

# The Basic Fantasy Field Guide

## of Creatures Malevolent and Benign

### Volume 3

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Featuring Creatures by Various Contributors

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## INTRODUCTION

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

Monsters in this work are presented in the same format as in the **Basic Fantasy RPG Core Rules**. Below is the explanatory text from that work:

### Terms Used In This Work

**Name:** The first thing given for each monster is its name (the most common name, if the monster is known by more than one). If an asterisk appears after the monster's name, it indicates that the monster can only be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.) which makes the monster harder to defeat.

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

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

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

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

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

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

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

**Damage:** The damage caused by successful attacks by the monster. Generally this will be defined in terms of one or more die rolls.

**No. Appearing:** This is given in terms of one or more die rolls. Monsters that only appear underground and have no lairs will have a single die roll; those that have lairs and/or those that can be found in the wilderness will be noted appropriately. For example, a monster noted as "1d6, Wild 2d6, Lair 3d6" is encountered in groups of 1d6 individuals in a dungeon setting, 2d6 individuals in the wilderness, or 3d6 individuals in a lair.

Note that number appearing applies to combatants. Non-combatant monsters (juveniles, and sometimes females) do not count in this number. The text of the monster description should explain this in detail where it matters, but the Game Master is always the final arbiter.

**Save As:** The character class and level the monster uses for savings throws. Most monsters save as Fighters of a level equal to their hit dice.

**Morale:** The number that must be rolled equal to or less than on 2d6 for the monster to pass a Morale Check. Monsters having a Morale of 12 never fail morale checks, and fight until destroyed or have no enemies left.

**Treasure Type:** This line reflects how much wealth the creature owns. See the **Treasure** section of the Core Rules for more details. In most cases, a creature keeps valuables in its home or lair and has no treasure with it when it travels. Intelligent creatures that own useful, portable treasure (such as magic items) tend to carry and use these, leaving bulky items at home.

**XP:** The number of experience points awarded for defeating this monster. In some cases, the figure will vary; for instance, Dragons of different age categories will have different XP values. Review the Experience Points awards table in the **Adventure** section of the Core Rules to calculate the correct figure in these cases.

## Apatosapien

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

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

Like many other species, apatosapiens survived extinction on islands and in other isolated environments. They evolved along with the other sentient species, though they have little contact with them. Some live in tribes and some in religious communities. They are excellent farmers and herbalists. Many spend their free time as scholars. They preserve their history in writing and in stone carvings. In

tribal villages there will always be a shaman with 1d4+1 levels of Clerical abilities. In their religious communities, all members will have 1d4+1 levels of Clerical abilities.

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

## Avir

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

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

Avirs hunt and fight in wings of 5 while holding lances with their feet. They are master of dive attacks getting +4 on their attack rolls and doing double damage. They also wear bladed spurs on their feet with which they can kick savagely, doing 1d6 points of damage with each, either when on the ground or when flying by. An avir kicking with only its natural spurs, will only do 1d4 points of damage per kick. If unable to fly, an avir can peck for 1d4 points of damage, as a last resort. They wear leather harnesses which offer them some protection and allow them to carry light items. They cannot carry more than 50 lbs. Avirs have natural resistance to cold and take half damage against magical cold attacks.

A settlement will always have one shaman 4HD with the Clerical abilities of level 1d4+3, and 1d4 2HD acolytes with Clerical abilities up to level 1d4 each. There will be also a 5HD magister with the ability of a Magic-User of



level 1d4+4, with one 3HD apprentice with half the abilities of its master. An avir magister is a master of aerial combat and will always know **magic missile** and **lightning bolt**.

Avirs trade to obtain the equipment they cannot produce themselves, such as weapons, often with Dwarves who live under their mountain. They also keep good relations with giant eagles.

### Awful Offal

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

A disgusting heap of viscous organ matter and entrails, an **Awful Offal** is the unnaturally animated remains of a humanoid that has somehow been separated from its skin and skeleton. It secretes a disgusting bile which it can spit up to 30', causing 1d8 points of acid damage and dissolving any organic matter it contacts (particularly wood) in 1d3 rounds. Striking an awful offal with a melee weapon will cause it to split into two separate creatures, each with half the hit points of the original. Such creatures may be further divided by subsequent blows until an awful offal has 1 HP, after which point any further damage will kill it. Awful offals take half damage from ranged weapons and full damage from any silver weapons, neither of which cause the creature to divide.



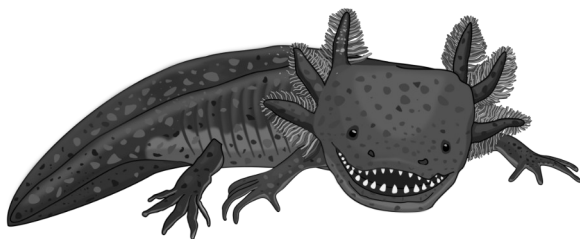
### Axolotl\*

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

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

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

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



### Baldander

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

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

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

Strangely enough, a baldanders can only acquire one form from a given species, although it can still acquire new spells by killing additional Magic-Users of the same species. It cannot acquire clerical spells.

### Barkgheist\*

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

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

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

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

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

### Beetle, Giant Rhinoceros

Armor Class:	18
Hit Dice:	10
No. of Attacks:	1 bite/1 horn
Damage:	3d6/2d8
Movement:	60' (10')
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 10
Morale:	10
Treasure Type:	L
XP:	1,300

**Giant Rhinoceros Beetles** are voracious monsters mostly found in jungles. They are twelve feet long and their carapace is hard and a dull gray.

They are fast runners who charge at their preys, receiving a +2 bonus to their horn attack which does 2d8 points of damage. Their mandibles can bite large creatures, doing 2d6 points of damage. They will ignore any creature smaller than a dog and when facing a rider, they go for the mount. Like most beetles, they have more or less the same visual acuity in all directions and thus suffer no penalty to Armor Class when attacked from behind.

Gems, which might help their digestion, are often found in their abdomen.

### Bodach

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

**Bodachs** looks like huge hairy goblins with green complexion. They stand up to seven feet tall. Bodachs can appear as old men, but even then they dress with rags and mismatched clothes and with several decrepit looking weapons such as spears, swords, and axes. They can speak Common and Elvish and use the following spell-like abilities at-will: **speak with monster**, **water breathing**, **ventriloquism**, **clairvoyance**, and **darkvision**.

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

### Botanical

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

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

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

Botanicals are a peaceful and even-tempered folk who live in secluded natural areas. They see the preservation of nature and life as the highest duty. However, they turn into fierce warriors when confronting those who would despoil the land or harm the innocent. In a natural environment, they blend in with plant life, and surprise opponents on a roll of 1-5 on 1d6.



### Castoroides (Giant Beaver)

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

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

### Cat Sith

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

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

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

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

### Catspider

Armor Class:	13
Hit Dice:	1d3 HP*
No. of Attacks:	1 bite/4 claws
Damage:	1d4/1d2/1d2/1d2/1d2(all + poison)
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	13



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

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



### Celestial, Descendant

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

Legends say many centuries ago some celestial messengers fell in love with humans. For this, they were made mortal and forced to dwell on Earth. They married, raised families, and ultimately died. **Celestial Descendants** are their heritage. Celestial descendants are tall, attractive humans whose distinctive feature is a pair of

wings on their back. There are both male and female celestial descendants and they live in family groups like Humans and Halflings. Celestial descendants are not magical creatures and can be slain. They live about two hundred years.

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

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



**Celestial, Egregor\***

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

Legends say many centuries ago some celestial messengers fell in love with humans. **Egregors** are watchers put in place to ensure this never happens again. They appear as very tall humanoid figures, each in unique elaborate armor with full helmets that hide their features. Unlike other celestials, they do not have wings, but hover in the air and **teleport** at-will and without failure.

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

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

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

**Celestial, Lammasu\***

Armor Class:	17‡
Hit Dice:	9*
No. of Attacks:	2 claws
Damage:	1d10/1d10
Movement:	40' Fly 80' (20')
No. Appearing:	1, Lair 2d4
Save As:	Cleric: 10
Morale:	11
Treasure Type:	None
XP:	1,150

**Lammasus** are the protector of the innocents. A lammasu looks like a lion with large white wings and a human face. Lammasus are always male. Some of them prefer to braid

their beard to keep it separated from their mane. A lammasu speaks common and can communicate with a limited form of telepathy imparting up to 3 words per round to a distance of 300 feet.

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

A lammasu takes no damage from non-magical weapons and only a single point of damage from magical weapons with a bonus smaller than +2. They are immune to **sleep**, **hold**, and **charm** spells as well as illusions.

**Chimera, Lesser**

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

Like its other variant, the **Lesser Chimera** is a magical beast created by combining three other creatures. It has the body of a lion, but the head of a goat sprouts from its back and its tail ends with the head of a snake. The lesser chimera is always female and although it has a mane, it is not a full one as the ears of the creature are clearly visible. In combat, on the first round and every odd round thereafter, the goat head will shout a ball of flames that will automatically hit one opponent for 3d4 points of damage; a successful save vs. Dragon Breath will half this damage. The tail is long enough for a full frontal attack and the beast will appear to kneel when it does so. The bite of the snake head will cause 1d6 points of damage. and those bitten must save vs. Poison or suffer instant paralysis and eventually death.

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

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

**Chuhl**

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

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

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

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

**Cicada, Giant**

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

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

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

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

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

**Cuhtli**

Armor Class:	16
Hit Dice:	9+** (AB+8)
No. of Attacks:	1 stinger /1 constriction or spells/powers
Damage:	1d4 + poison/2d6
Movement:	20' Fly 60'
No. Appearing:	1d2, Lair 1d6
Save As:	Fighter: 9+
Morale:	12
Treasure Type:	B, I
XP:	1,225

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

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

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

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

### Cynodictis

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

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

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

### Dantaeons

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 weapon/1 tail or 1 unarmed/1 tail
Damage:	1d6/1d6 or 1d2/1d6
Movement:	40'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	D
XP:	145

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

Their origin is clouded in mystery. It is said that in the most ancient of days infernals physically roamed the earth tempting mortals. Some legends claim that dantaeons carry that infernal heritage in their blood. These stories, along with dantaeon appearance, can make interactions with other races difficult. Many fear them, seeing them as monsters. Some dantaeons reject the ancient stories and try to live peacefully among humans. They can be found in large cities with diverse populations. Others embrace their possible heritage and work as thieves and mercenaries for even the worst villains. They sometimes live near dark ruins, protecting the sites from plunder.

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



### Decempus

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

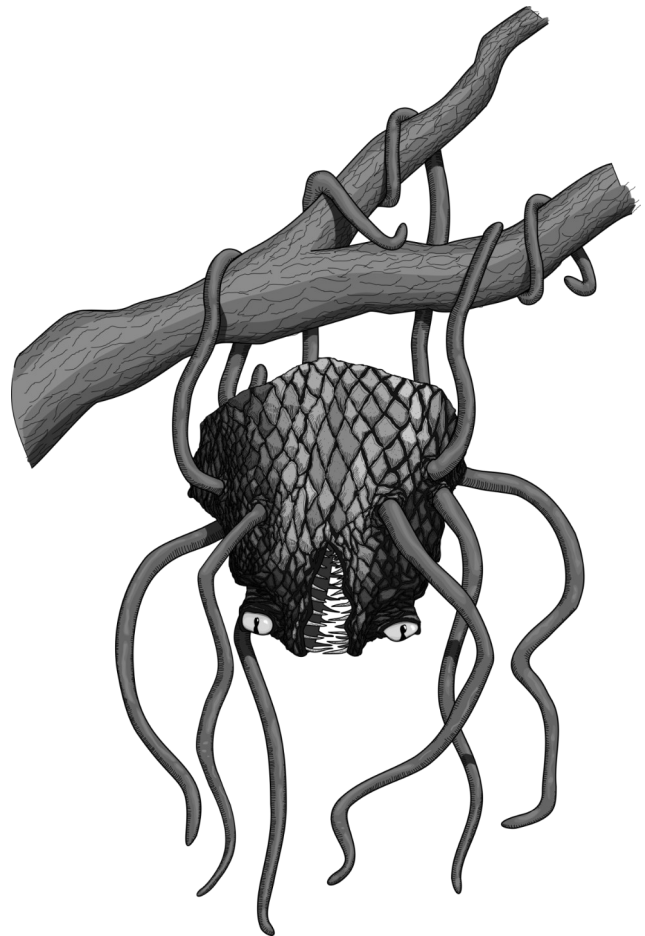
The **Decempus**, also known as the "tree toper", is an invertebrate the size of a bear. It has ten tentacle like limbs attached to a rotund body. Its large yellow eyes give him a phenomenal peripheral vision. Its large maw opens on a single row of interlocking teeth. It has a rough leathery skin which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

It normally attacks by alternating whips and grabs motions from each free limb. The whip attack does 1d4 points of damage. The grab attack only does 1d2 points of damage, but the victim finds itself bound. A bound victim has a chance to free himself each round (1+Strength bonus on a d8). A limb might be severed with 8 points of damage which do not count against the creature's hit points.

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

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

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



## Diprotodon

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

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

## Dragon, Cow

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

**Cow Dragons** are a very rare species of mammalian dragon. They resemble enormous cattle with giant batlike wings. Instead of scales, the cow dragon has a tough hide, usually colored white with black spots.

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

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

Cow dragons are not aggressive unless one enters their territory.

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

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

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

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

## Dragon, Indigo

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

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

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

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

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

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

**Indigo Dragon Age Table**

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

**Elf, Brugh**

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

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

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

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

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

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

A brugh elf Magic-User can be a particularly formidable foe, casting spells as through he or she is one level higher than other Magic-Users at that class level.

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

- Increased (+1) damage from metal weapons.
- Reduced (-1) damage from stone or wood weapons.
- Inability to enter any dwelling with a crafted metal object (e.g., horseshoe) placed over its doorway.
- An inscrutable mind makes brugh elves immune to **charm** or **sleep** spells, or any form of mind control.

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

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

**Elf Bugs, Queen**

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

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

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

**Elf Bugs, Swarm**

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

**Elf Bugs** are diminutive humanoids that resemble human bodies without sexual organs, with insect wings and eyes; its heads are hairy as that of a bee and have two antennae and pointy ears. Its skin color ranges from pale green to pale violet, and its hair can be any color and don't wears clothes. An elf bug's face appears human, but when it attack as a swarm, they reveal insect-like mandibles with which they bite.

Elf bugs only attack in groups, each hit point of the swarm representing one individual elf bug. Elf bugs have a hive-mind and coordinate without talking or any other visible

way of communication; they always know what to do (that's why, unlike insect swarms, elf bugs can make saving throws).

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

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

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

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

**Encephallos Titanum**

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

The **Encephallos Titanum**, also called the **Infectious Mind**, is a cadaver plant that blooms once every hundred years. In the early stages of its cycle, it is a large yearly plant that grows on a stalk measuring six to nine feet with an umbrella of dark leaves at the top. Each year the plant grows and accumulate energy which is stored in its massive corm which typically weights between 200 and 300 pounds.

Whenever is has stored enough energy, instead of a stalk, it produces a five feet tall blood red flower which smells like a rotting corpse. A trumpet like appendage grows in the middle of the flower. The fragrance of the Infectious Mind attracts carrion eaters such as ants, beetles and other animals. Whenever a large prey comes in contact with the flower, the appendage shoots a cloud of spores at it, point blank. A save vs. Dragon Breath must be made to avoid the spores, otherwise the victim suffers hallucinations for



1d4 turns, falls comatose thereafter and rises as an infected under the control of the Infectious Mind after 1d6+8 hours.

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

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

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

### Entelodont

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

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

### Eurypterids

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

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

### Eurypterid, Buffalopterus

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

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### Eurypterid, Jaekelopterus

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

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### Eurypterid, Megalopterus

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

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### Eurypterid, Pentecopterus

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

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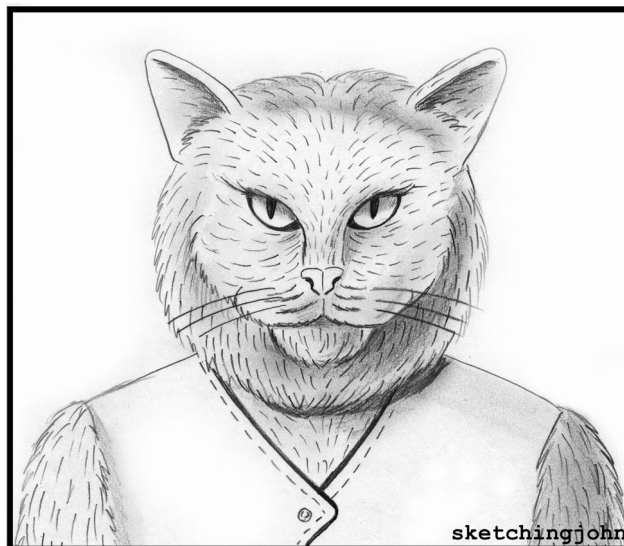
### Felisian

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

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

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

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



### Flashbag

Armor Class:	10
Hit Dice:	1 HP
No. of Attacks:	1 explosion
Damage:	blindness
Movement:	20'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

A **Flashbag** is a softly-glowing orb that resembles a light inside a translucent membrane. They are non-intelligent, occur in packs, and float gently if aimlessly around a given area. Flashbags are incredibly delicate, and can be destroyed with as much as a touch. Doing so will cause a noiseless explosion with a radius of 15' that causes no damage, but emits a brief, blinding light. Any creature that beholds the explosion must also save vs. Death Ray or be blinded for 2d4 turns. Given that they occur in groups, such an explosion is likely to cause a chain reaction, detonating any other flashbags in range, each requiring its own separate blindness save. Casting **darkness** on a flashbag (or its surrounding area) will inhibit the blinding effect of its explosion.



### Floran

Armor Class:	14
Hit Dice:	1
No. of Attacks:	1 claws or 1 weapon
Damage:	1d4 or by weapon
Movement:	40'
No. Appearing:	2d4, Wild 2d4, Lair 10d6
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	25

**Florans** are humanoids with stunted features and bodies comprised of plant mass. They dwell in untamed wilderness areas.

Florans avoid outsiders, but will fight to defend their territory. In combat they favor hit-and-run tactics, using stone spears, axes and, occasionally, primitive traps. When hiding amid dense foliage they can only be detected rolling a 1 in 1d6 (1-2 for Elf characters).

The average floran stands 5 feet tall, but their leaders can be up to twice that size. A group of 20 florans will be led by a 3 HD chief; a group of 50 florans will be led by a 6 HD elder. Floran lairs typically host one or more plant monster allies (favorites being the shambler or guard fern).

According to legend, there are ways for florans to ritually transform a human into a floran. (The mechanism for how this might work is left to the GM.)

Though they have no treasure, florans are reportedly delicious when sauteed or boiled in a stew.

### Giant, Guardian

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

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

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

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

**Golem, Hay**

Armor Class:	16‡
Hit Dice:	8**
No. of Attacks:	1 punch + special
Damage:	2d6 + special
Movement:	40'
No. Appearing:	1d3
Save As:	Fighter: 8
Morale:	12
Treasure Type:	H
XP:	1,010

The **Hay Golem** is most frequently found in open fields, posing as piles of hay. Once unauthorized creatures enter the protected field it will take its golem form, having a huge frame, standing approximately 20' tall.

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

A hay golem is not only immune to fire, magical or not, it will catch ablaze, adding 1/2 of this damage to any damage it delivers. Each new round the fire damage inflicted by the hay golem is increased by 50%. A hay golem cannot accumulate more fire damage than half of its current HP.

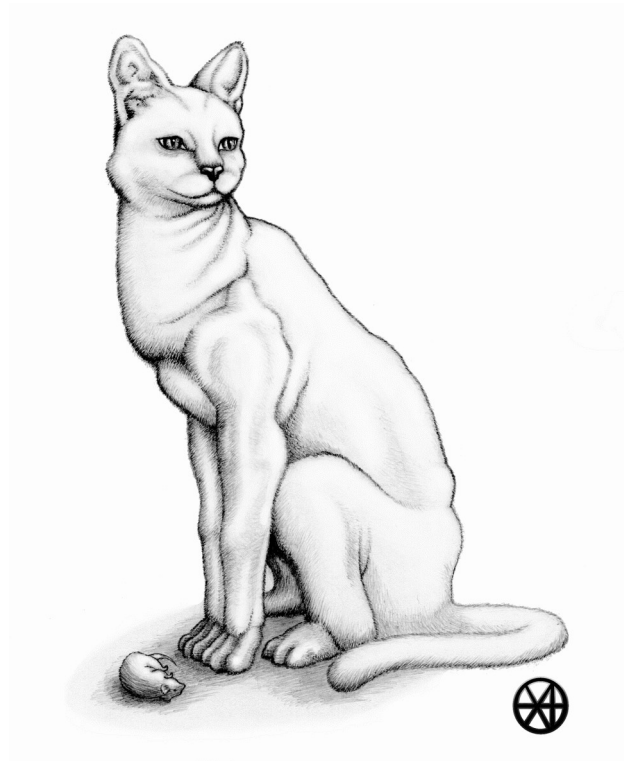
**Gremilkin (Temple Cat)**

Armor Class:	7
Hit Dice:	2
No. of Attacks:	1 bite/2 scratches
Damage:	1d4/1d4/1d4
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	45

A **Gremilkin** is an extra-large cat found in and around temples and churches, kept mostly to hunt mice and other vermin. Many times the priests, sisters, or Clerics will give the cat an extra treat so it tends to be fatter than other cats and not as eager to hunt rodents.

A temple cat can leap straight up about 6 feet to be able to get to a higher point where it can watch the area, and then pounce on its prey or leap on unsuspecting temple attendants. A temple cat will not willingly enter combat with anything larger than a rabbit unless its young are threatened. If attacked, a gremilkin will try to scratch or claw the attacker's legs, bite, and then run away.



**Grim\***

Armor Class:	20‡
Hit Dice:	6+6**
No. of Attacks:	1 bite
Damage:	2d6
Movement:	60'
No. Appearing:	1
Save As:	Cleric: 10
Morale:	12
Treasure Type:	None
XP:	610

A dog buried in the corner of a temple or a graveyard will rise up as a **Grim** and will become its guardian. A grim will appear as a large dog regardless of its actual size in its previous life.

A grim is never surprised and will lurk invisibly and silently. A grim may only be hit with magical weapons. It is immune to **charm**, **hold**, **sleep**, and **illusion** spells. It can see invisible beings and magic auras and it cannot be turned. The lick of a grim can **cure light wounds**, **cure disease**, and **neutralize poison**. The barking of a grim can **dispel evil**. The howling of a grim can Turn undead as a 10th-level Cleric and can be heard a mile around.

**Grimfrog**

Armor Class:	16
Hit Dice:	6
No. of Attacks:	1 special
Damage:	Special
Movement:	40' Swim 40'
No. Appearing:	1 swarm
Save As:	Fighter: 1
Morale:	10
Treasure Type:	None
XP:	500

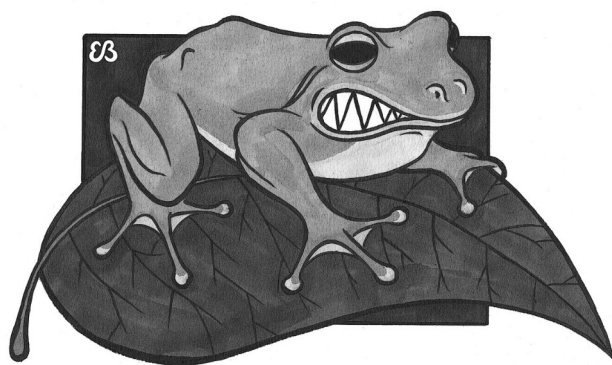
**Grimfrogs** are vicious carnivorous frogs. An individual grimfrog looks like an ordinary small green frog, at least until it opens its mouth and shows off its fearsome array of interlocking flesh-shearing teeth. However, the real danger of grimfrogs is that they attack in swarms. Because of their small size and innocuous appearance, grimfrogs surprise on 1-3 on 1d6 even if they have been noticed by their potential victims (unless such victims are already familiar with grimfrogs).

An ordinary swarm of grimfrogs consists of one individual per hit point. They attack by jumping onto a victim and biting any accessible flesh. If a grimfrog swarm scores a hit, it does 1 point of damage plus 1 additional point for each point the attack roll exceeds the victim's armor class (but never more than the number of surviving grimfrogs in the swarm).

A swarm may split into two or more swarms of roughly equal numbers, dividing the swarm's hit dice between them; no smaller swarm will be formed that has less than 10 hit points, so for example a swarm having 20 hit points can divide into no more than two smaller swarms. A swarm will usually split in this way if there are several potential victims close together.

Since attacking grimfrogs literally climb around on the bodies of their victims, any attack against a swarm which has engaged a victim will also hit the victim if the attack roll is higher than the victim's armor class. Grimfrogs are soft and squishy, and gain their relatively high armor class from their small size and quick movements; a **slow** spell will reduce the armor class of the swarm to 11.

Grimfrogs will not wander far from water, nor will they stray into sunlight, though neither situation will cause them any immediate harm.



### Grimhost\*

Armor Class:	18‡
Hit Dice:	5**
No. of Attacks:	By weapon
Damage:	By weapon
Movement:	40'
No. Appearing:	1
Save As:	Cleric: 10
Morale:	12
Treasure Type:	None
XP:	450

The first individual buried in a temple or a cemetery will sometimes rise up as its ghostly protector. To avoid this fate, a dog is often buried first. A **Grimhost** will lurk invisibly and silently. It might chose to appear as the living person it once was to gain information or assistance, or to issue a warning. It will always appear as a ghostly shade to protect his or her charge.

A grimhost will retain the abilities it had in its former life, however a former Magic-User will only be able to cast spells if a spell book is left available to its use. A grimhost's weapon is a manifestation of its essence and is considered a magical weapon, but it does not exist on its own.

A grimhost can see invisible beings and magic auras. It can **cure light wounds**, **cure disease**, and **neutralize poison** by laying hands. Magical weapons are required to harm a grimhost, and it is immune to **charm**, **hold**, **sleep**, and **illusion** spells. A grimhost can cast **dispel magic** and **dispel evil**, and Turn undead as an 8th-level Cleric, without the need for a holy symbol.

### Hag

Armor Class:	15
Hit Dice:	6*
No. of Attacks:	2 claws/hex
Damage:	2d6/2d6/special
Movement:	40'
No. Appearing:	1
Save As:	Cleric: 6
Morale:	8
Treasure Type:	D
XP:	555

**Hags** are creatures of darkness that most peasants wish were but myth, a bedtime story told to children that do not behave. Unfortunately, these powerful beings are very real. In appearance, hags usually manifest as old, age worn females of any given race, though mostly human. There other traits depending on where the hag is found, be it a staff made of bones and old oak for those that are found in the forest, or a coat made from several bears if this creature lives in a cold environment.

Fey in origin, hags are manifestations of misdeeds within any given place, be it a forest, a swamp or even sometimes an urban setting where they draw their power from the suffering of others. As such, it is not unreasonable to assume that Hags have an investment in causing more mayhem and carnage wherever they live to become even more powerful.

Hags have a special ability which they can use on any creature within 20 feet of them. The target must save vs. Spell. Upon failure, the GM rolls a d6 and consults the table below:

1	The target is <b>charmed</b> .
2	Target's movement is reduced by half.
3	The target suffers 2 points of damage for 1d6 turns.
4	The target is stunned for one round.
5	Roll a 1d6, referring to the order of ability scores. That ability scores becomes 5 for 1d4 rounds.
6	The target is confused; it will attack itself next round.

### Hatchette

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 claws/1 beak
Damage:	1d6/1d6/2d6
Movement:	50'
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

**Hatchettes** are large, flightless birds characterized by an axe-like beak. They stand up to 8 feet tall and their feathers range from light tan to near black. Over the eons, they have adapted to live in a variety of climates.

Hatchettes are quite aggressive and will attack anyone who comes too close. In combat, they swing their heads, using the razor-sharp edge of their beaks like an axe. Also, they will pounce on their prey and attack with their claws. Hatchettes have a particular fondness for halfling flesh, and will generally attack them first.

Some species have domesticated hatchettes and ride them into battle. In those instances, hatchettes may only attack with their beaks. Their riders may attack as normal.



### Husk

Armor Class:	14 (or better)
Hit Dice:	3
No. of Attacks:	1 weapon
Damage:	By weapon +1
Movement:	60', Armored 50'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	145

**Husks** are the drained bodies of humanoid creatures killed by some type of drain energy spell. As they look identical to zombies, they are often called fast zombies. Husks are even tougher than normal zombies and are capable of unleashing their pent up negative energy through burst of superhuman speed.

A husk takes only half damage from blunt weapons and only a single points from arrows, bolts or sling stones (plus any magical bonus). A husk has a +1 bonus to initiative and because of its supernatural strength does +1 damage as well. The Armor Class of a husk is partly the product of its speed and dexterity. A husk wearing chain mail or plate has an AC of 17 or 19, respectively, but will move slower.

A husk can be instructed by its creator to use any type of weapons, even bows and slings, but are otherwise mindless and unaffected by **charm**, **hold**, or illusions.

Husks can be Turned by Clerics as a Ghoul.

## Infected

Infected are beings parasitized by the spores of an infectious mind.

It has no consciousness of its own but its mental faculties contribute to the collective consciousness of its network, sharing all knowledge telepathically.

Physically, they appear as individuals with the top surface of their body covered with brown mushrooms. This fungal infection causes the destruction of its eyes which is partially compensated by its other senses and the sharing of information through its network; nonetheless, they are more sluggish than before the infection. Due to the toxins produced, the strength of an infected increases and it becomes numb to pain which allows the infected to sustain more damage before being incapacitated. The collective mind is unaffected by charm, hold, and illusions. As they are blind, infected are not affected by darkness, invisibility, nor blindness.

Becoming infected does not result in death, and infected continue to behave in ways that ensures its individual survival as well as the collective survival.

A **cure disease** spell can be used to destroy the parasites, but it will leave the infected in a catatonic state until a **cure wound** spell is used. A **regenerate** spell is also needed to restore vision.

## Infected, Giant Ant

Armor Class:	17
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	2d6+1
Movement:	50' (10')
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	360

Giant ants are often the first victims of a blooming infectious mind.

However, **Infected Giant Ants** do not contribute much to the collective mind and will often wander aimlessly until smarter creatures join the network. Due to morphological differences, infected giant ants are not blind.

Other giant ants shun them.



## Infected, Giant Rhinoceros Beetle

Armor Class:	18
Hit Dice:	12
No. of Attacks:	1 bite or 1 horn
Damage:	3d8 or 2d10
Movement:	50' (20')
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	L
XP:	1,875

A giant rhinoceros beetle is one of the largest beings susceptible to the spores of the infectious mind.

An **Infected Giant Rhinoceros Beetle** can still charge for a +2 attack bonus, but it is too sluggish to attack twice per round. As the parasites do not affect its visual acuity, it can still see in all directions and suffers no penalty to Armor Class when attacked from behind.

Gems are often found in their abdomen.





### Infected, Humanoid

Armor Class:	11 or better
Hit Dice:	2 or higher
No. of Attacks:	1 weapon
Damage:	By weapon +1
Movement:	30'
No. Appearing:	1d8
Save As:	Fighter: 1 or higher
Morale:	10
Treasure Type:	None
XP:	75

Intelligent humanoids (including goblinoids and the like) form the building blocks of the collective mind of the infected. As more get infected, the collective gets smarter and its personality develops. That is to say, a group of philosophers would produce a different network mind than a crew of pirates or a band of orcs.

Because of their ability to use tools, **Infected Humanoids** are often assigned to work activities unsuited for the other infected. However, infected humanoids are also used to recruit other humanoids, regardless of the chosen mean and every individual is replaceable.



### Infected, Owl Bear

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws/1bite + 1 hug
Damage:	1d8+1/d8+1/1d8+1 +2d8+1
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	10
Treasure Type:	None
XP:	500

Owl bears are naturally attracted by the bloom of the infectious mind.

An **Infected Owl Bear's** role is to drive more intelligent beings towards the plant.

When the network acquires enough intellect, they act as bodyguards.



### Infected, Zombie

Armor Class:	12
Hit Dice:	3
No. of Attacks:	1 weapon
Damage:	By weapon +1
Movement:	20'
No. Appearing:	2d4
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	145

**Infected Zombies** are created by animating the corpse of an infected. The undead remains attached to the collective, if it still exists. Infected zombies are as slow as regular ones and still benefit from wearing armors. They cannot be Turned.



### Infernal, Agares\*

Armor Class:	21 $\frac{1}{2}$
Hit Dice:	7+7*
No. of Attacks:	2 claws/1 bite
Damage:	1d6/1d6/1d8
Movement:	30'
No. Appearing:	1
Save As:	Cleric: 7
Morale:	7
Treasure Type:	L, N
XP:	735

An **Agares** is an intermediate demonic creature with a cunning intelligence. It looks like an eight feet tall red goblin with razor sharp teeth and black talons wearing the clothes of a magistrate or high government official, but can also appear as an old man and will mostly be encountered in that form. They are usually called upon to serve as adviser or guardian and in the latter case, they will choose deception over direct action in order to enforce their duties.

An agares will always be found in the company of a pet, either a basilisk, a cockatrice, or a gorgon which it can direct telepathically. It can speak any language and has Darkvision with a range of 120 feet. It is immune to poison and earth-based magic (such as being turned to stone) and only takes half-damage against fire, lightning, and cold attacks. Magical weapons are required to hit an agares and its skin is hard like stone.

An agares can cast **wall of stone** once a day, cause a localized earthquake once a turn, or breathe a cone of rock pebbles 30 feet long and 20 feet wide, causing 5d4 points of blunt damage every 1d6 rounds. The earthquake caused by an agares is limited to a diameter of 240 feet and the tremors are centered on the agares. The intensity of the tremors can be high enough to uproot a large tree or cave the roof of a cave, but as the creature loves stonework, it will be loathe to use it to damage stone buildings and fortifications, choosing instead to use it for show or to trigger traps such as an unstable pillar of stones or a dangerous object loosely held by a statue.

### Infernal, Pazzu\*

Armor Class:	15‡
Hit Dice:	9*
No. of Attacks:	2 claws/2 talons/1 bite
Damage:	1d6/1d6/1d8/1d8/1d6
Movement:	40' Fly 120'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	11
Treasure Type:	None
XP:	1,150

**Pazzus** (or wind demons) are a type of famine demons that are sometimes unleashed upon a population by an evil priest or wizard. They stand seven tall and appear as the combination of several animals; the head of a large horned animal, the upper body of an ape, the lower body of an eagle, and huge bat wings. They can create storms strong enough to damage harvests and take great pleasure in destroying cultivated fields. They can cast **insect plague** once per turn and **animate dead** at-will, both as a 12th-level Cleric, preferring to animate dead animals.

A pazzu can inflict all five of its attacks while in the air and will fight on the ground, without its talons, only if its wings are damaged. They are immune to non-magic weapons, normal fire, poison, and cold. They take half damage from fire.



### Living Darkness\*

Armor Class:	12‡
Hit Dice:	4**
No. of Attacks:	1 shroud + drain
Damage:	1d4 + special
Movement:	10'
No. Appearing:	1
Save As:	Magic-User: 4
Morale:	12
Treasure Type:	None
XP:	320

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

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

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

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

### Maggot Minion

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

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

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

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

### Megaloceros (Irish Deer)

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

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

### Misguided King

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

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

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

**Monachian**

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 weapon + gaze or spell
Damage:	1d8 + paralysis or by spell
Movement:	40'
No. Appearing:	1d4
Save As:	Magic-User: 4
Morale:	9
Treasure Type:	U
XP:	320

**Monachians** are intelligent bird-men who most closely resemble vultures. They have evolved a roughly humanoid frame with claw-like hands and feet. However, they no longer possess the ability to fly.

Monachians live in enclaves far from civilization. Their society revolves around magical and alchemical research. One day they hope to conquer and enslave the other races using advanced weapons of war. Those encountered by adventuring parties are generally Magic-Users seeking powerful magical items or hidden knowledge.

In combat, monachians use large swords and their gaze attack. They may choose one opponent to lock eyes with. The opponent must make a save vs. Paralysis or be paralyzed for 1d4 rounds. The gaze effect is ineffective against monachians, even if reflected by a mirror or shiny surface. If they choose to cast a spell, they may not use their gaze attack that round. A suggested daily spell list includes **magic missile**, **light**, **invisibility**, and **web**.

**Monkeybear**

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

Monkeybears are primates with bearlike faces. They stand about three feet tall, and their fur ranges from light ochre to deep brown. Though small, they are quite muscular and can grab onto and hold items very tightly. They live in many forest and jungle environments and hunt in a pack. They make large nests in high trees. These nests generally contain a small trove of coins and other items that were stolen over the years. They are quite intelligent and many learn a few words of the common language through observation of the intelligent races. Their favorite phrases are "Mine now", "But so hungry", and "Have pity, starving".

In combat, their main goal is to steal opponents' packs and weapons. To make a grab attack, they make a single melee attack that round. If successful, they have grabbed the item in their strong arms. An opponent is allowed a saving throw versus Death Ray to try to keep the item. If cornered, monkeybears will fight using their claws and teeth, though they will attempt to flee at the first opportunity.



**Moon Troll\***

Armor Class:	16
Hit Dice:	12**
No. of Attacks:	2 claws/1 bite
Damage:	2d6/2d6/3d4
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	10
Treasure Type:	D, L
XP:	2,075

**Moon trolls** can occasionally happen when a troll is severely wounded by a lycanthrope. The lycanthropy disease is incompletely and imperfectly compatible with the troll's metabolism, so the form the troll assumes at full moon is a huge, gnarled parody of the normal troll-shape, misshapen and lumpish even by troll standards, with exaggerated claws and fangs. To exist in this form is painful, and the moon troll is often driven to extreme and bizarre acts of violence by sheer rage.

Moon trolls can be harmed only by silver or magical weapons (including spells). Like other trolls they regenerate 1 hp per round except from damage inflicted by fire or acid – so inflicting any permanent harm on one requires magical fire or acid.

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



### Mushroom Men (Fungoids)

Armor Class:	13
Hit Dice:	1 to 10
No. of Attacks:	1
Damage:	1-2 HD: 1d4 or by weapon -1; 3-5 HD: 1d6 or by weapon; 6-8 HD: 1d8 or by weapon +1; 9+ HD: 1d10 or by weapon +2
Movement:	40'
No. Appearing:	1d6 (5d12 in lair)
Save As:	F1 to F10 (as hit dice)
Morale:	1-3 HD: 7; 4-6 HD: 8; 7-8 HD: 9; 9+ HD: 10
Treasure Type:	A
XP:	25 to 1,300

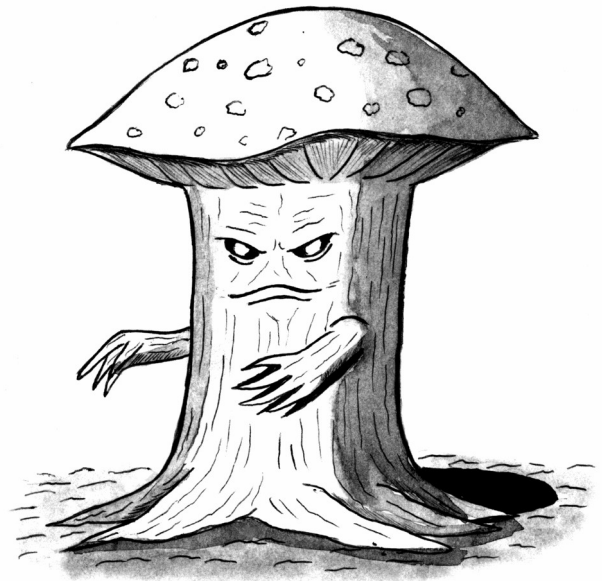
**Mushroom Men**, sometimes called Fungoids, are a race of intelligent creatures found in subterranean and sylvan environments. Their form is manlike, though most have mushroom-cap heads. Most are gray or yellowish in color, but a variety of colors have been reported.

They begin life as ordinary-looking mushrooms or toadstools, but continue to grow over the course of about a year to a height of about three feet, at which point they

transform, gaining limbs and facial features. Young mushroom men (those having 1 hit die) do not yet speak and generally do not fight, though if cornered they will defend themselves. Each year a mushroom man grows roughly six inches, and every second year gains another hit die (so one will have 2 HD at 3 years of age, 3 HD at 5 years, and so on). They learn to speak their own language at the age of 2 and are considered adults at the age of 7 (at which point a mushroom man has 5 hit dice and stands about six feet tall). Mushroom Men live short lives, most dying of old age before their seventeenth year (at which point any individual still living stands a full eleven feet tall and has 10 hit dice).

Mushroom Men have superior Infravision of up to 120', and move so quietly that they surprise on 1-3 on 1d6. However, they are peace-loving beings who will almost never start a fight, though the older individuals are known to be fierce when they are forced into battle.

*... This is unfinished. Needs to mention magical and/or clerical ability options, and maybe some special abilities like spore attacks.*



**Nazgorean, Tigersquid**

Armor Class:	16
Hit Dice:	7
No. of Attacks:	6 tentacles/1 bite (special) or 2 tentacles (special)
Damage:	Grab/1d12 or constrict
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	9
Treasure Type:	Nil
XP:	670

A **Tigersquid** has the general body plan of a normal tiger, but its bulbous head has only a large squidlike beak; it has no eyes, ears, nor even nostrils. Tigersquids seem to sense their environment by means of sound alone, in much the same way as hydramanders, but tigersquids have far sharper hearing. They can sense a creature by its heartbeat, for example, and only magical silence will "blind" them.

The most notable feature of a tigersquid is its tentacles; six short, powerful tentacles form a sort of "mane" around its head, and two long, slender tentacles serve as its tail. When stalking prey, the neck-tentacles lie flat against its back in rows, resembling a cape; when attacking, they fan out, making it look even larger than it is. The tail-tentacles twist and twine constantly, but are only used in combat if the creature decides to flee (i.e. fails a morale check).



A tigersquid makes an attack roll for each of its neck-tentacles, attacking just one creature; on a successful hit, these tentacles hold fast to the victim. If the tigersquid hits with even one tentacle, the victim is immobilized (unless it can successfully lift or drag the tigersquid, which will weigh between 800 and 1,200 pounds). If it hits with two or more, it may automatically bite for 1d12 points of damage. (It will not attack with its bite in any other way; if it isn't holding its prey firmly, it will not try to bite.) If the tigersquid hits with three or more tentacles, the victim is no longer able to attack, or indeed take almost any other action. Once a hold is established, the tigersquid will continue to hold its victim from round to round, attempting to hit with any unengaged tentacles and then biting if it holds with at least two.

Instead of attacking (if this is possible at all), a victim hit by a tigersquid's neck-tentacles is allowed a saving throw vs. Death Ray with Strength bonus (or penalty) added; if this roll succeeds, the victim has escaped one tentacle, and is allowed another roll immediately. So long as the victim succeeds at his or her saving throw, another save may be attempted, with each success freeing the victim from another tentacle.

If a tigersquid fails a morale check, it will release any hold it has, turn suddenly, and attack with its tail-tentacles. Unlike the neck-tentacles, the tail-tentacles may attack two different targets (if two are adjacent to the monster) or both may be directed against one opponent. If either or both hits, they wrap around the target; a saving throw vs. Death Ray with Strength bonus (or penalty) added is allowed, with success meaning that the target's legs are held but its arms are free. Otherwise, the victim's arms and legs are held. Either way, any tail-tentacle that hits will detach from the monster and remain holding the victim, and on each subsequent round (not including the round when the attack was rolled) the victim suffers 1d4 points of damage from constriction. Detached tail-tentacles are AC 15, HD 1, and can continue constricting a victim for 2d4 rounds before dying if not killed sooner. A victim who fails the initial saving throw will be unable to escape without help, but if the initial save is made, a second save on a subsequent round will permit the victim to slip free.

Regardless of the success or failure of this attack, the tigersquid will flee at top speed in the following round. Opponents adjacent to the monster may make "parting shot" attacks, as it is depending on the tail-tentacles to immobilize its attackers.



**Omotharkin\***

Armor Class:	11‡
Hit Dice:	4
No. of Attacks:	1 grab
Damage:	1d4 + 1 pt. CON loss
Movement:	20'
No. Appearing:	1d6, Lair 3d8
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	280

Remnants of a dwarven clan cursed by the Forgefather for their idleness, the **Omotharkin** are doomed to roam the world looking for, but never finding, rest.

Looking like a zombie Dwarf in tattered, old-fashioned clothing, the omotharkin stumbles towards its victim reaching out with its hands. A hit by its hands inflicts 1d4 cold damage and the victim must make a saving throw against paralysis. If the save is failed the victim becomes calm and is paralyzed. The omotharkin holds onto the victim and drains 1 point of Constitution and inflicts 1d4 cold damage each round afterwards. While holding its victim, an omotharkin will plead despairingly, saying "Help Me", "Rest", etc.

A victim reduced to 0 Constitution becomes an omotharkin the next round unless a **remove curse** spell is cast on the body, in which case the victim falls asleep for ten rounds, recovering one point of Constitution in this time. Otherwise, Constitution is recovered at the rate of 1 point per hour.

An omotharkin reduced to 0 or less hit points falls to the ground but will rise, with full hit points, five rounds later unless **remove curse** is cast upon it. If a holy symbol is laid on the body of an omotharkin, it will not rise until the symbol has been removed.

Omotharkin can only be hit by magic weapons and can be Turned as a mummy.

**Onocentaur**

Armor Class:	17 (13)
Hit Dice:	3+3
No. of Attacks:	1 kick/1 weapon or 1 weapon
Damage:	1d4/by weapon or by weapon
Movement:	40' (10')
No. Appearing:	3d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	A
XP:	145

**Onocentaurs**, or donkey centaurs, are similar to centaurs but are part human and part donkey. They always have long hair and long donkey ears. While young males are usually clean-shaven, more mature males prefer to braid their beards.

Onocentaurs do not charge in combat and tend to use two-handed weapons such as shortbows, staves and bardiches. Whenever possible, they punctuate combat with a mule kick which they are agile enough to deliver to an opponent facing them. They favor heavy armors, often a mixture of chainmail and plate.

Onocentaurs are fond of ale and like to socialize with other woodland beings such as Satyrs.

**Paraceratherium (Indricotherium)**

Armor Class:	13
Hit Dice:	12
No. of Attacks:	1 kick
Damage:	2d8
Movement:	20'
No. Appearing:	Wild 1d3
Save As:	Fighter: 12
Morale:	6
Treasure Type:	None
XP:	1,875

An ancestor of the modern rhinoceros, the 15- to 20-ton **Paraceratherium** has a relatively long neck and surprisingly thin legs with three-toed feet. This huge herbivore possesses a prehensile upper lip – not quite a trunk, but an appendage flexible enough to allow it to grab and tear the tall leaves off of trees. It does not have a horn.

The immense paraceratherium, the largest land mammal known to have existed, stands nearly 18 feet high at the shoulder and measures 30 feet from end to end. Despite its size, it lives a peaceful life, pulling leaves from the tops of trees unless startled into action. When panicked, a

paraceratherium tramples any obstacle in its path. If confronted or if defending its young, it smashes its tormentors with its elephantine feet.

Like many extinct creatures, the paraceratherium has had a number of different scientific names, including Indricotherium and Baluchitherium.

### Peryton\*

Armor Class:	14½
Hit Dice:	4* (AB +6)
No. of Attacks:	1 antler
Damage:	4d4
Movement:	40' (10') Fly 130' (10')
No. Appearing:	Wild 2d4, Lair 2d6
Save As:	Cleric: 5
Morale:	10 or 12
Treasure Type:	D
XP:	280

**Perytons** are hybrid creatures similar to griffons, but in reverse. A peryton has the head, forelegs, and antlers of a stag and the wings, tail, and hind legs of a large bird.

An adult stands 5 feet at the shoulder and weighs at least 500 pounds. Females have green feathers while males have blue feathers. The razor-sharp antler of a peryton is deep-black or blackish-green, as if made of obsidian. These antlers never fall and both males and females have them.

Perytons live in nests on hard to reach mountain tops and sheer cliff walls. They are omnivores and mostly feed on vegetation. A female normally lays two eggs every year. Whenever ready to mate, a peryton will cast the shadow of a man and once a victim has been spotted, it will cast the shadow of that victim. A hunting peryton will fight until its death or until it has devoured the heart of its mangled victim. At that point, it will cast its own shadow again.

A peryton will dive charge a hunted target, at a +2 bonus to hit and doing double damage due to impalement on its antler. A peryton defending its nest will sometimes grab an intruder and drop them from as great a height as it can achieve.

Perytons are intelligent beings who speak their own language. They can never be made to serve as mounts, even when charmed. Due to their unnatural origin, they are completely immune to weapons that are not magical.

### Pixie, Ward

Armor Class:	17
Hit Dice:	1*
No. of Attacks:	2 claws
Damage:	1d4/1d4 + special
Movement:	30' Fly 60'
No. Appearing:	2d4
Save As:	Magic-User: 4 (with Elf bonuses)
Morale:	12
Treasure Type:	None
XP:	37

**Ward Pixies** are small winged fairies charged with guarding a stone, grove of elder trees, fungal mass, or other natural object important to the Fairy Court. They appear as diminutive humanoid skeletons, glossy black in color with razor-sharp claws and moth wings.

When a ward pixie strikes a blow there is a 1 in 4 chance that a pinch of ash-like pixie dust will brush off on the target. The target must save vs. Death Ray or immediately despair and attempt suicide. For the next 5 rounds, unless restrained the victim will attempt to do the maximum bodily harm to him or herself.



**Raccoon, Giant**

Armor Class:	16
Hit Dice:	5
No. of Attacks:	1 bite
Damage:	2d6
Movement:	50' Climb 30'
No. Appearing:	1, Wild 1d2, Lair 2d4
Save As:	Fighter 5
Morale:	8
Treasure Type:	L in lair
XP:	360

**Giant raccoons** resemble their normal counterparts in all respects except size. The average giant raccoon is seven feet long from nose to tail.

Nocturnal and omnivorous, giant raccoons often live close to human settlements for easy access to trash and other sources of food. But whereas normal-sized raccoons' trash pilfering creates a minor annoyance, for giant raccoons it can lead to wholesale mayhem and ransacking of property.

Giant raccoons are highly intelligent and have their own chittering dialect, which they use to communicate with mundane raccoons and humanoid rakun. Their forepaws are unusually dexterous, allowing them to perform manual tasks such as opening doors and containers. Some have even been known to pick locks.

The giant raccoon lair sometimes contains valuable trinkets collected because of their shiny or unique appearance.

**Raptorsapien**

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 weapon/1 bite or 1 tail
Damage:	1d8/1d8 or 1d10
Movement:	60'
No. Appearing:	1d8
Save As:	Fighter 6
Morale:	8
Treasure Type:	S each; B in lair
XP:	500

**Raptorsapiens** are the intelligent, bipedal descendants of predatory dinosaurs. They stand up to 8' tall and weigh about 400 pounds. Their arms have evolved to resemble those of humans. This allows them to use tools and weapons. Their lower legs are still those of a dinosaur, permitting them to run quite fast. They wear clothing,

preferably of leather from one of their kills. They make and use armor designed for their unique physiology. They speak the common tongue and their own language.

Raptorsapiens survived extinction in isolated habitats and developed their own society. Their culture values weaponry and hunting, and they build their cities near forests and jungles that teem with prey. Some groups of raptorsapiens are conquerors and try to take the lands near their own. Others act as mercenaries, seeing such work as an extension of the hunt. In any group of raptorsapiens, including mercenary groups, there will be one shaman with 1d4+1 Clerical levels.

In combat, they attack with ornate scimitars and a deadly bite. If attacked from behind, they can use their tail as a weapon. Their shaman will use the **hold person** spell as its first action, if possible.



### Sabre Worm

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

The **Sabre Worm** is a particularly horrid form of insect-like predator that inhabits arid climes and other subterranean fastness. This large, 30-foot long worm is armored in chitin and possesses deadly sabre-like forelimbs used to slash and hold prey. It is able to traverse loose sand as easily as a human on normal ground, and tracks surface prey by vibration, similar to the iron lasher. It will burst forth and attempt to drag down a victim into the sand (surprise on 1-3 on 1d6). Creatures hit by the jaws of a sabre worm during this ambush attack may save vs. Petrify to avoid being dragged under the sands. Victims who fail the save

will be forced down at 30' per round under the dunes, where lack of air is as much a concern as the monster clutching them in its vice-like jaws.

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

### Skeleton, Diseased

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 weapon or 1 unarmed + disease
Damage:	By weapon or 1d8 + disease
Movement:	40'
No. Appearing:	1d6, Wild 1d10
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

There are times when an evil Cleric or Magic-User uses **animate dead** on the skeleton of a creature that originally died of a disease, or had a disease at the time of initial death. This **Diseased Skeleton** will be stronger than their other bony kin. Like normal skeletons, slashing weapons will do half damage and piercing weapons will only do 1 point of damage; crushing weapons do normal damage. Since diseased skeletons are undead they are not be effected by **sleep**, **charm**, or **hold** spells. Diseased skeletons can be Turned as 2 HD monsters.

If the diseased skeleton uses an unarmed attack there is a 10% chance that the player character will be infected with a disease similar to **mummy rot**. The disease will apply a -1 penalty to an ability or in special cases cause blindness or deafness in the character attacked. The character will show symptoms of the disease 1d4 hours after the attack. The disease can be noted by the color of the light coming from the eye-sockets of the diseased skeleton. Any infection spread by a diseased skeleton must be cured by a **cure disease** spell.

**Diseased Skeleton Table**

1d8	Color	Effect & Disease
1	Purple	-1 STR; Influenza
2	Orange	-1 INT; "Old Timer's"
3	Green	-1 WIS; "Mad Cow"
4	Blue	-1 DEX; "Foot in Mouth" or "Water on the Knee"
5	Red*	-1 CON; "Consumption"
6	Yellow	-1 CHA "Yella Fever"
7	Pink	Blindness; "Pink Eye"
8	Aqua Blue	Deafness; "Swimmer's Ear" or "Water on the Ears"

\* If the GM's default appearance for skeletons is to have red lights in the eye-sockets, then use black ("Black Death") for these diseased skeletons.

**Snake, Hoop**

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite or 1 tail sting
Damage:	1d4 or 1d4 + poison
Movement:	30' (60' see below)
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	37

The **Hoop Snake** is similar to a regular pit viper except for its unique method of attack. When feeling aggressive, the hoop snake goes after its prey by grabbing its tail with its mouth, and rolling towards the victim like a wheel.

This form of locomotion allows the hoop snake to move at twice its normal speed and still attack. This attack is done by suddenly flinging its spiked, venomous tail at the target, which must save vs. Poison or die in 1d4 rounds. After a "hoop attack" the hoop snake will resort to regular bite attacks. The regular bite of the hoop snake is non-poisonous.

If the hoop snake decides to flee, it does so using normal snake locomotion.

**Snake, Vampire\***

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

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

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

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

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

**Spellgoat**

Armor Class:	13
Hit Dice:	1/2*
No. of Attacks:	1 charge
Damage:	1d4
Movement:	20'
No. Appearing:	3d8
Save As:	Magic-User: 1
Morale:	5
Treasure Type:	None
XP:	13

A **Spellgoat** is, at first glance, no different than any other goat. Some say a spellgoat originates when a common goat eats too many spell scrolls, other says they are the product of mad Magic-Users.

A spellgoat lives a normal goat's life with the exception than when disturbed, angered, or scarred a magical effect occurs around them; in game terms choose 6 1st-level Magic-User spells and form a list. Whenever attacked, roll a d6 with the number rolled being the spell cast. A spellgoat can only "cast" a specific spell once per day.

### Spell Ripper

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

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

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

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

### Temporal Spider

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

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

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

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

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

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

#### Temporal Shift Table

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

**Treant, Apple**

Armor Class:	19
Hit Dice:	8*
No. of Attacks:	2 fists or 1 projectile fruit
Damage:	2d6 or 1d6
Movement:	20'
No. Appearing:	Wild 1d8, Lair 1d8
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
XP:	945

An **Apple Treant** is a large, roughly humanoid tree-man of the fruit-bearing variety. While generically calling these “apple treants,” there are actually a sub-species that host other fruits such as oranges, pears, or other varieties. Like other treants, its legs fit together when closed to look like the trunk of a tree, and a motionless one is nearly indistinguishable from a normal tree. An apple treant is about 30 feet tall, with a “trunk” about 2 feet in diameter. It weighs about 4,500 pounds.

During the warmer months, these treants bear fruit which are used as projectiles. This fruit can be hurled at tremendous velocities, causing 1d6 points of damage upon scoring a hit (range 120 feet), destroying the fruit in the process. The apple treant may fire off its fruit even while moving at normal rates to close distance with foes, upon which it attacks like any other treant.

Apple treants speak the language of traditional treants, plus Common and Elvish. Most can also manage a smattering of just about all other humanoid tongues, at least enough to say “Get away from my trees!” Apple treants prefer to watch potential foes carefully before attacking. They often charge suddenly from cover to trample the despoilers of forests, or simply attack with surprise from the side of golden-brick roads.

**Treant, Undead**

Armor Class:	20
Hit Dice:	10
No. of Attacks:	2 fists
Damage:	2d6/2d6
Movement:	20'
No. Appearing:	Wild 1d6, Lair 1d6
Save As:	Fighter: 10
Morale:	12
Treasure Type:	C
XP:	1,300

**Undead Treants** look like dead trees until they animate. They stand about 30 feet tall and weight about 3,000 pounds.

Undead treants are similar to skeleton and zombies and are mindless. They cannot animate trees. They feed on the blood of those they kill after which they bury the corpses in shallow graves as a mechanism to prevent their detection. Any treasure they possess are therefore buried with the remains of their victims.

They are not subject to **charm** and **control** spells but can be Turned as a ghost by a Cleric.

**Treasure Mimic**

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

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

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

Due to its alien nature, the treasure mimic is immune to sleep, charm, and hold magics, similar to an undead. It is not undead however, and appears to bleed and have stringy minute internal organs. Treasure mimics are normally found indoors in places that are not often traveled. It has no known method of reproduction, and seem to be carnivorous, chewing its prey up into small pieces and slowly digesting them inside its mouth, which when inert, fills part-way with bubbling digestive acids.

### Trelanx

Armor Class:	13
Hit Dice:	4
No. of Attacks:	2 claws or 1 weapon
Damage:	1d6/1d6 or by weapon +1
Movement:	40'
No. Appearing:	1d6, Wild 1d6, Lair 2d10
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	280

**Trelanx** are hairy humanoids with two vestigial horns. They stand about 7 feet tall and weigh about 300 pounds. They generally do not wear clothes, but sometimes wear pouches or packs that acquired from other races. They speak their own language, though some have learned a few words in the common tongue.

They live in tribes deep in the forest. They make huts and aggressively defend their lands. Unfortunately, some have been enslaved by evil wizards and clerics to use as brute labor and as guards.

In combat, they will throw flint knapped spears and then attack with both claws. Their horns also provide a limited form of ESP such that they cannot be surprised. They have Darkvision up to 60' above ground. Their must be some ambient light present.



### Trollwife

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

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

Trollwives have all the abilities and weaknesses of the males of the species; they regenerate 1 hit point of damage each round after being injured, save only for damage dealt



by fire or acid. When reduced to 0 hit points, a trollwife is not dead, but only disabled for 2d6 rounds, at which point it will awaken with 1 hit point. She may, of course, choose to “play dead” until she has regenerated further. The lower morale rating (in parentheses) is used when a trollwife faces attackers armed with fire or acid. If a trollwife loses a limb or body part, the lost portion regrows in one turn; or, the creature can reattach the severed member instantly by holding it to the stump.

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

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

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

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

### Trollkin

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

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

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

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

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

### Twilight Hound

Armor Class:	17
Hit Dice:	5* to 9*
No. of Attacks:	2 bites or 1 bite + poison
Damage:	1d10/1d10 or 1d4 + poison
Movement:	40'
No. Appearing:	1, Wild 1d2, Lair 1d6
Save As:	Fighter: 5 to 9 (same as Hit Dice)
Morale:	12
Treasure Type:	C
XP:	405, 555, 735, 945, or 1,150

A Twilight Hound, also known as Orthrus, is a large two-headed canine from another plane of existence brought over to act as guardian of a place or a treasure. It has a serpentine tail that might not get noticed at first. Whenever the twilight hound is mortally wounded, the snake tail will bite the nearest creature viciously, the victim must save vs. poison or die, after which the hound will dissolve into nothing as it returns to its native plane.

It is said that one of the head can see invisible objects and beings and that the other head can never be blinded. While in this world, a twilight hound requires no nourishment and never sleeps, as if unaffected by the passage of time.

**Xolotl\***

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

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

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

**Xolotl Morale Table**

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

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

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

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