

# The Basic Fantasy Field Guide

## of Creatures Malevolent and Benign

1<sup>st</sup> Edition (Release 1)



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## **INTRODUCTION**

## MONSTERS

## Aboleth

Armor Class:	16
Hit Dice:	8***
No. of Attacks:	4 tentacles
Damage:	1d6 each
Movement:	10' Swim 60'
No. Appearing:	1, Lair 1d3+1
Save As:	Magic User: 8
Morale:	9
Treasure Type:	H
XP:	1085

The Aboleth is a terrible fish-that-is-not-a-fish from eons past, an ancient, enigmatic horror lurking underwater (and, usually, underground too) and scheming unfathomable schemes for millennia upon millennia. It looks like a huge, slimy fish with three big eyes set each about the other and four long, sticky tentacles reaching from around its mouth in search of prey and slaves. From hidden orifices in the underside of its body it excretes an oily, foul-smelling slime, polluting any pond or cistern where the creature lurks.

An Aboleth's staggering intellect allows it to cast Ventriloquism, Phantasmal Force and Hallucinatory Terrain at will, as long as these illusions appear within a range of 60 feet from the creature. It is also capable of seeing very well in the dark and underwater.

A blow from an Aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must save vs. paralysis or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened

with cool, fresh water or take 1d12 points of damage every 10 minutes. A Remove Disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a Heal spell can reverse the affliction.

An Aboleth underwater surrounds itself with a disgusting, viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must save vs. death or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another save vs. death continues the effect for another 3 hours.

Up to three times per day, an Aboleth can attempt to enslave any one living creature within 30 feet. The target must save vs. spells or be utterly dominated by the Aboleth's mental prowess. An enslaved creature obeys the Aboleth's telepathic commands. Such a creature can attempt a new save vs. spells every 24 hours to break free, or can be freed by **remove curse**. The control is also broken if the Aboleth dies or is separated from the slave by more than a mile.

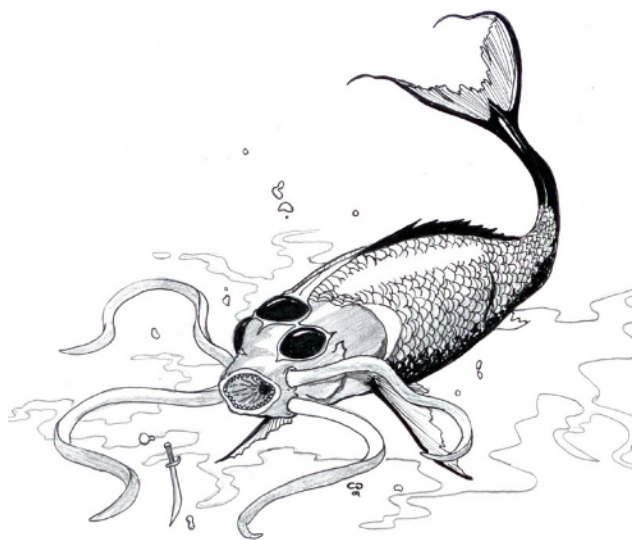
## Ankheg

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] × 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 it's prey and will retreat down it's tunnel at it's 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.

### Ant Lion, Giant

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

Giant Ant Lion (AC 16, HD 4, #At 1 bite, Dam 1d10, Mv 40', Sv F4, MI 8)

These predatory beetles build a network of underground tunnels then dig multiple trapdoors of about nine feet in diameter above them. The trap doors are in the form of compact looking but soft earth. When a victim reaches the center, the entire content suddenly swirls downward like a drain, dragging victims below where the ant lion attacks. It is very difficult to detect an ant lion's traps (use regular trap finding rules). The depth of the drop can vary but is often ten to twenty feet and normal falling damage is inflicted. The tunnel network of the ant lion can be complex or as simple as one or two tunnels with a few traps (if it needs an exit, it can dig out where it pleases).

### Anubian

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

Anubians are a noble race of desert dwellers that have heads that resemble a jackal's. They are perhaps distantly related to Gnolls. Anubians are very distrustful of outsiders, but they are not inherently hostile. However, they will defend the scarce resources found within their desert oasis's or lush river valleys. Anubians speak their own language and write with a complex system of hieroglyphs. Culturally, look to ancient Egypt for Anubians and their societies.

The above statistics are for standard warriors from an Anubian oasis. Within an Anubian oasis one can encounter additional civilian types who have 1-1 Hit Dice, Armor Class 13, and Morale of 7. In addition, for every



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eight typical warriors, there is a leader type having 3+3 Hit Dice (145xp) who grants a +1 morale bonus to those he commands. Anubians are fervently religious, and in addition to the leader types above, one will also find a priest with 3rd level Clerical ability for every leader type. When applicable, Anubians use hit dice according to relevant class; for instance, Anubian Priests use d6 for hit dice. Additional professional or leader types can be found within an Anubian oasis, as they can advance in any of the typical adventuring careers. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes). Inevitably the leader is a priest-king of appropriate power who leads a sizable priesthood in addition to a contingent of warriors.

### 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.

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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.

### Bat, Giant Flying Fox

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1
Damage:	1d6 bite
Movement:	10' Fly 60' (10'),
No. Appearing:	1d10, wild 2d20
Save As:	Fighter: 3
Morale:	9
Treasure Type:	nil
XP:	145

Giant Flying Foxes are a species of giant bat. They are similar in appearance to some jungle fruit bats, only much larger and fully carnivorous. They have typical bat senses, having a natural sonar that allows them to operate in total darkness; for game purposes, treat this ability as Darkvision with a range of 90'.

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

### 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 of lightning 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.

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### Bisren

Armor Class:	15 (11)
Hit Dice:	1+2
No. of Attacks:	1
Damage:	1d6 Gore or by weapon
Movement:	40' (subject to encumbrance)
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1
Morale:	9
Treasure Type:	D
XP:	37

The Bisren are a race descended from the great Minotaurs of legend. Normally peaceful, Bisren enjoy nature and keep a semi-nomadic lifestyle in regions that the other races call wild. When threatened, Bisren can become quite dangerous, much like their warrior ancestors. Bisren are impressively muscled and generally average 7 feet tall, with some individuals reaching almost 8 feet in height. Bisren speak their own language and most speak Common as well.

Bisren are never truly unarmed, as they can gore for 1d6 damage with their horns. Bisren often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for remainder of fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Bisren get an additional +1 bonus on feats of strength such as opening doors due to their great size.

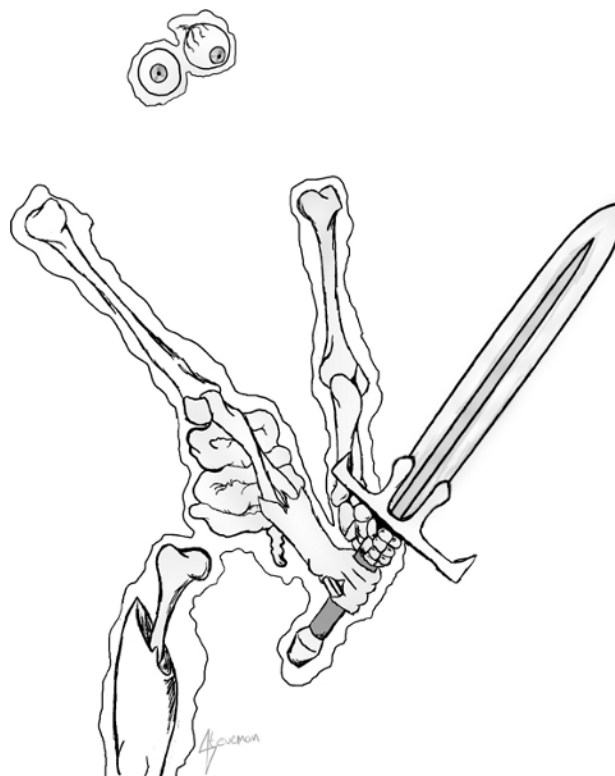
The above statistics are for standard non-classed warrior types from Bisren communities. Bisren who follow less militant professions have 1 Hit Die, Armor Class 11, and Morale of 8. In addition, for every eight typical warriors, there is a sergeant having 3+6 Hit Dice (175xp) who gives a +1 morale bonus to those he leads. Additional professional or leader types can be found in their communities, as the Bisren can advance as Fighters, Clerics, or rarely as Thieves. When Rangers, Druids, or other nature oriented classes are utilized by the GM, many Bisren will pursue those options instead of the standard fare. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes). Properly classed Bisren use Hit Dice one size larger than normal due to their great size, and otherwise follow normal character rules.

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### Blade Spirit

	Common	Greater
Armor Class:	17	19
Hit Dice:	9	12
No. of Attacks:	3/2	2
Damage:	By weapon +4	By weapon +6
Movement:	30 feet hovering	30 feet hovering
No. Appearing:	1	1
Save As:	Fighter 9	Fighter 12
Morale:	9	10
Treasure Type:	Special	Special
XP value:	1250	2075

Blade spirits are the restless spirits of fallen warriors possessing the weapon they carried in life. Usually a two-handed sword, bastard sword, longsword, or scimitar, though battle axes, polearms or other melee weapons available to a fighter are also possible. Blade spirits haunt the places where they died, generally battlefields or dungeons. Occasionally blade spirits are created on purpose to guard dark temples or other crypts. The body of a blade spirit is nothing more than a tool for the real entity, the possessed sword. The bodies are unneeded, as the swords generate a near invisible, vaguely humanoid apparition as a body. However, the weapons are driven to create the bodies anyway, animating body parts from any corpses they can find, it is rare for a blade spirit to



have an intact and whole body, instead being an amalgamation of random parts.

Blade spirits fight like skilled fighters on the battlefield, wielding their possessed weapon as a fighter does their specialized weapon. Other than their outstanding fighting ability, blade spirits have no special attacks of their own, but the weapon they carry has a 40% chance of bearing an enchantment (determined randomly). Like most undead, blade spirits are immune to poison, charm and hold spells. Blade spirits are only harmed magical weapons.

Blade spirits have no possessions other than the weapon that contains their spirit. Upon defeat of a blade spirit the body parts fall, and the sword goes dormant for 1d10 days. After this time the spirit within it reawakens and starts to recreate its necrotic body and find battle once again. A remove curse spell cast on the weapon during this time drives the spirit out of the weapon. The weapon has a 10% chance of retaining any magical powers it had while the spirit still resided in it (35% for greater blade spirits).

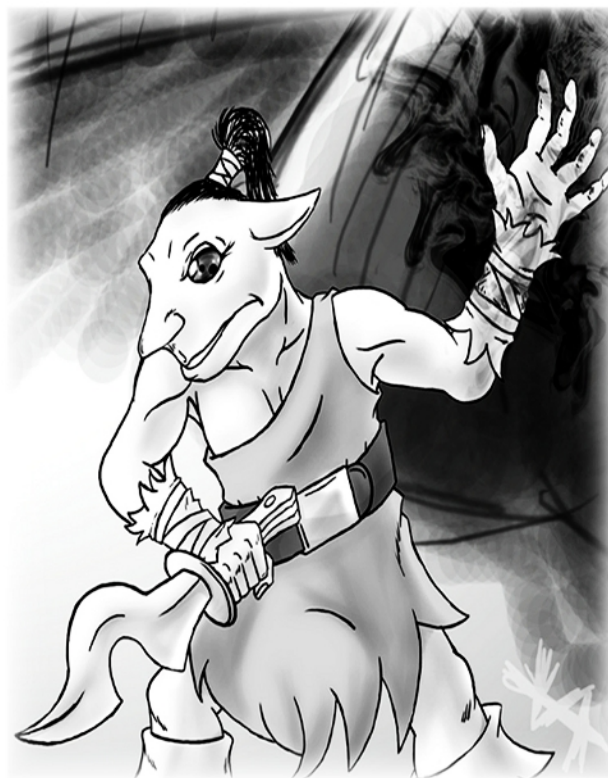
Greater Blade Spirits are simply a more powerful version of normal Blade Spirits. Greater Blade Spirits are often driven to perform a special task and may travel more widely than the standard sorts. Other than being more powerful (see statistics above), they generally conform to the entry for standard Blade Spirits.

### Boglin

Armor Class:	11
Hit Dice:	1* to 5*
No. of Attacks:	1 weapon or by spell
Damage:	1d6 or weapon
Movement:	30'
No. Appearing:	1d4
Save As:	Magic-User: 2 to 10 (see below)
Morale:	8
Treasure Type:	R
XP:	??

Occasionally a Goblin is born different, developing a bluish tint to its skin during its childhood. These Boglins have a greater aptitude for magic than the standard goblin, and often take on positions of power within goblin society. In any given Goblin lair, there is a 10% chance for 1d4 Boglins to be present. Larger Goblin societies, such as a goblin city or major fortress, will almost always have at least 1d4 Boglins.

A Boglin has magical ability equivalent to double its hit dice. While the typical range is one to five hit dice, it is theoretically possible for individuals of even greater power to exist. The GM can roll spells randomly or choose



appropriately from the Magic-User spell list. Alternatively, a GM may choose to have the Boglins advance in optional magical subclasses.

### Bone Horror

	Common	Greater
Armor Class:	14	19
Hit Dice:	4	12
No. of Attacks:	2 or 1 special	2 or 1 special
Damage:	1d6+3/1d6+3 or 1d4+special	1d10+4/1d10+4 or 1d6+special
Movement:	20 feet, fly 30 feet	20 feet, fly 40 feet
No. Appearing:	Varies	Varies
Save As:	Cleric 4	Cleric 12
Morale:	12	12
Treasure Type:	Nil	Nil
XP value:	360	2,175

Bone horrors are tall and gait vaguely humanoid creatures, spliced together with parts from a handful of different creatures, and animated with vile magics. They are usually created to protect tombs or to serve as message carriers for their creators. Physical features of note are its three heads, or rather single massive zombie-like head and twin skulls that flank it, the massive desiccated bat wings it uses for flight, and its massive barbed scorpion's tail.

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Creating a bone horror is a vile and debased process requiring the skeletons of two humanoids, the desiccated corpse of a dire bat, the head of an ogre, the tail of a giant monstrous scorpion and enough steel wire to bind them all together. These parts are tied together in a bizarre chimeric form that has a vague humanoid shape and are animated with special magics only known to necromancers or evil priests level 10 or higher.

Bone Horrors fight by lashing out with their claws or by attacking with their massive skeletal stinger. Characters struck with the stinger must make a saving throw vs. poison or die. Bone Horrors are undead, as such they are immune to sleep, charm and hold magic. They can only be injured by spells, fire or magical weapons. Bone Horrors are also immune to cold-based spells. Bone Horrors are turned as Wights.

A Greater Bone Horror is simply a larger, stronger, and otherwise more nasty version of the standard Bone Horror. The save against the Greater Bone Horror's poison sting is made at a -4 penalty, and a Greater Bone Horror is turned as equivalent to a Vampire.

### Bronze Birds (Stymphalian Birds)

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

This is a collection of ibises, storks, cranes and other semi-aquatic birds that dwell on remote salt lakes under conditions of extreme heat and adversity, where only the hearty survive. They can be met in numbers as few as 1d10 or as great as 10d10 or even in huge uncountable flocks. From a distance they might be seen glinting like soldiers on parade in shining armor. Their feathers, beaks and other extremities are bronze (or brass), but the birds are magical and can fly, swim and otherwise behave as normal. They have a high armor class due to the bronze feathering. Each bird has a feather on each wing which it can fling at opponents like a dagger (damage 1d4, range 10/20/30 horizontally but if throwing them down from above 30/60/90) -- throwing one per round. Using these does not hinder it from flying and they grow back in 1d8+6 days. Close up it can make two attacks: a stab with its beak (1d4) and flogging with its razor sharp wings (1d6; both wings count as one combined attack). The feathers and other bronze parts are not magical; the wing

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feathers thrown at something (for example) are little more than bronze, well balanced, feather-like shapes weighing about a pound each. A GM can include some occasional magic parts if needed for making magic armor, weapons and other items as they wish. Due to the way the birds were created and how they survive, they are immune to normal fire and get a +1 saving throw and take 1 less hit point of damage per hit die against magical fire, dragon breath and other such attacks.

They are rumored to be found on lakes of fire in exotic locations and there are also rumors of giant types. One herculean task set before some heroes is to rid the local marshes and wetlands of an infestation of these creatures.

### 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 to a range of 60 feet.

**Bunyip**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	1d10+2
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	14
Treasure Type:	none
XP:	500

Bunyips are large, carnivorous, lake-dwelling creatures. They have a dog-like face, large tusks, sturdy webbed feet and short otter-like fur upon a body much like that of a great bear. They may be found in remote wilderness and also in underground pools and lakes. They are very aggressive and will usually attack any who wander into their territorial waters.

**Canein**

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	40' (subject to encumbrance)
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1 (+2 on Death Ray or Poison, Paralysis or Petrification).
Morale:	8
Treasure Type:	D
XP:	25

A legend exists of a wizard who loved his dogs so much that he experimented on them and ultimately created the Canein race. It is unknown whether the legend is entirely true or not, but it is generally assumed to be the genesis of the Caneins.

Caneins are a race of dog-like humanoids, known for their extreme sense of loyalty whether to liege, friend, or family. There is a great deal of physical variance among the individual Caneins, with some short and stocky, others leanly muscled, and variations in the coloration of their coats. However, all Caneins share a similar facial structure similar to the various bulldog or boxer type dog breeds, having jowls and squat features. Caneins often form almost knight-like codes and attitudes, often serving a patron in exactly that capacity. Caneins speak Common (or local Human language), having no true language of their own.

Caneins have a keen sense of smell, able to identify individuals by their scent alone. This powerful olfactory sense allows the Canein to determine the presence of concealed or invisible creatures, and any penalties associated with combating such foes is halved for the Caneins. Caneins can track well bolstered by this ability.

Caneins get along well with wolves, dogs, or other canine creatures, but they hate vile creatures such as werewolves, hellhounds, and the like, despite any similarities.

The above statistics are for standard warriors from Canein outposts. Within a Canein outpost one can encounter additional civilian types who have 1-1 Hit Dice, Armor Class 13, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 3 Hit Dice (145xp) who grants a +1 morale bonus to those he commands. Additional professional or leader types can be found within Canein outposts, as they can advance in any of the typical adventuring careers (but rarely as thieves). The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

**Cheetah**

Armor Class:	14
Hit Dice:	2
No. of Attacks:	2 claws/1 bite
Damage:	1d4/1d4/2d4
Movement:	100'
No. Appearing:	Wild 1d3, Lair 1d3
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

A Cheetah is one of the fastest land animals - a large (about 100 pounds) cat capable of reaching up to 75 miles per hour when running. It hunts alone or in small groups (usually composed of siblings). It will rarely attack humans unless compelled to do so, but a female will ferociously defend her young.

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### 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.

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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.

### Cockroach, Giant

Armor Class:	15
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d4
Movement:	50'
No. Appearing:	1d4, Wild 2d4, Lair 2d8
Save As:	Fighter: 1*
Morale:	6
Treasure Type:	None
XP:	37

A giant (and particularly disgusting) version of the common cockroach may reach up to 2 feet in length not including antennae which adds another foot! They weigh in at about 40 pounds. Giant Cockroaches are not flesh eaters. They instead feed on trash and other smelly substances found in sewers, but they will defend their nests and territories. Note that while a giant cockroach saves as a level 1 Fighter against most attacks, it saves as a level 10 cleric vs. poison and is immune to most disease-based attacks.

### Cockroach, Balroach

Armor Class:	18
Hit Dice:	5**
No. of Attacks:	1 bite
Damage:	1d8
Movement:	40'
No. Appearing:	1, Wild 1, Lair 1d6
Save As:	Fighter: 5*
Morale:	9
Treasure Type:	G
XP:	450

The Dreaded Balroach is a horribly nauseating cockroach larger than a horse. While it is an omnivore and scavenger rather than a predator, it will fiercely defend its lair. Its horrid appearance and unsightly behavior make it a menace whenever it emerges from its sewerly warrens to scavenge in the dwellings of men and dwarves: more than one dwarf-king died from heart attack after seeing such monstrosity scuttling around at night among the passages of a dwarven hold in search for food and trash!

The Balroach is immune to all poisons, diseases, or other types of afflictions. Besides its powerful mandibulae, its disgusting appearance and horrible smell offer it protection; any adventurer who comes within sight of a Balroach must save vs. poison or suffer from a severe nausea, causing a -4 penalty to all attack rolls, saving throws and ability checks and a -20% penalty to all thieving abilities.

### 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, and weighing about 1,800 pounds. Couatl can be found in warm forests or jungles. They can speak the Common tongue, or 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 feet.

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.

### Crypt Dweller

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

Crypt Dwellers are undead creatures that have been improperly buried (that is, without the proper rites, or the graves have been desecrated, etc.). The Crypt Dweller resembles a zombie and is often mistaken as one. It can only be damaged by magical weapons. Normal weapons do no damage, though a strike from a normal weapon will cause the creature to pause slightly (making it lose initiative in the following combat round). A Crypt Dweller will occasionally be buried with a weapon (about 30% of the time) which it will use in combat, otherwise it attacks with two clawed hands for 1d4 damage each. Like all undead, they may be Turned by Clerics (as a Wight) and are immune to sleep, charm and hold magics and no form of mind reading is of any use against them. Crypt Dwellers always fight until they are destroyed.

### Demon, Glabrezu

### Demon, Hezrou

### Demon, Succubus\*

Armor Class:	20
Hit Dice:	7***
No. of Attacks:	2 claws + special
Damage:	1d6/1d6
Movement:	30' Fly 50' (D)
No. Appearing:	1
Save as:	C6
Morale:	7
Treasure Type:	I, L
XP Value:	830

A succubus is a female demonic entity; like all such, they can only be hit with magical weapons. Succubi (which is the proper plural form) are immune to electric attacks and

## MONSTERS

poison, and only take half damage from acid, cold or fire attacks. They stand about 6 feet tall in their natural form and weigh about 125 pounds.

A succubus will prefer to avoid combat whenever she can, using her spell-like powers instead; if forced to fight, she can attack with her claws or with a normal weapon. A succubus can use the following spells at will as if a 12th level caster: **charm person**, **suggestion**, **darkness 5' radius** (as darkness, 15' radius, except for the smaller area of effect), **dimension door**, **ESP** and **clairaudience** (as the potion).

She can, once per day, summon one or more other demons to assist her, but will only do so as a last resort. There is a 40% chance of a successful summoning; if successful the summoned demon will be as follows: 80% 1d3 Vrocks, 15% 1 Hezrou, 4% 1 Glabrezu, 1% some greater demon),

A succubus can shape change at will, and will use this ability to assume a humanoid guise, limited only to her approximate height and weight, but she can maintain this deception indefinitely. Succubi are not above using clichéd strategies, such as taking on the role of a damsel in distress when encountered within a dungeon.

The succubus's kiss is how she gains sustenance, and requires 1d6 uninterrupted rounds with a victim to be successful. If the succubus' charm person ability is successful against a victim, he or she will willingly submit to the kiss; otherwise, the victim must be restrained. Each successful kiss applies one negative level (no save) to the recipient, and all lost HP are transferred to the succubi (even if this raises her above her theoretical maximum). Should the victim be killed in this manner, the succubus immediately gains an additional Hit Die.

Succubi can speak any language. They have Darkvision with a range of 60 feet.

### Demon, Vrock

## BASIC FANTASY FIELD GUIDE

### Devil, Ice

Armor Class:	18
Hit Dice:	3***
No. of Attacks:	1 claw
Damage:	1d3 claw + 1d4 cold
Movement:	30' fly 50'
No. Appearing:	1-4
Save as:	Fighter: 3
Morale:	9
Treasure Type:	none
XP:	235

Scholars are not sure exactly what ice devils are. Even though they are called devils, they likely do not originate from one of the hells. Instead, it is likely that they are a particularly malevolent form of elemental spirit. Their magical nature has also caused some scholars to believe that the creatures may be the result of sorcerous experimentation gone wrong. Whatever their true origin, ice devils generally stand roughly 3 feet tall and are humanoid in appearance, though they appear to be genderless and have no body hair. Their skin tends to be an extremely light blue, almost white, and their eyes are ice blue.

Whenever an Ice Devil attacks an additional 1d4 points of cold damage is added to the damage. Every 1d4 rounds an Ice Devil can breath a cone of icy shards with effects equivalent to a Chill spell (see Spell Supplement) causing 1d4 cold damage to one creature within 10' of the Ice Devil. Additionally, the individual struck must save vs paralysis or suffer a -1 penalty to hit and damage for 1d6 rounds. A large heat source nearby gives a +2 to the save. In addition an Ice Devil can cast a Magic Missile spell once per hour at a level equivalent to their hit dice (typically 3rd level caster).

Defensively, an Ice Devil is completely immune to cold-based damage, and it regenerates 2 hit points per round when in icy or wintry conditions. Fire or heat-based attacks cause an extra 50% damage to an Ice Devil. Magical attacks, such as damaging spells, inflict only half damage to an Ice Devil. This magical resistance even causes magical weapons to lose the benefit of any damage bonus, although any pluses to hit still apply.

**Devil, Spined**

Armor Class:	19*
Hit Dice:	8
No. of Attacks:	1 bite or 2 blades (or horns) or spines or by 3/2 weapon
Damage:	1d6+poison or 1d8+2/1d8+2 or 4d6 or by weapon+2
Movement:	30'
No. Appearing:	2-5 (wild), 3-18 (lair)
Save As:	Fighter 8
Morale:	9
Treasure Type:	None
XP:	1225

Spined devils are fearsome beastmen who stand taller than a man. They appear to be powerfully built humanoids covered in thick hides of gray leather-like scales, with small thorny spines protruding from the crevices. A pair of thick bony blades protrude from the elbows of a spined devil, this blade can be retracted into their body freely. Males also have a massive rack of curved ivory-like horns dominating their heads. An innate resistance to fire and heat combined with their bestial appearances and inhuman strength leads many to believe they are from another world, but in fact they are race of predatory hunters who dwell in volcanic caverns. Spined devil weapons tend to be created from forged iron, and they favor spears and swords.



Magical weapons are needed to hit a spined devil, and they are immune to non-magic fire and poison. They take only half-damage from magical fire, such as a fireball spell. The bite of a spined devil is poisonous, but not fatal, any one bitten must pass a saving throw vs. poison or fall unconscious for 1d6 minutes. Once every 1d6 rounds a spined devil can fire short barbed spines from its arms and legs. This is an area attack with a 5 foot radius and itself as the center. Any creature within the area takes 4d6 points of damage, with a saving throws vs. dragon breath for half damage.

**Dinosaur, Deinonychus**

Armor Class:	15
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	bite 1d8
Movement:	50'
No. Appearing:	1d3, Wild 2d3, Lair 2d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

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

**Dinosaur, Velociraptor**

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

This small feathered dinosaur, weighing about 30 pounds and being at a similar size to a turkey, is a fast, ferocious hunter using its great speed, sharp teeth and similarly sharp mind to bring down much larger prey. When alone it will rarely attack human-sized creatures, but a pack can pose a serious threat even to a burly warrior.

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### Eel, Common

Armor Class:	11
Hit Dice:	1
No. of Attacks:	1 bite
Damage:	1d6
Movement:	60" (swim only)
No. Appearing:	Wild 1d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

These common eels can be large and hazardous to underwater dwellers. They will often be found among reefs or other areas where they can dwell in holes and nooks, hiding to ambush fish and other prey.

### Eel, Giant

Armor Class:	12
Hit Dice:	2, 4 or 6
No. of Attacks:	1 bite
Damage:	1d8, 1d10 or 1d12
Movement:	60"
No. Appearing:	Wild 1d6
Save As:	Fighter: 2, 4, or 6
Morale:	8
Treasure Type:	None
XP:	75, 240, 500 or 100, 280, 555 for electrical

A huge cousin to the common eel. These great sinewy aquatic beasts are often found in lost ruins or as guardians raised and nurtured by underwater races. Some 1 in 6 can emit an electric shock up to three times per day which is strong enough to effect those within a 10 foot radius (20' for 4 hit dice and 30' for 6 hit dice). It is not as strong as dragons breath and will do 1d8 points of damage per 2 hit die (1d8 or 2d8 or 3d8) (a save versus Dragon Breath is allowed for half damage). They are immune to their own electricity when they emit it; and on the round they use it, they are immune to normal electricity and take half damage from other forms like dragon breath. But during other rounds they take normal damage from electricity.

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### Eelbat

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

Eelbats look like eyeless eels with batlike wings. They attack by biting, and after a successful bite (doing 1d6 damage), an eelbat will hang on, draining an additional 1d6 points of damage every round. The creature can only be removed by killing it; any attack on the creature receives an attack bonus of +2, but any attack that misses hits the victim instead.

Eelbats have gray slimy skin, like other outsiders from Nazgor, and they suffer damage when exposed to sunlight or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both causes 1d8 points of damage per hour.

### 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.

### Faun (and Ibix)

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

Fauns are a fey related race that resemble a sort of strange cross of goat with that of a small human or elf-like being. Standing only about 4 to 5 feet tall, they have human-like torso and head, but the legs and feet of a goat. One can find Fauns with other small features reminiscent of goats such as small horns or large ears. Fauns share the Halfling love of simple agrarian life, especially with respect to vineyards, as they prize wine (among other brews) above most things in life. Fauns love frivolity and are often quite adept at musical pursuits.

Fauns do not have their own language, speaking elvish amongst themselves. They also know the language of their most common neighbors, the Halflings, and many also know the secret languages of fey races such as Pixies or Dryads. Most adventuring Fauns who travel outside their small shires know Common.

The above statistics are for standard warrior types, the ones most likely to be encountered patrolling their vineyards or defending their shires. One can count on numbers of less combatant types within their homes. Within a lair, there will be three civilian types of various non-combat professions, each having 1-1 Hit Dice, Armor Class 11, and Morale of 7. In addition, for every eight typical warriors, there is a deputy having 3 Hit Dice (145xp) who grants a +1 morale bonus to those he leads. Additional professional or leader types can be found in their communities, as the Fauns can advance in any of the typical adventuring careers. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

The **Ibix** are cousins to the Fauns with heads that are much more goat-like. Unlike Fauns, Ibix are ill tempered and generally considered evil, sometimes even allying with humanoids such as goblins. They have identical statistics to those listed above, except that they do not speak Halfling, instead learning the languages of Goblins more commonly.

### Frogman

Armor Class:	13
Hit Dice:	3
No. of Attacks:	2 weapons
Damage:	1d8+1/1d8+1 or by weapon +1
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 3
Morale:	10
Treasure Type:	
XP:	145

Frogmen are seven-foot-tall creatures having bodies shaped like muscular human men, with a second set of feminine-appearing arms set below the normal set. They are apparently sexless, and their heads are froglike but set with a second pair of eyes below the normal set. Frogmen never bother to wear any sort of clothing, but do use belts or similar harness to support their weapons and equipment.

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

They are able to move in nearly complete silence, surprising opponents on 1-3 on 1d6. Frogmen receive a +1 bonus on damage due to their great Strength.

Frogmen have gray slimy skin, like other outsiders from Nazgor, and they suffer damage when exposed to sunlight or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both causes 1d8 points of damage per hour.

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### Gerbalaine

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1
Damage:	1d4 or weapon
Movement:	40'
No. Appearing:	1d6, wild 2d4, lair 4d8
Save As:	Fighter: 1 (halfling bonuses)
Morale:	6
Treasure Type:	1d4 random small gems
XP:	25

Gerbalaine are a very small race of fey beings. They have a very mouse-like appearance and because of their size are often mistaken for common field mice unless examined closely. Gerbalaine are a tinkering sort of fey, using small bits of materials gathered from the bigger folk to fashion their homes, often building within walls, under floors, or otherwise right under the noses of the big folk. Elevators, water-wheels, smithies, and other relatively complex technologies can be found if one knows what to look for, although all are well camouflaged and hidden. Even when noticed, the gear of a Gerbalaine is often mistaken for children's toys instead of what it truly is. Gerbalaines can communicate with small rodents such as mice, and the Gerbalaines are often to blame for mouse traps that are sprung without capturing anything.

Up to 3 times per day, a Gerbalaine may magically assume a large form, growing to approximately halfling size. It is this form that gives the above statistics when pressed into a fight, although a Gerbalaine is more likely to run away than fight. When in natural mouse-size form, a Gerbalaine has effectively only 1 hit point, but is very difficult to hit with an Armor Class of 22. A Gerbalaine who saves (with halfling bonuses) against an area of effect damaging spell takes no damage, and even if the save is failed would take only half damage. A Gerbalaine's main defenses are series of alarms and traps that allow them time to move to an area of safety. Rarely lethal, the various traps and devices are very difficult to locate and even harder to disarm due to the minute size. A Gerbalaine's skill with devices is comparable to a level 10 (or better) thief. Perhaps overly cautious, Gerbalaines always have multiple escape routes planned.

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### 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. Ghosts 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 ghast at the next midnight. A humanoid who becomes a ghast 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 ghast 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 ghast'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.

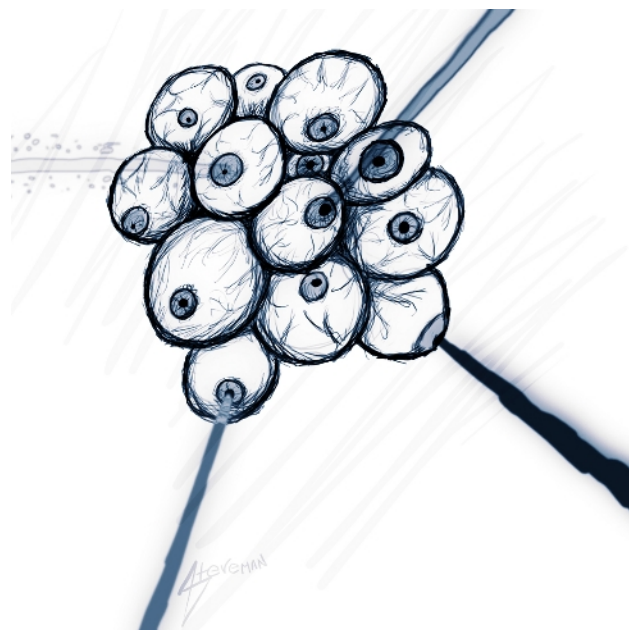
**Great Orb of Eyes**

Armor Class:	19
Hit Dice:	12
No. of Attacks:	1d4 rays or spell-like ability
Damage:	varies by ray or spell
Movement:	Fly 30'
No. Appearing:	1 (wild), 1 (lair)
Save As:	Magic-user 12
Morale:	9
Treasure Type:	nil
XP:	2,275

The great orb of eyes is an abomination against the natural world, a living mass of pulsing and ever moving eyes. They are highly intelligent, but are unable to communicate vocally. Great orb of eyes can see in all directions, making it nearly impossible to surprise one. They have darkvision out to 120 feet and with concentration may detect magic or invisible objects (see below). In combat a great orb of eyes usually levitates high, trying to avoid melee combat. From this vantage, it fires its eye rays, preferring to cause fear, hold, or charm as many foes as possible. Each round it fires 1d4 rays each at a different target. If the die roll is greater than the number of possible targets the extras are lost. The GM chooses what rays are fired, or he may roll randomly.

**Great Orb of Eyes Rays**

1. Death - The target may save vs. Death Ray or die.
2. Draining - The target takes 3d6 damage. They may save vs. spells for half damage. The great orb of eyes heals half that much hit points.



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3. Fear - The target is affected with the Cause Fear (reversed remove fear) spell, as cast by a 12th-level cleric.
4. Charm - The target is affected with the Charm Monster spell, as cast by a 12th-level magic-user.
5. Hold - The target is affected with the Hold Monster spell, as cast by a 12th-level magic-user.
6. Blinding - The target is affected with the Cause Blindness (reversed remove blindness) spell, as cast by a 12th-level cleric.

Great orbs of eyes rarely ever use their death ray unless their very life depends on it, instead preferring to drain foes for sustenance. In addition to the various rays, a Great Orb of Eyes can **detect magic** and **detect invisible** objects at will (must concentrate), and can cast **telekinesis** three times per day as a 12th level caster. Charmed individuals become slaves providing any necessary manual labor, and a Great Orb of Eyes can communicate telepathically with any such charmed being. When their usefulness fades, these slaves often are simply drained for sustenance.

### 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.

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The Gump is very aware of how to use its gaze and is able to squint in an odd manner which keeps it from holding an ally. Gumps often gleefully murder those held by their 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.



### Haunted Bones

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

Haunted Bones are the undead skeletal remains of fallen warriors possessed by malicious spirits. Unlike the ordinary, mindless skeletons, however, the Haunted Bones are controlled by a malevolent intelligence residing within them, using their skeletal corpses to torture and harm the living out of pure, inhuman cruelty. They appear as skeletons clad in the armor and rotten clothes from their

former lives, moving with an unearthly speed and precision and fighting with deadly skill. They walk through dead halls and passages laughing and rejoicing at the death and decay around them, and at the triumph of dark and evil over the light and good.

Like ordinary skeletons, they take only 1/2 damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric (as ghoul on clerical turning table), and are immune to sleep, charm or hold magic.

### Hippopotamus

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

Hippopotamuses are massive herbivores dwelling in tropical and sub-tropical swamps, lakes and rivers. While they feed on various herbs and weeds, they are territorial, aggressive and hot-tempered, and are likely to attack anyone who encroaches into their territory. Not only can they trample their foes with their enormous weight, but they also have long, sharp teeth the length of swords that can deliver a devastating bite.

### Hyena

Armor Class:	13
Hit Dice:	2+1
No. of Attacks:	1 bite
Damage:	1d6
Movement:	60"
No. Appearing:	1d6 to 10d10
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	320

Hyenas are four legged carnivores who exhibit some of the behaviors of canines but are not related. They not only hunt but also scavenge and steal meals. A hungry hyena will chew on anything that is even remotely tainted by blood, meat or other food traces. They will mostly be found in savanna-like environments where lions, zebra, and other animals native to such regions also exist. They

can live in clans of up to a hundred in size (though smaller groups are more common). They are among the favorite pets of gnolls who live in the same regions they do; and some gnolls take them into regions where they are not naturally found. They come in many sizes although most modern ones are only slightly lighter than a human. Some prehistoric hyenas were quite large, perhaps a quarter ton (400 to 500 pounds), and one should use the statistics for Hyenodons for them.

### Hyenodon

Armor Class:	13
Hit Dice:	3+1
No. of Attacks:	1 bite
Damage:	1d8
Movement:	40"
No. Appearing:	1d6, 1d8 Wild Lair 1d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

These ancient four legged predators are named for their tooth shape, and while they are not technically prehistoric hyenas, the statistics work for the giant prehistoric varieties of hyenas as well. Many varieties of hyenodons were smallish, sometimes no bigger than a common hyena, and the statistics for standard hyenas may be used for them. The above statistics are for the larger types of Hyenadons or giant varieties of prehistoric Hyenas. A notable feature is that their massively built skull features a long jaw (sort of like a crocodile) full of teeth, with four great fangs on the end. They often dwell in lost worlds.

### Illusion Trapper

Armor Class:	18
Hit Dice:	9**
Attacks:	1
Damage:	5d4
Movement:	30'
No. Appearing:	1
Save as:	F9
Morale:	9
Treasure Type:	U, See Below
XP value:	1225

The Illusion Trapper is a animal well suited for obtaining prey. It digs a 40' Diameter funnel shaped pit and casts "Hallucinatory Terrain" to match the terrain. Creatures that come near the pit must save vs paralysis each round they remain in the area or slip on the loose soil and fall to the bottom. The trapper attacks from its covering of soil and

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rocks with its large mandibles and on a successful hit attaches to the target. It will not open its mandibles until it or its prey is dead. Any creature bitten by the trapper must save vs poison or be paralyzed for 3d6 rounds. Paralyzed creatures automatically take 5d4 points of damage each round that it remains in the trapper's grip.

While it does not keep any treasure itself, there is a chance of items left behind from previous victims. The Illusion Trapper does go out at times to mate and to dispose of uneaten remains, and thus there is a 5% chance of it not being in its lair.

### Kappa

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

Inhabiting river and lake regions, Kappa are a race of reptilian humanoids bearing some semblance to turtles. They are normally content to remain within their own societies, but on occasion a more adventurous individual can be found. They are protected by thick scaly skin as well as a shell-like growth that covers their backside. Kappa are seldom taller than 5 feet or so. Kappa speak their own language and occasionally speak Common.

Kappa rarely wear armor but their warriors will utilize a shield. Fortunately, their thick skin protects as well as leather armor, and their shell-like back is hard as plate mail. Kappa require specially made (and expensive) armors to enhance their natural defenses. A Kappa is resistant to poisons, and they have a +2 bonus on those saves.

Kappa swim no better than other humanoid races, but they can hold their breath twice as long. In addition, their underwater vision is also twice as good as normal.

The above statistics are for standard warriors from Kappa villages. Within a Kappa village one can encounter additional civilian types who have 1-1 Hit Dice, Armor Class 13, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 3 Hit Dice (145xp) who grants a +1 morale bonus to those he commands. Additional professional or leader types can be found within Kappa villages, as they can advance in any of

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the typical adventuring careers. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

### Kraken

Armor Class:	20
Hit Dice:	36
Attack:	10 tentacles, and 1 bite
Damage:	7d6x10/4d6
Movement:	20 ft.
No Appearing:	1
Save as:	Fighter: 20
Morale:	11
Treasure Type:	None
XP Value:	12,500

A kraken is possibly the largest known creature. This gargantuan beast's body is 150' long and with 10 barbed tentacles that can reach an additional 500'. Its beak-like mouth is located where the tentacles meet the lower portion of its body. They usually stay to the deepest parts of the oceans but will come to the surface for prey.

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

A kraken can jet backward once per round at a speed of 280 feet. It must move in a straight line. When a kraken has lost 5 of its tentacles or 50% of its hit points it will emit a cloud of jet-black ink in an 100-foot square spread. This can be repeated once per minute. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be blinded.

**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 than 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 has 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.

**Lerini**

Armor Class:	13 (11)
Hit Dice:	1
No. of Attacks:	1
Damage:	1d6 or by weapon
Movement:	20' Unarmored 40' Swim 30' (not in armor)
No. Appearing:	2d4, Wild 3d6, Lair 6d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	D
XP:	25

Lerini are lizard-like humanoids dwelling in swamps and warm, wet forests. They stand 4 to 5 feet tall, weight 60 to 100 pounds and have thick, muscular tails measuring 2 to 3 feet in length. Their skin is covered with soft scales of green, blueish-green or yellowish-green color, their eyes are large and yellow or orange, and their hair is thick, oily and typically black, dark brown or red. Lerini also have slightly pointy ears, swimming webs on their feet and somewhat claw-like fingers. Males have a small amount of facial hair, which they usually shave.

Lerini tend to wear loosely-fitting robes, skirts or gowns that don't interfere with their tails' mobility; clothes that are easy to swim in or easy to remove when there is need to swim are also preferred. Even armor tends to come in the form of long, loose jerkins. They also like to wear jewelry which is tightly held to their body and won't fall off while swimming, such as bracelets and rings (sometimes even placed on the tail!). Lerini have similar life-spans to humans.

Lerini are avid swimmers and can hold their breath up to a full Turn (10 minutes); however, they cannot swim in armor. They feed on swamp-fish, fruits and insects (up to and including large or even giant cockroaches) and tend to go fishing or hunting in small, fast river-boats. Lerini society is matriarchal, with each village being led by a matriarch (civil and military leader) and usually also a wise-woman (spiritual leader). The villages tend to be built from wood or bamboo and constructed on raised platforms in the swamp or next to its shore. Lerini have their own tongue but many also speak the language of their Lizard-Men neighbors (with whom they trade and sometimes fight) and sometimes also the languages of other swamp-dwelling races and beings. They are not necessarily aggressive, but they know how to defend themselves well.

Most Lerini encountered outside of their swamp villages are warriors; the stats above are for such. In their villages there are, on average, four to five civilians per warrior, having 1-1 Hit Dice, Armor Class 11 and Morale 7; these civilians fight and save like Normal Men. One out of ten

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Lerini warriors would be a veteran having three hit dice (145 XP). Each village has a matriarch of 5 Hit Dice (360 XP) and usually (1-4 on 1d6) also a wise-woman (the image below shows an apprentice Lerini wise-woman). The wise-woman has 3 HD (205 XP), fights like a veteran but is capable of Clerical abilities of level 1d4+1; Lerini led by a wise-woman gain a +2 bonus to their morale.

### Lycanthrope, Werecockroach

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

Werecockroaches are humans (or occasionally other humanoids) that can transform into gigantic cockroaches. In human form, a werecockroach tends to be a thin, unkempt person, usually walking a bit hunched and typically fond of wearing long, brown overcoats. Werecockroaches dislike sunlight and other bright lights, preferring to wander about at night or underground even when in human form. Regardless of current form, a werecockroach tends to scurry around, stopping from time to time to sniff and look around, curiously peeking into containers and houses in search of food and shelter.

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

In any form, a werecockroach is immune to normal weapons, and one must use silver or magical weapons in order to damage it. Werecockroaches make saves as a level 3 Fighter against most attacks, but it saves as a level 17 cleric vs. poison and is immune to most disease-based attacks. However, werecockroaches have a weakness: they recoil from bright lights (as bright as sunlight in midday or a Light spell; twilight, torches and lanterns won't

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scare them off), and must make a Morale check when exposed to such a light lest they scurry away to the nearest dark place.

### Necrotic Ooze

Armor Class:	13, 15 or 17
Hit Dice:	3, 5 or 7
No. of Attacks:	1
Damage:	1d6, 1d8, or 1d10 by Hit Dice
Movement:	10'
No. Appearing:	1d4 Wild 1d4 Lair 1d4
Save As:	Fighter: 3, 5, or 7
Morale:	11
Treasure Type:	None
XP:	145, 360, 670

Necrotic oozes are undead slime creatures that resemble nothing more than a sickly mass of sticky, oozing yellow-white puss with pustules of running clear liquid on their exterior and streaks of unhealthy red blood internally. They can be turned by a cleric as if it was a wight (3 hit die), wraith (5 hit die) or mummy (7 hit die). They have other generally standard characteristics of undead: immune to poison, immune to disease, immune to sleep, immune to fear, and immune to mind control.

The GM should keep track of who is struck by one; after a fight is over, each stricken victim must save versus poison/disease. Failure of this save produces one of the following effect: Roll 1d6; on a 1-3 the victim suffers disease as a giant rat bite. On a roll of 4-5, the victim will suffer a rotting disease that does 1d4 hit points of damage per day until cured by powerful magic (cure disease spell or better) and prevents normal or magical healing of other types. If slain by the rotting disease, the victim will turn into a necrotic ooze of the lowest hit die and might grow over years to a larger version. On a 6 the victim will suffer the same rotting effects listed above except that if they are killed while so infected they will turn into a mummy.

**Orc, Snow**

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

Snow Orcs are fat, hairy, white-haired relatives of the normal Orc, well-suited to cold mountain lairs and to murderous raids on moonless winter nights. Like their relatives, they have lupine ears, reddish eyes, truncated, upturned noses and sharp canines ready to tear flesh from its bones. Their feet are very wide and allow them to traverse snow with ease. Snow Orcs are so hairy that they can walk in a blizzard without additional clothes, though they prefer to wear armor and long grayish-white capes when possible. They arm themselves with any weapons available and are always ready for carnage.

Snow Orcs are never affected by cold weather (even very harsh snow-storms) and treat snowy or icy terrain as a road terrain for the sake of movement. While cold-based magic does affect them, they save against it as level 10 fighters rather than their usual level 1. Like all Orcs, Snow Orcs have Darkvision to a range of 60'. They speak the Orcish tongue, but may also speak Common, Goblin or even Giant.

One out of every eight Snow Orcs will be a warrior of 2 Hit Dice (100 XP). Snow Orcs gain a +1 bonus to their morale if they are led by a warrior. In Snow Orc lairs, one out of every twelve will be a chieftain of 4 Hit Dice (280 XP) with an Armor Class of 15 (11) and having a +1 bonus to damage due to strength. In lairs of 30 or more or in any horde, there will be a Snow Orc king of 6 Hit Dice (555 XP), with an Armor Class of 16 (11) having a +2 bonus to damage. In the lair, Orcs never fail a morale check as long as the Snow Orc king is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present; a horde has a chance equal to 1-4 on 1d6. A shaman (360 XP) is equivalent to a Snow Orc chieftain statistically, but also has Clerical abilities at level 1d4+1 and may also cast Ice Storm once per day. Particularly large lairs or hordes sometimes possess Mammoths as battle-mounts.

**Owlbear, Fire-breathing**

Armor Class:	18
Hit Dice:	8
No. of Attacks:	2 claws/1 bite + 1 hug or 1 breath
Damage:	1d8/1d8/1d8 + 2d8 or 4d6
Movement:	40', fly 40' (10')
No. Appearing:	1d4, Lair 1d4, Wild 1d4
Save As:	Fighter 8
Morale:	9
Treasure Type:	C x2
XP value:	1015

Fire-breathing Owlbears are larger, more bestial cousins of the typical owlbear, sharing most of the same physical features. In addition to the large wings allowing flight, the fire-breathing owlbear's coat tends to be closer to rust in color; and its beak a bright orange. A full-grown a fire-breathing owlbear stands nearly 10 feet tall and weighing over two-thousand pounds.

Fire-breathing owlbears rely on their powerful claws and ferocious beak in combat, fighting much as a normal bear does. Like other bears a fire-breathing owlbear must hit with both claws to do the listed "hug" damage. What makes a fire-breathing owlbear most fearsome is its name-sake attack. One third of the time (1-2 on a d6), a fire-breathing owlbear will not use its claw and bite attack, instead choosing to breath fire. Roll each round to determine which is used. If the beast breathes fir, its victim may save vs. dragon breath for half damage. It may use this attack a total of 4 times per combat.

**Phaerim**

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

The beautiful Phaerim are related to fey such as booka, pixies or similar faeries. Phaerim appear to be smaller than normal elf-like folk, except that they have a pair of wings resembling those of dragonflies or sometimes butterflies. For unknown reasons, there are at least twice as many Phaerim females as there are males. Phaerim stand no taller than the average halfling (3 feet) but have a more slight build, seldom being heavier than 40 pounds. Phaerim speak their own language, elvish, and one or

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more fey languages common to dryads, pixies, treants, and the like. Adventuring Phaerim usually know Common.

Phaerim are reclusive but families of Phaerim can often be found among elf or other fey communities. Similar to Halflings, the Phaerim are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected outdoors in forested environments. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection.

Phaerim normally walk like other races, but their most remarkable ability is limited flight while unencumbered (at double normal movement rates). Phaerim can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly encumbered Phaerim can fly up to 5 rounds but must rest for twice as many round as those flown (for instance, lightly encumbered flight of 4 rounds requires 8 rounds grounded). Phaerim take half damage from falls due to their reduced weight and wings.

The above statistics are for standard warriors from Phaerim communities. Within a Phaerim village one can encounter additional civilian types who have 1d4 HP, Armor Class 15, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 2d6 HP (count as 2Hit Dice for 145xp) who grants a +1 morale bonus to those he commands. Additional professional or leader types can be found within Phaerim communities, as they can advance in any of the typical adventuring careers, often as Magic-Users. The larger the community, the higher the level one can expect of its leader types, as well as more diverse occupations (classes).

### Plague Hound

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

Plague Hounds are undead canines, generally dogs or wolves, that are infected with an affliction similar to ghouls and ghouls which they often accompany. They appear as ravenous beasts with patches of fur or skin sloughing off here and there. They have an unnatural feral look.

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Those bitten by a Plague Hound's attack must save versus paralyzation or be paralyzed for 2d8 turns, just like a normal ghoul's attack. Likewise, elves are immune to this effect. The Plague Hound's bite also carries the Ghoul Fever affliction, but is even more virulent. Each bite has a 10% cumulative chance (per encounter) of affecting someone with Ghoul Fever. If afflicted, the individual must save versus Death Ray (at -4 penalty) or die within a day, only to rise later as a ghoul. Of course, a dog or wolf-like animal will return as a Plague Hound. Plague Hounds are turned as equivalent to wights and they share the common undead traits of immunity to sleep, charm, and hold magic. Plague Hounds are not pets of ghouls or ghouls, but rather simply hunt with them, sharing the same locales.

### Poludnitsa

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

A Poludnitsa, sometimes called "Lady Midday", is a somewhat cruel fey appearing as a young, beautiful woman dressed all in white and holding a scythe, typically seen wandering around fields at the heat of midday. She enjoys engaging in conversation with any passer-byes or peasants working on the field, asking them complicated and difficult riddles. If they answer correctly, she might tell them their fortune (spoken in riddles, of course). If they answer wrongly, however, she will cause them a heat stroke: they must save vs. spells or suffer a -4 penalty to all attack rolls and ability checks for the next 2d6 hours.

Most Poludnitsi are mischievous rather than outright evil. However, a rare kind of Poludnitsa is downright evil: if someone gives her the wrong answer for her riddle, she will attempt to behead him with her scythe.

**Preying Mantis, Giant**

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

Giant preying mantises are masters of disguise and camouflage, moving slowly and waiting motionless for hours. They are ambush predators and feed on anything smaller than they are. They possess a chameleon ability and their exoskeleton will change color or blend in with the surroundings. Typically, a hunting preying mantis will surprise on a 1 to 5 on 1d6; locating one that is hiding in adequate terrain (from a distance) is equivalent to finding a secret door. They can fly for brief periods, covering 120' in a hop, but will only do so to flee or cross rough terrain.

**Prince Frog**

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

The creature humorously called the "Prince Frog" is not truly a frog at all. A Prince Frog is about the size of a large dog, and is generally frog-shaped. Prince Frogs come in a variety of bold, striking colors, almost invariably two-tone; yellow and purple is the most common combination, but red, green, blue, and orange are also frequently seen.

It is the creature's eyes that led to the name. A Prince Frog has six eyes on stalks, arranged in a hexagonal pattern around the top of its head, and standing six to nine inches high; these stalks are distinctly wider at the bottom than at the tip, giving the appearance of a crown. While a Prince Frog can direct its eyes any way it wishes, most keep their eyes pointed all around. This, combined with an excellent sense of hearing, means that a Prince Frog cannot generally be surprised. In addition, a Prince Frog is able to **detect invisible** (as the spell) continuously.

Prince Frogs are aggressive hunters, willing to take on prey larger than themselves, but generally avoiding groups more than 50% more numerous. Their success at this can be attributed to their poisonous skin, the secretions of which cause any living creature coming in contact with a Prince Frog to save vs. Poison or become comatose for 2d4 turns. During any period of coma caused by a Prince Frog, the victim will have strange, realistic dreams of horrifying nature. A comatose victim cannot be awakened by normal means until the duration has expired.

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

Prince Frogs are kept by those who have need of their poison, though this is dangerous as these monsters are dimly intelligent and entirely malevolent, and will turn on their keepers if they sense even the slightest chance of success. Keeping Prince Frogs in captivity is further hindered by the fact that no one has ever identified male or female Prince Frogs, or witnessed them mating, laying eggs, or giving birth; they are a complete mystery to all who dare to study them.

Prince Frogs prefer damp, warm conditions, but while warmth is somewhat optional, dampness is critical; they will not be found in arid places. Swamps and jungles are their native habitats. Despite their bright colors, some sages suspect them of being outsiders from Nazgor, similar in nature to Frogmen and Spiderwolves.

**Ram, Wild or Domestic**

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1
Damage:	1d6
Movement:	40', Climb 20'
No. Appearing:	wild 2d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	nil
XP:	75

Rams are a large herd animal common to high country. They have large curved horns which they can use to attack with great force. Few creatures can match a ram's ability to scramble about the rocky slopes they are native to. The climbing speed listed above assumes their native terrain of rocky slopes; rams cannot climb walls, trees, or other

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objects in the traditional sense. A few races, such as Dwarves, domesticate rams. A light load is up to 250 pounds; a heavy load, up to 500.

### Ram, War

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1
Damage:	1d6 Horns or 1d4 via Hooves
Movement:	40', Climb 20'
No. Appearing:	domestic only
Save As:	Fighter: 3
Morale:	9
Treasure Type:	nil
XP:	145

Dwarves are known for their War Rams which are specifically bred for strength and aggression. They attack with either their great horns (needing a short run or charge) or by a hoof attack (treat as one attack). Like the mundane breeds of ram, War Rams can negotiate rocky terrain with ease. The climbing speed listed above assumes their native terrain of rocky slopes; rams cannot climb walls, trees, or other objects in the traditional sense. A light load is up to 300 pounds; a heavy load, up to 600.

### Rat Dog

Armor Class:	15
Hit Dice:	3
No. of Attacks:	1
Damage:	1d6 bite
Movement:	40'
No. Appearing:	1d10, wild 2d20
Save As:	Fighter: 3
Morale:	9
Treasure Type:	nil
XP:	145

Rat Dogs are the size of the largest dog or wolf breeds, having a rat-like face and long hairless tail. They are able to run and otherwise move like canines, and their front paws are semi-manipulative. Rat Dogs are a crafty breed of animal and are pack hunters. Sometimes small humanoids domesticate them for use as mounts or beast of burden.

A Rat Dog's bite may carry disease, much like a Giant Rat's bite. Any Rat Dog bite has a 5% chance of causing a disease. A character who suffers one or more Rat Dog bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the

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current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead. See Constitution Point Losses in the Encounter section for details on regaining lost Constitution

### Red Cap

Armor Class:	14 (14)
Hit Dice:	3*
No. of Attacks:	1
Damage:	1d6 or by weapon
Movement:	60'
No. Appearing:	1d4
Save As:	Thief: 6
Morale:	8
Treasure Type:	D
XP:	175

Red Caps are murderous fey that prey upon travelers who seek refuge in ruins, abandoned towers, or remnants of castles. Distantly related to both goblins and fairies, the Red Caps appear as small ugly men with unkempt hair, red eyes, and wickedly crooked teeth. A Red Cap wears small iron shoes that magically enhance his speed (becoming useless when removed from its owner), and of course a blood red hat upon its head. A Red Cap tends to attack only helpless targets, usually with a knife or other bladed weapon so that blood will be spilled.



A Red Cap can sneak about the ruins he calls home, knowing every shadow, nook, and cranny. Within this lair, a Red Cap has the abilities of a 6th level Thief (OL 50, RT 45, PP 55, MS 50, CW 85, H 35, L 50), including the ability to sneak attack. Outside his ruins, the Redcap is limited to 3rd level Thief abilities (OL 35, RT 30, PP 40, MS 35, CW 82, H 20, L 38).

A Red Cap cast a sleep spell once each night which it uses to incapacitate those it intends to murder. When hard pressed, a Red Cap will flee and hide, counting on his speed to evade any pursuers.

The hat of a Red Cap must be soaked in blood regularly, lest the being will wither and fade away, just as the color fades. A Red Cap's hat, even if inert for years, can bring forth a rejuvenated Red Cap if soaked in blood anew. Only total destruction of the Red Cap's hat can bring a true end to the murderous being.

More powerful Red Caps are occasionally encountered, having better Thief abilities and additional magical powers such as Haste, Hold Person, Hold Monster, or other spells chosen by the GM. These stronger individuals are inevitably leaders of their murderous cabals.

### Red Slime

Armor Class:	11 to 16
Hit Dice:	1 to 6
No. of Attacks:	1
Damage:	1d4, 1d6, 1d8, 1d10, 1d12 or 2d8 per round by Hit Dice
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 1 to 6
Morale:	12
Treasure Type:	None
XP:	25, 75, 145, 240, 360 or 500 by Hit Dice

Distant relatives of the ochre jellies and green slimes, the red slime is an oozing mass that appear to be a red pool of fresh blood, red wine, red algae or (under some circumstances) a wet surface with a slight red tint. Some people will mistake it for ochre jelly but (at a minimum) a check equivalent to the find secret doors mechanism will reveal it is a different creature, even if they think it is an ochre jelly at first glance. These slimy creatures are notorious for remaining still and hiding in holes and under ledges to surprise victims.

They can exude a pseudopod for 2 feet per hit die in length and thus are usually close range ambush predators. They make only one attack per round and once they hit and snag a victim, that is their attack. The pseudopod is extremely sticky and they in turn usually anchor their body

to the ground or other objects; victims must make an open doors check or similar roll to break free. They feed off the victim for an automatic number of hit points of damage from then on (by size: 1 hit die = 1d4, 2 = 1d6, etc.); every hit point they drain is transferred to their own body. They can grow but their maximum size is 6 hit die (48 hit points) and once they reach it they let go. The GM can create specimens by choosing a hit die and rolling for hit points if they wish; a creature may have grown to a certain size but then suffered damage or gotten weak from hunger.

They cannot feed off undead or other creatures that do not have a natural living biology. On rare occasion one encounters a skeleton, zombie or mummy covered in red slime. Victims suffer attacks by both creatures. Worse, if the red slime latches onto a victim, the undead it is attached to gets a bonus of +4 to attacks.

Chopping and bashing them up will free any victims and immobilize them, but the only way to really destroy them is to inflict damage that literally destroys all cells, via fire or acid. They can regenerate other damage at a rate of 1 hit point per turn, but heal fire and acid damage much slower – unless slain entirely by it.

### Roper\*\*

Armor Class:	20
Hit Dice:	18 (+12)
No. of Attacks:	6 strands/1 bite
Damage:	2d6
Movement:	10'
Save as:	Fighter 18
Morale:	12
Treasure Type:	I
XP:	3890

A roper stands some 9 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,200 pounds. Ropers have 60' darkvision and their coloration and temperature change to match the features of the surrounding cave. They hunt prey by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. In melee, it bites adjacent opponents with its powerful maw.

If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free, which requires an open doors check. If a roper can draw in a creature within 10 feet of itself it may bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked

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instead of the body of the roper. If the strand is currently attached to a target, the attacker takes a -4 penalty on its attack roll. Severing a strand deals no damage to a roper.

Most encounters with a roper begin when it fires strong, sticky strands. The creature can attack with up to six strands at once, and they can strike up to 50' away. If a strand is severed, the roper can extrude a new one on the next round. A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must save vs. Paralysis or have their Strength reduced by 1/2.

Ropers are immune to electricity and take half damage from cold but are vulnerable against fire, saving at a -4.

Ropers enjoy the taste of platinum and gems which can be extracted from the gizzard of a roper after it is dead. Jewelry is generally not found with ropers as they eat the gems and platinum upon acquiring the items. Any magic items that do not include platinum or gems are found nearby as ropers have little interest in them.

### 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.

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### Rot Vulture

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 flogging
Damage:	1d6
Movement:	10' FLY 120'
No. Appearing:	1d10 Wild 1d10 Lair 1d10
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	100

Rot vultures are undead carnivorous birds that have the same general appearance of a large, healthy vulture at a distance, but up close they each have major defects such as missing eyes, torn beaks, ripped open body, many feathers missing (leaving a mostly bald body), wings that are broken off short, protruding broken bones, and perpetually bleeding nostrils. They stink of unending decay. They are ravenous, unable to digest most of the meat they consume, existing in a constant state of famine that drives them to attack potential prey with ferocious abandon. Their hit die is due more to this than size or strength. They cannot smell as distinctly as common vultures do, but can usually see quiet well. They are unusual creatures encountered in deep savage wilderness settings, or near cursed battle grounds and plague infected cities. They are turned as standard 2 hit dice zombies by clerics. Being undead they are immune to many general attacks such as poison, sleep magic, and mind control magic.

They attack by a general pecking, clawing and wing-flogging attack that is rolled up into one attack roll. Each rot vulture has a special effect. The GM can roll randomly or choose the effect, and can add more. They can make all or most rot vultures of a flock have the same effect or mix them up. And of course have some that do not have an effect.

1. It emits a horrid stench in a gaseous blast of gooey rotten matter when slain, causing anyone within ten feet to save versus poison or drop anything in their hands, fall to their knees and wretch helplessly for 1d4 round, unable to otherwise act.
2. If makes a hit in combat, then it has bitten and the victim must save versus poison or be inflicted by rot grubs (per the Old Dungeoneer's Almanac).
3. Any victim hit by it must save versus poison or suffer the effects of a disease, much like an infectious giant rat bite.

4. It shrieks in the face of it's victim (one only) so loudly and horrifically they must save versus spells or suffer the effects of fear (per the reversed 1st level cleric spell remove fear) for 1d6 rounds, as well as be deafened for 1d6 hours.

5. If it strikes a victim, they must save versus poison or be paralyzed for 2d6 rounds due to a toxic miasma of chemicals it oozes.

6. A victim who is hit must save versus spells or be inflicted by a horrid, lingering decaying odor for 1d6 days. General affects during that duration include: they will attract scavengers (at least one additional roll for wandering monsters per day) and effectively suffer a reduction of their charisma score to half. Their chances of stealth are greatly reduced -- impossible when facing creatures with a keen sense of smell.

The defects of a rot vulture can affect it physically. In general (roll 1d8 or choose; make up more choices as desired): 1 it flies at half speed and moves clumsily, with a -2 penalty to it's hit rolls and opponents get a +2 bonus to hit; 2 it is blind and suffers all effects of that, relying on smell and hearing to track prey and attack; 3 it has a weak structure and suffers double damage from hits and has an effective armor class 2 points lower and does only 1d4 damage; 4 it is unable to coordinate itself very well, it can only attack ever other combat round at most; 5-8 it is not affected in any significant way.

### Rousirl

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

The Rousirl is a massive rodent like creature. It's stout body stands nearly shoulder height to most men. Like rodents, it has large front teeth and powerful jaws that it used both for fighting and for biting through wood. In some areas, the creature has been domesticated and used as a beast of burden.

This creature was inspired by the *Josephoartigasia monesi* the largest species of rodent yet discovered (thus it's name: Rodent Of Unusual Size In Real Life)



### Scrab

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

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

### 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.

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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.

### Skeletaire

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

Skeletaires are the final form of a zombraire which has rotted away completely. They take only ½ damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). They can be Turned by a Cleric (as a zombie), and are immune to sleep, charm or hold magic. Skeletaires never fail morale, and thus always fight until destroyed.

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The statistics above are for a skeletaire formed from a 2nd level Magic-User. A skeletaire will have a number of hit dice equal to the character's level minus 1, and will save as a Magic-User of a level equal to its hit dice. The skeletaire cannot speak, but still retains the ability to prepare and cast spells as it did in life (but, like a zombraire, it can never gain levels or learn new spells). Skeletaires are always insane and suicidal, fighting until destroyed.

### Skeleton, Blackbone

Armor Class:	13 (see below)
Hit Dice:	1*
No. of Attacks:	1
Damage:	1d6 plus 1d4 fire damage, or by weapon
Movement:	40'
No. Appearing:	3d6, Wild 3d10
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

These skeletons are special undead created using the bones of creatures killed in fires. The bones, blackened in flames, turn completely black when the skeleton is created. The bones retain the heat from their original immolation, inflicting fire damage in addition to the regular damage whenever a hit is scored with the monster's fists or claws.

Other than the alterations noted above, Blackbone Skeletons are just the same as normal Skeletons as described in the Core Rules. Note that a Skeletaire (described in this volume) might also be created in a blackbone form, though this might require the Magic-User creating himself as one to suffer self-immolation.

### Skeleton, Pitch

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

Pitch Skeletons are skeletal undead that seem to be covered in a black oily or tarry substance, giving them a slick blackened appearance. Small bits of flame spontaneously puff out from random parts of the Pitch Skeleton's body. When a Pitch Skeleton strikes in combat,

a thick black substance is left behind which promptly ignites causing 1d6 points of fire damage on the round following the successful attack. On the second round following the damage is 1d4, then 1d3 on the third round, 1d2 on the fourth, then finally 1 point on the fifth round. Additional successful strikes by the Pitch Skeleton on following rounds do not cause new series of damage concurrently, but do restart the process at 1d6 on the next round.

Like other skeletons, they take only  $\frac{1}{2}$  damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). Pitch Skeletons are completely immune to fire based damage. As with all undead, they can be Turned by a Cleric (as wraiths on clerical turning table), and are immune to sleep, charm or hold magic. Pitch Skeletons are not entirely mindless, but are driven by a burning hatred of the living. They will attack with some semblance of tactics, such as flanking, cutting off escape routes, but still generally fight until destroyed. Pitch Skeletons can command lesser skeletal undead within 60' to assist them in attacking foes, allowing the mundane skeletons to fight with more tactical skill than normal. This command ability is powerful enough to wrest control away from the skeleton's original creator.

### Skeleton, Warrior

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1
Damage:	by weapon +1
Movement:	40'
No. Appearing:	3d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	125

Warrior Skeletons are an enhanced version of the standard skeleton created by powerful Magic-Users and Clerics. Like all undead they are immune to sleep, charm, and hold magics, and any spell that effects the mind. Because of their skeletal nature they take only  $\frac{1}{2}$  damage from edged weapons and only 1 point of damage from arrows, bolts, and sling stones. They are equipped with at least average quality weapons, and use shields. In melee they gain a +1 bonus to damage. Skeleton Warriors never need to check morale, and fight until destroyed.

### Skum

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	1 bite and 2 claws, or 1 weapon
Damage:	bite 2d6 claws 1d4 each
Movement:	20' Swim 40'
No. Appearing:	1d4+1, Wild 1d4+1, Lair 1d10+5
Save As:	Fighter: 2
Morale:	8 or 12
Treasure Type:	B
XP:	100

Skum are hapless humans (or similar humanoid creatures) transformed by Aboleths using despicable means to serve as slaves, guardians and soldiers. A Skum resembles a plump, hunched cross between a toad, a fish and a humanoid, with slimy, scaly green skin and a finned tail used for swimming. Skum attack with their vicious teeth and razor-sharp claws, or, alternatively, with any weapon given to them by their masters. Skum can see in the dark in the same way that a human can see in broad daylight; needless to say, they can also breath under and above water with no difficulty.

In the presence of their Aboleth master, Skum become totally fearless, their Morale raising to 12. If the Aboleth dies, however, the Skum enter a frenzied rage, attacking anything in their vicinity.

### Snail, Giant Barb

Armor Class:	17, 18 or 19 by Hit Dice
Hit Dice:	4, 6 or 8 or 4*, 6*, 8*
No. of Attacks:	1 bite or spit barbs
Damage:	1d8, 1d12 or 2d8 by Hit Dice or 1d4
Movement:	10'
No. Appearing:	1d4, 1d4 Wild Lair 1d4
Save As:	Fighter: 4, 6, 8
Morale:	8
Treasure Type:	None
XP:	240, 500, 875 by hit die or poisonous: 280, 555, 945

These slow, tedious creatures grow strong, dagger sized teeth which they can spit in times of duress: launched via extremely high pressure breath out a very narrowly pursed mouth to ranges of 30/60/90 feet they do 1d4 damage. The number of teeth available is usually twice the hit die: 2d4, 2d6 or 2d8 for the above types, some of which are kept in reserve by folding them back into the mouth. They spit them one at a time (alternately 1d2, 1d3 or 1d4 by hit die). Some 1 in 6 of these creatures also develop poisons; half the time the poison is paralytic (paralyzes for 4d6 hours) or deadly (kills). Victims hit by a tooth (or bitten)

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must save versus poison or suffer the effect. They are omnivorous. The statistics given should be considered small, medium and large sizes for common types, although even larger sizes may exist.

### Snail, Giant Cone

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

These predatory aquatic snails are highly toxic, moving slowly when motivating but springing fast against a victim. They have a natural long, narrow hypodermic tube (a modified tooth) to inject poison and can usually launch it to a short range, sometimes in many direction (it is attached by a fleshy bit that allows it to be pulled back in with a maximum range of no more than ten or fifteen feet). Stricken victims must save versus poison or be paralyzed for 2d6 hours. They swallow prey whole once it has succumbed. They are often extremely well camouflaged, lying in wait amid roughly grown reef edges for hours for something to come past.

### Snail, Giant Pounder

Armor Class:	16, 17 or 18 by Hit Dice
Hit Dice:	2, 4, or 6
No. of Attacks:	1 hammer blow
Damage:	1d4, 1d6 or 1d8 by Hit Dice
Movement:	10'
No. Appearing:	1d6, 1d6 Wild Lair 1d6
Save As:	Fighter: 2, 4, or 6
Morale:	7
Treasure Type:	None
XP:	75, 240, or 500

Giant Pounder Snail 2HD (AC 16, HD 2, #At 1 club, Dam 1d4, Mv 10', Sv F2, MI 7)

Giant Pounder Snail 4HD (AC 17, HD 4, #At 1 club, Dam 1d6, Mv 10', Sv F4, MI 7)

Giant Pounder Snail 6HD (AC 18, HD 6, #At 1 club, Dam 1d8, Mv 10', Sv F6, MI 7)

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These giant snails are often heard from a distance, pounding the ground with a hard bony appendage to locate hollows and burrows to break into and then engulf any living (or dead) matter therein. The appendage is much like a war hammer or mace doing damage according to size as shown above. Their mouths are little more than rough grinding surfaces and do little more than 1d2, 1d3, or 1d4 damage, but if hard pressed they will bite also. The statistics given should be considered small, medium and large sizes for common types, although larger sizes may exist.

### Sphinx

Armor Class:	18
Hit Dice:	12
No. of Attacks:	2 claws
Damage:	2d4+5/2d4+5
Movement:	50', fly 80' (20')
No. Appearing:	1
Save as:	Fighter 12
Morale:	8
Treasure Type:	
XP Value:	2,375

Sphinxes are massive winged lions with a humanoid face (most commonly), they are nearly 10 feet long and weighing over 800 pounds they are a majestic sight as light reflects off of their golden fur. Sphinxes see well in the dark with darkvision out to 60 feet. A Sphinx can speak the languages of man and dragons, as well as a unique language known only to them. They are highly territorial, but understand the difference between accidental trespassing and deliberate intrusion. Sphinxes tend to be kind, good matured and clever, preferring witty discourse over open combat. They are, however able to defend themselves and their homes and will do so if threatened.



Sphinxes prefer to fight on the ground, tearing at their foes with their razor-sharp claws. They only use their clumsy flight if outnumbered by nonflying foes or if they feel the need to pummel their foes with spells from a position of safety. There is a 1 in 6 chance each round, if the sphinx did not roar the last round, it will not attack with claw or spell and let loose a mighty roar. The first time a Sphinx roars all

creatures within 500' must make a saving throw vs. spells or be effected as though by a fear spell for 2d6 rounds. Creatures who are already under the effects of the Sphinx's roar who hear the roar a second time become paralyzed for 1d6 rounds on a failed save. Sphinxes continuously **detect invisible** and **detect magic** (as the spells). They can also cast spells as a 6th-level cleric or magic-user does, favoring spells that will aid in a retreat or allow them to attack their foes from a distance.

There are rumors of Sphinxes that are vastly more powerful, with immense size and wielding vast arrays of powers.

### Spiderwolf

Armor Class:	14
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d10 plus poison
Movement:	60'
No. Appearing:	2d4 Wild/Lair 2d4
Save As:	Fighter: 5
Morale:	10
Treasure Type:	
XP:	

Spiderwolves are a species of huge wolflike monsters having eight legs, six eyes, and no tail. A typical spiderwolf stands 5 feet high at the shoulder and weighs almost 200 pounds. In the wild, these creatures travel and hunt in packs.

A spiderwolf's bite is poisonous; any living creature bitten by a spiderwolf must save vs. Poison or become paralyzed. A spiderwolf which paralyzes an opponent will ignore that creature and attack any other opponent not yet paralyzed, turning its attention back to the paralyzed victim only after all other opposition is quelled. Paralysis from spiderwolf venom lasts 1d6 turns.

Spiderwolves have gray slimy skin, like other outsiders from Nazgor, and they suffer damage when exposed to sunlight or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both causes 1d8 points of damage per hour.

### 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.

### Tapper

Armor Class:	15 †
Hit Dice:	3
No. of Attacks:	1
Damage:	1d6 Mining Pick
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 3
Morale:	14
Treasure Type:	special
XP:	145

Sometimes after a long dry spell, a bedraggled team of Dwarven miners finally find a mineral vein and a greedy lust overcomes them, and, forgetting their health, the Dwarves work themselves to death. Such dwarves will sometimes rise from the dead as Tappers. Tappers appear as a sort of desiccated zombie. Tappers continue to slowly explore their mining ventures, tapping at the rock here and there. The tapping noise is unsettling as it echoes through the tunnels.

Tappers jealously guard their claim, and they can be quite crafty in its defense. Otherwise Tappers have a single minded focus on their mining, appearing not unlike other more mindless undead in their mannerisms. A Tapper attacks with its mining picks or similar implements. Silvered or magical weapons are needed to strike a Tapper. A Dwarf killed by a Tapper will also rise as a Tapper unless a Cleric casts a **bless** spell upon the body.

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### Tarrasque

Armor Class:	35
Hit Dice:	48 (+16)
Attack:	2 claws, 2 horns, 1 tail slap, 1 bite
Damage:	1d12x2, 1d10x2, 3d8, 4d8
Movement:	20' Rush 150'
No. Appearing:	1
Save As:	F20
Morale:	12
Treasure Type:	None
XP:	20,400

The tarrasque is a huge reptile that is 70 feet long and 50 feet tall, and weighs about 130 tons. It attacks with its claws, teeth, horns, and tail. The tarrasque can not speak and it exist only to eat, kill and destroy everything it encounters. When it is active it ravishes the land for miles. It is only active for a week or two and then returns to its lair to become dormant for up to 20 years. Only one tarrasque is said to exist.

The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed save vs paralysis or become paralyzed with fright, remaining in that condition as long as they are within 60 feet of the tarrasque. Once per turn, the normally slow-moving tarrasque can suddenly move at a speed of 150 feet for one round and attack. It is immune to all heat/fire and regenerates 1 hp per round. If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump. The tarrasque's armor-like carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even magic missile spells. There is a 1-in-6 chance of reflecting any such effect back at the caster; otherwise, it is merely negated.

The tarrasque will swallow its opponent with a hit of 18 or greater. Once inside, the opponent takes 2d8 points of crushing damage plus 2d8 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

No form of attack deals lethal damage to the tarrasque; any spell or effect that would kill it instantly (e.g., a **disintegrate** spell), instead deals damage equal to the creature's full normal hit points +10. The tarrasque can be slain only by reducing it to a total of -10 hit points, then using a **wish** to keep it dead.

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### 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.

### Vermen (Ratman)

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

Vermen are medium-sized, furred humanoids with rodent-like heads and tails. They have long torsos and arms and legs. They tend to slouch forward when walking upright, giving them an odd, hunched appearance. Vermen fur varies in color from brown to gray to black, but all have red, beady eyes. These ratmen have clothing and armor that is universally soiled, dirty, and patched together, and most equipment possessed has either been stolen or bartered for.

Individually or in small groups these creatures are cowardly, but in larger groups they become much more brave; any group of 16 or more will have a morale of 8. Any group of 20 or more will have a leader of at least 4 Hit Dice, and such a group will have a morale of 10. Occasionally a Vermen may be found following an adventuring career, often as a thief (although other careers are possible).

### Zombie, Flesh Eater

Armor Class:	14
Hit Dice:	2
No. of Attacks:	2 claws/1 bite
Damage:	1d3/1d3/1d6
Movement:	40'
No. Appearing:	2d8
Save As:	Fighter: 2
Morale:	12
Treasure Type:	nil
XP:	125

Flesh Eaters Zombies are undead creatures, similar to standard zombies but far more dangerous. Like all undead they are immune to all spells and magic that affect the mind (hold, charms, sleep, etc). Flesh Eating Zombies may be Turned as normal zombies. They feast on the flesh of living creatures, preferring to target intelligent humanoid creatures.

In combat they are surprisingly quick and attack with a flurry of claws and bites. While their claws serve as

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capable weapons it is the creatures bite that is its most feared attack. Those who are bitten by a Flesh Eater and survive have a 5% chance per point of damage of contracting a fatal disease, causing death in 2d4 turns. Those who die from this disease rise in 1d4 rounds as flesh eaters. A **cure disease** spell will prevent death, or if cast on the corpse after death will prevent the corpse from rising.

### Vort (Crested Serpent)

Armor Class:	15
Hit Dice:	1+2
No of Attacks:	1
Damage:	1d3 + poison
Movement:	50'
No. Appearing:	1d4
Save as:	F1
Morale:	7
Treasure Type:	Nil
XP Value:	25

Crested serpents, called "Vorts" by the Serenhai plainsmen, are large snakes, ranging from 3' to 9' in length. They are dark green to dark blue in color, with brightly colored crests on their heads. When folded down, a vort's crest is the same color as the snake's body, but when unfolded the crest will be striped or banded in bright green, red, blue, yellow, and/or orange.

Crested serpents are venomous. Small animals bitten by a crested serpent must save vs. Poison or die; however, larger creatures (anything of Kobold size or larger) will be rendered unconscious for 2d4 turns rather than dying if the save is failed.

### Wolverine

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 claws/1 bite
Damage:	1d4+2/1d4+2/1d6
Movement:	30' climb 10' burrow 1'
No. Appearing:	1
Save as:	Fighter: 3
Morale:	9 or 12 (see below)
Treasure Type:	none
XP value:	500

The Wolverine is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. The adult wolverine is about the size of a medium

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dog, with a length usually ranging from 2 to 3 feet, a tail from 1 to 2 feet long, and weight of 22 to 36 pounds. The males are as much as 30 percent larger than the females.

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

### Zombraire

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

Zombraires are freewilled undead magic-users. Like the zombies they resemble, they move silently, are very strong and must be literally hacked to pieces to "kill" them. However, they do not suffer the initiative penalty common to ordinary zombies. They take only ½ damage from blunt weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). They may be Turned by Clerics (as wights) and are immune to sleep, charm and hold magics.

A zombraire is a magic-user who has been cursed to arise after death. They slowly rot away, and as a zombraire rots it loses its sanity; this is represented by the variable morale listed. An insane zombraire fights to the death in hopes of being slain and thus ending its tortured existence.

The given statistics are for a zombraire formed from a 2nd level Magic-User; the hit dice and saving throws of a zombraire are based on the level it had in life. A zombraire can cast spells just as it did when it was alive, but can never learn any new spells or gain in levels in any way (short of a wish, of course, and a zombraire with a wish will almost certainly choose to wish for either life or death).

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