

The Basic Fantasy Field Guide of Creatures Malevolent and Benign

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James Lemon, and Contributors
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Featuring Creatures by Various Contributors

Credits

Contributors:	Ray "maddog" Allen, Ola Berg, James D. Jarvis, Chris Gonnerman, R. Kevin Smoot, Omer Golan-Joel, Steveman, MtBlack, Maliki, Bill Beatty, Sidney Parham, J.D.Neal, Ray Schmidt, Dan Buterbaugh, Dave Gerard, Stuart Marshall, Brandon "jackel" Baker, Ross Williams, Rachel Ghoul, and Jered Taikith
Artwork:	Steveman, Jay042, Cory "Shonuff" Gelnett, Andrew Hartmann, SmokestackJones, Stephen Trenkamp, Natalie Schoonover, Martin Serena, Alexander Cook, John Fredericks, Luigi Castellani, Erik Wilson, and Stephen Bennett
Proofing:	Beren Belagund, J. D. Neal, and mwest

INTRODUCTION

Need a few new monsters? You've come to the right place! What you are reading is the first 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 either in words or with a dagger †; some monsters may only be hit with magical weapons, indicated by a double dagger ‡.

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

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

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

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

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

Attacks: The number (and sometimes type or types) of attacks the monster can perform. For example, Grimlocks may attack once with a weapon, so they are marked **1 battleaxe**. Chasenets are marked **1 spines/1 bite** as they can attack with both spines and also bite in one round.

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 saving 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

Aboleth (and Skum)

	Aboleth	Skum
Armor Class:	16	13
Hit Dice:	8**	2*
No. of Attacks:	4 tentacles	1 bite / 2 claws, or by weapon
Damage:	1d6 tentacles	2d6 bite, 1d4 claws
Movement:	10' Swim 60'	20' Swim 40'
No. Appearing:	1, Lair 1d3+1	1d4+1, Wild 1d4+1, Lair 1d10+5
Save As:	Magic-User: 8	Fighter: 2
Morale:	9	8 or 12
Treasure Type:	H	B
XP:	1015	100

The **Aboleth** are an ancient race of fish-like amphibians usually found lurking in subterranean waters. They resemble huge, slimy fish with three big eyes and four long, sticky tentacles reaching from around its mouth. An oily, foul-smelling slime is secreted from its mouth, polluting the surrounding water where the creature lurks.

A blow from an aboleth's tentacle deals 1d6 points of damage and a creature hit by a tentacle must save vs. Paralysis or begin to transform over the next 1d4+1 combat rounds. The skin gradually becomes a clear, slimy membrane. An afflicted creature must remain moistened with fresh water or take 1d12 points of damage every 10 minutes. A **remove disease** spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a **heal** spell can reverse the affliction.

An aboleth can cast **ventriloquism**, **phantasmal force** and **hallucinatory terrain** at will, as long as these illusions appear within a range of 60 feet of the creature.

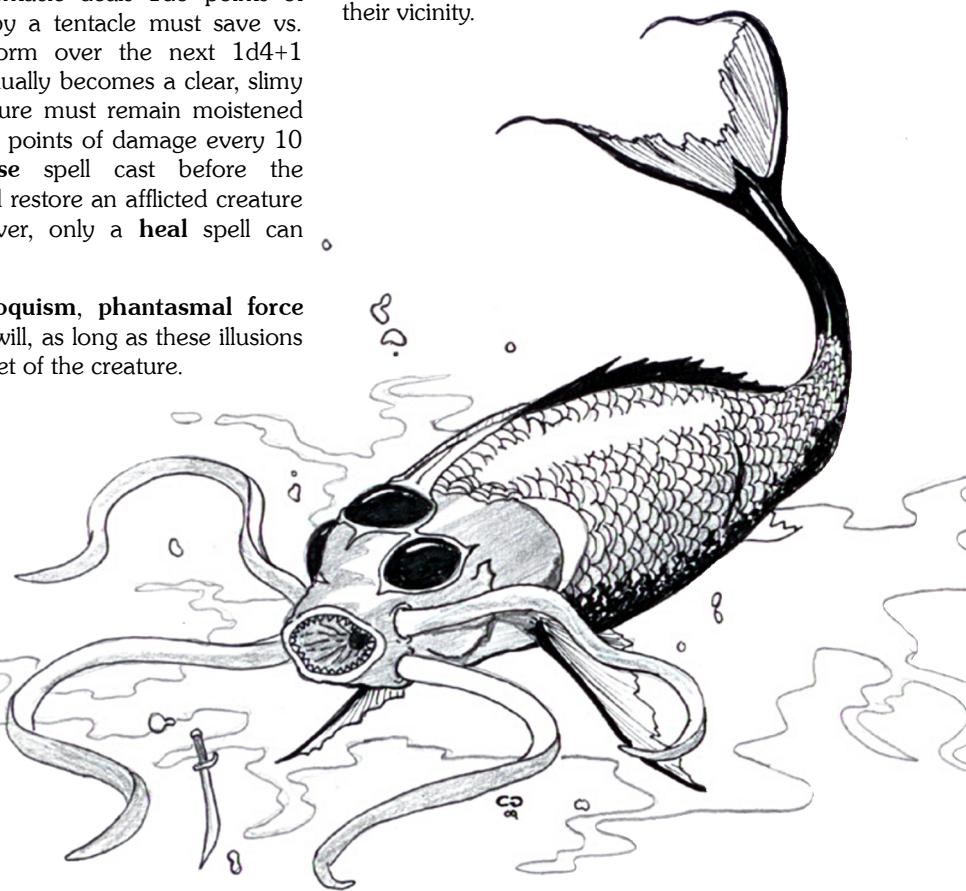
Up to three times per day, an aboleth can attempt to enslave any one living creature within 30 feet, which must save vs. Spells or be utterly dominated by the aboleth's mental prowess. An enslaved creature obeys the aboleth's telepathic commands. Such a creature can attempt a new save vs. Spells every 24 hours to break free, or can be freed by

a **remove curse** spell. The control is also broken if the aboleth dies or is separated from its slave by more than a mile.

The slime an aboleth secretes allows a creature (generally its slaves) to breathe underwater for the next 3 hours, but at the same time air is no longer breathable. An affected creature suffocates in 2d6 minutes if removed from water. Continuous and repeated exposure to the slime slowly transforms the creature into a **Skum** (see below). The transformation takes about a month and once complete the creature is forever a slave of the aboleth.

Skum are hapless humanoid creatures transformed by aboleths to serve them. A skum resembles a horrific combination of fish and humanoid. They have slimy, scaly skin and a finned tail used for swimming. Skum attack with teeth and razor-sharp claws, or with any weapon given to them by their masters. Skum can see in the dark in the same way that a human can see in broad daylight, and they can also breathe underwater with no difficulty.

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



Allip

Armor Class:	15
Hit Dice:	6**
No. of Attacks:	1 touch + special
Damage:	energy drain (1 level)
Movement:	Fly 30'
No. Appearing:	1d4, Lair 1d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	610

An **Allip** is the spectral remains of someone driven to suicide by a madness that afflicted it in life. Allips are not entirely mindless, but are quite insane.

The insane babbling of an allip causes all creatures within 60 feet of hearing it to save vs. Paralysis or stop and stare blankly, unable to move, attack, or defend. Anyone who saves successfully cannot be affected by the allip's babble for 24 hours. An allip's touch does no direct physical damage but instead drains one level. The allip regenerates 1d6 hit points for each level drained.

As with all undead, they can be Turned by a Cleric (as a mummy), and are immune to sleep, charm or hold spells. If any sort of mind reading effect is used against them, the person is affected by an energy drain, just as if touched. An allip always fights until destroyed.

**Ankheg**

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

An **Ankheg** is a burrowing insect-like monster with six legs and a nasty disposition. It is about 10 feet long and weighs about 800 pounds. An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey; it then burrows up to attack. Clusters of ankhegs may share the same territory but do not cooperate.

If an ankheg hits with its bite attack, it will grab its prey and retreat down its tunnel, dragging the victim with it. The individual automatically takes bite damage each round and may only attempt to break the hold as if doing an 'open doors' attempt (1 on d6, adding Strength bonus to range).

An ankheg can spit a 30 foot line of acid but it does not use this ability unless it is desperate. It most often spits acid when reduced to fewer than half its hit points or when it has not successfully grabbed an opponent. The attack depletes the ankheg's acid supply for 6 hours.

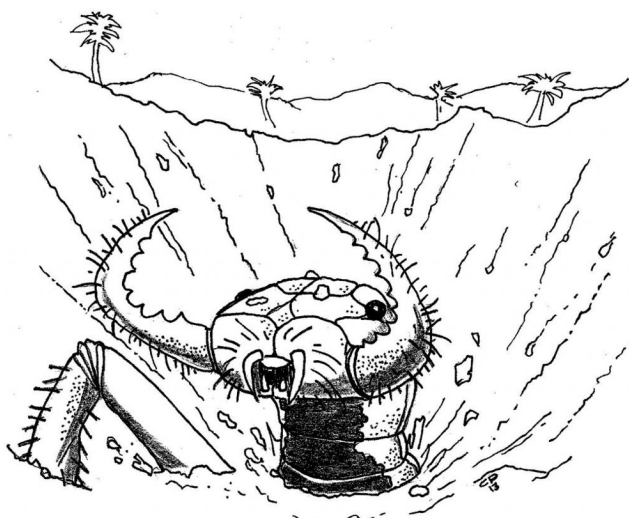


MONSTERS

Ant Lion, Giant

Armor Class:	16
Hit Dice:	4
No. of Attacks:	1 bite
Damage:	1d10 bite
Movement:	40'
No. Appearing:	1d4, Wild 1d6, Lair 2d6
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240

The **Giant Ant Lion** is a humungous predatory beetle about the size of a herd animal. They build a network of underground tunnels with multiple trapdoors of about nine feet in diameter above the tunnels. The trap doors are difficult to locate (normal trap detection rules), as they are camouflaged to look like the surrounding materials. When a victim reaches the center, everything suddenly swirls downward like a drain, dragging the victim below. The depth of the drop can vary but is often ten to twenty feet and normal falling damage is inflicted.



BASIC FANTASY FIELD GUIDE

Anubian

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

Anubians are a noble race of desert dwellers that have heads resembling a jackal's. Anubians are very distrustful of outsiders, but they are not inherently hostile. They will, however, defend the scarce resources found within their desert oasis refuges or lush river valleys. Anubians speak their own language and write with a complex system of hieroglyphs.

The statistics given are for standard warriors; one can also encounter additional civilian types who have 1-1 HD, AC 13, and Morale of 7. In addition, for every eight typical warriors, there is a leader type having 3+3 HD (145 XP) who grants a +1 morale bonus to those he commands. Anubians are fervently religious, and in addition to the leader types above, one will also find a priest with 3rd level



Clerical ability for every leader type. When applicable, anubians use HD according to relevant class (for instance, anubian priests use d6 for HD).

Ape, Bonobo

Armor Class:	13
Hit Dice:	1-1
No. of Attacks:	2 claws
Damage:	1d3 claw
Movement:	50'
No. Appearing:	1d6, Wild 2d10
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	25

Bonobos are closely related to common chimpanzees, but they are much rarer. Bonobos are less aggressive and more social members of the ape family.

Ape, Carnivorous Snow

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws
Damage:	1d6 claw
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	500

Snow Apes are a larger snow white variety of carnivorous ape with long shaggy fur. These creatures are have long fangs for killing and tearing flesh.

Frost giants often breed snow apes and keep them as pets.

They are difficult to see in ice or snow, and thus surprise on 1-4 on 1d6 in such conditions.



Ape, Chimpanzee

Armor Class:	13
Hit Dice:	1+1
No. of Attacks:	2 claws
Damage:	1d4 claw
Movement:	50'
No. Appearing:	1d4, Wild 2d8
Save As:	Fighter: 1
Morale:	8
Treasure Type:	None
XP:	25

Chimpanzees are often the weight of an average human but are much stronger. They will often hunt and eat small animals. Individuals are rarely aggressive but they may become bolder in groups; dominant older male chimps can become quite aggressive.

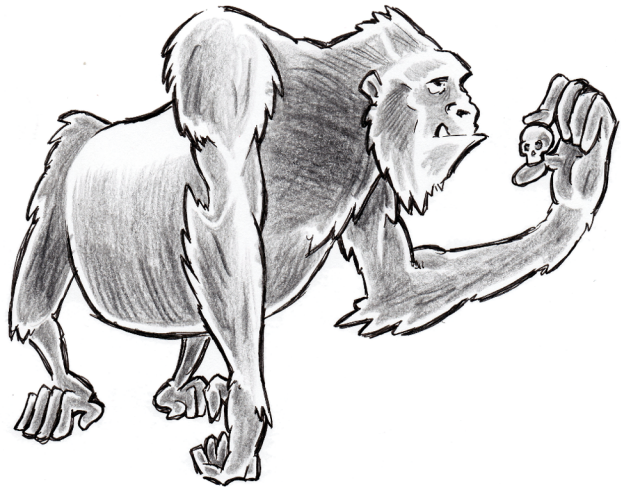
MONSTERS

BASIC FANTASY FIELD GUIDE

Ape, Gigantopithecus

Armor Class:	16
Hit Dice:	7
No. of Attacks:	2 claws / 1 bite
Damage:	1d8 claw, 1d8 bite
Movement:	40'
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 7
Morale:	8
Treasure Type:	None
XP:	670

Gigantopithecus are prehistoric gorillas, huge and powerful. They are vegetarians like their lesser kin, but can be as vicious as the carnivorous varieties if provoked.



Ape, Girallon

Armor Class:	16
Hit Dice:	7
No. of Attacks:	4 claws / 1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	40'
No. Appearing:	1, Wild 1d2, Lair 2d4
Save As:	Fighter: 7
Morale:	10
Treasure Type:	None
XP:	670

Girallons are the savage, four-armed, magical cousins of the gorilla. An adult girallon is about 8 feet tall, broad-chested, and covered in thick fur. They weigh about 800 pounds. A solitary girallon usually conceals itself to attack with surprise. When it spots or scents prey, it charges. A girallon picks up prey that is small enough to carry and withdraws, often vanishing into the trees before the victim's companions can retaliate.

A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4 points of damage.



Ape, Gorilla

Armor Class:	14
Hit Dice:	4
No. of Attacks:	1 maul / 1 bite
Damage:	1d6 maul, 1d6 bite
Movement:	40'
No. Appearing:	1d6, wild 2d4, lair 2d4
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

Gorillas are generally herbivores; they are aggressive mainly in defense of their family group. Otherwise they tend to avoid adventurers.

Ape, Orangutang

Armor Class:	13
Hit Dice:	2 or 3
No. of Attacks:	1 maul
Damage:	1d4 or 1d6
Movement:	40'
No. Appearing:	2d6 or 1-2
Save As:	Fighter: 2 or 3
Morale:	8
Treasure Type:	None
XP:	75 or 145

Orangutangs are usually heavier than humans (averaging 225 to 250 pounds or so) and stronger. The statistics for 2 HD orangutangs represents mature females or younger males, while the 3 HD statistics are for the larger mature males. Orangutangs would generally prefer to be left alone, but may be very dangerous if cornered.

Ape, Winged

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 claws / 1 rock
Damage:	1d4 claw, 1d6 rock
Movement:	40' Fly 40' (10')
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Fighter: 4
Morale:	7 (9 in flight)
Treasure Type:	None
XP:	145

Winged Apes resemble ordinary carnivorous apes, save for the bat-like wings sprouting from their backs. An adult male winged ape is 4 to 5 feet tall and weighs about 200 to 250 pounds. Winged apes often prefer to attack from the air, throwing rocks as far as 50 feet or by dropping them. Each ape can carry aloft 1d4+2 rocks. Attacks against opponents more than 30 feet away (in any direction) are made at -2 to hit.



MONSTERS

Aranea

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

An **Aranea** is an intelligent, shape-changing spider with sorcerous powers. It has three distinct forms, its natural that of a big spider. Just below its fanged mandibles is a pair of small arms (about 2 ft long) with manipulative hands. The aranea may also be found in a spider-humanoid form or that of a distinctive humanoid ranging in size from halfling to human. The humanoid form is unique, and the aranea always looks the same when taking this form. An aranea can speak common and may be able to speak other humanoid languages. An aranea has Darkvision to 60 feet in any form and can cast spells as a 4th level magic-user (equal to HD).



BASIC FANTASY FIELD GUIDE

In human or hybrid form the aranea may utilize weapons and other equipment. In these forms it has a base movement rate of 30 feet. The humanoid form has no other abilities beyond spells and weapon use. In spider or hybrid form the aranea may utilize a poisonous bite for 1d6 points of damage. The victim of a bite must save vs. Poison or die. In addition these forms may throw a web up to six times per day. This is similar to the **web** spell but has a maximum range of 50 feet, and is effective against targets of up to Large size. Its natural spider form is necessary for climbing speed and travel within web structures.

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled; a **true seeing** spell, however, will reveal its natural form.

Armorollo

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1 claw
Damage:	1d4 claw
Movement:	60'
No. Appearing:	1d4+3, Wild 1d10+3
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	25

The **Armorollo** is most commonly found on the open grassland. When curled up it resembles a rock as its top portion is covered in thick rock-colored plates. Armorollos are pack creatures and are never found in groups of less than 4. They move by rolling across the ground at high speed, springing open at the last moment to attack with its sharp claws. The armorollo can also emit a large cloud of thick white smoke once per day (filling 30 cubic feet) that serves to conceal its movements. Lastly the armorollo emits a piercing shriek that helps find its prey by following the echo.

Multiple armorollos will work together to attack. Some will stop to emit smoke, others will shriek, and the remainder attack through the smoke guided by the shriek. When fighting as a group armorollos have a +3 attack bonus.

Badger, Giant

Armor Class:	17
Hit Dice:	10 (AB +9)
No. of Attacks:	1 bite
Damage:	4d4 bite
Movement:	50'
No. Appearing:	1d4
Save As:	Fighter: 10
Morale:	9
Treasure Type:	None
XP:	1,300

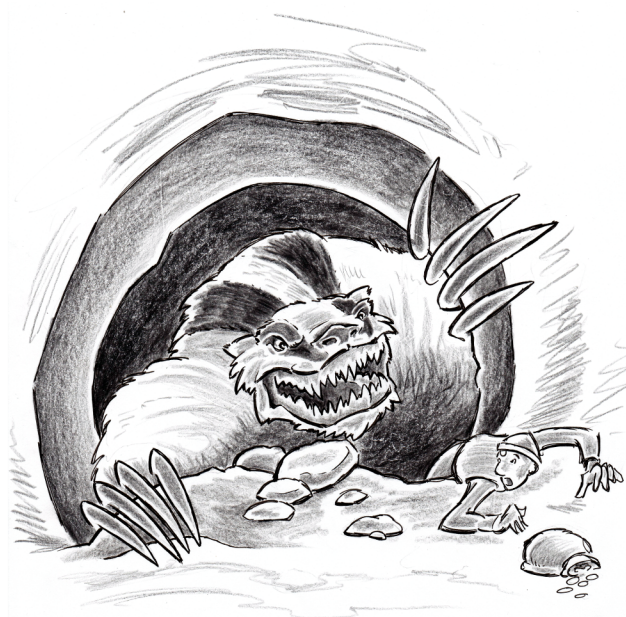
Giant Badgers are quite simply gigantic versions of normal badgers. They are squat, broad, and fast burrowers. Giant badgers are sometimes domesticated by giants, but even then they are untrustworthy and may attack their masters.

Banshee*

Armor Class:	19
Hit Dice:	7**
No. of Attacks:	1 touch
Damage:	Special
Movement:	60'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	8
Treasure Type:	E
XP:	800

Banshees are to the fey what ghosts, wraiths, and spectres are to humans. They usually resemble colorless, ash-white elves in ragged clothing and chains. They understand whatever languages they spoke in life, but rarely speak, instead sobbing uncontrollably. Once per day, the banshee's endless weeping reaches a hideous crescendo, and anyone within a 50-foot radius who hears it must save vs. Death Ray or die in 2d6 rounds. The touch of a banshee does no damage, but it drains 1d4 levels. Because they are incorporeal, banshees can only be hit by magic weapons.

A banshee is undead, and thus immune to sleep, charm, and hold spells, and it can be Turned by a Cleric (as a vampire). Banshees can walk on water, but they cannot cross running water; they lose the ability to drain energy or to wait for 2d12 days if they do.

**Barghest***

Armor Class:	16
Hit Dice:	6+3*
No. of Attacks:	2 claws (humanoid) or 1 bite (dog)
Damage:	1d6 claw (humanoid) or 2d4 bite (dog)
Movement:	40' (humanoid) or 60' (dog)
No. Appearing:	1d6, Wild 1d8
Save As:	Fighter: 6
Morale:	10
Treasure Type:	D
XP:	555

Barghests are evil shape-changing fiends that hunger for the souls of mortals. A barghest may appear as a huge demonic black dog, or in a humanoid form nearly seven feet tall which resembles a wingless gargoyle.

Barghests never use weapons, even in their humanoid form, preferring to feel the blood of their enemies run down their claws. They are tenacious; if a barghest fails its morale check and flees, it will return in 1d6 turns to attack again.

Anyone who meets the gaze of a barghest will feel the heat of the monster's stare, and may be paralyzed in terror for 1d6+1 turns (or until the barghest is slain); a save vs. Paralysis is allowed to resist. A character is deemed to have met the gaze of the barghest if he or she faces it in combat, or if the character is surprised by the monster. Fighting a barghest with gaze averted results in a penalty of -4 on all attack rolls. If a character makes the saving throw, he or she need not roll again for the remainder of the encounter.

MONSTERS

Although they are not undead, barghests are inherently unholy and can be Turned by Clerics (as a wight). They can only be harmed by silver or magical weapons.

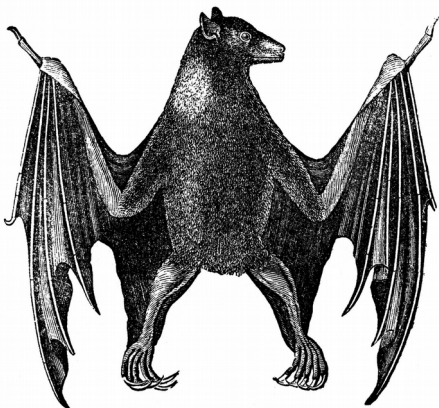
Barghests generally speak Common as well as the languages of infernals, goblins, hobgoblins, and bugbears, and can communicate with wolves. They can sometimes be found ruling over goblins or hobgoblins, but most commonly they haunt a lonely stretch of road, preying on travelers.

Bat, Giant Flying Fox

Armor Class:	14
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d6 bite
Movement:	10' Fly 60' (10')
No. Appearing:	1d10, Wild 2d20
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	145

Giant Flying Foxes are a special variety of giant bats. They are similar in appearance to some jungle fruit bats, only much larger and carnivorous. They have typical bat senses, having a natural sonar that allows them to have Darkvision to a range of 90 feet.

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



BASIC FANTASY FIELD GUIDE

Behir

Armor Class:	20
Hit Dice:	13** (AB +10)
No. of Attacks:	1 bite, constriction + 6 claws, or breath
Damage:	2d10 bite, 1d8 constrict, 1d4 claws, or breath
Movement:	40'
No. Appearing:	1d2
Save As:	Fighter: 13
Morale:	9
Treasure Type:	L
XP:	2,395

The **Behir** is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is around 40 feet long and weighs about 4,000 pounds. The coloration of behirs ranges from ultramarine to deep blue with bands of gray-brown. Behirs often know the common language of the region.

A behir will bite its foe and then coil around it. On following rounds, the behir causes 1d8 points of constriction damage and rakes at the victim with 6 of its claws for 1d4 points of damage each. Alternatively, a behir can swallow whole a small or medium-sized creature that it has bitten. The swallowed creature takes 1d8 points of damage each round. The swallowed creature may attempt to cut its way out using a small edged weapon such as a dagger to deal 20 points of damage to the behir's insides.



(AC 15). The behir may swallow multiple creatures and each must cut their own way out. A behir can breathe forth a bolt of lightning once every 10 rounds dealing 7d6 points of damage to all in its path (20 ft. long x 5 ft. wide). Those struck may save vs. Dragon Breath for half damage.

Bisren

Armor Class:	15 (11)
Hit Dice:	1+2
No. of Attacks:	1 gore, charge, or by weapon
Damage:	1d6 gore, charge, or by weapon
Movement:	40' (subject to encumbrance)
No. Appearing:	1d8, Wild 5d8, Lair 5d8
Save As:	Fighter: 1
Morale:	9
Treasure Type:	D
XP:	25

The **Bisren** are descendants of the great minotaurs. They appear as bovine-headed humanoids about 7 to 8 feet tall. While normal minotaurs have both distinct humanoid and bull features, Bisren are uniformly hybridized with complete coat coverage, hooves, and tails. They are normally peaceful nomads. Bisren speak their own language and most can speak Common as well.

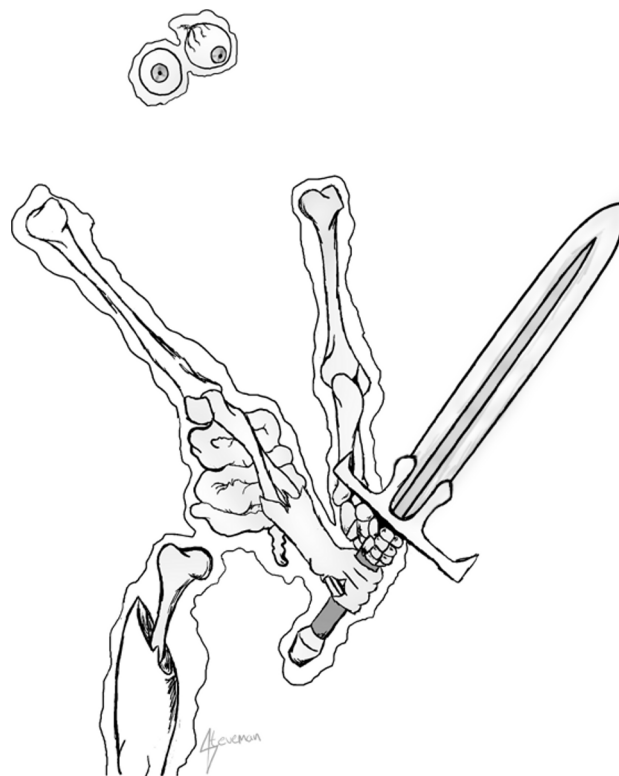


Bisren can gore for 1d6 points of damage with their horns or use weapons. Bisren often charge into battle with a gore attack (+2 to hit with double damage, following all normal charging rules) and then switch to weaponry for the remainder of the fight. They must choose whether to attack with weapons or to gore; they cannot do both in a round. Bisren get an additional +1 bonus on feats of Strength such as opening doors due to their great mass.

Blade Spirit*

	Common	Greater
Armor Class:	17 $\frac{1}{2}$	19 $\frac{1}{2}$
Hit Dice:	9 (AB +8)	12 (AB +10)
No. of Attacks:	3/2 (see below)	2 weapons
Damage:	By weapon +4	By weapon +6
Movement:	30'	30'
No. Appearing:	1	1
Save As:	Fighter: 9	Fighter: 12
Morale:	9	10
Treasure Type:	Special	Special
XP:	1075	1875

Blade Spirits are restless souls of warriors fallen on the battlefield. The body of a blade spirit appears as a rotting or desiccated form or sometimes seems to be assembled from various corpses, always carrying a distinctive melee weapon. The weapon itself is possessed with the undead spirit which animates the form in order to continue its battles.



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A blade spirit deals damage according to their weapon type with +4 added to the damage. Like most undead, blade spirits are immune to poison, charm and hold spells. It may be Turned by a Cleric (as a wraith), but not destroyed permanently except as described below. Blade spirits are only harmed by magical weapons.

Upon the defeat of a blade spirit, the animated body falls apart and the possessed sword goes dormant for 1d10 days. A **remove curse** spell cast on the weapon during this time will drive the spirit out of the weapon permanently; otherwise the spirit will begin reassembling a body.

A common blade spirit may make 3 weapon attacks every two rounds; this means one attack on every odd-numbered round, and two on every even-numbered round.

Greater Blade Spirits are simply more powerful spirits pursuing even greater ambitions. They deal more damage (+6 damage) and have magical weapons determined by the Game Master. They can be Turned by a Cleric (as a vampire), and the **dispel evil** spell is required to permanently destroy the spirit.

Bog Crone

Armor Class:	15
Hit Dice:	5+2**
No. of Attacks:	2 claws
Damage:	1d4+2 claw
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	10
Treasure Type:	C; E, N in lair
XP:	450

Bog Crones are loathsome and repugnant fey who dwell in marshlands, swamps, and other watery environs. They stand near 7 feet tall hunched over. They have sickly blue-white skin, long wet black hair, and jaundiced eyes. As a race they are cunning and cruel, preferring trickery over direct combat. Bog crones are master potion makers, and their huts and caves are usually festooned with potions of all varieties. As their name suggests bog crones prefer to live in swampy, overgrown environs. They are aquatic and can breathe underwater. They speak common and elvish.

Bog crones use the terrain of their marshy homes to their advantage. They are capable of moving in near-complete silence while in swampy terrain, surprising opponents on 1-4 on 1d6. A favored tactic of bog crones is to surprise a single opponent and drag them away into a deep pool of water where they then drown the individual. Bog crones exude an aura of unwholesomeness. Near their lair animals grow sick and die, plants wither, and water turns

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foul. This aura of evil even effects magic; any healing spell cast upon a target that is standing within 30 feet of the crone only heals half the normal amount.

Boggart

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	2 claws
Damage:	1d6 claw
Movement:	40'
No. Appearing:	1
Save As:	Magic-User: 1
Morale:	7
Treasure Type:	D
XP:	555

What a **Boggart's** true form is none can say, but given the marks they leave on the bodies of their victims one can be reasonably sure that it is clawed. Boggarts do not appear to truly understand language, but they are capable of imitating a wide range of sounds, including speech. They feed on fear, especially from a creature about to be slain.

A boggart prefers not to attack with its claws until it absolutely has to; instead it will use its inherent magical abilities. Boggarts have a passive form of telepathy that allows them to know the greatest fear of any creature they see and project an illusory image of it. Creatures of 1 HD or less that view such an image must save vs. Death Ray

or die of fright. Should this fail, the boggart will resort to its claws. While they relish the sound of screaming, boggarts find laughter unbearable and must check morale if they hear the sounds of genuine mirth.

In all other respects the illusion of a boggart functions like the spell **phantasmal force**. Although they are intelligent, boggarts are not affected by **charm** or **sleep** spells, or illusions of any kind.

Boglin

Armor Class:	11
Hit Dice:	1* to 5*
No. of Attacks:	1 weapon or spell
Damage:	1d6 or by weapon, or per spell
Movement:	30'
No. Appearing:	1d4 (see below)
Save As:	Magic-User: 2 to 10 (see below)
Morale:	8
Treasure Type:	R
XP:	1 HD 37; 2 HD 100; 3 HD 175 4 HD 280; 5 HD 405

Occasionally a goblin is born different, developing a bluish tint to its skin during its childhood; such creatures are called **boglins**. An adult boglin has the abilities of a magic-user of a level equal to twice the monster's hit dice. In any given goblin lair, there is a 10% chance that 1d4 boglins are present. Larger goblin societies, such as a goblin city or major fortress, will almost always have at least 1d4 boglins. They are almost never encountered alone.

A boglin receives a bonus of +4 on saves vs. any sort of magic.



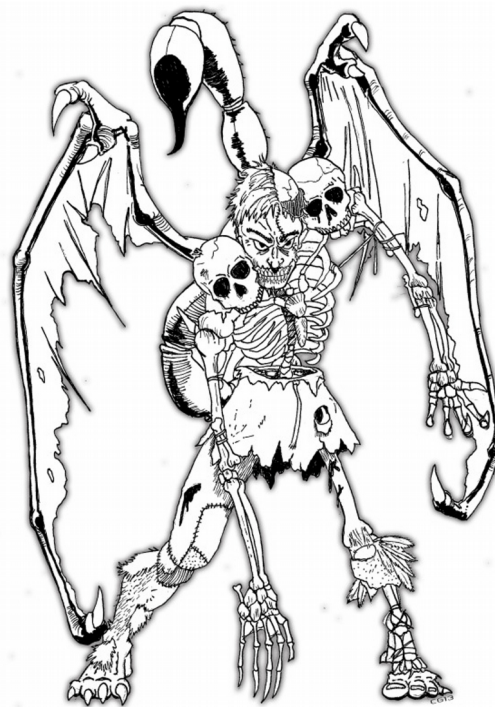
Bone Horror*

	Common	Greater
Armor Class:	14 $\frac{1}{2}$	19 $\frac{1}{2}$
Hit Dice:	4*	12* (AB +10)
No. of Attacks:	2 claws or 1 sting	2 claws or 1 sting
Damage:	1d6+3 claw or 1d4+poison	1d10+4 claw or 1d6+poison
Movement:	20' Fly 30'	30' Fly 40'
No. Appearing:	Varies	Varies
Save As:	Cleric: 4	Cleric: 12
Morale:	12	12
Treasure Type:	None	None
XP:	280	1975

Bone Horrors are large, vaguely humanoid creatures constructed from bones and parts from a handful of different creatures, animated to serve its master. It has a massive zombie-like head flanked by twin skulls, large desiccated bat wings, and a gigantic scorpion-like tail. The bone horror attacks with its two sharp claws or its skeletal stinger (save vs. Poison or die).

Magical weapons, fire, or spells are required to damage a bone horror. One can be Turned by a Cleric as a wight. As with other undead creatures, they are immune to **sleep**, **charm** or **hold** spells.

A **Greater Bone Horror** is simply a much larger and stronger version of the bone horror. The save against the greater bone horror's poison sting is made at a -4 penalty. Greater bone horrors are Turned as vampires.



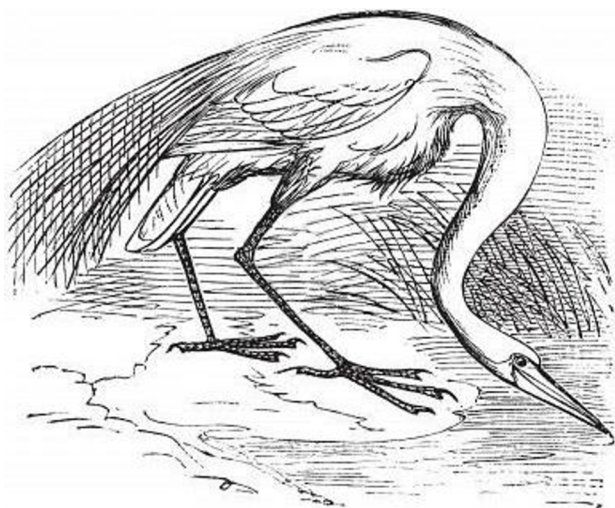
Bronze Bird

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

Bronze Birds resemble cranes or similar water fowl. They dwell in regions of extreme heat such as volcanic lake shores. Each feather shines like polished metal. Their feathers, beaks, and other exposed areas contain significant amounts of magical metals. The metal does not hinder them, and the birds can move, fly, and otherwise behave normally.

Bronze birds have a high AC due to their metal feathering. In combat, the bronze bird attacks with its beak for 1d4 points of damage and flailing its razor sharp wings at its opponent for 1d6 points of damage collectively. Alternatively, each bronze bird can throw a dagger-like feather up to 30 feet from its wings dealing 1d4 points of damage; in flight the range is 90 feet if thrown down from above. It can only throw 2 such feather-daggers (one from each wing); they regrow in 1d8 days. Bronze birds are immune to normal fire. They save against very hot or magical fire at +1 and takes 1 less hit point of damage per die.

Once removed from the bird the feathers become completely non-magical, but may fetch a few coins due to their intricate metalwork.



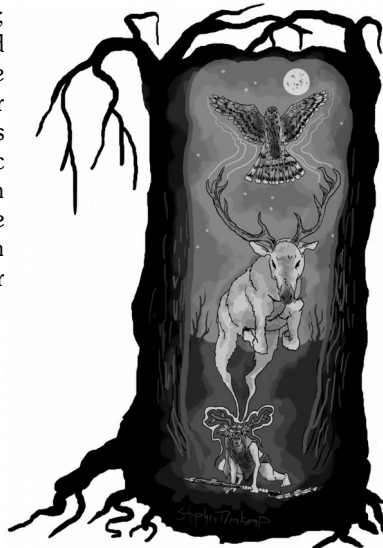
Brownie*

Armor Class:	19 $\frac{1}{2}$ (also invisibility)
Hit Dice:	1**
No. of Attacks:	1 miniature weapon
Damage:	1d2
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 1 (with bonuses)
Morale:	7
Treasure Type:	None
XP:	49

Brownies are small fey beings closely related to pixies and sprites, being elf-like creatures about 2 feet tall. A brownie is able to shape-change at will into the forms of a small deer, a hawk, or an otter. Brownies are industrious and predisposed to tinkering with and fixing things. In all forms the brownie has Darkvision with a range of 60 feet. A brownie can speak common as well as the languages of pixies and sprites.

In its natural humanoid form, a brownie attacks with its miniature weapon, sometimes with paralytic poison applied (save vs. Poison or be held for 2d4 rounds as the **hold person** spell). In its other forms, see the relevant monster entry in the Core Rules; none of these other forms will have the poison attack. In addition to its weapon attack, a brownie has several magical qualities available in any of its forms. It can **detect magic** at will, become **invisible** at will, and once per day can cast **confusion** as a 7th level caster. Brownies can attack while completely invisible without disrupting the effect (generally each opponent must take a -4 penalty on attacks against the brownie).

Silver or magical weapons are required to strike a brownie. So long as it has at least 1 HP remaining, it regenerates 1 HP each round; however, if reduced below 1 hp a brownie will die like any other creature. Brownies save against magic (including wands) with a +4 bonus, and have a +1 bonus with respect to paralysis or petrify saves.



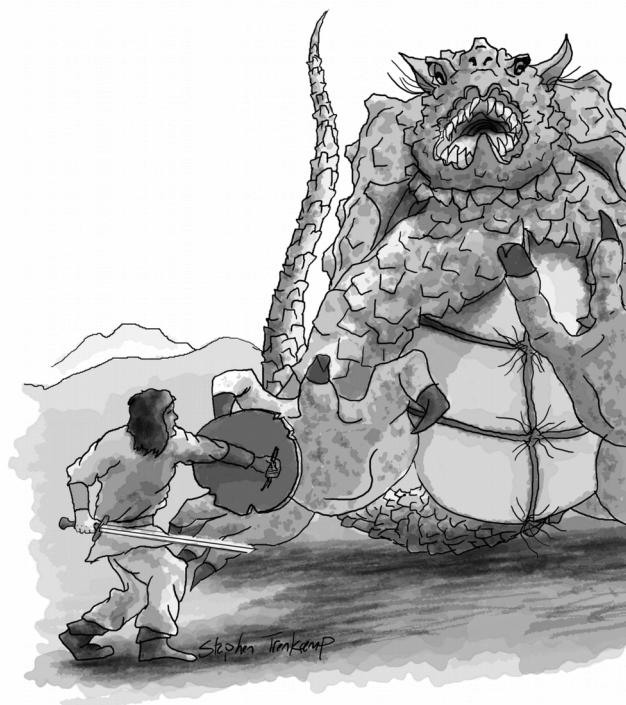
Bulette

Armor Class:	22
Hit Dice:	9** (AB +8)
No. of Attacks:	1 bite/2 claws or 4 claws
Damage:	3d8 bite, 2d6 claw
Movement:	40' Burrow 10'
No. Appearing:	1d2
Save As:	Fighter: 9
Morale:	11
Treasure Type:	None
XP:	1,225

The **Bulette** (pronounced Boo-lay) is a terrifying predator that lives only to eat. Almost 10 feet tall and 15 feet long, it resembles something akin to a gigantic armadillo crossed with a snapping turtle. It moves by quickly burrowing through earth, leaping out to attack those on the surface.

A bulette attacks anything it regards as edible, biting for 3d8 points of damage and clawing for 2d6 points of damage with each fore claw. It can leap 10 feet through the air and attack prey with all four claws but cannot bite with such an attack. If somehow one gets on top of a bulette, the area behind its head plates is only AC 15. It is effectively immune to most types of attacks while burrowing.

Bulettes sense vibrations in the earth, and have a sensory ability equivalent to Darkvision with a range of 60 feet while burrowing.

**Bunyip**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 bite
Damage:	1d10+2 bite
Movement:	40' Swim 20'
No. Appearing:	1
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500

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

Cadaver

Armor Class:	17
Hit Dice:	6**
No. of Attacks:	1 punch or by spell
Damage:	1d6 punch
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 6
Morale:	8
Treasure Type:	None
XP:	610

The conditions that create **Cadavers** are uncertain, but it's rumored they arise in areas of dungeons or ruins that have been rich in undead for long periods of time. Cadavers are corporeal undead creatures bearing a physical resemblance to ghouls. They are not exceptionally smart but shouldn't be underestimated. Cadavers are believed to subsist by eating the flesh of other undead creatures.

Cadavers attack with powerful blows from their fists. As with all undead, they can be Turned by a Cleric (as a mummy), and are immune to **sleep**, **charm** or **hold** spells. They have all the powers and spells of an 8th-level Cleric, including the power to Turn undead. The spells the cadaver uses will typically include: 1st level: **cure light wounds***, **curse**, and/or **darkness**; 2nd level: **silence 15ft radius**; 3rd level: **bestow curse**, **speak with dead**; 4th level: **animate dead** and/or **dispel magic**. Healing spells cast by a cadaver can even heal undead creatures.



Canein

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

Caneins are a race of dog-like humanoids known for their extreme sense of loyalty whether to liege, friend, or family. Although only marginally smaller than the average human, there is a great deal of physical variance among the individual caneins; some short and stocky, others lean, and variations in the coloration of their coats. However, all caneins share a similar facial structure similar to the various bulldog or boxer type dog breeds, having jowls and squat features. The honorable caneins follow knight-like codes and attitudes, often serving a patron. Most caneins speak Common or the predominate human language of the region; they have no true language of their own.

Caneins have a keen sense of smell, able to identify individuals by scent alone. This also allows the canein to sense the presence of concealed or invisible creatures, and penalties associated with combating such foes are halved. Caneins can also track with this ability; tracking a foe who takes no countermeasures to avoid being so tracked has an 80% chance of success, minus 15% for each hour the canein is behind the target. The GM must rule on the effects of any countermeasures taken.



Celestial, Solar

Armor Class:	17
Hit Dice:	7**
No. of Attacks:	1 weapon
Damage:	Weapon + 2
Movement:	50' Fly 90'
No. Appearing:	1
Save As:	Cleric: 10
Morale:	11
Treasure Type:	E
XP:	800

Solars are zealous champions of justice. They may appear in a variety of forms, but in general are very tall and beautiful humanoid figures with at least one set of golden wings like those of a giant eagle. Solars know the languages of all but the most utterly mindless of creatures.

A Solar will usually fight in an honorable manner, but is not above pressing an obvious advantage. Solars cast spells as a 9th level cleric, and can detect the surface thoughts of any creature within 100 feet. Additionally, they are capable of turning undead and unholy creatures as a cleric of 9th level.

Solars take only half damage from non-magical weapons, and they are immune to **sleep**, **hold**, and **charm** spells, as well as illusions.

**Chasenet**

Armor Class:	15
Hit Dice:	1
No. of Attacks:	1 spines/1 bite
Damage:	1d12 spines, 1d4 bite
Movement:	60'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	5
Treasure Type:	None
XP:	25

In appearance a **Chasenet** looks like a brightly-colored ball of fluff in a wide range of extravagant colors. A pile of Chasenets sleeping under a tree, as is their wont, can look like a bed of flowers in the distance.

Much like the fox the chasenet is the darling of the hunting courtier set. Chasenets are extremely fast and agile which accounts for its rather high AC. Chasenets are generally inoffensive creatures preferring to run than to fight, only attacking if cornered.

If cornered the Chasenet will turn and launch itself at its attacker with long porcupine-like spines erupting from its fur. If the Chasenet hits it will continue to attack ferociously by biting it's adversary until removed by force.

Chelonian

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

Inhabiting rivers and swampy regions, **Chelonians** are a race of reptilian humanoids bearing resemblance to long-necked snapping turtles. They are normally content to remain within their own small societies, but on occasion a more adventurous individual can be found. They are protected by thick scaly skin as well as a shell-like growth that covers their backside except for their thick tail. Chelonians are about 5 feet tall. However, their necks can stretch out to make them up to 8 feet tall for very short periods.



Chelonians have their own language, and adventuring chelonians always know common as well. Chelonians are natural enemies to **Lizard Men**, often competing fiercely for the same resources.

A chelonian's thick skin grants them a base AC of 13, and their back is especially tough (AC 17). Use these figures unless armor worn grants better AC.

A Chelonian has a vicious bite, causing 1d6 points of damage. They can choose to either attack with a bite or by weapon, but when utilizing a weapon and roll a natural 20 on attack, they get to roll for a bite attack as well. If the chelonian finds itself in a grapple (wrestling), the chelonian gets a free bite attack roll each round at +2 to hit. A chelonian is resistant to poisons, and has a +2 bonus on those saves.

Chelonians have a natural swim speed of 30 feet while unencumbered (they cannot swim while wearing armor or encumbered), and they can hold their breath twice as long as the normal rules. Their underwater vision is also twice as effective as the other races. Chelonians have the ability to submerge with just eyes and nostrils above the surface of water. When they are able to employ this maneuver, chelonians can surprise others with a roll of 1-4 on 1d6.

Choker

Armor Class:	17
Hit Dice:	3+3
No. of Attacks:	1 choke
Damage:	1d3 choke + special
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	7
Treasure Type:	U
XP:	145

Chokers are vicious little predators lurking underground, grabbing whatever prey happens by. Their hands and feet have spiny pads that help them grip almost any surface. They weigh about 35 pounds, are brown or mottled gray in color and vaguely humanoid in shape. Chokers like to perch high, often at intersections, archways, wells, or staircases, reaching down to attack. They generally prefer to attack lone prey.

A choker deals 1d3 points of damage as it grabs its target and continues to deal 1d3 points of damage each round by choking and tearing at its prey until its victim is dead or it is forced to release. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells. Chokers are supernaturally quick, and always act first in a combat round.



Cloaker

Armor Class:	19
Hit Dice:	6**
No. of Attacks:	1 bite / 1 tail + special (crush)
Damage:	1d6 bite, 1d6 tail
Movement:	10' Fly 40'
No. Appearing:	1d3
Save As:	Fighter: 6
Morale:	7
Treasure Type:	C
XP:	610

When resting or lying in wait, **Cloakers** are almost impossible to distinguish from dark surroundings. Cloakers have glowing eyes, needle sharp fangs, and a whip-like tail. They have an 8-foot wingspan and weigh about 100 pounds. Cloakers are found in the darkest locales.

A cloaker lies in wait, surprising on a roll of 1-4 on 1d6. It will bite and wrap itself around the target, causing damage equal to 20 minus the victim's unadjusted, shield-less AC; creatures with AC 20 or higher will suffer no damage. Dexterity offers no protection against this attack, but magical armor bonuses do. The cloaker's tail attack cannot be used on an enveloped victim, but will be applied to those attempting to assist. Attacks against a cloaker that has enveloped a victim will do half damage to the cloaker and half to the trapped victim.

**Cockroach, Giant, and Balroach**

	Giant	Balroach
Armor Class:	15	18
Hit Dice:	1*	5**
No. of Attacks:	1 bite	1 bite
Damage:	1d4 bite	1d8 bite
Movement:	50'	40'
No. Appearing:	1d4, Wild 2d4, Lair 2d8	1, Wild 1, Lair 1d6
Save As:	Fighter: 1*	Fighter: 5*
Morale:	6	9
Treasure Type:	None	G
XP:	37	450

Giant Cockroaches are a massive and particularly disgusting version of the common cockroach. They reach up to 2 feet in length (not including antennae) and weigh about 40 pounds. Giant cockroaches feed on decomposing material and will defend their nests and territories. While a giant cockroach saves as a level-1 Fighter in most situations, it saves as a level 10-cleric vs. poison and is immune to most disease-based attacks.

The dreaded **Balroach** is a variety of giant cockroach larger than a horse. While it is an omnivore and scavenger rather than a predator, it will also fiercely defend its lair.

The balroach is immune to all poisons, diseases, or similar types of afflictions. Besides its powerful mandibulae, its disgusting appearance and horrible smell offers itself protection; any being that comes within 20 feet of a balroach must save vs. Poison or suffer from a severe nausea, causing a -4 penalty to all attack rolls, saving throws and ability checks, and a -20% penalty to all thief abilities.



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Cockroach, Giant Ghoul

Armor Class:	16
Hit Dice:	2**
No. of Attacks:	1 bite
Damage:	1d6 bite +paralysis +disease
Movement:	50'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	125

Animated through the use of foul magics, **Giant Ghoul Cockroaches** are ravenous monsters, seeking to devour all flesh. Those bitten by these monstrosities must save vs. Paralysis or be paralyzed for 2d8 turns; elves are immune to this effect, just as with the paralysis of the ordinary

ghoul. In addition to paralysis, the giant ghoulish cockroach's bite may carry disease, much like a giant rat's bite. Any successful bite has a 5% chance of causing a disease.

A character who suffers one or more ghoulish cockroach bites where the die roll indicates disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by the current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead (see Constitution Point Losses in the **Encounter** section of the BFRPG Core Rules for details on regaining lost Constitution).

As with all undead, they can be Turned by a Cleric (as a ghoul), and are immune to **sleep**, **charm**, or **hold** spells. As they are mindless, no form of mind reading is of any use against them. They never fail morale, and always fight until destroyed.

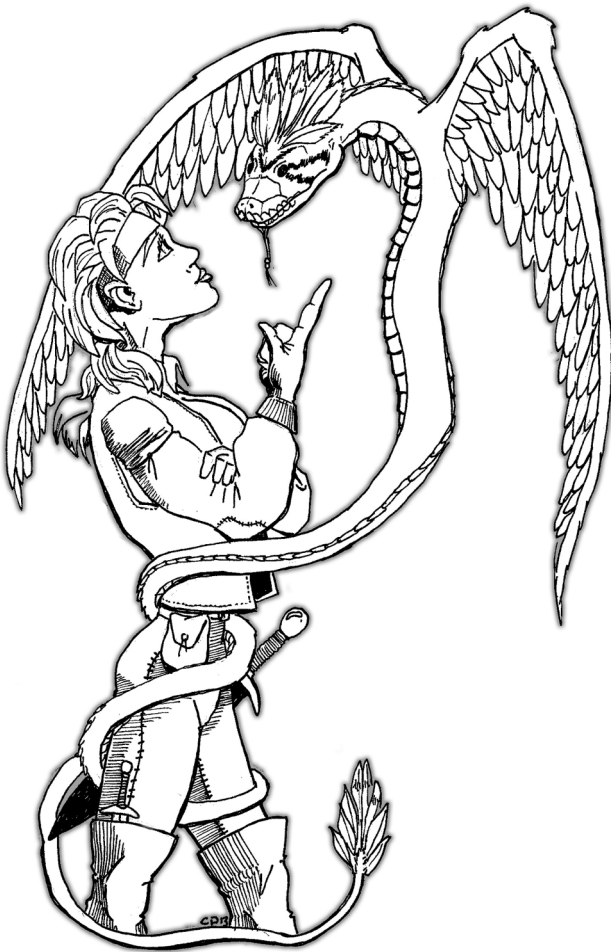
Couatl

Armor Class:	16
Hit Dice:	9+** (AB +8)
No. of Attacks:	1 bite / 1 constrict or spells/powers
Damage:	1d3 bite+poison, 2d4 constriction
Movement:	20' Fly 60'
No. Appearing:	1d2 Wild, Lair 1d6
Save As:	Fighter: 9+
Morale:	12
Treasure Type:	B, I
XP:	1,225

The powerful and legendary **Couatl** is a large serpent with a pair of feathered wings; since it is a shape-changer, one rarely sees this form. They can speak common, communicate freely with reptiles and avians, or may use telepathic communication with intelligent creatures. A couatl has keen senses, including paranormal, which gives it the equivalent of Darkvision with a 90 foot range. Couatls are a benevolent force of goodness and are rarely aggressive unless first attacked.

When pressed into direct physical combat, a couatl will bite for 1d3 points of damage plus a deadly poison (save vs. Poison or die instantly). In addition the couatl wraps about its foe causing 2d4 points of damage from constriction each round. However, a couatl prefers to attack from the air, using spells or other powers.

A couatl casts spells as either a magic-user (40%), cleric (40%), or sometimes as both (20%), equivalent to their HD (9th level). In addition, any couatl can, at will, use **detect evil**, **detect invisibility**, **detect magic**, **ESP**, and **read languages**. A couatl can also become **invisible** and



insubstantial (ethereal). In this form, they move at half speed in any direction, and they can move through solid objects freely. A couatl can **teleport** twice per day.

Couatl can **polymorph** themselves freely, and they will not hesitate to change into another, more effective form in combat.

Crypt Dweller*

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

Crypt Dwellers are undead creatures improperly buried or placed into graves that have been desecrated or defiled. They resemble zombies, and are often mistaken for them. A crypt dweller attacks with clawed hands or sometimes with a weapon that was entombed with the creature. Its main defense is that it can only be damaged by magical weapons or spells.



Strikes from normal weapons will only make the crypt dweller pause slightly, making it lose initiative on the following round. Like all undead, they may be Turned by Clerics (as a wight) and are immune to sleep, charm and hold spells. No form of mind reading or mental contact is of any use against them. Crypt dwellers always fight until destroyed.

Cu-Sidhe

	Common	Special
Armor Class:	16	16 †
Hit Dice:	1	1** (+2d8 hp enlarged)
No. of Attacks:	1 bite	1 bite
Damage:	1d4 bite	1d4 bite (2d4 enlarged)
Movement:	50'	50'
No. Appearing:	1d4	1d4
Save As:	Fighter: 1 (Elf bonuses)	Magic-User: 1 (Elf Bonuses)
Morale:	8	9
Treasure Type:	None	None
XP:	25	100

Cu-Sidhe are an elven breed of canine. Their fur matches forest tones and patterns of tree bark, giving them excellent camouflage. They have Darkvision with a 60 foot range and acute canine senses. Cu-Sidhe will bite if cornered or when a group of them can surround a target for a coordinated attack.

Most cu-sidhe are much like other wolf or dog breeds, loyal and obedient pets and working dogs. One in six pups born is a special exception. They are intelligent and can learn magical skills. These special cu-sidhe can **detect magic** and **detect invisibility** at will. A magic-wielding cu-sidhe can cast a form of **growth of animals** on itself twice per day, lasting 1 hour or until it decides to return to normal size. This also grants a temporary 2d8 bonus hit points while enlarged. Enlarged cu-sidhe are large enough that a small to medium-sized character (elf size or smaller) can ride them.

Common cu-sidhe (if indeed they can be called common) can be hit by normal weapons, but silver or magical weapons are



required to harm the special cu-sidhe. For the magical variants, so long as has at least 1 hit point remaining, it regenerates 1 hp each round; however, if reduced below 1 hp a cu-sidhe will die like any other creature. They save against magic (including wands) with a +4 bonus. All cu-sidhe (including the non-magical ones) can hide very effectively; so long as they remain still there is only a 10% chance they will be detected. Even indoors, underground, or in non-preferred terrain they are able to hide such that there is only a 30% chance of detection.

Darkmantle

Armor Class:	17
Hit Dice:	1+2*
No. of Attacks:	1 constriction
Damage:	1d4 constriction
Movement:	20' Fly 60'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	37

While at rest, a **Darkmantle** looks much like a stalactite. Using a muscular 'foot' it attaches itself to the ceiling, its tentacles wrapped about its body. A darkmantle weighs about 30 pounds and can change its skin color to match the surrounding stone. They effectively have 90 foot Darkvision achieved through a form of echolocation. Magical silence effectively blinds a darkmantle.

A darkmantle attacks by dropping onto its prey and wrapping its tentacles around the opponent's head to constrict and suffocate the foe for 1d4 points of damage. A darkmantle that misses its initial attack will usually fly up and try to drop on the opponent again. After successfully attacking the darkmantle automatically inflicts 1d4 points of damage each round. While attached to an individual a darkmantle takes half damage from attacks, the other half inflicted upon the individual it covers. Once per day a darkmantle can cast **darkness** (the reverse of **light**, with a 6 turn duration). It most often uses this ability just before attacking.



Death Dragon

Armor Class:	22
Hit Dice:	11** (AB +9)
No. of Attacks:	2 claws + paralysis/1 bite or breath/1 tail
Damage:	1d8 claws, 4d8 bite or breath, 1d8 tail
Movement:	30' Fly 80'
No. Appearing:	1
Save As:	Fighter: 11
Morale:	10
Treasure Type:	H
XP:	1,765

Death Dragons are the skeletal remains of magically powerful dragons that have chosen to become undead for reasons inscrutable to mortals. In place of whatever breath weapon they had in life, they breathe a cloud of freezing fog. In addition to taking damage, those caught in the death dragon's breath must save vs. Death Ray or contract a disease mummy rot (see the Mummy entry in the Core Rules for details of this disease). A death dragon's claws cause paralysis much like those of a ghoul, but elves are not immune to it; a regular saving throw vs. Paralysis is allowed as usual to resist.

Delver

Armor Class:	24
Hit Dice:	18** (AB +12)
No. of Attacks:	2 flippers
Damage:	1d6 flipper + special
Movement:	30' Burrow 10'
No. Appearing:	1
Save As:	Fighter: 18
Morale:	11
Treasure Type:	None
XP:	4,320

A delver resembles a cross between an enormous centipede and a slug. It is roughly 15 feet long and 12 feet tall. It has a huge mouth and slits for eyes. It has spongy flipper-like arms, each of which ends in six black digging nails. Its ability to sense vibrations gives the equivalent of Darkvision with a 60 foot range.

A delver produces a mucus-like slime that is highly corrosive. Merely touching it causes 2d6 points of damage to organic creatures. The slime deals 4d8 points of damage to metallic creatures or objects, while against stony creatures (including earth elementals) the slime causes 8d10 points of damage. It prefers to fight from its tunnel, which it uses to protect its flanks while lashing out with its two flippers causing 1d6 points of damage each (plus the corrosive damage noted above). On the round following a



successful hit, the victim takes 1d6 points of damage from the slime unless it is washed off with at least a quart of fluid. For metal or stone creatures, this damage is half of the noted corrosive damage listed (2d8 or 4d10 respectively). Anyone attacking a delver with natural weapons will take damage from the corrosive slime each time an attack succeeds unless they succeed on a save vs. Paralysis..

Each time a delver strikes, the individual's shield, armor, and clothing (in that order) may be destroyed. The victim must make a save vs. Paralysis for each item; any successful saving throw means subsequent items are unaffected. For example, a fighter is struck by a delver; he fails his first saving throw, and his shield is destroyed. He succeeds at his second save, so his armor and clothing are safe... for this round, at least. Magic shields or armor will lose one "plus" each time they are damaged, instead of being destroyed outright.

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BASIC FANTASY FIELD GUIDE

Derej Pit Creatures

These creatures were created by Derej the Mage to train slaves destined for the fighting pits. As they were designed for training, the number of these creatures appearing is generally equal to the sum of the levels of the group of adventurers facing them. They always attack until reduced to zero hit points.

Derej Pit Creatures are easily identified as they are all white with a diamond-shaped red mark on their foreheads. When reduced to zero hit points these creatures dissolve into a white mist.

Derej Cat

Armor Class:	13 (special, see below)
Hit Dice:	1*
No. of Attacks:	1 claws
Damage:	1d6 claws
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

Each time a **Derej Cat** evades a strike (i.e. is attacked unsuccessfully) its armor class increases by 2 points. Its AC is reduced by 1 point per turn after combat ends, to a minimum of 13.

Derej Cobra

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d4 bite (special, see below)
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

A **Derej Cobra's** poison increases in virulence every time it hits. A Derej Cobra rolls 1d4 points of damage for its first hit, 1d6 for its second hit, and so on up to 1d12; after 1d12, the damage becomes 2d6, then 2d8, then 2d10. This increased damage potential is reduced 1 die level per turn after combat ends.

Derej Mongoose

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite (special, see below)
Damage:	1d6 bite
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

The **Derej Mongoose** has 1 attack per round normally, but if it hits an opponent, it adds 1 attack per round for the next round; subsequently, on each round when it hits with all of its attacks, it adds an additional attack per round for the next round. On any round where it misses with at least one attack, the number of attacks it can make in the next round decreases by 1 (to a minimum of 1 attack per round); if it is unable to attack any foe in any given round, the number of attacks it can make returns to 1 on the next round.

Derej Rat

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	1 bite
Damage:	1d6 bite
Movement:	40'
No. Appearing:	Special
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	37

Each time a **Derej Rat** is slain, its original hit points are distributed to any remaining rats in its group until all of the rats are destroyed.

Desert Worm

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d10 bite + special
Movement:	40' Burrow 30'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	None
XP:	280

Desert Worms are large carnivorous creatures with a round mouth ringed with several rows of sharp teeth. Desert worms have no eyes or olfactory organs, but they can sense movement on the ground within 20 feet. They spend most of their lives burrowing beneath the sands. A desert worm will eventually leave a potential victim alone if it no longer senses any movement within that area. On a natural 20 attack roll, a victim of up to dwarf size will be swallowed whole, suffering 1d6 points of damage per round thereafter. Only one such victim may be swallowed at a time. A swallowed creature can cut its way out by dealing 5 or more points of damage with a small edged weapon such as a dagger.

Dinosaur, Ankylosaurus

Armor Class:	21
Hit Dice:	9 or 9* (for Paleocinthus) (AB +8)
No. of Attacks:	1 tail
Damage:	3d6 tail
Movement:	30'
No. Appearing:	1d3, Wild 1d4+1
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1,075 (Paleocinthus 1,150)

The **Ankylosaurus** weighs about 8,000 pounds, most of this weight due to its armor plating, side spines, and great, knobby tail. If attacked or threatened, this creature lashes out with its tail, delivering blows of considerable force. A related species, **Paleocinthus**, has even more armor plating (AC 24) and a spiked tail (3d6 points of damage).

**Dinosaur, Compsognathus**

Armor Class:	12
Hit Dice:	1d4 hit points
No. of Attacks:	1 bite
Damage:	1d2 bite
Movement:	40'
No. Appearing:	Wild 1d10
Save As:	Normal Man
Morale:	8
Treasure Type:	None
XP:	10

Compsognathus are tiny, chicken-sized prehistoric reptiles that run swiftly to catch insects and other small prey. Alone they are not much of a threat, but on occasion they have been known to gang up on a large creature.

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Dinosaur, Raptor

	Deinonychus	Velociraptor
Armor Class:	15	15
Hit Dice:	3	1
No. of Attacks:	2 claws or 1 bite	1 claw or 1 bite
Damage:	1d6 claw, 1d8 bite	1d4 claw, 1d4 bite
Movement:	50'	80'
No. Appearing:	1d3, Wild 2d3, Lair 2d6	1d4, Wild 2d4, Lair 2d8
Save As:	Fighter: 3	Fighter: 1
Morale:	8	8
Treasure Type:	None	None
XP:	145	25

A **Deinonychus** is a medium-sized feathered dinosaur weighting approximately 150 pounds and reaching about 11 feet in length from nose to tail. It is an avid predator and a skilled pack-hunter. It attacks by either biting or leaping and using its formidable claws. Against large prey it will bite and hold on in order to use its claws for automatic damage each round; however while holding its AC drops to 11.

The **Velociraptor** is a small feathered dinosaur, weighing about 30 pounds and similar in size to a turkey. It acts and attacks in a similar manner to the deinonychus.

Dolphin

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 ram
Damage:	2d4 ram
Movement:	Swim 120'
No. Appearing:	Wild 2d10
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	75

Dolphins are aquatic mammals that resemble large fish. They are highly intelligent and usually act friendly toward humans and humanoid creatures. Because they are mammals they must surface periodically to breathe air, though they can hold their breath for up to an hour of light activity (or two turns of strenuous action). Dolphins are frequently found in the company of mermaids.

Dragon, Brown

Armor Class:	17
Hit Dice:	6**
No. of Attacks:	2 claws/1 bite or breath/1 tail
Damage:	1d4 claws, 2d8 bite, 1d4 tail
Movement:	30' Fly 80'
No. Appearing:	1 Wild 1 Lair 1d4
Save As:	Fighter: 6
Morale:	7
Treasure Type:	H
XP:	610

Brown Dragons are the smallest and weakest of the dragons, but are far craftier. They favor rocky cliffsides and canyons for their homes. They are highly territorial but cowardly hermits, and even a mated pair will jealously separate their treasure from one another. Brown dragons prefer to ambush trespassers by blending into the rocks. Some larger ones have been known to accumulate boulders to drop from above onto unsuspecting adventurers.

Brown dragons' claws are especially well-suited to climbing sheer cliff surfaces, which they do as well as a Thief (level equivalent to the brown dragon's HD).

Brown Dragon Age Table

Age Category	1	2	3	4	5	6	7
Hit Dice	3	4	5	6	7	8	9
Attack Bonus	+3	+4	+5	+6	+7	+8	+8
Breath Weapon	Hurricane-force winds (Cone)						
Length	-	60'	70'	80'	85'	90'	95'
Width	-	25'	30'	30'	35'	40'	45'
Chance/Talking	0%	15%	20%	30%	45%	55%	65%
Spells by Level							
Level 1	-	1	2	3	3	3	3
Level 2	-	-	-	-	1	2	3
Claw	1d4	1d4	1d4	1d4	1d4	1d6	1d8
Bite	2d4	2d6	2d6	2d8	2d8	2d10	2d10
Tail	1d4	1d4	1d4	1d4	1d4	1d6	1d6

Dragonne

Armor Class:	18
Hit Dice:	9* (AB +8)
No. of Attacks:	1 bite and 2 claws
Damage:	2d6 bite, 2d4 claws
Movement:	40' Fly 30'
No. Appearing:	1d6 Wild 1d6 Lair 1d10
Save As:	Fighter: 9
Morale:	10
Treasure Type:	None
XP:	1,150

A **Dragonne** appears as a strange combination of a lion and dragon, possessing huge claws, fangs, and eyes. Their scales and stiff hair are the color of brass. Dragonnes are about 12 feet long and weigh about 700 pounds. They are very intelligent and communicate in one or more languages of the region. A dragonne's wings are useful only for short flights, carrying the creature for 10 to 20 minutes at a time at relatively slow speeds.

A dragonne attacks by biting and clawing. In addition, every 1d4 rounds a dragonne can produce a tremendous roar. To anyone within 120 feet the roar causes temporary weakness, resulting in a -2 penalty to attack rolls, damage, and any strength checks for 2d6 rounds unless they save vs. Paralysis. Those within 30 feet also are deafened for the same period with no save. A deafened creature can react only to what it can see or feel, is surprised on 1-3 on 1d6, and suffers a -1 penalty to its initiative rolls. However, a deafened creature is immune to further roars until its deafness alleviates (after the 2d6 rounds).

Drat*

Armor Class:	11
Hit Dice:	1d4*
No. of Attacks:	Special
Damage:	Special
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 1
Morale:	7
Treasure Type:	None
XP:	13

The **Drat**, so-called because of the frequent expletives emitted in its vicinity, is so rare as to elicit skepticism with regards to its very existence. It appears to be a common rat, and can be encountered anywhere that a rat might be found. The drat would be little more than an annoyance if it were not for its special ability.

A drat has an aura of bad luck which covers a radius of 30 feet around it. Non-drats within the radius suffer a cumulative penalty of -1 per round on attack and saving throw rolls, while giving opponents (who are outside the radius or are immune, i.e. drats) a cumulative +1 bonus on attack rolls against affected creatures. The maximum penalty (or bonus) which may accrue is -6 (or +6).

There is no way to detect this effect, other than to attempt and fail at attacks or saving throws, and the drat does not even need to be visible. For instance, a drat could be peacefully sleeping on the other side of a wall from the adventurers and its sphere of influence will still affect them. The only surefire way to detect the presence of a drat is by noticing the ever increasing string of unlikely events beginning to happen. For instance, a very dexterous thief will after only a few minutes exposure begin to bumble about so clumsily that he or she will soon trip over their own feet. It is essential that the GM be completely and scrupulously fair in the use of this monster.

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Draugr

Armor Class:	17
Hit Dice:	9** (AB +8)
No. of Attacks:	1 weapon
Damage:	1d10+3 weapon
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	11
Treasure Type:	B, M
XP:	1,225

Draugr are the undead remains of ancient kings, generally found only in their ancient crypts. They appear as a skeleton wearing antique plate mail. They usually wield a two-handed sword in combat. Draugr can see invisible opponents.

Once per turn, they can breathe a cone of ice out to 10 feet in front of them. Anyone caught in this cloud of frozen mist must save vs. Spells or be stunned (-2 to AC, in addition to losing any Dexterity and shield bonuses) and unable to act for one round. Spellcasters in the midst of casting a spell who fail their save lose the spell they were attempting to cast.

As with all undead, a draugr can be Turned by a Cleric (as a vampire), and are immune to **sleep**, **charm** or **hold** spells.



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Eel, Common & Giant

	Common	Giant
Armor Class:	11	12
Hit Dice:	1	2, 4, or 6 (*)
No. of Attacks:	1 bite	1 bite
Damage:	1d6 bite	1d8, 1d10 or 1d12
Movement:	60' Swim	60' Swim
No. Appearing:	Wild 1d6	Wild 1d6
Save As:	Fighter: 1	Fighter: 2, 4, or 6
Morale:	8	8
Treasure Type:	None	None
XP:	25	2 HD 75; 2* HD 100; 4 HD 240; 4* HD 280; 6 HD 500; 6* HD 555

Common Eels will often be found among reefs or other areas where they can dwell in holes and nooks, hiding to ambush fish and other prey. They are territorial and will defend their lair aggressively.

Giant Eels are huge cousins to the common eel and are similar in most ways except size. These great aquatic beasts are often found in lost underwater ruins or as guardians raised and nurtured by underwater races.

Some 1 in 6 giant eels can emit an electrical shock up to three times per day which is strong enough to affect those within a 20-foot radius. The shock causes 1d4 points of damage for each HD of the giant eel, but a save vs. Dragon Breath is allowed for half damage. During a round



when an eel uses its shock, it is immune to electrical attacks. On other rounds a giant electric eel gets +2 on all saves against electrical attacks.

Elemental, Cold*

	Staff	Device	Spell
Armor Class:	18 $\frac{1}{2}$	20 $\frac{1}{2}$	22 $\frac{1}{2}$
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	1 punch or stomp + special		
Damage:	1d12	2d8	3d6
Movement:	40' Fly 30'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

Cold Elementals resemble crude, headless ice statues with long, sharp icicles in place of hands. Cold elementals take double damage from fire attacks. They deal an additional 1d8 points of damage against creatures that are hot or flaming in nature, as well as creatures made of liquids or oozes. A cold elemental's body is so bitterly cold that creatures within 5 feet take 1d6 points of damage automatically unless they are immune to the effects of cold; any liquids they touch immediately freeze solid. Cold elementals cannot enter places where the temperature is above 50 degrees Fahrenheit.

Elemental, Lightning*

	Staff	Device	Spell
Armor Class:	18 $\frac{1}{2}$	20 $\frac{1}{2}$	22 $\frac{1}{2}$
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	-- special --		
Damage:	1d12	2d8	3d6
Movement:	Fly 120'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

Lightning Elementals resemble dark clouds, lit from within by flashes of lightning. They can magnetically draw metal items towards them as if using **telekinesis**, and deal an extra 1d8 points of damage to creatures that are in contact with water or metal but not touching solid ground. They take double damage when attacked by air or wind attacks (including air elementals). A lightning elemental can choose either to strike a single creature, or create a mighty thunderclap. If the latter attack is used, all creatures within a 30 foot radius must save vs. Paralysis or be deafened for 1d8 turns.

Elemental, Metal*

	Staff	Device	Spell
Armor Class:	18 $\frac{1}{2}$	20 $\frac{1}{2}$	22 $\frac{1}{2}$
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	1 punch, stomp, or special		
Damage:	1d12	2d8	3d6
Movement:	30'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

Metal Elementals resemble lithe figures made of molten metal. They are able to shape their extremities into cruel blades. Despite their appearance they are normally cool to the touch. Metal armor affords no protection against a metal elemental, and indeed they deal an additional 1d8 points of damage to creatures, vehicles, or structures that are made of or in direct contact with some form of metal. Lightning attacks deal double damage to them. Metal elementals cannot cross a body of water greater than their own height.

Elemental, Wood*

	Staff	Device	Spell
Armor Class:	18 $\frac{1}{2}$	20 $\frac{1}{2}$	22 $\frac{1}{2}$
Hit Dice:	8*	12* (AB +10)	16* (AB +12)
No. of Attacks:	1 punch or stomp		
Damage:	1d12	2d8	3d6
Movement:	40' Fly 30'		
No. Appearing:	-- special --		
Save As:	Fighter: 8	Fighter: 12	Fighter: 16
Morale:	-- 10 --		
Treasure Type:	-- None --		
XP:	945	1,975	3,385

Wood Elementals superficially resemble treants, but closer inspection reveals that rather than a single tree they are comprised of dozens of interlinked plants and trees. They take double damage from fire attacks of any kind, and deal 1d8 extra damage to creatures in contact with vegetation (including weapons or shields made mainly of wood), as well as earthen or stone structures.

Elephant, Shovel Tusk

Armor Class:	20
Hit Dice:	10 (AB +9)
No. of Attacks:	1 tusk or trample
Damage:	1d10 tusk, 4d10 trample
Movement:	40'
No. Appearing:	Wild 1d12
Save As:	Fighter: 10
Morale:	8
Treasure Type:	None
XP:	1,300

Shovel Tusk Elephants predate modern elephants and come in a variety of related forms depending on the exact era. What is common is their bottom jaw extends out in a shovel-like plate or tusk which is used for various purposes. Sizes vary; the statistics listed are for a generally larger specimen (bull) which would be most likely to attack, usually in defense of a herd.



Ettercap

Armor Class:	14
Hit Dice:	6+1
No. of Attacks:	2 claws/1 bite + poison
Damage:	1d3 claw, 1d8 bite
Movement:	30'
No. Appearing:	1d2
Save As:	Fighter: 6
Morale:	7
Treasure Type:	None
XP:	500

An **Ettercap's** appearance is a cross between a grossly bloated spider and a humanoid. It is often found in the company of 2-4 large spiders. They are about 6 feet tall, weigh about 200 pounds and speak Common.



Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move. The poison of an ettercap paralyzes its foe on a missed saving throw vs. poison. This paralysis will wear off naturally in 1d6+6 turns.

An ettercap can throw a web eight times per day to entangle enemies. To hit, the ettercap must make an attack roll against AC10 + the target's Dexterity modifier (and any magic modifier). If the ettercap hits, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity. The web has a maximum range of 50 feet and is effective against targets of up to Medium size. The web anchors the target in place, preventing any movement. An entangled creature can burst the web as per the **web** spell.

Ettercaps can also create sheets of sticky webbing of up to 60 square feet. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures may stumble into it and become trapped. An ettercap can determine the exact location of any creature touching its web.

**Ettin**

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

Ettins are vicious and unpredictable hunters. An ettin rarely bathes, resulting in grimy and dirty skin resembling a thick, gray hide. Adult ettins are about 13 feet tall. Ettins have no language of their own but speak a pidgin of orc, and giant. Creatures that can speak any of these languages can understand only bits and pieces of their speech.

Though ettins are not very intelligent, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight. An ettin typically wields a spear in each hand, each with +4 on damage rolls due to their great strength. Because each of its heads controls an arm, the ettin does not suffer penalties for attacking with two weapons.

An ettin is almost never surprised. The Game Master rolls for surprise once for each head; if either roll avoids surprise, then the ettin is not surprised.

Faun (and Ibis)

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

Fauns are a fey-related race that resemble a sort of strange cross of goat with a small human or elf-like being. Standing only about 4 to 5 feet tall, they have a human-like torso and head, but the legs and feet of a goat. One can find fauns with other small features reminiscent of goats such as small horns or large ears. Fauns share the halfling love of simple agrarian life, especially with respect to vineyards and other brew-ingredient crops.

Fauns do not have their own language, speaking elvish amongst themselves. They also know the language of their most common neighbors, the halflings, and many also know the secret languages of fey races such as pixies or



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dryads. Most adventuring fauns who travel outside their small shires know Common.

The **Ibix** are cousins to the fauns with heads that are much more goat-like. Unlike fauns, ibix are ill-tempered and generally considered evil, sometimes even allying with humanoids such as goblins. They have identical statistics to those listed above, except that they speak goblin rather than halfling.

Flederkatze*

Armor Class:	19 ‡
Hit Dice:	2**
No. of Attacks:	2 claws, 1 bite +poison
Damage:	1d2 claw, 1d3 bite
Movement:	40' Fly 60'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	7
Treasure Type:	None
XP:	125

Flederkatze ("flitter-cats") are magical creatures that appear to be a mix of feline and bat-like features. They have dark fur with leathery wings sprouting from their back. Their heads are cat-like but with bat-like ears. Flederkatze can fold their wings close to their bodies and appear as normal cats unless one makes a very close inspection. They have exceptional hearing including an echolocation form of sight that is treated as 120 foot Darkvision (normal invisibility is easily detected, but magical silence effectively negates). Their actual eyesight is quite poor (roughly 30 feet), and they suffer discomfort in bright sunlight (-1 attack penalty in bright or magical light).

Flederkatze attack with claws and bite like other felines. Their bite contains a toxin that causes 1 additional point of damage each round for 10 rounds as the poison travels through the body. Each round the affected can roll a save vs. Poison to halt any further damage, although



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subsequent bites will produce the wounding effect anew (resetting the 10-round duration). Only one such point of poison damage is applied each round, even if multiple bites are scored without successfully saving. In addition to physical attacks, a Flederkatze can **detect magic** at will, become **invisible** at will, and once per day can **bestow curse** (reverse of **remove curse**) as a 7th level caster (usually utilizing "-4 to attack rolls and saves" version).

Silver or magical weapons are required to strike a flederkatze. So long as it has at least 1 HP remaining, the creature regenerates 1 HP each round; if reduced to less than 1 HP a flederkatze dies. They save against magic (including wands) with a +4 bonus.

Flying Man-of-War

Armor Class:	11
Hit Dice:	2
No. of Attacks:	Special
Damage:	Special
Movement:	Fly 40'
No. Appearing:	3d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

Flying Man-Of-Wars are horse-sized flying jellyfish with a distinctive crest like a sail. Their bodies are filled with hot air, allowing them to float about 20 feet off the ground, with their tentacles hanging below. Any creature touched by their tentacles takes only 1 damage, but must save or be afflicted by its paralyzing venom. The flying man-of-war will then pull itself down to its prey (if it weighs more than 100lbs) or lift its prey up to its body and begin digesting it for 1d6 points of damage per round.

If a flying man-of-war takes at least 6 points of damage from a single attack, its envelope is punctured and it swiftly falls to the ground, immobile; its tentacles will collapse in a 10' radius around it and remain poisonous.

Frost Worm

Armor Class:	18
Hit Dice:	16** (AB +12)
No. of Attacks:	1 bite + cold
Damage:	2d8 bite + 1d8 cold
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 16
Morale:	10
Treasure Type:	None
XP:	3520

Frost Worms grow about 40 feet long, have two huge mandibles, and a strange orifice on its head that it uses to create a trilling sound during combat. It can burrow through ice and frozen earth but not stone. When moving through such hard materials it leaves behind a usable tunnel about 5 feet in diameter.

Frost worms lurk under the snow, waiting for prey to come near. They begin an attack with the trill which forces its prey to stand motionless, and then set upon helpless prey with their bite. This trilling affects all creatures other than frost worms within a 100 foot radius. Creatures must save vs. Paralysis or be stunned for as long as the worm trills and for 1d4 rounds thereafter. However, if the victim is attacked or violently shaken, another saving throw is allowed. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours.

The body of a frost worm generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Any creature attacking a frost worm unarmed or with non-magical weapons suffers this same cold damage each time one of its attacks hits.



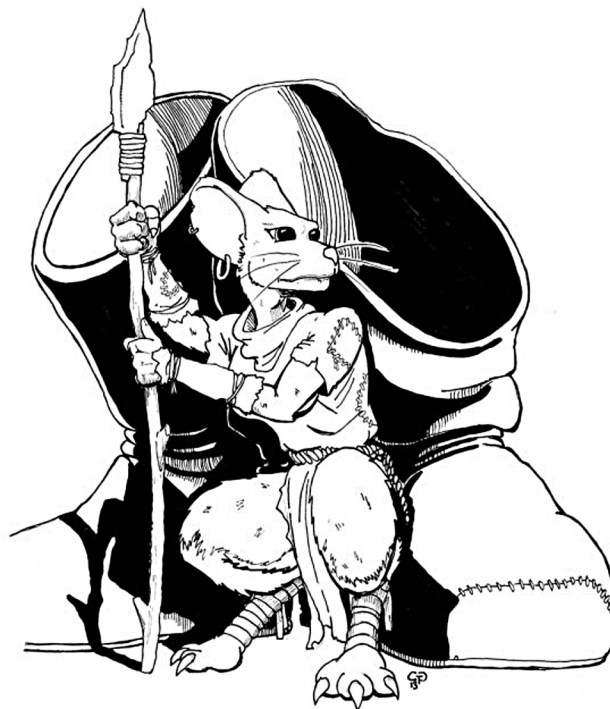
A frost worm can breathe a 30 foot cone of frost, once per hour, for 15d6 cold damage. Those struck may save vs. Dragon Breath for half damage. Opponents held motionless by the frost worm's trill get no saving throw.

When killed, a frost worm turns to ice and shatters in an explosion, dealing 20d6 points of damage to everything within 100 feet. A victim may save vs. Dragon Breath for half damage.

Gerbalaine

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

Gerbalaines are a very small race of fey beings. They have a mouse-like appearance and because of their size are often mistaken for common field mice unless examined closely. Gerbalaine are tinkers, using small bits of materials gathered to fashion their homes; they often build within walls, under floors, or otherwise right under the noses of big folk.



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Up to 3 times per day, a gerbalaine may magically assume a larger form, growing to approximately halfling size. It is this form that gives the above statistics when pressed into a fight, although a gerbalaine is more likely to run away than fight. When in its natural mouse-size form, a gerbalaine has effectively only 1 HP, but is very difficult to hit (AC 22). A gerbalaine who saves (with Halfling bonuses) against an area-of-effect damaging spell takes no damage, and even if the save fails takes only half damage. A gerbalaine's skill with devices is comparable to a 10th level thief.

Gibbering Mouther

Armor Class:	19
Hit Dice:	9** (AB +8)
No. of Attacks:	6 bites + special
Damage:	1d6 bite + special
Movement:	10' Swim 20'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	1225

A **Gibbering Mouther** is a horrible creature seemingly drawn from a lunatic's nightmares. It has the fluid body of an amoeba with eyes and toothy mouths constantly appearing and disappearing all its body.

As soon as a mouther spots something edible, it begins a constant gibbering. All creatures (other than mouters) within 60 feet must save vs. Paralysis or be affected as though by a **confusion** spell for 1d2 rounds. A gibbering mouther may fire a stream of spittle at one opponent within 30 feet. The mouther makes an attack against AC 10 + Dex bonus of the target; if it hits, it deals 1d4 points of acid damage, and the target must save vs. Poison or be blinded for 1d4 rounds. Any creature bit by 3 or more of its mouths will be engulfed on the next round. The mouther will be able to make 12 subsequent bite attacks on the engulfed creature. A swallowed creature can cut its way out by dealing 5 points of damage with a small edged weapon such as a dagger.



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Glyptodon

Armor Class:	18
Hit Dice:	4
No. of Attacks:	1 tail or trample
Damage:	1d8 tail, 1d8 trample
Movement:	20' (10')
No. Appearing:	1d6
Save As:	Fighter: 4
Morale:	7
Treasure Type:	None
XP:	240

A **Glyptodon** is a prehistoric herbivorous mammal similar to an armadillo, only much larger with a club-like tail. Adult specimens may grow to the size of wagons. They are covered in bony plates and are usually only dangerous when harassed or attacked.



Great Orb of Eyes

Armor Class:	19
Hit Dice:	12* (AB +10)
No. of Attacks:	1d4 rays or spell-like ability
Damage:	By ray or spell
Movement:	Fly 30'
No. Appearing:	1 Wild, 1 Lair
Save As:	Magic-User: 12
Morale:	9
Treasure Type:	None
XP:	1,975

The **Great Orb of Eyes** is a living mass of pulsing and ever-moving eyes. They are highly intelligent but are unable to communicate vocally. Great orb of eyes can see in all directions, making it nearly impossible to surprise one. They have Darkvision out to 120 feet and with concentration may **detect magic** or **detect invisible** (see below). In combat a great orb of eyes usually levitates high, trying to avoid melee combat. From this vantage, it fires its eye rays, preferring to **cause fear**, **hold**, or **charm** as many foes as possible. Each round it fires 1d4 rays,

each at a different target. If the die roll is greater than the number of possible targets the extras are lost. The GM may roll to determine which rays fires or choose those with the most destructive effect(s).

Great Orb of Eyes Rays

1. Death – target must save vs. Death Ray or die.
2. Draining – target takes 3d6 points of damage. They may save vs. Spells for half damage. The great orb of eyes heals half that much hit points.
3. Fear – target is affected by **cause fear** (reversed **remove fear**) spell, as cast by a 12th-level cleric.
4. Charm – target is affected by **charm monster** spell, as cast by a 12th-level magic-user.
5. Hold – target is affected by **hold monster** spell, as cast by a 12th-level magic-user.
6. Blinding – target is affected by **cause blindness** (reversed **remove blindness**) spell, as cast by a 12th-level cleric.

Great orbs of eyes rarely ever use their death ray unless their very life depends on it, instead preferring to drain foes for sustenance. A great orb of eyes can also cast **telekinesis** three times per day (as a 12th-level caster). Charmed individuals become slaves providing any necessary manual labor, and a great orb of eyes can communicate telepathically with any such charmed being. When their usefulness fades, these slaves are drained for sustenance.



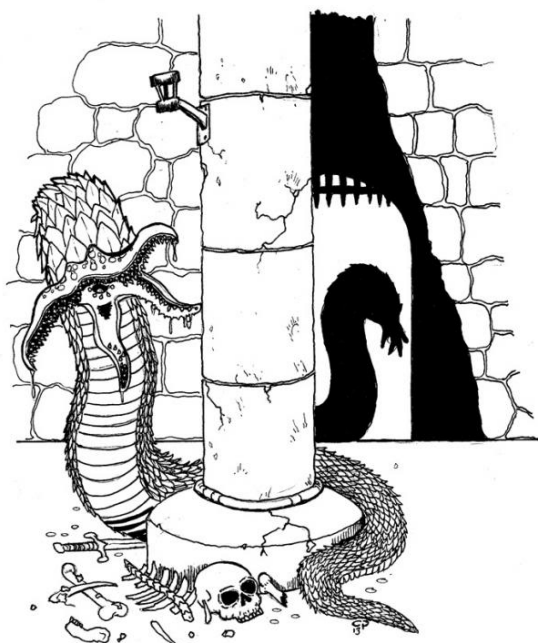
Grick

Armor Class:	16
Hit Dice:	2
No. of Attacks:	4 tentacles / 1 bite
Damage:	1d4 tentacles, 1d3 bite
Movement:	30'
No. Appearing:	1, Wild 1d4
Save As:	Fighter: 2
Morale:	12
Treasure Type:	V
XP:	75

An adult **Grick** is a snake-like creature about 8 feet long from the tip of its tentacles to the end of its body and weighs some 200 pounds. Its body coloration is uniformly dark with a pale underbelly. Its tentacles are segmented like an earthworm and attach just below the head.

Gricks attack when hungry or threatened. They hunt by holing up near high-traffic areas, using their natural coloration to blend into convenient shadows. When prey ventures near, they lash out with their tentacles. Its jaws are relatively small and weak compared to its body mass, so rather than consume its kill immediately, a grick normally drags its victim back to its lair to be eaten at its leisure.

Multiple gricks do not fight in concert. Each attacks the prey closest to it, and breaks off the fight as soon as it can drag dead or unconscious prey away.





Grimlock

Armor Class:	15
Hit Dice:	2
No. of Attacks:	1 battleaxe
Damage:	1d8 battleaxe
Movement:	30'
No. Appearing:	1d4, Wild 1d10+10, Lair 1d6 x10
Save As:	Fighter: 2
Morale:	7
Treasure Type:	D
XP:	75

Grimlocks are muscular humanoids with gray skin. They are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing stone battleaxes.

They can sense all foes within 40 feet as a sighted creature would. Beyond that range, treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises, sonic spells (such as **silence 15' radius**) and overpowering odors. Negating a grimlock's sense of smell or hearing reduces their ability to fight. If both these senses are negated, a grimlock is effectively blinded. They are immune to gaze attacks, visual effects, illusions, and other attacks that rely on sight.

Guard Fern

Armor Class:	14
Hit Dice:	6*
No. of Attacks:	3 thorn, acid, leaves
Damage:	1d4 thorn, 3d8 acid, 1d8 leaves
Movement:	0' (immobile)
No. Appearing:	Wild 1d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

Guard Ferns are huge, bushy plants. They are typically cultivated and placed to guard narrow features, such as a hallway or gap in a wall. They are immune to acids and have a fire-retardant structure that reduces all fire-based damage by half (a successful saving throw means they take no damage).

The guard fern is immobile but can attack in all directions. They react to any vibration and heat sources.

They have three attacks that intensify as targets move closer. At sixty to thirty feet they fire off a spray of sharp, large thorns, each dealing 1d4 points of damage; each human-sized person might be hit by 1d4 thorns. At five to thirty feet they squirt a shower of acid, dealing 3d8 points of damage (save versus dragon breath for half). They can perform the above attacks three times in any direction before they must grow more thorns or replenish the acid



(taking 1d6 days each). Finally, they can lash with long, sharp leaves at anything within five feet, dealing 1d8 points of damage if they hit.

Chopping the outside of a guard fern will disable it, but it will grow back in 1d6+4 weeks. Burning it or digging up the roots will kill it for good.

Gump

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	2 fists or 1 weapon
Damage:	1d8+3 fists or by weapon +3
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	10
Treasure Type:	C
XP:	280

Gumps are large and blubbery humanoids that stand just over a head taller than man, with a broad, jagged toothed grin and small deep-set eyes. Meeting the gaze of a gump is dangerous.

Anyone who meets the gaze of a gump must save vs. Paralysis at +2 or suffer the effects of a **hold person** spell



for 1d4+1 rounds. Anyone facing a gump in combat is deemed to have met its gaze, as is anyone who is surprised by the monster. Those who attempt to fight a gump while averting their eyes suffer a -4 penalty on attack rolls. It is safe to view a gump's reflection in a mirror or other reflective surface; anyone using a mirror to fight a gump suffers a penalty of -2 to attack. Characters fighting a gump must make the saving throw each round, if not taking measures to avoid the monster's gaze.

Gumps communicate with an odd jibbering and slobbery voice that is difficult to understand. They can also speak Common and the languages of goblinoid creatures.

Headless Horseman

Armor Class:	According to armor worn
Hit Dice:	7+**
No. of Attacks:	1 weapon (also see Mount)
Damage:	1d8 or by weapon (also see Mount)
Movement:	30' (also see Mount)
No. Appearing:	1 (plus Mount)
Save As:	Fighter: 7+
Morale:	special
Treasure Type:	None
XP:	800+ (plus XP of Mount)

A **Headless Horseman** is a powerful undead warrior. They appear in knightly garb, similar to that they wore in life. Of course, as their name indicates they are headless, but in lieu of their head may wear a jack-o-lantern, helmet or other decoration. Upon sighting a horseman, characters of less than fifth level must save versus spells or be stricken with fear, running away until out of sight.

Each horseman is a fighter with a level equivalent to their HD, and they attack appropriately. A Horseman can be Turned by Clerics (as a vampire, but roll at -4). As with all undead, they are immune to sleep, charm, and hold spells, as well as cold, acid, poison, and electricity.

A horseman is always accompanied by his mount, usually an undead (skeleton or zombie) warhorse or similar creature. Occasionally, a more powerful mount might accompany a higher level horseman, perhaps even an undead dragon. These undead mounts are fearless and can only be turned if the horseman himself is turned.

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Heucova*

Armor Class:	16
Hit Dice:	2**
No. of Attacks:	2 claws or 1 weapon
Damage:	1d4 claw or by weapon
Movement:	40'
No. Appearing:	1d6, Wild 2d4, Lair 2d4
Save As:	Cleric: 2
Morale:	10
Treasure Type:	D
XP:	125

Heucova are clerics who have been cursed to undeath for their faithlessness. They resemble skeletons wrapped in old, tattered robes or rusting armor. Small points of red light can be seen in each of their empty eye sockets. A heucova speaks and reads all the languages it knew in life.

Heucova are cowardly combatants, preferring to set up traps and ambushes for potential interlopers. They will attack clerics before anyone else. Those struck by the heucova's claws must save vs. Poison or contract a terrible wasting disease. Each day the target takes 1d3 points of Constitution damage. Those reduced to 0 Constitution die and rise as a zombie on the following day under the control of the heucova. A **cure disease** spell must be used to prevent death. Ability points lost due to a heucova's disease return at a rate of 1 HP per day of complete rest. All heucova are capable of casting spells as a cleric (level 1d4+1), however these spells are always reversed.

Heucova can be Turned by Clerics (as a wight), and like all undead are immune to sleep, charm, and hold spells. Heucova are only harmed by silver or magical weapons. In addition, they take 1d6 points of damage from the touch of a holy symbol.

Hippocampus/Kelpie

Armor Class:	13
Hit Dice:	2/2*
No. of Attacks:	2 hooves
Damage:	1d4 hoof
Movement:	Swim 80'
No. Appearing:	Wild 10d10/Wild 1
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75/100

Hippocampi are the horses of the sea, with manes that look like seaweed and dolphin tails. Although they appear to be mammals, they are able to breathe underwater.

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Kelpies are flesh-eating freshwater cousins of the hippocampus, and are able to take the form of a normal horse or human for 2 turns each day. They are cruel and love nothing more than to drown and devour their victims.

Hippopotamus

Armor Class:	17
Hit Dice:	6
No. of Attacks:	1 bite or 1 trample
Damage:	2d6 bite, 4d6 trample
Movement:	40' Swim 30'
No. Appearing:	Wild 3d10
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500

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



Homunculus

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 bite + poison
Damage:	1d4-1 bite + poison
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

A **Homunculus** is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts. A homunculus's creator determines its precise features. A homunculus cannot speak, but the process of creating one links it telepathically with its creator.

It knows what its master knows and can convey to him everything it sees and hears (up to a distance of 1,500 feet). A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master.



Homunculi will try to climb onto their victims and bite with their venomous fangs. On a failed save vs. Poison the opponent will fall asleep for 6d6 minute. If the master is slain the homunculus also dies, its body swiftly melting away into a pool of ichor.

Illusion Trapper

Armor Class:	18
Hit Dice:	9** (AB +8)
No. of Attacks:	1 bite
Damage:	5d4 bite
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	9
Treasure Type:	None (see below)
XP:	1,225

The **Illusion Trapper** is a very proficient hunter. It digs a 40 foot diameter funnel-shaped pit and casts **hallucinatory terrain** to match the surrounding terrain. Creatures that come near the pit must save vs. Paralysis each round they remain in the area or slip on the loose soil and fall to the bottom. The trapper attacks from its covering with its large mandibles and on a successful hit attaches to the target. It will not open its mandibles until it or its prey is dead. Any creature bitten by the trapper must save vs. Poison or be paralyzed for 3d6 rounds. Paralyzed creatures automatically take 5d4 points of damage each round that it remains in the trapper's grip.

While it does not keep any treasure itself, there is a chance of items left behind from previous victims.

Infernals

Infernal beings are monstrosities with otherworldly or extra-dimensional origins. These beings are universally vile and at odds with the powers of goodness. There are several distinct races or groups of infernal beings, generally grouped by their origin. They might be called demons, devils, or other related terms.

Infernal, Ice Devil

Armor Class:	18
Hit Dice:	3**
No. of Attacks:	1 claw + special
Damage:	1d3 claw + 1d4 cold
Movement:	30' Fly 50'
No. Appearing:	1d4
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	205

Ice Devils are winged, clawed humanoid monsters around 3 feet tall. Their hairless bodies are genderless, with blue skin so light as to be almost white.

Whenever an ice devil attacks an additional 1d4 cold damage is dealt. Every 1d4 rounds an ice devil can breathe a cone of icy shards causing 1d4 cold damage to one creature within 10 feet of the ice devil. Additionally, the individual struck must save vs. Paralysis or suffer a -1 penalty to hit and damage for 1d6 rounds. Any large heat source nearby gives a +2 to the save. In addition an ice devil can cast **magic missile** once per hour at a level equivalent to their HD (typically 3rd-level caster).



An ice devil is completely immune to cold-based damage, and it regenerates 2 HP per round when in icy or wintry conditions. Fire or heat-based attacks cause an additional 50% damage to an ice devil. Magical attacks, such as damaging spells, inflict only half damage to an ice devil. This magical resistance causes magical weapons to lose the benefit of any damage bonus (although any to-hit bonuses still apply).

Infernal, Imp*

Armor Class:	19 ‡
Hit Dice:	2**
No. of Attacks:	1 tail stinger
Damage:	1d4 stinger +poison
Movement:	20' Fly 60'
No. Appearing:	1
Save As:	Cleric: 2
Morale:	7
Treasure Type:	None
XP:	125

Imps are diminutive, dark bat-winged humanoids standing about 2 feet tall with a dagger-like tail stinger. They are able to change at-will into the form of a massive spider, raven, or giant rat, all with a devilish look. In all forms the imp has Darkvision with a range of 60 feet.

In its natural form an imp attacks with its poisonous stinger; those struck must save vs. Poison or die suffering tremendous pain. In its other forms (see the relevant monster entry), it cannot use its poison attack. In addition to physical attacks, an imp has several magical qualities available in any of its forms. It can **detect magic** at-will, become **invisible** at-will, and once per day can **charm person** (as a 7th-level caster).



An imp is immune to poison, cold, fire, and electrical attacks. Silver or magical weapons, or spells, are required to strike an imp. So long as it has at least 1 HP remaining, it regenerates 1 HP each round; if reduced below 1 HP an imp will die like any other creature. Imps have a bonus of +4 on all saving throws against magic (including wands).

Infernal, Lemure

Armor Class:	12
Hit Dice:	3
No. of Attacks:	1 claw
Damage:	1d4 claw
Movement:	40'
No. Appearing:	5d6
Save As:	Fighter: 3
Morale:	6 (11)
Treasure Type:	None
XP:	145

Lemures are said to be the souls of the damned, converted into wretched forms to serve more powerful infernals. Their bodies resemble the ones they had in life, covered in bubbling pitch and utterly devoid of speech or intelligence. All other infernals can telepathically control lemures without effort; while they are thus controlled, lemures use the morale value in parentheses. Lemures regenerate 1 HP of normal damage per round, even if reduced to 0 HP; damage from magic weapons, fire, spells, or holy water cannot be regenerated in this way.



Infernal, Succubus*

Armor Class:	20 ‡
Hit Dice:	7**
No. of Attacks:	2 claws + special or by weapon
Damage:	1d4 claw or by weapon
Movement:	30' Fly 50'
No. Appearing:	1
Save As:	Cleric: 6
Morale:	7
Treasure Type:	I, L
XP:	800

A **Succubus** is a female demonic entity. In her natural form, one appears as a beautiful winged humanoid temptress. Succubi can speak any language and have Darkvision with a range of 120 feet.

A succubus prefers to avoid combat whenever she can, using her spell-like powers instead. When forced to, she can attack with her claws or with a normal weapon. Succubi can use the following spells at will (as a 12th level caster): **charm person**, **suggestion**, **darkness 15' radius**, **dimension door**, **ESP**, and **clairaudience** (as the potion).

A succubus can change shape at will, and will use this ability to assume a guise pleasing to her chosen target; this deception can be maintained indefinitely.

If the succubus can get a charmed individual alone, she will drain the victim through her kisses. A charmed victim will submit to this willingly. Each round of kissing applies one negative level to the recipient, and all lost HP are transferred to the succubus (even if this temporarily raises her above her normal maximum; excess points are temporary and last but a single day). An unwilling target of such affections (i.e. one not charmed) must be restrained, obviously, but if she can do so she will; draining the life of a victim in this way is still her preferred method of killing.

As infernals, succubi are immune to lightning and poison, and take only half damage from acid, cold or fire-based attacks. Magical weapons are required to hit a succubus in combat.

Infernal, Quasit*

Armor Class:	19 ‡
Hit Dice:	2**
No. of Attacks:	2 claws / 1 bite
Damage:	1d2 claw +poison, 1d3 bite
Movement:	30'
No. Appearing:	1
Save As:	Magic-User: 2
Morale:	7
Treasure Type:	None
XP:	125

Quasits are diminutive demonic beings, roughly humanoid in shape and standing about 2 feet tall. They are natural shape-shifters, able to change at will into the forms of a gigantic centipede, huge bat, or a wolf, all with horrific visages that set them apart from normal animals. In all forms the quasit has 60 foot Darkvision.

In its natural demonic form, a quasit attacks with its poisonous claws and biting. The poisonous claws cause an unnatural burning itch that will temporarily reduce the dexterity of the target by 1 point for each successful attack. The points return 10 minutes after the end of combat. In its other forms, see the relevant monster entry for its attack forms. In addition to physical attacks, a quasit has several magical qualities available in any of its forms. They can **detect magic** at will, become **invisible** at will, and once per day can **cause fear** (reversed **remove fear**) as a 7th level caster.

As an infernal being, a quasit is immune to electrical and poison attacks, and receives only half damage from acid, cold or fire-based attacks. Magical weapons or spells are required to strike a quasit. In addition, so long as it has at least 1 HP remaining, a quasit regenerates 1 HP every round; if reduced below 1 HP a quasit will die. Quasits save against magic (including wands) with a +4 bonus.

Infernal, Spined Devil*

Armor Class:	19 ‡
Hit Dice:	8*
No. of Attacks:	1 bite or 2 blades (or horns) or spines or by 3/2 weapon
Damage:	1d6 bite +poison, 1d8+2 horn, 4d6 spines or by weapon+2
Movement:	30'
No. Appearing:	2-5 (wild), 3-18 (lair)
Save As:	Fighter: 8
Morale:	9
Treasure Type:	None
XP:	945

Spined Devils are fearsome beastmen who stand taller than a man. A spined devil appears to be powerfully built humanoids with thick gray hides of leather-like scales, with small thorny spines protruding from the crevices. A pair of thick bony blades protrude from its elbows; these blades can be retracted into the monster's body at will. A males will also have an impressive rack of curved horns protruding from its head. Spined devils tend to favor spears and swords as weapons.

Magical weapons are needed to hit spined devils, and they are immune to non-magical fire and poison. They take only half damage from magical fire. The bite of a spined



devil is poisonous, but not fatal; anyone bitten must make a saving throw vs. Poison or fall unconscious for 1d6 minutes. Once every 1d6 rounds a spined devil can fire a burst of small barbed spines from its arms and legs, covering a 5 foot radius around the monster; any creature within the area takes 4d6 points of damage from the spines. A successful saving throw vs. Dragon Breath reduces damage by half.

Infernal, Vega*

Armor Class:	17
Hit Dice:	9** (AB +8)
No. of Attacks:	1 weapon or whip
Damage:	Weapon + 2, 2d6 Whip or Special
Movement:	60' Fly 150'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	10
Treasure Type:	A
XP:	1,225

Vegas are extremely powerful infernals that resemble winged humanoid figures made of fire and darkness. They are among the most dishonorable and cruel of all creatures. Vegas are extremely skilled with their whips and on a successful hit can choose to pull a creature close enough to itself that the heat radiating from its body deals 3d6 points of damage. Vegas are only affected by magic weapons and spells of 3rd level or greater, and take only half damage from fire, lightning, and cold. Vegas can cast **cause fear**, **darkness**, **detect magic**, **detect invisibility**, **dispel magic**, and **telekinesis** at will.

Infernal, Vrock*

Armor Class:	13
Hit Dice:	8*
No. of Attacks:	2 claws, 2 talons, 1 bite
Damage:	1d4 claw, 1d8 talon, 1d6 bite
Movement:	40' Fly 120'
No. Appearing:	1d4
Save As:	Fighter: 8
Morale:	11
Treasure Type:	B
XP:	945

Vrocks are the warriors of the infernals. They come in many horrible forms, but the most common one resembles a blend of the ugliest features of a man, a vulture, and a bat. A vrock can attack with all five of its attacks while in flight, but cannot use their talons on the ground. They are immune to non-magic weapons. Vrocks can cast **darkness**, **detect invisibility**, and **telekinesis** at will, and once per day have a 10% chance of summoning one of their own kind to fight alongside them.

Iron Snapper

Armor Class:	17
Hit Dice:	6*
No. of Attacks:	1 bite
Damage:	2d8 bite
Movement:	40'
No. Appearing:	1d2, Wild 1d2, Lair 1d2
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	555

Iron Snappers are large, highly territorial serpents with grey scales and beak, orange underbellies, and thick armored plates on its back. Their bite is strong enough to tear through steel plates; as it must be, for iron is their primary food. Any time an iron snapper successfully bites an opponent with a natural attack roll of 19 or 20, it destroys any armor the opponent is wearing or breaks one object held by the opponent, preferring items made of iron or steel if possible.



Jack O'Lantern

Armor Class:	15
Hit Dice:	3*
No. of Attacks:	1 breath
Damage:	2d6 fire
Movement:	20' Fly
No. Appearing:	1d6
Save As:	Magic-User: 3
Morale:	9
Treasure Type:	U
XP:	175

Jack O'Lanterns are weird sentient pumpkins or other such squash or gourd-type fruits with a lit candle inside them. That they were created by some mad wizard is obvious. Individual jack o'lanterns have distinctive personalities that are generally mirrored by the expressions of their carved faces. They are always encountered within a mile or two of the pumpkin patch where they originally grew, and they are able to fly. When a jack o'lantern is at rest or otherwise inert one cannot tell it apart from normal vegetation of its type; each can close its carved eyes, mouth, and any other apertures and appear entirely ordinary.

A jack o'lantern can project fire from its openings; this breath weapon is in the form of a cone five feet wide at the base with a range of five feet in front of the creature.



Anyone caught in the blaze suffers 2d6 points of fire damage; a save vs. Dragon Breath allows the victim to suffer only half damage.

Jack O'Lanterns are constructs similar to golems, and thus immune to poison, charm, fire, and sleep effects. They take double damage from ice or cold. Water or wind based attacks may snuff the monster's candle, if it fails a saving throw vs. Death Ray. If a jack o'lantern's candle is snuffed, it becomes instantly dormant; re-lighting the candle will restore it to life.

Komodo Dragon

Armor Class:	14
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d6 bite + disease
Movement:	30'
No. Appearing:	Wild 1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

Komodo Dragons are huge lizards about twice the weight of an adult human. They are aggressive carnivores that hunt by ambush and have a toxic bite that can kill within hours. These giant lizards have a keen sense of smell and readily track dead or dying prey. A komodo dragon attacks with its bite for 1d6 points of damage. Its mouth is filled with virulent microbes and toxins that can quickly



overwhelm a victim. These poisons cause 1d8 points of damage per hour plus the loss of 2 points of Constitution unless a save vs. Poison is made; this save is made each hour until successful, or the victim is dead.

Kraken

Armor Class:	20
Hit Dice:	36** (+16)
No. of Attacks:	10 tentacles or 1 bite
Damage:	7d6 tentacle, 4d6 bite
Movement:	40' Swim
No. Appearing:	1
Save As:	Fighter: 20
Morale:	11
Treasure Type:	None
XP:	18,450

A **Kraken** is possibly the largest known creature, with a body 150 feet long and 10 barbed tentacles that can reach an additional 500 feet. Its beak-like mouth is located where the tentacles meet the lower portion of its body. They usually stay in the deepest parts of the oceans but will come to the surface for prey.



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

A kraken can jet backward once per round at a speed of 280 feet in a straight line. When a kraken has lost 5 of its tentacles or 50% of its hit points it will emit a cloud of jet-black ink in a 100-foot cubic area. This can be repeated once per hour. The cloud provides total concealment, which the kraken will use to escape. Creatures within the cloud are automatically blinded.

Lerini

Armor Class:	13 (11)
Hit Dice:	1
No. of Attacks:	1 bite or weapon
Damage:	1d6 or by weapon
Movement:	20' (unarmored 40'), Swim 30'
No. Appearing:	2d4, Wild 3d6, Lair 6d6
Save As:	Fighter: 1
Morale:	8
Treasure Type:	D
XP:	25

Lerini are lizard-like humanoids dwelling in swamps and warm, wet forests. They stand 4 to 5 feet tall, weight 60 to 100 pounds and have thick, muscular tails measuring 2 to 3 feet in length. Their skin is covered with soft scales of green, bluish-green or yellowish-green color. Their eyes are large and their hair is thick and oily. They tend to wear loosely-fitting robes or gowns that don't interfere with their tail's mobility.

Lerini are avid swimmers and can hold their breath up to 10 minutes. Lerini tend to go fishing or hunting in small, fast river-boats. Lerini have their own tongue but many also speak the language of lizard-men and sometimes other swamp-dwelling beings. Lerini are not necessarily aggressive but will fight to defend themselves.



Lich*

Armor Class:	19+†
Hit Dice:	10+** (AB +9)
No. of Attacks:	1 touch, weapon, or spell
Damage:	1d8 touch+drain, by weapon or by spell
Movement:	30'
No. Appearing:	1
Save As:	Magic-User or Cleric: by hit dice
Morale:	8
Treasure Type:	G
XP:	1,480

A **Lich** is a former magic-user or cleric (of at least 10th level with all spells and powers intact) who used dark magic to prolong their life into a state of undeath. Newer liches appear rather ghoulish or zombie-like. After some time they appear skeletal. In spite of their great powers, a lich will act accordingly to preserve itself by any means it has at its disposal. It knows the value and function of all magical items in its lair, and will use them to their best effect.

Simply encountering a lich for the first time is so terrifying that the subject must save vs. Spells or flee for 2d6 rounds. A lich's gaze is also terrifying; effective up to 30 feet, the affected target must save vs. Spells or be paralyzed in fright for 2d4 rounds. A lich prefers to attack

with spells from a distance. A lich that hits a living target with its touch deals 1d8 points of damage and drains the victim 1d4 points of Constitution while healing itself an equal amount of damage.

The Constitution damage is permanent, a result of physical and psychic drain. Due to longevity and/or vitality traits, elves can ignore the first 10 points of Constitution drain; dwarves the first 4 points, and halflings the first 2 points. Lost Constitution can be regained at a rate of 1 point per casting of a **restoration** spell; nothing else (except a **wish**) can restore Constitution lost to a lich. If a character's Constitution falls to 0, he dies immediately, but will rise the following round as a lesser wight. Use statistics for the **Wight** (in the BFRPG Core Rules), but instead of energy drain, the lesser wight deals 1d4 points of damage plus 1 point of Constitution damage. Those whom were drained and subsequently defeated are permanently dead and cannot be **raised** (but may still be **reincarnated**).

Liches can only be hit by magical weapons or spells. Like normal skeletons, they take only half damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric (as vampire, but with a -6 penalty on the check), and are immune to sleep, charm or hold spells. Despite having magic-user or clerical levels, the lich uses d8 for rolling HP like other monsters.

A lich's life-force is kept safe within an object called a phylactery, often hidden and protected. This allows the lich to persist even when its physical form is destroyed; in that event, the monster's physical form will slowly regenerate at a rate of 1 HP per hour. In order to completely destroy a lich, its phylactery must be located and destroyed; however, only very powerful magic or catastrophic natural damage (a **disintegrate** spell, a **wish**, or throwing it into an active volcano) can actually damage the object.



Linnorm

Armor Class:	17
Hit Dice:	7**
No. of Attacks:	1 bite, 2 claws, or breath
Damage:	2d8 bite + poison, 1d10 claw or breath
Movement:	40'
No. Appearing:	1d2
Save As:	Fighter: 8
Morale:	9
Treasure Type:	E
XP:	800

Linnorms, like wyverns, are distantly related to dragons. They resemble large horned snakes with a pair of clawed forelimbs. A linnorm can breathe a cloud of fetid gas much like a dragon's breath. Linnorms are immune to all poisons.

**Locathah**

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 spear or 1 light crossbow
Damage:	1d6 spear, 1d6 light crossbow
Movement:	10' swim 60'
No. Appearing:	1d4, Wild 1d20, Lair 3d10+70
Save As:	Fighter: as per hit dice
Morale:	7
Treasure Type:	D
XP:	75

Although humanoid in shape, **Locathahs** are more fish than man. The average locathah stands 5 feet tall and weighs 175 pounds. Females and males look very much alike, although the former can be recognized by the two ochre stripes marking their egg sacs. Locathahs speak their own language.

Any attack from locathahs usually begins with loosing volleys of bolts from their unique crossbows; these special crossbows have a range of 60 feet underwater (normal ranges on the surface). If they manage to set up an ambush or other trap, they continue to employ crossbows for as long as possible, otherwise they yield spears. Although primarily used for fishing, these spears make formidable weapons. Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed; they will generally flee at that point.

Lycanthrope, Werecockroach*

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

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

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

In any form, a wercockroach is immune to normal weapons, and one must use silver or magical weapons in order to damage it. Wercockroaches make saves as a level 3 fighter against most attacks, but saves as a level 17 cleric vs. poison and is immune to most disease-based attacks. However, wercockroaches have a weakness: they recoil from bright lights (as bright as sunlight or a **light** spell; twilight, torches and lanterns won't scare them off), and must make a morale check when exposed to such a light lest they scurry away to the nearest dark place.

Megatherium

Armor Class:	13
Hit Dice:	9 (AB +8)
No. of Attacks:	2 claws
Damage:	1d10 claw
Movement:	30'
No. Appearing:	1d4 wild
Save As:	Fighter: 9
Morale:	8
Treasure Type:	None
XP:	1,075

A **Megatherium** is a gigantic prehistoric ground sloth the size of an elephant. While normal sloths are vegetarian, megatheriums are omnivorous, sometimes hunting prey or scavenging. A megatherium can climb well, assuming the surface is strong enough to support their massive weight.

BASIC FANTASY FIELD GUIDE

Mimic

Armor Class:	15
Hit Dice:	7**
No. of Attacks:	1 slam
Damage:	3d4 slam
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	10
Treasure Type:	None
XP:	800

A master of deception, **Mimics** can assume the general shape of any object or creature that fills roughly 150 cubic feet. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who closely examines the mimic can easily detect the ruse. These creatures can speak common. In combat a mimic will often surprise an unsuspecting adventurer by lashing out with a heavy pseudopod.

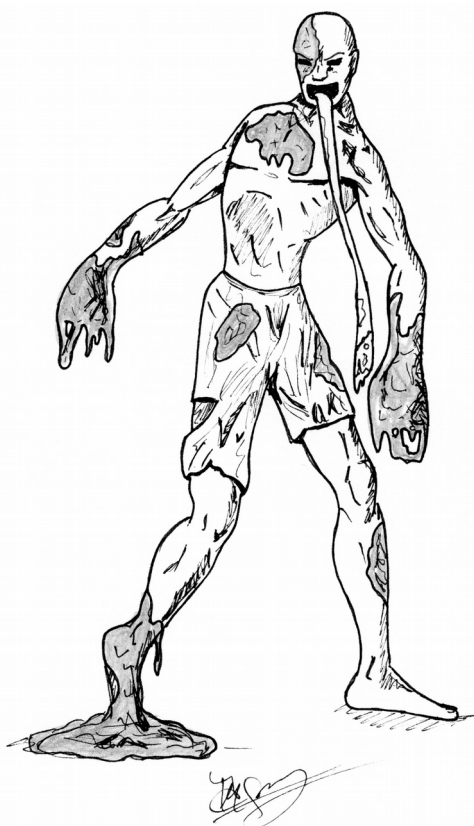
A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on an open doors check to pull the weapon free. Strong alcohol dissolves the adhesive in 3 rounds. A mimic can dissolve its adhesive at will, and the substance will break down 5 rounds after the creature dies.

Mohrg

Armor Class:	23
Hit Dice:	14** (AB +11)
No. of Attacks:	1 slam or 1 tongue
Damage:	1d6 slam or special
Movement:	30'
No. Appearing:	Wild 1d4, Lair 1d4 (plus 5d4 zombies)
Save As:	Fighter: 14
Morale:	12
Treasure Type:	None
XP:	2,730

Mohrgs are the animated corpses of mass murderers or similar heinous villains. Most mohrgs are 5 to 6 feet tall and weigh about 120 pounds. Mohrgs attack by slamming enemies with their fists; they may also lash out with its tongue. Whomever the tongue touches must save vs. Paralysis or become paralyzed for 1d4 minutes (6d4 rounds). They often catch opponents flat-footed, for they move much faster than zombies (no initiative penalty).

As with all undead, they can be Turned by a Cleric (as a vampire), and are immune to sleep, charm or hold spells. Creatures killed by a mohrg rise after 1d4 days as ordinary zombies under the mohrg's control.

**Mosquito, Giant**

Armor Class:	11
Hit Dice:	1d4*
No. of Attacks:	1 bite
Damage:	1d3 bite + 1d3/round blood drain
Movement:	50'
No. Appearing:	Wild 2d6x10
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	13

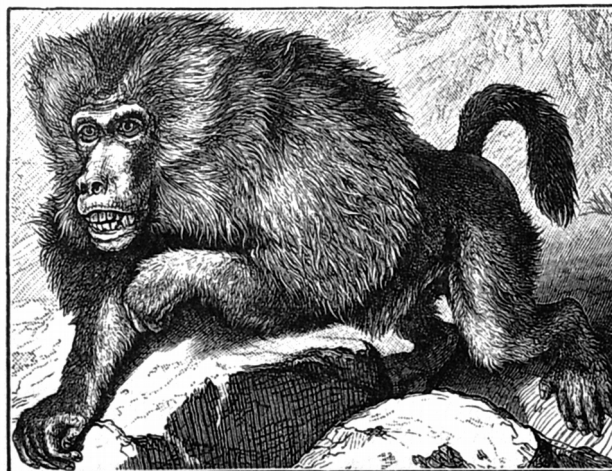
Giant Mosquitos swarm victims by the dozen, with 1d6+1 attacking each living creature they encounter. A successful attack causes 1d3 points of damage and results in the insect attaching itself to the victim, draining 1d3 HP per round until the mosquito is sated (having caused damage at least equal to three times its own HP total) or killed. To aid in feeding, they inject anti-coagulants; a victim will bleed another 1d3 HP for 1d3 rounds after feeding or killed. Any healing spell or potion will stop the bleeding, as will taking a round to bind the wound.

Monkey, Common & Baboon

	Common	Baboon
Armor Class:	16	13
Hit Dice:	1d4 hit points	1
No. of Attacks:	1 bite	1 bite
Damage:	1d3 bite	1d4 bite
Movement:	50'	40'
No. Appearing:	3d6 Wild	3d6 Wild
Save As:	Fighter: 1	Fighter: 1
Morale:	7	8
Treasure Type:	None	None
XP:	10	25

Common Monkeys weigh about 30-40 pounds and can be quite a nuisance, though most often they avoid contact. Smaller types of monkeys are generally inconsequential to adventurers.

A **Baboon** (the natural form of the baboon, as opposed to the **Rock Baboon** in the BFRPG Core Rules) weighs 60-90 pounds. They live in packs and often hunt other small game. They will face down predators on occasion. Ordinary baboons do not normally present a threat to adventurers, but if cornered or threatened they become hostile.



Nazgorian

The term Nazgorian refers to monstrous otherworldly beings 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, beings from Nazgor have a grayish cast to their skin, which is usually wet and slimy. They suffer 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.

Nazgorian, Digester

Armor Class:	17
Hit Dice:	12* (AB +10)
No. of Attacks:	1 claw + special
Damage:	1d8 claw + special
Movement:	60'
No. Appearing:	1, Wild 1d3, Lair 1d3+3
Save As:	Fighter: 12
Morale:	7
Treasure Type:	None
XP:	1,975

Digesters are bizarre otherworldly beings from Nazgor that seem to only exist to hunt and eat. They are about 5 feet tall, 7 feet long from snout to tail, and superficially similar to bipedal dinosaurs except for an odd aperture on their head that sprays digestive juices at prey. Digesters do not have discernible eyes, locating prey by sound (treat as Darkvision to 60 feet), so magical **silence** effectively blinds them.

A digester attacks by spraying a gout of acid in a cone 20 feet long and 20 feet wide at the base, causing 8d8 points of damage to everything in the area. A successful save vs. Dragon Breath will reduce damage by half. The digester can spray again every 1d4 rounds and otherwise attacks with one hind-claw for 1d8 points of damage.

Digesters, 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 causes 1d8 points of damage per hour.

Nazgorian, Eelbat

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

Eelbats look like eyeless eels with bat-like wings and gray slimy skin. Despite the lack of visual organs, they can sense their surroundings like a bat and they effectively have Darkvision out to 60 feet. They attack by biting and after a successful bite, they will hang on and drain an additional 1d6 points of damage every round. The creature can only be removed by killing it; any attack on the creature while attached receives an attack bonus of +2, but any attack that misses will hit its victim instead.

Eelbats, 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 causes 1d8 points of damage per hour.

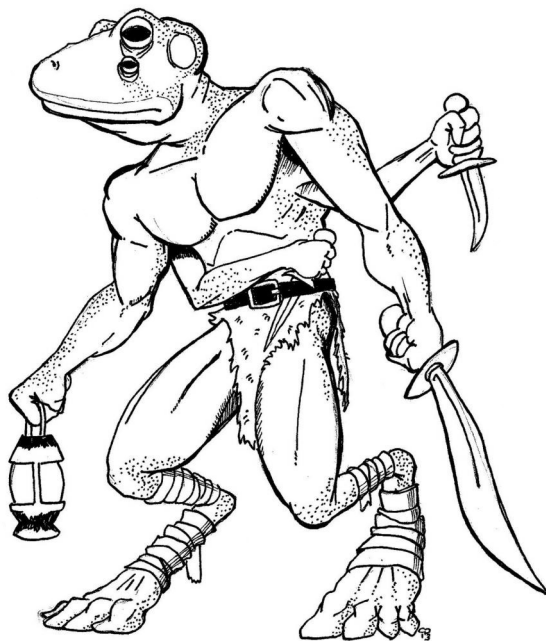


Nazgorian, Frogman

Armor Class:	13
Hit Dice:	3
No. of Attacks:	2 weapons
Damage:	1d8+1 or by weapon +1
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None
XP:	145

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

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



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

Frogmen, 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 causes 1d8 points of damage per hour.

Nazgorian, Gray Render

Armor Class:	19
Hit Dice:	10 (AB +9)
No. of Attacks:	2 claws and 1 bite
Damage:	1d6 claws, 2d6 bite
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	None
XP:	1,300

A **Gray Render** stands about 9 feet tall in spite of its hunched posture and is about 4 feet wide, weighing about 4,000 pounds. They have a very amphibian, toad-like look, and are gray in color. Their forelimbs are rather small compared to their body but have viciously sharp claws. A gray render has no eyes; instead, it depends on sound to locate prey (treat as 90 foot Darkvision). Thus, a silent opponent is as good as invisible to the monster. They are never found in groups. When hunting, it hides and waits for prey to wander close.

A gray render that successfully bites establishes a hold, tearing the flesh for 2d6 points of damage each round until it or its prey is dead. Their jaws are so powerful that it is effectively impossible to break the hold through strength alone.

Gray Renders, 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 causes 1d8 points of damage per hour.

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Nazgorian, Hydramander

Armor Class:	18 to 21
Hit Dice:	8 to 12 (AB +10)
No. of Attacks:	5 to 8 bites
Damage:	2d6 bite
Movement:	20' (10')
No. Appearing:	1, Lair 1
Save As:	Fighter: 8 to 12
Morale:	11
Treasure Type:	None
XP:	8 HD 825; 9 HD 1075; 10 HD 1,300 11 HD 1,575; 12 HD 1,875

A **Hydramander** is a multi-headed creature from the dimension of Nazgor. The body of a hydramander is similar to the body of a **Hydra**; however, the hydramander has no eyes. It depends on sound to locate prey (treat as Darkvision out to 60 feet). Thus, a silent opponent is as good as invisible to the monster.

The individual heads of a hydramander may be attacked; 12 points of damage must be dealt to disable each head.

Hydramanders, 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 causes 1d8 points of damage per hour.

Nazgorian, Spiderwolf

Armor Class:	14
Hit Dice:	4**
No. of Attacks:	1 bite
Damage:	1d10 bite + poison
Movement:	60'
No. Appearing:	2d4 Wild, Lair 2d4
Save As:	Fighter: 5
Morale:	10
Treasure Type:	None
XP:	320

Spiderwolves are a species of huge wolf-like monsters having eight legs, six eyes, and no tail. They are hairless with gray slimy skin. A typical spiderwolf stands 5 feet high at the shoulder and weighs almost 200 pounds. In the wild, these creatures travel and hunt in packs.

A spiderwolf's bite is poisonous; any living creature bitten by a spiderwolf must save vs. Poison or become paralyzed for 1d6 turns. A spiderwolf will ignore that paralyzed creature and attack any other opponent, turning its attention back to the paralyzed victim only after all other opposition is quelled.

Spiderwolves, 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 causes 1d8 points of damage per hour.

Necrotic Ooze

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 slam
Damage:	1d6 slam
Movement:	10'
No. Appearing:	1d4, Wild 1d4, Lair 1d4
Save As:	Fighter: 3
Morale:	11
Treasure Type:	None
XP:	145

Necrotic Oozes are undead slime creatures that resemble nothing more than a sickly mass of sticky, oozing yellow-white puss with pustules of running clear liquid on their exterior. They attack with a tentacle-like pseudopod.

As with all undead, they can be Turned by a Cleric (as a wight), and are immune to **sleep**, **charm** or **hold** spells. As they are mindless, mind reading is useless. They are likewise immune to disease and poison.

The GM should keep track of who is struck by one; after a fight is over, each stricken victim must save vs. Poison; if this save fails, the victim will suffer a rotting disease that deals 1d4 points of damage per day unless cured by **cure disease** (normal healing has no effect). If slain by the rotting disease, the victim will quickly turn into a necrotic ooze.

Octopus Fungi

Armor Class:	15
Hit Dice:	6
No. of Attacks:	1 tentacle or 1 tentacle + bite (at +4)
Damage:	1d6 tentacle, 1d10 bite
Movement:	0' (immobile)
No. Appearing:	1d12
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	500

Octopus Fungi appear similar to other giant fungi such as shriekers. If anyone tries to pass through them, they will "unfurl" into a single long tentacle and try to wrap around the victim and drag them back to their biting core. A normal attack roll is made; a hit deals 1d6 points of damage from the clawed grasping sucker and a victim must save versus dragon breath or be drug back to the core the next round. If pulled into the body, two attacks will be made (the tentacle and the mouth) with a +4 bonus each.

**Odeum***

Armor Class:	16 ‡
Hit Dice:	4*
No. of Attacks:	1 touch
Damage:	1d6 touch + wisdom drain
Movement:	60' Fly
No. Appearing:	1
Save As:	Fighter: 4
Morale:	12
Treasure Type:	C
XP:	280

The **Odeum** is a foul undead spirit that possesses the living and drives them into madness. They are formed from the souls of the murderously insane and will force others to perform similarly heinous acts. Unlike other spectral undead an odeum is not tied to a specific location and can move about at-will, though it is drawn to places of great suffering and torment. An odeum speaks the languages it knew in life.

An odeum damages a creature's mind with its touch. In addition to normal damage, a creature so touched by an odeum takes 1d4 points of Wisdom damage. A creature reduced to less than 3 Wisdom by such means is driven insane and acts as if under the effects of a **confusion** spell unless their Wisdom is restored to at least 3 points.

The odeum can attempt to possess a creature at-will. This ability is similar to **magic jar** as cast by a 10th level Magic-User, except that it does not require a receptacle. If the attack succeeds, the odeum disappears into the target's body. The target can resist the attack with a successful save vs. Spells modified by the target's Wisdom bonus. A creature that successfully saves is immune to that odeum's possession attack for the next 24 hours. While possessing a host the odeum takes complete control of the target's actions, though the host remains aware of what is happening around it. Attacking a host creature will damage the body (not the odeum); a host that dies will cause the odeum to return to its nebulous form.

Outside a host an odeum can only be struck by magical weapons and spells. Like all undead they are immune to sleep, charm, and hold spells. They can be Turned by a Cleric (as a wraith). However, while inside a host the odeum is rendered immune to a cleric's turning ability; the attempt does allow the host to make a save vs. Spells to expel the odeum. Such a save can only be made once per day.

An odeum will possess a host for as long as possible until they are driven mad. The odeum then abandons the host to seek out a new victim.

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BASIC FANTASY FIELD GUIDE

Ogre Mage

Armor Class:	17
Hit Dice:	5+2**
No. of Attacks:	1 weapon (+3 to hit) or spells
Damage:	2d6+3 (large weapon), by weapon +3, or spell
Movement:	40' Fly 40'
No. Appearing:	1, Lair 1d6
Save As:	Magic-User: 6
Morale:	10
Treasure Type:	E
XP:	450

Ogre Magi are humanoids standing between 9 and 10 feet tall, have 1d4 horns, and 2 large tusks. They are highly intelligent and speak common and ogrish among other languages.

Ogre magi are very strong (18 Strength), granting them +3 to hit and damage with melee weapons.

Ogre magi may cast **fly**, **invisibility**, **darkness**, and **polymorph self** at-will (one choice per round) as often as desired. Once per day they can cast **charm person** and **sleep**. Also once per day they may produce a special cone of cold which is 60 feet long and 12 feet diameter at the base inflicting 12d4 points of damage (save vs. Spells for half damage). Ogre magi regenerate 1 HP per round.



Orc, Snow

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

Snow Orcs are white-haired relatives of the normal orc, well-suited to cold mountain lairs. They appear even more bestial than their normal orcish brethren. Their feet are very wide and allow them to traverse snow with ease. Snow orcs are so hairy that they can walk in a blizzard without additional clothes, though they prefer to wear armor and long capes.

Snow orcs are never affected by cold weather and treat snowy or icy terrain as road terrain for the sake of movement. While cold-based magic does affect them, they save against it as level 10 fighters rather than level 1. Like other orcs they have Darkvision to a range of 60 feet. They speak the orcish tongue, but may also speak Common, Goblin, or even Giant.

Otter (Common and Giant)

	Common	Giant
Armor Class:	16	16 (see below)
Hit Dice:	½ (1d4 hp)	5
No. of Attacks:	1 bite	1 bite
Damage:	1d2 bite	2d6 bite
Movement:	30' Swim 50'	30' Swim 50'
No. Appearing:	1d4+2	1d3+1
Save As:	Fighter: 1	Fighter: 5
Morale:	7	8
Treasure Type:	None	L
XP:	10	360

Otters are small or medium-sized semi-aquatic mammals with long bodies. They swim with exceptional maneuverability and speed. They are playful and social.

Giant Otters are similar in most ways but are much larger, being 10 to 15 feet in length with a vicious bite. They are fairly intelligent and sometimes keep small items of value in their dens.

Otyugh

Armor Class:	17
Hit Dice:	6*
No. of Attacks:	2 tentacles/1 bite + special
Damage:	1d4 tentacle, 1d6 bite + special
Movement:	20'
No. Appearing:	1, Lair 1d3+1, Wild 1d2
Save As:	Fighter: 6
Morale:	9
Treasure Type:	U
XP:	555

Otyugh stand on 4 large legs and have a body 8 feet in diameter, weighing about 500 pounds. Behind their large mouths are 3 tentacles. When so inclined, an otyugh can communicate verbally using the predominate language of the area, usually common.

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyugh slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths. They deal automatic tentacle damage with a successful attack on every round that its prey is held. The bite of an otyugh is diseased and the recipient of the attack must save vs. Poison or contract **filth fever** (incubation period 1d3 days; 1d3 reduction of Dexterity and 1d3 reduction of reduction of Constitution).

**Owl, Giant**

Armor Class:	15
Hit Dice:	6
No. of Attacks:	2 claws
Damage:	1d6 claw
Movement:	10' Fly 70'
No. Appearing:	1, Lair 1d2, Wild 1d4
Save As:	Fighter: 6
Morale:	9
Treasure Type:	None
XP:	500

Giant Owls are nocturnal birds of prey, feared for their ability to hunt and attack in near silence. They are intelligent and naturally suspicious. A typical giant owl stands about 9 feet tall, has a wingspan of up to 20 feet, and resembles its smaller cousins in nearly every way.

A giant owl attacks by gliding silently just a few feet above its prey and plunging to strike when directly overhead. A giant owl can see five times as far as a human can in dim light.

Owlbear, Fire-breathing

Armor Class:	18
Hit Dice:	8*
No. of Attacks:	2 claws/1 bite (1 hug) or 1 breath
Damage:	1d8 claw, 1d8 bite, 2d8 hug, 4d6 fire
Movement:	40' Fly 40' (10')
No. Appearing:	1d4, Lair 1d4, Wild 1d4
Save As:	Fighter: 8
Morale:	9
Treasure Type:	C x 2
XP:	945

Fire-breathing Owlbears are the larger, more bestial cousins of the **Owlbear**, sharing most of the same physical features. In addition to the large wings allowing flight, their coat tends to be closer to rust in color and its beak a bright orange. A full-grown fire-breathing owlbear stands nearly 10 feet tall and weighs over 2000 pounds.

Fire-breathing owlbears usually rely on their powerful claws and ferocious beak in combat. Like normal bears, they must hit with both claws to deal hug damage. What makes them most fearsome is its breath attack. Each round, roll to determine which is attack form used (1d6, 1-2 indicates breath of fire). If the beast breathes fire, its victim may save vs. Dragon Breath for half damage. It may use this attack a total of 4 times per combat. After an hour of rest, the breath weapon is usable once again.

Phaerim

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

The beautiful **Phaerim** are related to fey such as booka or pixies. Phaerim appear to be smaller elf-like folk, except that they have a pair of wings similar to dragonflies or butterflies. Most phaerim encountered are female. Phaerim stand no taller than the average halfling (3 feet) but have a more slight build, seldom being heavier than 40 pounds. Phaerim speak their own language, elvish, and one or more fey languages common to dryads or pixies. Adventuring phaerim usually know common as well.



They are normally quite reclusive. Similar to halflings, phaerim can hide very effectively; so long as they remain still there is only a 10% chance they will be detected outdoors in forested environments. Even indoors they are able to hide with a 30% chance of detection.

Phaerim normally walk but can fly if unencumbered. Phaerim can fly up to 10 rounds, but must remain grounded an equivalent amount of time after any flight. A lightly-encumbered phaerim can fly up to 5 rounds but must rest for 20 rounds. Phaerim take half damage from falls due to their reduced weight and wings.

Phantom Fungus

Armor Class:	14
Hit Dice:	2
No. of Attacks:	1 bite
Damage:	1d6 bite
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

While its normal form is completely invisible (even while attacking), when the **Phantom Fungus** is killed or somehow made visible it looks like a brown or greenish-brown mass with a cluster of nodules at its highest point. The nodule cluster atop the main mass serves as its sensory organs. The creature feeds and attacks with a gaping maw lined with rows of teeth. Four stumpy legs support the creature and allow it to move about its subterranean environment.

Anyone attacking a phantom fungus does so at -4 unless the attacker can detect invisible creatures.

Phase Spider

Armor Class:	15
Hit Dice:	9+1 (AB +8)
No. of Attacks:	1 bite + poison
Damage:	1d6 bite + poison
Movement:	40'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	7
Treasure Type:	None
XP:	1,075

Phase Spiders are aggressive predators that can shift quickly from an intangible state to attack opponents. When intangible the phase spider is invisible, insubstantial, and capable of moving in any direction (even up or down), albeit at half-normal speed. As an intangible creature, it can move through solid objects, including living creatures. It can see and hear on the material plane. Sight and hearing on the material plane are limited to 60 feet. A typical phase spider's body is 8 feet long and weighs about 700 pounds.

Once a spider locates prey, it shifts to a tangible state to attack, attempting to catch its victim off-guard (+2 to hit). The phase spider retreats back to intangible state at the beginning of the next round.

Plague Hound

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

Plague Hounds are undead canines infected with an infliction similar to ghouls or ghosts. They appear as ravenous beasts with patches of fur or skin sloughing off.

Those bitten by a plague hound must save versus paralyzation or be paralyzed for 2d8 turns; elves are immune to this effect. The plague hound's bite also carries the ghoul fever affliction, but is even more virulent. Each bite has a 10% cumulative chance of infecting the victim with ghoul fever. (Roll once per bitten character, after the encounter is over, at 10% per each bite; for example, a character bitten three times has a 30% likelihood of begin infected). If so afflicted, the victim must save versus Death Ray (at a penalty of -4) or die within a day, only to rise at the next sunset as a ghoul. Any dog or wolf will return as a plague hound. Plague hounds can be Turned by a Cleric (as a wight) and they share the common undead traits of immunity to sleep, charm, and hold spells.



Poludnitsa

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

A **Poludnitsa**, sometimes called "Lady Midday", is a cruel fey who appears as a young, beautiful woman dressed in white and holding a scythe. She enjoys engaging in conversation, asking complicated and difficult riddles. If one answers correctly, she might tell them a great secret (spoken in riddles, of course). If a wrong answer is given, however, she will cause the one answering to suffer a heat stroke; the victim must save vs. Spells or take a -4 penalty to all attack rolls and ability checks for the next 2d6 hours.

Most are mischievous rather than outright evil, but if threatened a poludnitsa will attempt to behead her foes with her scythe.



Praying Mantis, Giant

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

Giant Praying Mantises are greatly camouflaged, moving slowly and waiting motionless for hours. They ambush and feed on anything smaller than themselves. They possess a chameleon-like ability to change their exoskeleton color to blend in with the surroundings. Typically, a hunting praying mantis will surprise on 1-5 of 1d6; locating one that is hiding (from a distance) is equivalent to finding a secret door. They can fly for brief periods, covering 120 feet in a hop, but will only do so to flee or cross rough terrain.

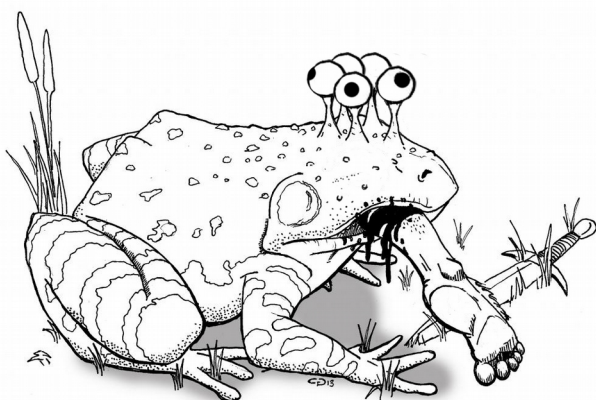
Prince Frog

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	2 claws/1 bite + special
Damage:	1d4 claw, 1d6 bite + paralysis
Movement:	20' Leap 20'
No. Appearing:	1d4
Save As:	Fighter: 2
Morale:	9
Treasure Type:	None
XP:	100

The creature humorously called the **Prince Frog** is not truly a frog at all. It is about the size of a large dog and is frog-shaped. Prince frogs come in a variety of bold, striking colors, usually two-toned. Prince frogs prefer damp, warm conditions; swamps and jungles are their native habitats.

It is the creature's eyes that led to its name. A prince frog has six eyes on stalks, arranged in a hexagonal pattern around the top of its head; these stalks are distinctly wider at the bottom than at the tip, giving the appearance of a crown. A prince frog can direct its eyes any way it wishes. Many eyes combined with an excellent sense of hearing means that a prince frog cannot generally be surprised. In addition, they are able to **detect invisible** continuously.

Prince frogs are aggressive hunters, willing to take on prey larger than themselves. Their success at this can be attributed to their poisonous skin, the secretions of which cause any creature coming in contact with one to save vs.



Poison or become comatose for 2d4 turns. During this period the victim will have strange and horrifying dreams. A comatose victim cannot be awakened by normal means until the duration has expired.

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

Some believe that prince frogs are a form of Nazgorean monster, but their bright colors have caused most sages to discount this theory.

Pseudodragon

Armor Class:	18
Hit Dice:	2*
No. of Attacks:	1 bite or 1 sting + poison
Damage:	1 HP bite, 1d3 stinger + poison (sleep)
Movement:	10' Fly 60'
No. Appearing:	1 Wild 1d2 Lair 1d4
Save As:	Magic-User: 2
Morale:	7
Treasure Type:	None
XP:	100

A **Pseudodragon** has a small body about 1 foot long, with a 2 foot tail, and weighs 7 pounds. They can communicate telepathically with intelligent creatures, provided they are within 60 feet. They can also vocalize animal noises. Pseudodragons covet shiny but worthless objects such as broken glass.

In combat a pseudodragon can bite for 1 point of damage, but its principal weapon is its stinger-equipped tail which deals 1d3 points of damage. The stinger delivers a poison that will cause the recipient to fall asleep for 1d3 hours on a failed save. They have keen senses and can locate

creatures within 60 feet by various means. Even against invisible opponents any penalties (such as when attacking) are halved for a pseudodragon.

Pseudodragons have a chameleon-like ability to change color and are able to hide very effectively; so long as they remain still there is only a 10% chance they will be detected outdoors in forested environments. Even indoors they are able to hide with a 30% chance of detection.

Rabbit Prince

Armor Class:	18
Hit Dice:	10* (AB +9)
No. of Attacks:	1 weapon (sword)
Damage:	2d6 sword
Movement:	50' Leap 20'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	10
Treasure Type:	None
XP:	1,390

The **Rabbit Prince** appears as a four foot tall, bipedal rabbit dressed in ruined finery, wearing an old crown and wielding a broken sword. A rabbit prince will roam the wilderness, occasionally attacking farming villages. They have a deep hatred for predators and will defend fellow (ordinary) rabbits from any attackers they see.

The prince rabbit attacks with supernatural strength, moving rapidly and erratically so that anyone trying to attack with ranged weapons suffers a -2 penalty to the



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attack roll. In addition to normal movement, a rabbit prince can leap up to 20 feet and still make an attack in the same round.

Instead of attacking a rabbit prince may rapidly thump its foot loudly upon the ground. Anyone within 20 feet must save vs. Paralysis or be unable to cast spells for the remainder of that round (but other actions are still possible). Any spells which would be cast simultaneously with the rabbit prince's Initiative is lost just as if the caster had been attacked.

Rabbit princes are solitary creatures, almost never found in each others' company.

Ram, Wild

Armor Class:	13
Hit Dice:	2
No. of Attacks:	1 horns
Damage:	1d6 horns
Movement:	40' Climb 20'
No. Appearing:	Wild 2d4
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

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

Ram, War

Armor Class:	13
Hit Dice:	3
No. of Attacks:	2 horns or hooves
Damage:	1d6 horns, 1d4 hooves
Movement:	40' Climb 20'
No. Appearing:	Domestic only
Save As:	Fighter: 3
Morale:	9
Treasure Type:	none
XP:	145

Dwarves are known for their **War Rams** which are specifically bred for strength and aggression. They attack with either their great horns (needing a short run or charge) or with their hooves. Like the mundane breeds of ram, war rams can negotiate rocky terrain with ease. The climbing speed listed above assumes their native terrain of rocky slopes; war rams cannot climb walls, trees, or other objects in the traditional sense.

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Rat Dog

Armor Class:	15
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d6 bite
Movement:	40'
No. Appearing:	1d10, Wild 2d20
Save As:	Fighter: 3
Morale:	9
Treasure Type:	None
XP:	145

Rat Dogs are the size of a large dog with a rat-like face and long hairless tail. They run and otherwise move like canines, and their front paws have opposable thumbs and are thus able to grasp objects. Despite the name, it is not clear if these creatures are rats, dogs, or some sort of magical hybrid.



A Rat Dog's bite may carry disease, much like a **Giant Rat's** bite. A rat dog bite has a 5% chance of causing a disease. Anyone who suffers one or more bites that results in disease will sicken in 3d6 hours. The infected character will lose one point of Constitution per hour; after losing each point, the character is allowed a save vs. Death Ray (adjusted by their current Constitution bonus or penalty) to break the fever and end the disease. Any character reduced to zero Constitution is dead (see Constitution Point Losses in the **Encounter** section of the BFRPG Core Rules for details on regaining lost Constitution).

Red Cap

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

Red Caps are murderous fey that prey upon travelers seeking refuge in ruins or abandoned castles. Distantly related to both goblins and fairies, they appear as small ugly men with unkempt hair, red eyes, and wickedly crooked teeth. A red cap wears small iron shoes that magically enhance their speed (becoming useless when removed from its owner) and a blood-red hat upon its head. They tend to attack only helpless targets, usually with a knife or other bladed weapon that will spill blood.

A red cap can sneak about the ruins they call home, knowing every shadow, nook, and cranny. Within this lair, a red cap has the abilities of a 6th level thief, including the ability to sneak attack. Outside these ruins, the red cap is limited to 3rd level thief abilities.



A red cap can cast **sleep** once daily, which it uses to incapacitate those it intends to murder. When hard pressed, they will flee and hide, counting on their speed to evade any pursuers.

The hat of a red cap must be soaked in blood regularly, lest the being wither and fade away. This hat, even if inert for years, can summon a red cap if soaked in blood anew. Only total destruction of the hat guarantees a true end.

Red Slime

Armor Class:	11 to 16
Hit Dice:	1* to 6*
No. of Attacks:	1 slam
Damage:	1d4, 1d6, 1d8, 1d10, 1d12, or 2d8 per round by Hit Dice
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 1 to 6
Morale:	12
Treasure Type:	None
XP:	1* HD 37; 2* HD 100; 3* HD 175; 4* HD 280; 5* HD 405; 6* HD 555

Distant relative of ochre jellies and green slimes, the **Red Slime** is an oozing mass that appears to be a red pool. One is easily mistaken for an **Ochre Jelly**, save for its color. These slimy creatures are notorious for remaining

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still and hiding in holes and under ledges to surprise victims.

A red slime can extend a pseudopod up to 2 feet per HD. If its attack is successful, the target is ensnared, and the slime will feed off the victim, doing damage automatically each round. Hit points drained from the victim are added to the red slime's current hit points; every 6 points thus added increases the monster's Hit Dice by one, to a maximum of 6 Hit Dice. Excess hit points drained after the monster reaches its maximum of 48 are lost. Note that the damage roll increases as the monster grows in size.

An ensnared victim may attempt to escape by making an open doors check to break free. Red slimes can only feed on living creatures, but can still make normal attacks against other monsters. A successful attack against a red slime may cause it to release a victim; the GM should roll 1d20, and if the die roll is equal to or less than the damage done to the red slime, the ensnared victim will be freed.

As if all that weren't bad enough, a red slime will regenerate 1 HP per round, even if apparently slain. Damage from fire or acid will not be regenerated, and so this is the only way to permanently slay a red slime.

Remorhaz

Armor Class:	20
Hit Dice:	7* to 14* (AB +11)
No. of Attacks:	1 bite
Damage:	4d6 bite (7-8hd), 5d6(9-12hd), 6d6(13-14hd)
Movement:	30' Burrow 20'
No. Appearing:	1
Save As:	Fighter: by HD
Morale:	11
Treasure Type:	D (see below)
XP:	7 HD 735; 8 HD 945; 9 HD 1150; 10 HD 1,390; 11 HD 1,670; 12 HD 1,975; 13 HD 2,285; 14 HD 2,615

A **Remorhaz** is light blue in color but pulses with a reddish glow from the heat its body produces. It is a little more than 20 feet long and about 5 feet wide, and weighs about 10,000 pounds. Remorhazes hide under the snow and ice until they hear movement above them, attacking with surprise.

On an attack roll of 20, the remorhaz swallows its prey whole. Once inside, the opponent takes 2d8 bludgeoning damage plus 8d6 fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 damage to the gizzard (AC 15). Once the victim exits, muscular action closes the hole; another swallowed opponent must cut his own way out.

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An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not. This heat can melt or char weapons; any non-magical weapon is destroyed. Magical weapons are allowed a save vs. Dragon Breath to avoid destruction. Any treasure recovered will likely be heat resistant.

Roper*

Armor Class:	20
Hit Dice:	10* (AB +9) to 12* (AB +10)
No. of Attacks:	1 bite + special
Damage:	2d6 bite
Movement:	10'
No. Appearing:	1
Save As:	Fighter: 10 to 12
Morale:	12
Treasure Type:	I
XP:	10 HD 1,390; 11 HD 1,670 12 HD 1,975

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

If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round unless that creature breaks free (requires an open doors check). If a roper can draw in a creature within 10 feet of itself it will bite with a +4 attack bonus in the same round. A strand has 10 HP and can be attacked instead of the body of the roper. If the strand is currently attached to a target, the attacker takes a -4 penalty on its attack roll. Severing a strand deals no damage to the roper itself.

Ropers are immune to electricity and take half damage from cold but are vulnerable against fire, saving at -4. They are otherwise very highly magically resistant, making all magical saves (except fire-based) with a +4 bonus.

Rot Vulture

Armor Class:	12
Hit Dice:	2
No. of Attacks:	1 flogging
Damage:	1d6 flogging
Movement:	10' Fly 120'
No. Appearing:	1d10 Wild 1d10 Lair 1d10
Save As:	Fighter: 2
Morale:	10
Treasure Type:	None
XP:	75

Rot Vultures are undead carnivorous birds that have the same general appearance of a large, healthy vulture at a distance, but up close they have major defects such as missing eyes, torn beaks, and protruding broken bones. They stink of horrible decay. They are ravenous and driven to attack. As with all undead, they can be Turned by a Cleric (as a Zombie), and are immune to sleep, charm or hold spells.

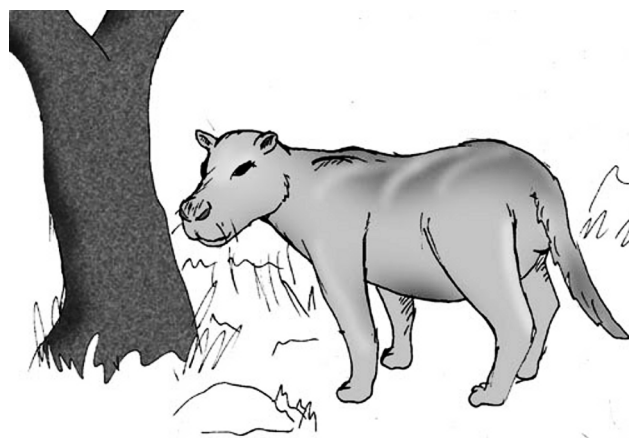
Rot vultures attack with a combined pecking, clawing and wing-flogging attack that is rolled with one attack roll. Some rot vultures have certain special abilities (1-2 on 1d6 indicates such). The GM can roll randomly or choose the effect, and may add more types of horrors.

1. It emits a horrid stench in a gaseous blast of goeey rotten matter when slain, causing anyone within ten feet to save versus poison or drop anything in their hands, fall to their knees and wretch helplessly for 1d4 rounds.
2. It has bitten and the victim must save versus poison or be inflicted by **Rot Grubs**.
3. Any victim must save versus poison or suffer the effects of disease similar to a **Giant Rat** bite.
4. It shrieks in the face of its victim (one only) so loudly and horrifically they must save versus spells or suffer the effects of **cause fear** (reversed **remove fear**) for 1d6 rounds, as well as deafened for 1d6 hours.
5. A victim must save versus paralysis or be paralyzed for 2d6 rounds just like a **Ghoul's** touch (elves are likewise immune).
6. A victim who must save versus spells or be inflicted by a horrid decaying odor for 1d6 days and attract scavengers (at least one additional roll for wandering monsters during each interval). The stench also means a character's Charisma is reduced by 8 points (minimum score of 3). Their chances of stealth are greatly reduced, and effectively impossible when facing creatures with a keen sense of smell.

Rousirl

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

The **Rousirl** is a massive rodent-like creature. Its stout body stands nearly shoulder height to most men. Like rodents, it has large front teeth and powerful jaws that it uses for biting through wood and defense.

**Sahuagin**

Armor Class:	16
Hit Dice:	2+2*
No. of Attacks:	1 trident/1 bite, 2 talons/1 bite, or heavy crossbow or net
Damage:	1d8 trident, 1d4 bite, 1d4 talon, 1d4 bite, or other weapon
Movement:	30'
No. Appearing:	1d8, Lair 1d6 x10, Wild 1d10+10
Save As:	Fighter: 2
Morale:	7
Treasure Type:	Individuals N; Lair E, I, O
XP:	100

Sahuagin are a predatory fish-man race that feature green coloration, darker along the back and lighter on the belly. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds. A sahuagin can sense movement underwater within a 30-foot radius. They speak their own language, as well as common and usually one other language. A sahuagin can survive out of the water

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for 1d8 hours before dying from exposure. A sahuagin tears with its feet as it strikes with its talons, or a weapon. About half of any group of sahuagin are also armed with nets.

A sahuagin fully immersed in fresh water must succeed on a save vs. Poison or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed. Abrupt exposure to bright light blinds sahuagin for 1d4 rounds. On subsequent rounds, they are dazzled while operating in bright light.

Satyr

Armor Class:	15
Hit Dice:	5*
No. of Attacks:	1 head butt/dagger or shortbow
Damage:	1d6 head butt, 1d4 dagger or 1d6 bow
Movement:	40'
No. Appearing:	1, Lair 1d10, Wild 1d6
Save As:	Fighter: 5
Morale:	10
Treasure Type:	Individuals S; Lair I
XP:	405

A **Satyr's** body has the upper half of a man and the lower half of a goat with red or chestnut brown hair, with hooves and horns that are jet black. They speak sylvan, and most also speak common. Satyrs are related to their lesser kin (fauns and ibex) but are much rarer and more reclusive.

The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger.

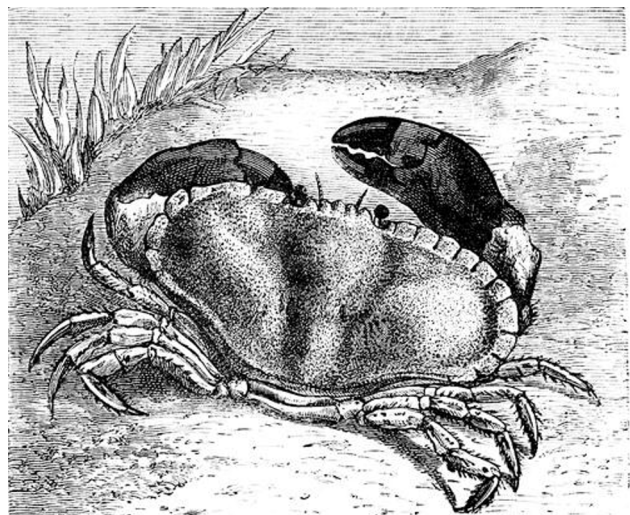
Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries this instrument. When it plays, all creatures within a 60 foot (except satyrs) must save vs. Spells or be affected by **charm person**, **sleep**, or **fear**. The satyr chooses the tune and its effect. In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same instrument for 24 hours.

BASIC FANTASY FIELD GUIDE

Scrab

Armor Class:	18
Hit Dice:	5*
No. of Attacks:	2 claws
Damage:	1d8 claw
Movement:	20' Swim 20'
No. Appearing:	1d2, Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	7
Treasure Type:	None
XP:	405

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



Sea Cat

Armor Class:	18
Hit Dice:	11 (AB +9)
No. of Attacks:	2 claws/1 bite
Damage:	1d6 claw, 1d8 bite
Movement:	10' Swim 40'
No. Appearing:	1, Wild 1d10
Save As:	Fighter: 11
Morale:	12
Treasure Type:	None
XP:	1,575

Sea Cats are sea green colored with a feline head and fish body. A typical sea cat is 12 feet long and weighs 800 pounds. Sea cats attack on sight, either for food or to

defend their territory, and use both claws and teeth. They display tremendous courage, always fighting to the death, even against creatures many times their size. Pairs and prides of sea cats attack in concert, trying to wear the opponent down until one beast can dispatch it. A sea cat that hits with both claw attacks latches onto the opponent's body and tears into its flesh. This automatically deals an extra 2d6 points of damage.



Sea Hag

Armor Class:	14
Hit Dice:	4+1
No. of Attacks:	2 daggers
Damage:	1d4+4 dagger
Movement:	30' Swim 40'
No. Appearing:	1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	F
XP:	240

Sea Hags are horrible creatures with an equally hideous appearance. The sea hag is found in the water of seas or overgrown lakes and appear as an old crone whose bent shape belies their her power and swiftness.

Sea hags are not subtle and prefer a direct approach to combat. They usually remain in hiding until they can affect as many foes as possible with their horrific appearance. The sight of a sea hag is so revolting that anyone who sets

eyes upon one must succeed on a save vs. Spells or instantly be weakened, reducing Strength by 2d6 points for 1d6 turns. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to 0 falls to the ground helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again for 24 hours.

A sea hag will attack with two daggers in melee combat. They gain +4 to damage due to their supernatural strength.

Three times per day, a sea hag can focus its evil gaze upon any single creature within 10 feet. The target must succeed on a save vs. Poison or be paralyzed for three days (75%) or die (25%). **Remove curse** or **dispel evil** can restore sanity sooner. Creatures with immunity to fear effects are not affected.

Seahorse, Giant

Armor Class:	13
Hit Dice:	1
No. of Attacks:	1 ram
Damage:	1d4 ram
Movement:	Swim 80'
No. Appearing:	Wild 10d10
Save As:	Fighter: 1
Morale:	6
Treasure Type:	None
XP:	25

Giant Seahorses are not closely related to hippocampi, but are in fact actual seahorses, and grow almost to the size of a pony. Though they are not very strong or graceful, they are sometimes used by undersea races to carry or pull things.

Shambler

Armor Class:	20
Hit Dice:	13** (AB +10)
No. of Attacks:	2 slam + constrict
Damage:	2d6 slam, 4d6 constrict
Movement:	20' Swim 20'
No. Appearing:	1
Save As:	Fighter: 13
Morale:	12
Treasure Type:	B, O
XP:	2,395

Shamblers appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with sensory organs located in its upper body. A shambler's body has an 8 foot girth and is about 6 feet tall when the creature stands erect. It weighs about 3,800 pounds. They are

typically encountered in temperate marshes or other warm wetlands, but may be found in other areas where rotting vegetation can accumulate in large quantities.

A shambler batters its opponents with two huge arm-like appendages. If a shambler hits with both slam attacks, it will automatically constrict for 4d6 points of damage on the next and subsequent rounds. Because they have only a plant's intelligence, they will fight to the death. They will constrict an opponent until is dead before moving on to another foe.

Shamblers take no damage from electricity; any electrical attack against a shambler will heal 1d6 HP instead.

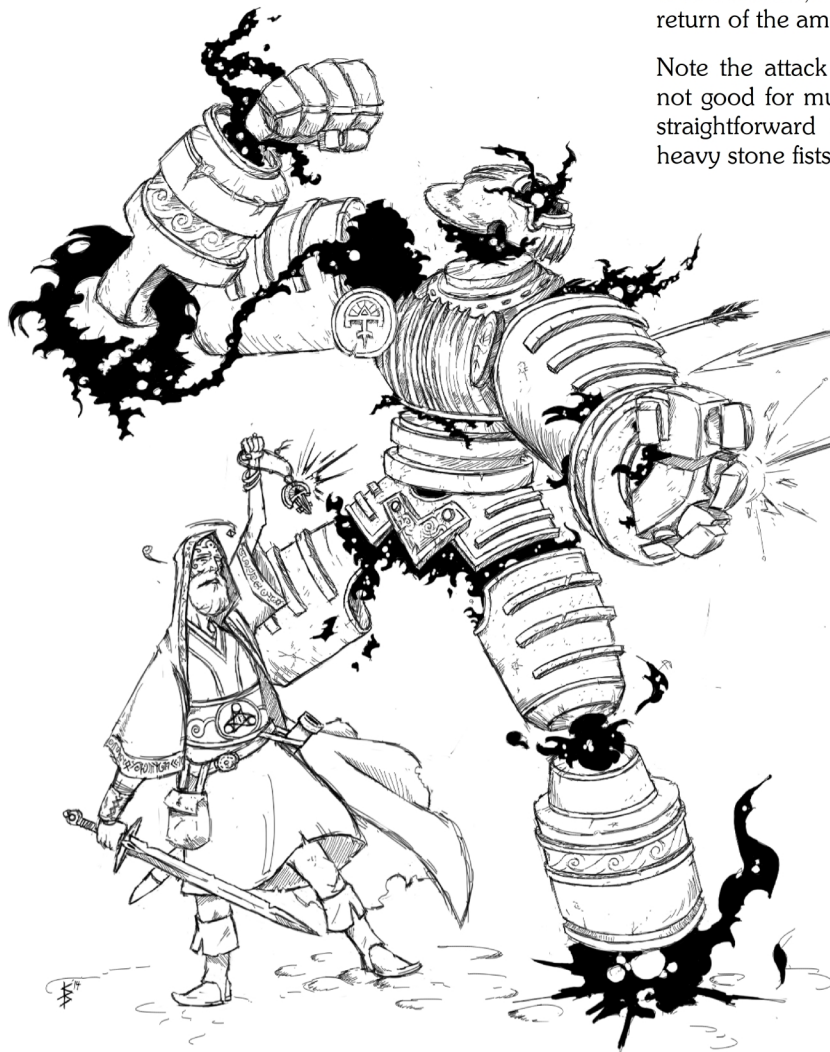
Shield Guardian

Armor Class:	20 ‡
Hit Dice:	15+20** (+5)
No. of Attacks:	1 fist
Damage:	1d6 fist
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	B, O
XP:	3,100

Created by powerful spellcasters, **Shield Guardians** are constructs that protect their masters from harm. Each one is magically linked to a particular magical amulet and will protect its bearer at any cost. A shield guardian will always follow the amulet; if for some reason it and its amulet are separated by more than 100 feet the construct will enter a dormant state, standing still and waiting impassively for the return of the amulet.

Note the attack bonus given above; a shield guardian is not good for much beyond defense. They are slow and straightforward in battle, bashing alternately with their heavy stone fists.

Shield guardians are 9 feet tall and weigh at least 1,200 pounds. A shield guardian cannot speak, but will understand commands given by its master. These constructs have Darkvision with a range of 60 feet.



Shocker Lizard

Armor Class:	16
Hit Dice:	2*
No. of Attacks:	1 bite
Damage:	1d4 bite
Movement:	40' Swim 20'
No. Appearing:	1d6, Lair 2d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	100

A **Shocker Lizard** has a pale gray or blue underside and a darker hue on its back. They are about 1 foot tall at the shoulder and weigh 25 pounds. These lizards are typically found in warm marshes.

Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack will stun on a failed save vs. Death Ray. Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 electrical damage for each lizard contributing to it (maximum 12d8); a successful save vs. Death Ray reduces the damage by half.

A shocker lizard relies on its electrical abilities in combat and can automatically detect any electrical discharges within 100 feet. They tend to bite only after attempting to shock an opponent. A solitary lizard flees once it delivers its shocks, but if other shocker lizards are nearby, they will home in on their comrade's discharges.

Skeleton, Clockwork

Armor Class:	13
Hit Dice:	2+2
No. of Attacks:	1 punch or weapon
Damage:	1d6 or by weapon
Movement:	40'
No. Appearing:	2d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

The **Clockwork Skeleton** is a bronze skeleton powered by a strange arrangements of pulleys, coils, wires, and gears. They have rudimentary brain matrices limited to knowing a patrol area, responding to alarms, recognizing friend and foe, and standing guard. They will not automatically attack unless what they are guarding is disturbed. Unlike normal animated skeletons, a clockwork skeleton is vulnerable to

edged weapons due to the nature of the wires and pulleys that make up their mechanics.

Just like normal skeletons, bronze skeletons are immune to sleep, charm or hold spells. As they are mindless in the traditional sense, no form of mind reading is of any use against them. They never fail morale and always fight until destroyed. However, because clockwork skeletons are not true undead they cannot be Turned by a cleric.

These clockwork automatons are vulnerable to electrical attacks, often causing them to run away in a random fashion or cease working. If a clockwork skeleton is hit by an electrical-based spell, all such automatons within 40 feet react as if confronted by a cleric (Turning undead attempt) at the level of the caster. Roll on the clerical Turning table for skeleton: a result of "T" will cause the bronze skeletons to move about randomly without attacking, while "D" results in 1d8 points of damage per level of the caster, often causing the automatons to stop functioning.

Skeleton, Crimson Bones

Armor Class:	13 (see below)
Hit Dice:	2*
No. of Attacks:	1 punch or weapon
Damage:	1d6 or by weapon
Movement:	50'
No. Appearing:	2d4
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

Crimson Bones are a special type of undead created through a combination of alchemy and necromancy. Crimson bones appear as normal skeletons in all regards except they are blood-red in color. They obey the will of their creator or greater undead beings. Each time a crimson bones is reduced to 0 HP it is destroyed as normal, however 1d4 rounds later it will rise again with half its previous HP allotment (round up). One will continue to rise when struck down, unless targeted by a **bleed** spell, doused with holy water, or otherwise subjected to holy powers as determined by the GM. Crimson bones will otherwise regenerate 1 HP per day.

Like ordinary skeletons, they take only half damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric (as a zombie), and any destroyed in this way will not return. They are immune to **sleep**, **charm**, or **hold** spells. Being mindless, no form of mind reading is of any use against them. Crimson bones never fail morale and always fight until destroyed.

Skeleton, Haunted Bones

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

Haunted Bones are the undead skeletal remains of fallen warriors possessed by malicious spirits. Unlike ordinary mindless skeletons, haunted bones are controlled by a malevolent intelligence residing within them. They appear as skeletons clad in the armor and rotten clothes from their former lives, moving with an unearthly speed and precision and fighting with deadly skill.

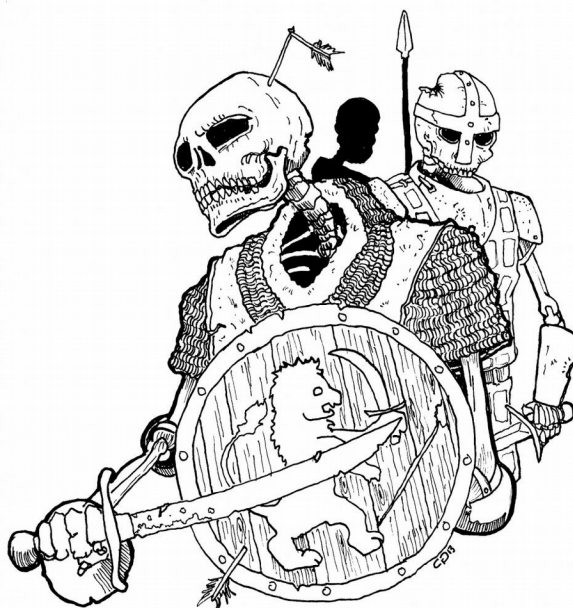
Like ordinary skeletons, they take only half damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric (as a Ghoul), and are immune to **sleep**, **charm**, or **hold** spells.

Skeleton, Leaded

Armor Class:	16 (see below)
Hit Dice:	1
No. of Attacks:	1 punch or weapon
Damage:	1d8 or by weapon
Movement:	20'
No. Appearing:	2d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	25

Leaded Skeletons are an altered form of a standard **Skeleton** with a coat of lead over their bones, making them slower but much tougher. They move slowly like zombies, and thus always attack last.

They take only half damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). As with all undead, they can be Turned by a Cleric (as a Skeleton), and are immune to **sleep**, **charm**, or **hold** magic. As they are mindless, no form of mind reading is of any use against them. Leaded skeletons never fail morale, and thus always fight until destroyed.



Skeleton, Pitch

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

Pitch Skeletons are skeletal undead that are covered in a black oily or tarry substance, giving them a slick and blackened appearance.

When a Pitch Skeleton strikes in combat, a thick black substance is left behind which promptly ignites, causing 1d6 fire damage on the round following the successful attack. On the next round the damage is 1d4, and so on until finally 1 point on the fifth round. Additional successful strikes from the pitch skeleton do not cause more damage concurrently, but does restart the process at 1d6 on the next round.

Like other skeletons, they take only half damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). Pitch skeletons are completely immune to fire-based attacks. As with all undead, they can be Turned by a Cleric (as a Wraith), and are immune to **sleep**, **charm**, or **hold** magic.

Skragg

Armor Class:	14
Hit Dice:	4*
No. of Attacks:	2 claws / 1 bite
Damage:	1d4 claw, 1d8 bite
Movement:	40' Swim 30'
No. Appearing:	1d6, Wild 1d6, Lair 2d6
Save As:	Fighter: 4
Morale:	10 (8)
Treasure Type:	B, D in lair
XP:	280

Skraggs are smaller semi-aquatic relatives of the common troll, but appear slightly stockier. They are sometimes called swamp trolls. They more likely to communicate with potential victims rather than just attack, demanding some sort of tribute; they will normally leave would-be victims alone if their demands are met.

Skraggs attack with claws and by biting. Like regular trolls, they have the ability to regenerate; however, a skragg must have at least 50% of its body immersed in water for their regeneration to take effect. Unlike typical trolls, skraggs regenerate from acid damage, but they fear fire like other trolls; the lower morale rating (in parenthesis) is used when the skragg faces attackers armed with fire.

Snail, Giant Barb

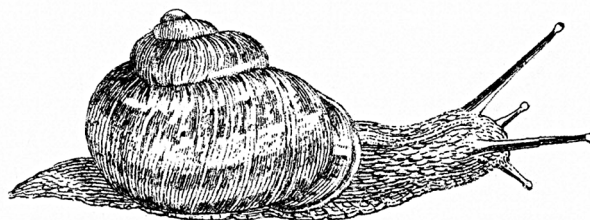
Armor Class:	17
Hit Dice:	4
No. of Attacks:	1 bite or 1 barb
Damage:	1d8 bite, 1d4 barb
Movement:	10'
No. Appearing:	1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	240, 280 (poisonous)

Giant Barb Snails are slow, tedious creatures that grow strong, dagger-sized teeth which they can spit in times of duress. They are launched with extremely high pressure from their mouth to a range of 30 feet, dealing 1d4 points of damage. Some 1 in 6 of these creatures are poisonous; half the time the poison is paralytic (paralyzes for 4d6 hours) or deadly (kills). Victims hit by a tooth (or bitten) must save versus Poison or suffer the effect.

Snail, Giant Cone

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

Giant Cone Snails are extremely well-camouflaged and highly toxic. They have a natural long and narrow hypodermic tube (a modified tooth) to inject poison and can launch it up to 20 feet. Stricken victims must save versus poison or be paralyzed for 2d6 hours. They swallow prey whole once succumbed. Each snail has but a single tooth to launch, and if this attack is not successful, the creature will retreat inside its shell. This gives it a bonus of +6 to its AC. The snail will then simply wait for any enemy combatants to give up and leave. Giant cone snails generally will not attack groups of creatures which outnumber them, but may lay in wait for a single opponent to become isolated and thus vulnerable.

**Snail, Giant Pounder**

Armor Class:	16
Hit Dice:	2
No. of Attacks:	1 tail blow or 1 bite
Damage:	1d4 tail blow, 1d2 bite
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	7
Treasure Type:	None
XP:	75

Giant Pounder Snails are often heard from a distance, pounding the ground with a hard bony appendage to locate hollows and burrows to break into and then engulf any living matter therein. The appendage is shaped much

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like a war hammer or mace. Their mouths are little more than rough grinding surfaces and do little more than 1d2 points of damage, but if hard pressed they will bite.

Snake, Giant Two-Headed

Armor Class:	14
Hit Dice:	5*
No. of Attacks:	2 bites + poison
Damage:	1d8 bite
Movement:	30'
No. Appearing:	1d4
Save As:	Fighter: 5
Morale:	8
Treasure Type:	None
XP:	405

Giant Two-Headed Snakes are rarely surprised, as at least one head is usually alert. Each head can attack an individual target, though the targets have to be close to each other. Their poison is quite potent and saves are made with a -2 penalty.

Snake, Vort

Armor Class:	15
Hit Dice:	1+2
No of Attacks:	1
Damage:	1d3 + poison
Movement:	50'
No. Appearing:	1d4
Save As:	Fighter: 1
Morale:	7
Treasure Type:	none
XP:	25

Vorts, otherwise known as crested serpents, are large snakes ranging from 7 to 9 feet in length. They are dark in color with a contrasting brightly-colored crest on their heads.

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

BASIC FANTASY FIELD GUIDE

Sphinx

Armor Class:	18
Hit Dice:	12* (AB +10)
No. of Attacks:	2 claws
Damage:	2d4+5 claw
Movement:	50' Fly 40' (20')
No. Appearing:	1
Save As:	Fighter: 12
Morale:	8
Treasure Type:	E
XP:	1975

Sphinxes are massive winged lions with human-like faces. A typical sphinx is nearly 10 feet long and weighs over 800 pounds. Sphinxes have Darkvision out to 60 feet. A sphinx can speak all languages of men and dragons, as well as their own racial tongue. They prefer witty discourse over open combat, but will defend themselves and their homes if threatened.

Because their flight is rather clumsy, sphinxes prefer to fight on the ground, tearing with their razor-sharp claws. A sphinx's roar causes all creatures within 100 feet to be affected with fear for 2d6 rounds (as **fear** spell) unless they save vs. Spells. After a roar, a sphinx must wait 1d4 rounds before doing so again. Sphinxes continuously **detect invisible** and **detect magic**. A sphinx casts spells as either a magic-user (40%), cleric (40%), or sometimes as both (20%) equivalent to their half their hit dice (6th level).



Spider, Giant Bola

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite + poison
Damage:	1d8 bite
Movement:	50'
No. Appearing:	1d3, Lair 1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

A **Giant Bola Spider** forms a long thread of silk, attaches a web to the end, and then throws it at its target. If they succeed they drag the victim in, entangling them further to feed upon. Entangled individuals may break free on a roll of 1 on 1d6 (modified by Strength bonus); otherwise they are stuck (like the **web** spell). Those entangled will be drawn to the spider in 1 round unless they are very heavy.

Spider, Giant Diving Bell

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite + poison
Damage:	1d8 bite
Movement:	40' Swim 30'
No. Appearing:	1d3, Lair 1
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

Giant Diving Bell Spiders carry a supply of air with them around the hairs of their body and craft an underwater lair filled with air. They are otherwise similar to other giant spiders.

Spider, Giant Ice

Armor Class:	16
Hit Dice:	6*
No. of Attacks:	1 bite + poison
Damage:	1d10 bite
Movement:	50'
No. Appearing:	1d6
Save As:	Fighter: 6
Morale:	12
Treasure Type:	None
XP:	555

A **Giant Ice Spider** is a crystal-clear spider adapted to icy environments. They are immune to cold-based attacks but take an additional point of damage (per die) from fire or

heat effects. Rather than spin silk webs they spin ice into web-like structures.

Besides a poisonous bite, they can spit saliva up to 30 feet that freezes fast and ensnares man-sized or smaller creatures. The Ice Spider must hit with an attack, and the affected creature can break free with a 1 on 1d6 (modified by Strength bonus).

Spider, Giant Shrieking Tarantula

Armor Class:	18
Hit Dice:	7*
No of Attacks:	1 bite
Damage:	1d12 bite + poison
Movement:	50'
No. Appearing:	1
Save As:	Fighter: 7
Morale:	9
Treasure Type:	None
XP:	735

Shrieking Tarantulas are rare, aberrant forms of the regular **Giant Tarantula**. They are about the size of a horse and have red leg-joints. Shrieking tarantulas are somewhat intelligent but are driven by their hunting instincts.

Their bite is deadly; those bitten must save vs. Poison or be forced to dance wildly. The dance lasts 2d10 rounds, during which time the victim has a -4 penalty on attack and further saving throws. Thieves or characters with similar thief-like abilities may not utilize such skills while dancing. Onlookers must save vs. Spells or begin dancing themselves; such "secondary" victims suffer the same penalties as above, but they will only dance for 2d4 rounds. During each round that those bitten are dancing, they must save vs. Poison again or take 1d4 points of damage. The secondary victims do not suffer this effect. **Neutralize poison** will cure the original victim, and **dispel magic** will stop the dance for all victims in the area of effect, whether original or secondary.

In addition to its normal attack, the shrieking tarantula may flick a cloud of urticating hairs from its abdomen at an enemy. This fills an area of a 20 foot radius but quickly disperses by the next round. Creatures caught within the area of effect suffer a painful, itching rash, and for the next turn must save vs. Poison each round. A failed save indicates that the victim spends that entire round scratching and screaming. These hairs may be used only once, after which they regrow in about a week.

Finally, the shrieking tarantula can shriek, causing those within 10 feet to save vs. Poison or be stunned for 1 round. When hunting, the spider often stuns its prey, followed by encapsulating it in silken thread, binding and rendering the prey helpless and to be fed upon later.

Spider, Giant Trapdoor

Armor Class:	15
Hit Dice:	4*
No. of Attacks:	1 bite
Damage:	1d8 bite + poison or wrestling
Movement:	50'
No. Appearing:	Wild 1d4
Save As:	Fighter: 4
Morale:	8
Treasure Type:	None
XP:	280

Giant Trapdoor Spiders dig deep tunnels and cover the entrance with a trapdoor-like patch of silk covered in dirt, leaves and other camouflage. They often lay out camouflaged sensory threads of silk. They spring out to attack passing creatures by detecting vibrations, trying to drag them inside the lair (see the wrestling rules in the **Encounters** section of the BFRPG Core Rules). The trap doors can be detected as secret doors, but the spider will usually attack long before the search can be completed. When lying in wait in their tunnels, they gain surprise on 1-4 on 1d6.

Stalag

Armor Class:	17
Hit Dice:	1
No. of Attacks:	1 stab
Damage:	1d6 stab
Movement:	10'
No. Appearing:	3d6
Save As:	Fighter: 1
Morale:	12
Treasure Type:	None
XP:	25

The **Stalag** looks very much like a stalactite, hanging from the ceiling of a natural cave. It senses the sounds and warmth of living creatures nearby, and attacks by dropping onto the victim. Due to their camouflage and their silent attack they surprise on 1-5 on 1d6.

**Steel Spider**

Armor Class:	18 †
Hit Dice:	5**
No. of Attacks:	2 forelegs
Damage:	1d6 forelegs
Movement:	40'
No. Appearing:	1
Save As:	Fighter: 5
Morale:	12
Treasure Type:	None
XP:	450

Steel Spiders are constructs used by inventive magic-users to guard their possessions. They are made of steel, with jeweled eyes (worth 100 gp each if removed). Their main body is one foot in diameter, with each leg two feet long. They are often painted black to blend in with their surroundings. They have Darkvision out to 120 feet.

Steel spiders are often placed in ambush, and can only be detected on a 1 on 1d6 if they are hidden (even with Darkvision). They can leap 30 feet, and automatically gain

surprise when making a leap attack if they have not already been detected. They attack with sword-like forelegs.

As constructs they are immune to **fear**, **charm**, and similar spells. They take an additional 1d6 points of damage per hit from any attack that rusts metal. They only take half damage from non-magical weapons. They can climb walls, even hanging upside down. They are resistant to magic, and gain a +4 bonus to saves vs. Wands or Spells.

Tapper*

Armor Class:	15 †
Hit Dice:	3
No. of Attacks:	1 punch or mining pick
Damage:	1d4 punch, 1d6 mining pick
Movement:	30'
No. Appearing:	1d6
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Special
XP:	145

According to legend, sometimes dwarven miners who have been suffering a "dry spell" will finally find a rich mineral vein. A greedy lust will overcome them, and forgetting their health, they work themselves to death. Such dwarves, it is said, will rise from the dead as **tappers**.

Tappers resemble desiccated zombies. They continue to wander their mine and the surrounding area, tapping at the rock here and there. This tapping noise is unsettling as it echoes throughout the tunnels.

Tappers jealously guard their claim, attacking with mining picks or similar implements. Silver or magical weapons are needed to strike a tapper. A dwarf killed by a tapper will rise as one unless **bleed** is cast upon its body.

Tendriculos

Armor Class:	16
Hit Dice:	9* (AB +8)
No. of Attacks:	1 bite/2 tendrils
Damage:	2d8 bite, 1d6 tendril
Movement:	20'
No. Appearing:	1
Save As:	Fighter: 9
Morale:	12
Treasure Type:	None
XP:	1,150

A **Tendriculos** is a plant-like creature that can rear up to a height of 15 feet and weighs about 3,500 pounds. Prowling deep in forests or waiting in vegetated areas, a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can.

A tendriculos can swallow whole any creature smaller than itself if it hits with a natural 20 on its bite attack. Once inside the plant's mass, the opponent must succeed on a save vs. Paralysis or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 acid damage per round. A new save is required each round inside the plant. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the hole closes behind them and any other swallowed opponents must cut their own way out.

If a tendriculos loses part of its body mass it can be regrown in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Tentacled Horror

Armor Class:	14
Hit Dice:	10+20* (AB +9)
No. of Attacks:	5 tentacles + crush
Damage:	1d6 tentacle, 3d6 crush
Movement:	30'
No. Appearing:	1
Save As:	Fighter: 10
Morale:	12
Treasure Type:	None
XP:	1390

Tentacled Horrors are roughly 50 feet in diameter and are composed of hundreds of thick wriggling tentacles. They have no discernible body beyond the mass of pseudopods and move by undulating across the ground. They speak no languages.

Tentacled horrors lack subtlety in combat, simply moving in and flailing away with their numerous tentacles. A

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successful hit with three or more tentacles indicates a crush attack for an additional 3d6 points of damage. Those who witness a tentacle horror for the first time must make a save vs. Spells or flee in stark terror for 1d20 rounds.

Tentacle horrors are incredibly resilient; non-magical weapons only deal 1 point of damage while magic weapons, fire, electricity, and acid only deal half damage. They are immune to sleep, charm and hold spells.

Terror Bird

Armor Class:	13
Hit Dice:	3
No. of Attacks:	1 bite
Damage:	1d8 bite
Movement:	60'
No. Appearing:	Wild 1d6, Lair 1d6
Save As:	Fighter: 3
Morale:	8
Treasure Type:	None
XP:	145

Terror Birds are flightless prehistoric birds. They weigh around 800 pounds and are armed with massive beaks; it is for this reason that they are often called "axe beaks." They hunt in small packs, and aggressively pursue weaker prey.

Thulid

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

A **Thulid** is a highly intelligent man-like creature with a squid-like visage having four to ten tentacles surrounding a beak-like mouth. Though omnivorous, thulids prefer the brains of sentient creatures as food. They can read minds (as the **ESP** spell) and communicate with each other telepathically. They can speak Common, usually to command slaves.

A thulid uses its tentacles to extract the brain from a foe. It takes 1d4 turns for the tentacles to reach the brain, killing the victim. As this process takes a long time it is not done

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during combat. In fact, most thulids are disinterested in physical combat, preferring to use their **mind blast** (see below), magic, or slave creatures for this purpose.

About one-quarter (25%) of thulids are Magic-Users (roll 1d8 for level). The experience point value of a magic-using thulid is greater than normal, and is shown in parentheses after the standard amount.

The thulid's **mind blast** is a cone of mental force with a 60' range and a diameter of 50' at the far end. The mental blast can be used at most one time per day per hit die of the monster, and may not be used more often than every other round. A thulid can choose to either stun or kill those within the affected area. If the thulid chooses to stun, those in the area of effect must save vs. Spells or be rendered unconscious (as if by **sleep**) for 2d6 rounds. A killing blast allows a save vs. Death Ray, with failure resulting in immediate death. Mindless creatures and the undead are unaffected by this attack. Add +2 to the saving throw if the victim is more than 20' from the thulid, or +5 if more than 40' away.

A helm of telepathy adds an additional +4 to saving throws. Further, when such saves are successful the attacking thulid is stunned for 1d4 turns.

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

Thulids are actually a strange sort of parasite. When a group of thulids are encountered, the GM should roll 1d20. If the result of this roll is equal to or less than the

number encountered, one of the thulids is ready to spawn. Do not count thulids who have only a single hit die, as such are not mature enough to reproduce.

If a thulid is ready to spawn, it will notify its brethren which of their opponents it wants to impregnate. The group will then attempt to render the target host unconscious (generally by using the stunning form of mind blast) while removing other opponents as expeditiously as possible. If the thulids prevail, the pregnant one will begin using its tentacles to penetrate the skull of the subdued opponent, but instead of extracting the brain, an egg will be laid. The subdued opponent will then be bound and carried off by the thulid party. Thulids seem to prefer male host bodies, for no apparent reason. Humans are preferred over elves, and elves over dwarves or halflings.

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

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

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

Thulid, Great Brain

Armor Class:	11
Hit Dice:	9** (AB +8)
No of Attacks:	Special
Damage:	Special
Movement:	1'
No. Appearing:	1
Save As:	Magic-User: 9
Morale:	7
Treasure Type:	H
XP:	1225

Great Brains look like monstrous, immobile brains ringed by many dexterous but weak tentacles, which it uses both as manipulators and to drag itself around. The exact relationship of the great brain to **Thulids** is unknown. Great brains do not speak, but if they have need for it can telepathically communicate with any creature of greater than animal intelligence.

Although slow and physically weak, great brains possess great magical power, and it shares the thulid's ability to use a mental blast with the same effects.

Up to three times per day, a great brain can attempt to enslave any one living creature within 30 feet, which must save vs. Spells or be utterly dominated by the brain. An enslaved creature obeys the brain's telepathic commands. Such a creature can attempt a new save vs. Spells every 24 hours to break free, or can be freed by a **remove curse** spell. The control is also broken if the brain dies or is separated from the slave by more than a mile. A great brain can also **teleport** once per day with no risk of failure. They can psychically sense living creatures in a 100 foot radius, and can use the following spells at will: **charm monster**, **hold monster**, **confusion**, and **telekinesis**.

Vampire Spawn*

Armor Class:	15 ‡
Hit Dice:	4*
No of Attacks:	1 punch or 1 bite
Damage:	1d6+3 punch, 1d3 bite + special
Movement:	30'
No. Appearing:	1d4, Wild 1d4, Lair 2d4
Save As:	Fighter: 4
Morale:	9
Treasure Type:	B
XP:	280

Vampire Spawn are undead creatures that are created when **Vampires** slay mortals. Like their creators, spawn remain bound to their coffins and to the soil of their graves. They appear much as they did in life, except that they appear somehow hardened by their transformation.

Vampire spawn use their inhuman strength when engaging mortals, hammering their foes with powerful blows. On any natural 20 attack roll, a vampire spawn will bite and drain the blood of its victim. The bite deals 1d3 points of damage and drains one level from the victim; a successful saving throw vs. Death Ray negates the latter effect. See Energy Drain in the **Encounter** section of the BFRPG Core Rules for details. A vampire spawn heals 1d8 hit points for each level it drains. Once it bites, the vampire spawn will hold fast and drain the victim each round automatically; only a failed morale check or the death of the vampire spawn will break this hold.

Like vampires, vampire spawn are unharmed by non-magical weapons and are immune to **sleep**, **charm**, and **hold** spells. Vampire spawn can be Turned by a Cleric (as a vampire). However unlike their creator they can be slain when their HP is reduced to 0.

Vermen

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

Vermen are medium-sized furred humanoids with rodent-like heads and tails. They have long torsos and limbs. They tend to slouch forward when walking upright, giving them a hunched appearance. Vermen fur varies in color, but all have red eyes. They wear clothing and armor that is soiled and patched together.

Individually or in small groups these creatures are cowardly, but in larger groups they become much braver; any group of 16 or more will have a morale of 8. Any group of 20 or more will have a leader of at least 4HD, and such a group will have a morale of 10.

Vermin Queen

Armor Class:	13
Hit Dice:	6**
No. of Attacks:	2 claws or weapon
Damage:	1d6 claw or weapon
Movement:	40' Fly 20'
No. Appearing:	1, Wild 1d3, Lair 1d3
Save As:	Magic-User: 6
Morale:	9
Treasure Type:	F
XP:	610

A **Vermin Queen** is a swarm of horrid, intelligent black beetles with the ability to assume the guise of a beautiful human or demihuman. They use this disguise to waylay travelers in order to devour their flesh and steal their skins. When a vermin queen eats a living human, demihuman, or humanoid creature, another beetle is born to the swarm. When the swarm gets too big to comfortably fit into a human skin, half of it splits off and becomes a new vermin queen. The mother swarm typically deposits the daughter swarm in the body of its next victim.

A vermin queen can freely change between humanoid and swarm forms once per round. The touch of a vermin queen in either form paralyzes (much like a **Ghoul**) and it never takes more than 1d4 points of damage from weapon attacks. While in swarm form, a vermin queen fights just like an **Insect Swarm**.

Violet Fungus

Armor Class:	13
Hit Dice:	2*
No. of Attacks:	1 tentacle
Damage:	1d6 tentacle + poison
Movement:	10'
No. Appearing:	1d6
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	100

Violet Fungi resemble shriekers and are often found growing among them. Their coloration ranges from purple to gray. In combat a violet fungus flails about with its tentacles at any living creatures that come within its reach. The attacks of the fungus are poisonous; any creature hit must save vs. Poison or lose one point of Constitution. Any character reduced to zero Constitution dies. Constitution points lost to this poison will be regained at a rate of one per day.

Will-o'-Wisp

Armor Class:	29
Hit Dice:	9** (AB +8)
No. of Attacks:	1 shock
Damage:	2d8 shock
Movement:	Fly 50'
No. Appearing:	1d4
Save As:	Fighter: 9
Morale:	12
Treasure Type:	U
XP:	1,225

Will-o'-Wisps are faintly glowing spheres of light that are yellow or white. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they typically reside. A will-o'-wisp's body is a globe of spongy material about 1 foot across and weighs about 3 pounds. Its body sheds as much light as a torch. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

Will-o'-wisps usually avoid combat. When they are forced to fight, they emit small electrical shocks. A will-o'-wisp is immune to all spells except **magic missile**. A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible.

Wolf, Giant (Winter & Worg)

	Winter	Worg
Armor Class:	15	14
Hit Dice:	6*	4
No. of Attacks:	1 bite or breath	1 bite
Damage:	1d6 bite, 4d6 breath	1d6 bite
Movement:	50'	50'
No. Appearing:	1d4, Lair 1d6	1d4, Pack 1d6
Save As:	Fighter: 6	Fighter: 4
Morale:	7	7
Treasure Type:	U in lair only	U in lair only
XP:	555	240

A **Winter Wolf** is a dangerous predator that grows about 8 feet long, stands about 4-1/2 feet at the shoulder, and weighs about 450 pounds. These wolves typically hunt in packs. Their size and formidable breath weapon allow them to hunt and kill creatures much larger than themselves. A pack usually works to circle and knock down its prey.

The breath weapon of a winter wolf is a 15 foot cone that can be used once every 1d4 rounds for 4d6 cold damage. A save vs. Dragon Breath for half damage applies. The bite of a winter wolf also deals cold damage for an extra 1d6 points. An individual hit by a winter wolf's bite must save vs. Death Ray or be knocked to the ground prone. Winter wolves are immune to cold effects.

Worgs are thoroughly evil creatures with gray or black fur, grow to 5 feet long and stand 3 feet tall at the shoulder. They weigh 300 pounds. More intelligent than their smaller cousins, worgs speak their own language. Some can also speak common and goblin.

Mated pairs or packs work together to bring down large game, while lone worgs usually chase down creatures smaller than themselves. Both often use hit-and-run tactics to exhaust their quarry. A worg that hits with a bite attack can attempt to trip the opponent as a free action. The target of the trip attack must save vs. Death Ray or fall to the ground.

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Wolverine

Armor Class:	14
Hit Dice:	3
No. of Attacks:	2 claws/1 bite
Damage:	1d4+2 claw, 1d6 bite
Movement:	30' Climb 10' Burrow 1'
No. Appearing:	1
Save As:	Fighter: 3
Morale:	9 or 12 (see below)
Treasure Type:	None
XP:	145

The **Wolverine** is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. The adult wolverine is about the size of a medium dog, with a length of 2 to 3 feet, a tail from 1 to 2 feet long, and weighs 20 to 35 pounds. The males are as much as 30 percent larger than the females.

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

Wug

Armor Class:	12
Hit Dice:	1
No. of Attacks:	1 weapon
Damage:	1d8 or by weapon
Movement:	40'
No. Appearing:	2d4, Wild 3d6, Lair 10d6
Save As:	Fighter: 2
Morale:	8
Treasure Type:	E (Lair Only)
XP:	25

Wugs are a race of nasty, brutish humanoid frogs. They infest swamps and other waterways, regularly attacking other humanoids in search of loot and sacrifices. They resemble bipedal frogs with wide mouths, bulging eyes, and splotchy green skin. An adult male stands around 5 feet tall and weighs around 180 pounds. Females and males are roughly the same size. Wugs generally go about naked except for a belt to carry their knives and pouches. All wug tribes are led by a shaman. Wugs speak common and their own croaking tongue.

Wugs are crafty and merciless warriors, throwing themselves into battle with zealous fanaticism. They will attempt to take prisoners when possible for later sacrifice. They prefer to attack from ambush and are cunning enough to use the terrain to their advantage.

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Zombie, Flesh Eater

Armor Class:	14
Hit Dice:	2
No. of Attacks:	2 claws/1 bite
Damage:	1d3 claw, 1d6 bite
Movement:	40'
No. Appearing:	2d8
Save As:	Fighter: 2
Morale:	12
Treasure Type:	None
XP:	75

Flesh Eater Zombies are undead creatures similar to **Zombies** but even more dangerous. Like all undead they are immune to spells that affect the mind (including **sleep**, **charm**, and **hold**). Flesh eaters may be Turned by Clerics (as a zombie). They feast on the flesh of living creatures, preferring to target intelligent humanoids.

In combat they are surprisingly quick and attack with a flurry of claws and bites. While their claws are capable weapons it is the creature's bite that is most deadly. Those who are bitten and survive have a 5% chance per point of damage of contracting a fatal disease, causing death in 2d4 turns. Those who die from this disease rise in 2d4 rounds as flesh eaters. **Cure disease** will prevent death, or if cast on the corpse after death will prevent the corpse from rising.

Zombie, Leper

Armor Class:	13
Hit Dice:	1*
No. of Attacks:	2 claws/1 bite
Damage:	1d3 claw, 1d3 bite + disease
Movement:	30'
No. Appearing:	1d12
Save As:	Fighter: 1
Morale:	9
Treasure Type:	None
XP:	37

Leper Zombies shuffle toward their prey with grim purpose and hatred. More agile than other types of zombies, they are far more deadly as they carry a horrible disease that resembles leprosy.

They do not seek to consume living folk but to slay them. They may be Turned by a Cleric (as a Ghoul) and are immune to sleep, charm and hold spells.

Humanoids bitten by leper zombies may be infected with **zombie leprosy**. Each time a humanoid is bitten or clawed, there is a 10% (cumulative per bite and blow) chance of the infection being passed. The afflicted

humanoid is allowed to save vs. Death Ray; if the save is failed, the humanoid dies in 3 days. An afflicted humanoid who dies of zombie leprosy rises as a leper zombie at the next midnight.

Equipment, arms and armor of one slain by a leper zombie (or used to destroy a leper zombie) carries a 5% chance of transmitting the disease each day. The infection can be removed from gear by washing in holy water, heating with fire or casting **Bless** on each item.

Zombraire (and Skeletaire)

	Zombraire	Skeletaire
Armor Class:	12 (see below)	13 (see below)
Hit Dice:	2* (variable)	1* (variable)
No. of Attacks:	1 dagger or 1 spell	1 dagger or 1 spell
Damage:	1d4 or per spell	1d4 or per spell
Movement:	20'	40'
No. Appearing:	1	1
Save As:	Magic-User: by HD	Magic-User: by HD
Morale:	9 to 12 (see below)	12
Treasure Type:	None	None
XP:	100 (variable)	37

Zombraires are free-willed undead magic-users. Like the zombies they resemble, they move silently, are very strong and must be literally hacked to pieces to be destroyed. However, they do not suffer the initiative penalty common

to ordinary zombies. They take only half damage from blunt weapons and only a single point from arrows, bolts or sling stones (plus any magical bonus). They may be Turned by a Cleric (as a Wight) and are immune to **sleep**, **charm**, and **hold** spells.

A zombraire slowly rots away, and as a zombraire rots it loses its sanity; this is represented by the variable morale listed. An insane zombraire fights to the death in hopes of being slain and thus ending its tortured existence.

The given statistics are for a zombraire formed from a 2nd level magic-user; the HD and saving throws of a zombraire are based on the level it had in life. A zombraire can cast spells as it did when living, but cannot learn new spells.

A **Skeletaire** is the final form of a zombraire which has rotted away completely. It takes only half damage from edged weapons, and only a single point from arrows, bolts or sling stones (plus any magical bonus). One can be Turned by a Cleric (as a zombie), and is immune to **sleep**, **charm**, or **hold** spells. A skeletaire never fails morale, and thus always fights until destroyed.

The statistics above are for a skeletaire formed from a 2nd level Magic-User. A skeletaire will have HD equal to the character's level minus 1, and will save as a magic-user of a level equal to its HD. The skeletaire cannot speak, but still retains the ability to prepare and cast spells as it did in life (but like a zombraire, it can never learn new spells).

Monsters by Hit Die

Less Than 1 Hit Dice

Dinosaur, Compsognathus
 Drat
 Mosquito, Giant
 Monkey, Common
 Otter, Common

1 Hit Dice

Anubian
 Ape, Bonobo
 Ape, Chimpanzee
 Armorollo
 Baboon (Monkey)
 Bisren
 Boglin
 Bonobo (Ape)
 Bronze Bird
 Brownie
 Canein
 Chasenet
 Chelonian
 Chimpanzee (Ape)
 Cockroach, Giant
 Cu-Sidhe
 Darkmantle
 Derej Cat
 Derej Cobra
 Derej Mongoose
 Derej Rat
 Eel, Common
 Eelbat (Nazgorian)
 Faun (and Ibix)
 Gerbalaine
 Lerini
 Monkey, Baboon
 Nazgorian, Eelbat
 Orc, Snow
 Phaerim
 Red Slime
 Seahorse, Giant
 Skeletaire (Zombraire)
 Skeleton, Leaded
 Snake, Vort
 Snow Orc
 Stalag
 Thulid
 Velociraptor (Dinosaur, Raptor)
 Vermen
 Wug
 Zombie, Leper

2 Hit Dice

Ape, Orangutan
 Boglin
 Cockroach, Giant Ghoul
 Crypt Dweller
 Dolphin
 Eel, Giant
 Flederkatze
 Flying Man-of-War
 Grick
 Grimlock
 Heucova
 Skum (Aboleth)
 Hippocampus
 Homunculus
 Infernal, Imp
 Infernal, Quasit
 Imp (Infernal)
 Kelpie (Hippocampus)
 Komodo Dragon
 Locathah
 Phantom Fungus
 Prince Frog
 Pseudodragon
 Quasit (Infernal)
 Ram, Wild
 Red Slime
 Rot Vulture
 Rousirl
 Sahuagin
 Shocker Lizard
 Skeleton, Clockwork
 Skeleton, Crimson Bones
 Snail, Giant Pounder
 Thulid
 Violet Fungus
 Zombie, Flesh Eater
 Zombraire

3 Hit Dice

Ape, Orangutan
 Ape, Winged
 Bat, Giant Flying Fox
 Boglin
 Choker
 Deinonychus (Dinosaur, Raptor)
 Frogman (Nazgorian)
 Ice Devil (Infernal)
 Infernal, Ice Devil
 Infernal, Lemure
 Jack O'Lantern
 Lemure (Infernal)
 Lycanthrope, Wercockroach

Nazgorian, Frogman
 Necrotic Ooze
 Poludnitsa
 Ram, War
 Rat Dog
 Red Cap
 Red Slime
 Skeleton, Haunted Bones
 Snail, Giant Cone
 Tapper
 Terror Bird
 Thulid
 Werecockroach (Lycanthrope)
 Wolverine

4 Hit Dice

Ant Lion, Giant
 Ape, Gorilla
 Aranea
 Boglin
 Bone Horror, Common
 Desert Worm
 Eel, Giant
 Glyptodon
 Gump
 Nazgorian, Spiderwolf
 Odeum
 Plague Hound
 Red Slime
 Sea Hag
 Skragg
 Snail, Giant Barb
 Spider, Giant Bola
 Spider, Giant Diving Bell
 Spider, Giant Trapdoor
 Spiderwolf (Nazgorian)
 Thulid
 Vampire Spawn
 Wolf, Giant (Worg)

5 Hit Dice

Ankheg
 Bog Crone
 Boglin
 Cockroach, Balroach
 Ogre Mage
 Otter, Giant
 Praying Mantis, Giant
 Red Slime
 Satyr
 Scrab
 Snake, Giant Two-Headed
 Steel Spider
 Thulid

6 Hit Dice

Allip
 Ape, Carnivorous Snow
 Barghest
 Boggart
 Bunyip
 Cadaver
 Cloaker
 Dragon, Brown
 Eel, Giant
 Ettercap
 Guard Fern
 Hippopotamus
 Iron Snapper
 Octopus Fungi
 Otyugh
 Owl, Giant
 Red Slime
 Skeleton, Pitch
 Spider, Giant Ice
 Thulid
 Vermin Queen
 Wolf, Giant (Winter)

7 Hit Dice

Ape, Gigantopithecus
 Ape, Girallon
 Banshee
 Celestial, Solar
 Headless Horseman
 Infernal, Succubus
 Linnorm
 Remorhaz
 Spider, Giant Shrieking Tarantula
 Succubus (Infernal)
 Thulid

8 Hit Dice

Aboleth
 Elemental, Cold
 Elemental, Lightning
 Elemental, Metal
 Elemental, Wood
 Hydramander (Nazgorian)
 Infernal, Spined Devil
 Infernal, Vrock
 Nazgorian, Hydramander
 Owlbear, Fire-breathing
 Remorhaz
 Spined Devil (Infernal)
 Vrock (Infernal)
 Thulid

9 Hit Dice

Blade Spirit, Common
Bulette
Couatl
Dinosaur, Ankylosaurus
Dragonne
Draugr
Gibbering Mouther
Hydramander (Nazgorian)
Illusion Trapper
Infernal, Vega
Megatherium
Nazgorian, Hydramander
Phase Spider
Remorhaz
Tendriculos
Thulid, Great Brain
Vega (Infernal)
Will-o'-Wisp

10 Hit Dice

Badger, Giant
Elephant, Shovel Tusk
Gray Render (Nazgorian)
Hydramander (Nazgorian)
Lich
Nazgorian, Gray Render
Nazgorian, Hydramander
Rabbit Prince
Remorhaz
Roper
Tentacled Horror

11 Hit Dice

Death Dragon
Hydramander (Nazgorian)
Nazgorian, Hydramander
Remorhaz
Roper
Sea Cat

12 Hit Dice

Blade Spirit, Greater
Bone Horror, Greater
Digester (Nazgorian)
Elemental, Cold
Elemental, Lightning
Elemental, Metal
Elemental, Wood
Great Orb of Eyes
Hydramander (Nazgorian)
Nazgorian, Digester
Nazgorian, Hydramander
Remorhaz
Roper
Sphinx

13 Hit Dice

Behir
Ettin
Remorhaz
Shambler

14 Hit Dice

Mohrg
Remorhaz

15 Hit Dice

Shield Guardian

16 Hit Dice

Elemental, Cold
Elemental, Lightning
Elemental, Metal
Elemental, Wood
Frost Worm

18 Hit Dice

Delver

36 Hit Dice

Kraken

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