FOE FOLIO



B/X ASCENDING

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FOE FOLIO
FOR B/X ESSENTIALS

by Mark Craddock

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ANIMOPUS

AC 14, **HD** 5+4 (42hp), **Att** 2 x tentacle (1d4 or by mind blast), **THAC0** +6, **MV** 120я(40я), **SV** D13 W14 P13 B16 S15 (M5), **ML** 6, **AL** Lawful, **XP** 350, **NA** 1 (1d4), **TT** C

- ***Consume Brain:*** If an animopus hits a creature with 4 tentacle attacks, it may begin consuming the creatureяs brain, and it must save vs paralysis or suffer 2d6 damage.
- ***Hate the sun*:** -2 to-hit and all saves in full daylight.
- ***Infravision:*** 90я
- ***Magic Resistance:*** +2 to save vs spells.
- ***Mind Blast:*** Psionic cone attack that is 2я wide cone at the mouth, 30яwide at the far end, anyone within that areas must save vs spell or suffer 1d8+1 damage.

Subterranean, tentacled brain eaters who shun the daylight and rule the darkness below the earth. They have psionic powers that are fueled by the gray matter they receive from their victims. The only reason they will allow an individual to survive is for their usefulness as a slave.

They typically stand around 7яtall.





BYAKHEE

AC 13, **HD** 5 (22hp), **Att** 2 x talons (1d6), **THAC0** +6, **MV** 60я(20я), **SV** D10 W11 P12 B13 S14 (F5), **ML** 8, **AL** Chaotic, **XP** 300, **NA** 1d6 (2d8), **TT** None

- ***Infravision:*** 90я
- ***Flight:*** Flies at 150я(50я).

A Byakheeяs natural habitat is the void between worlds, however they are often summoned by wizards to be used as mounts and servants. King Walden of Kzinland keeps a full stable of the strange creatures. He has found that they like rotten milk as their favorite treat.



CHANGELING

AC 10, **HD** 2 (9hp), **Att** 1 x weapon (1d6 or by weapon, **THAC0** +2, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 15, **NA** 1 (1d6), **TT** Q

- ***Infravision:*** 90я
- ***Shapeshifter:*** As an action it can assume the shape of anyone it can see.

Changelings are half-fey beings who were stolen from their human parents as babies. They are haunted by the abduction and corrupted by the magic of Faerie. They have lost their identity when they were stolen to Faerie, and and now they seek a replacement. A changeling is willing to kill someone and replace them to reclaim it.

CHUPACABRA

AC 17, **HD** 4 (18hp), **Att** 1 x bite (1d6), **THAC0** +5, **MV** 180я(60я), **SV** D10 W11 P12 B13 S14 (F4), **ML** 10, **AL** Neutral, **XP** 75, **NA** 1 (1d4), **TT** None

- ***Infravision:*** 90я
- ***Blood drain:*** A chupacabra may drain blood from an unconscious victim: 1d4 hit points automatic damage per round.
- ***Poison Resistance:*** +2 to save vs poison.

Strange reptilian creatures that crave blood and will hunt nearly any creature that is within range, though they prefer livestock and terrorize farmers.

They are generally found in hotter climates closer to the equator and are believed to be cold-blooded. Chupacabras are about 6яlong from nose to tail and about 3яat the shoulder. Their eight legs allow them to easily get into pens or over fences.



COBRIATH

AC 13, **HD** 7 (28hp), **Att** 1 x bite (2d4), **THAC0** +7, **MV** 150я(50я), **SV** D8 W9 P10 B11 S12 (F7), **ML** 11, **AL** Chaotic, **XP** 850, **NA** 1 (1d6), **TT** B

- ***Poison:*** Causes death in 1d6 turns (**save vs poison**).

When the Queen of Nagas was killed by the adventuring group knows as the Hammers of Justice. The deadly cobriaths sprung from her blood as it flowed around her beheaded corpse. As the serpents grew to lengths of 60яin moments, both Ungold the Barbarian and Lady Questor, Priestess of Ra, were struck down by their venom. On that day, one evil was traded for many by well-intentioned fools.





CORPSE LAIRD

AC 14, **HD** 3 (13hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +3, **MV** 120я (40я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 10, **AL** Chaotic, **XP** 35, **NA** **2**d4 (2d8), **TT** P

- ***Infravision:*** 90я

Corpse lairds are large sentient worms that inhabit and animate humanoid corpses. Sargoo the Sapient claims to have interviewed one named Clarence. He claims that they are creatures created by Nyx, the Goddess of Night, and were made by her to sew chaos in the world. On occasion, dozens of corpse lairds will converge on a battleground or cemetery and raise an entire graveyard and terrorize the surrounding countryside for weeks.

They are not undead.

CULICIDEATH

AC 13, **HD** 2 (9hp), **Att** 1 x proboscis (1d6 or by weapon), **THAC0** +2, **MV** 120я (40я), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Chaotic, **XP** 25, **NA** 2d4 (1d6 x 5), **TT** R

- ***Blood drain:*** A culicideath may drain blood from an unconscious victim: 1d4 hit points automatic damage per round.
- ***Infravision:***9 0я

Culicideath are found in the southern bogs and swamps of Zyrkania. They claim their civilization is older than the elves and a great cataclysm reduced them to their current state.

They view most other species as a food source and view halfling blood as a delicacy. Rumors insist that they have farms of them in the deepest parts of Blood Drench Swamp.

They by communicate by whistling through their proboscis.



CUNICULUM

AC 17, **HD** 6 (27hp), **Att** 1 x bite (1d8+1), **THAC0** +6, **MV** 90я(30я), **SV** D10 W11 P12 B13 S14 (F6), **ML** 10, **AL** Netural, **XP** 275, **NA** 1 (1d4), **TT** None

- ***Burrower:*** May move underground through rock and earth at 150я(50я).

Burrowing predators that move through the earth as if it were water. They wait underground, for up to 4 hours between breaths, to ambush their prey from below.

While most measure 8яfrom nose to tail and about 4яat their shoulder, truly titanic specimens have been found at twice that size.

Giants are known to hunt them purely for sport, traipsing through the beasts territories trying to yank them from the earth and then see who can hurl them the farthest. More than one caravan has been assault by tossed cuniculums.

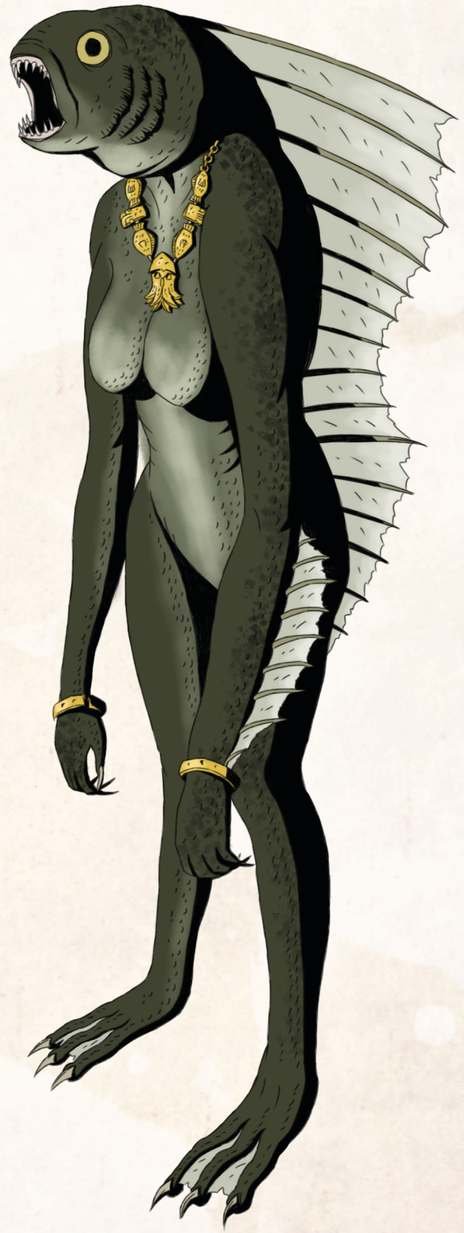


DEEP ONE

AC 13, **HD** 2 (9hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +2, **MV** 90я(30я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 10, **AL** Chaotic, **XP** 20, **NA** 2d4 (3d10), **TT** T

- ***Amphibious:*** A deep one can breath on air and under water and they move through the water at a speed of 120я(40я).

Deep ones are the children of Hydra and Dagon and they dwell in the deepest, darkest parts of the sea. However, upon the word of Dagon, they will undertake an unholy crusade to raid and pillaged along the shores and have done so for centuries. Sometimes, Mother Hydra will issue them a different decree. She they will command them to slowly infiltrate a lonely coastal community, where they will begin interbreeding with the locals. It is unknown why Hydra desires this course of action.



DEEP ONE HYBRID

AC 10, **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +1, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d6 (1d10), **TT** T

- ***Swimmer:*** A deep one hybrid can hold their breath for up to 1 hour and they move through the water at a speed of 60я(20я).

The product of a human and deep one interbreeding. While they look mostly human, their face has a toad-like quality and they have unusually large mouths. They can breath underwater for up to 1 hour.

GARP

AC 13, **HD** 1-1 (3hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +1, **MV** 60я (20я), **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Chaotic, **XP** 5, **NA** 2d4 (2d10), **TT** R

- ***Acidic blood:*** When you hit a garp in melee take 1 damage.
- ***Infravision:*** 90я
- ***Hate the sun:*** -1 to-hit in full daylight.
- ***Hate dwarves:*** Attack on sight.

Garps are a strange experiment created by Lataveous of Kantenar, the wizard known to the world as Storm Master. He hated adventurers after his stronghold at Illwind was raided by a upstart band. He decided to clone goblins and give their blood an acidic quality so that when injured they would wound their attacker. However, after breeding a large number of them, Storm Master was killed by yet another band of adventurers and his experiments mistakenly released by well meaning fools.

Good luck telling a goblin from a garp these days.





GREY DWARF

AC 16, **HD** 2+1 (10hp), **Att** 1 x weapon (1d8 or by weapon), **THAC0** +2, **MV** 60я (20я), **SV** D8 W9 P10 B13 S12 (D2), **ML** 11, **AL** Chaotic, **XP** 20, **NA** 3d6 (1d6 x 10), **TT** B

- ***Enlarge:*** As an action, once per day, they may double their size and +1d4 damage.
- ***Infravision:*** 90я
- ***Invisibility:*** As an action, once per day, they may cast the Invisibility spell (see **B/X Essentials Cleric and Magic-User Spells p17**).

Grey dwarves worship the Rune Thane, who dwells in the center of the world. The tenants of the Rune Thane prioritize his law over all others. Grey dwarves refer to each other as comrades and put the glory of the Thanes vision and needs over their own. The grey dwarves devote themselves to whatever task is required of them, eschewing personal desire over the community and their Thane. They find the freedoms and the importance of the individual of most of the surface races to be anathema and desire to spread the Rune Thanes principals through whatever means are necessary.

HOUND OF TINDALOS

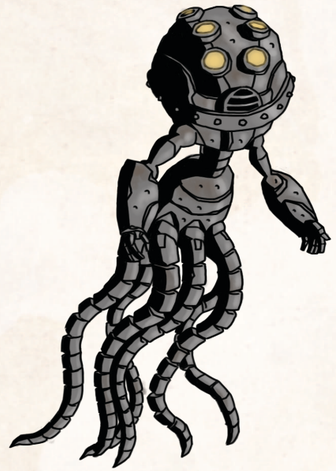
AC 19, **HD** 5 (23hp), **Att** 3 x claw, claw, bite (1d6 or 1d8), **THAC0** +5, **MV** 120я (40я), **SV** D10 W11 P12 B13 S14 (F5), **ML** 12, **AL** Chaotic, **XP** 350, **NA** 1 (1d4), **TT** None

- ***Infravision:*** 90я
- ***True Sight:*** A hound may see through illusions and invisibility.
- ***Teleport:*** A hound can teleport up to 60я 3 times per day.

Hounds of tindalos are hunters used by the Sorcerers of Yeng to assassinate their enemies. The Sorcerers worship Hastur and it is said that stewardship of the hounds was a gift to them for their loyalty.

Hounds are 8яlong from nose to tail and stand about 3яat their shoulder. The hounds may slip between the angles of our plane and will hound their prey until the target is dead.





IRON SENTINEL

AC 20 **HD** 10+1 (55hp), **Att** 2 x tentacle, (1d8+1), **THAC0** +9, **MV** 90я(30я), **SV** D6 W7 P8 B9 S10 (F10), **ML** 12, **AL** Neutral, **XP** 1,600, **NA** 1 (2), **TT** F

- ***Infravision:*** 90я
- ***Magic Resistance:*** +2 to saves vs spells and wands.

Iron sentinels are the creation of Lady Steelheart, a wizard from Kzinland and the builder of the wizard tower known the Pinnacle. She created the sentinels to guard the Pinnacle during her many extraplanar journeys. Over the course of her life, she explored many dungeons and often left sentinels behind to prevent them from being plundered further. Most of these constructs are still in working order and patrolling those halls.

They stand about 12яtall at their full height, but the tentacles let them reduce their height to as short as 5яtall.

LURCH

AC 12, **HD** 1+1 (5hp), **Att** 1 x tentacle, (1d6+1), **THAC0** +1, **MV** 60я(20я), **SV** D12 W13 P14 B15 S16 (F10), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d6 (3d6), **TT** C

- ***Infravision:*** 90я

They are found in dungeons, patrolling the hallways looking for food. Sargoo the Sapient maintains that they are extraplanar creatures drawn to dungeons because of the violence and strange objects often found there as treasure. He insists that they are, essentially, parasites that have latched onto the dungeon itself.

Lurchs stand about 5яtall.



MUTANT

AC 10, **HD** 2 (9hp), **Att** 1 x mutation (1d6 or by weapon), **THAC0** +1, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Chaotic, **XP** 15, **NA** 1d4 (2d4), **TT** None

- ***Mutation:*** Roll a d6: 1) prehensile hair (may wield weapon), 2) Hurl fire up to 15я (1d6 damage, 3) Chitinous armor (AC 6), 4) tail (1d6 damage), 5) Wings (Fly at 90я(30я), 6) Claws (1d6 damage)

Chaos itself can warp a child in its mothers womb, twisting them before birth, altering their destiny through fear and suspicion even before they take their first step.





NIGHTCOMER

AC 13, **HD** 7 (31hp), **Att** 1 x claws (1d6 or by weapon), **THAC0** +7, **MV** 150я(50я), **SV** D11 W12 P11 B14 S12 (M7), **ML** 10, **AL** Chaotic, **XP** 15, **NA** 1d4 (3d4+1), **TT** None

- ***Infravision:*** 90я
- ***Magic-User:*** Casts spells as a 7th level magic-user.

Niala the Night Witch selects 13 maidens be transformed by her necromancy and to serve her in the Grove of Shadow and Cold. Once amongst their ranks, the women conspire, sabotage, and murder each other to gain favor from their High Lady.

Only competent and powerful wizards are allowed to serve Niala and a nightcomer should never be underestimated.

OCULURK

AC 16, **HD** 9 (40hp), **Att** 1 x eyebeam (1d10), **THAC0** +8, **MV** 120я(40я), **SV** D11 W12 P11 B14 S12 (M9), **ML** 6, **AL** Chaotic, **XP** 1,600, **NA** 1 (1), **TT** None

- ***Cyclopean Eye:*** Has an AC of 1 (18).
- ***Cysts:*** When you hit an oculurk in melee, one of its cysts will rupture and deal 1d4 damage to you.
- ***Eyebeam:*** Oculurks may use one of the f following eyebeam spells:
  1) Charm Person;
  2) Charm Monster;
  3) Sleep;
  4) Telekinesis;
  5) Flesh to Stone (Stone to Flesh Reversed);
  6) Disintegrate;
  7) Cause Fear (Remove Fear Reversed);
  8) Cause Serious Wounds (Cure Serious Wounds Reversed);
  9 Death Spell;
  10) Anti-Magic Shell (see **B/X Essentials Cleric and Magic-User Spells**).
- ***Infravision:*** 90я
- ***Levitate:*** Oculurks hover above the ground.
- ***Magic Resistance:*** +2 to saves vs spells.

Oculurks are alien outsiders that have found their way to the prime material plane. They often lair in dungeons, which they speak to as if they were sentient, going so far as to sometimes claim thy are in relationships with them. They are very territorial and will not tolerate any interlopers in their lair, especially other oculurks.

Strange cysts and extra eyes grow upon their hide, when pierced by weapons they squirt a slimy green toxin.





ONI

AC 14, **HD** 7+1 (38hp), **Att** 2 x claws (1d6 or by weapon), **THAC0** +8, **MV** 120я (40я), **SV** D12 W13 P11 B14 S13 (T7), **ML** 9, **AL** Chaotic, **XP** 15, **NA** 1 (1d4), **TT** T

- ***Infravision:*** 90я
- ***Thief Skills:*** Onis may Backs-tab, Climb Sheer Surfaces, Hear Noise, Hide in Shadows, and Move Silently as a 7th level thief.

Spiritual tricksters who seek to corrupt and destroy the denizens of the physical world. They resent us for our freedoms and how we waste them.

Oni often will lurk around clerics and watch them for moments when they break their vows. Then they will strike.

OSSEOUS WOLF

AC 14, **HD** 3+2 (15hp), **Att** 2 x claws (1d6 or by bite 1d8), **THAC0** +4, **MV** 150я (50я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 11, **AL** Chaotic, **XP** 35, **NA** 1d4 (2d4), **TT** None

- ***Infravision:*** 90я

Folklore suggests that Niala the Night Witch raised the osseous wolf to serve her, as hunters in the night. It is said that she found a dead she-wolf in the Grove of Shadow and Cold, her lair, and raised the pups on nightmares, cruelty, and the bones of her enemies. Once the brood was fully grown she terrorized them until they left the grove and ventured out into the world. After all, she loved them enough to unleash them upon the us all and not waste their malice on her own domain.





PHAGENT

AC 10, **HD** 1 (4hp), **Att** 1 x bite (1d4), **THAC0** +1, **MV** 60я(20я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Chaotic, **XP** 15, **NA** 1d4 (2d6), **TT** R

- ***Disease Carrier:*** Anyone who touches or is touched by a phagent must make a save vs Death or take 1d4 damage from the taint it carries.
- ***Undead:*** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Phagents worshipped Pestilence in life and now serve her in undeath by spreading death and disease. Phagents are responsible for the Yellow Plague in Baraton, the Wilting Cough in Kzinland, and the Tears of Blood in Uum.

SLEEP SCARAB

AC 16, **HD** 8+2 (52hp), **Att** 1 x bite (1d8+1), **THAC0** +8, **MV** 120я(40ѧ), **SV** D8 W9 P11 B11 S12 (F7), **ML** 10, **AL** Neutral, **XP** 600, **NA** 1 (1d4), **TT** None

Sleep scarabs hunt on the astral plane and prey upon dreamers. They are especially drawn to spellcasters and because of this the elves have been atempting to hunt them to extinction.

While they feed on the astral plane, a hive with a single queen oversees the colony of her servants, usally less than 12, here on the prime material plane. They bring the fear and life essence they take from dreamers to her while she gaurds their physical forms, cocooned insects less than 6э long. They can be any size within a dream, but usually are as big as a horse.





STARLIGHT SHARK

AC 15, **HD** 6 (27hp), **Att** 1 x bite (1d8), **THAC0** +6, **MV** 30я(10ѧ), **SV** D10 W11 P12 B13 S14 (F6), **ML** 10, **AL** Chaotic, **XP** 275, **NA** 1 (1d4), **TT** None

- ***Flight:*** Starlight Sharks can fly at 130я (30ѧ).
- ***Infravision:*** 120я

Voracious predators that surf the night sky around Pevlar Tung, the Shelf of Deepest Night. It is a holy place for Nyx, the Goddess of Night. Stories suggest that she created these hunters of the night sky due to her admiration of the sharks of the sea. She south to make the night more terrifying and knew they could bring that fear into the hearts of mortals. Now these flying predators hunt her holiest of locations.



STONE MAN

AC 14, **HD** 1+1 (5hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +1, **MV** 90я (30ѧ), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9 (10 with leader), **AL** Neutral, **XP** 10 (leader: 10), **NA** 2d4 (4d6), **TT** S

- ***Infravision:*** 120я
- ***Leader:*** Groups are led by an stone man with 10 hit points. The leader gains a +1 bonus to damage rolls.
- ***Resistance:*** +4 to save vs Petrify.

Stone men live deep within the earth in the city of Dek and are descended from earth elementals. Their own legends even claim they are the progenitor of the dwarf race.

Stone men have recently begun a war upon the surface after Dek was divided by a civil war where the medusa, Shipara, became queen. Their new leader has been told by a soothsayer that Queen Rowan III of Voland will be her doom and intends to destroy her first.

STRIGIBEAR

AC 13, **HD** 6+2 (30hp), **Att** 2 x claw (1d6 or by bite 1d6), **THAC0** +7, **MV** 150я(50ѧ), **SV** D10 W11 P12 B13 S14 (F6), **ML** 8, **AL** Neutral, **XP** 275, **NA** 1d4 (1d6), **TT** J

- ***Infravision:*** 90я

Strigibears are the creation of Thumar Kont, otherwise known as Ursa Modred. He bred them over a century in the Forest of Von. His notes, discovered by the Master Thief,Korben Drode, reveal that he desired the power of the bear and the cunning of the owl for his creation, and he more than succeeded.



TIEFLING

AC 10, **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +1, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 15, **NA** 1 (1d4), **TT** S

- ***Infravision:*** 90я
- ***Sorcery:*** A tiefling knows 1 random magic-user spell due to their fiendish heritage. They may cast it once per day.

Tieflings have devilish or demonic ancestry that courses through their veins. They are often shunned and mistreated due to their appearance and the ignorance of others.





TRISKELION

AC 12, **HD** 2 (9hp), **Att** 1 x weapon (1d6 or by weapon), **THAC0** +1, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8 (10 with leader), **AL** Chaotic, **XP** 20 (leader: 20), **NA** 2d4 (4d4), **TT** T

- ***Fire Resistance:*** Triskelions take □ damage from fire.
- ***Leader:*** Groups are led by an stone man with 10 hit points. The leader gains a +1 bonus to damage rolls.
- ***Resistance:*** +4 to save vs Petrify.

Triskelions are from a negative material plane and they have come here seeking diamonds. They are often found in mines extracting what they need. Due to being from a negative material plane, they hate all life on a positive material plane and will not suffer anything from itto live within their territory.

They stand about 5-1/2 tall on average.

UMBRAL

AC 17, **HD** 6 (27hp), **Att** 1 x unarmed (1d8+1), **THAC0** +6, **MV** 120я(40я), **SV** D10 W11 P12 B13 S14 (F6), **ML** 11, **AL** Chaotic, **XP** 275, **NA** 1 (1), **TT** None

- ***Infravision:*** 90я
- ***Assassin:*** Umbrals may Hide in Shadows and Move Silently as a 6th level thief.

Umbrals are the shades of thieves and assassins. If you know an umbrals true you can force it to hunt and kill a victim of your choosing using a ritual during the 3 nights of the full moon. If the umbral does not kill their target by the end of the next full moon, they are dragged into Hell.



UPIR

AC 12, **HD** 4+2 (26hp), **Att** 1 x bite (1d6+1), **THAC0** +5, **MV** 120ft(40ft), **SV** D10 W11 P12 B13 S14 (F7), **ML** 8, **AL** Chaotic, **XP** 75, **NA** 1 (1d4), **TT** S

- ***Undead:*** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- ***Energy drain:*** A successfully touched target permanently loses one experience level (or Hit Dice). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A characters XP is reduced to the lowest amount for the new level. A person drained of all levels becomes an upir in 3 days.
- ***Regeneration***: A damaged upir gains 3hp at the start of each round, as long as it is alive.
- ***Destroying***:
  a. Sunlight: Save vs death each round or be disintegrated.
  b. Stake through the heart: Permanently kills.
  c. Immersion in water: For 1 turn permanently kills.
  d. Destroying coffins: Permanently killed if all hit points lost when unable to rest (*see* **Coffins B/X Essentials Monsters p44)**.



Upir are a type of vampire that can only feed off of members of their family. Typically, an upir is created after being cursed by a witch or by making a pact with an incubus or succubus. When an upir appears it is usually only a matter of weeks before their whole family is wiped out.

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