

The Basic Fantasy **Field Guide** of Creatures Malevolent and Benign Volume 2

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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! This book is the second monster supplement for the **Basic Fantasy Role-Playing Game**. If you aren't familiar with the Basic Fantasy RPG, please visit our website at basicfantasy.org and download a copy of the rules.

Monsters in this work are presented in the same format as in the 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 by (s) after the AC value. Some monsters may only be hit with magical weapons, indicated by an (m) after the AC figure.

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, or instead use 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.

Monsters

Advi

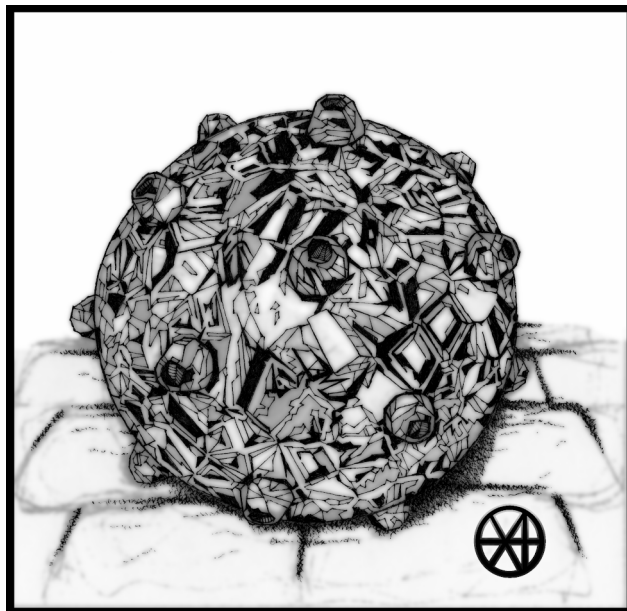
The **Advi** are highly advanced machines far beyond the capability of mortals to understand. They appear as silvery spheres with faint green geometric patterns on their surfaces. They are all immune to damage from non-magical fire and take only half from magical fire. Each contains a power source called a 'core', a perfect red sphere six inches in diameter worth about 1,000 gp to a wizard. The advi are immune to **charm** and **fear** effects and always fight until destroyed.

Advi, Avenger*

Armor Class:	18
Hit Dice:	9*
No. of Attacks:	2 blades or 1 beam
Damage:	2d8 blade, 4d6 beam
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	1,150

An **Avenger Advi** appears as a 1-foot diameter sphere with four knife-like legs and a single large 'eye'. Its sharp legs also allow it to climb vertical surfaces such as walls.

The avenger advi uses its sharp legs to slash at opponents. An avenger advi can also fire a beam from its 'eye' at a target up to 50 feet away, and will set fire to any flammable material that is hit. The avenger advi may use this beam at most once per three rounds.



Advi, Charity*

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	4 fireballs
Damage:	1d6
Movement:	10'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

A **Charity Advi** is a sphere of silvery metal with dozens of small protrusions that glow a faint orange all over its body. It attacks by firing miniature fireballs out of these protrusions, targeting up to four adjacent foes within 80 feet. The fireballs can set fire to flammable materials such as wood or cloth.

Advi, Diligence*

Armor Class:	26
Hit Dice:	12
No. of Attacks:	4 tools
Damage:	1d4
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 12
Morale:	12
Treasure Type:	None
XP:	1,875

A **Diligence Advi** is a 1-foot diameter sphere of silvery metal with eight appendages, four of them carrying small work tools (hammer, saw, etc.). It will use these tools to slowly chip away at its foes.

Aeromi

Armor Class:	12
Hit Dice:	1
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4 claw, by weapon
Movement:	30' Glide 90' Climb 20'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D in lair
XP:	25

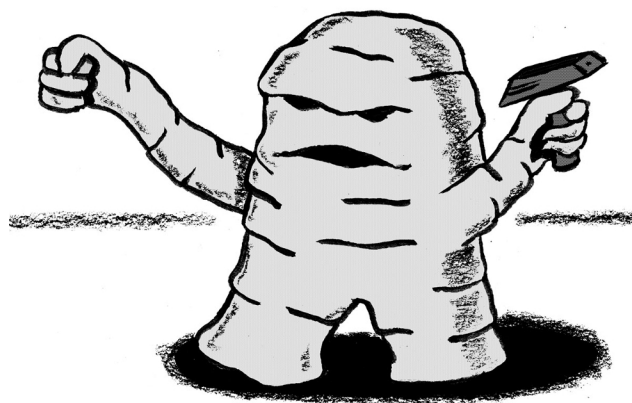
The arboreal **Aeromi** is a fur-covered humanoid about 4 to 5 feet in height with a long bushy tail. It has relatively long limbs ending in claws; they are primarily used for climbing, but make for formidable weapons as well. It is quite dexterous (accounting for the armor class). An aeromi has stretchable skin between its upper and lower limbs and along the side of its body (a patagium) that allows it to glide effectively between trees. This patagium is not continuous but instead is anchored in key points on its body. It speaks its own language that includes various clicks and chittering, but many also speak Common to some degree.

Aeromi are nocturnal and have Darkvision to a range of 90' when outdoors, even on the darkest of nights. On a clear night with ample star- or moonlight, an aeromi can see nearly as well as a human can in daylight. In indoor areas or underground the aeromi can see with Darkvision out to 30 feet. An aeromi suffers a -1 attack penalty in bright sunlight or within the radius of a **light** spell.

An aeromi climbs readily among the massive redwood and sequoia trees that it lives among. Aeromi villages are built upon platforms and bridges in the upper reaches of these forests.

An aeromi tends to carry little to allow mobility, but may utilize belts and clothing that can be fastened between the anchor points of its patagium. Aeromi may utilize humanoid weaponry when needed.

One out of every eight aeromi will be a warrior of 2 Hit Dice (75 XP). A regular aeromi gains a +1 bonus to its Morale if it's led by such a warrior. In aeromi villages, one out of every twelve will be a sub-chief of 4 Hit Dice (240 XP) that does 1d6 damage with each claw attack. In lairs of 30 or more, there will be an aeromi chieftain of 6 Hit Dice (500 XP) that does 2d4 damage with each claw attack. In the village, aeromi never fail a morale check as long as the chieftain is alive. In addition, there is a chance equal to 1-2 on 1d6 of a shaman being present in any village. A shaman is equivalent to a warrior aeromi statistically, but has Clerical (or Druidic if that optional supplement is utilized by the GM) abilities at level 1d4+1. Each village also has a chance equal to 1 on 1d6 of a witch doctor being present; such an aeromi has the abilities of a Magic-User at level 1d4.

**Alokin**

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	1 fist or beam weapon
Damage:	1d3 fist, 1d8 beam weapon
Movement:	90' (30')
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

An **Alokin** is an alien creature that stands about 4 feet tall and has rubbery reddish skin. Its thick skin helps absorb blows, which gives it a natural armor class of 13. It prefers to use a beam weapon that does 1d8 points of damage. If captured, this weapon may be used by player characters, but with a -2 penalty to a ranged attack roll. The captured weapon will have 2d6 charges remaining.

Monsters

An alokin has the ability to stretch one of its arms to a length of 10 feet; this counts as its movement action for that round. It grants a +2 bonus to hit on a single melee attack the first time it uses this ability during an encounter.

Amalgam*

Armor Class:	18 (m)
Hit Dice:	8*
No. of Attacks:	1 engulf
Damage:	1d6 + energy drain (1 level)
Movement:	Fly 90'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	945

An **Amalgam** is a type of undead that is formed when the spirits of numerous creatures who died in close proximity mingle together. Some amalgams are as hateful towards the living as other undead, while others are passive and seem to take no interest in the living that intrude upon their rest.

An amalgam is huge, roughly 50 feet in diameter, although it can alter its general shape to fit into a similar volume. They vary widely in appearance; for example: a cloud of white mist in which vague humanoid figures can be seen forming and dispersing slowly; hundreds of unblinking eyes that hover in the air; groups of shadowy figures which



Basic Fantasy Field Guide Volume 2

flit about as one; a large cluster of small blue flames that float about.

Regardless of appearance, all amalgams share the same abilities. An amalgam attacks by engulfing a target with its "body." Creatures caught suffer 1d6 points of damage due to cold each round, and also suffer one level of energy drain. Those resistant to cold or naturally-adapted to cold conditions may make a save vs. Spells every round to ignore the cold damage, but no saving throw applies to the energy drain.

An amalgam can cast the following spells at-will: **hold person**, **invisibility**, and **silence 15' radius**. It can also cast **cloudkill** once per day.

Like all undead, an amalgam may be Turned by a Cleric (as a ghost) and is immune to **sleep**, **charm**, and **hold** magics. Due to their incorporeal nature, they cannot be harmed by non-magical weapons. They are also immune to the effects of cold.

Amarok

Armor Class:	15 (13)
Hit Dice:	2
No. of Attacks:	2 claws or 1 weapon or 1 bite
Damage:	2d4 claw, by weapon +1, 1d6 bite
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 3d6, Lair 3d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, S each; D, K in lair
XP:	75

The **Amarok** is a lupine humanoid that forms packs and hunts wide ranges of wilderness areas. It speaks its own language of barks, growls, yaps, and howls. An amarok's attitude mirrors that of wolves and is often rather aggressive towards other races. An amarok is substantially larger than a human, reaching a height of 7 to 8 feet when fully upright and a weight of about 300 pounds. It can have a wide variety of coat colors and patterns consisting of brown, black, gray, and white tones. Amaroki are often called "wolfen" by other races.

The amarok is an active predator, operating equally in day or night but generally preferring night. It has Darkvision with a 30 feet range. It hunts effectively in packs, flanking and surrounding prey. An Amarok has a +1 bonus on damage rolls due to strength.

One out of every six amarok will be a hardened warrior of 4 Hit Dice (240 XP) and have a +2 bonus to damage due to strength. An amarok gains a +1 bonus to its morale if it's led by such a warrior. In lairs of 12 or greater, there will be a pack leader of 6 Hit Dice (500 XP) with a +3

bonus to damage. In the lair, an amarok never fails a morale check as long as the pack leader is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present, and 1 on 1d6 of a witch or warlock. A shaman is equivalent to a hardened warrior statistically, but with Clerical abilities of level 1d4+1. A witch or warlock is equivalent to a regular amarok, but with Magic-User abilities of level 1d4.



Armorer

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	2 tendrils or 1 constrict
Damage:	1d6 tendrils, 2d4 constrict
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	400

An **Armorer** is a parasitic creature that resembles an elaborately-ornamental armor of any sort. Armorerers use the bodies of others to live and move, and will 80% of the time be found on a victim's body. The type of armor resembled by the armorer is randomly determined:

%	Armor Type
01-34	Leather
35-67	Chain
68-100	Plate

The armorer instinctively knows whom can don the armor it resembles and will focus on one such person. This person when first encountering an armorer must make a save vs. Spell or be enthralled with the armor, wanting at any cost to have it and wear it.

Once on the victim's body the armorer will slowly feed; each day the victim must make a save vs. Death or receive one negative level. Forcefully trying to remove the armorer, or any direct damage, will cause it to constrict the victim's body for 2d4 points of damage each round. A victim that manages to remove the armorer will have his or her negative levels removed at a rate of 1 per week of rest.

Although rare, an armorer is able to fight on its own by unfolding tendrils, but its focus will be on running so it can catch another pray.

Bartleby's Wondrous Automaton

Armor Class:	18
Hit Dice:	4*
No. of Attacks:	1 steam blast, 1 weapon
Damage:	1d12 steam blast, by weapon
Movement:	40'
No. Appearing:	Wild 3d8, Lair 10d10
Save As:	Fighter: 4
Morale:	12
Treasure Type:	H
XP:	280

A **Bartleby's Wondrous Automaton** is a seven-foot tall steel or brass humanoid skeleton, animated by an extremely intricate clockwork mechanism with hot steam in the place of blood. It is believed that the wondrous automatons were constructed by Bartleby the Bard, the mad wizard and famous author, during his years of paranoia, before his mysterious death. These wondrous automatons can frequently be found guarding the enormous amount of books Bartleby wrote, located in strange but wonderful library fortresses.

A wondrous automaton can vary in appearance, from nothing more than a drab but intimidating gray steel, to resplendent gleaming brass and copper, with plates of engraved metal covering its inner workings and more vulnerable areas. It wields a wide variety of weapons with great competence but prefers crossbows and axes. Its components are highly valuable and sought after by many collectors and smiths.

In close quarters it can expel searingly hot steam from its face in a 10' cone, doing 1d12 damage. Those hit can save vs. Dragon Breath for half damage.

One in every 10 will be an **automaton alpha** (555 XP) which stands 9' tall, can breathe flame twice a day, has 6 HD, and are heavily-armored (AC 20). One in every 50 will be an **automaton primus** (1,390 XP) which stands 12' tall, has 10 HD, can breathe flame-infused steam 3d12 three times a day, and has an AC of 22.

**Bazeley's Clockwork Armature**

Armor Class:	19
Hit Dice:	10*
No. of Attacks:	2 slashes, 1 ray or steam
Damage:	1d10 slash, 2d8 ray, 5d8 steam
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	G
XP:	1,390

Bazeley's Clockwork Armature is a massive forty-foot tall bronze clockwork contraption that resembles an oblate armored disc, with four long segmented, blade-tipped legs extending out from a recessed band around the middle of the creature, through which cogs and various mechanical components can be seen.

A long brontosaurus-like neck extends from the front upwards, ending in a single flat glowing "eye" surrounded by three armored flaps that can close around it when in

danger. This eye has the ability to fire a red ray of energy at a single target, dealing 2d8 damage. It can also expel super-heated steam from nozzles surrounding the eye in a 60 feet cone. It can do this once every five rounds, doing 5d8 points of damage. Upon being hit by the steam, a save vs. Death Ray must be made to avoid being knocked prone. The armature can slash with its front legs, with each doing 1d10 points of damage.

The armature takes only a quarter of the damage from fire-based attacks. Conversely, electrical-based attacks (such as **lightning bolt**) meddle with the delicate interior components, causing double damage.

If the head can successfully be retrieved there is a 50% chance to recover an engraved bronze cylinder that can fire a ray of energy 120 feet which deals 2d8 points of damage. The cylinder will have 2d12 charges remaining, and 2d6 charges may be regained by striking it with a **lightning bolt**.

Bazeley's Marvelous Spheres

Another invention of the alchemist Bazeley, **The Marvelous Spheres** are small bronze spheres, each around an inch in diameter, almost perfectly smooth, and made of burnished bronze with small runes etched in intricate patterns on the surface.

These spheres are generally found dormant in long-forgotten rooms and dusty corners, guarding old and abandoned treasures. They may be covered with a cloth or otherwise concealed; to an uninformed observer they will appear as useless, if potentially valuable, curiosities. When the object they guard is removed from a specific area, the spheres activate as denoted by a thin line of runes that will gently glow. The runes carved upon them will glow a variety of colors and pulse at differing speeds. The spheres will roll together into a larger construct, which will then attack. This will surprise on 1-4 on a d6.

The spheres stick perfectly to one another and even when part of a larger whole, they move independently of one another, flowing almost like water around obstacles or through small gaps. This allows them to avoid any projectile smaller than a ballista bolt. The spheres are also immune to fire-based damage and take only half from any magical source such as a **fireball**. The larger the form, the stronger the bond between the spheres, translating to a more durable foe. Individually the spheres can move 60 feet per round.

When defeated the spheres lose their bonds and collapse to the floor. Every hit dice worth of spheres contains enchanted sapphires worth 100 gp.

Bazeley's Sphere Prisoner

Armor Class:	20
Hit Dice:	8
No. of Attacks:	None
Damage:	None
Movement:	Fly 20'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	800 gp worth of crystals
XP:	875

A rarely-seen form of Bazeley's Marvelous Spheres, the **Sphere Prisoner** will only assemble if there is a single intruder. Standing 8 feet tall, it lacks arms and appears to be a large sphere made of smaller spheres on legs. Once triggered, the prisoner will assemble around the intruder. On a failed save vs. Dragon Breath, all spheres in the room will fly towards the target simultaneously, encasing the victim in a cage of moving metal. The prisoner will then become dormant until either attacked or the correct command word is given. Most victims of the prisoner die of starvation or thirst.

Bazeley's Sphere Major

Armor Class:	20
Hit Dice:	12*
No. of Attacks:	2 bludgeon or 2d4 sphere shots
Damage:	1d6 bludgeon, 1d4 each sphere shot
Movement:	60'
No. Appearing:	2d10
Save As:	Fighter: 12
Morale:	12
Treasure Type:	1,200 gp worth of crystals
XP:	1,975

The most powerful form is the **Sphere Major**, a towering monstrosity that stands 12 feet high. It uses its club-like arms to bludgeon foes. Alternatively it can shoot out 2d4 clusters of spheres; each of these shots will remove a hit dice from the sphere major. The spheres shot out will then coalesce into a **Sphere Recombinant**.

Bazeley's Sphere Minor

Armor Class:	23
Hit Dice:	3*
No. of Attacks:	2 bludgeon
Damage:	1d6
Movement:	60'
No. Appearing:	3d10
Save As:	Fighter: 3
Morale:	12
Treasure Type:	300 gp worth of crystals
XP:	175

The most common form that the spheres take is the **Sphere Minor**. It is a roughly-humanoid form that uses its arm-like appendages to bludgeon its foes. It can move startlingly fast; once per day it can double its movement rate for 3 rounds.

Upon its defeat, the sphere minor will explode into a hail of ordinary spheres, doing 4d6 points of damage to all within 10' who fail to save vs. Death Ray.

Bazeley's Sphere Recombinant

Armor Class:	16
Hit Dice:	1*
No. of Attacks:	2 sphere shots
Damage:	1d4+1
Movement:	80'
No. Appearing:	1d3
Save As:	Fighter: 1
Morale:	12
Treasure Type:	100 gp worth of crystals
XP:	37

The rarest form, the **Sphere Recombinant**, stands 6 feet tall atop wheels constructed entirely from rigidly-linked spheres. The recombinant is much more streamlined than the minor form, and superficially resembles a skeleton. It has one large arm that can fire out spheres quite rapidly, allowing it to attack twice per round. The fired spheres will quietly return to the recombinant after being fired. Although larger than the minor, the recombinant is less durable due to sacrificing durability for speed.

Bear

Bears attack by rending their opponent with their claws, dragging them in and biting them. A successful hit with both paws indicates a hug attack for additional damage (as given for each specific bear type). All bears are very tough to kill, and are able to move and attack for one round after losing all hit points.

Bear, Battle

Armor Class:	20
Hit Dice:	8*
No. of Attacks:	2 claws + hug or 2 spears
Damage:	1d4+1 claw, 2d8 hug, 1d6 spear
Movement:	40'
No. Appearing:	Wild 1d4, Patrol 2d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	945

A **Battle Bear** is a large bear covered in wiry black fur with smooth, hardened plates of bone covering vital areas. A pair of short spears are held by two additional stubby arms attached at its shoulders. It attacks by charging at a foe to skewer them on its spears before clawing and hugging, much like other bears. The hardened plates on its head cause it to be unable to effectively bite in combat.

A patrol of 2d4 battle bears may occasionally be found in areas of the forest with a high bear population, acting as guardians for other bear species.



Bear, Dream

Armor Class:	17
Hit Dice:	8*
No. of Attacks:	2 claw+hug, 1 bite
Damage:	1d4 claw, 2d8 hug, 1d8 bite
Movement:	40'
No. Appearing:	1d4, Lair 2d6
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	945

A **Dream Bear** appears like a black bear, but is phantasmal in nature, hazy and partially transparent with misty currents visible within it.

It attacks by biting and clawing its foes with its front paws; if it succeeds both claw attacks against the same target it performs a hug attack.

Anyone bitten by a dream bear must save vs. Spells or suffer from a curse known only as “**bear in mind.**” This curse causes the victim to have vivid, realistic dreams of living as a bear, and strongly compels the afflicted person to behave like a bear. The victim may save vs. Magic Wands to resist these impulses for a day. The curse may be removed with a casting of **remove curse**. After a



month of this curse the victim must save vs. Spells or turn into a dream bear. This check should be performed every month until the curse is removed. This change, if it happens, can only be reversed by a **wish**.

Dream bears live in small communities of a dozen or less deep in the most ancient forests of the world. They are fiercely territorial and will fiercely attack interlopers.

Bear, Ghost*

Armor Class:	16 (m)
Hit Dice:	9*
No. of Attacks:	2 claws, 1 bite + hug
Damage:	1d6 claw, 1d6 bite, 2d6 hug
Movement:	40'
No. Appearing:	1, Wild 1d4, Lair 1d4
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1,150

While the term ghost-bear (or spirit-bear) usually refers to rare black bears with white coats, the **Ghost Bear** is actually an undead semi-corporeal bear. When a ghost bear roars it **causes fear** in similar fashion as the reverse of the spell **remove fear**, except that it causes all creatures within 120 feet to become frightened; those that fail to save vs. Spells will flee for 2 turns. Creatures with 6 or more hit dice are immune to this effect. The ghost bear will roar every 1d4 rounds in addition to any standard attacks.

The ghost bear confronts opponents in normal bear fashion with claws and bites. Upon scoring a hug attack the target is also drained of 1d3 points of Constitution. Elves and Dwarves (and other long-lived creatures such as dragons) are allowed a savings throw vs. Death Ray to resist this effect, which must be rolled each time a hug attack occurs. Characters who lose Constitution appear to have aged. If a ghost bear is fighting a living creature which does not have a Constitution score, the GM should assign whatever score he or she sees fit.

Unlike the Constitution loss caused by an actual ghost, the lost points are temporary and can be slowly healed in the manner described in the **Encounter** section of the **Basic Fantasy RPG Core Rules**. However, if a victim's Constitution is reduced to zero, he or she dies and returns as a ghost by the next nightfall.

A ghost bear can only be hit by magical weapons or spells. As with all undead, they can be Turned by a Cleric (as a vampire), and are immune to **sleep**, **charm** or **hold** spells.

Bear, Gummy

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 claw, 1 bite or 1 jump
Damage:	1d4 claw, 2d4 bite, 2d10 jump
Movement:	40' Leap 30'
No. Appearing:	1d6
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	555

A **Gummy Bear** initially appears to be a normal brown bear (although vibrantly-colored ones are not unheard of). However, if an observer is close to the creature it appears to be translucent. Its flesh is rubbery and springs back to shape if pressed; it also tastes just like bear.

A gummy bear uses its springy legs to jump up to 30 feet and land on its opponent, hitting without error unless the target makes a save vs. Death Ray. A gummy bear is so bouncy that blunt weapons do no damage and will bounce out of the attacker's grasp unless the attacker saves vs. Death Ray (with Strength modifier applied); if the save fails, the weapon will be launched 1d20+5 feet away.

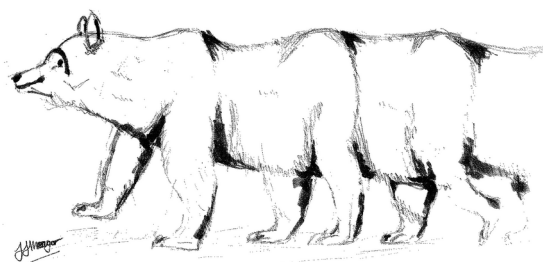
Bear, Long

Armor Class:	16
Hit Dice:	7
No. of Attacks:	2 claws, 1 bite + hug + additional set of legs
Damage:	2d4 claw, 2d6 bite, 2d6 hug, use of additional sets of legs until a claw attack misses. (see below)
Movement:	40' (20')
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	7
Treasure Type:	None
XP:	670

A **Long Bear** is an abomination created by some botched **growth** or **enlargement** magic. An adult is over 30 feet long and has a dozen legs. They may be found in a variety of colors ranging from black to golden tan.

It attacks first with its claws and powerful bite. Where a normal bear only has one pair of forelegs with which to hug, a long bear effectively has many pairs of forelegs; if both of its normal claw attacks hit, it hugs for an additional 2d6 points of damage, and may roll two additional attacks for the second pair of forelegs, doing the same claw damage as for the first. If both of these attacks hit, it may proceed to the next pair in the same way. If any of the

attacks miss the next pair of legs are needed for balance and the attacks stop. The opponents size will determine how many pairs of legs can be used for attacks against a single opponent. If the opponent is small one pair of legs can be used, two pair if the opponent is medium (i.e. man sized), and at most three pair if the opponent is large sized. If a long bear's attacks are not all against the same opponent, it may not hug, but if both paws in one "rank" hit, it may then attack with the next rank, and even a third if both of the second-rank attacks hit. In no case can it perform a hug if it has attacked more than one opponent in the round.



Bear, Migou

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	2 claws, 1 bite, 1 hug or 1 spell
Damage:	1d6 claw, 1d12 bite, 2d6 hug, spell (see below)
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	555

The **Migou**, or Yueh-Teh, is strange, magical creature. Migou are solitary; mating is a yearly event and a female gives birth to live young that follow her around for a year before going their own way. The migou is a relentless and extremely savage predator, preferentially attacking humanoids and canines as delicacies. The migou's hind paws bear a strange resemblance to humanoid feet, and they can move rapidly on two legs as well as four. The front paws of the migou are covered in long shaggy fur, and its claws run in a vertical row on the front paws, resembling a spiky fin.

Migou have a mental power which make them a vastly more formidable opponent than a normal bear. This attack is called **phantasmal visions** and is a form of illusion that creates an effect similar to **hold person**. Any normal living creature within a 60-foot radius of the migou must save vs. Paralysis or enter a kind of mental freeze, standing still and staring off into space for at most ten

minutes. Each time a paralyzed victim suffers an injury he or she may immediately re-roll this saving throw. Creatures within the area who make their saving throw are not immune, and must save again if the migou uses its power again. If the migou chooses to use this power it must forego its normal attacks. Migou are immune to the powers of other migou.

Bear, Quill

	Common	Huge
Armor Class:	16	18
Hit Dice:	5	7
No. of Attacks:	2 claws, 1 bite, 1 hug + quill	2 claws, 1 bite, 1 hug + quill
Damage:	1d6 claw, 1d8 bite, 2d8 hug, 1d8 quill	1d8 claw, 1d10 bite, 2d10 hug, 1d8 quill
Movement:	40'	40'
No. Appearing:	1d4	1d3
Save As:	Fighter: 5	Fighter: 7
Morale:	5 / 8	5 / 8
Treasure Type:	Quills 2d6x100 gp (if undamaged)	Quills 2d8x100 gp (if undamaged)
XP:	360	670

A **Quill-Bear** looks like a large bear with long, razor-sharp spikes covering its back and sides. This ursine creature is as massive as a typical brown bear, weighing more than 1,800 pounds and standing about 9 feet when it rears up on its hind legs. The huge variety is even larger, standing up to 12 feet tall and weighing over 2,600 pounds.

As with other bears, a successful hit by both claws on the same opponent in a given round means that opponent has automatically been hugged and suffers the listed additional damage.

The quills of a quill-bear move as it moves, waving and shaking. Any creatures within 5 feet of a quill-bear as it



walks or runs suffers 1d8 points of damage; a successful save vs. Death Ray is allowed to avoid this damage. However, anyone who attacks a quill-bear with a melee weapon (except for a pole arm or spear) must come within range of the spikes and thus suffer 1d8 points of damage automatically, with no saving throw allowed.

The quill-bear is normally a cowardly creature (hence the first given morale score) and avoids large groups of potential enemies. Most of the time one lives a solitary life, foraging for nuts and berries and sometimes carrion in the forest. During a full moon a quill-bear's behavior changes quite dramatically, becoming aggressive and bloodthirsty; use the second given morale score at such a time. During the full moon the creature's diet becomes entirely carnivorous, with a marked preference for larger prey such as horses and humanoid creatures, and the quill-bear will seek them out deliberately. This change in behavior applies both day and night during a full moon, even if the moon cannot be seen; however, as the quill-bear is nocturnal, one will not normally be encountered hunting in the daylight.

When under the light of a full moon, the quill-bear grows larger and gains a hit die; treat the extra hit points thus gained in a fashion similar to a **Potion of Heroism**. While exposed to moonlight a common quill-bear will regenerate damage at a rate of 2 hit points per round, while the huge variety regenerates 3 hit points per round. If the creature is killed but its body is left in moonlight, there is a 60% chance that the bear will arise again in 2d4 rounds with half of its hit points restored.

Bear, Ursine Behemoth

Armor Class:	21
Hit Dice:	15
No. of Attacks:	2 claws, 1 bite or hug (vs. Large)
Damage:	2d6 claw, 2d8 bite, 4d6 hug
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 15
Morale:	11
Treasure Type:	None
XP:	2,850

An **Ursine Behemoth** is a rare bear of truly gargantuan size. Any particular breed of bear might produce an ursine behemoth, as they are born normal-looking but then grow to massive proportions. When standing upright on its hind legs, the ursine behemoth is 20 feet to 30 feet tall. It has a typical temperament for a bear, but due to its massive form it is continuously hungry.

An ursine behemoth attacks like other bears, but is not able to hug opponents who are not at least Large in size.

Monsters

Beebear

Armor Class:	16
Hit Dice:	7*
No. of Attacks:	2 claws, 1 bite or 1 sting
Damage:	2d4 claw, 2d6 bite, save vs. Poison or change into a beebear sting
Movement:	40' Fly 5'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	7
Treasure Type:	None
XP:	735

A **Beebear** is a bear that has been affected by a failed **polymorph** spell. As a result, it has black and yellow stripes and a minute pair of wings, granting it a very limited flight capability. A beebear is very loud and can be heard up to 30 feet away. Those stung by a beebear must make a save vs. Poison or be turned into a beebear. A **remove curse** or **polymorph** spell can reverse this effect. After stinging a victim, the beebear takes 1d8 points of damage and is unable to sting for the same amount of days as health lost. Brightly-colored clothing attracts these creatures as well as confuses them, as they think it is a flower. This results in the beebear sitting on anyone wearing bright colors and mauling them.

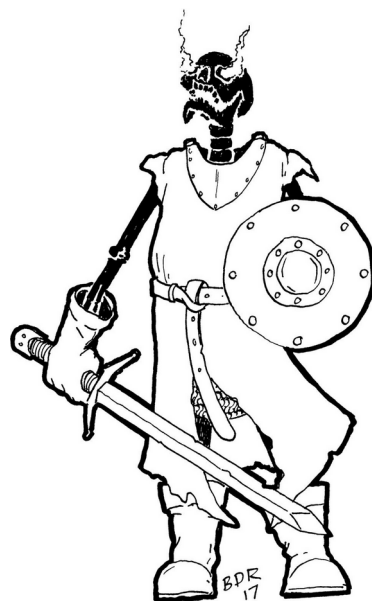


Basic Fantasy Field Guide Volume 2

Black Knight

Armor Class:	20
Hit Dice:	14** (+11, plus sword's magic bonus)
No. of Attacks:	1 weapon
Damage:	By weapon + 3, plus sword's magic bonus
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 14
Morale:	11
Treasure Type:	F + Black Knight's sword
XP:	2,730

A **Black Knight** was once a heroic warrior, but has been cursed by the gods for committing some unforgivable crime such as murdering a loved one or betraying a close friend for selfish purposes. It resembles a charred skeleton with burning coals in place of eyes. A black knight is dressed in the same armor it wore in life, which appears to have been blackened by fire. It will sometimes don tattered cloaks with deep hoods to disguise its appearance. It is sometimes served by other undead who act as retainers and aides. A black knight's voice is chilling and echoes hollowly. It speaks the languages it knew in life.



A black knight is as capable a fighter in death as it was in life, and retains the honor and pride that it once held. A black knight will never ambush an enemy or attack from behind, and will refuse to attack until an enemy has readied his or her weapon. It occasionally shows mercy to honorable opponents and individuals who remind it of people it knew in life.

Black knights are very strong, having a Strength bonus of +3 on damage die rolls; this is in addition to the magic bonus of the knight's sword, as given below.

A black knight will be found wielding a magic sword 80% of the time. To determine what type of sword the knight is wielding, roll 1d6 and refer to the table below.

Black Knight's Sword Table

1d6	Type of Sword
1	Longsword +3
2	Two-handed Sword +3
3	Shortsword +2, Charm Person
4	Two-handed Sword +4
5	Longsword +2, Flames on Command
6	Shortsword +1, Energy Drain*

* While the black knight is wielding this sword, the weapon has no limit to the number of levels it can drain.

A black knight has a number of special abilities. Creatures of 5 HD or less that look upon the knight's grim visage must make a save vs. Spells or be shaken for the duration of the encounter, taking a -2 penalty on attack rolls and Armor Class. The black knight has a 75% chance to reflect any harmful spell that targets it, with reflected spells being targeted back at the caster. A black knight can cast **detect magic** and **detect invisibility** at will. In addition, the knight can also cast **fireball** and **wall of fire** each 3 times per day as a 10th level Magic-User.

A black knight only takes half damage from non-magical weapons, and like all undead is immune to **sleep**, **charm**, and **hold** magic. A black knight cannot be Turned by a Cleric.

Bloodshroud

Armor Class:	12
Hit Dice:	4**
No. of Attacks:	1 whip or enshroud, 1 blood spray
Damage:	1d4 whip, if whip is at 5 over AC victim is enshrouded and suffers an energy drain, blindness blood spray
Movement:	Fly 60'
No. Appearing:	1d2
Save As:	Fighter: 4
Morale:	9
Treasure Type:	None
XP:	320

A **Bloodshroud** resembles a floating man covered in a bed sheet, soaked in dripping fresh blood. It takes half damage from bludgeoning weapons, and only 1 point from piercing weapons (plus any magical bonus).



A bloodshroud attacks by spraying blood up to 5 feet at any opponent's eyes. An opponent hit must save vs. Poison or be blinded permanently. It can also attack by whipping with its cloak. If the bloodshroud hits and surpasses the victim's AC by 5 points, the victim will be pulled under the shroud, where they will be paralyzed and suffer 1 energy drain per round due to bloodsucking until death. The bloodshroud's victim receives half of any damage suffered by the shroud, except for piercing or bludgeoning damage, which will be normal.

While bloodsucking a victim, the shroud may only move 20 feet per round, may not fly, and suffers a -2 penalty to Armor Class. Anytime the bloodshroud receives damage, the victim is entitled to a save vs. Paralysis to escape.

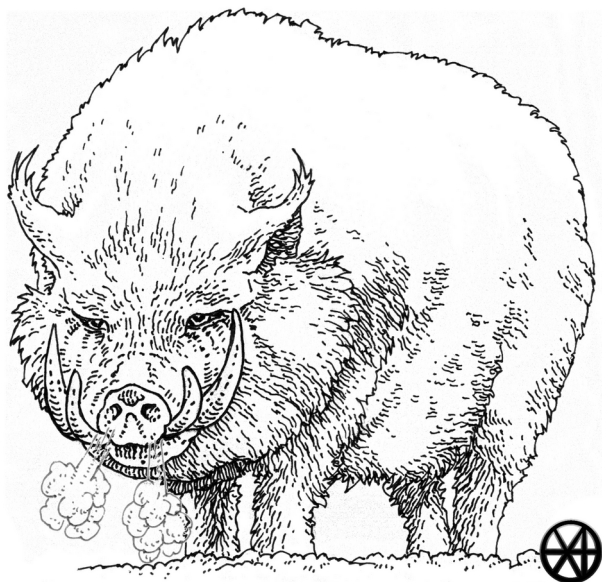
As undead monsters, bloodshrouds are immune to **sleep**, **charm**, and **hold** magic, as well as any spells affecting the mind. A bloodshroud can be Turned by a Cleric as if it were a Wraith.

Boar, Polar

Armor Class:	15
Hit Dice:	5
No. of Attacks:	1 tusk
Damage:	2d6
Movement:	50' (10')
No. Appearing:	Wild 1d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	360

A **Polar Boar** is covered in thick mottled white fur and an even thicker layer of fatty blubber. Adults are about 6 feet long and 4 feet high at the shoulder. While quite rare due to the difficulty in domesticating, a polar boar is large enough to be ridden or to pull a sled. They are used by some northern Dwarf clans.

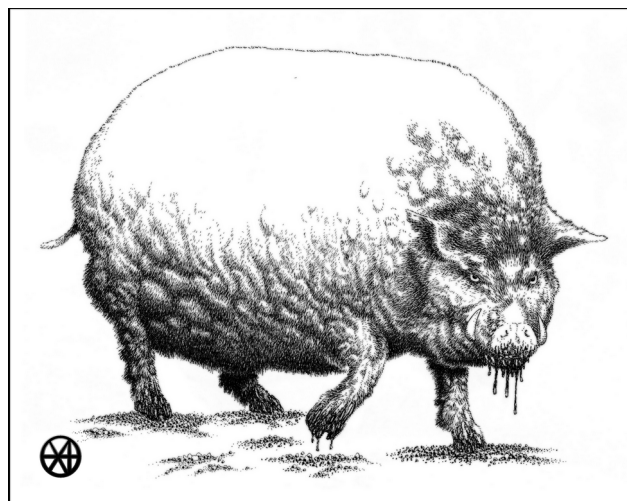
Due to the extremes of its habitat, a polar boar has an even nastier temperament than a regular boar. It will typically charge and gore its opponent with its sharp tusks. Females and males are equally dangerous. A polar boar is essentially immune to cold environmental effects and even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, it receives a +4 bonus.

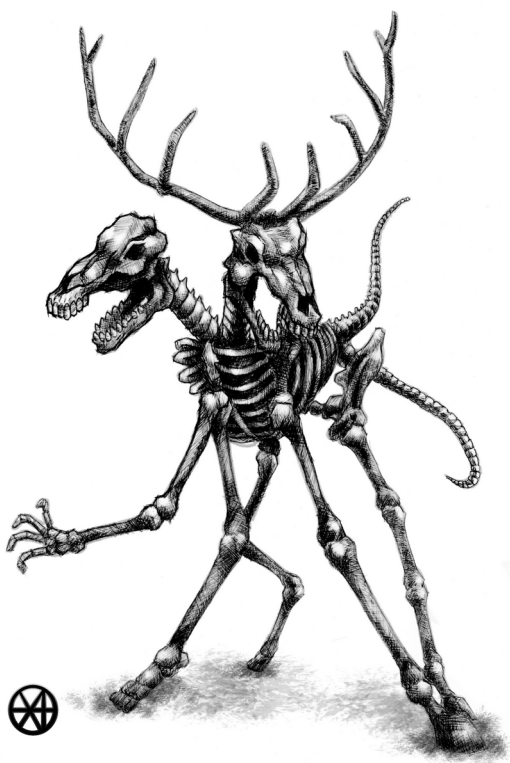


Boar, Sewer

Armor Class:	18
Hit Dice:	7
No. of Attacks:	1 bite or 1 charge
Damage:	1d10 bite, 1d12 charge
Movement:	30' Charge 90'
No. Appearing:	Wild 1d6, Lair 2D8
Save As:	Fighter: 7
Morale:	8
Treasure Type:	None
XP:	670

A **Sewer Boar** is a boar that lives in sewers, mud hollows, and marshes. It can grow up to 10 feet long and 5 feet tall. The sewer boar has thick brown fur and is covered in a layer of extraordinarily thick blubber; it is so thick that any non-magical weapon will be stuck in the hide unless a Strength check is made. The sewer boar takes half-damage from all weapons except spears, which are the only ones that can pierce the flesh deep enough to cause significant harm. A sewer boar can charge 90 feet and in doing so deals damage to all in its path unless a save vs. Death Ray is made to get out of the way.





Bone Chimera

Armor Class:	17 (special, see below)
Hit Dice:	5
No. of Attacks:	2 bites, 2 claws or 2 tails
Damage:	2d6 bite, 1d6 claw, 1d10 tail
Movement:	60'
No. Appearing:	1d6
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	360

A **Bone Chimera** is an abominable **undead** monster composed of the skeletons of several different species. It has two heads, five legs (all of different lengths), and a pair of tails. In spite of this odd arrangement it is an effective combatant, able to swiftly move about the battlefield and fight fiercely. One can attack opponents in front with its bites and claws, while assaulting opponents behind with its tails; however, it cannot attack a single opponent with its bite and claws and its tails.

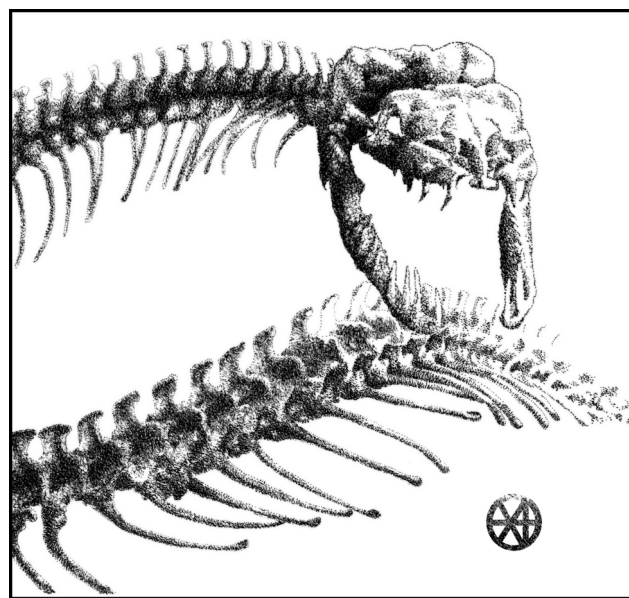
Bone chimeras are immune to **sleep**, **charm**, and **hold** magic (as are all undead monsters), and like normal animated skeletons they suffer half damage from edged weapons and one point only (plus any magical bonus) from small missile weapons like arrows or sling stones. They may be **Turned** as if ghouls.

Bone Viper

Armor Class:	14 (special, see below)
Hit Dice:	1*
No. of Attacks:	1 bite or 1 spit
Damage:	1d4 + poison bite, save vs. Poison or blind spit
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

A **Bone Viper** is an **undead** creature created to be used as a defender of some wizard's tower or evil priest's temple. Its poison is magically potent, and it is able to spit its poison up to 5 feet. Anyone hit by a spit attack must make a save vs. Poison or become blinded, while anyone bitten must make a save vs. Poison or die in 1d3 rounds.

As they are undead, bone vipers are immune to **sleep**, **charm**, and **hold** magic, and like other animated skeletons they suffer half damage from edged weapons and one point only (plus any magical bonus) from small missile weapons like arrows or sling stones. They may be **Turned** as a skeleton.



Bruhl

Armor Class:	14 (11)
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D in lair
XP:	25

A **Bruhl** appears to be a feral proto-human similar to a Neanderthal (caveman), but slightly smaller and more simian-like. Despite its appearance, a bruhl is intelligent, wielding weaponry, wearing skins and leathers for clothing or armor, and even has an occasional shaman or witch doctor amongst its population. However, its tribal society is brutal and destructive, and bruhs nearly universally seek to subjugate other races to keep them as slaves.

A bruhl has Darkvision with a 60 feet range. It suffers a penalty of -1 on attack rolls in bright sunlight or within the radius of a **light** spell. Bruhl speak their own rough and simple language, but many also speak Common to some degree. A bruhl is densely-muscled, receiving a +1 bonus to hit and damage due to strength.



One out of every eight bruhl will be a warrior of 2 Hit Dice (75 XP). Regular bruhl gain a +1 bonus to their morale if they are led by such a warrior. In bruhl lairs, one out of every twelve will be a sub-chief of 4 Hit Dice (240 XP) with better armor and equipment, AC 15 (11), 20' movement, and a +2 bonus to damage due to strength. In

lair of 30 or more, there will be a bruhl chieftain of 6 Hit Dice (500 XP), with an AC of 16 (11), 20' movement, and a +3 bonus to damage. In the lair, bruhl never fail a morale check as long as the bruhl chieftain is alive. In addition, a lair has a chance equal to 1-2 on 1d6 of a shaman being present. A shaman is equivalent to a warrior bruhl statistically, but has Cleric abilities at level 1d4+1. In a similar fashion, there is a chance equal to 1 on 1d6 that a witch doctor is present, having Magic-User abilities at level 1d4.

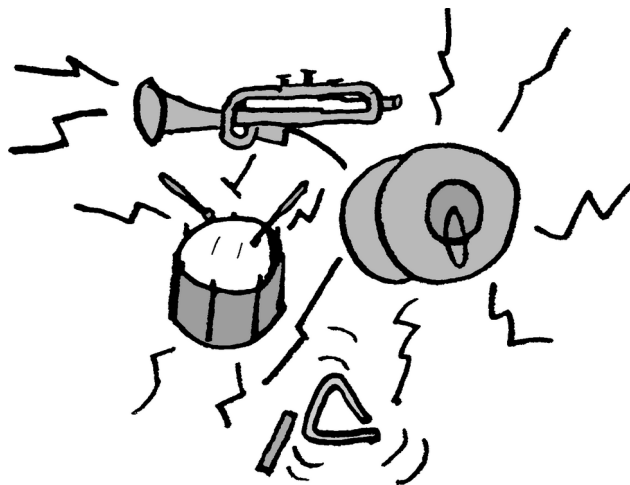
Cacophony

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 toot, 2 bang, 1 clash or 1 ding
Damage:	1d6 toot, 1d4 bang, 2d8 clash, cause fear ding
Movement:	Fly 30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	Special
XP:	280

A **Cacophony** consists of a band of magically-animated instruments brought about by the lingering attachments of failed bards. It will attempt to find audiences to perform to, and upon finding one it will "perform" (i.e. attacks) until either the cacophony or the audience is defeated.

Once every three rounds the cacophony may use its "ding", causing one target to save vs. Spells or run in fear for 2 turns, as the spell **cause fear**.

Instruments worth 2d12x100 gp can be obtained if the cacophony is defeated in a non-destructive manner.



Catoblepas

Armor Class:	13
Hit Dice:	7**
No. of Attacks:	1 tail or gaze
Damage:	1d6 tail, save vs. Death Ray or die gaze
Movement:	20'
No. Appearing:	1d3
Save As:	Fighter: 7
Morale:	8
Treasure Type:	C
XP:	800

A **Catoblepas** is a fantastically ugly creature with a warthog-like face and body, a long neck, and a powerful tail ending in a bone club similar to an ankylosaurus. All told it is about 10 feet long and weighs 700 pounds. A catoblepas prefers to be left alone to stew in its misery, but if threatened it will attempt to ward away attackers with its tail. Most dangerous is its gaze, which shines with a pale green beam of light; any creature touched by this ray must save vs. Death Ray or die instantly. Fortunately, its ungainly-balanced neck and general unwillingness to get involved means that it will only be able to bring its head to bear once every 1d4 rounds. However, if it should gain surprise a catoblepas will nearly always forget itself and glance upward long enough to use its gaze. Catoblepas are immune to any magical effects that cause instant death, including **disintegration**.

Cheiropteran

Armor Class:	16 (12)
Hit Dice:	4
No. of Attacks:	1 weapon
Damage:	By weapon (with +2 STR bonus)
Movement:	30'
No. Appearing:	Wild 2d6, Lair 10d6
Save As:	Fighter: 4
Morale:	9
Treasure Type:	Special each, B, M lair
XP:	240

Cheiropterans look like bugbears with the heads of great, misshapen bats. They are the bat-people of the deep underdark. They are born with eyes, but their priests sacrificed their eyes to Camazotz shortly after birth, so almost all cheiropterans encountered will be blind, their empty eye sockets sewn shut. It can still "see" through echolocation as a bat does. It is typically armored with a chain mail shirt and wears hard, heavy boots.

80% of a given force will be armed with halberds, and the other 20% with longbows. In addition to the treasure shown, an individual cheiropteran will carry 1d100

triangular bone coins. These are religious tokens, of value only to cheiropterans. It will also carry a strip of chewed rawhide. This is an ancestor-strip, bearing the teeth-marks of the preceding generations, and may be ransomed back to the cheiropteran leaders for as much as 10 gp. Priests will carry a silver holy symbol of Camazotz which is worth 25 gp on the open market, or 100 gp in ransom to the leaders.

For every 10 cheiropterans, one will be a corporal (AC 16, 5 HD, Sv F5, XP 360). For every 30, one will be a sergeant (AC 17, 6 HD, Sv F6, XP 500). If there are 50 or more, one will be a captain (AC 18, 7 HD, Sv F7, XP 670). There is a 50% chance that a priest will accompany a party of cheiropterans. A priest is a Level 4-7 (1d4+3) Cleric (AC 16 to 18, (Level)d6 HD, Sv C(Level), XP in line with level), with full spell-casting powers. If a priest is encountered there will also be 1-3 acolytes of level 1-3 (AC 16, (Level)d6 HD, Sv C(Level), XP in line with level). Females are only encountered in their lair, and if they must fight they do so as gnomes; there will be females equal to 50% of the number of males. Where females are encountered there will be one whelp for every female. Whelps will typically flee but can fight as goblins if they must.

Cheiropterans are immune to any magic involving vision, including most illusions. Magical **silence** affects them as darkness would affect a sighted creature.

Wandering cheiropterans are sometimes (35%) found together with 3d6 chupacabras, which they train as hounds. A cheiropteran lair has a 90% chance of also containing 5d6 chupacabras.



83

Monsters

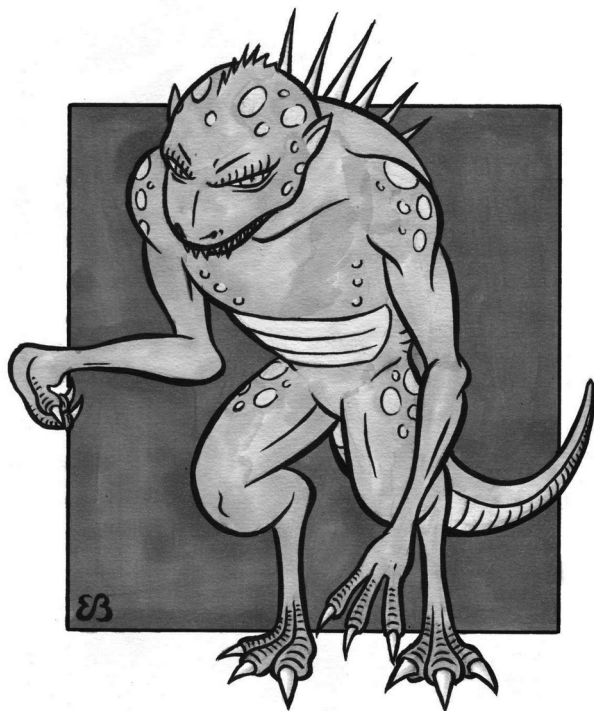
Chupacabra

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d8
Movement:	Hop 30'
No. Appearing:	3d6 (with Cheiropterans), Wild 1d2
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	75

A **Chupacabra** is a nocturnal reptile with a row of spines running down its back. It moves by hopping like a kangaroo. Its eyes glow red and its screech is awful to hear.

A chupacabra is feared in farming communities because it kills far more livestock than it needs to eat. It particularly likes the taste of goat.

Owing to a chupacabra's excellent sense of smell, cheiropterans train and use them as hounds.



Basic Fantasy Field Guide Volume 2

Cockhorse

Armor Class:	15
Hit Dice:	4
No. of Attacks:	2 claws, 1 peck
Damage:	1d6 claw, 1d8 peck
Movement:	60' (10')
No. Appearing:	Wild 3d6, Lair 4d8
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	240

A **Cockhorse** is a domesticated creature that is a magical combination of a horse and chicken. It has the body and front legs of a horse, with the back legs, tail, and head of a chicken. Due to being half-chicken these creatures are not very bright and overly trusting. It will only harm others if attacked. It can carry 400 pounds as a light load and 750 as a heavy load.



Corpse Abomination

Armor Class:	14, 17, or 20
Hit Dice:	6, 12, or 18
No. of Attacks:	3 bludgeon
Damage:	1d6 (HD 6), 1d8 (HD 12), or 2d8 (HD 18)
Movement:	10' Jump 60'
No. Appearing:	1d3
Save As:	Fighter: 6, 12, or 18
Morale:	12
Treasure Type:	None
XP:	500 (HD 6), 1,875 (HD 12), or 4,000 (HD 18)

A **Corpse Abomination** is the result of a mass grave being animated without any effort to separate the remains. It is a shambling amalgamation of rotting flesh and desiccated bones, packed with clay, soil, and dripping maggots. It stands anywhere from 8 feet to 20 feet tall, possessing many limbs and attacking bare-handed. It produces a constant chorus of wailing as it moves due to the torment suffered by the trapped souls that power the abomination. It exudes such a powerful stench that anything within 40 feet must make a save vs. Poison to avoid a -2 on all rolls. The corpse abomination moves rather slowly due to its considerable bulk; however, to the surprise of many late adventurers, it can leap 60 feet by spreading itself out in the air to achieve maximum reach. It can also protrude the torsos of its attacking sections, which gives it a reach of 10 feet.

**Cragodile**

Armor Class:	20
Hit Dice:	8
No. of Attacks:	1 bite or 1 tail
Damage:	2d8 bite, 3d6 tail
Movement:	30' (10') Swim 30' (10')
No. Appearing:	Wild 1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	875

A **Cragodile** is akin to a normal crocodile but with a heavy stony hide. Unlike its relatives, a cragodile may be found in virtually any climate. It hunts the shallows and banks of waterways, remaining submerged until prey comes within reach and surprising on 1-4 on 1d6. Because of a cragodile's exceptionally hard skin it takes half damage from piercing or edged weapons. A cragodile is significantly heavier than its normal kin and does not actually swim. The swim speed listed is actually more of a "run" speed along the bottom of a waterway which it can navigate as easily as dry land.

**Crockle**

Armor Class:	17
Hit Dice:	5
No. of Attacks:	1 bite or grapple
Damage:	2d8 bite, 1d10 initial strike, 1d6 per round unless save vs. Death Ray to break grapple
Movement:	5' Swim 50'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	360

A **Crockle** is a crocodile-like creature that lives near water and can grow up to 30 feet long. A crockle attacks creatures near the water by jumping out and grabbing it. If

Monsters

a creature strays within 20 feet of the edge of a crockle's body of water, it will leap out and grapple it, dealing 1d10 damage (save vs. Death Ray to avoid). On successive rounds a save must be made or the grappled creature takes an additional 1d6 damage and is dragged towards the water. A creature dragged into the water may still make a save, but at a -2 as it is harder to escape underwater. The victim also takes drowning damage until it dies or escapes.

Crystalline Egret

Armor Class:	17
Hit Dice:	5**
No. of Attacks:	2 claws, 1 bite or 1 breath
Damage:	1d6 claw, 1d8 bite, 2d8 breath
Movement:	10' Fly 70'
No. Appearing:	1d2
Save As:	Fighter: 5
Morale:	12
Treasure Type:	1 diamond (see below)
XP:	450

A **Crystalline Egret** is a 5 feet tall white egret made entirely of ice. Due to its pure white color it can surprise on 1-4 on 1d6 in snowy or foggy conditions. Each crystalline egret has a diamond in its head as a focus for the magic animating it; this gem is worth 300 gp. Once every 1d4+1 rounds the crystalline egret is capable of "breathing" shards of ice at a single opponent up to 10 feet away, instead of performing its normal attacks. These icy shards do 2d8 points of damage, with a successful save vs. Dragon Breath reducing damage by half. This is physical damage from the sharp shards of ice, rather than cold damage, so resistance to cold of any sort provides no protection.

At temperatures above freezing the egret will begin to melt, suffering 1d4 points of damage per turn. It suffers an extra die (at least 1d6 points) of damage from any attack involving fire or heat.



Basic Fantasy Field Guide Volume 2

Cthaeh*

Armor Class:	11 (m)
Hit Dice:	12**
No. of Attacks:	1 swarm of mirror butterflies
Damage:	3d6 + blind
Movement:	None
No. Appearing:	1
Save As:	Magic-User: 12
Morale:	6
Treasure Type:	Fruit (worth 2d8x1,000 gp)
XP:	2,075

The **Cthaeh** is a creature of the fey, and an extremely dangerous one at that. It manifests itself as an ancient tree that somewhat resembles an ancient gnarled oak, branches bristling with metallic brass-like leaves that are hard-edged and razor sharp, multicolored, and shaped like long, thin knives. It prominently displays multitudes of strange and differing fruits and beautiful exotic flowers amongst the lowest of its leaves, both blooming on the tree at the same time. Butterflies with wings like radiant mirrors lazily circle the tree and subtly kill any birds, insects, or small animals that move too close to the cthaeh. The butterflies then proceed to feast on the carrion and rapidly strip them to the bones. While they may appear to be separate symbiotic organisms, do not be fooled; they are just as much a part of the cthaeh as its leaves or branches.

The cthaeh is intelligent as well as cunning and devious, but it is also naturally malevolent. The tree-like being entertains itself by tricking mortals into eating its fruit and seeking the forbidden knowledge the cthaeh freely distributes. These adventurous souls only far later fully realize the true cost of these gifts. The cthaeh speaks all languages and also has the ability to teach Magic-Users new and potent spells.

One of its flowers, which resembles the end of a pitcher plant, is a swirling mix of brilliant shades of violet and deepest blue. It secretes magical ink that the Cthaeh favors as a means of temptation. A second flower heals wounds, functioning as a **heal** spell when brewed into tea, while a third is a highly-potent panacea, functioning as a combination of **cure disease** and **neutralise poison** spells.

There is a fruit borne upon its branches that is shaped like the most perfect apple, deep red and ripe. It will cause near-instant death upon any contact with the skin, and if ingested the victim will rise from the grave a month later as a vampire. A different fruit bears seeds shaped like dragon teeth that when planted in the ground grow into wooden-armored skeletons (functioning the same as skeletons and obedient to the summoner's commands).



Death and misfortune follow those who are blessed by the cthaeh. So long as one enjoys the benefits of the gifts, random encounters rolls of fives and sixes always re-roll, and there is a 20% chance that double the number of monsters rolled will appear. The saves of the "blessed" and those around them suffer a -2 penalty (also applied to monster reaction rolls), and Wisdom-based ability rolls suffer a -1 penalty. In addition their families tend to encounter tragedy far more often than most, and relationships will tend to end in violence and suffering. These detriments can be avoided if the recipients eschew the gifts of the cthaeh by removing them completely from their person.

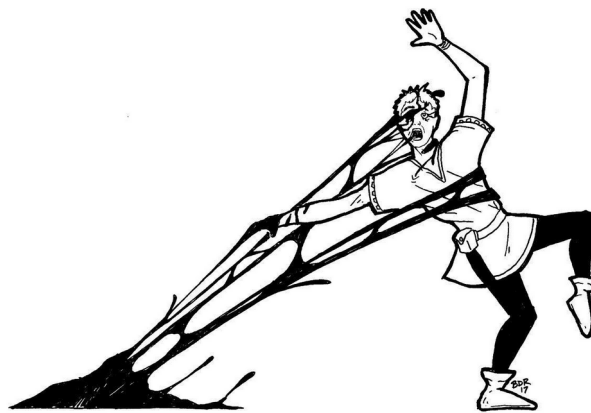
The cthaeh is a powerful Magic-User itself, being able to use up to 6th-level spells. It favors **teleportation**, **disintegration**, **charm person**, and **ESP**. A cthaeh is also a master of illusion and can make itself appear as any natural object within a turn.

Curse*

Armor Class:	15 (m)
Hit Dice:	7*
No. of Attacks:	1 devour
Damage:	2d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	12
Treasure Type:	None
XP:	735

A **Curse** is a reddish brown mass of a viscous liquid about 10 feet across; as a liquid it can fit through a space as small as 5 inches wide. Created by mortals and cursed by an unknown god, it lives in isolation in hatred and fear. They are mainly found in uninhabited areas such as deep in forests or high on mountains.

A curse attacks by jumping at and onto its targets from up to 30 feet away and devouring them. The victim may attempt to escape on his or her Initiative with a save vs. Death Ray. Those killed by a curse become curses themselves, transforming the round immediately following death. As such, those slain by a curse may not be raised by anything short of a **wish**.



Dancing Shadow*

Armor Class:	19 (m)
Hit Dice:	3*
No. of Attacks:	1 claw + dance
Damage:	1d6 claw, 1d6+CON modifier hours die of exhaustion dance
Movement:	40'
No. Appearing:	1d6-1
Save As:	Fighter: 3
Morale:	8
Treasure Type:	A
XP:	175

The **Dancing Shadow** is a rare and unusual monster that seemingly requires no sustenance and acts randomly and without reason. Careful observation may reveal patterns in its actions which may suggest some strange or nefarious agenda, but such discoveries often come too late.

A dancing shadow appears to be a regular shadow at a cursory glance; upon contact with a humanoid creature it latches on, disguising itself as the person's shadow almost flawlessly. The observant, however, may notice that it never flickers and sometimes is not in the direction that the local light source would cause. It will then remain dormant for a period of several days before striking, often at highly inopportune moments. With a successful attack roll the target must succeed a save vs. Spells. If the save is passed, the shadow will transfer to the nearest humanoid unless it is warded with a circle of salt. If the save fails, the target will lose control of its body to the shadow, causing



the victim to dance uncontrollably. At this moment the shadow is vulnerable to attacks from magical weapons and spells. If not saved from its fate, the victim will die of exhaustion in 1d6 (+ Constitution modifier) hours.

Deadringer

Armor Class:	16
Hit Dice:	5*
No. of Attacks:	1 touch or bell
Damage:	Attract all undead touch, deaf 1d4 rounds bell
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	405

A **Deadringer** is a form of skeletal undead which appears in almost all respects like the more common form of an animated skeleton. A deadringer carries a small wooden-handled brass bell which it rings constantly as soon as it sights possible opponents. Deadringers are often hidden within a group of other undead monsters.

All undead creatures within 20 feet of a deadringer receive a +1 bonus to attack and damage rolls so long as it rings its bell. Further, any corpses within 50 feet of the deadringer when the bell is rung will be animated as **Resonated**.

In melee a deadringer will try to touch an opponent with its free hand while ringing the bell. If its attack roll succeeds, the one touched must make a save vs. Spells or be deafened for 1d4 rounds. Such a victim is additionally cursed to attract all undead within 10 miles; all such monsters will treat the accursed as their preferred enemy, though this does not mean that they will ignore attacks by



other characters. Undead under the control of spell-casters will cease to obey commands issued by their master, so long as the accursed is within the 10 mile range. The curse can be removed as normal with a **remove curse** spell, or otherwise ends with the death of the afflicted.

Deadringers take half damage from edged weapons and only 1 point from bolts, arrows, or sling bullets. They are immune to **sleep**, **charm**, and **hold**, and can be Turned by a Cleric (as a mummy).

Deep Ones

Deep Ones are a race of piscine beings, combining traits of fish, amphibians, and humans. Deep ones revere ancient elder beings of the deep believed to predate the arrival of the gods of Humans, Dwarves, and the like.

Deep ones will trade and form pacts with humanoids in coastal communities. These pacts inevitably include dark rituals, sacrifices, and even inter-breeding with the humanoid populations. The hybrids from such unions often rise to power within secret cults of dark god-beings.

"I think their predominant color was a grayish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked... They were the blasphemous fish-frogs of the nameless design – living and horrible..."

- H.P. Lovecraft, *The Shadow Over Innsmouth*



Deep One, Common

Armor Class:	16
Hit Dice:	3+3
No. of Attacks:	2 claws or by weapon
Damage:	1d4 claw, by weapon
Movement:	20' Swim 30'
No. Appearing:	1d8, Lair 5d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	A
XP:	145

A **Common Deep One** is a scaled humanoid resembling both frog and fish. Its huge unblinking eyes give it Darkvision to 60' and superior eyesight while underwater. Its clawed hands and feet are webbed, enabling exceptional swimming ability. As inhuman as a deep one looks, it can produce offspring from unions with various humanoids that look completely normal (for the humanoids).

Communities of deep ones are found far down in bodies of water, but generally within proximity of coastal humanoid settlements. In such a community one will find more powerful deep ones with additional powers.

Deep One, Hybrid

Armor Class:	14
Hit Dice:	1+1
No. of Attacks:	2 claws or by weapon
Damage:	1d2 claw, by weapon
Movement:	30' Swim 20'
No. Appearing:	2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	7
Treasure Type:	C
XP:	25

A **Hybrid Deep One** starts off life as a normal member of its humanoid parent's race. In fact, in the beginning it is completely unaware of its connection to the dwellers of the deep. Over time the hybrid slowly transforms into a true deep one as it takes on traits such as glassy unblinking eyes, small or a complete lack of ears, webbing between fingers and toes, or folds along its neck that eventually become gills. As the traits develop the hybrid individual becomes reclusive and of an increasingly alien mindset. The full transformation takes a variable amount time, though not usually completing before the individual becomes middle-aged. When the traits become too obvious to conceal the hybrid departs society to join with the deep ones.

While still within its humanoid community, a hybrid deep one will continue with a traditional trade or profession while operating in secret cults with dark rituals, furthering the sect's vile goals. It is possible that such a hybrid has class-based abilities; as such, the individual may have substantially different stats than those listed above, which represent a basic mid-point in the hybrid's transformation.

Deep One, Lagoon Creature

Armor Class:	18
Hit Dice:	5+5
No. of Attacks:	2 claws, 1 bite
Damage:	2d4 claw, 1d6 bite
Movement:	20' Swim 30'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	9
Treasure Type:	A
XP:	360

A **Lagoon Creature** is a form of the hybrid deep one that has branched away from the other coastal water-dwelling deep ones, instead preferring deep, dark, and stagnant swampy regions. It is a large humanoid with a scaly body, almost like carapace. Its extremities are broad and fin-like with sharp clawed ends, and its mouth contains razor-sharp gar-like teeth. Like other deep ones, its huge unblinking eyes gives it Darkvision to 60' and superior eyesight while underwater. A lagoon creature is less intelligent than most other deep ones.

While lagoon creatures are usually solitary or found in very small groups, deep one masters may call upon them as bodyguards or shock troops when necessary.



Diabolus

Armor Class:	14
Hit Dice:	15**
No. of Attacks:	1 bite
Damage:	2d6+4
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 15
Morale:	12
Treasure Type:	None
XP:	3,100

The final degenerative stage of a vampire that has been starved of blood for an extended duration, the **Diabolus** is a pallid and gaunt 6 feet to 8 feet tall humanoid with disproportionately long arms and legs. The creature is completely hairless and its face has morphed from something that once resembled human to something more beast-like. Its jaws visibly protrude from the rest of its face, and its fangs have lengthened to several inches, becoming jagged and uneven in the process.

A diabolus' eyes glow a deep and crazed crimson, the great cunning and intelligence that once existed behind them long vanished and replaced with an insatiable lust for blood and carnage, causing the creature to have no regard for its own safety. It will sense and seek out any living beings within its lair with extreme prejudice. No amount of blood or any other substances can revert a diabolus back to its previous vampiric state. Once fallen this far, the individual is forever lost; however it normally takes decades, if not centuries, to reach this point.

While it has fallen far from its former state, a diabolus is still in essence a vampire, if a depraved and horrendously mutated one, and shares the usual traits. It casts no shadows and throws no reflections in mirrors. It cannot **charm** others with its gaze; instead, those who meet it must make a save vs. Spells or be frozen to the spot in terror and be unable to act for 1d3 rounds. Creatures with 8 or more hit dice are immune to this effect. A diabolus will use its lengthened fangs to rip into enemies; this has a paralyzing effect similar to that of ghouls. Those killed by a diabolus will rise as ghouls on the next new moon; these ghouls will not attack the diabolus that created them.

Perhaps a result of its deprived state, a diabolus is immune to the effects of running water and is much more resilient to sunlight, being able to survive when exposed directly for 5 rounds, although it will burst into flames and lose 1/5th of its hit points for each round of exposure. The creature also demonstrates a limited ability to change its shape, being able to sprout wings from its back over the course of two rounds, granting it limited flight (20'). It can also conceal itself perfectly within deep shadows, essentially invisible. Its movement speed doubles when hiding.

A diabolus is immune to the effects of garlic and will not recoil at a strongly-presented mirror; however an exposed holy symbol within 10 feet of it will set parts of it alight and cause flesh to boil away, doing 1d6+1 damage per round. This effect does not stack and the character bearing the symbol will become its sole target until the symbol is removed from the radius. The creature can only be killed by exposing it to daylight, forcing it to drink holy water, or blood that has been blessed by a Cleric of 9th level or higher.

Powerful vampires have been known to deliberately starve rivals and disobedient thralls until they become a diabolus, using them as the equivalent of a guard dog. As a result, these creatures are often found inhabiting caves beneath a vampire's castle or lair.

Dracomander

Dracomanders are weird monsters combining features of dragons and salamanders. They conform to the rules provided for true dragons in most cases (i.e. they have a breath weapon, age categories, may or may not speak, may or may not cast spells, and so on); exceptions will be noted below. Despite its dragon-like appearance, a dracomander also possesses the elemental powers of salamanders, in particular their area effect damage and resistance to non-magical weapons.

In general, a dracomander will resemble the "normal" salamander of the same type with the addition of dragon wings. It is not known whether dracomanders are actually

natural creatures from the Elemental Planes, or if they are in fact the result of magical hybridization.

Dracomanders are known to associate with normal salamanders of the same sort, though they will not generally share lairs with them due to greed (i.e. allowing another intelligent monster in the lair is risking the theft of some of the dracomander's treasure). Likewise, dracomanders are known to hate both salamanders and dracomanders of other types.

Dracomander, Flame*

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

A **Flame Dracomander** looks like a giant snake more than 12' long, with a dragon-like head and wings and lizard forelimbs. Its scales are all the colors of flame: red, orange, and yellow. A flame dracomander is flaming hot, and all non-fire-resistant creatures within 20' of the monster suffer 1d8 points of damage per round from the heat. It is immune to damage from any fire or heat attack.

Flame Dracomander Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	5	6	7	8	9	10	11
Attack Bonus	+5	+6	+7	+8	+8	+9	+9
Breath Weapon	Fire (Cone)						
Length	-	40'	50'	60'	70'	80'	90'
Width	-	15'	20'	25'	30'	35'	40'
Chance/Talking	0%	25%	30%	35%	45%	60%	70%
Spells by Level							
Level 1	-	1	2	3	4	4	4
Level 2	-	-	1	1	2	2	3
Level 3	-	-	-	-	1	2	3
Claw	1d4	1d4	1d6	1d6	1d6	1d8	1d8
Bite	2d4	2d4	2d6	2d6	2d6	2d8	2d8
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

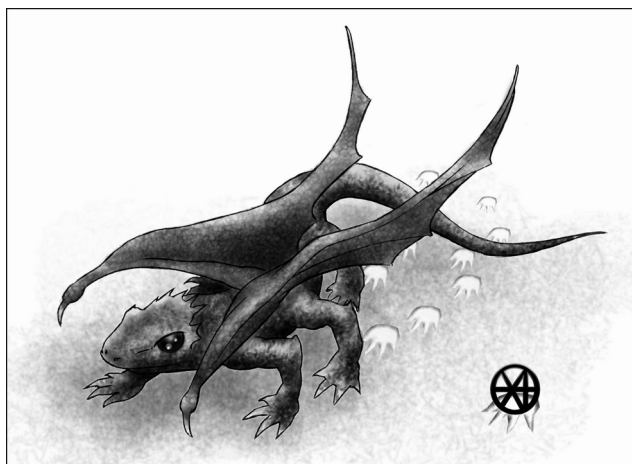
Dracomander, Frost*

Armor Class:	21(m)
Hit Dice:	10** (+9)
No. of Attacks:	1 bite or breath, 4 claws, 1 tail + cold
Damage:	2d10 bite, 10d8 breath 1d8 claw, 1d6 tail, 1d8 per round cold
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 10 (as Hit Dice)
Morale:	9
Treasure Type:	H
XP:	1,480

A **Frost Dracomander** looks like a giant lizard with six legs and a pair of dragon wings. Its scales are the colors of ice: white, pale gray, and pale blue. A frost dracomander is very cold, and all non-cold-resistant creatures within 20 feet suffer 1d8 points of damage per round from the cold. It is completely immune to all types of cold-based attacks.

Frost Dracomander Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	7	8	9	10	11	12	13
Attack Bonus	+7	+8	+8	+9	+9	+10	+10
Breath Weapon	Cold (Cone)						
Length	-	50'	60'	70'	80'	90'	100'
Width	-	20'	25'	30'	35'	40'	45'
Chance/Talking	0%	35%	40%	45%	55%	70%	80%
Spells by Level							
Level 1	-	1	2	3	4	4	4
Level 2	-	-	1	2	2	3	3
Level 3	-	-	-	1	2	2	3
Claw	1d4	1d4	1d6	1d8	1d8	1d8	1d8
Bite	2d4	2d6	2d8	2d10	2d10	2d10	2d12
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

**Dracomander, Lightning***

Armor Class:	20 (m)
Hit Dice:	9**
No. of Attacks:	2 bites or breath, 1 tail + lightning
Damage:	2d8 bite, 9d8 breath, 1d6 tail, 1d8 per round lightning
Movement:	30' Fly 80' (15')
No. Appearing:	1, Wild 1, Lair 1d4
Save As:	Fighter: 9 (as Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,225

A **Lightning Dracomander** resembles a giant snake more than 12 feet long with two dragon-like heads (with long serpentine necks) and a pair of dragon wings. Its scales are all the colors of lightning: white, blue, purple, and yellow. A lightning dracomander constantly emits little bolts of lightning; all non-lightning-resistant creatures within 20 feet of the monster suffer 1d8 points of damage per round from being struck by them. Lightning dracomanders are immune to damage from any type of electrical or lightning attack.

A lightning dracomander may project its breath weapon from either mouth, or even from both, but cannot use the breath weapon more times than it has hit dice in any day (in other words, an adult lightning dracomander cannot use the breath weapon 9 times per day from each mouth, but rather 9 times per day *total*). Anyone in the area of effect of both breath weapons in the same round suffers damage only from one of them (generally the one with the higher damage total).

As with the lightning salamander, this monster has only one mind despite having two heads.

Lightning Dracomander Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath Weapon	Lightning (Line)						
Length	-	45'	55'	65'	75'	85'	95'
Width	-	15'	20'	25'	30'	35'	40'
Chance/Talking	0%	30%	35%	40%	50%	65%	75%
Spells by Level							
Level 1	-	1	2	4	4	4	4
Level 2	-	-	1	2	2	2	3
Level 3	-	-	-	-	1	2	3
Bite	2d4	2d6	2d6	2d8	2d8	2d8	2d10
Tail	1d4	1d4	1d4	1d6	1d6	1d8	1d8

Dragon

Dragons are large (sometimes very large) winged reptilian monsters. Unlike wyverns, dragons have four legs as well as two wings; this is how experts distinguish “true” dragons from other large reptilian monsters. All dragons are long-lived, and they grow slowly for as long as they live. For this reason, they are described as having seven “age categories,” ranging from 3 less to 3 more hit dice than the average. For convenience, a table is provided following the description of each dragon type; this table shows the variation in hit dice, damage from their various attacks, and other features peculiar to dragons.

Additional details about dragons can be found in the **Basic Fantasy RPG Core Rules**.

Dragon, Ice

Armor Class:	20
Hit Dice:	14** (+10)
No. of Attacks:	2 claws, 1 bite or 1 breath, 1 tail
Damage:	2d4 claw, 6d6 bite 14d8 breath 2d6 tail
Movement:	30' Fly 80'
No. Appearing:	1d2
Save As:	Fighter: 14
Morale:	9
Treasure Type:	G, H
XP:	2730

An exceedingly rare breed of dragon from the frozen north, the **Ice Dragon** is clad in extremely thick and almost transparent scales, colored like lightly-frosted glass that is paler on the stomach and chest. It is around 15 feet to 20 feet tall and 80 feet to 120 feet long, with a wingspan of 200 feet. An ice dragon is notoriously spiky, developing clear, horn-like growths across the length of its body as well as long, serrated claws. An ice dragon is deviously intelligent and is usually neutral in outlook, although prone to disdain of the lesser races, having been described as cold and calculating by those that have survived encounters with it.

An ice dragon prefers to stalk its quarry for lengthy amounts of time, hunting humanoids for entertainment and often deliberately leaving dead beasts such as griffons and bears in its path. It subconsciously alters the local weather, causing freak snowstorms and blizzards wherever it ranges. While walking on snow, it leaves no footprints. It can also disguise itself completely by burrowing underneath snow or ice, often using this to ambush its prey, surprising on 1-5 on 1d6.



An ice dragon is also an adept spell caster, able to cast spells of up to 5th level, similar to an age category 6 gold dragon. In addition to this, once per encounter, it can project an illusion of itself to a distance up to 400 feet; it can also replicate sound, smell, and touch. The illusion will disappear after its target takes over 30 points of damage.

A young ice dragon has never been sighted, leading some to believe that they are extremely ancient white dragons or perhaps a dying species, which would explain the rarity of sightings. It is also believed that it hibernates for very long periods of time, possibly even hundreds of years, under ice sheets and inside of glaciers.

Dragonhawke

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 charge (dive) or 2 claws + 1 bite
Damage:	2 x claw damage with +2 attack and -2 to AC for first round after dive, 1d3 claw, 1d4 bite
Movement:	10' Fly 120'
No. Appearing:	1d3
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

Dragonhawkes are small dragon-like creatures with avian features. A dragonhawke is covered with feather-like scales in a pattern that mimics a bird-of-prey species such as an eagle, hawk, or owl. Those resembling eagles or hawks have very keen vision, while the owl-like ones are nocturnal and have Darkvision with a range of 120 feet.

Like an eagle, a dragonhawke typically attacks from a great height, diving earthward at tremendous speed. If it cannot dive, it will use its powerful talons and slashing beak to strike at its target's head and eyes.

Dragonhawkes are highly prized by many cultures when trained for hunting. Some fey creatures use them as mounts.



Dragophant (and Alpha)

	Dragophant	Bull Dragophant
Armor Class:	18	19
Hit Dice:	8**	9**
No. of Attacks:	2 tusks, 1 stomp or breath (steam cloud)	
Damage:	1d6 tusk, 3d8 stomp, 8d8 breath	1d8 tusk, 3d8 stomp, 9d8 breath
Movement:	30' Fly 60' (15')	
No. Appearing:	Wild 1d4+1	(see below)
Save As:	Fighter: 8	Fighter: 9
Morale:	7 (8 with bull)	7 (8 with herd)
Treasure Type:	F	H
XP:	1,015	1,225

The **Dragophant** has the general form of an elephant, but with scaly dragon-like hide of a deep green hue, wide draconic wings, and a mouth full of sharp teeth. Any group of three or more encountered will be a herd with one large bull (male) with the appropriate statistics given above. Groups of one or two will be rogue males who generally have the base statistics given. So long as the bull is alive, all members of a herd gain a +1 to morale (including the bull, so long as at least one other herd member is alive).

A herd has a 50% chance to have juveniles with statistics as given above. In such a case the number of juveniles will be roughly half the number of adults present (rounded up or down as the GM prefers); these individuals are in addition to the number rolled.

Dragophants can fly but are poor and clumsy fliers; an individual must move at least 30' in a round in a straight line before taking flight during its move in the following round.

Adult dragophants have a breath weapon, a cloud of steam that issues from the creature's trunk. This cloud covers a volume with a 20' radius centered 20' in front of the dragophant. Each individual can only use this breath weapon once per hour, and all dragophants are immune to the breath weapons of other dragophants (as well as the breath weapon of sea dragons). Juvenile dragophants will not be able to use the breath weapon, but have the same immunity as the adults.

Like true dragons, dragophants will often have treasures, adorning themselves with shiny baubles and such. Treasure that can't be worn or carried will be hidden in a central location in the herd's territory, possibly stored in a cave or buried in an easily-located area.

Drax'xion, The First Death Dragon

Armor Class:	28
Hit Dice:	19** (AB +12)
No. of Attacks:	2 claws + paralysis, 1 bite or 1 breath, 1 tail
Damage:	2d10 claw, 6d8 bite, special breath, 3d10 tail
Movement:	30' Fly 80'
No. Appearing:	1
Save As:	Magic-User: 19
Morale:	12
Treasure Type:	H,A,G (x2)
XP:	4,850

Drax'xion is a fabled undead dread dragon. A former consort to an evil goddess, he was cast out to die, but achieved undeath by another mysterious deity. He lies in wait in a state of lichdom, hidden away inside his cursed lair for the time to avenge his death and rebirth. His influence is small, almost to a point of few knowing of him let alone his true terrifying might.

Drax'xion has three breath weapons and various spell-like abilities. He has a flame breath (cone-shaped) 110 feet long and 60 feet wide and a death cloud of the same size, dealing 3d10 damage. Anyone hit by the cloud must make a save vs. Death Ray or contract mummy rot, a disease that prevents normal or magical healing. A **cure disease** spell must be cast on the victim before he or she may regain hit points.

His third breath weapon is the dreaded death wind, which is 60 feet long and 30 feet wide. Anyone hit must save vs.

Dragon Breath or die. Drax'xion only uses this when he feels he has no choice, as he can only summon the negative energy to do it once every few months. Any destroyed undead in the cloud's area-of-effect will arise to serve him as though they had never taken damage.

Edged weapons deal only half damage to Drax'xion and Clerics cannot Turn the undead dragon.

Drax'xion can summon 3 haunted bones (see the **Basic Fantasy Field Guide**) each turn. There can be at most 6 haunted bones summoned at any one time.

Drax'xion can cast **death**, **disintegrate**, and **ice storm** twice per day. He can cast **regenerate** and **phantasmal force** three times per day.

In addition to his treasure hoard, Drax'xion holds within his lair 50,000 gp worth of rare gems, 10,000 gp worth of ancient paintings and portraits, 5,000 gp in rare books and tomes, a spellbook with 12,000 gp worth of spells inscribed in it, a +5 **Shortsword of Ice**, a +4 **Mace of Fire**, a **Dagger of Wishes**, and a **Ring of Invisibility**.

Merely destroying Drax'xion's body will not kill him; an adventurer needs to find his phylactery and destroy it, else he will rise again. It appears as an ornate crystal jar wrapped in dragon's teeth, hidden in his hoard. Only very powerful magic (**disintegrate** or a **wish**) or catastrophic natural damage is able to destroy it. If an adventurer were to take the phylactery, Drax'xion will hunt him or her down to retrieve it. He is able to locate the phylactery from anywhere, regardless of distance.



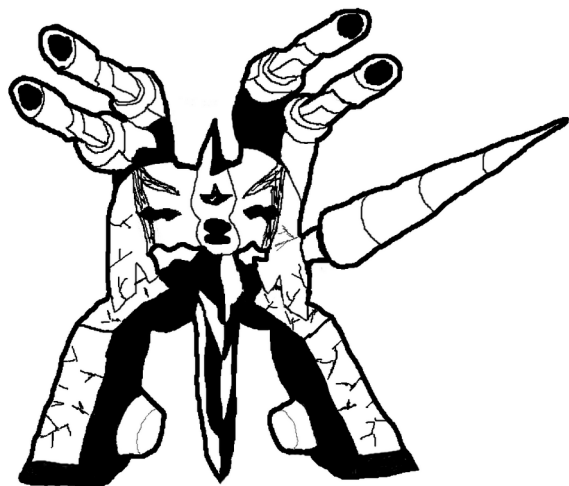
Dreadnought

Armor Class:	24
Hit Dice:	10*
No. of Attacks:	1 lance or 2 cannons
Damage:	2d12 lance, 3d6 cannon
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	11
Treasure Type:	Special
XP:	1,390

A **Dreadnought** is a 20 foot tall metal construct in the shape of a giant knight, holding a huge lance and with a pair of long, cylindrical cannons mounted on each of its shoulders.

It attacks primarily from range; its cannons have an effective range of 300 feet. The cannons possess extreme destructive power, capable of causing severe deformation of the surroundings of its targets. If, however, one gets close it will attack with its lance, charging up to twice its movement for the first attack.

As a construct it possesses no mind of its own and therefore is not subject to **charm**, **sleep**, or similar effects.



Dreamless*

Armor Class:	13 (m)
Hit Dice:	2*
No. of Attacks:	1 touch
Damage:	Special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	100

A **Dreamless** appears as an indefinite humanoid shade, pale blue in color. It stalks the wilderness at night, targeting weary travelers and novice adventurers.

It attacks by touching its opponents; those touched by a dreamless must save vs. Spells or be unable to sleep until the effect is dispelled with a casting of **remove curse**.

Being unable to sleep does not cause immediate detriment. Spell-casters may still memorize their spells, though it takes twice the normal time, and others are unaffected. That is for the first day; after that a d20 must be rolled everyday, with the character's Constitution bonus added and the number of days they have been awake subtracted, with a 1 or less indicating that the character has gone insane due to the sleep deprivation. Such a character may be cured with a casting of **remove fear**, but in the interim he or she may try and take their own life.



Duckbear

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws, 1 peck, 1 hug
Damage:	1d8 claw, 1d10 peck, 3d6 hug
Movement:	40'
No. Appearing:	Wild 1d4, Lair 1d6
Save As:	Fighter: 6
Morale:	10
Treasure Type:	C
XP:	500

Contrary to its name, a **Duckbear** is not a bear with features of a duck. Rather, a duckbear has the body of a bear with the head of a pigeon. Its whole body is covered with dull gray feathers with a band of shiny colorful feathers around its neck. Both male and female duckbears stand around 9 feet tall and weigh up to 1,600 pounds. A duckbear, much like its pigeon counterpart, is fairly stupid and only attacks an intruder encroaching on its lair or if attacked first. If a group of duckbears outnumber their opponents their morale is boosted to 12.

Dufflepud

Armor Class:	16 (13)
Hit Dice:	1
No. of Attacks:	1 spear
Damage:	1d6
Movement:	20'
No. Appearing:	4d8
Save As:	Fighter: 1 (with Dwarf bonuses)
Morale:	8
Treasure Type:	C
XP:	25

The **Dufflepud** is a strange dwarf-like creature whose primary means of locomotion is its enormous single foot that it uses to make long hops, enabling it to travel at a surprising speed. A dufflepud is of foul temperament, cursing frequently and bemoaning its unique condition. Despite this it is a highly courageous and capable warrior, wielding long spears and shields and wearing heavy chain into combat. A dufflepud is also an excellent miner and fisherman, even able to use its single foot as a canoe.

Once a day a dufflepud can turn itself invisible as the spell **invisibility**, although it is loud and clumsy enough that this does not help its ability to sneak around. One in every five dufflepuds is a veteran warrior of 2 Hit Dice (75 XP), and one in every 20 is a dufflepud captain of 3 Hit Dice (145 XP), armored in plate (AC 18) and wielding a notched great axe. The leader of the dufflepuds is known as the chief duffer; he or she has 6 Hit Dice, wears gold gilt

plate armor (AC 18) and wields a magical weapon with a bonus of +1 to +3 (as rolled or chosen by the GM), and has an experience point value of 500 XP.





Dwarrow

Armor Class:	16 (11)
Hit Dice:	1+1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 40'
No. Appearing:	1d8, Wild 2d6, Lair 5d10
Save As:	Fighter: 1 (with Dwarf bonuses)
Morale:	8
Treasure Type:	Q, S each; B, L in lair
XP:	25

Dwarrow are a grim, evil race who are cousins to the Dwarves. It is similar to a Dwarf in appearance but far less stocky. A dwarrow has ashen gray skin, black or white hair, large nose, drooping mustache, and short beard. A dwarrow prefers to wear drab, dark colors to better blend into the background of its stronghold. It is an expert craftsmen and its weapons and gear are always of the highest quality. A dwarrow is a courageous fighter and employs advanced tactics in battle. Dwarrows hate Dwarves and will attack them first unless ordered otherwise. A dwarrow suffers the same weapon restrictions as a Dwarf.

Dwarrow have Darkvision to a range of 80', and can speak both Dwarven and Common, though dwarrows rarely speak to non-dwarrows.

The statistics given above are for a standard dwarrow in chain mail with a shield. One out of every eight dwarrow will be a sergeant of 3+3 Hit Dice (145 XP). Regular dwarrow led by a sergeant gain a +1 bonus to their morale. In a lair or other settlement, one out of every 16 will be a dwarrow captain of 5+5 Hit Dice (360 XP) with a +1 bonus to damage due to strength. In lairs or other

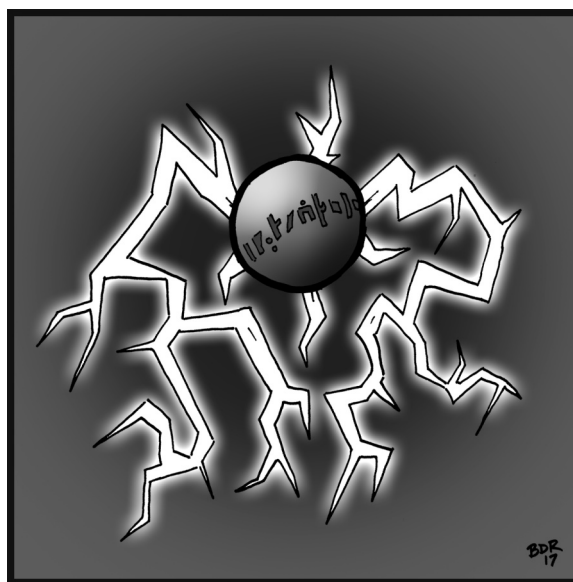
settlements of 30 or greater, there will be a dwarrow overlord of 7+7 Hit Dice (670 XP), with AC 18 (11) and having a +2 bonus to damage. In the lair, regular dwarrow gain a +2 bonus to their morale as long as the overlord is alive. In addition, a lair or other settlement has a chance equal to 1-3 on 1d6 of a dark priest being present (or 1-4 on 1d6 if a dwarrow overlord is present), and a 1-2 on 1d6 of a sorcerer. A dark priest is equivalent to a dwarrow sergeant statistically, but has Clerical abilities at level 1d6+1. A sorcerer is equivalent to a regular dwarrow, but has Magic-User abilities of level 1d4+2.

Dynamo

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	3 lightning bolts
Damage:	1d4
Movement:	Fly 40'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	6
Treasure Type:	None
XP:	100

A **Dynamo** is a six inch metal sphere that floats a few feet off the ground and is enveloped by an aura of lightning. This lightning ranges from a pale blue to a deep purple. Anyone who touches the lightning with something conductive (such as a metal sword) must save vs. Spells or receive a -3 penalty on attack rolls due to numbness for 1 turn. This penalty is not cumulative.

A dynamo fires bolts of lightning at its foes. Despite appearances these spheres are quite cowardly, each making a morale check at half health.



Elchman

Armor Class:	16 (14)
Hit Dice:	9
No. of Attacks:	1 gore or 1 weapon
Damage:	2d6 gore, by weapon +3
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 9
Morale:	9
Treasure Type:	B
XP:	1,075

An **Elchman** resembles a bull-headed minotaur, only substantially larger and having the massive head and antlers of a northern moose. Each elchman stands greater than 15 feet tall. Luckily they are largely solitary wanderers of northern marsh or lake-riddled lands. An elchman can be quite aggressive if one comes too near, but are otherwise fairly docile when left alone.

An elchman usually attacks with its massive antler rack, but may also use a weapon with a +3 damage bonus due to its great strength. An elchman sheds its antlers each



year, so there are periods when one's antlers are too small to attack with. While each is completely furred, an elchman will wear additional hides or furs from creatures such as bears or wolves, but never from herbivores. An elchman is essentially immune to cold environmental effects and even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, it receives a +4 bonus.

Fairy

Fairies are sentient manifestations of a natural environment, such as a forest or a mountain. They appear in a form familiar to the viewer, coupled with attributes of their environment. They prefer taking on forms that are gentle and graceful, with female Elves being a particular favorite.

A fairy will respond harshly to anyone who disparages its environment and will be pleased if it is protected, but beyond that they care little about the actions of mortals, appearing apathetic in anything they do.

**Fairy, Forest***

Armor Class:	18 (m)
Hit Dice:	10*
No. of Attacks:	4 claws + poison
Damage:	1d8 (all + poison)
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	12
Treasure Type:	None
XP:	1,390

A **Forest Fairy** is a manifestation of the consciousness of the forest, appearing with leaves, thorns, and a leaf green and wood brown motif as its attributes.

Monsters

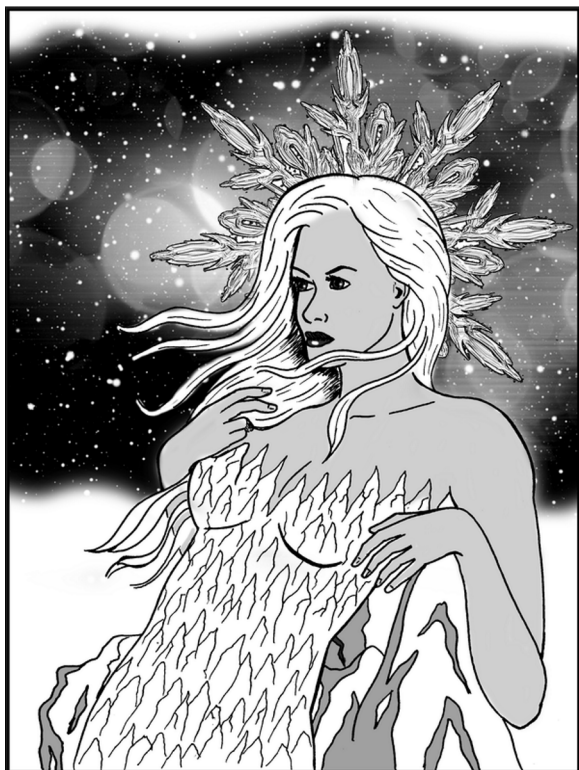
It attacks by slashing with its claws, which have the effect of a powerful hallucinogen, making every tree or humanoid creature (including party members) appear as the fairy itself.

Fairy, Frost*

Armor Class:	18 (m)
Hit Dice:	10*
No. of Attacks:	4 icy shards + slow
Damage:	1d8 (all + slow)
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	12
Treasure Type:	None
XP:	1,390

A **Frost Fairy** is a manifestation of the consciousness of a frozen tundra, appearing with translucent crystalline shards, a halo of snow, and a blue-white motif as its attributes.

It attacks by throwing shards of ice. The extreme cold of the shards reduces movements similar to a **slow** spell.



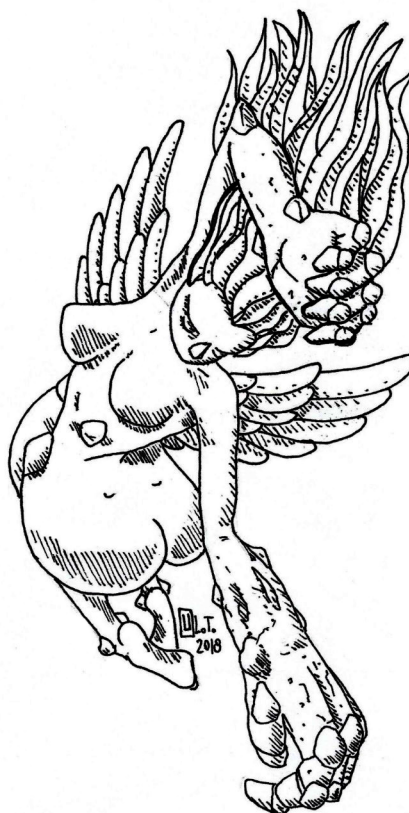
Basic Fantasy Field Guide Volume 2

Fairy, Mountain*

Armor Class:	18 (m)
Hit Dice:	10*
No. of Attacks:	4 bludgeon
Damage:	1d10
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	12
Treasure Type:	None
XP:	1,390

A **Mountain Fairy** is a manifestation of the conscious of a mountain, appearing with stony skin, craggy outcroppings, and a slate gray motif as its attributes.

A mountain fairy attacks using its large fists to pummel its foes into submission. Its stony skin gives it great protection, functioning as Hardness 8 (reducing all incoming damage by 8).

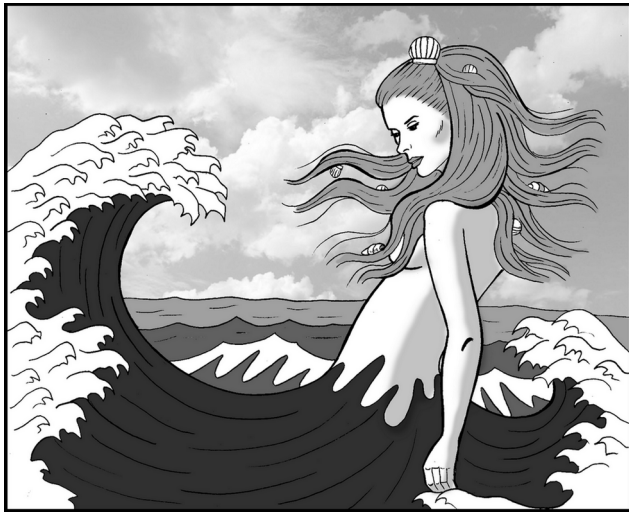


Fairy, Ocean*

Armor Class:	18 (m)
Hit Dice:	10*
No. of Attacks:	4 water jets or 1 flood
Damage:	1d8 water jet, 4d6 flood
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	12
Treasure Type:	None
XP:	1,390

An **Ocean Fairy** is a manifestation of the consciousness of an ocean, appearing with vibrantly-colored shells, foaming waves hinted at by mirages, and an aquamarine motif as its attributes.

An ocean fairy can produce massive amounts of water, an ability it uses to flood ships and drown its foes. Furthermore, it can use this ability to shoot high-pressure jets of water at its foes.

**Fairy, Volcano***

Armor Class:	18 (m)
Hit Dice:	10*
No. of Attacks:	4 bludgeon or 1 eruption
Damage:	1d8 bludgeon, 4d6 eruption
Movement:	30'
No. Appearing:	1
Save As:	Magic-user: 10
Morale:	12
Treasure Type:	None
XP:	1,390

A **Volcano Fairy** is a manifestation of the consciousness of a volcano, appearing with a flaming head, glowing rivulets of phantasmal lava running down its skin, and a lava red and basalt black motif as its attributes.

A volcano fairy is able to erupt a stream of lava at its foes. This stream is 5 feet wide and 40 feet long. It will also set fire to anything flammable. The volcano fairy can only erupt every other round.



sketchingjohn

Fool's Idol

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	2 claws or 1 spray of coins
Damage:	2d4 claw, 1d12 spray of coins
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	10
Treasure Type:	H
XP:	100

A **Fool's Idol** appears as a golden, grotesque humanoid statue, roughly 2 to 4 feet in height. They appear to be constructs of some kind, or perhaps relatives of the gargoyle; though golden in appearance, they are actually made of fool's gold (iron pyrite). Though small, a fool's idol is very strong, and has a pair of vicious claws with which it attacks. A fool's idol may, alternately, choose to grab and throw a shower of gold pieces (common in their "natural" habitat) at foes up to 40 feet away, doing significant damage due to their great strength.

A fool's idol can be found in large concentrations of gold; for example, a large treasure hoard. They are often kept in the hoards of dragons or other powerful monsters as guardians for the treasure.

Fyrenewt*

Armor Class:	16 (12) (m)
Hit Dice:	2+2*
No. of Attacks:	1 weapon or 1 breath
Damage:	By weapon or 2d4 breath
Movement:	30'
No. Appearing:	Wild 3d8, Lair 10d10
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, S, U individually; B in lair
XP:	100

Usually found in arid regions of volcanic activity, a **Fyrenewt** is perhaps distantly related to wugs (see the **Basic Fantasy Field Guide**) or lizard men (see the **Basic Fantasy RPG Core Rules**). A fyrenewt has the general appearance of a man-sized humanoid amphibian of the salamander sort. Rather than slick or slimy, a fyrenewt's skin is rather rough and sandy in texture and has hues of crimson-tinted browns. Fyrenewts speak their own language.

The typical fyrenewt warrior wears chainmail armor and wields a metal weapon such as a sword or metal-shafted lance. In addition to a weapon attack, the fyrenewt can breathe forth a spray (cone-shaped) of fluid that instantly

ignites upon contact with air. This breath weapon is usable no more than once every ten rounds, and causes 2d4 damage (or half if a save vs. Dragon Breath succeeds) to any creatures within 10 feet in front of the fyrenewt.

A fyrenewt is immune to non-magical fire attacks, and even against magical fire it takes only half damage, and saves are made at +4. Conversely, cold-based attacks against a fyrenewt causes double damage and the fyrenewt has an additional -2 penalty on any appropriate saves.

Fyrenewts have stronger leaders that wear plate mail (AC 18) and have 4+4 hit dice (280 XP). This leader's breath weapon causes 4d4 damage (1d4 per HD). There may be even stronger chieftains or kings. About 1d4 fyrenewts may also be a priest with Clerical levels equivalent to one's HD. They prefer spells involving heat, flame, or fire. If the GM utilizes the optional druid supplement, then the fyrenewt may choose fire-oriented spells from the druid spell list. Even traditional spells are often cast in such a way as to include fire, smoke, heat or the like in ways that are cosmetic only. For instance, a **protection from evil** spell might appear to line the fyrenewt in a flame-like aura.

Geminate Serpent

A **Geminate Serpent** is a very long, double-headed snake. Its heads are similar to those of a dragon; the two are commonly mistaken if the whole creature is not seen. These creatures are of Elvish origin and live just as long if not longer. Similarly to many other creatures that live a long time, a geminate serpent can be categorized based on its age, ranging from 1 to 7.

A geminate serpent uses its long body to restrain its victims in combat; it can carry and crush one creature per 20 feet of its body length. Creatures crushed take subduing damage, and are taken to its lair unconscious for the young to meet. Creatures that are caught have their armor, weapons, and shiny or dangerous-looking items removed, such as books from robed fellows. These items are then stored in the serpent's treasure pile. Creatures caught are kept in a hole that is as deep as half the parents' length. Once every two days a creature is removed to fight the child by itself under the supervision of the parent. Those who are winning will be dropped back into the hole with the others, or eaten if none have been eaten or killed by the child within 3 days.

Geminate serpents live to breed and will always have a child in its lair. An adult female of this species will take care of its young until they are in their second or third stage of age categorization. During this time the parents will take turns hunting for food, bringing back unconscious creatures if possible. If there is only one parent the child will accompany them on hunts for non-intelligent

creatures. If a geminate serpent is with its young it will have a morale of 12 and will never leave its side, even if it means its own death.

Each geminate serpent may use its breath weapon as many times a day as its hit dice. It may however only use its breath weapon every other round. It can use a non-empowered version (basically just fog) for use as cover as often as it likes. Breath from geminate serpents has unusual effects, and will affect those with hit dice less than or equal to its own hit dice unless otherwise stated, or a save vs. Dragon Breath is made; creatures with at least five hit dice less than the hit dice of the Serpent do not get a save. The breaths will stay in the area until the number of turns equal to the age category of the serpent has passed. The breath weapons are long lines emitting from the mouth of the serpent with the specified lengths and widths. Each geminate serpent is immune to its own breath weapon, as well as all spells or poisons that replicate that particular effect.

All geminate serpents speak their own language, Serpentine; in addition, one has a chance of knowing Elvish dependent on its age category, as specified in the tables below for each type.

Geminate Serpent, Blue

Armor Class:	19
Hit Dice:	7** (+8)
No. of Attacks:	2 bite or 1 breath or 1 constrict*
Damage:	2d12 bite, breath, 3d4* constrict
Movement:	50'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 7 (as Hit Dice)
Morale:	11
Treasure Type:	H+L
XP:	800

Blue Geminate Serpents live in colder humid climates on top of hills and the like. Blue serpents feed off farmers and livestock captured from the outskirts of towns and cities, using its breath to freeze and drag its victims back to its lair. Creatures frozen are unable to do anything besides breathe for 1d8 hours. Once in a blue geminate serpent's lair, the victim is frozen to the roof above where the serpent sleeps. The serpent lies under the victim with mouths agape waiting for the victim to try to escape and fall. Captured creatures that do not provide enough struggle or have died are simply left frozen to the roof. The limbs of such frozen creatures can withstand 150 lb of weight.

Blue Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	50'	60'	80'	80'	90'	100'	120'
Hit Dice	6	6	7	7	8	8	9
Attack Bonus	+6	+7	+7	+8	+8	+9	+10
Breath Weapon	Freeze (Line)						
Length	-	20'	30'	40'	40'	50'	60'
Width	-	30'	30'	35'	35'	40'	45'
Bite	2d8	4d4	2d10	2d12	2d12	3d10	6d6
Constrict	1d8	2d6	3d4	3d4	3d6	3d6	3d8
Talk	-	10%	20%	30%	40%	40%	50%

Geminate Serpent, Bone

Armor Class:	23
Hit Dice:	11** (+9)
No. of Attacks:	2 bite or 1 spell or 1 constrict*
Damage:	2d10 bite, bone to blade +3, AC +3 to constrict damage spell, 3d6 constrict*
Movement:	50'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 11 (as Hit Dice)
Morale:	10
Treasure Type:	H
XP:	1,765

A **Bone Geminate Serpent** is a skeletal being and doesn't need food to live; it hunts for fun, and to train its young. This has lead to them being the most feared of all geminate serpents. Bone geminate serpents lie on their back and play dead, surprising on a roll of 1-3 on 1d6. Unlike most of its species, bone geminate serpents have no breath weapon, but rather may cast the spell **bones to blades** instead. This turns the bones on its body to blades, giving it +3 to armor class and damage; this also counts as a magical weapon. Once a day it can cast **raise dead** on all creature within a 30 foot radius, the effect lasting the same number of rounds as its age category; it does this to train its children. As a bone geminate serpent does not need its prey alive, constricting victims does real damage rather than subduing.

Bone Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	60'	70'	80'	90'	90'	100'	110'
Hit Dice	9	10	10	11	11	12	13
Attack Bonus	+7	+7	+8	+9	+9	+10	+11
Spell	Bones to Blades						
Armor Class	24	25	25	26	26	27	28
Attack Bonus	+10	+11	+11	+12	+12	+13	+14
Bite	2d8	2d8	4d4	2d10	2d10	2d12	4d6
Constrict	1d8	2d6	3d4	3d6	3d6	4d6	4d8
Talk	-	-	-	10%	20%	20%	30%

Geminate Serpent, Green

Armor Class:	21
Hit Dice:	10** (+8)
No. of Attacks:	2 bite or 1 breath or 1 constrict*
Damage:	2d10 bite, breath, 2d8 constrict*
Movement:	30'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 10 (As Hit Dice)
Morale:	8
Treasure Type:	H
XP:	1,480

A **Green Geminate Serpent** is considered the most cowardly of all the geminate serpents. They live in swamps, marshes, and dense forests. Eating mostly deer and other similar-sized creatures, they are scarcely seen by people. If a green geminate serpent comes across or is attacked by a group of adventurers it will throw up a smokescreen and imitate a dragon until it has agreed upon a deal to get rid of the adventurers, scared the group away, or put the group to sleep. If the green geminate serpent thinks that the adventurers will reveal the location of the lair, the group will be attacked.

Green Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	30'	40'	50'	60'	80'	100'	130'
Hit Dice	6	7	8	9	10	11	12
Attack Bonus	+6	+7	+8	+8	+9	+9	+10
Breath Weapon	Sleep Gas (Cloud)						
Length	-	80'	90'	100'	110'	120'	130'
Width	-	30'	30'	35'	40'	50'	60'
Bite	2d6	2d8	3d6	2d10	2d10	2d12	2d12
Constrict	1d6	1d8	2d4	2d6	2d8	3d6	5d4
Talk	-	10%	20%	40%	60%	70%	75%

Geminate Serpent, Pleasant

Armor Class:	22
Hit Dice:	10** (+9)
No. of Attacks:	2 bite or 1 breath or 1 constrict*
Damage:	3d8 bite, breath, 1d6 constrict*
Movement:	50'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 10 (As Hit Dice)
Morale:	10
Treasure Type:	H+K
XP:	1,480

A **Pleasant Geminate Serpent** is a cruel being with the unique ability to hide in plain sight; any victim that looks upon this creature can see it and are usually overcome with fear until the victim looks away. A victim that looks away will not remember seeing the creature, or that it even exists. The pleasant geminate serpent then simply slithers up to its prey and picks them up. The breath weapon has a similar effect and will wipe the memories of all creatures caught for the length of time specified in the table below; the breath also fills the minds of those affected with pleasant memories of time forgotten. Any victim who successfully saves against the breath weapon twice becomes immune to it.

Pleasant Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	50'	60'	70'	80'	80'	90'	100'
Hit Dice	8	9	10	10	11	11	12
Attack Bonus	+8	+8	+9	+9	+10	+10	+11
Breath Type	Forget						
Length	-	30'	40'	40'	50'	60'	60'
Width	-	20'	20'	30'	30'	40'	50'
Time (Turns)	-	½	1	1	1½	2	2
Bite	2d8	2d10	5d4	3d8	3d8	4d6	5d6
Constrict	3d4	3d4	2d8	3d6	3d6	3d8	4d6
Talk	5%	30%	40%	50%	60%	70%	75%

Geminate Serpent, Sea

Armor Class:	19
Hit Dice:	7** (+7)
No. of Attacks:	2 bite or 1 breath or 1 constrict*
Damage:	2d4 bite, breath, 1d6 constrict*
Movement:	20' Swim 60'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 7 (As Hit Dice)
Morale:	10
Treasure Type:	H+J
XP:	800

Sea Geminate Serpents live in oceans and other large bodies of water. Each bite it takes has a 30% chance of paralyzing the target unless a save is made. Excelling in underwater combat, a sea geminate serpent prefers to blast its opponents off ships and boats by firing water from its mouth. However, once this has been done it must spend 1d4-1 rounds underwater filling up to do this again. Anything hit by a water spray will be moved five times the sea geminate serpent's age category feet away from it, usually off their ship; a save vs. Dragon Breath can be made to dodge. Sea geminate serpents do not have lungs, and can only spend 5 rounds above water before needing to dive again; they must be submerged for at least 1 round to fully replenish their breath. Sea geminate serpents have their lairs in underwater caves, in the shallows safe from larger water-dwelling creatures.

Sea Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	50'	70'	80'	100'	110'	130'	150'
Hit Dice	6	6	7	7	8	8	9
Attack Bonus	+6	+7	+7	+7	+8	+9	+9
Breath Type	Water Spray (Line)						
Length	-	40'	50'	60'	60'	70'	75'
Width	-	10'	10'	20'	20'	30'	30'
Bite	1d6	1d8	2d4	2d4	3d4	4d4	3d6
Constrict	1d4	1d4	1d6	1d6	2d6	3d4	3d6
Talk	-	10%	20%	40%	50%	60%	70%

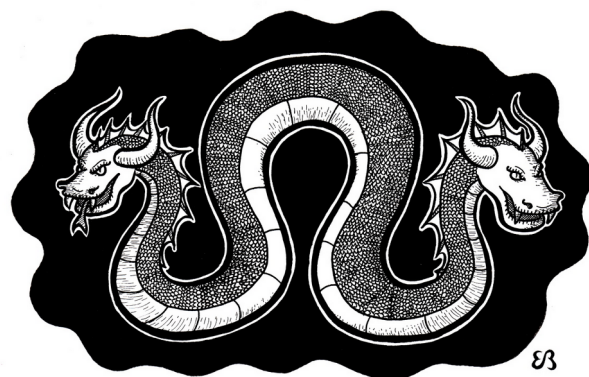
Geminate Serpent, Shadow

Armor Class:	21
Hit Dice:	8** (+8)
No. of Attacks:	2 bite or 1 breath or 1 constrict*
Damage:	2d12+energy drain (1 level), breath, 2d4 constrict*
Movement:	10'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 8 (As Hit Dice)
Morale:	7
Treasure Type:	H
XP:	1,015

Shadow Geminate Serpents are dark beings seldom seen, living in the shadows. These serpents were born of the shadow and cannot move outside of one; if they do they take 2d8 damage each round they are in direct sun or moonlight. If they die in light they turn to ash. The shadow geminate serpent moves silently with the same skill as a thief of double its age category. They use this to pick victims off the back of groups and weaken them in preparation for their child. If their cover is blown they are very likely to run away and try again later. To aid them in this, their breath has the same effect as the spell **darkness**.

Shadow Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	60'	70'	80'	90'	90'	100'	110'
Hit Dice	6	7	8	8	9	9	10
Attack Bonus	+6	+6	+7	+8	+9	+9	+10
Breath Type	Darkness						
Length	-	30'	30'	40'	50'	50'	60'
Width	-	10'	20'	20'	30'	40'	40'
Bite	2d6	2d8	2d10	2d12	2d12	5d6	5d6
Constrict	1d8	1d8	2d4	2d4	2d6	3d4	4d4
Talk	-	10%	20%	40%	50%	50%	60%



Geminate Serpent, White

Armor Class:	20
Hit Dice:	8** (+8)
No. of Attacks:	2 bite or 1 breath or 1 constrict*
Damage:	2d8 bite, breath, 2d6 constrict*
Movement:	40'
No. Appearing:	Lair 1d3+1
Save As:	Fighter: 8 (As Hit Dice)
Morale:	10
Treasure Type:	H
XP:	1,015

White Geminate Serpents are the shortest of their species, living near and on mountains where it snows a lot. They seek out humans to capture, as they provide the most entertainment and best training for their young. White serpents attack by burying themselves in snow and jumping at opponents, surprising on 1-4 on 1D6. The lairs of white geminate serpents are usually underground burrows spun with webs to ensnare any unwary travelers. The white geminate serpent uses its breath to ensnare opponents when surprised and drags them back to its lair in the web. A white geminate serpent's web does not disappear like the spell, but will remain for up to a number of years equal to its age category. Just like the spell **web**, the web produced by a white geminate serpent is highly flammable.

White Geminate Serpent Age Table

Age Category	1	2	3	4	5	6	7
Length	20'	30'	40'	40'	50'	60'	60'
Hit Dice	6	7	7	8	8	9	10
Attack Bonus	+6	+7	+8	+8	+8	+9	+9
Breath Weapon	Web (Line)						
Length	-	30'	30'	40'	40'	50'	60'
Width	-	20'	20'	25'	30'	30'	35'
Bite	2d6	2d8	2d8	3d6	2d10	2d12	2d12
Constrict	1d6	1d8	2d6	3d4	2d6	3d6	3d8
Talk	-	-	20%	30%	50%	60%	65%

Ghostcap Bloom

Armor Class:	12
Hit Dice:	4 (main bush), 2 (small bushes)
No. of Attacks:	1 + 1 per bush within 20'
Damage:	1d4 + special
Movement:	0'
No. Appearing:	1 main bush + 1d8-1 small bushes
Save As:	Fighter: 4
Morale:	12
Treasure Type:	U
XP:	240

The **Ghostcap Bloom** is a tall undead plant usually found within abandoned graveyards, battlefields, and crypts. Smaller bushes up to 3 feet tall branch off from the main one in a perimeter of up to 20 feet. These small bushes bear clusters of the flowers that give the plant its name. It collects flesh as fertilizer by grabbing and crushing any living being it gets hold of. Laying very still, the ghostcap bloom surprises on a roll of 1-3 on 1d6. A successful hit entangles the victim, suffering an additional 1d4 points of damage each round thereafter. A victim may attempt to escape by rolling a saving throw vs. Death Ray (with Strength bonus added).

In late autumn they produce a sickly sweet and musky aroma which attracts lesser undead to them, such as skeletons (1d8) and zombies (1d6-1). The ghostcap bloom does not appear to control these undead, as they do not defend the plant when it's attacked. But it has been observed that any undead within its area of pollination will drag their victim's corpses to the plant so it can devour and break down the remains.



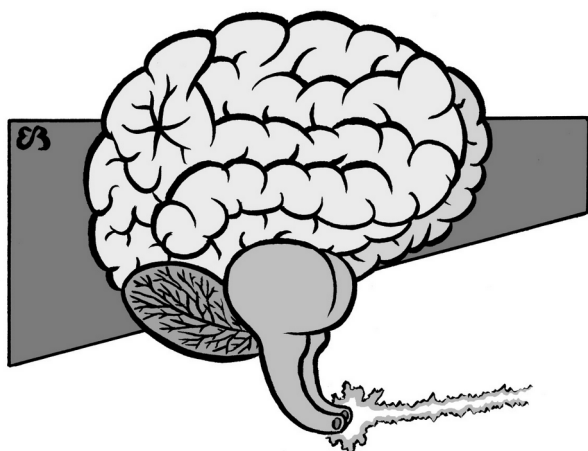
Even though it is immobile, a ghostcap bloom is subject to Turning; the main plant is equivalent to a 4 HD creature, and the smaller bushes as 2 HD each. A smaller bush is outright destroyed by a successful Turn, while if successfully Turned (but not destroyed) the main bush receives a -3 penalty on all attack rolls for 1d4 turns.

Giant Flying Brain

Armor Class:	12
Hit Dice:	5*+1
No. of Attacks:	4 spells
Damage:	By spell
Movement:	Fly 50'
No. Appearing:	Lair 1d4
Save As:	Magic-User: 5
Morale:	8
Treasure Type:	None
XP:	405

Created as a unique form of a homunculus, a **Giant Flying Brain** is a giant disembodied brain that is 6 feet tall and 6 feet wide, and hovers approximately 5 feet to 10 feet in the air. Despite not having limbs it is highly intelligent, able to cast spells to protect itself from potential harm. It also has the ability to read the thoughts of sentient creatures within a 100-foot range. Without appendages, it cannot hold any type of treasure, but can be found guarding places or things containing great knowledge, such as libraries or magical repositories.

A giant flying brain can cast spells as a 4th level Magic-User. When first encountering a giant flying brain, PCs must save vs. Spells or be paralyzed for 2d8 turns as if targeted by a **hold person** spell.



Giant, Sand

Armor Class:	15 (13)
Hit Dice:	13
No. of Attacks:	1 weapon or 2 fists
Damage:	3d6 giant weapon, 3d6 fist
Movement:	50'
No. Appearing:	Wild 2d10
Save As:	Fighter: 13
Morale:	8
Treasure Type:	E + 1d12x1,000 gp
XP:	2,175

A **Sand Giant** has dark swarthy skin and is particularly hairy. A sand giant's hair is always black, which only helps its shining blue eyes stand out. A sand giant dresses in flowing white robes and wears a veil over its face to keep out the blowing sand. A sand giant warrior typically wears thick leather armor under its robes. They scorn most decoration, excluding a few pieces of finely-crafted jewelry. An adult male is about 17 feet tall and weighs around 3,500 pounds. Females are the same height and only slightly lighter. A sand giant can live for up to 400 years.

In the past they once ruled over their own desert kingdoms, but they were driven into the wastes by encroaching humanoids centuries ago. A sand giant lives as a nomad, grazing its herd of cattle upon whatever sparse vegetation it comes across. In some particularly fertile places a tribe of giants will settle down and establish a village where they grow date palms. A sand giant is belligerent and haughty, and sees no problem grazing its cattle on another farmer's crops. In lean times young male giants will often hire themselves out as mercenaries to help support their families.

A sand giant is a skilled warrior and often fights with well-crafted scimitars and enormous bows; its bow has double the range of a standard longbow. Whether attacking with weapons or its own powerful fists, a sand giant deals 3d6 points of damage.

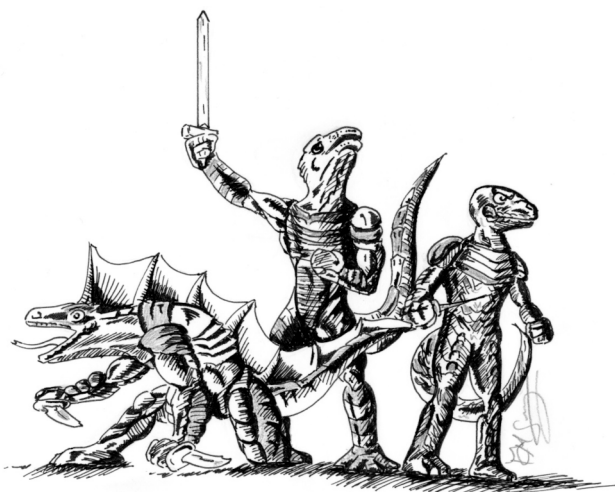
Gila

Armor Class:	15
Hit Dice:	1-1
No. of Attacks:	1 bite, 1 weapon
Damage:	1d4 bite, by weapon
Movement:	30'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	10

Gila (singular and plural) are a race of relatively small lizard men. Standing about 4 feet in height, each has varying patterns of light and dark scales, and these scales tend to be thicker and denser than those found in other lizard folk. Gila tend towards slow and sluggish mannerisms, but are fully capable of normal movement rates and activities when there is a need. Gila are not inherently aggressive but are very territorial and defensive.

When using a small or medium-sized melee weapon a gila may also bite for 1d4 damage, which also delivers a painful but otherwise mild toxin. Those affected must save vs. Poison or suffer an additional 1d3 damage and a -1 attack/damage penalty for the next four hours. Multiple bites will cause additional damage and the penalties are cumulative. While the toxin is active rest is impossible, as are activities that require rest or inactivity (such as spell memorization). A **neutralize poison** spell will nullify this lingering effect.

One out of every five gila will be a warrior of 3-3 HD (145 XP) and even tougher skin (AC 16). Regular gila gain a +1 bonus to their morale if they are led by a warrior. In a gila village, one out of every ten will be a chieftain of 5-5 HD (360 XP) with AC 17 and a +1 bonus to damage due to strength.



Goblin, Moon

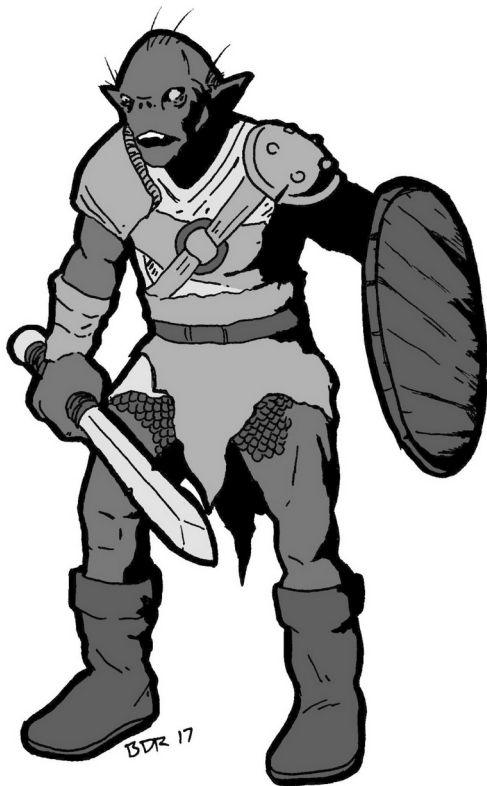
Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	30'
No. Appearing:	Wild 2d10, Lair 4d8x10
Save As:	Fighter: 2
Morale:	8
Treasure Type:	E
XP:	75

The **Moon Goblins** are a tribe of unusually well-organized mountain-dwelling goblinoids. Unlike other goblins, they show an affinity for metalwork and mining. In addition, they are more intelligent and cunning than their lowland kin. Featuring a more blue-green coloration, moon goblins stand a foot or so taller, with a stockier and comparatively more muscular frame.

Due to their better understanding of metal work and mining, moon goblins warriors are very well-equipped, normally wearing full chainmail hauberks covered by tabards emblazoned with an image of a lunar eclipse. They can and will wield any weapon available to Dwarves but show a particular fondness for heavy crossbows and throwing spears. Moon goblins share the Halfling ability to hide in outdoor areas. The largest war bands have even been reported to construct wood and stone fortresses.

For every group of eight moon goblin warriors there is a better-armed and equipped captain who wears platemail (AC 18) and has 4 HD. They tend to wield great weapons such as great axes and mauls. Sometimes accompanying a band of moon goblins are the trappers, who stand a good distance away from the rest of the group, setting devious traps and scouting for the captains. Trappers can set traps very quickly using tripwire-activated nets, hidden spikes, and many other devious contraptions to hinder those in the path of the main group. They are less robust than the warriors of the tribe (1 HD) and have a lower AC (14), but move faster (40') and exclusively attack from range with short bows, occasionally using poisoned arrows. Trappers save as Fighter: 2.

In groups of 20 or more moon goblins there will be either a moon goblin champion or shaman. The champion (5 HD, AC 20) is an experienced warrior respected by the rest of the group. They are highly skilled warriors but are prone to foolishness, such as attempting to imitate other races' chivalry or honor, on rare occasions challenging enemies to single combat in order to settle disputes. Shamans are the spiritual leaders of the moon goblins, but are less sturdy than the champions (3 HD, AC 16). They make up for this with their ability to cast spells as a 6th-level Cleric. The shamans wear ornate armor often made



of the bones of enemies and decorated with bloody trophies.

One in every 50-100 moon goblins is a wyvern rider. The bravest of the champions journey up high into the mountain peaks to attempt to tame a wyvern (see **Basic Fantasy Core Rules**). These powerful moon goblins are perhaps the sturdiest examples of their kind (8 HD, AC 22). They wear piecemeal plate armor, made with sections of their enemies' equipment, most commonly the superior craftsmanship of the Dwarves. Moon goblins led by a wyvern rider gain a +2 bonus to morale checks. The wyvern rider's trusty if unpredictable mounts allow them to surprise unwary travelers and ambush enemies at a moment's notice.

The leaders of the moon goblins are known to be their mysterious shaman-kings. Legendary warriors amongst their people and wielders of shamanistic power, they are a very formidable opponent to all but the most prepared (12 HD, AC 22). They appear leading bands of no less than 200 moon goblins, and can cast spells as a 10th-level Cleric. The shaman-kings are always accompanied by an honor guard of 1d4+1 moon goblin champions, and when led by one all moon goblins gain a morale of 12 until the shaman-king is killed or routed.

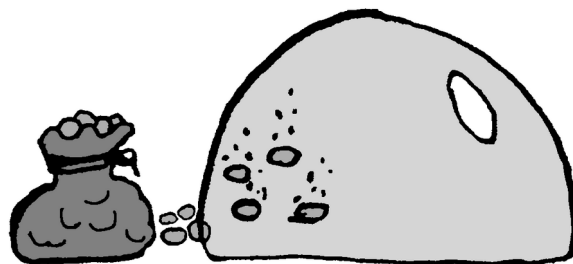
Gold Slime

Armor Class:	12
Hit Dice:	3*
No. of Attacks:	1 dissolve
Damage:	3d4
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Special
XP:	175

A **Gold Slime** is an oozing blob of gelatinous golden slime, about 3 feet in diameter, which lives by devouring gold. It can sense the presence and general direction of any gold within a mile of itself.

A gold slime will attack anyone carrying gold and will attempt to envelope their limbs, dissolving the victim with a strong acid. Once it neutralizes the victim, the gold slime will devour any gold the victim had.

While a gold slime does not carry any treasure, all of the gold it has devoured is still present, dissolved in the slime's body. This gold can be extracted by boiling off the slime, which can be done over a hot fire. The amount of gold is left up to the GM, but should include any gold that the party knows to have been dissolved.



Golem*

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is an elemental spirit. The process of creating the golem binds the spirit to the artificial body and subjects it to the will of the golem's creator.

Being mindless, golems generally do nothing without orders from their creators. They follow instructions explicitly and are incapable of any strategy or tactics. A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If not actively commanded, a golem usually follows its last instruction to

Monsters

the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Golems have immunity to most magical and supernatural effects, except when otherwise noted. They can only be hit by magical weapons.

Golem, Chain*

Armor Class:	24 (m)
Hit Dice:	20** (+13)
No. of Attacks:	3 lashes + special
Damage:	4d6 lash, + special
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 20
Morale:	12
Treasure Type:	H
XP:	5,650

The **Chain Golem** is most frequently found as a guardian of libraries, palaces, and treasure hoards. Perfectly resembling a large amount of regular chain made from various metals, it is often disguised as decoration, hung from the walls and ceiling or coiled in a corner. When disturbed, the chain golem will rise up from the floor and violently attack anything nearby that is not its master.

At its average height, the chain golem stands around 15 feet tall and rattles noisily as it moves, much like a snake, along the ground. The various chains can weigh up to 3,000 pounds. Powered by the essence of a trapped air elemental, it attacks its targets with extreme prejudice, directing years of hatred at being trapped on the mortal plane towards any in its path. As a standard attack it lashes out with several long chains.

The chain golem can choose to direct all three of its attacks onto a single enemy. If all three hit, the target is swept up in its chains and can be subject to one action per round. These actions include:

1. **Constriction:** The chain golem wraps its target in its chains and attempts to crush the life out. The target takes 12d8 damage, with a save vs. Paralysis to take half the damage.
2. **Tearing:** The chains wrapped around the victim exert great force in opposite directions in an attempt to rip the victim into several pieces. Those with a Strength score greater than 15 can

Basic Fantasy Field Guide Volume 2

resist for no damage, while others must make a save vs. Death Ray or be killed.

3. **Throwing:** The chain golem launches the unfortunate victim 40 feet or more towards the nearest hard surface. The victim is thrown in any direction and must save vs. Death Ray to land on their feet or else take 15d6 damage.

Golem, Crystal*

Armor Class:	15 (m)
Hit Dice:	6*
No. of Attacks:	2 fists
Damage:	2d4
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

The **Crystal Golem** appears as a hairless androgynous humanoid, but is rarely seen as it can cast an **invisibility** spell upon itself as a full round action. It is typically used by wizards and liches who require very discreet workers or guards, and are often programmed to do their work in complete silence. A crystal golem takes full damage from blunt weapons, but only half damage from cutting or piercing ones.



Golem, Gold*

Armor Class:	16 (m)
Hit Dice:	13* (+10)
No. of Attacks:	2 crooks
Damage:	2d6
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 13
Morale:	12
Treasure Type:	Special
XP:	2,285

Gold Golems were originally made by a pharaoh as an ostentatious display of wealth. Although it is powerful in combat, its cost far exceeds its utility, therefore it is quite rare to encounter one. It is always womanly-shaped, wearing the semblance of costly robes (which are part of the golem, and thus made of animated gold). It fights with large golden crooks. In addition to its attack, each gold golem can cast the spell **bestow curse** (usually applying the -4 penalty on attack rolls and saves variant) once every seven rounds. It can also **levitate** itself at-will.

A gold golem contains an amount of gold sufficient to mint 80,000 gp.

Golem, Household*

Armor Class:	11 (m)
Hit Dice:	1/2
No. of Attacks:	1
Damage:	1
Movement:	40'
No. Appearing:	2d4
Save As:	Normal Man
Morale:	12
Treasure Type:	None
XP:	10

A **Household Golem** is made from animated standard household utensils such as mops and brushes. It is used as labor to avoid the cost and inconvenience of employing servants, and can perform most routine domestic chores, although for some reason asking it to fetch water always seems to go wrong.

Golem, Lead*

Armor Class:	16 (m)
Hit Dice:	12* (+10)
No. of Attacks:	1 club
Damage:	3d6
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12
Treasure Type:	None
XP:	1,975

The secret of making **Lead Golems** has been lost, but there are still a few ancient ones in the deepest dark places beneath the earth. They were sacred to the bat-god Camazotz and were made by his priests, who were leaders of the weird Cheiropteran bat-people. It is always man-shaped but with the heads and wings of colossal bats. The wings are non-functional as a lead golem is far too heavy to fly. It fights with lead clubs. In addition to its attack, each lead golem can cast **confusion** once every seven rounds.

Legend has it that Camazotz has a lost temple deep beneath the earth which is inhabited by seven lead golems and a family of bats the size of rocs.

Golem, Purifier*

Armor Class:	18 (m)
Hit Dice:	8**
No. of Attacks:	2 fists or 1 flame
Damage:	2d10 fist, 3d6 flame
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	1,015

A **Purifier Golem** is an 8 foot tall construct of stone and brass, roughly humanoid but with swollen arms, at the end of which are numerous holes.

It attacks by punching, or by holding its arms out in front of it and belching fire from them in a 30 foot long cone, 20 foot wide at its far end. Victims may make a save vs. Dragon Breath for half damage.

Golem, Rope*

Armor Class:	13 (m)
Hit Dice:	4*
No. of Attacks:	1 grapple
Damage:	Special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	280

Designed for shipboard use, a **Rope Golem** is made from coils of ordinary rope. It typically wrestles and holds (as explained in the **Basic Fantasy RPG Core Rules** see Wrestling), but once the target is grappled, on the next round the rope golem will pass a loop around whichever appendage it believes to be its target's neck. The target then has one round to cut the rope with a dagger, or it will be throttled. For most creatures throttling is fatal, but anyone wearing plate mail armor and a helm is also presumed to have a gorget that provides protection from this attack.

Golem, Straw*

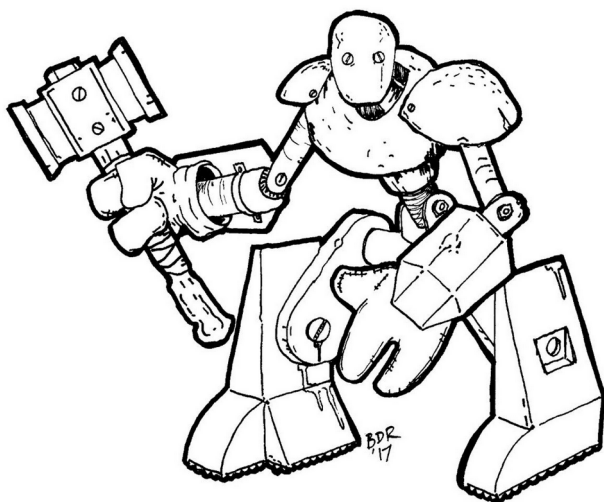
Armor Class:	11 (m)
Hit Dice:	3*
No. of Attacks:	1 weapon or 2 fists or 1 hug
Damage:	1d4/1d4 or special
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

Certain druids can make a **Straw Golem**, which typically has an agricultural role and is often used as a scarecrow. A straw golem takes half damage from blunt weapons and no damage from piercing weapons. The golem will usually attack by grabbing a nearby pitchfork, rake, or other nearby discarded tool. A straw golem is particularly vulnerable to fire, and any fire attack will set it alight, destroying the golem in 3 rounds. During these 3 rounds the golem will move at maximum speed towards whoever set it alight, seeking to hug and hold the attacker in the fire to join the straw golem in oblivion. Anyone held in a hug by a burning straw golem will take 1d6 points of damage in the first round, 2d6 in the second round, and 3d6 in the third round before it burns away.

**Golem, Tin***

Armor Class:	19 (m)
Hit Dice:	7*
No. of Attacks:	2 hands
Damage:	Special
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	12
Treasure Type:	J, K
XP:	735

A **Tin Golem** is a man-shaped golem made for heavy labor. It is typically about 8 feet tall, stocky, and as strong as a hill giant. When encountered, a tin golem will generally be operating a heavy work tool such as a sawmill, mangle, or forge press. It is normally passive, but when malfunctioning will tend to see intruders as workpieces or raw materials. In this case the tin golem will attempt to (for example) saw unfamiliar characters into planks. The tin golem will need to score a hit with both hands in melee; if one hand hits then the target is unable to flee, and will effectively have AC 11 against the other hand's attack. Once both hands have hit the golem will place its target into the heavy work tool, inflicting 3d6



damage if it succeeds. Very strong characters can save vs. Death with STR bonus, to resist being forced into the tool.

Gorophont

Armor Class:	18
Hit Dice:	9
No. of Attacks:	1 punch, 1 weapon or 1 trample
Damage:	1d6 punch, by weapon, 3d6 trample
Movement:	40'
No. Appearing:	Wild 2d4, Lair 5d4
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	1,075

A **Gorophont** is a centaur-type creature, with the upper body of a gorilla and the lower body of a small elephant. It is a fierce territorial creature, and typically fights with a very large lance.

A gorophont is a great tracker and hunter. It only has a 1 in 6 chance of being surprised. A gorophont also has a 1 in 6 chance of casually observing tracks on the road, and a 3 in 6 chance to actively track a quarry; against known quarries, this increases to a 5 in 6 chance.

There is a 1 in 10 chance that a gorophont will be a silverback; these have an extra +2 to any damage roll, a morale score of 12, and are worth 1,150 XP. Any gorophont fighting alongside a silverback counts its morale as if it were 12; the loss of a silverback results in a morale check with a -6 penalty.



Grave Dancer*

Armor Class:	16 (m)
Hit Dice:	Special
No. of Attacks:	None
Damage:	None
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	360

A **Grave Dancer** is an undead monster appearing as a macabre figure dressed in brightly-colored but worn and tattered clothing. It can be found anywhere there are undead monsters having 4 or fewer hit dice, especially in cemeteries and tombs, and one grave dancer will be accompanied by at least 6 such creatures. When encountered, the grave dancer and its attendant undead will be dancing to strange dismal music which seems to have no source.

All undead monsters within 60 feet of the grave dancer will dance, receiving a +3 bonus to attack rolls and saving throws. Living creatures within the same 60-foot radius of the grave dancer suffer a penalty of -2 to attack rolls and saving throws, and a penalty of -1 to morale. Creatures which cannot hear the music will be unaffected.

As with all undead monsters, a grave dancer is immune to **sleep**, **charm**, and **hold** magic, as well as any spell affecting the mind. A grave dancer can only be hit by magical weapons, but when hit the grave dancer suffers no damage; instead it disappears (along with the accompanying music) for 1d6 rounds. Only successfully Turning one (as a vampire) or eliminating all other undead within the area will vanquish a grave dancer.

Grave Sentinel

Armor Class:	20
Hit Dice:	3**
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	30'
No. Appearing:	Wild 3d8, Lair 8d10
Save As:	Fighter: 3
Morale:	12
Treasure Type:	U, Lair G and H
XP:	205

A grim presence in thick mist and on stormy nights, a **Grave Sentinel** prowls in the darkness around its final resting place, dutiful in its eternal watch, eerily silent, and implacable in combat. It is the personal retinues of mighty warlords and great kings from times long-forgotten. It is a warrior who fell in battle alongside its leader and now stands watch over its charge. As a result of this it inhabits ancient battlefields, graveyards, tombs, burial mounds, and catacombs, rarely seen elsewhere. It appears in smooth black plate armor with subtle gold and silver etchings, denoting the rank and deeds of the wearer, and a nearly featureless helmet that has a completely smooth face plate, as the dead do not require eyes to see. It most commonly wields a sword and shield, but can theoretically wield any weapon reasonably available. It possesses the ability to pass through any material less than 40 feet thick, with the exception of lead and copper. They are Turned as a 5 HD undead creature, and can also become incorporeal for one round, preventing it from causing and receiving damage, and causing it to appear as a being of smoke, with flashes of lightning swirling inside. Once per encounter it can **teleport** 10 feet in any direction.

One in every ten grave sentinels is a grave watcher (610 XP) with 6 HD and high Intelligence. A Grave Watcher is accompanied by a group of ten grave sentinels and directs them in combat to attack the weakest or most dangerous enemies, such as Magic-Users and Clerics, before surrounding others. If the grave watcher is killed, the morale of the remaining sentinels suffers a penalty of -3, and if the check is failed they will retreat to the nearest watcher within 200 feet or become mindless and attack the nearest available target, be it friend or foe.

One in every 50 grave sentinels is a grave guardian (2,730 XP) with 14 HD and 22 AC. This towering warrior, normally between 7 foot and 8 foot tall, wears scratched and tarnished but otherwise featureless armor of burnished gold that glows a subtle white and emits a mist that carpets the floor of any room it occupies. It is often the corpse of a fallen champion or king, a warrior of unparalleled ability in its time, now long past. It is a cunning and capable commander and will make short work of an unprepared or unorganized force. A grave guardian can cast **haste** as an 8th-level Magic-User once per day, and is always accompanied by a personal guard of two grave watchers. It normally wields a magical great sword or great axe and can deal 4d6 damage per hit at a rate of 3/2 attacks per round. It can also create new grave sentinels from Fighters of level 3 or above. This process takes four days and can be used to return slain sentinels to activity.



Grawl

Armor Class:	14
Hit Dice:	2+2*
No. of Attacks:	2 claws, 1 bite or 1 weapon
Damage:	1d4 claw, 1d6 bite, by weapon +1
Movement:	40' Climb 30'
No. Appearing:	2d6, Lair 8d6
Save As:	Fighter: 2
Morale:	9
Treasure Type:	B, L in lair
XP:	100

Grawls are a savage race of subterranean dwelling humanoids. They have pale gray fur, sharp claws, a wide panther-like head, and a short bobbed tail. An adult male stands on average 6 foot 5 inches tall and weighs around 260 pounds; females are slightly smaller than males. A grawl typically goes about naked but sometimes paints itself to better blend into the darkness of its tunnel homes. It constantly prowls its territory, and will attack any creature that strays into the area. Most grawls do not carry weapons and fight only with their teeth and claws. The remainder carry stone clubs and axes and occasionally can be found carrying higher-quality weapons taken from prior victims.

A grawl has Darkvision to a range of 120 feet. It suffers a -2 attack penalty in bright sunlight or within the radius of a **light** spell. A grawl can speak a pidgin of Orc, Goblin, Dwarf, and Common, although its speech sounds like animal growls to most humanoids.

Grawls are vicious and wild in battle, showing little discipline or forethought. A tool-using grawl is more likely to use rudimentary tactics, like feigned retreats into waiting ambushes. If a grawl is reduced to 25% or less of its original hit points, it enters a berserk fury and gains a +2 bonus to its attack and damage rolls, but suffers a -2 penalty to its armor class. This rage lasts until the grawl is dead or all enemies are dead or out of sight.

One out of every 12 grawls will be a leader with 3+3* HD (175 XP), 16 (11) AC, and a +2 bonus to damage. In lairs of 30 or more, there will be 1d3 grawl shamans present. A shaman is equivalent to a grawl leader statistically, but has Clerical abilities at level 1d4+2.

Griffon, Hawksian

Armor Class:	18
Hit Dice:	8
No. of Attacks:	2 claws, 1 bite or 2 bludgeons
Damage:	2d6 claw, 2d10 bite, 1d12 + stun bludgeon
Movement:	40'
No. Appearing:	1, Wild 1d2
Save As:	Fighter: 8
Morale:	11
Treasure Type:	F
XP:	875

Much like a regular griffon, the **Hawksian Griffon** is a combination of lion and eagle. Unlike a regular griffon its front half is lion and the rear half is eagle. The result of a twisted magical experiment, it is an extremely aggressive and dangerous animal. Unlike its flying cousin the hawksian griffon does not possess wings that allow it to fly, instead having malformed bone stubs that it can use to bludgeon enemies in combat. They are also slightly larger, measuring about 12 foot from nose to tail and standing around 7 feet tall.

Hawksian griffons have a wide variety of coloration, however they tend towards a combination of dark gray and red, with a multicolored patch of fur and feathers marking the point where lion and eagle meet, with females of the species being slightly larger. It prefers grasslands and savanna, and preys upon pretty much anything that crosses its path. Unlike lions and griffons, hawksian griffons are mostly solitary creatures and any groups found will be mating pairs. It has been suggested that it seeks solitude as it is in constant pain due to deformities caused by the process that created the species. In addition, its life is frequently brutal, hard, and short. It targets Human Magic-Users over all others, perhaps in dim recognition as the beings who originally cursed it to a joyless existence.

Griffon, Imperial

Armor Class:	19
Hit Dice:	9
No. of Attacks:	2 claws, 1 bite
Damage:	2d4 claw, 3d6 bite
Movement:	40' (10') Fly 120' (10')
No. Appearing:	1, Lair 1d4
Save As:	Fighter: 9
Morale:	10
Treasure Type:	F
XP:	1,075

The **Imperial Griffon** is a rare and majestic creature resembling a tiger with the head, foreclaws, and wings of an eagle. From nose to tail an adult imperial griffon can measure as much as 15 feet long and is a fearsome sight to behold. Depending on the climate it is found in, an imperial griffon can be colored anywhere from lighter browns to white as snow. Broad, muscular, feathered wings emerge from the creature's back and can span around 40 feet or more. A mature imperial griffon weighs around 900 pounds.

An imperial griffon will nest in caves, cliff faces, and mountains, either in extremely cold climates or very humid ones. It swoops from the skies to prey on pretty much anything smaller or weaker than itself. Imperial griffons have a particular taste for horses, favoring them over all other prey. While small family groups may nest near each other, they are otherwise solitary animals, tending to hunt alone.

Despite the difficulty of keeping such dangerous creatures with voracious appetites, some have trained imperial griffons as loyal and hardy mounts. As a mount, an imperial griffon can carry up to 700 pounds normally, or 1,400 pounds when heavily loaded.

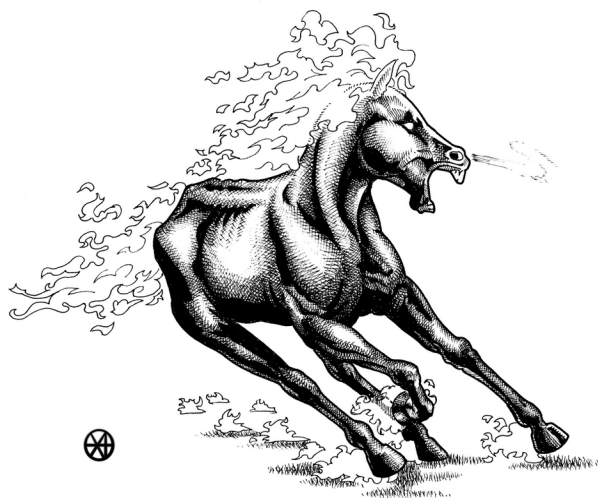


Hell Steed

Armor Class:	14 to 16
Hit Dice:	3** to 5**
No. of Attacks:	2 hooves, 1 bite or 1 breath
Damage:	1d6 hoof, 1d10 bite, 1d6 per HD breath
Movement:	80' (10') Fly 160' (10')
No. Appearing:	1 (+1 Dread Horseman)
Save As:	Fighter: 3 to 5
Morale:	12
Treasure Type:	None
XP:	205 to 450

Hell Steeds are horses born from Hell; these beasts are often used as war mounts for dread horsemen. This horse has a withered, skeletal look about it, and a hide colored blood red, bone white, or ash black. Its hooves, mane, and tail are all made out of hellish green fire and it breathes such flames. A hell steed can also fly as if running on the air itself, leaving a trail of flaming green hoof prints in its wake. As an undead, it is immune to **sleep**, **charm**, and **hold** magic, and can be Turned by a Cleric, of the appropriate HD level.

Aggressive and territorial, a hell steed will attack anything that it believes to be a threat or competitor. In combat it mainly attacks with its hooves and a bite. It can also breathe fire in a 15 foot long by 15 foot wide cone for 1d6 damage per HD; those in the area-of-effect may save vs. Dragon Breath for half damage. The hell steed may breathe fire a number of times per day equal to its Hit Dice.



Hiveling

Armor Class:	15
Hit Dice:	1/2+2
No. of Attacks:	2 claws, 2 weapons, or 1 claw, 1 weapon
Damage:	1d4 claw, by weapon, or 1d4 claw, by weapon
Movement:	50'
No. Appearing:	3d6, Wild 3d6, Lair 8d10
Save As:	Magic-User: 1
Morale:	Special
Treasure Type:	A
XP:	10

A **Hiveling** is a horrid little humanoid monster about the size of a goblin; they are almost totally covered with dark bristles like those of a wild boar. Only a hiveling's hideously pale, grinning face is exposed. All hivelings in a group are indistinguishable, and they do not have any obvious gender; how they reproduce is a mystery.

Hivelings are magically connected together into a hive-mind. Its morale is equal to 2 plus the number of hivelings in the group (maximum 12). The interconnection between them is so powerful that, if one suffers damage, one point of the damage is transferred to each allied hiveling within 40 feet until all other hivelings have taken a point of damage or there is just one point left; the remainder is all the damage the original hiveling will suffer. If a hiveling falls, any other hiveling having 2 or more HP can spend one round in contact with the fallen one and give it half (rounded down) of its own current HP. Similarly, healing magic will be divided point-by-point just as if it were damage, although undamaged hivelings will be passed over without receiving a point.

A hiveling has a +4 bonus to Dexterity checks, which accounts for its armor class and also applies to all attacks with ranged weapons. Due to its slight stature, a hiveling can only use small weapons such as short swords, daggers, slings, and such, but it can attack freely with two melee weapons at no penalty. It also has the ability to Pick Pockets with a 65% chance of success, which it uses in concert with its most significant ability: detection and identification of magic items.

A hiveling can detect the presence of magic items in a 30 foot radius, and can identify any magic item within 10 feet. As it is not particularly smart, a hiveling will avoid items that are complex or have multiple abilities. Because it is linked with a hive mind, a hiveling does not speak (though it may gibber madly when it attacks, there is no meaning to the sounds one makes), and thus will avoid items related to speaking languages. Neither does it read or write, so it will not be interested in scrolls or spell books.

On the other hand, a hiveling can activate any magic item, even one that requires command words (a hiveling is entirely capable of using a **Wand of Fireballs**, for example).

Any time a hiveling detects an "interesting" magic item, all hivelings in its group will try to acquire the item. If two or more hivelings can engage the holder of the item in combat, any who can flank that character will attempt to steal the item. If the hivelings are badly injured, they may seek out any character carrying a healing item, such as a **Potion of Healing**, and attempt to steal it or slay the one carrying it.

Even if a group of hivelings has morale of 12, they may choose to abandon combat when they believe they have acquired all the interesting items held by their enemies.



Hob

Armor Class:	14 (11)
Hit Dice:	1-1
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	1d6, Lair 5d10
Save As:	Thief: 1
Morale:	7
Treasure Type:	R
XP:	10

A **Hob** is a hairy relative of the goblin that typically stands around 3 foot to 3 ½ foot tall. Each has a skin color that ranges from a yellowish through orange tones, to a red hue, with the occasional wart of a deeper, darker color. Eye colors range from gray to brown to black, with the red glow of a nocturnal animal in them when light reflects off of them. They may have hair coloring ranging from red to brown.

A hob often wears old ratty clothing but otherwise takes great pride in its appearance. However, if you give a hob a set of new clothes, it will go away forever. Likewise, a hob takes pride in its work and is often found in civilized homes helping with chores. The only payment it will

accept is a bowl of porridge with a slab of butter on it. This pride also carries into the hob's personal life, though, and if it is offended, it will become a great nuisance until one makes amends with him.

Hobs have been known to serve in the night watch of cities and villages. In this capacity, the hob is as tenacious as his goblin cousins in defense of his home. A hob makes an excellent scout, and its skill with a short bow or crossbow matches that of any goblin.

Hobs are also very clannish among themselves, and such clans will often form a community within a city or caves or catacombs below such settlements. This clan lair is called a "hob hole", and the hobs will choose a clan chief to run the operations of the clan.

1 in 6 hobs will be a warrior of 3-3 HD (145 XP). A hob gains a +1 bonus to its morale if led by a warrior. In its lair 1 in 20 will be a clan elder of 5-5 HD (360 XP) with AC 15 (11) and has a +1 bonus to damage due to strength. In a lair of over 30 hobs, there will be a clan chief of 7-7 HD (670 XP), with AC 16 (11) and a +1 bonus to damage. A hob has a +2 bonus to morale while its clan chief is present (this is not cumulative with the bonus given by a warrior leader). In addition, a lair has a chance equal to 1 on 1d6 of a Cleric being present (or 1-2 on 1d6 if a clan chief is present). A Cleric is equivalent to a regular hob statistically, but has Clerical abilities at level 1d4+1.

**Horseman, Dread**

Armor Class:	18 to 20
Hit Dice:	6** to 8** (+7 to +9)
No. of Attacks:	1 slam or 1 weapon
Damage:	1d6 slam, by weapon
Movement:	40'
No. Appearing:	1 (+ 1 Hell Steed)
Save As:	Fighter: 6 to 8
Morale:	12
Treasure Type:	None
XP:	610 to 1,015

Dread Horsemen are Hell's light cavalry and outriders. These skeletal warriors wear charred, blackened plate mail and prefer to run-down their foes and dispatch them with a **battleaxe +1**. A dread horseman also has the spell abilities of cleric of the 3rd to 5th level (based on its hit dice).

A dread horsemen takes one-half damage from non-magical weapons, and like all undead, it is immune to **sleep**, **charm**, and **hold** magic, and can be Turned by a Cleric according to its hit dice. It is also immune to **fear**, and has Darkvision out to 60 feet.

If a dread horsemen stands on hallowed ground, it loses its Cleric abilities and suffers a -4 penalty on all checks and

saves. It can instantly tell when it enters a hallowed area and will leave immediately.

If reduced to 0 Hit Points, a dread horseman is not destroyed but disappears in a blaze of hellish green flames, banished back to the infernal realm, along with all equipment it carries. Once banished, it cannot come back to the mortal world for an entire year. To truly destroy one it must be restrained, its skull removed and placed in a **blessed** oaken box, and then burned.

Infernal, Arachnea*

Armor Class:	16 (11) (s)
Hit Dice:	6*
No. of Attacks:	1 bite or kiss or dagger
Damage:	1d6 + +3 poison bite, 1d6 + heals creature kiss, 1d4 + 2HP/round dagger
Movement:	60'
No. Appearing:	1
Save As:	Magic-User: 6
Morale:	8
Treasure Type:	I
XP:	555

Arachnea appears as a strikingly beautiful nude or elegantly-dressed young woman, or as a giant black widow spider. She can cast spells in either form and is highly intelligent. She will attempt to seduce or cast **charm person** on her target to lure in for a kiss (woman form) or



bite (spider form). She takes one round to change forms. She is highly magical in nature and can only be hit by magical or silvered weapons. She may utilize the following spell-like abilities at-will in either form: **charm person**, **teleport**, **hold person**, **web**, **suggestion**, **darkness 15' radius**, **ESP**, and **clairaudience** (as the potion). She can also summon 1d6 giant poisonous spiders to her aid.

When in spider form, she has AC 16 and attacks with a bite, with a poison that does 1d6+3 damage per round for 6 rounds (save vs. Poison to avoid).

When in her beautiful human form she has AC 11. She generally avoids combat, instead preferring to use **charm** and **suggestion** to manipulate others to do her bidding. Her kiss will drain 1d6 HP per round from a charmed or willing individual. The hit points drained from a kiss will heal her an equal amount and can even give her additional temporary hit points over and above her normal maximum (lasts up to 1 hour after draining). If it is impossible to avoid a fight, she may use a dagger that is poisoned with her own venom. The venom is weakened when used this way and only causes 2 points of damage for 3 rounds; a save vs. Poison will halt such damage, though subsequent hits will require a new save.

If she loses more than half of her HP she will try to cast **teleport** on her next round and escape.

Infernal, Eldri*

Armor Class:	16 (m)
Hit Dice:	9** (AB +7)
No. of Attacks:	2 claws or fire blast or spell
Damage:	1d4 claw, 2d6 fire blast, by spell
Movement:	50' Fly 90'
No. Appearing:	1
Save As:	Magic-User: 14
Morale:	9
Treasure Type:	G, O + 1d4+1 non-weapon magical items
XP:	1225

The **Eldri** are a breed of infernals that focus their attentions on the accumulation of dark magical secrets and evil lore. They are incredibly skilled in the use of magic and rival vegas (see **Basic Fantasy Field Guide**) in power. Both male and female varieties of eldri exist, and regardless of superficial gender they are universally beautiful. Their blood-red skin, bright orange-red hair, and single smooth horn that grows from their forehead gives them a devilish appearance.

An eldri has the ability to create blasts of flame from its hands up to 120 feet. Its nails are as hard as iron and as sharp as daggers, and will use them only if caught in melee. In addition, an eldri has the ability to fly. It has the



ability to cast spells as a 15th-level Magic-User. It prefers spells that deal direct damage over subtler magics. An eldri spends its life in search of new magic and always has a small stock of magical items it has discovered over the course of its existence as reflected in the treasure type above.

An eldri is immune to lightning and poison, and takes only half damage from acid, cold, or fire-based attacks. In addition, an eldri is only affected by magical weapons and spells of 2nd-level or higher. An eldri that is killed in combat will dissolve to fine ash, leaving only its horn behind. If this horn is not destroyed within 1 year, the eldri will form a new body with all the memories it had up to the time of its death. The exact means to destroy an eldri's horn is up to individual GMs to devise.

Infernal, Hezrou*

Armor Class:	22 (m)
Hit Dice:	10** (AB +9)
No. of Attacks:	2 claws, 1 bite or spell
Damage:	1d4 claw, 4d4 bite, by spell
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	11
Treasure Type:	C
XP:	1,480

Cruel and somewhat stupid, **Hezrou** is a demonic troglodyte-like humanoid. A hezrou enjoys melee combat and will eagerly press an attack deep into the heart of enemy forces.

Like a troglodyte, a hezrou secretes a smelly oil that keeps its scaly skin supple. All mammals (including the standard character races) find the scent repulsive, and those within 10 feet of the hezrou must make a saving throw vs. Poison. Those failing the save suffer a -2 penalty to attack rolls while they remain within range of the hezrou. Getting out of range negates the penalty, but renewed exposure reinstates it. The result of the original save lasts a full 24 hours, after which a new save must be rolled.

Hezrou can freely communicate telepathically, and have Darkvision to 60 feet. Each can **teleport** at-will (as a 10th-level Magic-User). Additionally, a hezrou can **cause fear** (this effect is identical to that produced by a **Wand of Fear**) as its action for a round of combat. Once per day a hezrou has a 25% chance of summoning another hezrou.

Infernal, Malebranche (Horned Devil)*

Armor Class:	24 (m)
Hit Dice:	5+5**
No. of Attacks:	1 tail, 1 weapon or spell
Damage:	1d4 tail, by weapon, by spell
Movement:	30' Fly 20'
No. Appearing:	1d6
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	450

A **Malebranche** is a devil far larger than any man. Its skin is crimson or dark gray and is extremely thick and sturdy. It has a large set of horns on its head owing to its name. The horn tends to be used to rank hierarchy and not as an offensive weapon. A malebranche also has large bat-like wings which it can use to fly short or medium distances.



Most malebranche will be armed with a two-tined fork that causes 2d6 damage, although a minority of them will be armed with a barbed whip instead. The barbed whip only deals 1d4 damage but will also stun an opponent for the same amount of rounds (unless a save vs. Magic Wands is made). A stunned opponent cannot attack but can still defend him- or herself (no loss to AC). With either one of these weapons the malebranche will still make use of its very sharp tail. It deals 1d4 damage but also causes the struck opponent to lose 1 HP every following round unless a healing spell or potion is used.

As the malebranche is an infernal, it can only be hurt by magical weapons (+1 or better). It can also cast **wall of fire** and **cause fear** once per day.

Infernal, Shadow Fiend*

Armor Class:	18 (m)
Hit Dice:	6*, 8*, 10*, or 12*
No. of Attacks:	1 touch or 1 spell
Damage:	1d6 touch, 2d6 spell
Movement:	Fly 180'
No. Appearing:	1d4
Save As:	Thief: 14
Morale:	9
Treasure Type:	E
XP:	555, 945, 1,390, or 1,975

A **Shadow Fiend** is an insubstantial infernal that feeds off the fears, doubts, and nightmares of living creatures. When seen in well-lit areas it appears as a horned and winged humanoid figure whose lower body trails off into nothing. It lacks any facial features, and its body appears to be composed of dense smoke. It is subtle for an infernal, and can remain hidden among populations of humanoids or monsters for years without being detected. It prefers abandoned homes, old ruins, dark sewers, and tunnels as lairs. A shadow fiend grows stronger the more it feeds, as reflected in the variable HD amount above. When in darkness a shadow fiend is effectively **invisible** as per the spell. Regardless of whether it is in darkness or not, it moves in complete silence; only the stirring of the air is a hint as to a shadow fiend's passage.

A shadow fiend that hits a living target with its touch attack deals the listed amount of damage and at the same time regenerates the shadow fiend. A shadow fiend has the power to move objects up to 10 pounds up to 50 feet away from itself via magic. It can move said objects about 5 feet a round. It will typically use this power to open and close doors, knock over objects, or throw small objects about. The goal is to terrorize and demoralize creatures it is "haunting", to induce fear and paranoia. In addition to this ability a shadow fiend can cast **darkness** and **phantasmal force** each once per day. However, a shadow fiend caught in areas of bright light (such as the area of a **light** spell or a torch) takes 1d6 damage per round as the light burns away its shadowy form.

Due to its insubstantial nature, a shadow fiend is immune to poison, acid, and cold. It only takes half damage from lightning or fire-based attacks. Magical weapons are required to hit a shadow fiend in combat.

Janni

Armor Class:	15 (13)
Hit Dice:	3+1
No. of Attacks:	1 weapon
Damage:	1d8+2 or by weapon +2
Movement:	30' Unarmored 40'
No. Appearing:	Wild 2d20, Lair 3d20
Save As:	Fighter: 3
Morale:	8
Treasure Type:	Q, R, S each; A in groups of 30+
XP:	145

Janni are the semi-magical descendants of djinni/human pairings. At a glance they appear to be normal humans with dark hair and skin sporting powerful and attractive builds. They favor living in desert environs, where they have both the safety and privacy they crave. Half of all janni tribes are nomadic and move from oasis to oasis, herding their goats, horses, and camels. A janni is polite and charming, and enjoys the company of foreign travelers. They are also highly honorable, and do not take kindly to insult or injury. A janni speaks Common fluently.

A janni is an expert horseman and prefers to fight from horseback using large two-handed scimitars and longbows in combat. A janni will pursue its enemies over great distances and show little mercy to dishonorable combatants. Janni will sometimes ally with groups of desert-dwelling humans, and occasionally hire out as a mercenary.

One out of every 16 janni will be a hardened warrior of 5+2 HD (360 XP) and have a +2 bonus to damage. Regular janni led by a hardened warrior gain a +1 bonus to their morale. In groups of 30 or more, there will be a sheikh of 8+3 HD (875 XP) with AC 17 (13) and a +3 bonus to damage. Janni never fail morale as long as their sheikh lives. In addition, a lair has a 1-3 on 1d6 chance (1-4 on 1d6 if a sheikh is present) of a vizier being present. A vizier is equivalent to a normal janni statistically, but has Clerical abilities at level 1d4+1.

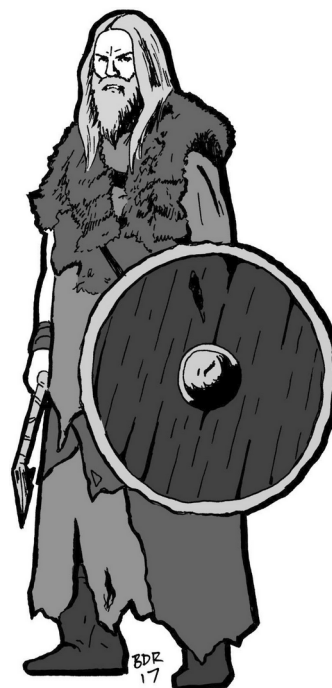
Jotekin

Armor Class:	15 (11)
Hit Dice:	3+3
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon +1
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 3
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	145

Hailing from regions of rugged northern coastlines, **Jotekin** are large humanoids with kinship to giants. Many simply call them Northmen. A jotekin is less brutish and slightly smaller than an ogre, and may even be considered just a large race of mankind. Each is an expert seaman in the dragon-headed longboat that is customarily used. Jotekin society is warrior-oriented and thrives by raiding and pillaging coastal communities. Other than such raiding, jotekin do not generally mix with the normal humans that share the same regions, though they may take human slaves. Where the humans revere certain deities of their culture, the jotekin revere the antithesis giants of those pantheons. They speak their own language that sounds similar to that of frost giants.

A jotekin arms him- or herself with large axes, swords, spears, and the like, and utilize wooden shields. Even the smallest jotekin receives a +1 damage bonus when using a weapon due to strength. Jotekin are essentially immune to cold environmental effects and even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, a jotekin receives a +4 bonus.

One out of every five jotekin will be a warrior of 5+5 HD (XP 360) and +2 damage bonus. Regular jotekin gain a +1 bonus to their morale if such warriors are around to keep order. Each jotekin longboat will be led by a chieftain of 8+8 hit dice (XP 875), having a +3 bonus to damage due to strength.



Leopord, Great

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1 antler or 1 rake (against large only)
Damage:	2d4 antler, 2d6 rake
Movement:	80' (5')
No. Appearing:	Wild 1d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	175

A **Great Leopord**, sometimes known as a **jackalope king**, is essentially a massive jackrabbit species found in plains regions. Each has elk-like antlers which may be used in charging attacks (following normal charging rules). Against large opponents the great leopord will leap and use its rear clawed feet to rake for considerable damage.

Domestication of a leopord is a very long and difficult process. Riding one requires considerable skill and is a rough ride, but the great speeds make up for the discomfort. Unlike other horse-sized creatures, a great leopord can turn quickly (having a 5 foot maneuver rating). Domesticated great leopords are highly prized as courier mounts in plains regions. A light load for a great leopord is up to 250 pounds; a heavy load is up to 500 pounds. However, in either case specially-designed saddles and bags are necessary (those designed for equines will not fit).

**Leprechaun**

Armor Class:	19
Hit Dice:	1**
No. of Attacks:	1 miniature weapon
Damage:	1d2
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 1 (+ bonuses)
Morale:	5
Treasure Type:	M (5,000 to 40,000 gp)
XP:	49

The "wee folk" are related to the other fey races of brownies, pixies, and sprites. A **Leprechaun** stands about 2 feet tall and appears as a miniature human. Its hair color can be blond, brown, or red with a predominant tendency toward a red shade of all the colors. A male leprechaun usually prefers to have a beard. Leprechaun clothing tends toward tans and greens with gold buttons and buckles. A leprechaun can speak various Fey languages and invariably speaks Common with a heavy accent called a "brogue". Leprechauns have Darkvision out to 60 feet. Because the wee folk are very suspicious of other races, a leprechaun is also very observant and will only be surprised by a roll of 1 on 1d6.

A leprechaun prefers to live alone or in small family clans. Leprechauns can be found in forests, usually in unexplored or rarely-used glades. A leprechaun will have a lair that only a Dwarf or Halfling character can access. It will not willingly lead anyone to this lair. Leprechauns have a deep desire for gold and will have treasure that reflects this. A leprechaun is very fearful of humans and Dwarves, because it believes that these races desire their gold. If there is an Elf in the party, the leprechaun will ignore any human or Dwarf leader and will address the Elf, since Elves are kindred fey spirits.

Leprechauns use tools and will have tiny swords that are treated like daggers. It will rarely use small bows and cannot use pole weapons. Like a brownie, a leprechaun will get a +4 bonus to any saves versus magic.

A leprechaun has some Thief-like abilities including Pick Pockets, Move Silently, and Hide, all as a 15th-level Thief. It also has spell-like abilities that can be used at-will, including **teleport**, **confusion**, and **bane**. A leprechaun will use the Hide and Move Silently skills to try and avoid a party. If a party does happen to catch one, the leprechaun will use Pick Pocket to steal any gold on the person that is holding it. The leprechaun will then cast **confusion** on the party, followed by **teleport**. Since it stays within a range of about 50 miles of its lair, it will generally be on target. If prevented from teleporting the leprechaun will try to buy its freedom with treasure or three wishes. Note that the treasure may have a **bane** curse (see the **bless** spell in the

Basic Fantasy RPG Core Rules). The wishes will be very limited. The leprechaun will fulfill the wish, but will put a twist on it that could severely hurt the wisher; i.e. the leprechaun will tell the wisher where a large treasure is, but fail to mention the two level-7 red dragons guarding it.

There is rumor of a leprechaun king, an exceptionally wealthy leprechaun, with a very twisted idea of how to make a wish turn back on the person making the wish; i.e. "I wish for a mighty sword" results in a +3 sword made from the tooth of a demon, but for every enemy killed with the sword there is a chance that the wisher will become a vampire.



Living Candlestick

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 firedart or 1 fireball
Damage:	1d3 firedart, 2d6 fireball
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	37

A **Living Candlestick** is an animated candelabra that will fight intruders. It does this by shooting tiny darts of fire from its candles, and by firing a small fireball every 1d6 rounds. This fireball covers a 10-foot radius, with a save vs. Spells for half-damage.

The light given off by a living candlestick is enough to illuminate twice the area of a standard lantern (60-foot radius, dim light extending 40 feet further).

Living Furniture

Armor Class:	13
Hit Dice:	2 to 4
No. of Attacks:	1
Damage:	1d6
Movement:	Small 10' Medium 20' Large 30'
No. Appearing:	Wild 1d6, Lair 3d10
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	75 to 240

Living Furniture is furniture that has been animated by a Magic-User to guard his or her tower or lair. A Magic-User will usually animate all the furniture in an attempt to swarm any intruders and make enough noise to alert others to the intrusion. Living furniture is semi-intelligent and will protect its own group of furniture; tables will protect chairs, for example. Living furniture does not need to eat but can consume material it is made from to re-gain hit points. Wooden living furniture takes half damage from sharp objects, and textile-based living furniture takes double; arrows do 1 damage regardless. Metal and stone furniture only take damage from blunt weapons.

The longer living furniture lives the more intelligent it becomes; after about a decade of animation, it will be clever enough to escape the caster's lair and roam the wild. If enough furniture escapes at once they will usually go on to create small settlements to live.

Living furniture attacks using its legs and flinging itself at the attacker. Complex furniture such as clocks have a 10% chance to cast two level-one spells from its animator's book per day. All candles can project a small firebolt once per two rounds, dealing 1d4 damage and setting the target on fire unless a save vs. Spells is made. **Dispel magic** has no affect on these creatures.

Small furniture such as stools has 2 HD, medium such as chairs have 3 HD, and large such as tables and shelves have 4 HD. All ceramics have 1 HP and will always hit its target when attacking, destroying itself in the process. Ceramics will always go last in a round of combat.

Living Graveyard*

Armor Class:	21 (m)
Hit Dice:	40** (+15)
No. of Attacks:	1 tombstone + special
Damage:	2d6 tombstone + special
Movement:	N/A
No. Appearing:	1
Save As:	Magic-User: 16
Morale:	12
Treasure Type:	None
XP:	21,650

A **Living Graveyard** resembles a giant mountain filled with tombstones, with a chapel-like building at its top. Whenever disturbed by robbers or any hostile force, the living graveyard will awaken and grow a face and arms, ready to attack. It attacks by shooting its gravestones; by doing this, the living graveyard will lose 1 HP per tombstone shot, and can shoot up to 1/4 of its HP. Each gravestone is a grenade-like attack, dealing 2d6 points of damage; in case of a miss, the intended victim must save vs. Dragon Breath or suffer half-damage due to the tombstone's explosion on impact.

A living graveyard can release the remnants of those buried in it by also losing HP as above (and is also limited to 1/4 of this HP). The remnants will be skeletons (1-4 on 1d6) or zombies (5-6 on 1d6), who will attack anyone nearby.

At 0 HP the living graveyard will collapse and enter a regenerative slumber, regaining 1 HP per week or 1d6 HP



per body buried in it. It can only be destroyed by entering its chapel during its slumber (via a 15th level magically-held door) and destroying its "heart", a glowing and disgusting glowing protuberance of 2d4 HP and located at the very center of the chapel. There is a percent chance, equal to half the living graveyard's full HP, that the heart is protected by (full HP/10) skeleton guardians (each with 2 HD+2 and +2 to attack and damage).

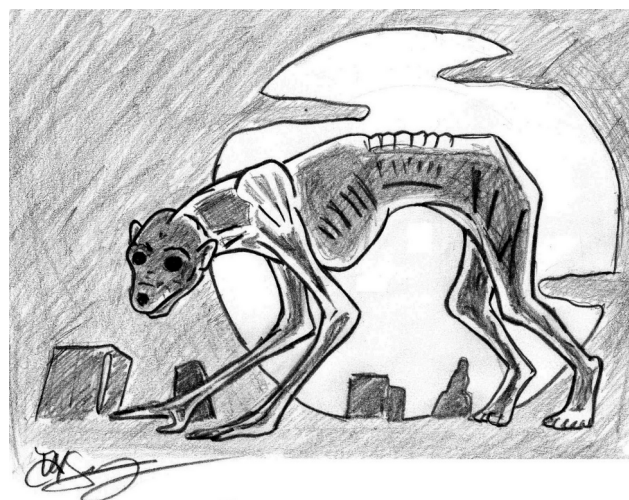
Lobizon*

Armor Class:	14 (s)
Hit Dice:	3**
No. of Attacks:	2 grabs, 1 lick
Damage:	Special
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	205

A **Lobizon** is a person cursed to become a malnourished, tailless wolf-like creature of human size; it has humanoid ears, hands, and feet and is covered in very short fur. A lobizon is nocturnal and has Darkvision to 30 feet.

A lobizon lives by feeding on the offerings to the dead (from flowers to candles and even non-edible things); if none are found it will feed on the remains of the dead. Thus they are commonly sighted in graveyards where there can be as many as 3d6 lobizons.

In combat a lobizon seeks to grab its opponent with both hands, and if successful will automatically lick it. Those licked by a lobizon must save vs. Spells or be cursed to become a lobizon in 2d6 days.



Monsters

Loup

Armor Class:	16
Hit Dice:	4
No. of Attacks:	2 claws, 1 bite or weapon
Damage:	1d6 claw, 1d8 bite, by weapon
Movement:	40' Leap 60'
No. Appearing:	1d8
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	240

A **Loup** is a wolf-like humanoid, standing around 7 feet tall with thick black fur all over its body. It is a clever being, capable of utilizing cunning traps and often ambushing its prey. Loups are descended from wolves and are able to communicate with wolves as well as speak Common. A loup scarcely leaves its lair without being accompanied by at least 2d8 wolves.

A loup enjoys the hunt and will usually chase after its prey for sport, often capturing humans and other creatures to release and hunt at its leisure. Small children are a particular favorite of louns for they provide the greatest entertainment.

Maggot-man*

Armor Class:	17 (m)
Hit Dice:	4* (or more)
No. of Attacks:	1 fist + special
Damage:	1d6 fist + special
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 8
Morale:	9
Treasure Type:	U, V in lair
XP:	945 (MU-8 equivalent level)

Usually encountered wearing voluminous hooded robes, the **Maggot-man** is a strange form of the semi-undead remains of a powerful necromancer. Should the hood be removed or otherwise its true form revealed, it appears as a terrifying writhing mass of maggots in human form. A character that sees the true form must save vs. Spells (at -2 penalty) or else react as if struck by a **cause fear** spell, forcing the affected to flee for 2 turns. Anyone affected that is unable to flee will cower in place. Even those who successfully save are unnerved by the sight, and will have a -2 penalty to attacks or actions.

Even in undeath a maggot-man remains very intelligent and can cast spells as a Magic-User equivalent to twice its hit dice. If the GM utilizes the optional Necromancer supplement, then the maggot-man will usually be a

Basic Fantasy Field Guide Volume 2

Necromancer instead. In addition to spells the maggot-man attacks by striking its opponent. Anyone struck by a maggot-man has a 2 in 6 chance (1-2 on 1d6) of being afflicted by a special form of rot grub (see the **Basic Fantasy RPG Core Rules**). Anyone that subsequently dies from the rot grub will rise as a zombie under the control of the maggot-man for a short time as maggots strip the flesh off of the bones (2d4 days). If the maggot-man is defeated while such a rot-grub zombie endures, then the maggot-man will inhabit that body. The maggot-man will usually have one such infected zombie hidden away somewhere nearby as a contingency, though this requires a fairly regular supply of fresh corpses to maintain.

A maggot-man can only be hit by magical weapons or spells. As with all undead, it can be Turned by a Cleric (as a vampire), and is immune to **sleep**, **charm**, or **hold** spells.

Manticore, Fell

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	2 claws, 1 bite or 6 spikes
Damage:	1d4 claw, 2d4 bite, 1d6 spike
Movement:	40' Fly 60' (10')
No. Appearing:	1d2, Lair 1d3
Save As:	Fighter: 6
Morale:	9
Treasure Type:	D
XP:	555

A **Fell Manticore** is a crossbreed of the common manticore and a displacer beast. Slightly smaller and leaner than a normal manticore, it is otherwise similar in appearance, except that its skin and fur are jet black. If



three are encountered in a lair, the third will be a juvenile (roll % and adjust accordingly), as the juveniles fight amongst themselves until only the strongest of the litter remains.

A fell mantichore has all of the usual abilities of the common mantichore, including the ability to shoot spikes from its tail (6 per round, 24 spikes total; it can regrow two spikes per day). Each also possesses the light-warping qualities of a displacer beast, causing it to appear to be 3 feet from its actual position, resulting in any character fighting a fell mantichore for the first time missing on his or her first strike and suffering a -2 penalty on attack rolls thereafter.

Mink (and Giant Mink)

	Mink	Giant Mink
Armor Class:	15	15
Hit Dice:	1/2	4+4
No. of Attacks:	1 bite	1 bite
Damage:	1-2	1d8
Movement:	30' Swim 50'	30' Swim 50'
No. Appearing:	1d6	1d4
Save As:	Normal Man	Fighter: 4
Morale:	7	8
Treasure Type:	None*	None*
XP:	10	240

A **Mink** is a common name for an alert semi-aquatic carnivorous mammal of the mustelidae family. A mink falls somewhere between basically land-dwelling weasels and the even more aquatic otters. The furs of a mink are highly prized for its use in clothing. A mink uses quick darting attacks (+1 initiative), scoring vicious bites. Once a mink bites it can choose to hold on, causing automatic damage each round.

The **Giant Mink** is more commonly found in areas where other prehistoric (ice-age) creatures are found but otherwise conforms to typical mink behavior, being only larger and more dangerous.

* Minks and their giant kin have valuable furs which keeps their numbers down in regions near settlements.

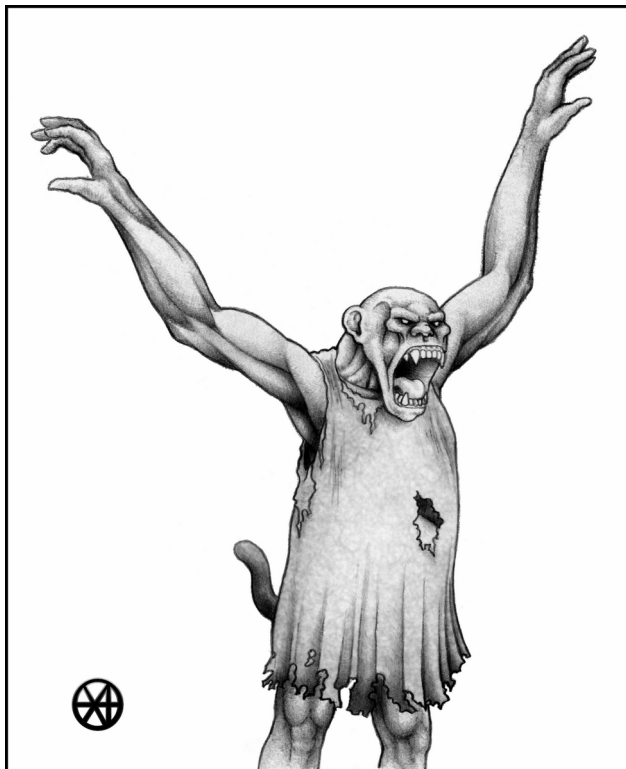
Mithridatium Bush

Armor Class:	11(s)
Hit Dice:	3*
No. of Attacks:	Special
Damage:	Special
Movement:	0'
No. Appearing:	1d4+1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

The **Mithridatium Bush** is found in the form of a shrub or hedge with numerous tightly-closed pods. When any living creature approaches within 5 feet the pods open, revealing exotic deep crimson flowers edged with black. These blossoms exude soporific pollen which can affect all living creatures within a 5 foot radius. Those within the radius must make a saving throw vs. Poison or fall into a dreamless sleep, with grogginess lasting a full hour after waking (-2 on all attack rolls and saving throws, and -10% for Thief abilities). The bush is not harmed by blunt or piercing weapons or by most missile weapons, but suffers full damage from slashing or chopping weapons.

Folklore hints at danger if the leaves or branches of this bush are burned, but any actual effects are left for the GM to decide.





Monk-ee

Armor Class:	18
Hit Dice:	4*
No. of Attacks:	4 punches or 2 weapons
Damage:	1d6 punch, by weapon
Movement:	60'
No. Appearing:	Wild 2d6, Lair 6d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	S, I in lair
XP:	280

A **Monk-ee** is a furry, tailed humanoid of short stature, clad in white or brown robes that allow for ease of movement. A monk-ee is adept at the arduous cultivation of the inner self that brings forth great speed and strength.

A monk-ee attacks with a very quick hail of blows and then retreats, limiting the harm it is exposed to. They are so swift that they can move after attacking instead of before; one will move into striking range, perform two attack routines (one at the end of the round when it moves, the other at the beginning of the next round) and then move away in that second round. A monk-ee will even choose to delay until after its opponent has acted in the hopes that it will get the initiative in the next round and thus face no attacks whatsoever from its opponent. The swiftness of a monk-ee is so great that it receives a bonus of +3 on all Initiative rolls.

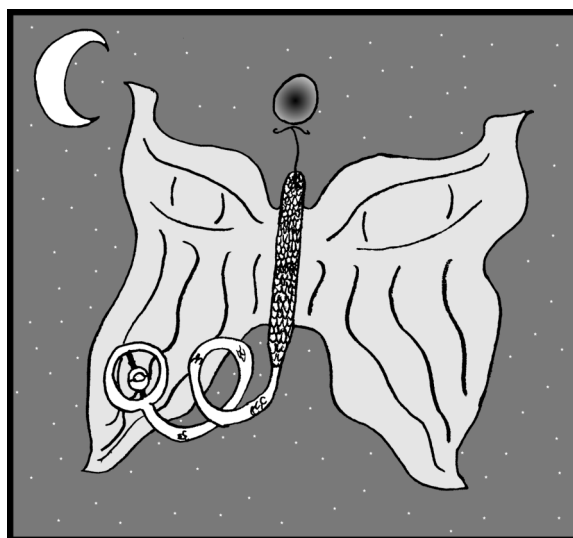
A pack of monk-ees will be headed by a semi-enlightened monk-ee of 6 HD and AC 19 (555 XP). In a lair there will be a grand enlightened monk-ee of 8 HD, AC 20 (945 XP), having 6 attacks per round which inflict 1d8 points of damage per attack.

Moonlight Butterfly

Armor Class:	15
Hit Dice:	2*
No. of Attacks:	None
Damage:	Special
Movement:	Fly 30'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	6
Treasure Type:	None
XP:	100

A **Moonlight Butterfly** is a large nocturnal butterfly spanning a foot. During the night it will seek out intelligent creatures that are asleep, consuming the dreams of all within a 30 foot radius. This process takes a turn, during which it will emit a pale white light reminiscent of the moon.

Creatures that have had their dreams eaten are effectively left in a comatose state, not waking up to mundane stimuli such as to dawn, loud noises, or pain. They are left extremely sensitive to magic and any spell cast within 100 feet of a moonlight butterfly's victims will cause him or her to awaken violently, losing half their present hit points due to having their senses overloaded.



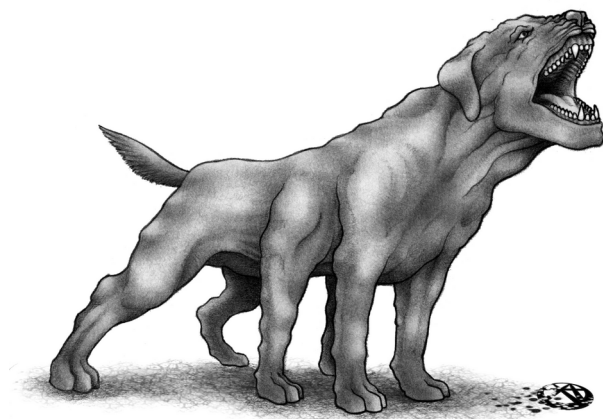
Moonshiner

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	2 claws, 1 bite
Damage:	1d4 claw, 1d8 bite
Movement:	60'
No. Appearing:	3d4, Lair 8d6
Save As:	Fighter: 2
Morale:	6
Treasure Type:	K in lair
XP:	100

A **Moonshiner** is a six-legged excessively-muscled hound with an over-sized jaw and a penchant for a stiff drink, often found roaming Dwarven distilleries.

Its saliva has powerful intoxicating effects, such that anyone bitten suffers a penalty of -2 on attacks and saving throws, while also receiving a +2 bonus to morale checks.

Moonshiners will attack when they have the numerical advantage, attempting to rush their foes with little regard to personal safety. A morale check is appropriate when they no longer outnumber their foes.

**Nazgorean**

The term Nazgorean refers to any of a group of monstrous otherworldly creatures believed to be from a realm or dimension called Nazgor. Little is known about this realm or its inhabitants, but all that have been encountered so far share a few common traits.

In general, a being from Nazgor has a grayish cast to its skin, which is usually wet and slimy. It suffers damage when exposed to sunlight and/or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both causes 1d8 points of damage per hour unless the being can periodically wet its skin and move into areas of shadow or darkness.

Nazgoreans are truly alien, so much so that their brains are effectively immune to all forms of **sleep**, **charm**, or **hold** magic. Attempting to read the mind of a Nazgorean (via **ESP**, for example) causes the character who made the attempt to save vs. Spells or become **confused** (as the spell) for 2d6 rounds. Those which are apparently sentient cannot learn any normal language, nor is it generally possible for normal characters or creatures to learn their language (if indeed they have one; none have ever been witnessed engaging in any sort of conversation). Finally, they cannot perform magic in any normal way; even magic items that normally work for any character or creature will not function in their hands.

Nazgorean, Nehnite

Armor Class:	11 soft portions, 15 otherwise
Hit Dice:	1d4* per MU level (AB +1)
No. of Attacks:	1 bite or small weapon
Damage:	1d2+poison bite, 1d4 or by weapon
Movement:	30'
No. Appearing:	Wild 1d4, Lair 2d4
Save As:	Magic-User: 1+
Morale:	8
Treasure Type:	Chance of magical wand
XP:	13

About the size of an average dog, a **Nehnite** has a segmented chitinous body similar to what one might see on certain spider or insect species. From this lower portion the nehnite's head and small manipulating arms and hands can be extended to give the creature an almost centaur-like form. The similarity ends there as the upper portion resembles something like a slimy salamander or eel. This soft vulnerable portion (AC 11) can be fully retracted into the carapace (AC 15) when threatened, with only its alien face showing through.

A nehnite avoids combat, preferring to command other Nazgoreans (see the **Basic Fantasy Field Guide**) to protect it, but if cornered may bite with its poisonous

fangs. Those bitten must save vs. Poison or suffer an additional 2d6 points of damage.

Like other Nazgoreans, nehnites have an alien intelligence which is impossible for others to understand, causing them to be immune to **charm** magic as well as **ESP** or any other form of mind-reading. Each can cast spells like a Magic-User, but with unfamiliar, even strange displays. For instance, one might produce a **fireball** effect made of green lightning, or **magic missiles** in the form of acid globes.

Nehnites are fond of carrying wands; each has a 10% per hit die chance of owning one, and if one is indicated, another 5% per hit die chance of owning a second. Such a wand has a 75% chance of being of Nazgorean origin, and thus possibly unusable by a normal character. However, a nehnite can always use a wand of the more common type, even without knowing (or speaking!) the command word or words.

Nehnites can command certain other Nazgoreans. One is almost never found without some frogmen around to serve it, and occasionally one might encounter a powerful nehnite protected by a gray render.

Nehnites, like other outsiders from Nazgor, suffer damage when exposed to sunlight or dry air. Sunlight alone causes 1d4 points of damage per hour, as does dry air; exposure to both results in 1d8 points of damage per hour.

Norker

Armor Class:	17
Hit Dice:	1+2
No. of Attacks:	1 weapon + 1 bite
Damage:	1d6 or by weapon, 1d4 bite
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	9
Treasure Type:	Q, R each; D, K in lair
XP:	25

Norkers are fully subterranean members of the goblin races. A norker most closely resembles a hobgoblin but tends towards a more primitive demeanor. Each has long protruding fangs which sets it apart from its hobgoblin kin. A norker is hairless with tough leathery skin. It does not normally utilize armor or even clothing, wearing a belt with a loincloth at most. When using a small- or medium-sized melee weapon, a norker may also bite for 1d4 damage with its long fangs. It has Darkvision with a 90 feet range.

One out of every five norkers will be a warrior of 3+6 HD (145 XP) and even tougher skin (AC 15). Regular norkers gain a +1 bonus to their morale if they are led by a

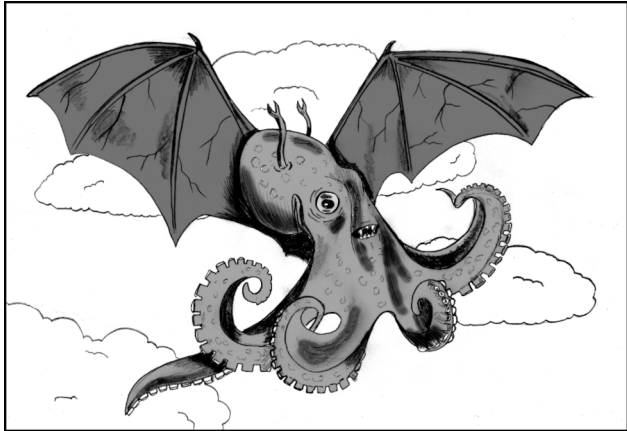


warrior. In norker lairs, one out of every ten will be a chieftain of 5+10 HD (360 XP) with AC 16 and a +1 bonus to damage due to strength.

Octobat

Armor Class:	16
Hit Dice:	8*
No. of Attacks:	4 tentacles or acid ink
Damage:	1d6 tentacle, 3d6 acid ink
Movement:	Fly 60'
No. Appearing:	1d6
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	945

An **Octobat** is an intelligent subterranean creature that will often work for powerful evil individuals such as a wizard or warlord. It can measure 9 to 12 feet across, and each tentacle spanning 10 feet. This dangerous creature tends to bludgeon victims with its four tentacles. For fear of losing a tentacle, an octobat will not entangle larger or seemingly strong opponents, but against smaller or less



powerful prey it will wrap itself about its target if two or more tentacle attacks are successful. The entangled individual is crushed and strangled, receiving 2d6 points of damage automatically each round (instead of regular tentacle attacks). The entangled individual must successfully roll an open doors attempt to break free, but may be entangled again in subsequent rounds.

The octobat can squirt an acidic ink at a single opponent up to 20 feet away, causing 3d6 points of damage (save vs. Dragon Breath for half-damage). The octobat can also employ this attack against an entangled opponent. This attack is usable 4 times per day and not more than once every 1d4 rounds. This acidic ink can dissolve a web (such as the spell) in one full round. The octobat is immune to this acid ink (whether its own or from other octobats).

Octopeople

Armor Class:	13
Hit Dice:	8
No. of Attacks:	1 tentacle or by weapon
Damage:	1d10 + paralysis tentacle, by weapon
Movement:	30' Unarmored 40'
No. Appearing:	2d4, Wild 1d6
Save As:	Fighter: 8
Morale:	12
Treasure Type:	None
XP:	875

Octopeople are humanoids that resemble blue octopi from the waist up. One is able to disguise itself by wearing the skin of a human or humanoid, appearing for all intents and purposes to actually be that person. This effect can be seen through by means of **true seeing**, and can be detected (but not seen through) by means of **detect illusion**. **Detect magic** will not reveal this power, however. Other means may also be allowed at the GM's option.

Wearing the skin of a human or humanoid grants a strikingly accurate semblance of the victim. Further, the octoperson can acquire 60-90% (1d4x10+50) of the knowledge of the victim by eating its brain; the GM should use the rolled percentage whenever the octoperson's knowledge of the victim is tested. Skins taken and worn are preserved from rot and decay by the natural secretions of the octoperson, so long as the skin is worn for at least ten hours in any three day period; if this is not done the skin will stiffen and become non-viable. Also, if an octoperson which has already eaten a brain eats another, almost all knowledge from the first brain eaten is lost.

When in octopus form (i.e. not wearing a disguise), an octoperson can attack using a tentacle that paralyzes on touch unless a save vs. Paralysis is made. This paralysis lasts for 2d8 turns, and is often used to capture victims to either replace or to use as reproductive hosts.

They use their abilities to replace noble or even royal persons, or other people of influence; in fact, in some lands they have ruled in this way for generations. An octoperson's blood is blue, a fact that is not hidden by their magic, which could thus be used to identify them. However, as a strange consequence of this fact, in those lands where they have ruled for a long time the common people may actually believe that real human nobles and royalty have blue blood.



Monsters

An octoperson reproduces by laying eggs in a living humanoid creature, which must be captured and restrained or contained somehow (possibly using their power of paralysis, or the position of power or influence they have assumed). Over time octopeople will replace all people in a settlement; when this is completed the disguises may be removed and the octopeople may then live in the captured settlement as their true selves. They will retain their disguises to use in case of travelers, however, especially as they will still need humanoids for reproductive purposes.

No one really knows how the octopeople came about; some sages say it was a **polymorph** spell that was not quite right, while others will swear that they have always been here and have only recently been revealed.

Ogre, Bog

Armor Class:	14
Hit Dice:	4+1
No. of Attacks:	2 fists + swallow
Damage:	1d6 fist + special
Movement:	30'
No. Appearing:	1d6, Lair 2d6
Save As:	Fighter: 4
Morale:	10
Treasure Type:	D + 2d10x100 gp
XP:	240

A **Bog Ogre** is a magical crossbreed between an ogre and a wug (see the **Basic Fantasy Field Guide Volume 1**). Believed to have been created by some demented wizard in ages past, a bog ogre looks like a standard ogre in most respects, but has warty green skin, a grotesquely-wide mouth, and generally frog-like features. Each is 8 foot to 10 foot tall and weighs anywhere from 400 to 500 pounds. Like a common ogre, a bog ogre tends to carry large sacks containing acquired treasures.

Due to its powerful stature, a bog ogre attacks with its massive fists. If both attacks hit and the target is Halfling-sized or smaller, the bog ogre will attempt to stuff the hapless victim into its frog-like maw and swallow it whole. The target may make a saving throw vs. Death Ray. If successful, the victim has managed to break free of the bog ogre's grip and has avoided being eaten. If the save fails, the target is swallowed whole and suffers 1d6 points of damage each round until killed or cut free of the bog ogre's stomach (the stomach is sufficiently cramped that swallowed characters may not attack from within).

Basic Fantasy Field Guide Volume 2

Orog

Armor Class:	15 (11)
Hit Dice:	3
No. of Attacks:	1 weapon
Damage:	1d10+1 or by weapon +1
Movement:	20' Unarmored 40'
No. Appearing:	1d8, Wild 2d10, Lair 4d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	S, T, U each: A in lair
XP:	145

Orogs are a fierce militaristic race of humanoids related to orcs. They are sometimes referred to as great orcs and are believed to be the descendants of orc/ogre hybrids. An orog resembles an orc but is larger and more muscular, standing between 6 and 7 feet tall and weighing 250 pounds on average. An orog is highly intelligent and often leads a group of orcs or serve orcish leaders as special bodyguards. They sometimes hire themselves out as mercenaries for other humanoids and giants.

An orog has Darkvision to 60 feet. It speaks the language of orcs as well as Common and possibly Goblin, Dwarven, or Elvish.



An orog sometimes marches into battle carrying a special standard representing their clan. While fighting under a standard all orogs and allied orcs gain a +1 bonus to attack rolls and morale.

The statistics given above is for a standard orog in chain mail armor and wielding a two-handed weapon. One out of every eight orogs will be a seasoned veteran of 5 HD (360 XP) with a +2 bonus to damage. Normal orogs led by a seasoned veteran gain a +1 bonus to their morale. In lairs of 16 or more orogs, there will be a chieftain of 7 HD (670 XP), AC 17 (11), and has a +3 bonus to damage. In their lair orogs never fail a morale check as long as the chieftain is alive.

Owlbear, Northern

Armor Class:	16
Hit Dice:	8
No. of Attacks:	2 claws, 1 bite + 1 hug
Damage:	1d8 claw, 1d10 bite, 2d8 hug
Movement:	40' Fly 60'
No. Appearing:	1, Wild 1d2, Lair 1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C
XP:	875

In a similar fashion to the standard owlbear, a **Northern Owlbear** mixes the qualities of a polar bear and snow owl. It tends to be substantially larger than the southern climate owlbear. On rare occasions a northern owlbear is hatched with large feathered wings.

A northern owlbear fights much like a bear but is more aggressive. Also like a normal bear a northern owlbear must hit with both claws in order to deal the listed "hug" damage. As a polar climate inhabitant it is essentially immune to cold environmental effects and even extreme or magical cold causes half-damage. If a save is involved with such a cold-based effect, it receives a +4 bonus.



Owlwolf

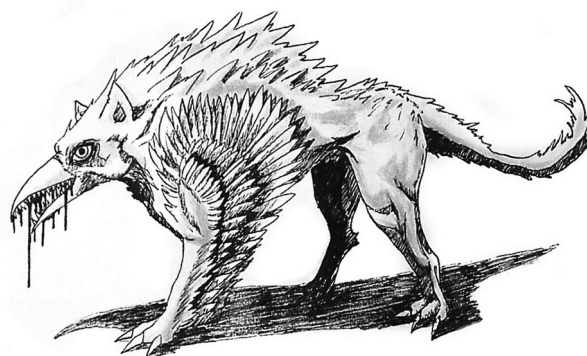
Armor Class:	17
Hit Dice:	3
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	60' and special
No. Appearing:	1d6+2, Lair 2d6+2
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	145

The **Owlwolf** is a creature roughly the same size as a dire wolf, with a feathered pelt and a vicious curved beak lined with fangs. Its hindquarters are like those of a wolf, but its forelegs are more like wings tipped with claws.

The owlwolf is a nocturnal predator that hunts in a pack. It is aggressive and will attack almost any kind of creature, taking advantage of superior numbers and the cover of darkness to wear down its prey before using claws and teeth to rip it to shreds. An owlwolf favors attacking from behind when possible.

The owlwolf lacks true wings, but one can, with great effort, achieve considerable height when jumping and even glide for limited amounts of time. Once every three rounds an owlwolf can leap a distance of up to 100 feet; it may leap and then attack, or move normally, attack, and then leap away. Owlwolves are thus dangerous combatants in wide open spaces. When leaping in partially-obstructed areas such as forest or brush, this distance is halved. When gliding owlwolves are completely silent, thus surprising on 1-4 on 1d6.

Owlwolves have almost perfect night vision and even in complete (but not magical) darkness can see up to 180 feet.



Pangothorium

Armor Class:	16
Hit Dice:	7
No. of Attacks:	2 claws
Damage:	2d4
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	9
Treasure Type:	J, K
XP:	670

A **Pangothorium** looks like a grizzly bear with the head, hide, and rather-enlarged claws of a scaly anteater. Its place of origin is uncertain but it is not in this universe, and it is one of several alien creatures whose appearance indicates that a **conjunction** or **summoning** spell has gone wrong.

Pangotheria are intelligent animals, with similar cognitive ability to a gorilla. A pangothrium can operate doors and other simple mechanisms, but have no language, at least as humans would understand it. Pangotheria are, however, extremely chaotic and unpredictable. Determine how each one reacts to the party by rolling 3d6. A score of 3-6 means the pangothrium charges; a 7-8 means that the pangothrium attacks; on a 9-12 the pangothrium approaches without attacking; on a 13-14 the pangothrium retreats; on a 15-17 the pangothrium flees, and on an 18 the pangothrium takes an immediate liking to the party and will roll on its back waiting for its belly to be scratched. In any case, if attacked the pangothrium will certainly retaliate!

**Paper Tiger**

Armor Class:	15
Hit Dice:	7*, 9*, or 11*
No. of Attacks:	2 claws, 1 bite
Damage:	1d8 claw, 2d6 bite
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 7, 9, or 11
Morale:	12
Treasure Type:	None
XP:	735, 1,150, or 1,665

A **Paper Tiger** initially appears to be an ordinary scroll or book, and will almost always be found in a library or other large cache of similar materials. If opened and perused, the paper will expand and refold into the form of a life-sized origami tiger; this transformation requires a full round, during which time the paper tiger has AC 11, but as the creature surprises on a roll of 1-5 on 1d6 it is likely to complete its transformation unscathed. Paper tigers are white or cream-colored, with stripes made of closely-packed letters, numbers, runes, or other symbols.

As soon as the paper tiger's transformation is complete it will attack. As a construct created to protect the library in which the paper tiger is found, the paper tiger will prefer to attack the character who activated it, and will continue attacking until the paper tiger is destroyed or all possible opponents have left the area of protection. Note that a paper tiger will not normally leave the vicinity of the library it wards, though if more than half of the books and/or scrolls are removed from the library the paper tiger may choose to pursue the creatures who took the items. Also note that if the paper tiger is taken away in book/scroll form without being opened, as soon as it is opened the



paper tiger will attempt to return to the library, attacking anyone who gets in the way.

As a construct, a paper tiger is immune to **sleep**, **charm**, and **hold** magic, and has no mind which may be read using **ESP**. It is immune to poison and any other effects that specifically harm living creatures. A paper tiger is especially vulnerable to fire, taking double damage from any fire-based attacks.

If all interlopers leave the library and remain out of the paper tiger's sight for at least a turn, the creature will resume its original form, hiding among the books or scrolls of the library. In this form the paper tiger is very nondescript; even those who know such a creature is present will not usually be able to identify it, though anyone who previously activated the paper tiger has a chance equal to 1 on 1d6 to do so. Adjust this roll using the creature's Intelligence bonus (i.e. a 13 Intelligence gives a 1-2 on 1d6 chance, etc.). While in book or scroll form, the paper tiger heals 1d6 points of damage each hour.

If a library contains the sort of knowledge that the curator believes is too dangerous to ever be revealed the library may be warded by a **Flash Paper Tiger**. These creatures look and behave exactly as a normal paper tiger, but if slain or successfully attacked with fire a flash paper tiger explodes into a **fireball** (as the spell), dealing a number of dice of damage equal to the creature's HD. This fireball has the usual chance to ignite flammable materials in the area of effect, but as a special feature will instantly ignite any and all unprotected paper items the flames touch (a spellbook inside a backpack counts as "protected" and thus receives a saving throw, but a scroll held open by a character will instantly burn to ash).

Phoenix*

Armor Class:	17 (m)
Hit Dice:	9**
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 2d6 bite
Movement:	10' Fly 90'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	D
XP:	1,225

A **Phoenix** is a huge, magnificent scarlet-plumed magical bird of surprising intelligence. An adult has a wingspan of over 25 feet and a body about 10 feet long from beak to tail, not counting a few long reeves like those of a pheasant, and weighs just under a 2,000 pounds. A



phoenix can telepathically communicate with nearly any other intelligent creature.

A phoenix can only be harmed by magical weapons, and is immune to any **hold** or **charm** magic, as well as all fire damage (both mundane and magical). A phoenix is a powerful ally to the forces of good, and is sometimes said to be a spirit of rebirth and renewal.

When threatened, a phoenix cloaks itself in flames which deal 3d6 points of damage to any creature within 10 feet each round. Undead creatures and infernals suffer double damage from the flames of a phoenix due to its celestial nature.

When a phoenix dies, its body vanishes in a burst of flame equivalent to a **fireball** spell dealing 9d6 points of damage; a normal saving throw vs. Spells is allowed for half damage, but note that this effect also deals double damage to undead and infernals. After this explosion a single egg will be found in the ashes, and in 2d12 hours a new phoenix will hatch from this egg. No power short of a **wish** can prevent the phoenix's rebirth.

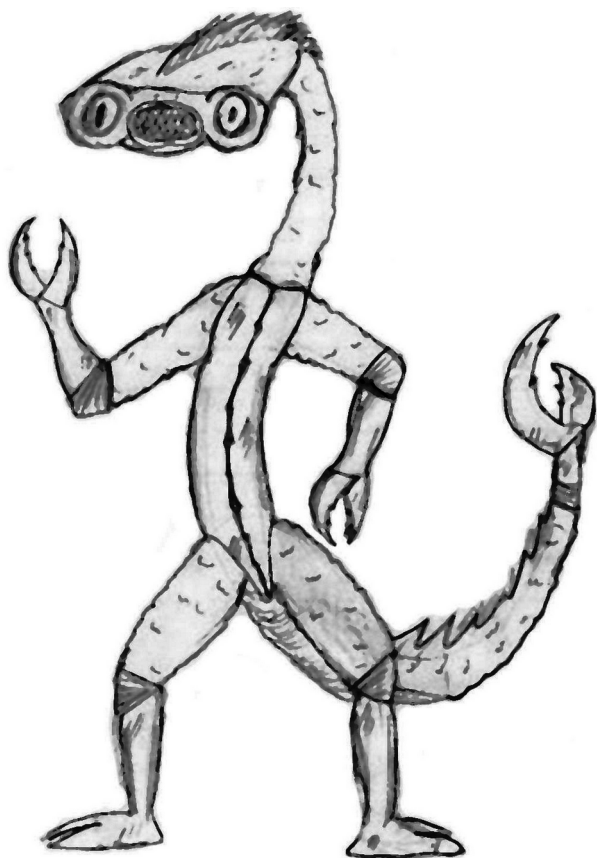
A phoenix will occasionally grant a tail feather as a gift to those who aid it. This feather can be brewed into a potion with the combined effect of the **raise dead** and **heal** spells.

Pipe Beast

Armor Class:	18
Hit Dice:	6+6*
No. of Attacks:	2 claws, 1 tail or acid spray
Damage:	2d6 claw, 1d10 tail, 4d8 acid spray
Movement:	30'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

Pipe Beasts are unnatural arcane constructs and are generally created to guard and protect specific rooms or items. Because of this singular focus it will attack anyone who enters the room or guarded area, with the exception of the person who created it, until the threat is destroyed or the pipe beast is.

A pipe beast is well-equipped for this type of duty with powerful pincer-like claws and a slashing tail. It can also spew a cone of pure acid every 4 rounds, dealing damage to everything in its path. A successful save vs. Dragon Breath reduces this damage by half. The acid cone affects an area 60 feet long and is 20 feet wide at its furthest



point. The pipe beast can only use this attack 3 times a day before it must recharge its supply.

Pipe beasts have a very hard chitinous exoskeleton which provides ample protection against most weapons; further, because of their construction fire seems to have no effect on them.

The Quizmaster

Armor Class:	20
Hit Dice:	10
No. of Attacks:	Special
Damage:	2d8
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	None
XP:	1,300

The **Quizmaster** was created by the human wizard White in an attempt to get students to remember answers to questions. The quizmaster killed White after he failed to answer the questions given to him. The quizmaster is a slender humanoid with pale skin and stands almost 10 feet tall. It wears a gray suit at all times. The quizmaster can be found wandering the wilderness.

When the quizmaster is within 50 feet all intelligent living creatures must make a save vs. Paralysis (modified by Wisdom bonus or penalty, if any) or be unable to move and too afraid to speak unless answering questions. A new save is made every 5 rounds. Any creature which makes the save is free to move about, but a second saving throw is needed in order to speak freely.

The quizmaster will approach creatures and in a deep slow voice will ask up to 1d6 difficult questions; if a question is not answered within 1d4 rounds, the quizmaster will attack the questioned creature until the question is correctly answered or the questioned creature is dead. An incorrect answer will provoke an immediate psychic attack that cannot be avoided doing 2d8 points of damage. If the questioned creature tries to run away, the quizmaster will pursue it until the questions are answered or the creature is dead.

Rabbit Snake

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	1 spit or 1 bite
Damage:	1d6 spit, 1d4 + poison bite
Movement:	50'
No. Appearing:	1, Lair 1d4 + 3
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	100

The **Rabbit Snake** is just as it sounds: a snake with the head and tail of a rabbit. The average specimen is around 9 feet long and is covered in patches of fur sticking out from underneath scales, which are shed when the snake sheds its skin. Its coloration can vary but is generally similar to that of rabbits that inhabit the same region. Its skin can be quite valuable as it is normally aesthetically pleasing and highly resistant to most kinds of acids. It can disguise itself as a rabbit, using the grass to cover its more snake-like features, bobbing up and down to give the appearance of jumping. It is normally found in mild climates and grasslands and lives underground in burrows preying on rabbits, deer, and similar creatures.

A rabbit snake is a vicious predator and will attempt to lure an unwary traveler or predator near its burrow, where it will then strike using its deadly venom (save vs. Poison or die) to incapacitate its victim. It can also spit acid up to 20 feet; a successful save vs. Death Ray is allowed to avoid it.

Raggidy

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 fists
Damage:	1d6
Movement:	40'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	12
Treasure Type:	See below
XP:	145

A **Raggidy** is a construct sewn together using magical thread. A raggidy is humanoid in appearance standing 7 feet tall, weighing 300 pounds, and is made out of crudely-stitched cloth stuffed with sawdust. The raggidy has buttons for eyes and a twisted grin sewn onto its face. However, the magic thread that animates the raggidy gives it the barest hint of sentience, allowing the raggidy to act semi-independently and follow orders better than most

constructs. A raggidy does not speak but it understands the language of its creator.

A raggidy is a fearless enemy and will engage in melee with little thought for tactics or strategy. It is highly flammable and takes double damage from fire-based attacks.

The magical fabric of a raggidy is valuable to both Magic-Users and tailors, and worth up to 1d6x100 gp. Note that, if destroyed by fire, acid, or other such attacks, the raggidy's material may be too damaged to sell.



Rakun

Armor Class:	12
Hit Dice:	1d6 HP
No. of Attacks:	1 weapon or one bite
Damage:	1d4 or by weapon or 1d3 bite
Movement:	30' Unarmored 40'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	10

The **Rakun** (pronounced as raccoon but also known as Vaskebjørn) are a race of what can best be described as talking raccoons, speaking their own unique language. Unlike their less-evolved kin, rakun will readily use tools and weapons, having a particular fondness for crossbows of various types (or fire-arms if the setting allows), receiving a +1 bonus to attacks with such device-propelled weaponry. It stands slightly taller than a Halfling but tends to be leaner. Its eyesight is keen at night (double that of a human's nightvision), and even in total darkness has



Darkvision out 30 feet. Just like halflings, Rakuns are prohibited from using large weapons.

When cornered it will bite opponents. A rakun shares the Halfling ability to hide in natural surroundings, so that outdoors (its preferred forest terrain) there is only a 10% chance of being detected. Even indoors or in non-preferred terrain it can hide such that there is only a 30% chance of detection. A rakun's ability to climb is extraordinary, receiving a substantial bonus to any such attempt, and when climbing trees the rakun almost never fails such a check under normal circumstances (effectively 100% unless circumstances carry substantial penalties).

Rakun do not often mix with other races due to their wild, fierce personalities. Within communities of rakun one can find members with additional (class-based) abilities. When classed a rakun uses one HD type smaller than normally utilized (d8 becomes d6, d6 becomes d4, and d4 becomes d3).

Resonated

Armor Class:	16
Hit Dice:	3*
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	20'
No. Appearing:	See Deadringer entry
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	175

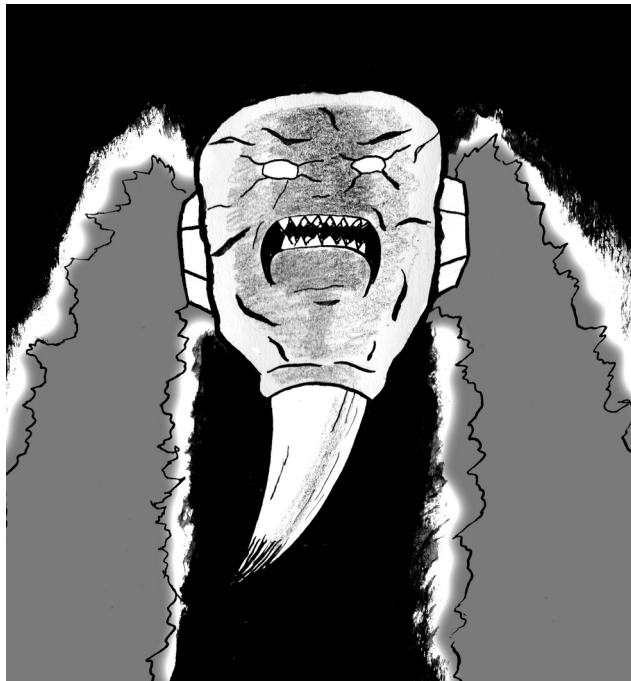
A **Resonated** is an undead skeletal being created by a deadringer. It will seek anyone who bears the deadringer's curse. A resonated has such strong magic running through it that it regenerates 1d8 HP per hour. Upon reaching 0 HP it must wait until it reaches full HP before moving again. A resonated will continue to regenerate until the deadringer's curse is removed or the PCs kill the one who is cursed; after this the deadringer can be killed permanently. A resonated takes half damage from edged weapons and only 1 from bolts arrows or sling bullets. It is immune to control magic but can be Turned.

Rock Bat

Armor Class:	16
Hit Dice:	2*
No. of Attacks:	1 stab
Damage:	1d6
Movement:	Fly 150' (50')
No. Appearing:	1d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	100

A **rock bat** is a silicate creature that resembles a large, irregular, generally rounded rock with a horn on the bottom of its body. It floats by emitting a glowing gravity ray from gem-like growths on the sides of its body. Its rocky hide and floating ability give it a respectable armor class.

A rock bat attacks by dropping directly down on its prey. On a natural 20 the victim is impaled by the rock bat, receiving 1d6 points of damage each round until either the victim or rock bat is slain.

**Rock Roller**

Armor Class:	16
Hit Dice:	4*
No. of Attacks:	1 bite or 1 special
Damage:	1d8 bite, 1d6 + special
Movement:	180' (60')
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	280

Rock Rollers are creatures that resemble living boulders. They are mostly mouth with jewel-like eyes and are about the size of a full-grown human.

A rock roller hunts by hiding itself high on a cliff or wall and then rolling down at its intended prey. After a successful hit the victim must make a Dexterity check; on a failed check the victim is knocked to the ground and winded, and must spend the next round to stand up and catch their breath. The victim cannot move nor attack that round.

A rock roller is immune to any form of **charm** magic.



Salamander*

Salamanders are large, lizard-like elemental creatures. They arrive through the conjuring of nature forces by high-level Magic-Users. Due to their highly magical nature, they cannot be harmed by non-magical weapons.

Salamander, Lightning*

Armor Class:	20 (m)
Hit Dice:	10* (+9)
No. of Attacks:	2 bites + lightning
Damage:	2d4 bite, 1d8/round lightning
Movement:	40'
No. Appearing:	1d4, Wild 2d4, Lair 2d4
Save As:	Fighter: 10
Morale:	8
Treasure Type:	E
XP:	1,390

Lightning Salamanders come from the Element of Air. A lightning salamander resembles a giant snake more than 12 feet long with two dragon-like heads (on short but flexible necks). Its scales are all the colors of lightning: white, blue, purple, and yellow. A lightning salamander constantly emits little bolts of lightning; all creatures within 20 feet of the salamander that are not lightning-resistant suffer 1d8 points of damage per round. A lightning salamander is immune to damage from any type of electrical or lightning attack. It is intelligent and can speak the language of the Element of Air, and many will also know Elvish, Common, and/or Dragon.

Despite having two heads a lightning salamander has only one mind; either head may speak or both may, but it is very rare to meet a lightning salamander who can speak different words with each head at the same time (although those who can are known to sing duets with themselves, which may give away its location to those listening).

Flame, frost, and lightning salamanders hate each other, and each type will attack the others on sight, in preference to any other nearby foe.

Salamander, Sand*

Armor Class:	18 (m)
Hit Dice:	7* (+4)
No. of Attacks:	1 bite
Damage:	1d6 + petrification
Movement:	20'
No. Appearing:	1d3, Wild 2d4, Lair 1d6
Save As:	Fighter: 7
Morale:	8
Treasure Type:	L
XP:	735

Sand Salamanders come from the Element of Earth. A sand salamander resembles a giant sea turtle with six flippers and a serpentine neck and head, with scales of varying shades of gray or brown.

The sand salamander's most feared attack is its bite; anyone bitten by one must save vs. Petrify or be turned to stone. In addition to attacking, a sand salamander can temporarily transform any stone within a 20 feet radius into sand. Characters in the affected area must save vs. Paralysis each round in order to move through the sand, and if the save is successful, the character is still reduced to half his or her normal movement.

A sand salamander is immune to piercing attacks and suffers half damage from cutting attacks. It is intelligent and can speak the language of the Element of Earth; many may also know Elvish, Common, or Dragon.



Salamander, Wind*

Armor Class:	24 (m)
Hit Dice:	10* (+7)
No. of Attacks:	2 claws, 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	30' Fly 60'
No. Appearing:	1d4, Wild 2d3, Lair 1d4
Save As:	Fighter: 10
Morale:	10
Treasure Type:	D
XP:	1,390

Wind Salamanders come from the Element of Air. A wind salamander looks like a giant winged lizard, similar to a dragon but more sleek. It is nearly transparent, making them hard to spot and surprising on 1-4 on 1d6.

A wind salamander is constantly surrounded by strong winds, and all creatures within 20 feet must save vs. Petrify or be pushed 1d6×10 feet away. Those who succeed at this saving throw are reduced to half movement. This powerful wind deflects missile weapons in a fashion nearly identical to the spell **protection from normal missiles**.

Wind salamanders are intelligent and can speak the language of the Element of Air, and many will also know Elvish, Common, or Dragon.

Sasquatch

Armor Class:	15
Hit Dice:	5+5
No. of Attacks:	2 fists
Damage:	1d6
Movement:	Unarmored 30' Climb 20'
No. Appearing:	1d3, Lair 2d6
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

A **Sasquatch** is a seldom-seen large humanoid. It is clearly related in some distant way to apes and neanderthals but may be an entirely separate branch of humankind's kin. Each is over 7 feet tall with long arms and walks upright most of the time. A sasquatch is covered in shaggy hair befitting its environment so that it can hide effectively when it does not want to be seen. When more than one is spotted it is usually a family group with young. A sasquatch can communicate with others of its kind, but its actual language is a mystery. That said, it also understands complex concepts and its ability to mimic sounds is extraordinary. It does not keep treasures that other races seek, though one might find various crude objects and trinkets where it lairs.

The sasquatch has nocturnal vision that is superior to human sight, though it does not have actual Darkvision. A sasquatch climbs nearly as easily as moving about by foot. Even for its size, the sasquatch hides in its home environment as easily as a Halfling can in forested areas (with only 10% chance of detection), however they do not have this ability in other environments such as indoors or underground. A sasquatch is essentially immune to cold environmental effects and even extreme or magical cold causes half-damage. If a save is involved with such a cold-based effect it receives a +4 bonus. It fights effectively with its fists but if a weapon is used the sasquatch gains a +2 bonus on its attacks due to its tremendous strength.

Most sasquatch encounters have been largely benign meetings where both parties have simply surprised each other. Many sasquatch are generally peaceful denizens of their forest, though local legends speak of brutal hunters among their kind.

Scarecrow, Dread

Armor Class:	14
Hit Dice:	4 + 2** (+5)
No. of Attacks:	1 slam or 1 weapon
Damage:	1d6+1 slam, by weapon
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12 (8)
Treasure Type:	None
XP:	320

Sometimes during its creation a living scarecrow may become possessed by an evil spirit, becoming a **Dread Scarecrow**. These malevolent creatures take delight in seeking out and tormenting the living by inducing terror. During the day it hides in the fields as a normal scarecrow, but during the night it stalks, looking for unwary prey. In all respects it looks like a normal scarecrow except for the deep red-orange glow from within its pumpkin head and frightening visage.

A dread scarecrow is immune to fear (morale of 12), but has a self-preservation instinct. Use the morale of 8 to determine whether a dread scarecrow decides to flee from combat if it is outmatched or outnumbered.

Because of its evil spirit, a dread scarecrow has several powers. It has Darkvision out to 60 feet. It also has a gaze attack that it chooses to either **cause fear** or **bestow curse** against a single target out to 30 feet who fails a saving throw vs. Spells. It also has a maniacal cackle that works like the **bane** spell on anyone within 50 feet who fails a saving throw vs. Spells. Those who make their save are immune to the effect for 24 hours.

Monsters

A dread scarecrow is also very nimble and quick, so it does not receive the initiative penalty like other living scarecrows, but is still weak against fire, suffering 1 extra point per die of damage and has a -2 penalty to save against fire-based attacks. A dread scarecrow has a magic resistance of 25%, but since it possesses an intelligence it is subject to mind-affecting magic and effects.

Scarecrow, Living

	Normal	Small
Armor Class:	13	12
Hit Dice:	4 + 2* (+5)	2 + 2* (+3)
No. of Attacks:	1 slam or 1 weapon	1 slam
Damage:	1d6+1 slam, by weapon	1d4+1
Movement:	30'	30'
No. Appearing:	1, Wild 1d4	1d4
Save As:	Fighter: 4	Fighter: 2
Morale:	12	12
Treasure Type:	None	None
XP:	280	100

Living Scarecrows are mindless and less sophisticated constructs. Commonly called harvest golems, they are created from a wooden frame with some old worn clothing, stuffed with hay, and topped with a carved pumpkin for a head. It is commonly seen in the fields during the harvest.

While most are unarmed, some living scarecrows are equipped with a threshing flail (treat as a mace), a pitchfork (treat as spear), or a harvesting scythe (treat as a pole arm). These farming tools are listed with stats as weapons in the Basic Fantasy Equipment Emporium. A normal living scarecrow has a +1 bonus to both attack and damage rolls in melee combat due to its magical strength. The living scarecrow also has Darkvision out to 60 feet and is immune to **fear**.

Unlike other golems, living scarecrows are not immune to mundane forms of attack and only has 25% resistance to magic spells. In addition, due to the materials in their construction the living scarecrow is weak against fire, taking 1 extra point per die of damage from fire attacks and suffers a -2 penalty to saves against fire-based attacks. It also has a -1 penalty to initiative rolls.

Small Living Scarecrows are just like their bigger cousins, but are about the size of a Halfling or a Human child.

Basic Fantasy Field Guide Volume 2

Serpent, Giant Devouring

Armor Class:	24
Hit Dice:	36**
No. of Attacks:	1 bite, 1 tail or special
Damage:	5d8 + poison bite, 5d12 tail, special
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 20
Morale:	10
Treasure Type:	None
XP:	18,450

A **Giant Devouring Serpent** is an enormous snake thousands of feet in length. It has jet-black and extraordinarily hard scales that are covered in faintly-purple pulsating runes. It is the scourge of cities, devouring them entirely and leaving only a featureless crater. They are extraordinarily rare; it is common for there to be not a single sighting in a century.

It attacks by biting, with a successful hit delivering a potent toxin; the victim must save vs. Poison or die. While biting it may thrash its colossal body around, causing massive destruction to everything around it. Once every 5 rounds it may choose to devour those in its surroundings. This affects all within 100 feet of the mouth of the serpent, dealing 5d6 points of damage and healing the serpent by half of the total damage inflicted. Additionally this will annihilate any buildings or terrain within this 100-foot radius.

Serpentine Pseudodragon

Armor Class:	19
Hit Dice:	3*
No. of Attacks:	1 bite
Damage:	1d6 + poison
Movement:	10' Fly 50'
No. Appearing:	1d3
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	175

The **Serpentine Pseudodragon** is a small reptilian creature with several prominent dragon-like features, including wings, horns, claws, a crest of spikes down its spine, and a near-human level of intelligence. Unlike the more common pseudodragon, this variety has but a single pair of legs. Its neck and torso can each stretch up to a foot long and the 4 foot long tail is often patterned and tapers to an end. It can communicate with nearby humanoids through limited telepathy, expressing emotions and general concepts. It can mimic a wide range of calls of other creatures, needing only to hear them a few times to learn.

The serpentine pseudodragon is a very gentle animal despite its highly lethal bite (save vs. Poison or die), normally striking only in self-defense. A serpentine pseudodragon feeds primarily on mice and small insects and is nocturnal. A serpentine pseudodragon prefers to inhabit warm and humid climates such as tropical rain forests and jungles, as its normal coloration, which varies anywhere between emerald green and bright red, allows it to camouflage itself best among the wide variety of life that such climates normally teem with. A serpentine pseudodragon is highly valued by wizards and collectors as it is quite rare, and while lethal in a standard dose, its poison can also be used as a strong painkiller and has some potent hallucinogenic properties.

Some subspecies of the serpentine pseudodragon are coated in colorful feathers with intricate patterns that rival even the brightest of birds of paradise. These subspecies possess limited speech and are known to be mischievous to the point of being almost unmanageable. Many prefer to live among humanoids in tropical areas, and they can be seen around the world as exotic pets for wealthy sailors and bountiful pirates. The feathered variety lack their more reptilian kin's poisonous bite but make up for it with the ability to spit its saliva up to 40 feet, causing paralysis for an hour upon a failed save vs. Paralysis.

Shackile

Armor Class:	16
Hit Dice:	3
No. of Attacks:	1 weapon, 1 beak
Damage:	1d6 or by weapon, 1d4 beak
Movement:	30' Fly 10'
No. Appearing:	1d6, Wild 1d6, Lair 3d6
Save As:	Fighter: 2
Morale:	10
Treasure Type:	S each, D lair
XP:	145

A **Shackile** is a humanoid creature with the head, neck, and wings of a goose; on its humanoid torso is the face of a human. This human face has control over the legs; the goose head controls its arms and wings. A shackile's goose head attacks anything that gets close to it apart from its own kind. A shackile cannot fly well and will only do so to escape an opponent. Shackiles are shunned by mankind and live in tribes far from civilization. In each tribe of shackiles there will be a leader with 4 HD and AC 18. A shackile speaks Common and will attempt to negotiate before getting too close to enemies. If a shackile surprises an opponent and hits on its first attack, the victim must save vs. Death Ray or suffer a broken arm.



Shaddick's Demonic Automata

Armor Class:	20
Hit Dice:	12**
No. of Attacks:	6 blades or spell
Damage:	2d12 blade, by spell
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 12
Morale:	12
Treasure Type:	A
XP:	2,075

Demonic Automata were created by the mad wizard Shaddick in an attempt to create artificial life separate from the gods. A demonic automaton is an entity of nightmares, a towering construct made of burnished metal in the shape of a man. It will repulse any who behold it to such an extent that they must make a save vs. Magic Wands or start madly babbling until calmed by a casting of **remove fear**. Once this save has been passed they are immune to this effect.

A demonic automaton has numerous blades sprouting from its back on long spindle-like arms. These blades are used to slice at anything that gets near the automata. A demonic automaton hates all life and will fight until destroyed.

Three times per day a demonic automaton can call upon the power of Shaddick, giving it the ability to cast a Magic-User spell of up to third level.

Shambling Mound, Lesser

Armor Class:	19
Hit Dice:	3**
No. of Attacks:	2 slams
Damage:	2d4
Movement:	20'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	C
XP:	205

Shambling Mounds, also called shamblers, appear to be heaps of rotting vegetation 6 feet tall and weighing about 500 pounds. They are actually intelligent carnivorous plants. A shambler's brain and sensory organs are located in its upper body.

A shambling mound is immune to lightning, and in fact gains a hit die each time it is attacked by lightning, up to a maximum 3 additional hit dice; these hit dice are lost at a rate of one per hour, while hit points granted in this way are lost first when the monster takes damage. Further, it is resistant to both cold and fire, suffering no damage on a successful savings throw or half damage if the save fails.

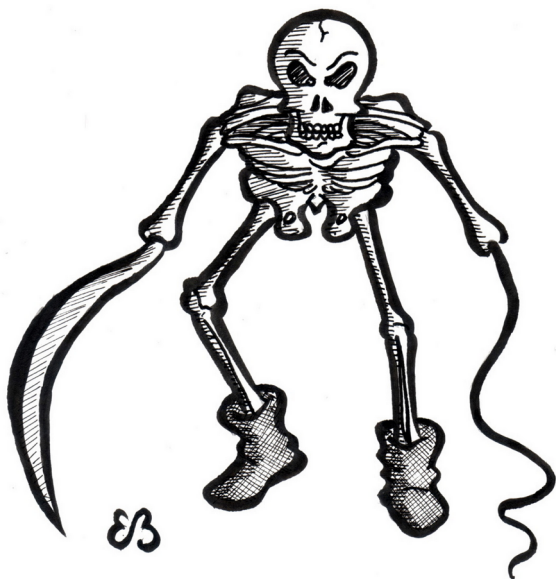
If a shambling mound hits with both its attacks against the same creature, that creature is engulfed by the monster. The victim can no longer attack or cast spells, and suffers 1d6 points of damage each round due to suffocation. It can only engulf man-sized or smaller creatures and may only engulf one such creature at a time. It will expel any such creature from its body 1d4 rounds after the victim dies. Attacks against a shambling mound which has engulfed a victim require a savings throw vs. Death Ray for the victim each time the monster is hit; if the save fails, the victim suffers half (rounded down) of the damage done to the monster (which still takes full damage). The victim does benefit from the monster's resistance to fire or cold, but takes full damage from lightning attacks.

Skeletal Flayer

Armor Class:	15
Hit Dice:	1*
No. of Attacks:	1 whip, 1 blade
Damage:	1d6 + 2 whip, 1d6 blade
Movement:	40'
No. Appearing:	Wild 1d6, Lair 3d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	A
XP:	37

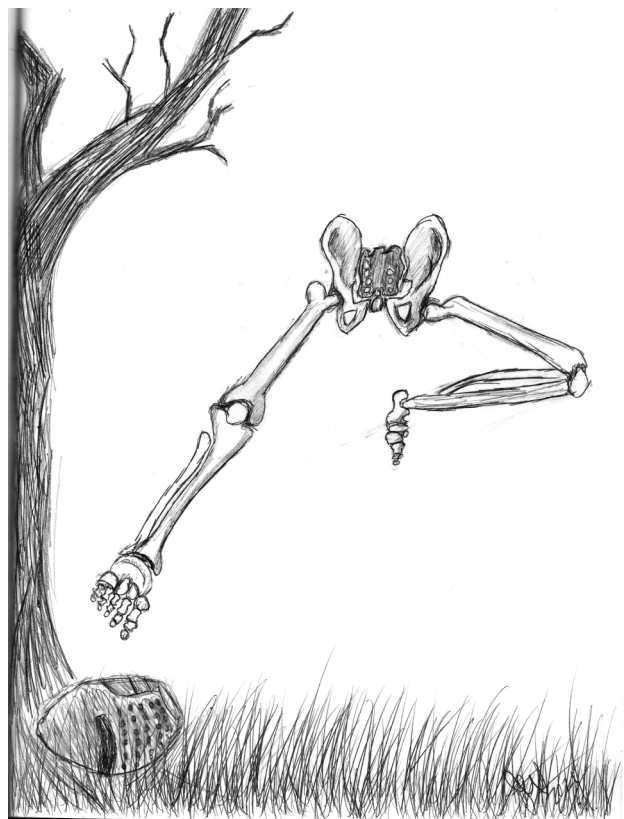
The **Skeletal Flayer** appears to be a regular skeleton with its forearms and hands replaced with a long whip and a steel curved blade. A skeletal flayer is disturbingly unique in its method of attack; attempting to flay the skin off its victim during combat, using the blade and whip to brutal and grisly effect. If successful a skeletal flayer will proceed to wear the victim's skin as a grotesque mockery of life, and is often mistaken for a zombie as a result of the skin's progressive decomposing.

A skeletal flayer that has not recently killed and skinned a victim is mechanically similar to a regular skeleton, but when wearing the skin of a humanoid of roughly the same size it gains the following benefits: +2 to all damage, half damage from both bladed and blunt weapons, and a 10 foot movement bonus. As a skeleton it can be Turned as a regular skeleton; if wearing skin it can be Turned as a zombie.

**Skeletal Legs**

Armor Class:	11
Hit Dice:	½ (1d4 HP)
No. of Attacks:	2 kicks
Damage:	1d3
Movement:	50'
No. Appearing:	3d4
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	10

When a whole corpse cannot be found, an aspiring necromancer must settle for less. A pair of **Skeletal Legs** is exactly how it sounds: an incomplete skeleton from the pelvic bone to the toes. While not perhaps as desirable or hardy as other undead, the skeletal legs alone turn out to be surprisingly versatile. Both fast and determined, a group of them can quite easily overwhelm small groups by kicking and trampling with frightening speed. Skeletal legs are also quite stealthy by merit of being rather small and skinny; if not actively attacking something an observer has only a 30% of noticing it. It can be Turned as a skeleton, with a +1 bonus on the roll.



Skeleton, Gellybone

Armor Class:	14 (see below)
Hit Dice:	2
No. of Attacks:	1 claw
Damage:	1d6
Movement:	30'
No. Appearing:	2d4+3
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

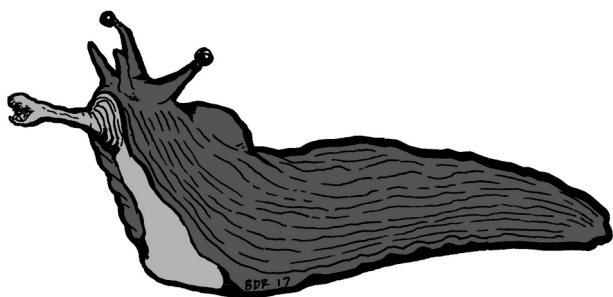
Gellybones are skeletons that have passed through a special magical procedure that transforms their bones into a gelatinous material. They take only half damage from blunt weapons, and only a single point from arrows, bolts, or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric, and are immune to **sleep**, **charm**, or **hold** magic. As they are mindless, no form of mind reading is of any use against them.

Slug, Spitting

Armor Class:	11
Hit Dice:	2**
No. of Attacks:	1 bite or spit
Damage:	1d4 + special bite, 1d8 + special spit
Movement:	10'
No. Appearing:	1d6
Save As:	Magic-User: 2
Morale:	9
Treasure Type:	None
XP:	125

The **Spitting Slug** is a gastropod generally about the size of a medium pig and weighs about 500 lbs, although some have been seen that are larger than oxen. It can be found in damp shaded areas feeding on detritus and anything else that it can catch.

Although generally slow-moving, the spitting slug possesses a muscular internal "mouth" that it can extend



outward rapidly to engulf a limb-sized object and latch on. Inside its mouth are small spines that secrete a paralyzing toxin (save vs. Paralysis + Constitution bonus or be unable to move) and digestive acids dealing 1 point of damage per round for as long as the slug is attached. A character wearing armor automatically saves, and does not take the acid damage* (see below). Characters that are affected by the toxin get a save each round to overcome the poison. If the victim is not paralyzed treat this similar to wrestling with the victim as the defender.

A slug which has successfully paralyzed its prey will attempt to swallow the victim, expanding its body to fit as much food as it can. Most human-sized creatures take 1d6+3 rounds to be engulfed, and as little as 1d4+1 rounds for smaller player races. Even when engulfed a player may continue to make a saving throw or try to escape if not paralyzed. Any attacks against the slug while it is attached will deal half-damage to the victim.

Additionally, true to its name once per day the spitting slug is able to spit a glob of its digestive acid that does 1d8 points of damage + 1 point of damage per round for 3 rounds on a hit (a save vs. Death Ray + Dexterity bonus negates the damage per round). Armor may also negate the damage from the acid*. The acid is stored in special glands within the slug, so simply touching or even stabbing into the slug will not cause the object to dissolve.

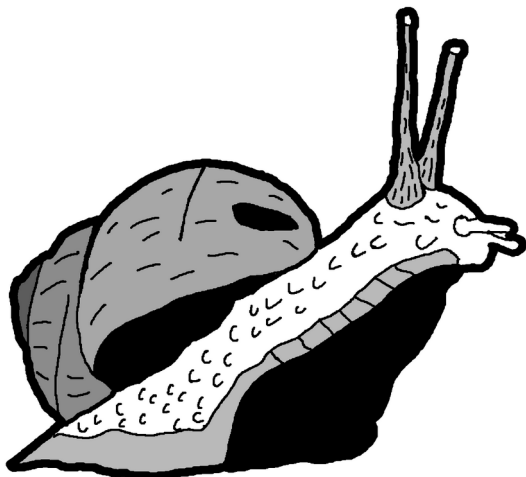
*The acid is capable of dissolving armor. Every point of damage from the acid reduces the armor's AC by 1 to a minimum of 11, at which point the armor has dissolved beyond being useful, and the acid thereafter deals damage to the victim instead.

Snail, Giant

Armor Class:	17
Hit Dice:	6*
No. of Attacks:	1 slam
Damage:	1d8 + poison (paralysis)
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	10
Treasure Type:	None
XP:	555

A **Giant Snail** is a great molluscoid creature with a hard shell covering most of its body. It attacks by slamming its body into its opponents, covering them in its mucus (a powerful poison). The victim of this poison must save vs. Poison or be paralyzed for 1 turn.

It leaves a trail of this mucus which is also slippery, and any attempting to sprint through it must save vs. Death Ray or fall and be subject to the poison's effects.



If surrounded the giant snail may retreat into its shell, giving it an armor class of 20 and a hardness of 4 (see the **Stronghold** section in the **Basic Fantasy RPG Core Rules**).

Snake, Clockwork Razor

Armor Class:	17
Hit Dice:	2
No. of Attacks:	1 lash or constrict
Damage:	2d6 lash, 3d10 constrict
Movement:	30'
No. Appearing:	1d3
Save As:	Fighter: 2
Morale:	8
Treasure Type:	None
XP:	75

The **Clockwork Razor Snake** is an abomination of nature produced by idle Magic-Users. The snake appears to be a regular python that has been cut apart into short sections by magical means, with the sections reconnected with clockwork. This effectively increases the creature's length by 50% (24 to 36 feet). These clockwork sections are fully under the control of the snake and are lined with long, straight razor sharp blades that angle over the biological sections.

The clockwork razor snake attacks by lashing out with its tail; alternately it may attempt to coil around a victim. On a successful attack roll, if the victim fails a save vs. Dragon Breath it is coiled and takes 3d10 points of damage per round. If a target is killed while in the grip of the clockwork razor snake, its corpse is torn to shreds.

These sad creatures are in constant pain, and cannot remain still for any length of time; they roam constantly, attacking any creatures they meet in sheer blind rage.

Snake, Rainbow

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1
Damage:	1d6 or special
Movement:	30'
No. Appearing:	Wild 1d4, Lair 1d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A **Rainbow Snake** is about 6 feet long and striped in all colors. This snake is said to have been created by a **sticks to snakes** spell cast by a gnome. The poison has the same effect as a **confusion** spell cast for 1d4 rounds. A rainbow snake can instead spray a 15 feet cone of multi-colored confetti that has the following effect:

1d10	Effect
1-3	Stuns the creature for 1d6 rounds
4-6	Renders the creature unconscious for 1d6 rounds
7-9	Blinds the creature for 1d6 rounds
10	Roll twice and apply both; a roll of 10 is ignored

A save vs. Poison is allowed to half the duration of the confetti or **confusion** poison, and blind creatures are not affected by the confetti.

Snake, Uktena

Armor Class:	15
Hit Dice:	9*
No. of Attacks:	1 bite
Damage:	2d6 + poison
Movement:	40' Swim 30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	9
Treasure Type:	J, L
XP:	1,150

The **Uktena** is a great horned water serpent as big around as a tree trunk with a bright blazing crest on its forehead and scales that glow along the edges like some inner fire. Some have described the horns as ram-like and others as moose or stag antlers. It does not use the horns for attack. Uktena fear thunderbirds and will usually retreat to watery depths when one is near. An uktena keeps some treasures in its lair, generally acquired from victims.

The uktena's bite is powerful and those bitten must also save vs. Poison with a -2 penalty or fall comatose immediately and die within 2d4 turns. Making matters

worse, the uktena's brilliant crest allows it to **charm monster** once per turn; those affected will simply move towards the horned serpent and remain charmed so that the uktena may consume them at leisure. An opponent that averts its gaze, is blinded, or otherwise cannot see the jewel-like crest will not be affected by the charm attack.

Spider, Giant Wolf

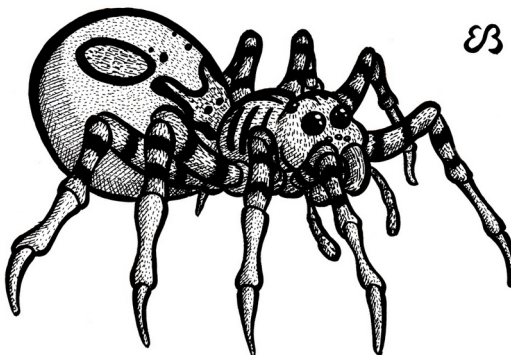
Armor Class:	18
Hit Dice:	9*
No. of Attacks:	1 bite
Damage:	1d12 + poison bite
Movement:	50' Jump 20'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	1,150

The **Giant Wolf Spider** is much like its normal-sized namesake. It is on average about 3 feet tall and 5 feet long, colored in patterns of light and dark brown. The giant wolf spider does not build a web, and doesn't have the ability to produce webs. It normally makes its lair in caves, ruins, or simply burrowing into the ground.

It is a swift and merciless hunter, preferring to either wait in hiding for prey to come by, or in some cases to chase prey down. Due to its natural camouflage coloration the giant wolf spider is able to surprise prey on a roll of 1-3 on 1d6 when waiting motionless.

The giant wolf spider is a powerful jumper, able to jump up to almost half of its normal movement rate. When lying in wait, a giant wolf spider allow prey to approach within 20 feet before leaping to the attack. When chasing prey, it will close to within 20 feet and leap for the kill.

Anyone bitten by a giant wolf spider must save vs. Poison or be paralyzed for 2d6 turns. A **neutralize poison** spell will negate this effect.

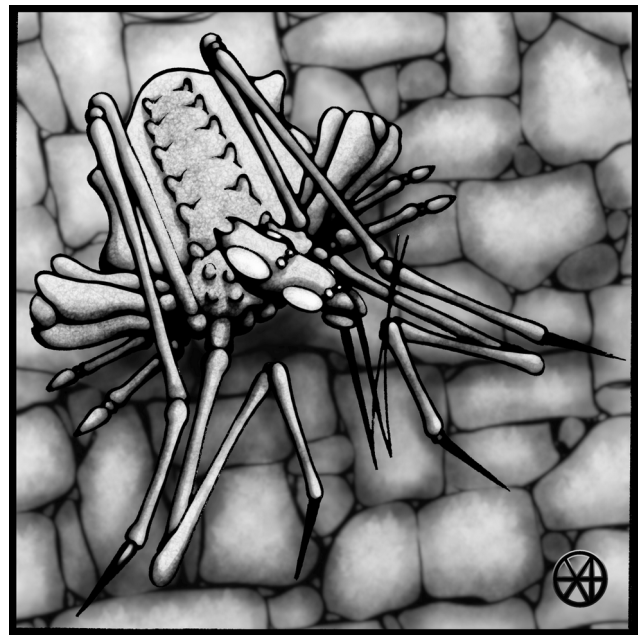


Spider, Humming

Armor Class:	12
Hit Dice:	1
No. of Attacks:	4 slices
Damage:	1d8
Movement:	60' Jump 15'
No. Appearing:	2d4
Save As:	Fighter: 1
Morale:	6
Treasure Type:	None
XP:	25

The **Humming Spider** is a dinner plate-sized arachnid shaped almost like a disk with an elongated head sporting two long prehensile probosces. Its rear four legs are thick and sturdy, easily able to bear its whole weight as well as being able to propel the spider into the air. The front four legs are long, thin, and extremely sharp. Humming spiders are nomadic and travel in small groups of two to eight.

The humming spider is cowardly and will flee if faced with large numbers or particularly able enemies. When it does attack, the results are fast and bloody. The humming spider will quickly jump at its target, flying through the air with its sharp forelegs slicing in a frenzied pattern. This produces the infamous humming that is normally the only warning a victim gets before being assaulted. The blades are so sharp that any non-magical armor is completely ignored. The spider feeds by blending the flesh of its victim, preferably human or Elven, into a thin red paste that it will then suck up through its proboscis.



Spirit of Vengeance

Armor Class:	20
Hit Dice:	10**
No. of Attacks:	1 weapon
Damage:	By weapon + 3
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	Weapon + 3, 1d10×100 pp
XP:	1,480

The **Spirit of Vengeance** is a creature made entirely of a dark and shadowy yet tangible mist. A spirit of vengeance takes the form of a tall heavily-armored and ornate figure wielding a great weapon in its spectral hands. The spirit of vengeance is wreathed in blue spectral flames and its eyes glow a bright blood red. The spirit of vengeance can appear differently to the betrayer, playing off of the betrayer's fears and memories to take a form most terrible to the beholder. An aura of unease surrounds the spirit and those in proximity can experience cold sweats and an unexplained feeling of dread. Other signs of a spirit of vengeance's presence include a sudden drastic drop in temperature and a massive increase in storms and lightning in the area. All creatures 4 HD or under (including constructs and undead) must make a save vs. Death Ray or become afraid and act as if Turned for 1d4+1 rounds.

A spirit of vengeance comes into being in places where a grave betrayal was committed, sometimes even resembling someone who was killed in the event. The spirit of vengeance then relentlessly pursues the betrayer or their descendant and attempts to enact its vengeance upon them, which is normally related to the manner of betrayal if possible. The spirit of vengeance is highly intelligent and can sense the thoughts of humanoids in close proximity, as well as being able to possess them just as a ghost does.

A spirit of vengeance's touch can drain the life force from others and it gains half of the hit points drained as health but otherwise this ability functions just as energy drain.

The spirit of vengeance can be killed in combat but if so it shall rise again upon the next full moon and continue the pursuit of its quarry. The only ways for a spirit of vengeance to die permanently are either for the pursued to die by its hand or for it to be tricked onto consecrated land (which it will normally avoid at all costs), doused in holy water, and then slain under a full moon.

Sun's Child*

Armor Class:	16 (m)
Hit Dice:	10*
No. of Attacks:	Special
Damage:	3d6
Movement:	Fly 40'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	9
Treasure Type:	None
XP:	1,390

A **Sun's Child** initially appears as a sphere of flame, essentially a miniature sun 20 feet in diameter. This however is not its true form, which is that of a humanoid baby, with a glowing white hot surface, located in the center of the 'sun'.

A sun's child attacks by charging, bringing foes within its flames. These flames will burn any flammable objects and can melt most mundane metals (iron, etc.). Magically-enchanted items will be spared however.

To hit the sun's child the attacker must have a reach or range of at least 10 feet or else will fall within the sphere of flames and become engulfed in it.

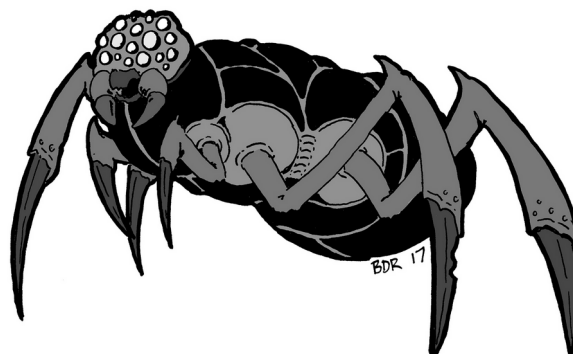


Swamp Monster

Armor Class:	16
Hit Dice:	5
No. of Attacks:	2 strikes
Damage:	1d6
Movement:	40'
No. Appearing:	Wild 1d8, Lair 4d8
Save As:	Fighter: 5
Morale:	8
Treasure Type:	L
XP:	360

A **Swamp Monster** is a humanoid creature that stands around 7 feet tall. Moss, vines, and other small vegetation grow all over a swamp monster's body, giving its skin a greenish hue as it ages; when a swamp monster is born its skin is a dull blue color. Due to its natural camouflage, in swamps, marshes, and bogs swamp monsters surprise on a roll of 1-4 on a d6. Anyone encountering a swamp monster will flee immediately unless a save vs. Petrify is made; those surprised attempt the save at a -5. A swamp monster dares not stray from its habitat, as it believes that the sticky ground holds it down.

A swamp monster is a semi-intelligent being and lives in a small mud hut it builds; these require a secret door check to find. All treasure recovered from a swamp monster will be covered in mud; it will take 4 turns to find all the treasure in a swamp monster village. There are normally 4 swamp monsters living in a single hut. Creatures that stray into a swamp monster's hut must make a save vs. Death Ray or be stuck in the mud until a successful save is made on a successive round.

**Syrinx**

Armor Class:	19
Hit Dice:	3
No. of Attacks:	2 claws, 1 bite
Damage:	1d10 claw, 1d6 + poison bite
Movement:	60'
No. Appearing:	Wild 2d6, Lair 2d6x5
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	145

The **Syrinx** is a quadrupedal insect-like creature with four long segmented legs ending in long and sharp blade-like protrusions. It stands 9 feet tall with its legs supporting a central torso, plated in shimmering black chitin, with two arms identical to its legs. The torso ends in a bulbous appendage covered in matte white eyes of various sizes as well as a pair of spiked and razor sharp mandibles.

Extremely aggressive, the syrinx commonly exhibits swarm behavior in combat and will attack intelligently, preferring opponents with little to no armor. The syrinx prefers to attack by clawing at its victims with its forelegs. If both attacks hit a single enemy, it will be impaled and then the syrinx will bite its enemy, injecting poison. This is oddly enough less poisonous than its flesh and saves at a -3.

If injured, its insides are spongy, porous, and matte white, with many smaller creatures existing within. Wounds will leak a viscous black liquid that will quickly solidify and then sublime into the air as a dark poisonous gas. The flesh and liquids are extremely poisonous and any attempt to consume them will require a save vs. Poison at a penalty of -5.

The syrinx is a nocturnal hunter and lives primarily underground. Its long, blade-like limbs are excellent at mining and it tends to carve its hive into solid rock, creating perfectly circular passages 15-20 feet across; it also secretes a hard black resin onto the walls. The

passages created can extend for miles in all directions depending on the size of the hive, and will join together at several spherical central chambers.

The cry of the syrnix has been described as a single high-pitched and baleful note that fluctuates slightly and known to inflict gut-wrenching fear upon those who hear it, even if they do not know of the creature it belongs to. Any within earshot must roll beneath their Wisdom on 1d20 or flee in terror. Creatures and characters above 6 HD are immune to this effect unless extremely cowardly.

Syrinx Juggernaut

Armor Class:	24
Hit Dice:	12*
No. of Attacks:	6 claws or acid
Damage:	2d4 claw, 6d10 acid
Movement:	40'
No. Appearing:	Lair 1
Save As:	Fighter: 12
Morale:	8
Treasure Type:	None
XP:	1,975

Somewhat different in appearance to a regular syrnix, a **Syrinx Juggernaut** stands 24 feet above the ground, most of that due to its twelve extremely long limbs. Its body is made up of six interlocking segmented sections plated in thick black and reflective chitin, covered in hundreds of milky white eyes.

Its insides are virtually identical to a regular syrnix, but larger and more spread out, with the exception of an organ that stretches almost the entire 25 foot long body, constructed from the same substance that coats the walls of its lair. This organ produces and stores a viscous and sticky acid that can be expelled from its mouth in a 60 feet long cone. The syrnix juggernaut can do this once every three rounds. If a victim is caught in the acid, in addition to the damage he or she must spend a round removing the substance (taking 1d6 points of damage in the process) or suffer 2d6 points of damage for the next five rounds. The syrnix juggernaut has been observed to construct syrnixes from various secretions after feeding for lengthy amounts of time on corpses dragged into the central chamber, picking over the corpses quite thoroughly. Syrnix juggernauts have even been observed drinking any potions it comes into contact with, resulting in strange permanent effects that vary too much to document.

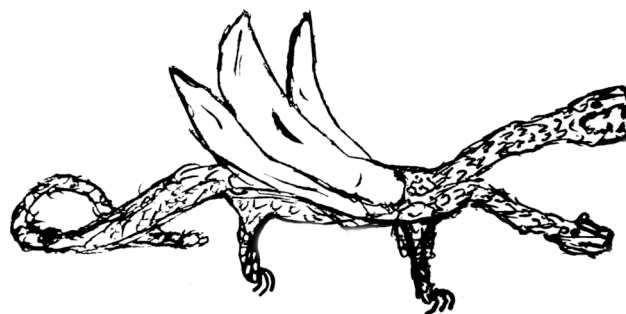
Telethia

Armor Class:	20
Hit Dice:	7**
No. of Attacks:	2 claws, 2 bites or special
Damage:	2d4 claw, 3d6 bite, special
Movement:	30' Fly 120'
No. Appearing:	Wild 1d4, Lair 3d4
Save As:	Fighter: 9
Morale:	9
Treasure Type:	D
XP:	800

A **Telethia** is a large dual-headed beast of magical nature with two pairs of blue glistening wings on a powerful, iridescent body. It ranges from 10 to 20 feet' in length (plus a tail of about 10 feet) and has a wingspan of 50 feet. It has vicious claws on all four legs and a muscular jaw set in each head. A telethia can live for up to 400 years.

What makes a telethia truly frightening is not its vicious claws or multiple jaws but rather its ability to read the mind of its foes. It can use **ESP** (as the spell, but continuously), and once per day can copy the memorized spells of a chosen target; those spells remain available to the telethia for the remainder of the day.

Although a telethia is intelligent it is not sapient. It usually hunts in the day before returning to its lair as the sun sets. They form communities around a dominant male having AC 22 and 12 HD. Normal telethia fight with +2 morale when near their leader.



Thunderbird

Armor Class:	17
Hit Dice:	5*
No. of Attacks:	2 claws, 1 bite + lightning
Damage:	1d6 claw, 1d8 bite, 5d6 lightning
Movement:	10' Fly 90'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	9
Treasure Type:	None
XP:	405

As rare as giant eagles are, a **Thunderbird** is even more rare. Equally large as giant eagles, it is about 10 feet tall with a 20 foot wingspan and has coloration that includes various hues of electric-blue. The very air around a thunderbird crackles and sparks with static electricity. A thunderbird is intelligent and often speaks Common along with any local languages.

A thunderbird typically attacks from a great height, diving earthward at tremendous speed (use charging rules). In addition to the normal attack routine, while diving a bolt of lightning trails the thunderbird, striking its target for 5d6 points of electrical damage. Those within 10 feet of the target take half that damage. The target and those nearby get a save vs. Dragon Breath for half the received damage

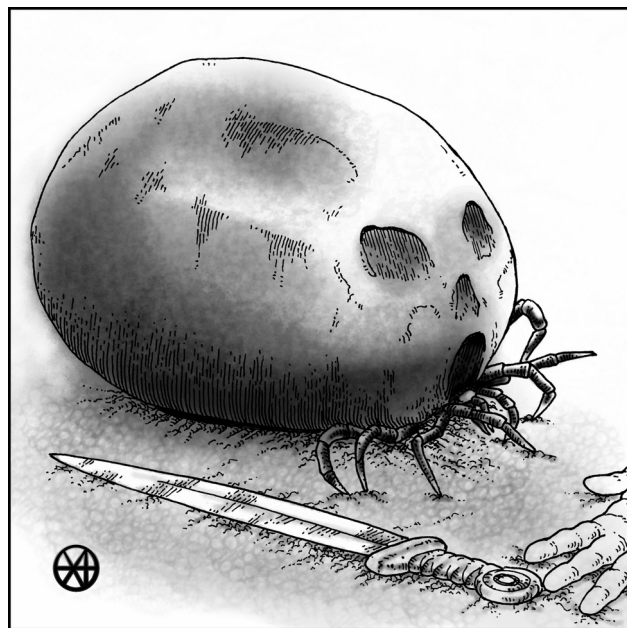


(i.e. half or one-quarter damage respectively). When it cannot dive, it uses its powerful talons and slashing beak to strike at its target's head and eyes. Anyone striking a thunderbird with a metallic weapon will take 1d6 points of electrical damage in return (no save). A thunderbird is completely immune to any electrical-based damage.

Tick, Giant

Armor Class:	14
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d3 + blood drain and disease
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

A **Giant Tick** is a blood-sucking insect about a foot long and is a more active hunter than its smaller kin. It typically first attacks by dropping out of a tree or other height when prey walks by, usually with complete surprise. It weighs little when not engorged, so usually the victim does not notice when a tick drops upon him. Adding to this, the tick's bite has an anesthetic quality, so the victim must save vs. Poison to notice the bite, which still causes 1d3 points of damage regardless. The GM should roll or otherwise keep results of these savings throws secret. Whether or not it is noticed, the tick drains blood for 1d4 points of damage every subsequent turn until either the victim dies or 20 such points of damage are drained. The hit points drained are not immediately noticed until the attached tick



is realized. Each turn the victim may save again to notice the attached tick. After draining the mentioned 20 hit points from a target (or the target dies), the tick will drop off to finish its breeding cycle. An attached tick does not need to roll morale.

The tick is very durable and difficult to remove. Using brute force requires a Strength ability check (see Ability Rolls section of the **Basic Fantasy RPG Core Rules**), but this will cause an additional 1d4 points of damage to the attached victim. Even killing the tick will not cause its head to be removed, so even with extreme care and taking over ten minutes will still cause the victim 1 additional point of damage during the process. Applying fire to a still-live tick may cause it to release the character (the tick may save vs. Death Ray with failure causing the tick to drop off) but will often cause the afflicted character 1d3 points of damage in the process.

Making matters worse, giant ticks carry disease. Anyone bitten must save again vs. Poison or else be afflicted with an illness that causes the loss of 1 point of Constitution each day until death or a **cure disease** spell is applied. (During the course of the disease, these points may not be regained through rest as described in Constitution Point Losses section in the **Basic Fantasy RPG Core Rules**.)

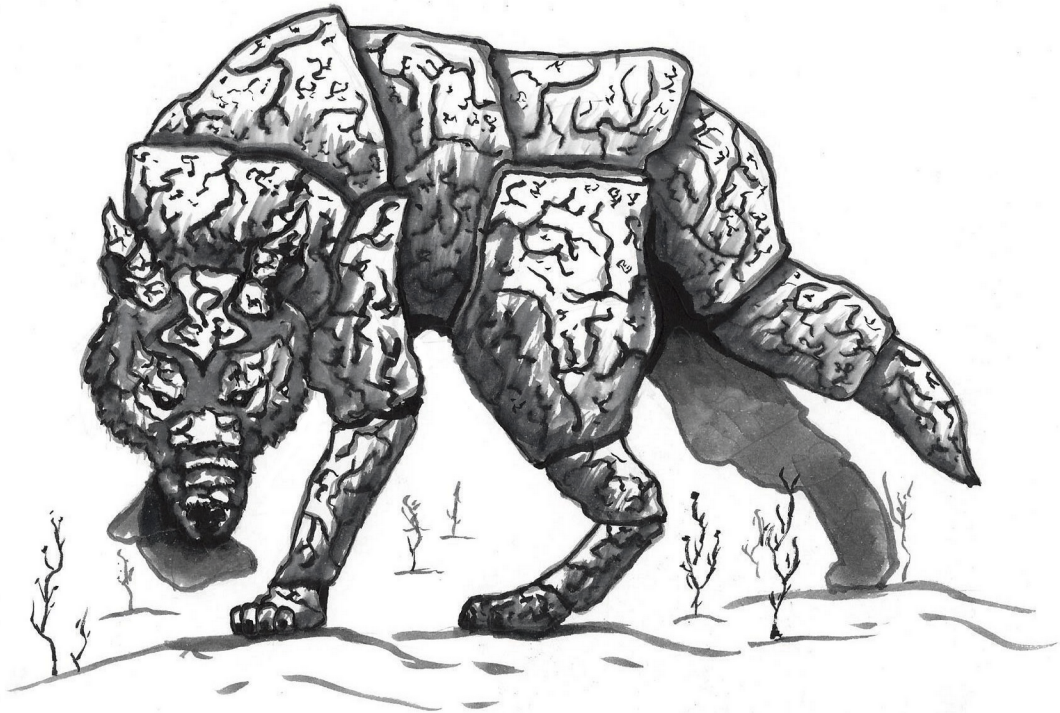
Giant ticks are fairly rare in most areas, as they decimate the fauna in a small region and subsequently starve themselves out, but may be more common in regions that have larger prey such as regions of prehistoric giant beasts.

Timber-Wolf*

Armor Class:	24 (m)
Hit Dice:	18* (AB +12)
No. of Attacks:	1 bite or 1 trample
Damage:	3d8 bite, 4d10 trample
Movement:	40' (10')
No. Appearing:	1
Save As:	Fighter: 18
Morale:	11
Treasure Type:	None
XP:	4,160

A **Timber-Wolf** is a manifestation of nature in a state of rage. It is composed of rough-cut or broken logs, branches, and leaves in the shape of a gigantic canine. A timber-wolf attacks by biting or trampling; in order to trample it must first move at least 10 feet. A timber-wolf can even attack structures like a battering ram, inflicting damage equal to its trample attack.

Magical weapons or spells are required to damage a timber-wolf. As it consists entirely of wood, it takes double damage from magical fire attacks; ordinary fire, however, does only normal damage. A timber-wolf has a kind of basic intelligence, albeit in a state of rage. Exactly what brings forth a timber-wolf is not known, but attacks on a forest (such as excessive logging or similar devastation) may be the cause. When one appears, its primary motive is to destroy or drive out whoever (or whatever) threatens its forest.



Torok

Armor Class:	17 (14 unarmored)
Hit Dice:	2
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	50' (60' unarmored)
No. Appearing:	1d12+3
Save As:	Thief: 2
Morale:	8
Treasure Type:	None
XP:	75

Tall and slender, the **Torok** are a forest-dwelling race of bird-like humanoids who are almost unnaturally agile. Their heads are shaped like long narrow triangles with a hooked beak at the end. They vary from 6 to 8 feet tall. Their skin comes in a variety of different hues ranging from bright red to blue and yellow, with small tufts of feathers on the elbows and the back of the head. They are intelligent and tend towards evil, preying on animals and humanoids alike, often not bothering to kill their prey once they have incapacitated them.

Torok group together in tribes, normally led by the strongest warrior of the tribe. One out of every four will be a warrior of 3 HD and will normally be wearing armor. Toroks prefer polearms, as a specific weapon type, each



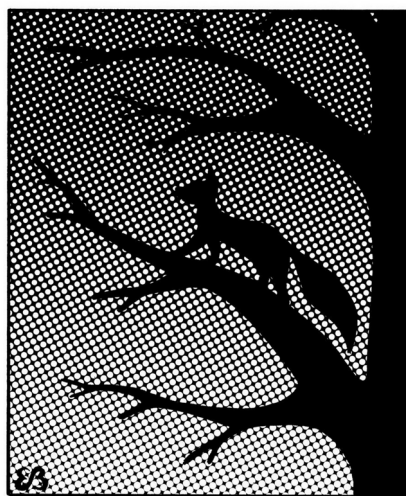
warrior chooses the type of polearm used, the pole will be engraved with various feats the warrior has achieved; a torok will use any weapon that comes to hand in an emergency. One in twenty toroks will be a torok chief of 4 HD; these normally wear more ornate armor dyed a separate color to show status. In torok lairs of 50 or greater there will be a high chieftain of 7 HD, who wears plate armor (AC 19) and has a +2 bonus to damage. In addition, there is a 50% chance of a shaman being present who is equivalent to a warrior but has Magic-User abilities at level 1d4+3.

Toroks have a +2 bonus to initiative and are difficult to catch by surprise. Their tribal society revolves around an ingrained honor system, and will never turn down a challenge to ritualistic combat.

Tree-Fox

Armor Class:	16
Hit Dice:	1
No. of Attacks:	2 claws, 1 bite
Damage:	1d3 claw, 1d4 bite
Movement:	40' Climb 30'
No. Appearing:	2d4
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

The feral **Tree-Fox** is a rather squirrel-like mammal in overall shape, though substantially larger. They are not actually related to squirrels, but more closely to that of foxes or other canines. There is a wide variety of tree-fox coloration and overall appearance. Their claws are used for climbing and make for effective attacks as well. Tree-foxes will form small packs to improve their hunting effectiveness. They are sometimes domesticated by forest dwellers for use as guardians or pets.



Some tree-fox breeds are so large as to have 2 or more hit dice and stronger attacks, and these varieties appear more wolf-like, so much as to be called "tree-wolves". Thankfully they are quite rare.

Trobold

Armor Class:	14
Hit Dice:	½ (1d4 HP)**
No. of Attacks:	2 claws, 1 bite
Damage:	1d2 claw, 1d4 bite
Movement:	30'
No. Appearing:	4d4, Lair 6d10
Save As:	Normal Man
Morale:	9
Treasure Type:	P, Lair J
XP:	16

A **Trobold** is a magical hybrid of a troll and a kobold, physically resembling a kobold with multiple rows of sharp teeth. Each is a short (3 feet tall) hunched creature with rubbery gangly limbs and sharp clawed hands.

A trobold will **regenerate** at the rate of 2 HP per round. Unlike a troll, a slain trobold regenerates so swiftly it will rise up to fight again a mere two rounds after it was killed. Only fire and acid will inflict permanent injury and death upon the hideous little creature. Furthermore, if a slashing weapon is used to slay a trobold there is a 50% chance it will result in two trobolds rising from the corpse.

Trobolds attack in packs, using ambush, fiendish traps, and tricks combined with overwhelming numbers and savagery to send many a band of adventurers fleeing for their lives.



Troll, Night

Armor Class:	16
Hit Dice:	8*
No. of Attacks:	2 claws, 1 bite
Damage:	1d8 claw, 1d12 bite
Movement:	40'
No. Appearing:	1d6, Wild 1d6, Lair 1d6
Save As:	Fighter: 8
Morale:	10
Treasure Type:	F
XP:	945

Night Trolls are a shadowy relative of the common troll an embodiment of the element of shadow. They are rarely found and are summoned from the element of shadow. Night trolls lurk in areas shrouded in perpetual darkness and are fearsome predators. A night troll is similar to a common troll in size and stature, but night troll's skin is a purplish black in hue and their long, lank hair is universally dark blue in color. Night trolls are incredibly quiet and stealthy and can hide and move silently as a Thief equal to their hit dice.

Like common trolls, night trolls have the power of regeneration. However, their regenerative power is far greater when in areas of darkness. Night trolls heal 3 HP each round after being injured when standing in dark or dim conditions. This rate is reduced to 1 HP when the night troll is in brightly-lit areas. A night troll reduced to 0 HP is not dead but only disabled for 2d6 rounds, at which point it will heal either 3 or 1 HP depending on the lighting conditions. Note that night trolls are far more cunning and sinister than common trolls and will often "play dead". Unlike common trolls, fire and acid do not stop a night troll's regeneration. However, if a **continual light** spell is cast upon the troll, its regeneration ceases completely for the duration of the spell.

Exposing a night troll to direct sunlight is also a method to destroy the creature. A night troll can only act for three rounds and is destroyed completely on the fourth should it not escape the sun's rays. If a night troll 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 against the stump.

Night trolls are far more cunning and patient than normal trolls, and are willing to stalk potential prey for hours or even days before attacking.

Tusker (Eyvique)

Armor Class:	14
Hit Dice:	2+2
No. of Attacks:	1 weapon
Damage:	1d6 or by weapon
Movement:	30' Unarmored 40' Swim 30'
No. Appearing:	1d6, Wild 2d4, Lair 4d8
Save As:	Fighter: 2
Morale:	8
Treasure Type:	Q, R each; D, K in lair
XP:	75

Known as **Eyvique** (eye-vick) in their native tongue, **Tuskers** are stout humanoids living in coastal regions. Similar in stature to Dwarves, tuskers live simple lives fishing and whaling. As its name suggests it has a pair of long downward-pointing tusks much like a walrus. A tusker is thick-skinned and has ample fat reserves, giving it protection from the effects of a cold environment. Even extreme or magical cold causes only half-damage. If a save is involved with such a cold-based effect, a tusker receives a +4 bonus. Any tusker involved in grappling attacks does +2 damage due to its tusks, but otherwise a tusker does not attack directly with the tusks.

One out of every five tuskers will be a warrior of 4+4 hit dice (240 XP) and even tougher skin (AC 16). Regular tuskers gain a +1 bonus to their morale if they are led by a warrior. In tusker villages, one will be a chieftain of 8+8 hit dice (875 XP) with AC 18 and a +2 bonus to damage due to strength.



Tymera

Armor Class:	17
Hit Dice:	11** (AB +9)
No. of Attacks:	2 claws, 3 heads, 1 breath
Damage:	1d6 claw, 2d4 head, 3d4 + 50' long x 10' wide cone 4d6 cold breath
Movement:	40' (10') Fly 60' (15')
No. Appearing:	1d2, Wild 1d4, Lair 1d4
Save As:	Fighter: 11
Morale:	9
Treasure Type:	F
XP:	1,765

Tymeras are a colder climate variant of the fierce three-headed chimera. Where the chimera has lion portions, the tymera consists of black- and white-striped arctic tiger parts. The goat head is more akin to a mountain ram, and the dragon portion is that of a white dragon. A tymera weighs substantially more than its chimera counterpart at about 5,000 pounds. In addition to physical attacks the white dragon head breathes forth a 50 foot long cone with a 10 foot wide end that causes 4d6 cold; victims may save vs. Dragon Breath for one-half damage. This attack is usable up to 10 times in one day but no more than every other round. The tymera is immune to cold-based attacks.

A tymera is intelligent but exceptionally ill-tempered. It can speak Dragon and may form pacts with other powerful creatures. There are rumors of a more benevolent variant with a silver dragon's head.

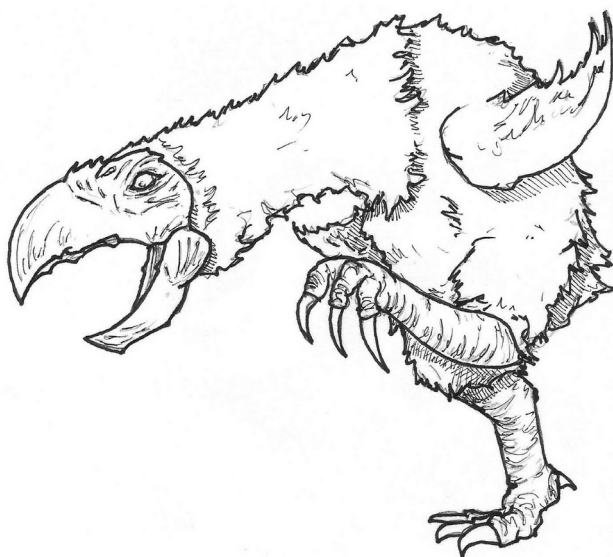


Tyrannobeak

Armor Class:	23
Hit Dice:	18 (AB +12)
No. of Attacks:	2 claws, 1 beak
Damage:	2d8 claw, 4d6 bite
Movement:	50' (10') Leap 10'
No. Appearing:	Wild 1d3
Save As:	Fighter: 18
Morale:	11
Treasure Type:	None
XP:	4,000

The **Tyrannobeak** is a massive member of the terror-bird family (Phorusrhacidae) of bipedal flightless birds. Despite its enormous size (20-foot height and 5-ton weight), a tyrannobeak is a swift runner and can leap prodigiously. The tyrannobeak is a top-level predator, able to take down the largest of prey. When possible, a tyrannobeak typically first attacks by leaping (counts as a charge attack) with both claws and a bite, but once properly in melee can only make one claw attack per round in addition to a bite. If the tyrannobeak is actively chasing a fleeing opponent, then it can only manage biting attack.

When two tyrannobeaks are encountered it will be a mated pair. If a third is present, then it will be an immature individual (roll d% and apply to HD and attacks, rounding as necessary). While several eggs are laid, the young aggressively attack each other until only the dominant alpha remains. The adults protect and instruct this alpha youth until it reaches adulthood.

**Ushac**

Armor Class:	11 (or armor worn)
Hit Dice:	1-1*
No. of Attacks:	1 weapon
Damage:	By weapon
Movement:	30'
No. Appearing:	1d8
Save As:	Normal Man
Morale:	9
Treasure Type:	Q each; C in lair
XP:	13

Cheerful and willing to help, **Ushac** are sadly the perfect minion race. Dwarf-sized with purple skin, gray eyes, cat-like ears, and bushy dodger-blue hair and beards, ushac are not inherently bad creatures. However, an ushac is quite easy to **charm** or otherwise dominate, much to the delight of wicked spellcasters.

An ushac can cast **light** (or its reverse, **darkness**) and **purify food and water** once per day. These innate powers are cast at first-level ability. In addition to these spell-like powers, an ushac not in metal armor is as stealthy as a Thief, having a 25% chance to Move Silently and a 10% chance to Hide in Shadows.

Most ushac are unarmored and carry only a dagger for defense. Tribal protectors (about one-third of the population) wear leather or chain mail armor and will carry a medium-sized weapon such as a short sword, hammer, hand axe, or sometimes a sling. Their Dwarf-like stature likewise limits weapon choice to those a Dwarf can use



(specifically excluding two-handed swords, polearms, and longbows).

Noted for their gullibility and lack of resistance to charms, an ushac saves against such related effects and spells at -4 penalty (**charm**, **suggestion**, illusions, siren's songs, among others). Such effects tend to have longer duration as well when used against an ushac (double any such duration). Note that illusions and the like do not last longer, only the ongoing or lingering effects upon the ushac itself.

Vihm (Ratling)

Armor Class:	13 (11)
Hit Dice:	½ (1d4 HP)
No. of Attacks:	1 weapon
Damage:	1d4 or by weapon
Movement:	20' Unarmored 30'
No. Appearing:	4d4, Wild 6d10, Lair 6d10
Save As:	Normal Man
Morale:	6
Treasure Type:	P, Q each; C in lair
XP:	10

Vihm are small, nearly hairless rodent-faced humanoids often referred to as ratlings. A vihm is 2 to 2.5 feet tall and weighs 35 to 45 pounds. Vihm are quite cowardly but very cunning and view nearly all larger races as enemies. Strangely the vihm prefer to live in proximity to these larger races, keeping to the nooks and crannies under the very noses of the larger races. The actual dens and burrows that vihm inhabit are extensively trapped.

Whenever possible, vihm set up ambushes near trapped areas with the goal of driving enemies into the traps, where other ratlings wait to utilize flaming oil, drop poisonous vermin, or simply shoot the victims. Preferring to stay out of melee, vihm receive a bonus of +1 to hit and damage with ranged attacks. Vihm have Darkvision to 60 feet and suffer a -1 penalty to attack rolls in bright sunlight or within the radius of **light** spells. Vihm typically wear various hides (equivalent to leather armor) in battle.

One out of every six vihm will be a warrior with 1 HD (25 XP). The vihm gain a +1 bonus to their morale if they are led by such a warrior. In vihm lairs one out of every twelve will be a chieftain of 2 HD (75 XP) with AC 14 (11) and a +1 bonus to damage due to strength. In lairs of 30 or greater there will be a vihm lord of 3 HD (145 XP) who wears heavier armor with AC 15 (11), has a movement of 10 feet, and a +1 bonus to damage. In the lair, vihm never fail a morale check as long as the vihm lord is alive. In addition, a lair has a chance equal to 1 on 1d6 of a shaman being present (or 1-2 on 1d6 if a vihm lord is present). A shaman is equivalent to a regular vihm statistically, but has Clerical abilities at level 1d4+1.

Wanstrow

Armor Class:	18
Hit Dice:	4
No. of Attacks:	2 strikes
Damage:	1d10
Movement:	40'
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	12
Treasure Type:	None
XP:	240

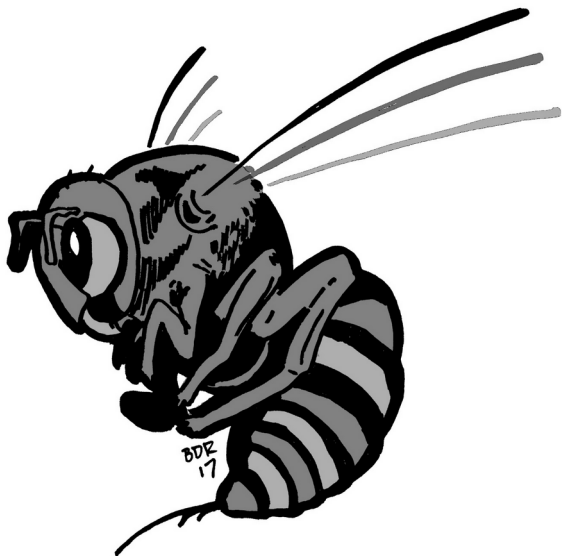
Wanstroms resemble tall and hideously-mutated orcs with a single eye. Wanstroms vary greatly in coloration and may possess an unusual number of limbs, some having their lower half shaped like that of a snake, others having limbs replaced by strange bundles of prehensile tentacles that function similarly to a regular limb. Many wanstroms will appear to have been partially-melted with facial features being partially obscured underneath flaps of skin. All wanstrom share a few features however. All wanstrom have a set of three mandibles instead of a mouth, all have small sections of lung protruding from the skin that will inflate and deflate as the creature breathes, and all possess only one eye.

Some believe that wanstroms are the unfortunately fertile result of a failed magical experiment attempting to change orc physiology, however none can say for sure. Wanstroms seem to possess a base level of intelligence similar to that of a dog or wolf. Most wanstroms exhibit signs of being in physical pain such as infrequent muscles spasms and constant loud screaming. Wanstrom are highly aggressive and inhumanly strong.

Wasp, Giant

Armor Class:	15
Hit Dice:	4+1*
No. of Attacks:	1 sting
Damage:	1d6 + poison
Movement:	20' Fly 60'
No. Appearing:	1, Wild 1d4+1, Lair 1d10+10
Save As:	Fighter: 4
Morale:	10
Treasure Type:	None
XP:	25

A **Giant Wasp** attacks when hungry or threatened, stinging its prey. It takes dead or incapacitated victims back to its lair as food for its unhatched young. A victim stung by a giant wasp must make a saving throw vs. Poison or die.

**Water Leaper**

Armor Class:	16
Hit Dice:	5
No. of Attacks:	1 bite or 1 sting
Damage:	2d6 bite, 1d3 + poison sting
Movement:	10' Fly 60' Swim 40'
No. Appearing:	1, Lair 1d4
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	360

A strange creature likely to inhabit swamps and lakes, the **Water Leaper** is described by some as resembling a giant frog with a large pair of bat's wings in place of its forelegs and a complete lack of hind legs, as well as possessing a long scaly lizard-like tail with a barbed poison stinger at the end. It acquired its name from the way it jumps and leaps across the water using its wings. This movement is often startling; it ambushes its victim by leaping out of the water, latching on, and dragging them back into the watery depths. The water leaper is known to prey on livestock, primarily sheep, and sometimes even fishermen, often being blamed for disappearances in rural fishing communities.

Wind Wolf*

Armor Class:	20 (m)
Hit Dice:	8*
No. of Attacks:	2 claws or 1 howl
Damage:	2d12 claw, special
Movement:	30' Fly 120'
No. Appearing:	1
Save As:	Fighter: 8
Morale:	11
Treasure Type:	No
XP:	945

A **Wind Wolf** is an ethereal wolf composed of intricate air currents. It has a set of tempestuous claws that it uses to rend through foes. Once every other round it can release a howl that summons a gale strong enough to push even the bulkiest adventurer back 5d10 feet.

A wind wolf is most commonly found in windy places, enjoying the tempest at the tops of tall towers and the squall at the summits of mountains.

**Wolpertinger**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	2 claws, 1 bite or 1 charge
Damage:	1d3 claw, 1d4 bite, 2d4 charge
Movement:	40' Fly 60'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	9
Treasure Type:	Special
XP:	75

A **Wolpertinger** is a winged hybrid creature, usually incorporating features of rabbits, deer, squirrels, and wolves. Sometimes small wolpertingers are encountered that pose little danger; however, larger specimens about the size of a large dog or wolf may be found, and these larger individuals are what is being described here. A wolpertinger has wickedly-sharp fangs, claws, and antlers that may be used to attack. The antlers are only used when charging (following normal charging rules for double damage), and then it will attack with claws and biting after such a charge.

Sometimes fey of the more wicked variety will utilize wolpertingers as mounts, otherwise groups of wolpertingers are usually encountered deep within densely-forested regions. A wolpertinger flies rather slow and clumsily, with flight being used primarily for short distances to get over impassable terrain; arial encounters would therefore be rather rare.

A wolpertinger's pelt is similar to high-quality rabbit or mink fur, but due to its rarity commands a price of over 100 gp just for the rough pelt. Worked fur garments are therefore even more valuable. Its antlers are often worked into objects such as knife handles or even as embellishments on bier steins.



Worm Man

Armor Class:	13
Hit Dice:	3**
No. of Attacks:	1 weapon or spell
Damage:	1d3 or by weapon
Movement:	30'
No. Appearing:	1d10
Save As:	Fighter: 3
Morale:	9
Treasure Type:	J
XP:	205

Worm Men are humanoid worms that live deep underground. Each is about 7 feet long and has two arms near the top of its body. The worm man may either slither or stand up on its tail to move in a more humanoid fashion. It has large eyes that are mounted on either side of its head, giving it excellent peripheral vision, and can only be surprised on a roll of 1 on a 1d6. A worm man can exist on minerals for a time, though bands of worm men often make forays to the surface to acquire decaying organic matter to supplement their diet. A worm man is immune to the **sleep** spell.

Each worm man has a spell-like ability that functions like a **charm person** spell. However, it has the limitation that the effect will fade once the worm man loses eye contact with the victim. The worm man may use this ability once per day and often leads with it during combat.

Worm men live in large communities apart from the other underground civilizations. However, they are often willing to be hired as soldiers by other races. Recently, they have begun to take a more aggressive stance toward the surface, perhaps deciding the time is right for them to consider a campaign of conquest.

**Wretchling**

Armor Class:	17 (or as host)
Hit Dice:	5
No. of Attacks:	Special
Damage:	Special
Movement:	40'
No. Appearing:	1
Save As:	Magic-User: 5
Morale:	8
Treasure Type:	None
XP:	360

A **Wretchling** dwells in the dark corners of the world, hiding in shadows and psychically feeding off of the feelings of those nearby, draining hope and joy and replacing them with fear and crushing depression. In its rarely-seen natural state, it resembles an upside-down humanoid torso with two spider-like appendages attached to each limb joint and where the neck would be. A head, vaguely arachnid in appearance with six large glossy differently-colored eyes, is situated directly in the middle of its chest and can turn entirely around. While its natural habitats, deep caves and areas that most would fear to tread, are rarely intruded upon by humanoids, if a wretchling should sense intelligent beings nearby it will pick one at random and begin to stalk them. If it manages to get within 40 feet of the chosen being without detection it will attack. If it succeeds its attack roll, the victim must make a save vs. Spells. If successful, the victim immediately becomes aware of the wretchling and is stunned for a single round. If the save fails, the creature disappears and slips into the mind of the new host.

A host in the first stage appears to be completely normal. However, terrible nightmares will begin to manifest for all those within 100 feet; first just while asleep, and then later even during waking hours. The nightmares begin with the victim seeing long spider-like appendages creeping from the corner of his or her vision, accompanied by a feeling of dread. It is not uncommon for the recipient of these visions to randomly break out in cold sweats.

After several days the visions will increase in frequency and severity to include faint whispering that leaves the victim uneasy and feeling physically ill. The wretchling will manifest itself at this time as a small child that only the host character can see. The victim will talk to this apparition frequently, and others in the area may take notice. If the wretchling is attacked in this state with a magical weapon or spell, it will be forced out of the host's body and will attempt to possess the nearest being. This can be prevented by encircling the host in salt before-hand, as wretchlings despise the substance. If this does not happen within a few days, soon all those near the host will start to see visions of violence targeting friends and allies; the



whispering, now much louder, encourages them to attack those nearby.

At this point the host enters the second stage. The character must succeed a second save vs. Spells or die, their eyes turning a glossy black. In 1d6 hours they will arise, now undead (can be Turned as a zombie). The host will begin to sow the seeds of dissent among his or her allies, attacking companions in the night and feasting upon their flesh. Finally, the wretchling will shed the now paper-thin shell that is the remnants of its host. A wretchling in this state is gorged and gains two extra hit dice, but its movement speed is decreased by half. All those killed by a wretchling have a 20% chance to rise as a zombie within three days.

Xorn

Armor Class:	21
Hit Dice:	7+1 **
No. of Attacks:	1 bite
Damage:	4d6
Movement:	20' Burrow 20'
No. Appearing:	1d6
Save As:	Fighter: 7
Morale:	12
Treasure Type:	I, J, K, M
XP:	800

A **Xorn** is an embodiment of the element of Earth. Xorns are about 5 feet tall and wide and weigh about 600 pounds. It speaks Common along with its own elemental language. Because a xorn's symmetrically-placed eyes allow it to look in any direction, it cannot be flanked. A xorn does not attack fleshy beings except to defend itself or its property since it cannot digest meat. A xorn is indifferent to non-elemental creatures – with the sole exception of anyone carrying a significant amount of precious metals or minerals, which a xorn eats. A xorn can smell food up to 20 feet away and can be quite aggressive when seeking food.

A xorn's favorite mode of attack is to wait just beneath a stone surface until a foe comes within reach, then emerge suddenly. Groups of xorns often send one of their number to the surface to negotiate for food while the remainder position themselves for a surprise attack. A xorn can glide through stone, dirt, or almost any other sort of earth (except metal) as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A **move earth** spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a saving throw vs. Spells.

Zoog

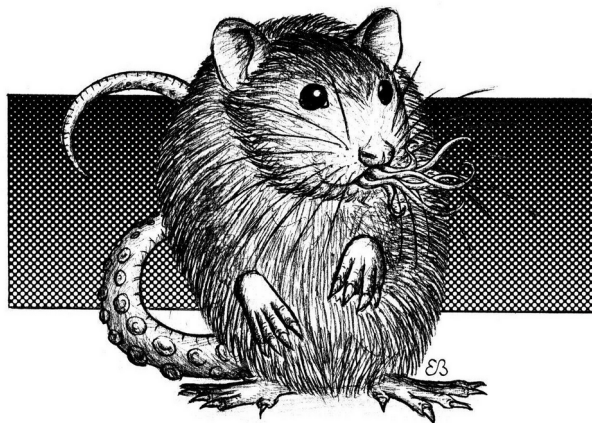
Armor Class:	14
Hit Dice:	1/2
No. of Attacks:	1 dagger or 1 bite
Damage:	1d4
Movement:	30'
No. Appearing:	3d4
Save As:	Magic-User: 1
Morale:	7
Treasure Type:	P, J in lair
XP:	10

A **Zoog** is a small rodent-like being with sharp teeth and small tentacles in its mouth. They despise cats and will work diligently to eliminate any feline creatures or beings in the area. Zoogs congregate in family units and are quite intelligent. They use tools, and one can often find zoogs that have magical ability (up to 1d6 levels of Magic-User with +1 hit point per level added). A zoog climbs trees much like a squirrel may.

"In the tunnels of that twisted wood, whose low prodigious oaks twine groping boughs and shine dim with

the phosphorescence of strange fungi, dwell the furtive and secretive zoogs;"

-H.P. Lovecraft, Dream-Quest of Unknown Kadath



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