

# New Monsters

## A Basic Fantasy RPG Supplement

### Release 2

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

## INTRODUCTION

This supplement includes a number of new monsters to spice up your game. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## MONSTERS, Supplement

### Ankheg

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

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.

An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long ( $(1d10 + 5) \times 10$ ).

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. Clusters of ankhegs share the same territory but do not cooperate.

If an ankheg hits with its bite attack, it has grabbed its prey and will retreat down its tunnel at its burrow speed, dragging the victim with it. If the ankheg is damaged after grabbing its prey, it will retreat backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

An ankheg can spit a 30-ft. line of acid but it does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its hit points or

when it has not successfully grabbed an opponent. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time.

### Aranea

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

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb.

An aranea has darkvision to 60 ft. and weighs about 150 pounds. The hump on its back houses its brain. Araneas speak Common and Elven.

An aranea avoids physical combat and uses its webs and spells when it can. In a battle, it tries to immobilize or distract the most aggressive opponents first. Araneas often subdue opponents for ransom. The bite attack of an aranea is poisonous. The victim of a bite must save vs. poison or die.

An aranea casts spells as a 3rd-level magic-user. It prefers illusions and avoids fire spells.

In spider or hybrid form (see below), an aranea can throw a web up to six times per day. This is similar to a web spell but has a maximum range of 50 feet, and is effective against targets of up to Large size.

An aranea's natural form is that of a human-sized spider. It can assume two other forms. The first is a unique humanoid of halfling to human-size; an aranea in its humanoid form always assumes the same appearance and traits. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a spider-humanoid hybrid. In hybrid form, an aranea looks like a humanoid at first glance, but a second look reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 ft..

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

### Assassin Vine

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 + special
Damage:	1d6 + special
Movement:	5'
No. Appearing:	2d2
Save As:	Fighter: 6
Morale:	12
Treasure Type:	U
XP:	555

The assassin vine is a semi-mobile plant found in temperate forests that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity. They have no visual organs but can ascertain all foes within 30 feet using sound and vibration.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

An assassin vine uses simple tactics: It lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and to deter counterattacks. An assassin vine deals 1d6+7 points of damage with a successful hit upon which it entangles the victim and does 1d6+7 points of damage each round thereafter.

### Behir

Armor Class:	20
Hit Dice:	11** (+9)
No. of Attacks:	1 bite/6 claws or breath
Damage:	2d10/1d6 x 6 or breath
Movement:	40'
No. Appearing:	1d2
Save As:	Fighter: 11
Morale:	9
Treasure Type:	L
XP:	1,765

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long and weighs about 4,000 pounds. It can fold its limbs close to its long, narrow body and slither in snake fashion if it desires. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous but are actually used for preening the creature's scales, not for fighting. Behirs are found in warm hilly areas and speak Common.

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon. A behir's breath weapon is a 20' long, 5' wide line that it can use once every 10 rounds for 7d6 of electricity damage; a successful save vs. Dragon Breath reduces damage by half. A behir can deal 1d8 points of constriction damage on the following round with a successful hit with the bite attack or it may swallow the victim whole. A swallowed creature takes 1d8 points of damage per round from the behir's gizzard. However, a swallowed creature may cut its way out by using a small edged weapon to deal 25 points

of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

### Bulette

Armor Class:	22
Hit Dice:	19** (+12)
No. of Attacks:	1 bite/2 claws or 4 claws
Damage:	2d8/2d6/2d6 or 2d6/2d6/2d6/2d6
Movement:	40' Burrow 10'
No. Appearing:	1d2
Save As:	Fighter: 19
Morale:	12
Treasure Type:	None
XP:	4,675

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). These creatures are found in temperate hill regions.

A landshark can sense vibrations of the movement of prey up to 60 ft. away. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack. A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, but it cannot bite.

Bulettes have Darkvision 60 ft.

### Cloaker

Armor Class:	19
Hit Dice:	10** (+9)
No. of Attacks:	1 tail + special
Damage:	1d6 + special
Movement:	10' Fly 40'
No. Appearing:	1d3
Save As:	Fighter: 10
Morale:	7
Treasure Type:	C
XP:	1,390

When resting or lying in wait, these creatures are almost impossible to distinguish from common black cloaks (the cloaker's ivory claws look very much like bone clasps). Only when it unfurls does the horrific nature of the creature become apparent. A cloaker has a wingspan of about 8 feet. It weighs about 100 pounds.

Cloakers usually lie still, watching and listening for prey. If facing a single opponent, a cloaker tries to engulf it's prey. If it hits with it's bite attack, it engulfs victim. Each round thereafter, the cloaker causes 1d4 points of damage plus the target's AC subtracted from 20 (e.g., 1d4+(20-target's AC)). It can still use its whiplike tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Against multiple foes, it lashes with its tail in concert with its moan to reduce the opposition's numbers, then engulfs a survivor. Multiple cloakers usually split up, leaving one or two behind to use special abilities while the rest make melee attacks.

A cloaker can emit a dangerous subsonic moan as an attack. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. If a Cloaker moans, it can not use it's bite attack in the same round.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. There is no save against this attack

Fear: Anyone within a 30-foot spread must succeed on a save vs. spells or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a save vs. poison or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a save vs. spells or be affected as a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

**Couatl**

Armor Class:	21
Hit Dice:	13**** (+10)
No. of Attacks:	1 bite + special
Damage:	1d3+poison, 2d8
Movement:	20' Fly 60'
No. Appearing:	1d2 Wild/Lair 1d6
Save As:	Fighter: 13
Morale:	12
Treasure Type:	B, I
XP:	2,615

A couatl is about 12 feet long, with a wingspan of about 15 feet. It weighs about 1,800 pounds and can be found in warm forests. They can speak the Common tongue, however, it can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes—no common language is needed. They have darkvision to 60 ft.

A couatl uses its ESP ability on any creature that arouses its suspicions. Since it is highly intelligent, a couatl usually casts spells from a distance before closing. If more than one couatl is involved, they discuss their strategy before a battle. A couatl deals 2d8 points of constriction damage with a successful hit with its bite attack. The bite injects a deadly poison and the victim must save vs. poison or die.

A couatl has these spell-like abilities and may use them at will—detect evil, ESP and invisibility. A couatl casts spells as a 9th-level wizard and can choose its spells known from the wizard and cleric list. The cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a diety to cast them.

A couatl can polymorph themselves into any small or medium humanoid as well as become intangible. When intangible, the couatl is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an intangible creature, it can move through solid objects, including living creatures. It can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

**Ettin**

Armor Class:	18
Hit Dice:	13 (+10)
No. of Attacks:	2 weapons
Damage:	2d6 or by weapon type
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 13
Morale:	7
Treasure Type:	J (Y in lair)
XP:	2,175

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Adult ettins are about 13 feet tall and weigh 5,200 pounds. They live about 75 years.

Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on an Intelligence check to communicate with an ettin.

Though ettins aren't very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, an ettin usually fights furiously until all enemies are dead. An ettin fights with a huge morningstar or giant-sized javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

**Ghast**

Armor Class:	15
Hit Dice:	2**
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/1d4 + paralysis + stench
Movement:	30'
No. Appearing:	1d4 Wild/Lair 1d8
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B
XP:	125

Although these creatures look just like their lesser kin, the ghoul, they are far more deadly and cunning. Those hit by a ghast's bite or claw attack must save vs. Paralyzation or be paralyzed for 2d8 turns. Elves are immune to this paralysis. Ghasts try to attack with surprise whenever possible, striking from behind tombstones and bursting from shallow graves; when these methods are employed,

they are able to surprise opponents on 1-3 on 1d6. Like all undead, they may be Turned by Clerics as a ghoul and are immune to sleep, charm and hold magics.

Humanoids bitten by ghosts may be infected with ghoul fever. Each time a humanoid is bitten, there is a 10% chance of the infection being passed. The afflicted humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies within a day.

An afflicted humanoid who dies of ghoul fever rises as a ghost at the next midnight. A humanoid who becomes a ghost in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghost in all respects.

The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a save vs. Poison or be sickened for 2d6 rounds (-2 to attack rolls). A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A neutralize poison spell removes the effect from a sickened creature.

### Ghost

Armor Class:	20*
Hit Dice:	10 (+9)
No. of Attacks:	1 touch/1 gaze
Damage:	1d6 + special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	E, N, O
XP:	5,500

Ghosts are the spectral remnants of intelligent beings who, for one reason or another, cannot rest easily in their graves. A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered. Because they are incorporeal, ghosts may be hit only by magical weapons.

Encountering a ghost is so terrible that the creature will age 10 years and must save vs. spells or flee for 2d6 rounds. A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a save vs. spells or be paralyzed for 2d4 rounds. A ghost that hits a living target with its touch attack deals 1d6 points of damage and ages the victim 1d4x10 years while healing itself of 5 points of damage. Elves can ignore the first 200 years of aging; dwarves the first 50 and halflings the first 20. Otherwise, each 10 years

of aging will cause the character to permanently lose 1 point of Constitution. Lost Constitution can be regained at a rate of one point per casting of **restoration**; nothing else (except a wish) can restore Constitution lost to a ghost. If a character's Constitution falls to 0, he or she dies permanently and can not be **raised** (but still may be **reincarnated**).

Once per round, a ghost can merge its body with that of another creature. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, the ghost must move into the target's space, however, the target can resist the attack with a successful save vs. spells. A creature that successfully saves is immune to that same ghost's magic jar attack for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost controls the target's body and vanishes into it.

A ghost can use **telekinesis** (as per the 5th level Magic-User spell) as if a 10<sup>th</sup> level Magic-User. When a ghost uses this power, it must wait 1d4 rounds before using it again.

A ghost can be turned as a Vampire but with a -4 turn resistance modifier to the roll.

### Gump

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

Large and blubbery humanoids standing just over a head taller than a man with an overly broad jagged toothed grin which somehow doesn't detract from a pair of small deepset eyes in an otherwise featureless face. Meeting the gaze of gump is dangerous indeed.

Should one meet the gaze of a Gump they must save vs paralysis at +2 or suffer the effects of a Hold Person Spell for 2-5 rounds. In general, any creature surprised by the gump will meet its gaze will be held (as per the Hold Person spell). Those who attempt to fight the monster while averting their eyes suffer penalties of -4 on attack rolls and -2 to AC. It is safe to view a gump's reflection in

a mirror or other reflective surface; anyone using a mirror to fight a gump suffers a penalty of -2 to attack and no penalty to AC.

The Gump is very aware of how to use it's gaze and is able to squint in an odd manner which keeps it from holding an ally. Gumps often gleefully murder those held by thier gaze but are also known to beat such victims until they are "softer" and bag them to consume later.

Gumps communicate with an odd jibbering and slobbery voice that is difficult to understand and somewhat disturbing to some who find the almost child like giggling of these creatures off-putting. They lack a language of their own but frequently communicate in the language of goblins.

Gump are almost always hungry or would seemingly be the case and can be easily (if only briefly) bribed with offers of food.

## Leper Zombie

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d3 + disease
Movement:	30'
No. Appearing:	1d12
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	100

Leper zombies come shuffling toward their prey with grim purpose and hatred of the living. More agile then other types of zombies, and far more deadly as they clearly carry a horrible disease that resembles leprosy.

Leper zombies try to attack all living humanoids with intense ferocity. They do not seek to consume but to slay living folk. They may be Turned by Clerics as Ghouls and are immune to sleep, charm and hold magics.

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

An afflicted humanoid who dies of zombie leprosy rises as a leper zombie at the next midnight. A humanoid who becomes a leper zombie in this way retains none of the abilities it possessed in life. It is not under the control of

any other leper zombies, but it hungers for the flesh of the living and behaves like a normal leper zombie in all respects.

Any humanoid slain by a leper zombie have a 75% chance of animating as a leper zombie within 1d6 rounds.

Carrying equipment, arms and armor of one slain by a leper zombie or used to destroy a leper zombie carries a 5% chance of contracting the disease each day.

The infection can be removed from gear by washing in holy water, cleansing by fire or one casting of **bless** per item.

## Rot Grub

Armor Class:	10
Hit Dice:	1 hp
No. of Attacks:	1 bite
Damage:	special
Movement:	5'
No. Appearing:	5d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	16

Rot grubs are 1-inch long vermin found in carrion, dung, and other such garbage and organic material. Their skin color is white or brown. When a living creature contacts an area (dung heap, offal, etc) infested with rot grubs, the grubs will attack if they can come in contact the victim's skin. A rot grub secretes an anesthetic when it bites and will burrow into the flesh. A burrowing grub can be noticed if the victim succeeds at a Wisdom check. If successful, the victim sees strange rippling beneath his skin. If failed, the creature does not notice the grubs. During the first two rounds, a burrowing rot grub can be killed by applying fire to the infested skin or by cutting open the infested skin with any slashing weapon. Either method deals 2d6 points of damage to the victim, but kills the grubs. After the second round, only a cure disease can kill the grubs as they burrow to the victim's heart and devour it in 1d3 turns.

**Sea Hag**

Armor Class:	14
Hit Dice:	4+1
No. of Attacks:	2 daggers
Damage:	1d4+4/1d4+4
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	F
XP:	480

Sea Hags are horrible creatures that do evil for the simple love of it. This love of evil is only equaled by their hideous appearance. Many use their dark magics and knowledge of the fell things to serve a more powerful being, but they are seldom faithful. They may turn on their master if they see a chance to seize power for themselves.

The sea hag is found in the water of seas or overgrown lakes and appear as old crones whose bent shapes belie their fierce power and swiftness.

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrific appearance. The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a save vs spells or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is falls to the ground helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The Strength damage is temporary and lasts for 1d6 turns.

Three times per day, a sea hag can cast its evil eye gaze upon any single creature within 30 feet. The target must succeed on a save vs poison or be paralyzed for three days (75%) or die (25%). A remove curse or dispel evil can restore sanity sooner. Creatures with immunity to fear effects are not affected by the sea hag's evil eye.

A sea hag will attack with two daggers in melee combat, but only when they have the advantage of numbers. They gain +4 to damage due to their ogre-like strength.

**Stalag**

Armor Class:	17
Hit Dice:	1 to 4
No. of Attacks:	1
Damage:	1d6 to 4d6 (1d6 per hit die)
Movement:	10'
No. Appearing:	3d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	1 HD 25 2 HD 75 3 HD 145 4 HD 240

The stalag looks like a stalactite, hanging from the ceiling of a natural cave. It senses the sounds and warmth of living creatures, and attacks from above by simply dropping on the victim. Due to their camouflage and their stealthy form of attack, they surprise on 1-5 on 1d6.

**Thulid**

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

A thulid is a highly intelligent manlike creature with a head shaped like an octopus, having four to eight tentacles surrounding its beak-like mouth. Though omnivorous, thulids prefer the brains of sentient creatures as food. They can read minds (as the ESP spell) and communicate with each other telepathically. They also have a primitive spoken language which is used mostly to command slaves.

A thulid uses its tentacles to extract the brain from a foe. It takes one to four turns for the tentacles to reach the brain, killing the victim. Obviously this is quite a long time, and thus brain extraction is not used as an actual attack form

in combat. In fact, most thulids are disinterested in physical combat, preferring to use their mental blast (see below) or magic to attack, or (even better) using slave creatures for this purpose. 25% of thulids are magic-users; roll 2d6 for level, but the magic-user level will never be higher than the monster's hit dice. (Obviously, a magic-using thulid is worth more experience points than one not so gifted.) A thulid will flee if an encounter is going against it.

The thulid's mental blast is a cone of mental force with a 60' range and a diameter of 50' at the far end. The mental blast can be used at most one time per day, per hit die (so a full-grown thulid can use the mental blast eight times per day). A thulid can choose to either stun or kill those within the affected area. If the thulid chooses to stun, those in the area of effect must save vs. Spells or be rendered unconscious (as if by a sleep spell) for 2d6 rounds. A killing blast allows a save vs. Death Ray, with failure resulting in immediate death. Mindless creatures (golems, living statues, and the like) and the undead are unaffected. Add +2 to the saving throw if the victim is more than 20' from the thulid, or +5 if more than 40' away. A helm of telepathy adds an additional +4 to saving throws, and when such saves are made the attacking thulid is stunned for 3 turns.

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

Thulids are actually a strange sort of parasite. When a group of thulids are encountered, the GM should roll 1d20. If the result of this roll is equal to or less than the number encountered, one of the thulids is ready to spawn. (Do not count thulids who have only a single hit die, as such cannot reproduce.) In this case, that thulid will notify its brethren which of their opponents it wants to

impregnate. The rest of the group will concentrate on defending the pregnant thulid as it concentrates its attacks on its chosen opponent, attacking to subdue. If the thulids prevail, the pregnant one will begin using its tentacles to penetrate the skull of the subdued opponent, but instead of extracting the brain, an egg will be laid. The subdued opponent will then be bound and carried off by the thulid party. Thulids seem to prefer male host bodies, for no apparent reason. Humans are preferred over elves, and elves over dwarves or halflings.

The egg hatches in 3d6 hours, but as the brain feels no sensation the victim will not realize this. In another 1d6 hours the victim will become confused (as if by the spell confusion), then in 2d6 more hours will fall into a coma. Up to this point, the condition is reversible with a cure disease spell, but after the coma begins the growth of the infant thulid cannot be stopped that way. In 4-9 (3+1d6) days, the victim will suddenly awaken, still appearing normal but with the psyche (and mental blast power) of a thulid, and can speak the thulid language as well as any languages formerly known by the host body, though little or none of that host's mind is left otherwise.

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

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



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### INTRODUCTION

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