening to farmers and hunters near their caves. Some wizards even have fungisoid servants, feeding them well and asking them to take care of the grounds in return.

Fungisoids are reclusive creatures, preferring to blend in with their surroundings rather than fight. However, if attacked they will defend their homes. When a fungisoid is hit for the first time in combat, they release spores. Any opponents within a 10-foot radius must save vs. Paralysis or be paralyzed for 1d4 rounds. It takes a full day for fungisoids to regrow their spores.



Giant, Dwarf Cyclops

Armor Class:	15
Hit Dice:	9*
No. of Attacks:	1 gore/1 stomp/1 giant mace
Damage:	2d6/1d8/3d6+5
Movement:	20'
No. Appearing:	1, Wild 1d4+1, Lair 4d4
Save As:	Fighter: 9
Morale:	9
Treasure Type:	E + 1d4 x 1,000 gp
XP:	1,150

Dwarf cyclops are smaller, more vile versions of true cyclops. Their namesake comes from their stunted, goat-like legs and general dwarf facial features...though the large and sharp horn that juts from their forehead puts the lie to any relation to true dwarves. They are often found as the muscle in a gang of satyr man-stalkers, and this has often led to them being mislabeled as giant Satyr.

Dwarf cyclops will usually use a two-headed mace in combat to augment their gore and stomp attacks, though other weapons are not unheard of. Their lack of depth perception makes thrown and missile weapons a losing proposition (-2 to every range), but a desperate dwarf

cyclops will use such if it is the only weapon available (or the foe is otherwise beyond range). These lumbering brutes will usually open combat with a thundering charge of their horns (double damage and usually charge modifiers). The deadliest trait of these giants, however, is the mesmerizing effect their single eye can have on anyone within 30' and gazing at the monster. Once every five rounds, it can attempt to blank the minds of any creature not immune to **charm**; such victims must save vs. Spells or be struck dumb and unable to think for 1d4 rounds. The strength of this effect is very potent, and creatures so affected can be attacked, though a new save is allowed each round the victim is dealt any damage. Dwarf cyclops are immune to this effect.

These monsters enjoy the flesh of all sentient prey, and a band that moves into an area inhabited by humans and demi-humans or other monstrous humanoids will never stop marauding, waylaying and devouring the inhabitants until the former inhabitants are completely decimated or the malicious giants are dealt with.



Giant, Guardian

Armor Class:	19
Hit Dice:	14+4** (+11)
No. of Attacks:	1 giant weapon
Damage:	6d6 + energy drain
Movement:	Fly 100'
No. Appearing:	2d4
Save As:	Cleric: 15
Morale:	11
Treasure Type:	G, I
XP:	2,730

In ages past, by the treachery of Marfandel, a family of cloud giants were all killed, except for the youngest giant, Derren, who escaped with a few locks of the other giants' hair. Derren sought out the mighty cleric, Ju Mar-Van, who agreed to resurrect the giant family in return for their oath that they and their descendants would forever defend the people of the Moonmist Moor. Derren agreed, and so the family rose from the dead and were gruesomely revenged on Marfandel.

When the spectres came, the cloud giants held true to their oath and tried to protect the populace. The spectres were far too numerous to fight, and all the giants were utterly drained of life force.

The next night, they rose as spectres themselves; but the giant-spectres were too powerful for their makers to control. They retained their autonomy, and kept true to their old oath, defending the people as best they could. The people called these spectral giants the **Guardians**. They still live in their ancestral keep, Caer Ffynloth, among the Skyreach Mountains adjoining Moonmist Moor; and each night, the spirit of Marfandel howls and gibbers at their gates.

Giant, Hag

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.



Golem, Assassin

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

An **Assassin Golem** can twist and bend into narrow openings. It is very stealthy and patient, striking at the most advantageous times.



Golem, Hay

Armor Class:	16 $\frac{1}{2}$
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' tall.

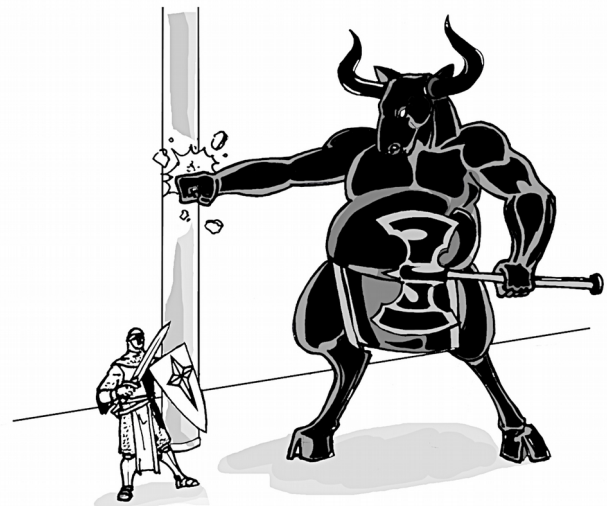
A hay golem takes only 1/2 damage from bludgeoning weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus).

A hay golem is not only immune to fire, magical or not, it will catch ablaze, adding 1/2 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, Obsidian**

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.

**Great White Rex**

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.



Gremilkin (Temple Cat)

Armor Class:	7
Hit Dice:	2
No. of Attacks:	1 bite/2 scratches
Damage:	1d4/1d4/1d4
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.

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

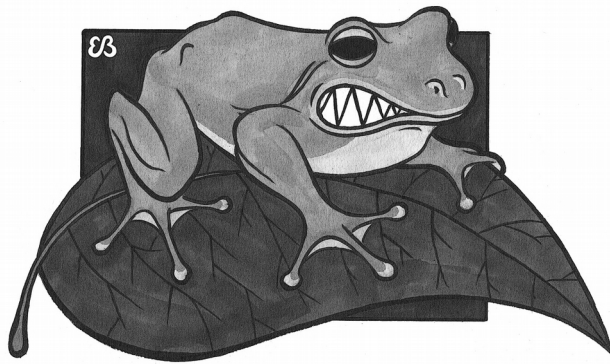
Grimfrogs are vicious carnivorous frogs. An individual grimfrog looks like an ordinary small green frog, at least until it opens its mouth and shows off its fearsome array of interlocking flesh-shearing teeth. However, the real danger of grimfrogs is that they attack in swarms. Because of their small 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.



Harpooner

Armor Class:	
Hit Dice:	
No. of Attacks:	2 spear-arms
Damage:	1d8/1d8
Movement:	
No. Appearing:	1
Save As:	Fighter:
Morale:	
Treasure Type:	None
XP:	

A true terror of the Under-Earth, the Urutogesh (orcish for 'Harpooner') is a massive ambush predator that strikes from above with devastating spear-like appendages. Blind, the beast strikes when it pinpoints vibrations within 60'. Its irregular elbows that extend behind it contain coiled tendons that unwind, giving the beast a 40' reach. Its olfactory glands take up nearly as much space as its hearing ducts, making most spells that counter a blind enemy practically useless. The creature is pure carnivore, preying mostly on giant slugs, young purple worms, and even the occasional roper. It seldom bothers with small prey (Halfling-sized or smaller, unless the opportunity requires no real effort).



Hatchette

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 claws/1 beak
Damage:	1d6/1d6/2d6
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.



Hydramera

Armor Class:	
Hit Dice:	
No. of Attacks:	5 bites or 1 stinger
Damage:	1d8 per bite or 1d6 + poison
Movement:	40' (10')
No. Appearing:	1
Save As:	
Morale:	
Treasure Type:	B
XP:	

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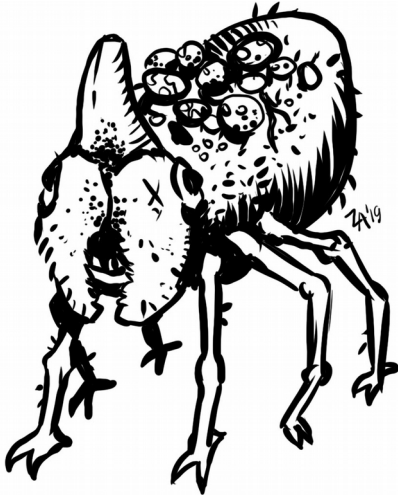
Infected

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Infected, Ant

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.



Infected, Aborigine

Armor Class:

Hit Dice:

No. of Attacks:

Damage:

Movement:

No. Appearing:

Save As:

Morale:

Treasure Type:

XP:

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Infected, Bug King

Armor Class:

Hit Dice:

No. of Attacks:

Damage:

Movement:

No. Appearing:

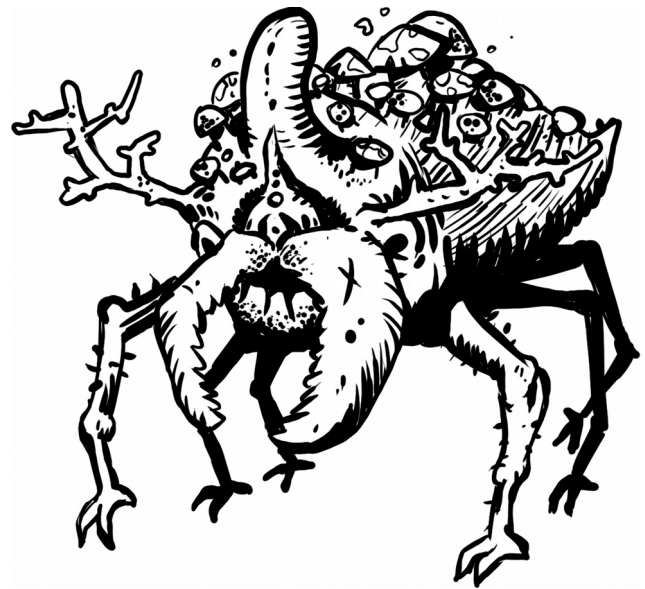
Save As:

Morale:

Treasure Type:

XP:

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Infected, Corpse

Armor Class:

Hit Dice:

No. of Attacks:

Damage:

Movement:

No. Appearing:

Save As:

Morale:

Treasure Type:

XP:

Text here.



Infected, Owl Bear

Armor Class:
Hit Dice:
No. of Attacks:
Damage:
Movement:
No. Appearing:
Save As:
Morale:
Treasure Type:
XP:

Text here.



Infernal, SomethingSomething Devil*

Armor Class:
Hit Dice:
No. of Attacks:
Damage:
Movement:
No. Appearing:
Save As:
Morale:
Treasure Type:
XP:

Text here.



Infernal, Iron Devil*

Armor Class:	24‡
Hit Dice:	12**
No. of Attacks:	2 fists/1 gore
Damage:	1d8/1d8/2d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12
Treasure Type:	E
XP:	2,075

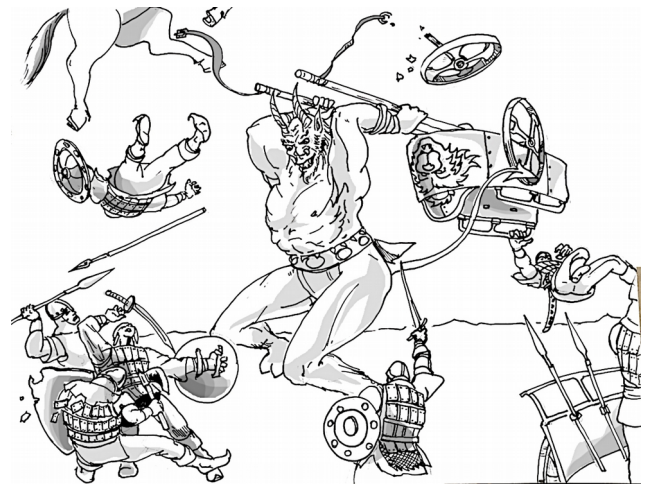
An **Iron Devil** derives its name from its incredibly hard skin and metallic appearance. This cunning hellish berserker lives for close-quarters combat and wades into any nearby enemy encampment with reckless abandon. Shock-troops of the lower realms, their great fists can batter down castle rampart, oaken door or plate-clad adventurers with equal ease. This monster usually charges in with its horns to gore, followed by hammering fists. It has little qualm about focusing on one target until it drops; it particularly enjoys tearing foes with no armor limb from limb.

An iron devil is not above using nearby objects such as drawbridge doors, chariots, and the like in a sweeping blow (at +7) against every foe within 5', inflicting 2d6 points of damage to every target thus hit. Massively strong, it can lift well over 1,000 lbs, and the sight of these beasts smashing a phalanx of spear-men with a knight's hapless warhorse as the make-shift weapon is truly awesome to behold.

The iron devil is immune to non-magical weapons, and those under +2 inflict half damage. Spells have a 30% chance of failing to harm the beast, and any spell of fire

fails 100% of the time (though spells like **fireball** will still possibly affect nearby creatures). An iron devil is as intelligent as most humans or demi-humans, and is not above using sensible tactics when the situation calls for it. It is capable of utilizing **dimension door** at will (as a 7th-level Magic-User (340')).

Such beasts find forced service to mortals extremely infuriating, and these infernal types will try to pervert or interpret orders from such casters in the most liberal way possible, up to and including slaying the caster if such can be conceivably ('necessarily'?) included in the completion of such tasks.



Infernal, Minor Death*

Armor Class:	20‡
Hit Dice:	6+6**
No. of Attacks:	1 scythe
Damage:	1d10
Movement:	20' Fly 50'
No. Appearing:	1
Save As:	Cleric: 7
Morale:	12
Treasure Type:	Nil
XP:	610*

Minor Deaths serve the forces of balance; they are the executioners of fate, and the assassins of cosmic reality. When a creature defies fate or otherwise threatens the law of the cosmos, a minor death may appear to balance the sheet (right a wrong against the universal norms). On occasion, this may include preempting such an occurrence by slaying the offender before things get to this point. The weapon of a minor death never misses its target, wounds anything it touches normally regardless of resistances of any type, and any creature struck must save vs. Death Ray or be slain outright.



Though these servants of balance can be repelled or even destroyed by powerful magics (+3 or greater weapons, spells that inflict magical damage), this is but a temporary reprieve; the minor death will return at the end of 10 rounds. It can become ethereal at-will, bypassing all but certain magic circles (or spells which prevent infernal creatures from making physical contact). The minor death will always appear until the scales are balanced once more.

Aiding a target of a minor death will ensure such individuals become guilty by association, and a minor death will appear for these interlopers as well. Certain items (the **Deck of Many Things**, for example) may somehow exert or compel a minor death's temporary obedience. Such powerful items carry risks of their own to most users, and are avoided by the wise.

Infernal, War Devil*

Armor Class:	21‡
Hit Dice:	9**
No. of Attacks:	1 sword/1 shield bite/1 stinger
Damage:	1d10+4/1d10/1d8+poison
Movement:	30'
No. Appearing:	1, Lair 1d10
Save As:	Fighter: 9
Morale:	12
Treasure Type:	M
XP:	1,225

The **War Devil** serves as the elite rank and file troops of the legions in the infernal realms, wielding deadly bastard swords, poisonous stingers, and sentient shields that bite nearby opponents and/or have some type of short range magical effect as well. On the mortal plane it is usually found alone, on some task for a summoner. In the realms below (or if multiple casters have summoned them for a unified purpose) they will appear in a full platoon of 10. Its discipline is absolute, and great would be the power that could cause a platoon to break ranks. Its weapons are considered magical, though they impart no bonus to hit or damage beyond the creature's own considerable strength and skill.

Its shield possesses a sentient, living face that has a savage bite of its own (+6 to hit), and a great many of them (50%) have other magical properties as well, such as a 3d6 flaming cone breath weapon (usable once every 5 rounds) or paralyzing gaze, for example. No two war devil shields are alike, either in appearance or ability. Its scorpion-like stinger can reach over its head and strike at a foe within 10' of the monster. These stingers always pack a lethal other-worldly poison (save vs. Poison or die).

It typically wears hellish chain mail (AC 21), though some of the officer caste might be equipped with various types of plate armor (AC 23). The creation and assigned tasks of these entities is such that it possesses no innate magic powers of its own, other than what its shield might possess, with the exception of **levitation** (as the spell) at will, which they manifest as a 9th-level Magic-User.



Iron Lasher

Armor Class:	19
Hit Dice:	8**
No. of Attacks:	2 lashes/1 bite
Damage:	1d4+4/1d4+4/3d6
Movement:	20'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	L
XP:	1,015

Iron Lashers are aggressive subterranean ambush predators that feast on both flesh and minerals. They locate their prey by vibration (as small as a heart beat), and are only ever surprised on a 1, regardless of modifiers, unless that foe is somehow magically silent or not touching the earth. The quicksilver skin of a lasher is coated with a mercury-like substance that lets the beast slip through unusually small openings. Subterranean predators that rely on grappling a foe are only 20% able to do so to an iron lasher, and the monster will often reap a tally on purple worm egg clutches, small xorn, or dark mantles and the like (if such a loss of these other monsters can be considered a negative). The skin coating also grants the monster a +4 vs. cold attacks and the creature takes half or no damage if the save is failed or passed.

The iron lasher has no difficulty grappling and constricting foes on its own, however. Enemies within 10 feet that are hit by a lash must save vs. Petrify (in addition to the lash damage) or be held and automatically constricted each round thereafter (1d8 points of damage automatically; a full round action allows a victim to escape on a 1 on 1d6, modified by STR adjustment). Constricted victims can be pulled to and attacked by the beast's rock-crushing mandibles, and this attack is at +4 if used against a

wrapped victim. The iron lasher's limbs and its beak are excellent materials for use in the construction of magic whips and daggers, respectively, and command high prices among the races of the deep.



Joten, Lesser

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Lesser Jotens, despite their namesakes, are powerfully-built giants standing 10' tall and very broad. Two great lower tusks jut from its mouth, and its eyes are small for its face. Though fierce and from a raiding society, they are not inherently evil, being of the same mean and manner as regular barbarian human tribes from a similar clime, many trading with human settlements on a regular basis. Lesser joten are excellent hunters and will trade meat and fur for refined ores and hard metal tools. They sail large longboats and knars, and a few clans have trained woolly mammoth and mastodons as mounts and chattel.

A lesser jotun roused to battle is a fierce opponent, most wielding giant great axes, spears and two-handed swords. They prefer giant throwing axes to boulders, and dire-wolves and the occasional cave bear, giant otter, or

weasels can be found in their long-homes. Lesser jotuns worship Ymir, the lord of the frost. Their ale is particularly potent and much sought-after among the Dwarven folk.



Juggernaut, Forest

Armor Class:	19
Hit Dice:	13*
No. of Attacks:	1 gore/1 tail
Damage:	3d6+charge/2d8+knock down
Movement:	50'
No. Appearing:	Wild 1d4
Save As:	Fighter: 13
Morale:	9
Treasure Type:	Nil
XP:	2,285

Tales of the belligerent **Forest Juggernaut** abound. With the worst aspects of the wolverine and grizzly bear's natures, these cantankerous animals are highly territorial and will usually charge any living thing within what the juggernaut considers its territory. Unfortunately, it considers its territory to be anything within its incredibly keen vision. Far stronger than a water buffalo, the forest juggernaut's charge will bowl over everything it comes into contact with, including small saplings up to and including mid-sized trees. A typical 50-foot charge will brush aside (roll to hit at +8) everything along the path of its attack. The gore will inflict double damage to all creatures hit during a charge, and such trampled creatures must save vs. Spell at -2 or be knocked prone.

Once in melee, the beast will continue to gore and smack opponents within 10 feet of the beast's sides with a spiked, club-like tail. A save vs. Spells (without modifiers) is required of victims successfully hit by the tail. Forest juggernauts gain a +4 bonus vs mind-affecting spells due

to its aggressive mind-set. It never retreats from battle once engaged. The beasts are adept climbers (80%) on trees or other terrain that can support its thousand-pound weight. Forest juggernaut meat is highly prized. If more than two are encountered, it will be a mated pair with calves (1/2 HD). Forest juggernaut calves are virtually un-trainable, and far more of a headache than such an attempt is worth. There are more than a few tales of the horrible battles between these creatures and the bulette.



Living Darkness*

Armor Class:	12‡
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 an unintelligent entity that takes up all the available space in which it appears, be it a corridor, a tunnel, a cave, or a room. In open spaces it appears as a shroud of black mist or smoke that moves very slowly. In essence, it is a sentient **continual darkness** spell. When in a dungeon and a magical light is active, the characters can see the light but as if shrouded by a dark veil. Mundane light doesn't work at all.

This entity is immaterial, therefore immune to common physical attacks. It can only be damaged with magic weapons or **light** spells. **Light** causes 1d8 damage on the first round; subsequent rounds deal no damage; **continual light** causes 1d4 damage per round, but the living darkness is so dense that **continual light** lasts as many rounds as the caster's character level, after which it disappears as though **dispel magic** had been cast.

Shroud: If the living darkness hits an opponent, the victim must save vs Magic. If successful, he or she loses 1d4 hp. If the save fails, the victim is enveloped by the darkness, which can now be seen by others, and the victim loses 1d4 hp and 1 point of a random ability. Roll 1d6: 1)

Charisma, 2) Constitution, 3) Dexterity, 4) Intelligence, 5) Strength, 6) Wisdom. If the victim is reduced to 2 or less points in any ability, he or she collapses and cannot take any action (the game master should describe this appropriately). If any ability reaches 0 points, the victim dies and his or her body is horribly distorted. Temporal points lost are recovered in a rate of 1d4 per night of rest.

Maggot Minion

Armor Class:	16
Hit Dice:	4**
No. of Attacks:	1 bite or 1 lunge + grapple
Damage:	1d6 or 1d4 + special
Movement:	Crawl 7'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	320

This worm-encrusted mockery of a man broadly resembles a human body, entirely entirely of dead flesh-eating maggots. It can be found near corpses, of which it feeds, particularly in dungeons or ruins which belonged a powerful Magic-User. The creature is a by-product of the magic energies that have been liberated in the vicinity.

Whenever a **Maggot Minion** is encountered, all characters must save vs. Poison or become repulsed. Repulsed characters get a penalty of -1 to all their attacks due to the nausea and retching caused by the bad smell the creature emanates.

If a character gets too close (within 10'), the maggot minion will lunge at him or her. If a lunge attacks succeeds, the victim must save vs. Paralyse or is grappled and covered in maggots. The victim can't move for the rest of the round; every subsequent round the victims has to save vs. Paralyse at a cumulative penalty of -1 or remain paralysed, losing 1d4 hp every round, including the first round. If the maggot minion is attacked while grappling a victim, half of the damage will go to it (rounding up) and the other half to its victim (rounding down). If the maggot minion fails a Morale roll, instead of running away (which it can't do), it disintegrates into hundreds of harmless worms.

Megaloceros (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, **Megaloceros** are not elk but early ancestors of modern deer. Like other species of deer the megaloceros is a herbivore and not dangerous unless the herd is threatened or if approaching males during the mating season.

Misguided King

Armor Class:	13 (11)
Hit Dice:	16* (+10)
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	40'
No. Appearing:	1
Save As:	Magic-User: 16
Morale:	9
Treasure Type:	V
XP:	3,385

The **Misguided King** is an ancient Elven king corrupted with demon blood, becoming virtually immortal. It retains its mind but has been permanently clouded with evil thoughts. It resembles a dark-skinned Elf with horns or antlers and non-functional bat wings.

Each combat round the misguided king doesn't receive damage and doesn't attack, instead it recovers 1d8 HP. When its HP reaches 0, it apparently dies; but, if no further damage is dealt to it, it recovers 1d8 HP and returns to life. The only way to kill the misguided king for good is to cast either **remove curse** (this only works if the misguided king is at 0 HP) or **dispel evil** (this works only after it has lost half or more hit points). Both spells have the same effect on it: its body falls and decays in an instant, leaving only dust behind.

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 make a 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**.

**Monkeybear**

Armor Class:	14
Hit Dice:	1
No. of Attacks:	2 claws/1 bite or 1 grab
Damage:	1d3/1d3/1d6 or grab
Movement:	40'
No. Appearing:	1d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	B
XP:	37

Monkeybears are primates with bearlike 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 saving throw versus 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.



Moon Troll*

Armor Class:	16
Hit Dice:	12**
No. of Attacks:	2 claws/1 bite
Damage:	2d6/2d6/3d4
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 be harmed only by silver or magical weapons (including spells). Like other trolls they regenerate 1 hp per round except from damage inflicted by fire or acid – so inflicting any permanent harm on one requires magical fire or acid.

Somewhere on the Moonmist Moor there is supposed to be a wizard who is studying moon trolls. He allegedly keeps a wereboar in a cage with silver bars.



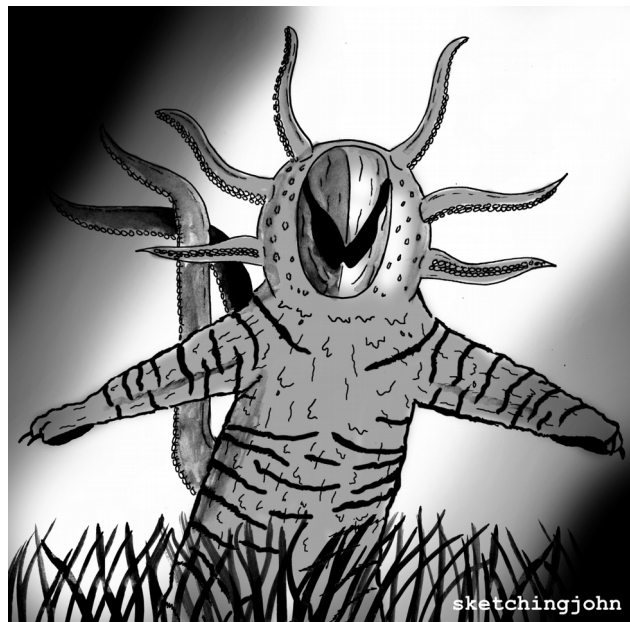
Nazgorean, Tigersquid

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:	Nil
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 unengaged 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 saving throw 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 his or her 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 saving throw 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.

Omotharkin*

Armor Class:	11½
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 cold damage and the victim must make a saving throw against 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 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.

Paraceratherium (Indricotherium)

Armor Class:	13
Hit Dice:	12
No. of Attacks:	1 kick
Damage:	2d8
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.

Raptorsapien

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 weapon/1 bite or 1 tail
Damage:	1d8/1d8 or 1d10
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' 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 and 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.



Sabre Worm

Armor Class:	18
Hit Dice:	10**
No. of Attacks:	2 sabre claws/1 bite or 1 breath weapon
Damage:	1d6+3/1d6+3/4d4 or 6d6
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	9
Treasure Type:	V
XP:	1,480

The **Sabre Worm** is a particularly horrid form of insect-like predator that inhabits arid climes and other subterranean fastness. This large, 30-foot long worm is armored in chitin and possesses deadly sabre-like forelimbs used to slash and hold prey. It is able to traverse loose sand as easily as a human on normal ground, and tracks surface prey by vibration, similar to the iron lasher. It will burst forth and attempt to drag down a victim into the sand (surprise on 1-

3 on 1d6). Creatures hit by the jaws of a sabre worm during this ambush attack may save vs. Petrify to avoid being dragged under the sands. Victims who fail the save will be forced down at 30' per round under the dunes, where lack of air is as much a concern as the monster clutching them in its vice-like jaws.

In darkness, this monster uses a loud clicking form of echo-location to find prey as far as 60 feet away (though the sounds can be heard much farther than that) as well as 30' dark vision. Such eerie clicking noises echoing over dark desert dunes is as unnerving to those uninitiated in the meaning of the sound as those who know the deadly danger of its true origins. It is able to belch forth a 5' wide corrosive jet of acid out to 40' (save vs. Breath Weapon for half damage) three times per day, though no more than every other round. Like many insects, these monsters are highly cannibalistic, and are never found in groups (thankfully). Many wasteland tribes consider the stalking and slaying of such a desert bane to be a feat fit for great celebration, as the predator is a constant threat to the camel and horse herds (not to mention the human losses) that are vital to their nomadic lifestyle.



Satyr Man-Stalker

Armor Class:	15
Hit Dice:	5**
No. of Attacks:	1 headbutt/1 dagger or 1 shortbow
Damage:	1d6/1d4 or 1d6+poison
Movement:	40'
No. Appearing:	1, Lair 1d8, Wild 1d6
Save As:	Fighter: 5
Morale:	10
Treasure Type:	Individuals S; Lair I
XP:	450

Satyr Man-Stalkers are foul woodland banes that have developed a taste for human and demi-human flesh, preferably Humans and Halflings. They consider Elves a rare delicacy and rate Dwarves and other tough sentient creatures as fit only for chewy jerky. They have the stealthy ability of 6th-level Halfling Thieves and blend in very well in natural settings. They are particularly adept at use of natural poisons, often of the type that will slow a victim to extend an enjoyable hunt. Those hit by a poisoned arrow will incur a -4 STR penalty and half movement for xxxx rounds; this is cumulative if struck additional times.

Unfortunately, these creatures are seldom encountered alone, a band of 3-6 (a 'Stalk') being the most common in a hunting party. Some have been known to work in concert with evil fey, or evil animals such as worgs. The good denizens of the woods, such as normal satyr, centaurs and the like avidly oppose these insidious bands. Their pipes are often cleverly disguised blowguns.



Screecher

Armor Class:
Hit Dice:
No. of Attacks:
Damage:
Movement:
No. Appearing:
Save As:
Morale:
Treasure Type:
XP:

Text here.



Scythe-Tail

Armor Class:
Hit Dice:
No. of Attacks:
Damage:
Movement:
No. Appearing:
Save As:
Morale:
Treasure Type:
XP:

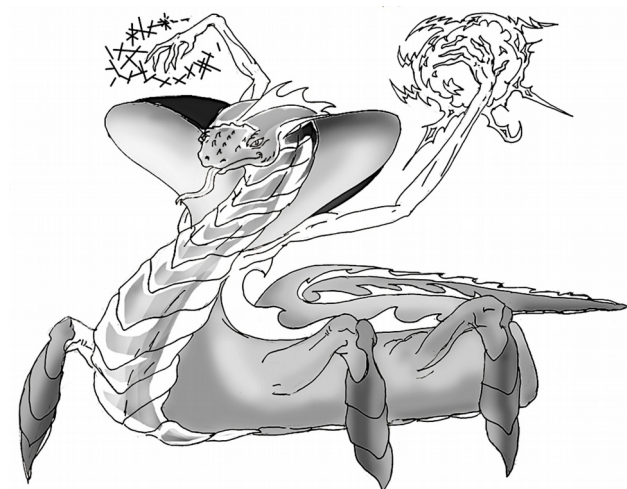
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Serpent, Spell

Armor Class:
Hit Dice:
No. of Attacks:
Damage:
Movement:
No. Appearing:
Save As:
Morale:
Treasure Type:
XP:

Text here.



Skeleton, Diseased

Armor Class:	15
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 effected by **sleep**, **charm**, or **hold** spells. Diseased skeletons can be Turned as 2 HD monsters.

If the diseased skeleton uses an unarmed attack there is a 10% chance that the player character 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 "Yella 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.

Snake, Giant Winged

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.

Snake, Hoop

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite or 1 tail sting
Damage:	1d4 or 1d4 + poison
Movement:	30' (60' see below)
No. Appearing:	1d4, Wild 1d4, Lair 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, Vampire*

Armor Class:	13‡
Hit Dice:	2**
No. of Attacks:	1 bite
Damage:	1d3 + energy drain (1 level)
Movement:	20' Fly 60'
No. Appearing:	1d3, Wild 1d6, Lair 2d4+4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	125

The otherwise normal-looking **Vampire Snake** has membranous wings, like a bat or a dragon. It's not poisonous but it can drain blood. Whenever it is possible, it will attack any female character before others. It moves clumsily on the ground, but it's agile in flight.

The vampire snake's bite causes 1d3 damage plus a "negative level" (cumulative); the snake gains the same amount of HP it inflicted on its victim.

The vampire snake can only be damaged with an obsidian blade (dagger, knife, sword, axe). It doesn't need to be a magical weapon, only made of obsidian*. It can be driven away with amber jewelry (like a crucifix vs. a vampire). Finally, it can transform into a mist cloud which cannot be harmed but moves at will.

* *Obsidian weapons replace silver weapons in my game, which takes inspirations from Mexican pre-Hispanic myths and legends. In a regular game, it should be a silver or magical weapon, as the **Basic Fantasy RPG Core Rules** state on p. 54.*

Spellgoat

Armor Class:	13
Hit Dice:	1d4* HP
No. of Attacks:	1 charge
Damage:	1d4
Movement:	20'
No. Appearing:	3d8
Save As:	Fighter: 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 scarred a magical effect occurs around them; in game terms choose 6 1st-level Magic-User spells and form a list. Whenever attacked, roll a d6 with the number rolled being the spell cast. A spellgoat can only "cast" a specific spell once per day.

Spell Ripper

Armor Class:	13‡
Hit Dice:	1*
No. of Attacks:	2 claws
Damage:	1d4/1d4
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

A **Spell Ripper** is an undead creature inscribed with runes. The jaws are removed from the animated corpse, and the only sustenance it gains is by draining spells from Magic-Users.

The glowing runes on a spell ripper store arcane spells, allowing the creature to 'cast' them. When the spell is cast the rune goes dark and can only be reactivated by striking a Magic-User. Magic-Users struck in this fashion must save vs. Paralysis (or Petrify) or lose one of their higher-level spells (determined at random by the GM).

Additionally, the spell ripper can 'eat' the spells contained within its runes. By doing so, it can replenish (or gain) 1d8 HP per spell level contained in the rune; HP gained above its maximum lasts 24 hours. In addition, the spell ripper gains the saving throws of a Fighter of equal level to the spell consumed.

Temporal Spider

Armor Class:	13
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d6 + poison
Movement:	30' Climb 30' Web 60'
No. Appearing:	1, Wild 1d3
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	320

This spider is about the size of a pony and of an indefinite iridescent black color with a pearlescence "hourglass" in its abdomen. Its general look is that of a jewel carved in the shape of arachnid, so it's both appalling and beautiful. It has Darkvision with an 80' range.

The **Temporal Spider** is not usually aggressive but a passive hunter, but when it feels menaced, it will attack with two sharp fangs extended as daggers. Those hit by the fangs must save vs. Poison or lose 1d6 hp per round for a number of rounds equal to the rounds the spider remains in the present time (temporal shift).

Temporal spiders don't belong to this time, but from either the far future or the primeval past; nobody knows for sure. They are here in the present to feed, weaving their webs of silvery threads that attract their prey. They are subject to **temporal shift**: they can remain in the present time for some time; after this, it vanishes and returns to its own time, taking with it its web and any entangled prey caught in it.

Whenever a creature or character is in contact with the spider's cobweb, he or she must save vs. Paralyzation or become entangled. Every following round, add a cumulative -1 penalty to the saving throw to break free. This penalty represents further entanglement. When breaking free becomes impossible, or the spider and web leave present time, any creature entangled counts as dead.

To determine temporal shift, roll 1d6 and compare the result to the next table:

Temporal Shift Table

1d6	Duration
1	4d4 hours
2	1d6 turns (10-60 minutes)
3	1d10 minutes (up to one turn)
4, 5, 6	1d10 rounds (up to 100 seconds)

Toad, Battle

Armor Class:	
Hit Dice:	
No. of Attacks:	
Damage:	
Movement:	
No. Appearing:	
Save As:	
Morale:	
Treasure Type:	
XP:	

Text here.

**Treant, Apple**

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	2 fists or 1 projectile fruit
Damage:	2d6 or 1d6
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.

Treasure Mimic

Armor Class:	13
Hit Dice:	3
No. of Attacks:	2 claws or 1 bite or 1 weapon
Damage:	1d4/1d4 or 1d6 or by weapon
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	U (see notes below)
XP:	145

The **Treasure Mimic** always appears as a chest or some other container until threatened. Its true form is an 8' tall gangly grey humanoid shape, similar to a doppelganger but with claws, and a treasure chest with a toothy mouth for a head. A successful search for traps will reveal that not all is as it appears, and that the treasure chest is a living creature (possibly a 1-2+Wisdom modifier success range on 1d20 for non-Thieves?). It will remain nearly motionless until someone tries to open it, or it's actually threatened, such as if it were poked with a 10' pole. At this point it will either attempt to bite whoever is closest, or it will rear up to its full height of 8' and move in to strike with its claws. If it held a weapon in its chest compartment, it will pull that out and use it.

For treasure, it only holds what can be contained in its treasure chest-shaped "mouth". Roll treasure type U; if a magic item comes up, use your best judgment for what the creature could reasonably hold. For example, it's likely to be able to hold a dagger or longsword, but a halberd or a full suit of armor is unlikely.

Due to its alien nature, the treasure mimic is immune to sleep, charm, and hold magics, similar to an undead. It is not undead however, and appears to bleed and have stringy minute internal organs. Treasure mimics are normally found indoors in places that are not often traveled. It has no known method of reproduction, and

seem to be carnivorous, chewing its prey up into small pieces and slowly digesting them inside its mouth, which when inert, fills part-way with bubbling digestive acids.

Trelanx

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 claws or 1 weapon
Damage:	1d6/1d6 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 that 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 ESP such that they cannot be surprised. They have Darkvision up to 60' above ground. Their must be some ambient light present.



Trollwife

Armor Class:	17
Hit Dice:	8*
No. of Attacks:	2 claws/1 bite
Damage:	1d8/1d8/2d8
Movement:	40'
No. Appearing:	special
Save As:	Fighter: 8
Morale:	11 (8)
Treasure Type:	D
XP:	945

A trollwife is a female troll; despite the name, there is no requirement that she be married (nor, in fact, do trolls normally engage in formal marriages). A typical adult trollwife stands 11 feet tall and weighs 600 pounds. They have no outward appearance of femininity, at least according to the standards of humans, elves, or even orcs; rather, a trollwife simply looks like an extraordinarily large troll. Like a normal male troll, a trollwife has rubbery hide of moss green, mottled green and gray, or putrid gray, with greenish black or iron gray hair. They walk upright but hunched forward with sagging shoulders, which often serves to conceal their true size.

Trollwives have all the abilities and weaknesses of the males of the species; they regenerate 1 hit point of damage each round after being injured, save only for damage dealt by fire or acid. When reduced to 0 hit points, a trollwife is

not dead, but only disabled for 2d6 rounds, at which point it will awaken with 1 hit point. She may, of course, choose to "play dead" until she has regenerated further. The lower morale rating (in parentheses) is used when a trollwife faces attackers armed with fire or acid. If a trollwife 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.

When encountered, a trollwife may be alone, cohabitating with a male (her "husband"), or raising a brood of trollkin. Roll 1d10; on a result of 1, she is living alone; on a roll of 2-3, she is raising her young; on 4 or higher, she is living with a male. If one has a mate or offspring, there is a 1-3 on 1d10 chance she is encountered alone, 4-7 that her mate or young are encountered in her absence, or 8-10 that all are present.

If a trollwife's mate or offspring are slain in her absence, she will track the killers with unerring skill, and upon finding them will attack with the +1 Morale bonus described above.

Trollwives are solitary with respect to other adult trollwives; they hate each other with a fierce passion, but if forced together they will put aside their enmity until all non-troll enemies are dead (at which point they may well fight over who will eat the choicest of the remains).

Trollwives are even more bloodthirsty and vicious than their males. While they have no concept of love, a trollwife who is living with a troll will fight to defend (or avenge) him with a bonus of +1 on her morale score. Apply this bonus only if the male is reduced to 0 hit points, whether or not it's actually dead.

Trollkin

	Infant	Juvenile	Adolescent
Armor Class:	14	15	16
Hit Dice:	1*-2*	3*-5*	6*-7*
No. of Attacks:	2 claws/1 bite		
Damage:	1d4 claw/ 1d4 bite	1d4 claw/ 1d6 bite	1d6 claw/ 1d6 bite
Movement:	30'	50'	40'
No. Appearing:	special		
Save As:	Fighter: equal to HD		
Morale:	10 (7)	10 (8)	11 (8)
Treasure Type:	nil		
XP:			

Trollkin are young trolls. They have all the powers and weaknesses of trolls, and look exactly like adult trolls, just smaller than normal.

When trollkin are encountered, you can rest assured that there is a trollwife nearby (unless, of course, you've already slain her). They are as bloodthirsty as their parents; as such, determining the number appearing is done in a particularly unusual fashion:

Roll 1d6 for the number of individuals, and 2d8 for the number of hit dice. Divide the number of hit dice by the number of individuals to arrive at the hit dice of each individual. Note that a trollkin won't be encountered having more than 7 hit dice, so if only one individual is indicated by the 1d6 roll but the 2d8 roll totals more than 7, you must increase the number of individuals. The GM should feel free to round the number of hit dice up or down as he or she sees fit, or to allocate them in an approximately equal fashion if desired. This last method is likely to result in trollkin of varying size.

Trollkin broods are rolled in this way owing to the fact that bigger or tougher individuals are likely to eat the weaker ones, generally when their mother is out hunting.

Wasp Folk

Armor Class:
Hit Dice:
No. of Attacks:
Damage:
Movement:
No. Appearing:
Save As:
Morale:
Treasure Type:
XP:

Text here.



Xolotl*

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 claws or 1 bite+disease
Damage:	1d4/1d4 or 1d6+disease
Movement:	50'
No. Appearing:	1d6
Save As:	Magic-User: 6
Morale:	12 (9)
Treasure Type:	Special
XP:	555

Xolotl (plural Xolos) are humanoid skeletons with a dog's skull for a head and a little shorter than an adult human being. They are thought to be the breed of the god Xolotl ('the animal'), who, according to the legends, refused to die when all the gods sacrificed themselves for the newly created sun. They dwell in underground tunnels that people consider to be passages to Mictlan (the underworld).

Xolos are a combinations of instinct and intelligence. When encountered, the GM must make a morale check; roll 2d6 and see the results:

Xolotl Morale Table

2d6	Result
2-6	Aggressive and attack immediately
7-9	Indifferent and ignore the PCs
10-12	Friendly and might join the group or help them somehow
4, 5, 6	1d10 rounds (up to 100 seconds)

If bitten by a xolotl, a character must save vs. Poison or catch a disease that prevents normal and magical healing; a **cure disease** spell must be cast before he or she can regain any hit points. If the victim has not been cured before (1d4 + CON modifier) days (minimum 1 day), he or she dies the next time going to sleep (and perhaps the soul is sent to Mictlan).

When a group of xolos is defeated, there is a 15% chance of finding "the fire of wisdom", a red burning fire the size of a marble that doesn't cause any harm; the bearer is granted a bonus of +1 to any roll involving Wisdom.

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