

BEASTIES

A Manual of New Monsters
For Your
Original Edition Game



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A Haunted Flooding Chamber

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Beasties

First Edition

A collection of monsters, creatures, strange beings, traps, and encounters compatible with the Original Fantasy RPG and similar systems.



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How to use this book

HD (HIT DICE): The monster's hit dice. This is how many d6 are rolled to determine the creature's hit points. 3+3 means roll 3d6 and add 3 to determine the monster's hit points.

AC (ARMOR CLASS): This is the number required on a d20 to successfully "hit" the monster in combat.

CONVERSION NOTE: if you are playing BFRPG, add 1 to the AC shown. Some systems use a descending AC system, in this case subtract

Atk (ATTACK): This entry describes the number, type, and damage of a monster's physical attacks. Sometimes this is divided into Melee (ML) for combat under 10', and Ranged (RNG) for combat 10' and beyond.

Move: This entry gives the monster's movement rate.

CONVERSION NOTE: For OSRIC (1e), multiply this number by 10, and that's the OSRIC movement in feet. For BFRPG, multiply this number by three to get a "workable" movement rate in BFRPG's feet-per-round system. For more precision, common movement rate conversions are: 3=10ft, 6=20ft, 9=30ft, 12=40ft.

Save: This is what the monster saves as. By default monsters use the Monster Saving Throw chart, but some may use the saving throw charts of other classes.

CONVERSION NOTE: LL, OSRIC, WotRP, and BFRPG all use more than one category of saving throw. Either use the number as-is, based on the premise that it's close enough for government work (which it probably is), or use the appropriate monster saving throw (for a monster with this many hit dice) from the rulebooks of the game you play. If the game calls for some monsters to save as a "fighter," "cleric," or "magic user," pick whichever category seems to fit the monster best.

XP (Experience Points): This is the number of experience points gained for defeating the monster.

CONVERSION NOTE: "Challenge Level" is similar to the S&W system, and it doesn't equate to monster "level" as

used in OSRIC, LL, and BFRPG. Ignore the challenge level number if playing one of these other games. The experience point award for killing the monster is the same no matter which game you play.

Special: A list of the monster's special powers, which are described in detail in the text.

Conversion notes for other game systems:

Colonial Troopers

Monsters without supernatural or magical abilities can translate into Colonial Troopers quite well as is. They can be used as alien encounters on strange worlds. Otherwise devise "scientific" reasons for their abilities, or do not use them.

Guardians

If your Guardians campaign uses magic all of the monsters in here can be used pretty much as is. Otherwise, remove or alter supernatural, undead, and magic creatures to fit your game.

Warriors of the Red Planet

Strange Science can be a valid definition for some of the weird, magic using, or undead creatures in this book. Otherwise, use only the ones that fit your campaign.

*This "How to use" section was borrowed liberally from the excellent **S&W Monster Book 0e Reloaded**, which we highly recommend.

Alligator Man

Humanoid

HD 3+1

AC 16

Atk 1 bite (1d6), 2 claws (1d3), 1 tail (1d4)

Save 13

Move 9 (12 swim)

CL/XP 3/200

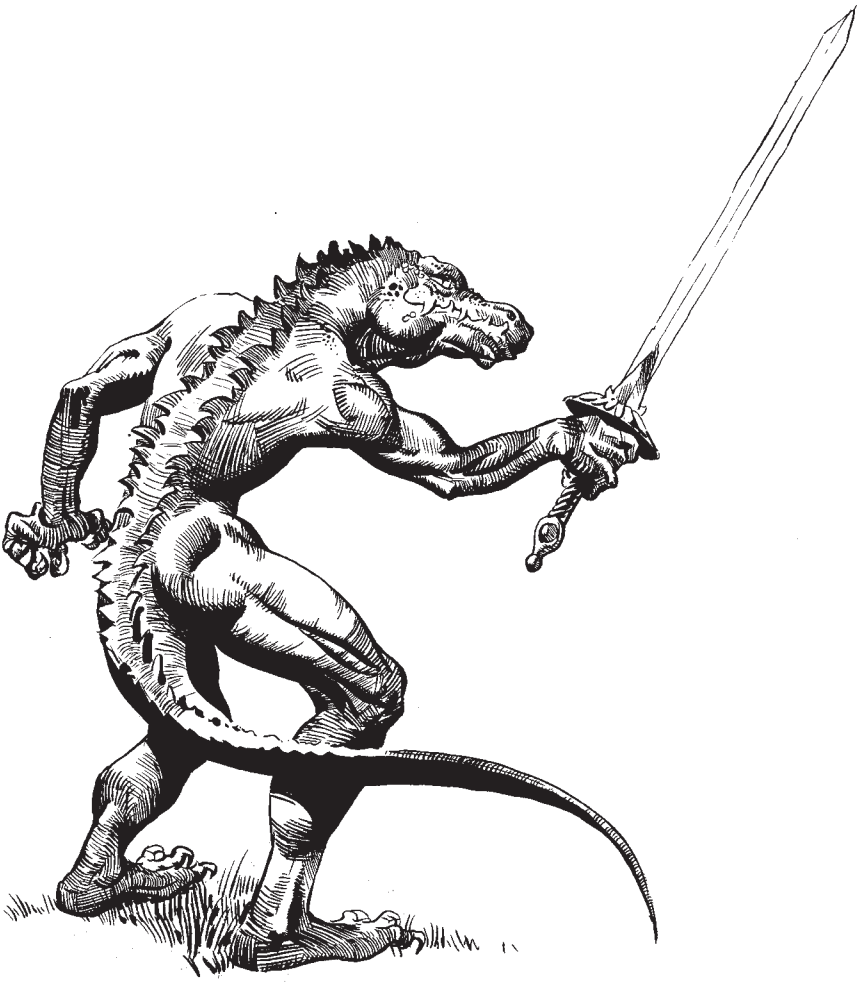
Special: Breathe underwater

Alligator men are distant relatives of Lizard Men, reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while others can actually breathe underwater. They may use their tail attack on opponents behind them.

Alligator men have a hierarchical society where the matrons of families rule on the village councils. Males are generally warriors and scouts for the tribe.

The pride and treasure of a tribe is its egg hatchery. These are centrally located and zealously guarded. Hatchlings stay within eyesight of a matron at all times until the coming of age when they undergo a six-day ritual to achieve their adulthood. This process is called "trilael". It is a grueling task involving multiple hours of dancing, invocation, and lessons, of self-esteem, and hunting.

Of an egg hatchery is disturbed by an outsider the entire tribe will rise up in retribution against the trespasser.



Bonecreeper

Undead

HD 4

AC 18

Atk 1 bite (1d6), 2 claws (1d3)

Save 13

Move 15 (12 burrowing)

CL/XP 6/400

Special: Carrion stench

It is whispered in secret places that if an innocent is beheaded in a graveyard on the night of the bloodmoon, then a black caterpillar will writhe from the victim's neck and burrow into a grave. On the next bloodmoon, a bonecreeper will erupt from this grave. An undead beast roughly 20 feet in length, it has four clawed legs, a spiny serpentine body, and a bone demon's face. The bonecreeper attacks with its sharp teeth, its claws, and its tail. Moreover, its carrion-hide and bone-spiked body emit a stench that causes all within 60 feet to suffer a -2 penalty to hit; a saving throw must be made each round to withstand the effect. Bonecreepers collect humanoid skulls, piles of which are found in their subterranean lairs. If a party facing this abomination offers a freshly (less than 12 hours old) severed humanoid head, the bonecreeper will accept the sacrifice and not attack the party for the next 24 hours.



Catacomb Saint

Undead

HD 7

AC 18

Atk 1 smite (1d8)

Save 8

Move 12"

CL/XP 11/1600

Special: Magic or silver to hit; magic resistance 51%; Call of Life; Immune to enchantments, sleep, charm; Cure Disease by touch, continual Turn Undead as 11th level cleric.

When a person of particular goodwill and heroic deeds passes to the world beyond, and their body is committed to a lawful diety and buried with reverence in a blessed tomb adorned with the freely given hard-earned riches of the local townsfolk there is a 1% chance that person may come back as a Catacomb Saint in a time of dire need.

Catacomb Saints are sent on missions to aid the cause of their deity. Sometimes this is to protect a group of adventurers, other times this might be to repel an undead horde, or to help a small town in need. They appear as ornately dressed skeletons, jewel encrusted, in rich robes with gems for eyes. They will have between 20-200gp worth of jewels on them. Anyone who attempts to steal the jewels from a Catacomb Saint will incur the wrath of their deity.

Call of Life: once per day a Catacomb Saint can call a deceased person's spirit back to its body, if the person has been deceased for less than 3 days. This person will be shaken and disoriented, but restored to full hit points.

Cure Disease: touching a Catacomb Saint instantly cures any disease the afflicted may have.

Catacomb Saints are immune to enchantments, sleep and charm spells.

Catacomb Saints exist to serve their deity. They are only servants of a Lawful aligned deity. Other Undead will avoid the presence of a Catacomb Saint, treat as continual Turn Undead by an 11th level cleric.



Dire Stirge

Vermin

HD 5

AC 10

Atk bite (1d6)

Save 8

Move 12

CL/XP 7/600

Special: poison

A dire stirge's coloration is dark red with a dirty yellow underside. The proboscis is blood red at the tip, fading to deep satin black at its base.

A dire stirge's body is about 2 foot long, with a wingspan of about 4 feet. It weighs about 2.5 pounds.

A dire stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. If a stirge hits, it uses its powerful clawed feet to latch onto the opponent's body. An attached stirge is effectively grappling its prey.

A dire stirge drains blood, dealing 2d4 points of damage in any round when it begins its turn attached to a victim. Once it has its fill (around 8-16hp of damage), it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

A day of rest and eating will replenish half the hit points lost.



Enchanted Drake

Dragon

HD: 8

AC: 17

Atk: bite (2d6)

Save: 8

Move: 12

CL/XP: 9/1000

Special: screech blast

Enchanted Drakes emit a screech blast in a line 5ft wide and 60ft long, affecting everything in its path for 3d6 damage. A saving throw indicates half damage.

Sometimes a wingless drake will become enchanted with a young human or elf child. The child becomes its ward and they will be a faithful and loyal pet, and excessively possessive. So fierce is their affection that the child will have to wander off to some forlorn uninhabited area so that the drake is not a threat to others. Coming within 100' will cause the drake to hiss and threaten the intruder. Anyone that comes within 60' of the child will be immediately attacked. The drake will not wander more than 50' away from its ward. If the ward dies the drake will die within 1-4 days from grief.



Fetid Quasidemon

Semi-Demon

HD: 3

AC: 17

Atk: 2 clawed hands (1d4), 2 hind claws (1d6)

Save: 8

Move: 12

CL/XP: 8/900

Special: odor, mob

Fetid quasidemon are demonlike creatures with leathery skin, and are medium sized humanoids, with long spindly spaded tails and short sharp horns and malevolent eyes. They reek of an uncanny sulphurous smell that can disorient less hardy individuals. Any within 20' must save or be at -1 to attacks for 2d6 rounds. Quasidemons are not true demons and do not originate from the abyss. Some speculate that they are the twisted offspring of goblins and erinyes demons.

Mob: each round there is a 1-3 in 6 chance that 0-3 (1d4-1) more Quasidemons will arrive and join in the fray.



Giant, UMBER

Giant

HD 13

AC 16

Atk 1 Stomp (5d6) or 1 Weapon (6d6)

Save 5

Move 15

CL/XP 14/2600

Special: Debilitating odor, immune to fire and acid

In hilly and mountainous regions with geothermal activity a faint rotten egg smell on the wind means one thing: UMBER Giant. These enormous behemoths of muscle and stink may grow to 80 feet in height. Their coloring and stench come from their sleeping in boiling sulfur cauldrons. Their skin is amazingly resilient, and is impervious to fire and acid. Consequently many adventurers have met their doom trying to get a strip of giant hide from which to make armor, tents, etc.

In combat, these beasts stomp with their feet, use properly proportioned weapons, or hurl large objects (e.g., trees, rocks, livestock, etc.). Anyone within 100' must make a saving throw or suffer a -2 penalty to AC and to hit rolls due to the debilitating effects of the giant's stench. Ancient texts suggest there is a tiny area near an umber's temple where the beast is quite vulnerable; there even exists a legend of a boy felling an umber giant with a well-placed sling throw. However, no one truly believes it.

Fortunately, umber giants tend to be solitary creatures, rarely gathering with others of their kind. They attempt to follow a live-and-let-live approach to existence, as long as no one complains when an umber depletes a farmer's livestock for some "juicy breathmints." Besides taking these occasional forays into flatlands, a giant typically remains near its sulfurous pits.



Haunted Servant

Undead

HD 2

AC 13

Atk 1 Weapon-Broom (1d3)

Save 16

Move 12

CL/XP 3/60

Special: hasten death

A haunted servant appears as a lost child, a slave to the master of a dungeon, or an indentured servant. They are dressed in poor clothes, wooden shoes, and unkempt hair. They will have common instruments of cleaning such as a broom, rag and bucket. A haunted servant will be eager to help the characters in exchange for assistance in escaping the place.

It will appear to give useful information on the locations of hazards, monsters, and treasure in a dungeon, but are generally lying, or telling just enough half-truths to seem convincing. It is trying to lure the characters to danger so that it can feed on their dying bodies.

If a dying individual is within 5' of a haunted servant they will rapidly fall comatose and into full death within 1d6 rounds. The haunted servant will gain strength and power in that time as it sucks on the soul of the dying individual.



Indentured Guardian

Undead

HD: 4

AC: 16

Atk: 1 weapon (1d6)

Save: 13

Move: 9

CL/XP: 6/500

Special: paralyze, immune to sleep & charm, ward

An indentured guardian is a guard posted to protect an entrance who was enchanted to be ever vigilant even beyond death.

Their attack can cause paralyzation if the victim fails a saving throw. Paralyzation lasts 2-7 rounds (1d6+1). A guardian will not attack a paralyzed character.

If the object of its protection is breached the indentured guardian will crumble to dust in a howling, screaming, terrifying collapse as it has failed in its duty. Sometimes (1 in 6 chance) ancient wards are placed on the entrance to be triggered by the howls of a guardian.

Wards (roll 1d6)

1. Poisonous gas fills the area all within 20' radius Save or die.
2. Fiery blast incinerates; all within 5' radius take 3d6 damage, within 10' radius take 2d6 damage, within 20' radius take 1d6 damage. Save for half.
3. Electric bolts zap, all within 20' radius take 2d6 damage. Save for half.
4. Acid floods the ground, Dex check or take 2d6 damage and footwear is ruined.
5. Sonic attack, all within 20' radius take 2d6 damage and blood discharges from eyes, ears, and nose. Save for half.
6. Disenchantment aura, 1 magic item chosen randomly loses its enchantment. Spells cannot be cast in the immediate area for 1-6 hours.



Julgor

Abomination

HD 4

AC 18

Atk 1 bite (2d6), tentacles (1d6)

Save 13

Move 15 (12 burrowing)

CL/XP 6/400

Special: entangle

Some sages say that the julgor is related to the dreaded piercer. Certainly there are similarities in their appearance, habitat, and diet. The julgor appears to be made of calcified gray stone. They live in caves where there are stalagmites and stalagmites to hide their presence. The julgor can hide on the ceiling, or burrow in the ground.

When alerted to the presence of a warm blooded animal the julgor will awaken and prepare to attack. They drop from the ceiling, and like a cat, rotate their bodies to land tentacle side down on the victim where they will throttle the creature to death and then feast on its carcass.

When attacking from the ground their tentacles can lash out in a 5' radius clasp the legs of the victim, bringing it down, and drawing it near to bite with its toothy maw.



Khargler

Abomination

HD 6

AC 15

Atk Bite (2d4)

Save 10

Move 9

CL/XP 7/600

Special: bargle

At first sight a khargler is a ridiculous beast. It appears to be a huge mouth with tiny hands and clumsy feet. Don't let looks deceive you, they are horrifying bloodthirsty beasts that feed on the flesh of humanoid creatures unfortunate enough to fall prey to them.

Their babbling voices which sound like "bargle, bargle, bargle" is monotonous and eventually maddening if heard for long enough. Each round in their presence increases the chance of inducing this temporary madness. Save at +10 the first round, each round thereafter the bonus is reduced by 1 (+9, +8, etc.) until the victim fails a save. When maddened the character has a 50% chance of attacking an ally instead of the khargler each round. The madness only lasts 1-4 rounds. Thereafter that character is not affected by the bargle.



Locust God of Swarms

Vermin

HD 14

AC 20

Atk claws (3d6+poison)

Save 8

Move 15/24

CL/XP 16/6000

Special: Locust Swarm, Hive Mind, Magic Ability: 3rd, Fighter Ability: 18th, Psionic Ability: Class 3

Each locust god appears as a giant humanoid locust. They all share the same mind, though they are not exactly telepathic. It is more that they all make the same decisions. Each locust god is unique, it has its own subtle differences: irregularities, body markings and shapes. It is not known how many locust gods exist.

Each locust god has a flying citadel as it's throne. Each citadel has multiple levels and are populated by malignant creatures of all sorts. The citadels also contain untold riches. Once the locust god that rules a particular citadel is killed that citadel can no longer fly. It eventually decays, only an empty husk may remain, sometimes for centuries.

Clerics of a locust god gain the ability: summon locust swarm, once per day. A locust swarm does not inflict damage, but obscures vision in a 10' radius causing -1 to hit, and limiting the ability to cast spells for 2-5 (1d4+1) rounds.



Malefic Wurm

Unknown

HD: 8

AC: 17

Atk: bite (2d6)

Save: 8

Move: 12

CL/XP: 9/1000

Special: acid

Spit acid 60' 3d6 damage, save for half.

Malefic wyrms are distant relatives of common black dragons. They are not true dragons, though it is difficult for the unlearned to know the difference. They are not affected by magic items that have specific effects on dragons.

At first glance by the unlearned they appear to be a black dragon. Experts in dragon lore will see a wurm for what it is right away.



Naga Maiden

Abomination

HD: 6

AC: 14

Atk: weapon - spear or scimitar (1d6)

Save: 9

Move: 12

CL/XP: 10/1300

Special: hypnotic dance, constrict

A naga maiden can perform a dance that is so hypnotic it entrances any who see it. Save or fall under the charms of the naga maiden for 2d6 turns (treat as charm person spell).

A rare offshoot of naga, despite their somewhat innocent sounding name they are dangerous foes. When they attack they can grapple their foe and if successful begin to constrict their victim for 1d6 points of damage per turn. A Str check to break free is required.

A naga maiden appears to be a young voluptuous female with a slightly demonic countenance and short horns and thick mane of ebony black hair. She has four arms and a snake-like body. They writhe in an alluring yet disturbing manner. They are often armed with a short spear or scimitar.



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Ogre Gladiator

Humanoid

HD: 5+1

AC: 16

Atk: weapon - fused blades (2d6)

Save: 12

Move: 9

CL/XP: 5/250

Special: Intimidate

Upon contact an ogre gladiator will display its battle prowess and colorful plumage. This has the effect of intimidating its foes who must Save or be at -1 Atk for 1d6 rounds.

The ogre gladiator is a fearsome opponent, hardened in gladiatorial combat. It has weapons fused to its body and often wears colorful arrays of decoration for display and entertainment like Roc feathers and bright fabrics.



Phasing Pit Lion

Vermin

HD 3

AC 13 (Head) / 18 (Body)

Atk 1 Bite (2d6) / Stomach Acid (1d6 per round)

Save 14

Move 3 (burrow 6, crawl 9)

CL/XP 5/240

Special: spit filament

The Phasing Pit Lion is one of the most-feared denizens of the deep desert sands. This alien being consists of two separate parts. One portion is a six-foot diameter head with a jagged-toothed maw that can close with an almost airtight seal. The creature's second portion is a 6-foot diameter hard-shelled black abdomen consisting of its stomach.

The Pit Lion seeks prey by burying its stomach one foot below the surface of the sand, then burying its head (mouth upward) just below the sand's surface 10 feet away (roll 1d8 to determine direction 1=N, 2=NE, 3=E, etc.). When a creature steps on the head, the maw snaps open; the prey falls into the mouth, and is teleported into the buried stomach to be digested, taking 1d6 acid damage per round. On following rounds, the head flies out of the sand and harries the victim's allies with biting attacks. The creature is clever, and will use the head to distract enemies away from the hidden stomach while it digests. Once its meal is dead, the head burrows under the sand to escape attackers, and covertly makes its way back to the stomach. The two parts of the creature must be within ten feet of each other for the teleportation to work.



Questing Zombie

Undead

HD: 6

AC: 17

Atk: 2 grubby hands (1d4), 1 bite (1d6)

Save: 8

Move: 12

CL/XP: 9/1000

Special: disease, supernatural dread

The appearance of a questing zombie can instill supernatural dread. Any followers, hirelings, or animals must Save or flee for 2d12 turns.

The bite of a questing zombie may convey a disease (1 in 6 chance). If so victim must Save or fall violently ill for 2d6 days, unable to perform any actions. At the end of this grueling experience they will be so weakened they will be at -2 Atk for 2d6 more days and unable to move faster than 6.

A questing zombie might appear to be a regular zombie, but it is far more powerful and almost always solitaire.

Occasionally a quest is so powerful that the compulsion to complete it extends beyond the life of those seeking to fulfill the task. When this happens a questing zombie is created.

If its task is completed the questing zombie will sigh with relief and collapse into dust.



Red-Maned Hobgoblin

Humanoid

HD: 7

AC: 17

Atk: club or axe (1d6)

Save: 8

Move: 12

CL/XP: 9/1000

Special: varies, roll on table below

One out of a thousand hobgoblins is born with red hair. Most of those do not survive their first few hours as they are considered to be a bad omen and are usually left outside far from the clan to die from exposure. The few that do survive grow to be the strongest and most powerful hobgoblins, endowed with a strange magic, but are treated as outcasts, feared and rejected by their clan.

Each red-maned hobgoblin has an additional enhancement determined on the table below:

Roll 1d6

1-2: Agility +1 AC

3-4: Toughness +2 HP

5-6: Accuracy +1 Atk



Sinderan Shadow Witch

Humanoid

HD 5

AC 10

Atk dagger (1d6+sedative) or spell

Save 8

Move 12

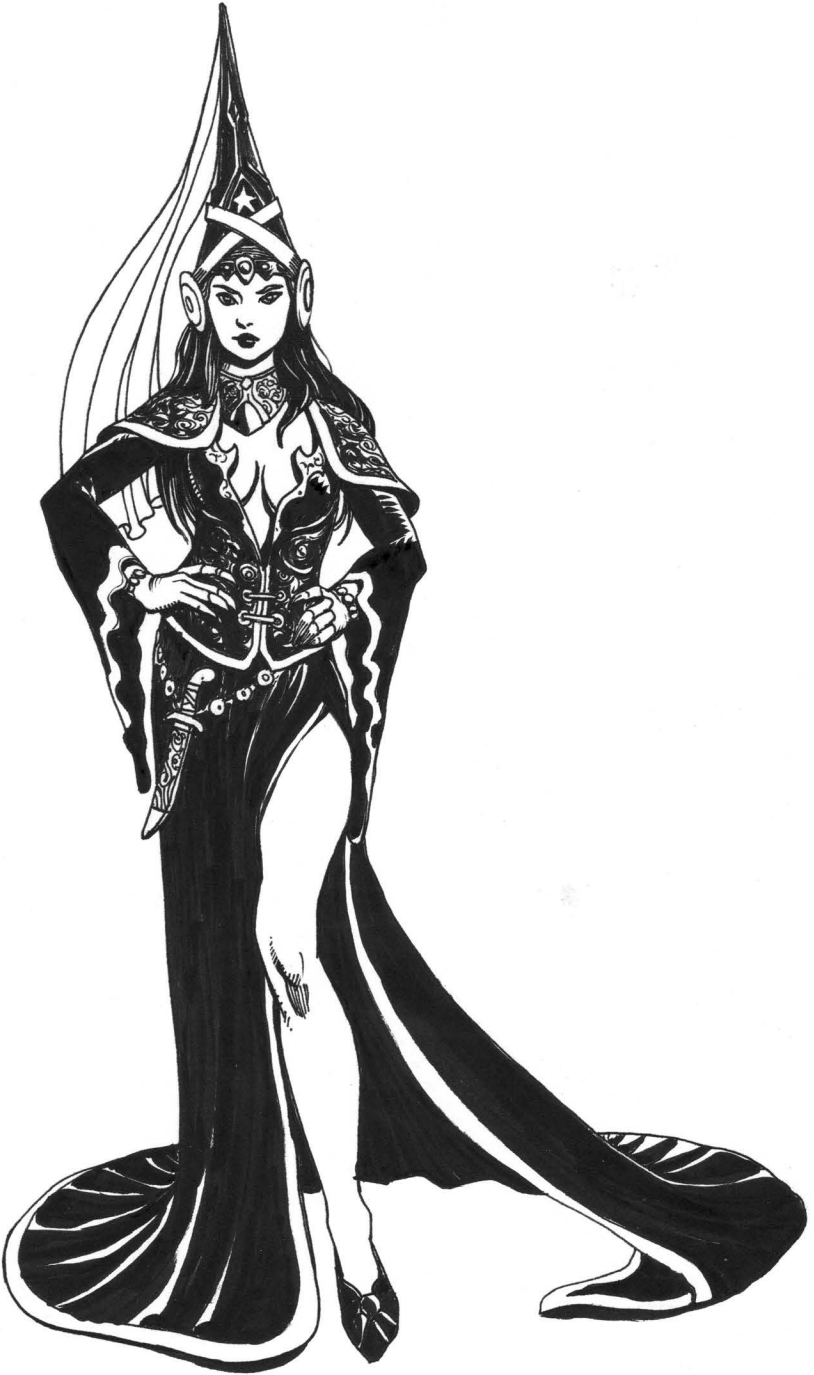
CL/XP 7/600

Special: enthrall, inhuman beauty, spells, sedative, rejuvenate

A Sinderan shadow witch (there are no known males) is a human spellcaster that has learned the sorceries of Sinder's ancient past without being corrupted by its vile putrescence. Contrary to popular lore the shadow witches are actually good natured and beneficent. A witch is known for its inhuman beauty, appearing to each person as what he perceives as most beautiful. One is so enthralled with a Sinderan witch that any being with functioning sight must make a saving throw or be inclined to serve as an ally at the witch's bidding. She does not use this ability for ill against the enthralled.

In combat a witch uses her sorcerous abilities and a dagger that is coated with a sedative. Anyone struck by the dagger must save or fall asleep in 1-4 rounds for 1-4 hours. Her magical abilities include Levitation, Summon Small Forest Animal (4d6, 4 times per day), and Paralyzing (2d6, once per round). A saving throw is required to attack a witch (unless the attacker is blind). If reduced to zero hit points, a Sinderan witch will appear dead; however, unless the body is burned and ashes thrown into running water, she rejuvenates on the next new moon.

A Sinderan shadow witch has an affinity for children, the innocent, and those who are helpless. She will do what she can to assist or defend them.



Sinderan Light Witch

Humanoid

HD 5

AC 10

Atk dagger (1d6 + poison) or spell

Save 8

Move 12

CL/XP 7/600

Special: hidden heart, save required to attack, inhuman beauty, spells, poison

A Sinderan Light Witch (there are no known males) is a once-human monster that has adopted the dark sorceries of Sinder's ancient past and is the polar opposite of dark witches. A light witch is known for its inhuman beauty, appearing to each person as what he perceives as most beautiful. One is so enthralled with a Sinderan Witch that any being with functioning sight must make a saving throw to attack her. This ability is maintained by the consumption of a young innocent victim every full moon. The witch collects toys, dolls, etc., from her young victims, and inside one such memento she hides her heart; the only way to truly kill a Sinderan Witch is to destroy this plaything. Victims are collected by minions, by the witch herself, or offered to the witch as sacrifice or payment for a boon.

In combat a witch uses her sorcerous abilities and a poisoned dagger. The latter contains a poison causing 1d6 damage per day, to which she is immune. Her magical attacks include Devouring Vermin (6d6, 3 times per day), Arbitrary Gravity (for one person, gravity acts in a direction of her willing, 5 times per day), Summon Pestilent Swarm (4d6, 4 times per day), and Wracking Nerves (2d6, once per round). As mentioned previously, a saving throw is required to attack a witch (unless the attacker is blind). If reduced to zero hit points, a Sinderan Witch will appear dead; however, no matter what is done to the body, she forms anew on the next new moon, unless her heart and the toy containing it are destroyed.



Tiger Striped Hydra

Abomination

HD 4

AC 15

Atk bite 4 heads (1d6+poison)

Save 11

Move 12

CL/XP 7/600

Special: regenerate, poison, acid blood

Tiger striped hydrae appear as orange scaled, black striped giant snakes with four heads. They are slightly smaller than an average hydra, but are more agile and aggressive.

Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breath fire or regenerate their heads are also known to exist.



Undead Champion

Undead

HD 9

AC 12

Atk dagger (2d6+disease)

Save 8

Move 12

CL/XP 10/1600

Special: cause disease, aura of fear, summon undead

Each attack of an undead champion causes disease on a 1 in 6. The victim must Save or fall with a burning unholy fever, unable to fight until healed. The disease can only be removed by a cure disease spell.

Anyone who attacks an undead champion must Save or succumb to its aura of fear. Failed Save means the attacker will step away from the battle for 1-3 rounds before being able to make another attempt at attacking.

An undead champion can summon 1d6+1 zombies that will come to its aid within 2-4 rounds.

An Undead Champion is a form of undead that was once an honored knight in life who forsook his vows for some nefarious and selfish purpose. A curse was placed on him that he should forever roam, deathless, unsatisfied, with an unquenchable thirst that can only be satiated by blood. Ultimately it can only find peace by performing a selfless deed. Then its body will evaporate, leaving its worldly possessions behind.



Viperman

Abomination

HD 2

AC 10

Atk punch (1d4), bite (1d6)

Save 8

Move 12

CL/XP 3/80

Special spitting poison

Once per encounter a viperman can spit poison at a target. The victim must Save or be hit in the eyes and be blinded for 3d6 rounds.

A distant relative of naga maidens, viperman are part serpent part human, but not as intelligent and are more animal like. They are often found in the company of other nagas as henchmen and bodyguards.

Vipermen dwell in dank dens and steaming hot jungles.



Werecoyote

Lycanthrope

HD 2

AC 12

Atk bite (1d6)

Save 11

Move 12

CL/XP 2/120

Special shape change

These were-creatures are afflicted by a disease that transforms them into a full coyote on a full moon, or partial human-coyote on any other night. They can be hit by normal weapons, but silver weapons inflict additional damage. If any character is brought below 50% hit points by a werecoyote, the character will become a werecoyote himself.

Older experienced werecoyotes who have obtained some control over their form can assume the form of a coyote, a human, or a coyote hybrid of the two forms at will.



Xenoc Succubus

Demon

HD: 7+2

AC: 22

Atk: 2 clawed hands (1d6), 2 hind claws (1d4), bite (1d8)

Save: 6

Move: 12/18 (flight)

CL/XP: 10/1200

Special: seduction, spells, energy drain

Xenoc succubus can cast spells as a 5th level magic-user.

Once per day they have the power of seduction to those attracted to the female gender, it is a more powerful version of charm person. Victim must Save or become the obedient servant of the succubus for 2d6 weeks. Once they have a servant the succubus will try to flee and return with the victim to the abyssal realms from which they came.

The bite of a xenoc succubus causes energy drain. Victim must Save or be at -1 effective level for 1d6 days. Also their Str & Con is reduced by 2 for that duration.

Ages ago the succubi were free spirited demons that did as they willed, serving no master. A powerful demon-god Xenoc did not like this state of affairs and captured several and enslaved them for a millenia. Over time he brainwashed them into serving him by breaking their will. He then endowed them with some of his own power. Xenoc succubi seek to lure victims into the service of their master.

Common Spells

Protection from Good

Shield

Sleep

Invisibility

Mirror Image

Haste



Yarglith

Abomination

HD: 4+2

AC: 16

Atk: 2 clawed hands (1d6), bite (1d8)

Save: 12

Move: 9/6 (flight)

CL/XP: 6/450

Special: toughness, immune to sleep

The hide of a yarglith is so tough that 2 points are removed from any damage attacks.

Sleep spells have no effect.

A yarglith is a disgusting, bloated, winged beast with a mouth full of gruesome yellow tusks, and disturbing blank eyes. Their wings appear too small to support their weight, but somehow they are able to lift off and fly at a slow ungainly pace.

They often flock together in areas where they can hunt for warm blooded prey.



Zombie Lich

Undead

HD: 10

AC: 18

Atk: 2 clawed hands (1d4)

Save: 8

Move: 12

CL/XP: 9/1000

Special: spells, summon & control zombies, darkvision

Zombie lichs cast spells as a 7th level magic-user.

Once per day they can summon 3d6 zombies to appear and serve them. These zombies will appear in 3-8 (1d6+2) rounds.

Any zombie within sight of a zombie lich will fall under its full command and serve it unconditionally.

Sometimes a failed attempt by a high level magic-user to become a lich will not result in death, but instead creates a zombie lich. These cursed creatures are amongst the most wretched and tragic among the undead. A zombie lich has an uncanny power to control zombies.

Common Spells

Magic Missile

Darkness, 15-foot radius

Invisibility

Slow

Confusion





Some Locust Citadels are home to undead horrors that are animated when an intruder dares to trespass into their lair.

Personalities and Non-Player Characters

Evil Adept

2nd Level Human Cleric

AC 12 (leather)

HD 2

Atks 1d6 (staff)

Save 13

Move 12

CL/XP 3/120

Special command undead, spells

Rumors of recent activity in the monastery ruins has been whispered among the town folk. People are saying that servants of a dark god are reawakening the once vanquished evil that lurks within the ruins. Yet others insist this is a bunch of nonsense, that if anything a harmless order of monks are using the ruins as a place for quiet contemplation.

These clerics appear to be of a holy order, but upon closer inspection they wear a grimace and have a dark demeanor that is unsettling. They will pretend to be helpful, but at the first opportunity will attempt to subdue and bind opponents, so that they can be taken as prisoners and dragged to the monastery ruins where they will be sacrificed to their dark gods.

Equipment: unholy water, rope, unholy symbol, leather armor, staff

Common Spells

Cause Light Wounds



Asip the Viper Princess

5th Level Human Magic-User

AC 13 (Dex + 2 x Bracelets of Protection +1)

Hp 18

Melee 1d6 (staff)

Save 11

Move 12

CL/XP 5/350

Special control vipermen, control snakes, spells

Asip was born in the pleasure gardens of Ranesis the First. She escaped at a young age. While there she was trained by the nagas who were the servants of Ranesis. She learned to speak their language and came to develop an uncanny ability to control vipermen from an early age.

For a time she was apprenticed to a wizard known only as Grozel. He was slain by an enemy and his sanctum ransacked. Asip fled, she has since learned to survive on her own.

She will be accompanied by 1-3 vipermen most of the time. She is wary about joining any adventuring party, but may aid if she can find the whereabouts of the villain who slew her master or if there is a way to get retribution on Ranesis or his descendants.

Equipment: rope, spellbook, staff carved into a cobra, 2 bracelets of protection +1, brass headdress that can be thrown onto the ground and transforms into a deadly asp (HD 1, Atk Save or die)

Spells

Charm person

Magic Missile

ESP

Phantasmal Force

Lightning Bolt



Soris Tarmys

6th Level Elf Magic-User

AC 12 (leather)

Hp 24

Melee 1d6 (dagger)

Save 13

Move 12

CL/XP 7/650

Special immune to disease and resistant to aging, spells

Soris was born in an elven village deep in an ancient forest in a hidden deep valley far from mankind. She had an aptitude for magic from an early age, but was unusually frail and sickly for an elf. Her family feared she would not live long.

Fortunately her studies in the elder lore uncovered a way for her to sustain her frail body and ward her from disease. Even for an elf she is unusually long lived, all her childhood friends and family long since passed.

Soris wanders the world in search of the knowledge to commune with those beyond the grave as she misses her family and friends badly, but fears death too much to forego the enchantments she has placed on herself.

The drawback to the enchantments is that it has slowed her progression as a Magic-User significantly and she has barely advanced since then.

Equipment: rope, flute, leather armor, long bow, quiver, 2d6 +1 arrows, +2 dagger

Spells

Shield

Sleep

Levitate

Pyrotechnics

Fireball



Amara Gilnan Kylana

4th Level Elf Ranger 2nd Level Bard

AC 12 (leather)

Hp 24

Melee 1d6 (dagger)

Ranged 1d6 (long bow)

Save 13

Move 12

CL/XP 3/120

Special Spells (cantrips), +4 vs. goblinoids & giants, surprised only on 1 on 1d6, tracking, inspire ally +1

Amara was born of house Gilnan, but was raised by Teril Kylana, a hardened ranger who patrolled the northern woods and raised his family in a cabin on the fringes of the outer frontier. She learned from a young age to survive in the harsh wilderness far from civilization.

After Teril was killed by a goblin insurgence during the 5-day war, Amara returned to the warmer lands where house Gilnan dwelled. There she learned from the storytellers and master bards the art of music, healing, and encouragement.

She longs to return to the frontier, and to avenge the death of her adopted father Teril. She also feels the responsibility to her people and House Gilnan. Occasionally she aids travelers, and will sometimes accompany raiding parties that strike into the goblin lands.

Equipment: rope, flute, leather armor, long bow, quiver, 2d6 +1 arrows, +2 dagger



Muathi

8th Level Human Magic-User

AC 16 (robe of displacement)

Hp 34

Melee 1d6+3 (dagger)

Save 11

Move 12

CL/XP 3/120

Special spells

Muathi is a mysterious magic wielding shadowy lord who dwells in a remote tower at the eastern edge of the empire. The lands surrounding his tower are barren and haunted. Rumors tell of strange beings that visit at night, and ghostly beings who wander the area, forbidding all trespassers to enter.

Equipment: robe of displacement, mask of spectral fear, leather armor, +3 dagger

Mask of Spectral Fear

The wearer of this mask acquires the power to instill supernatural fear to opponents who fail a saving throw. Those struck with fear will try to flee immediately by the nearest route that avoids the mask. If they cannot flee they will cower in fear for 2d6 turns, unable to perform actions other than self-defense.

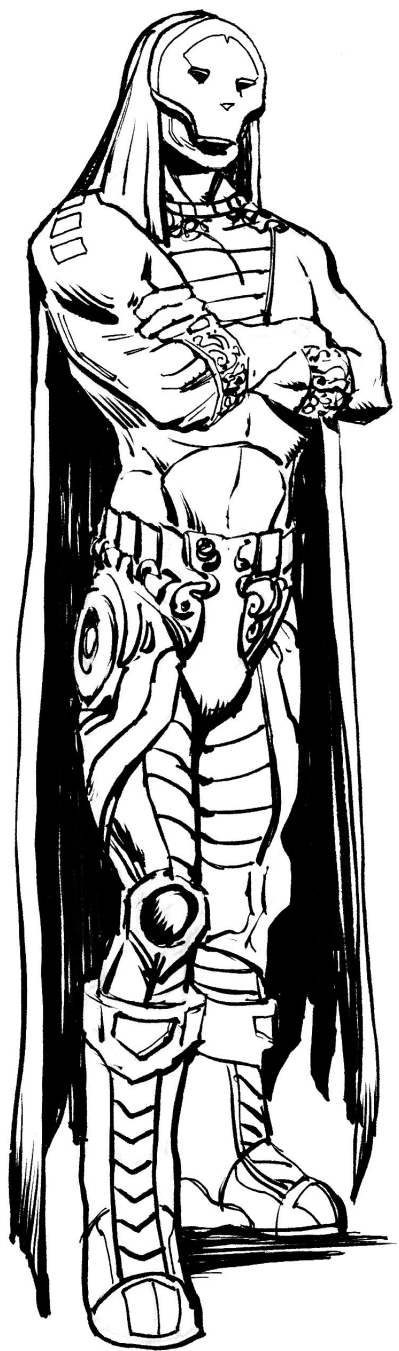
Spells

Magic Missile, Shield, Sleep

Darkness 15' rad, Invisibility, Strength

Dispel magic, Monster Summoning I

Charm Monster, Ice Storm



Talindra Yllamenor

5th Level Elf Magic-User

AC: 13 (+3 ring of protection)

Hp: 34

Melee: 1d6+3 (dagger)

Save: 11

Move: 12

CL/XP: 3/120

Special spells, absorb scroll magic

Talindra has the unusual ability to absorb the power held within a magic scroll when she shreds it.

Talindra was abducted as a baby by a necromancer obsessed with elves, their culture and magic. He trained Talindra to be a powerful magic-user, but she rebelled against him. Burned down his laboratory, and fled.

She has been on the run ever since. The necromancer still hunts her. She is always seeking new scrolls to consume and is hoping someday to find her long lost elf family.

She has a knack for reading magic scrolls, and has learned how to tap into the arcane energy held within them.

Equipment: +3 ring of protection, leather armor, +3 dagger

Spells

Detect Magic, Read Magic

Detect Invisibility, Locate Object

Hold Person

Note, she may have many other spells, even those not appropriate to her level, such as:

Wall of Fire, Wizard Eye

Cloudkill, Telekinesis

Anti-Magic Shell



12 Minor Undeads

Roll d12

1. **Floating Severed Head** appears as an eerie sight that mocks and laughs at the characters and remarks on the evil deeds they have done. If asked questions it may respond with useful information (1-3 on d6), or just curse at the characters and float away mocking and laughing.
2. **Chattering Skull** constantly sputters nonsense, but there are nuggets of truth amidst the babble that may be useful information.
3. **Skittering Hand** (HD: 1-4hp AC: 10 Atk: 1 MV: 12" Save: 15 XP: 1/50) is a rotting disembodied hand that runs around on its fingertips, stealing and collecting gold pieces and baubles. In its nest it can have 2d12gp and 1-4 gems amid 3d6 useless shiny bits.
4. **Animated Bloody Torso** squirms around on the surface it is on whether it be floor, wall, or ceiling. It's blood is toxic and if touched the character must save or take 1d4 points of damage.
5. **Necrocat**, a horrifying bloody and skeletal creature, is a sign of badluck. It will follow the characters around, meowling and howling in a bloodcurling tone. Characters will have -1 to Save throws for the remainder of the day, after which the necrocat will disappear.
6. **Necrodog**, a horrifying bloody and skeletal creature, is friendly and helpful. It will follow the characters around baying in a forlorn and sad tone. Characters will have +1 to Save throws for the remainder of the day, after which the necrodog will disappear.
7. **Skeletal Owl** (HD: 1-4hp AC: 10 Atk: 1 MV: 12" Save: 15 XP: 1/50) is a matted mess of feathers, dried blood, and bone that emits an haunting hoot that occasionally sounds like words. The skeletal owl often portends a grave message of what may lie ahead on a dark path in the woods or at the entrance of some ancient haunted ruins.

8. **Odorous Phantom** can be detected by its noxious fumes of rotting flesh. The undead cannot be seen, but certainly can be smelled. Save or be affected by extreme nausea for 1d4 hours (-1 to all attack rolls while nauseated).
9. **Protoplasmic Phantasm** leaves behind a trail of goo on anything it touches. The goo smells horrible and is difficult to remove. Characters with protoplasmic goo on them can never surprise an opponent.
10. **Skulking Shadow** appears at the fringes of the eyesight, lurking just behind a chosen character. It follows for 1d6 days, sending a spine chilling sensation, and the feeling of a silent presence. They can be automatically dispelled by any Cleric who simply calls on his/her deity. A character being followed by a skulking shadow can only heal at 1/2 rate and will constantly feel a bit tired.
11. **Jack 'O Lantern** appears as a common pumpkin with a carved face on it. If a candle is put inside and lit it will ward off undead. Treat as continual turn undead as a 2d4 level Cleric. The candle will remain lit for 2d6 hours, once it goes out the Jack 'O Lantern will rot and crumble away.
12. **Shrieking Child** is one of the most disturbing yet relatively harmless undead. It appears as a lone and afraid child. Once contact is made it will begin shrieking and follow the characters around, spoiling any surprise or initiative. It is ethereal and cannot be touch. It fades away after 2d6 hours.



12 Tricks and Traps

These are designed for the narrow confines of a dungeon, though some of them could be modified to work in other environments.

Roll d12

1. **Covered Pit.** A discerning eye may notice a subtle difference in the texture and color on the floor. It is a 10' deep covered pit. Anyone who walks over the area will fall in taking 1d6 points of damage from the fall. At the bottom are the bones of 1d4 adventurers and their loot.
2. **Shooting Spikes.** The stones on the floor are of different colors in a haphazard pattern. If a certain color is stepped on 1d6 spikes shoot from holes in the ceiling. They aim as a 5HD monster and do 1d4 points of damage each.
3. **Bonecreeper.** The area appears to be a crypt with a sarcophogus filled with dry dusty bones. A bonecreeper larva is burrowed into the coffin. If it is a bloodmoon an adult bonecreeper bursts from the grave and attacks.
4. **Sliding Trap.** Floor is unusually smooth, when too much weight is put on it (more than 2 human-sized characters) it tilts, revealing a boiling cauldron, as the characters slide towards it. Save (add Dex bonus) or fall in. Take 1d6 points of damage per turn until able to get out. One Dex check per turn permitted to get out.
5. **Crushing Walls.** Light streams in from a crack in the ceiling. If the light stream is broken the walls begin to close in. Doors at each end slam shut and lock. PC's must get out within 2-7 (1d6+1) turns or be crushed.
6. **Catacomb Saint.** In the center of the area is a pedastal with an ornate chair occupied by a dessicated corpse. The body is clothed in rich fabrics and jewels. On the base of the pedastal are runes that describe the heroic and good deeds the person did. Also the names of a beneficent diety is enscribed. If the PC's do not give homage to the diety the corpse awakens and seeks to rectify the situation. It is a Catacomb Saint.

- 7. Poison Darts.** Strands of thread stretch across the hallway. Grotesque faces with open mouths and hollow eyes decorate the walls. If any strands are broken poison darts shoot from the walls and hit as a 4HD monster and do 1-3 points of damage and victim must Save or die from poison.
- 8. Null magic field.** Magic items and spells do not operate in this area. Roll for random encounter...
- 9. Werecoyote.** Area has several cages, mostly empty. A sad, small whimpering dog in a cage is actually a werecoyote. If freed it will "befriend" the PC's. For a time it will seem to be a beneficial addition to the adventuring party, but at an opportune time it will satiate its bloodlust by attacking a character in its sleep, or when someone is alone.
- 10. Poison Gas.** Blocking your progress is a solid glass barrier. It is a dirty, mucky glass that is hard to see through. If broken a noxious gas fills the area. Save or asphyxiate from poison.
- 11. Collapsing Ceiling.** Sound vibrations resonate throughout the area. If extreme caution to remain absolutely silent (or casting a silence spell) isn't done, then the area becomes unstable, rocks begin falling, ceiling will collapse in 4-14 (2d6+2) turns. Those caught will take 2-7 (1d6+1) points of damage and will be trapped under rubble.
- 12. Haunted Flooding Chamber.** This area is a small chamber that will flood when triggered, a door to the next room instantly shuts just before the last character in line goes through. The door locks and the chamber begins filling with foul, fetid water. Within 2-7 (1d6+1) turns the chamber will be filled to the ceiling. An undead creature, appropriate for the level of the dungeon, appears and advances towards the trapped character.

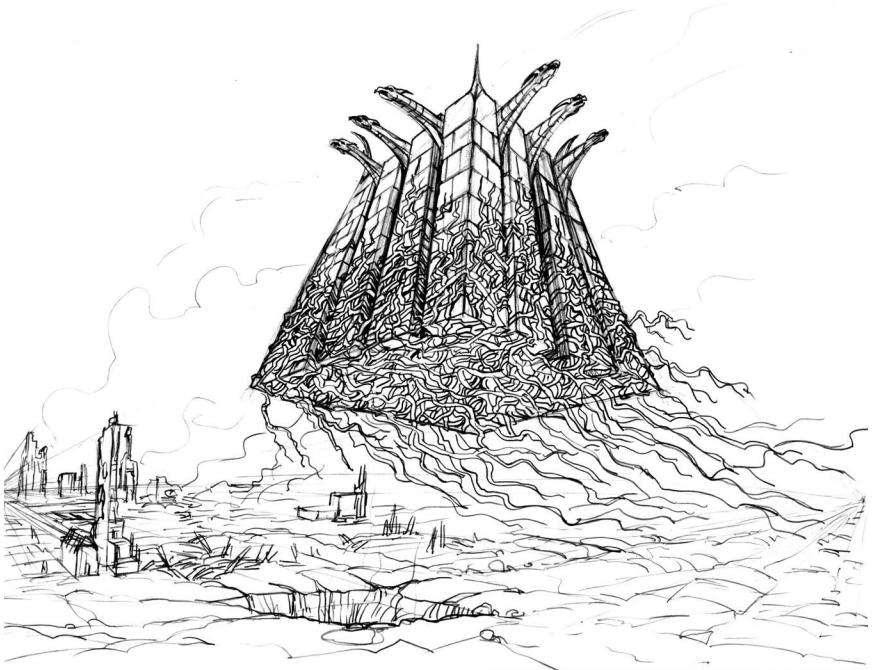
Flying Locust Citadel

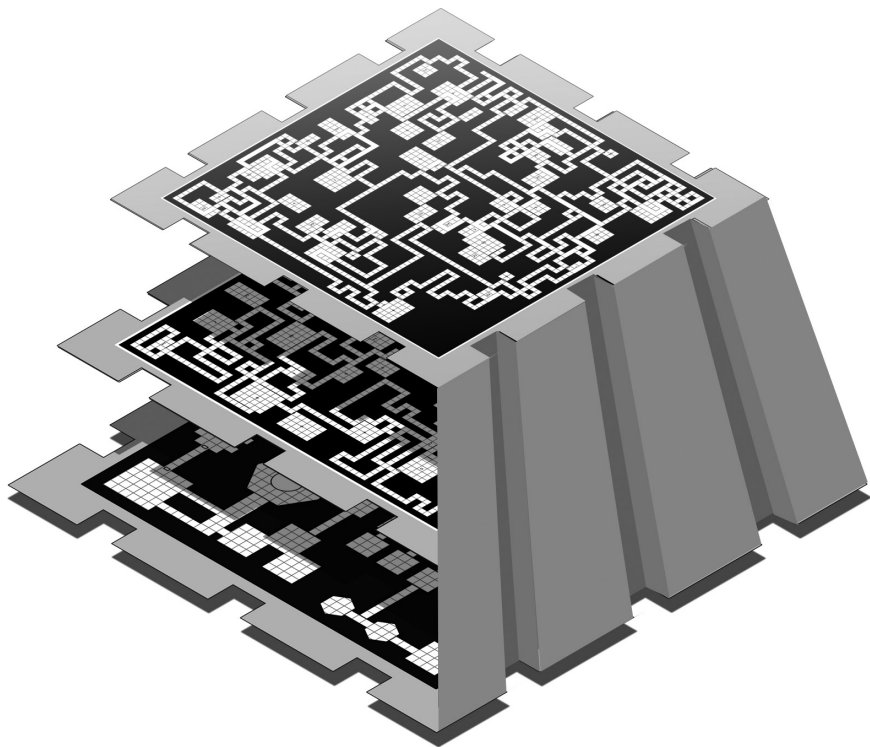
Flying citadels are essentially portable mega-dungeons. They can be dropped anywhere into your fantasy world. Each citadel is ruled by a Locust God.

When a citadel lands in an area legions of monsters pour forth from the bowels of the dungeon to predate on the surrounding area. Once an area has been picked clean of resources, gold, food, and slaves the citadel lifts off and searches for another rich area to decimate.

A citadel generally has 3 levels, though it may have more. These are filled with monsters and traps. At the heart is a sanctum where a Locust God dwells. If the Locust God is slain, the citadel will begin to deteriorate and wither like rotting meat, the monsters contained within will abandon and flee the area. Eventually it will fall into ruin and sink into the ground. Later, wandering monsters may come to dwell in the fetid ruins and make it their lair.

Unlike most dungeons a citadel's levels increase in difficulty





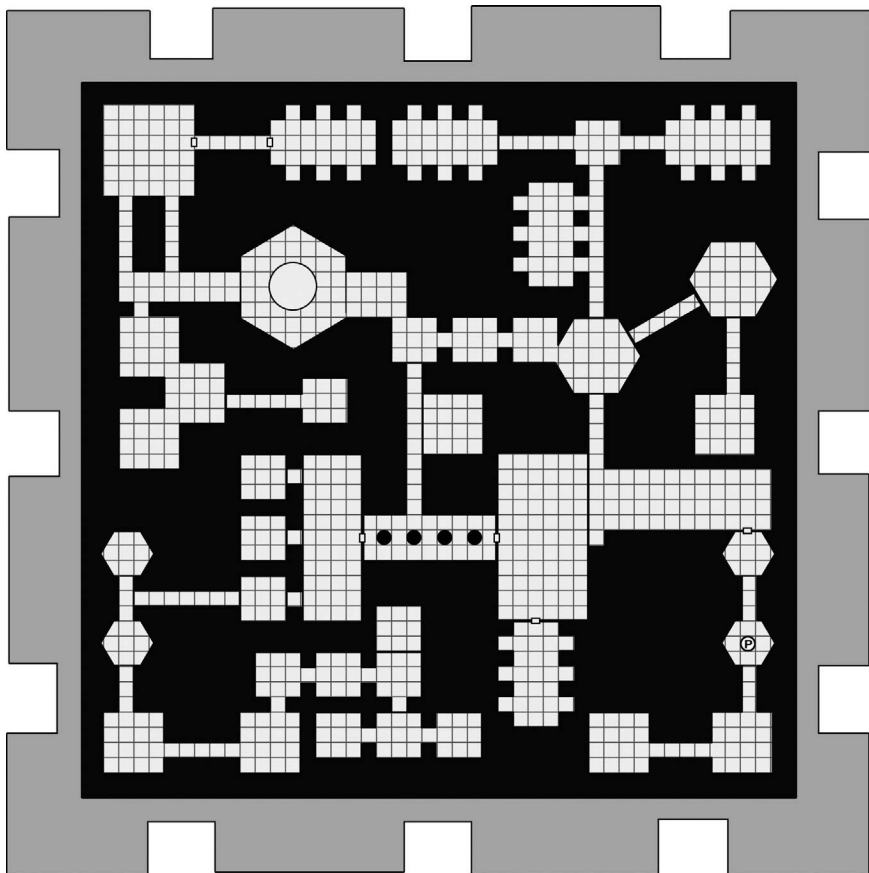
as they go up. At the top most level is the hallowed sanctum where the locust god itself resides and rules.

Getting into and out of a citadel can be difficult, unless it is an old broken down ruin with cracks and fissures to pass through. The indentions on the sides have a portal on each level that opens and closes by a secret command known only to high ranking inhabitants. If one of these is captured some method to get the information can be used such as Read Minds, torture, or various Charm-type spells or even psionics (if permitted in your game).

Once inside the only way to move up and down levels is either through powerful magic, like teleport, or to find a portal; these are marked P on the maps. Portals are often heavily guarded, or in some cases magically locked.

This example citadel is Undead & Insect themed. The random encounters use **S&W Monster Book 0e Reloaded**. You can sprinkle in creatures from this book to make the encounters more interesting.

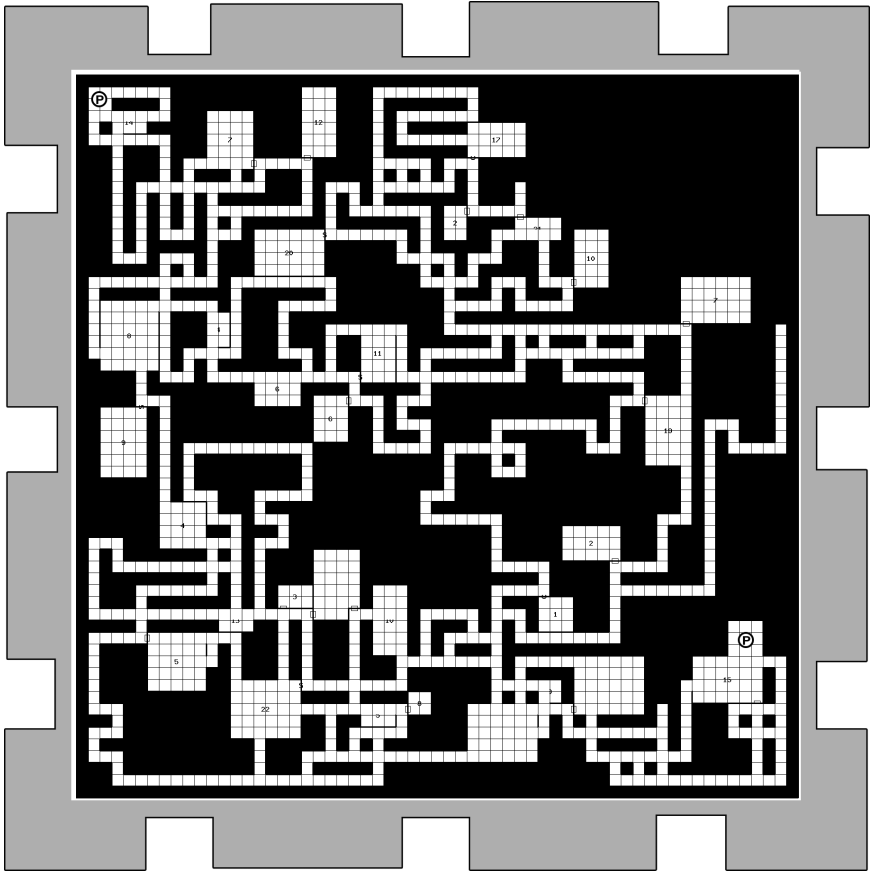
Locust Citadel Level 1



Random Encounters

1. Ants, Giant
2. Beetles, Giant Fire
3. Stirges
4. Evil Cultist
5. Skeletons
6. Centipedes, Giant

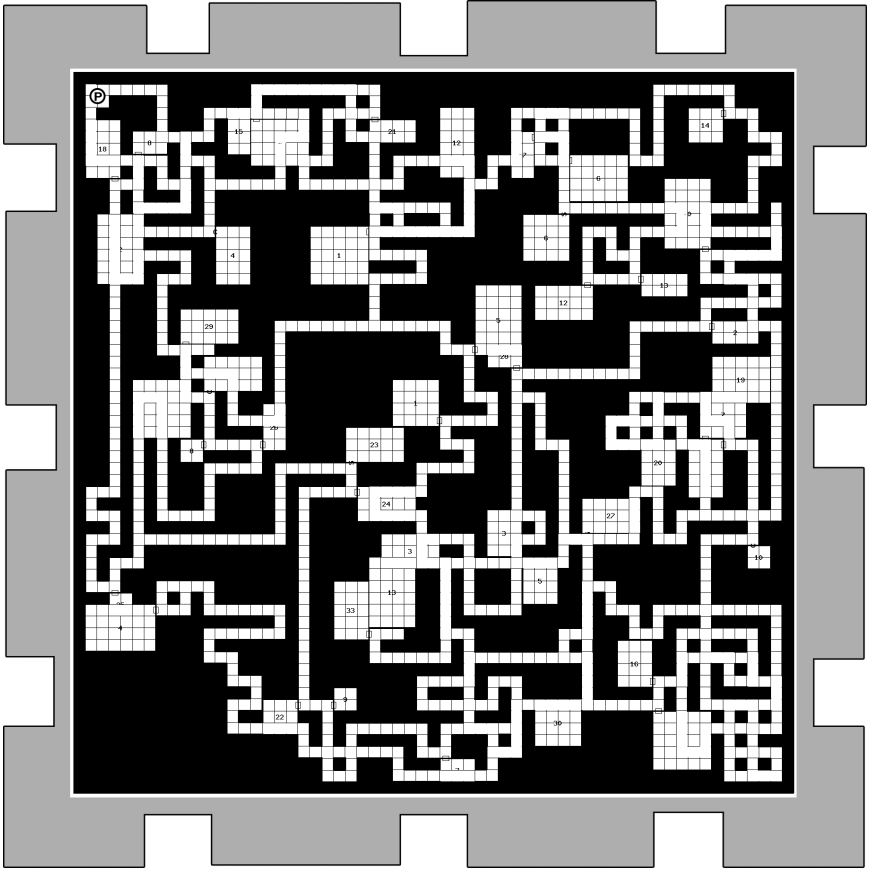
Locust Citadel Level 2



Random Encounters

1. Ticks, Giant
2. Spiders, Giant
3. Ants, Giant: Warrior
4. Centipedes, Giant: Large
5. Spiders, Giant: Phase
6. Wraiths

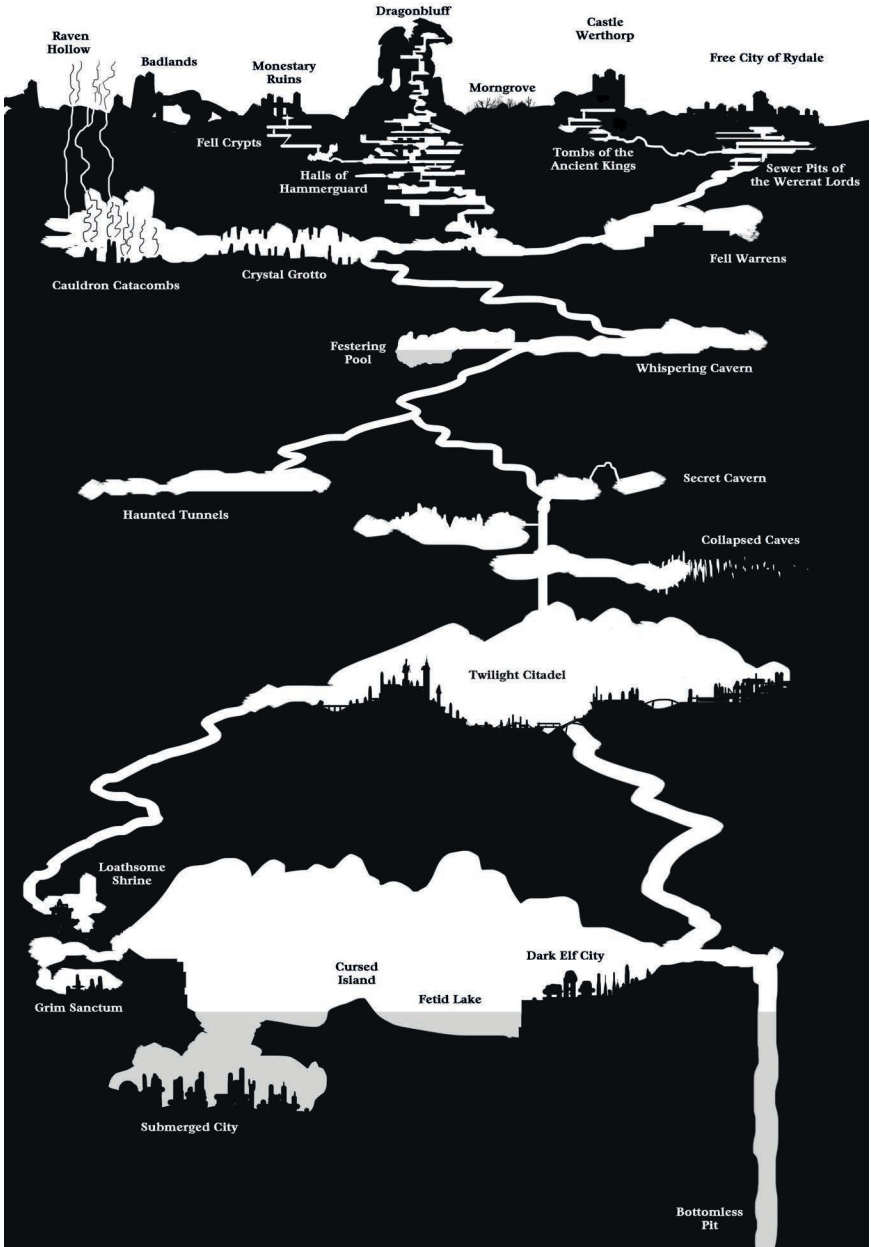
Locust Citadel Level 3



Random Encounters

1. Ants, Giant: Queen
2. Specters
3. Vampires
4. Black Puddings
5. Slug, Giant
6. Zombie Lich

Underworld Cross-Section



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Beasties is a fantasy bestiary supplement compatible with the original fantasy roleplaying game and subsequent editions, and other "OSR" games that follow in the mold of the original like Colonial Troopers, Guardians, and Warriors of the Red Planet. More than just a manual of monsters this book includes ready made NPC's, traps & tricks, a mega-dungeon adventure synopsis and random encounter tables.

This is a handy reference book to bring to your gaming table, or use for inspiration in creating adventures.

A collection of monsters, creatures, strange beings, traps, and encounters compatible with the Original Fantasy RPG and similar systems.



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