

Knabe Bestiary

NOTE: Attack Bonus (**AB**) is the same as the saves plus, e.g. Black Bear +4, unless separately stated.

HD:Hit Dice, **AD:**Armor Defense, **ATT:**Attack, **ML:**Morale, **HP:**Hit Points.

NOTE2: add 1 to **AD** for BFRPG.

BANDIT, ELF FIGHTER

HD 1, AD 14, ATT 1D8, ML 9, SAVES 11 / +1, HP 6

Brigandine Armor, sword and shield.

BEAR, BLACK

HD 4, AD 13, ATT 1D4/1D4/1D6, ML 7, SAVES 14 / +4, HP 16

Tough to kill, lives in the forest. Claw, claw + bite. Success with both claws is a hug.

BEAR, GRIZZLY

HD 5, AD 13, ATT 1D4/1D4/1D8, ML 9, SAVES 15 / +5, HP 20

Massive, 9 feet tall and bad tempered. Claw, claw + bite. Success with both claws is a hug.

BEAR, CAVE

HD 7, AD 14, ATT 1D8/1D8/2D6, ML 9, SAVES 17 / +7, HP 28

Huge, will attack almost anything. Claw, claw + bite. Success with both claws is a hug.

BEE, GIANT

HD 1, AD 12, ATT 1D4 + Poison, ML 9, SAVES 11 / +1, HP 3

Not aggressive, 1 foot in length. A successful sting will kill the bee as

it leaves the stinger. Saves versus poison or go unconscious with shock 1D4 rounds.

BEETLE, GIANT BOMBARDIER

HD 2, AD 15, ATT 1D6 + special, ML 8, SAVES 12 / +2, HP 8

4' long red headed black bodied beetle. Bite then spray from behind for 2D6 (10' cone), save poison for half dam.

BLACK PUDDING

HD 10, AD 13, ATT 3D8, ML 12, SAVES 20 / +10, HP 40

Live underground, slow moving, devouring everything in its path. It's immune to most everything except magical energy, fire is the best way to kill it.

BUGBEAR

HD 3, AD 14, ATT 1D8+1, ML 9, SAVES 13 / +3, HP 12

6-foot hairy goblin

BULLYWUG

HD 2, AD 14, ATT 1D4/1D8, ML 9, SAVES 12 / +2, HP 8

Amphibious swamp frog humanoid. Bite then spear, they can leap 20ft long or 10 ft high. Medium sized.

CROCODILE, NORMAL

HD 2, AD 14, ATT Bite [1D8], ML 7, SAVES 12 / +2, HP 9

Large reptiles that lurk just beneath the water.

GHAIST(UNDEAD)

HD 2, AD 14, ATT 1D4/1D4/1D4 + paralysis + stench, ML 9,

SAVES 12 / +2, HP 10

A deadlier version of the ghoul. 2 claws and a bit, if hit save vs. Paralysis or be paralysed for 1D8 turns (elves are immune). Stench 10' save vs poison or be disadvantage to attacks.

GHOUL(UNDEAD)

HD 2, AD 13, ATT 1D4/1D4/1D4 + paralysis, ML 9, SAVES 12 / +2, HP 8

Undead that eat flesh of dead humanoids. 2 claws and a bite, if hit save vs. Paralysis or be paralysed for 1D8 turns (elves are immune). They like to surprise opponents 1-3 on a D6.

GNOLL

HD 2, AD 14, ATT 2D4+1, ML 8, SAVES 12 / +2, HP 8

Evil, 7' dog-like humanoids and have 30' Darkvision.

GOBLIN

HD 1, AD 13, ATT 1D6, ML 7, SAVES 11 / +1, HP 4

3 to 3.5 feet tall evil humanoids.

GOBLIN, MAGIC USER

HD 2, AD 10, ATT Weapon or spell, ML 8, SAVES 12 / +2, HP 8

Goblin magic users (Boglin), have abilities of a magic user twice their level. They never appear alone. +4 to save versus magic.

GOLEM, WOOD

HD 2, AD 12, ATT Fist [1D8], ML 12, SAVES 12 / +2, HP 8

4' Golems follow instructions explicitly and are incapable of any

tactics. They take an extra point of damage versus fire. They move stiffly thus they lose initiative. They can only be hurt by magic.

GRAY OOZE

HD 3, AD 11, ATT 2D8, ML 12, SAVES 13 / +3, HP 12

10' diameter 6" thick, moves 1'. If it hits it sticks to player dealing 2D8 per round, instantly destroying all non-magic weapons and Armor through its strong acid.

GREEN SLIME

HD 2, AD 4, ATT Special, ML 12, SAVES 12 / +2, HP 10

Slithering slow moving 1' Green slimy mass. Can drop from ceiling. If hits, 1 round to scrape/remove, destroying scraping device in the process. Afterward only fire and cold can harm it, which will also harm whoever it is consuming. After 6+1D4 rounds the victim becomes slime.

GRIMLOCK

HD 2, AD 14, ATT Battleaxe [1D8], ML 7, SAVES 12 / +2, HP 8

Blind, grey skinned, muscular humanoids. Exceptional senses of smell and hearing can detect all foes within 40 feet.

HARPY

HD 2, AD 12, ATT 1D4/1D4/1D6 + special, ML 7, SAVES 12 / +2, HP 8

Half vulture, half human female.

Attacks with claws or weapons.

When they sing save vs spells or be

charmed walking towards them, song range is 300 feet.

HELLHOUND

HD 3 to 7, AD 15, ATT Bite [1D6] or breath [1D6 per HD], ML 9, SAVES 13 to 17 / +3 to +7, HP

13/18/22/27/31

Monstrous hounds, size of a small pony, 2 in 6 chance to breathe fire, save for half damage.

HOBOGoblin

HD 1, AD 14, ATT 1D8, ML 8, SAVES 11 / +1, HP 5

Larger human sized version of their Goblin cousins.

INFERNAL, ICE DEVIL

HD 3, AD 17, ATT Claw[1D4] + cold[1D4], ML8, SAVES13/+3, HP14

Winged and clawed humanoid monster around 3 feet tall. Heat attacks cause 50% more dam. Regenerates 2 hp per round when in icy or wintry conditions.

KOBOLD

HD 1, AD 12, ATT 1D4, ML 6, SAVES 11 / +1, HP 3

2 to 2.5' dog-faced reptilian humanoids. Fight at disadvantage in Daylight. Build traps and tunnels. Uses dagger or sling.

KOBOLD, WINGED

HD 1, AD 13, ATT 1D6/1D6+3, ML 7, SAVES 11 / +1, HP 5

2-2.5' dog-faced reptilian humanoids. Fight at disadvantage in Daylight. Drop rocks when flying.

LICH

HD 10, AD 18, ATT 1D8

touch+drain, **ML 8, SAVES 20 / +10, HP 45**

Undead Magic-user or Cleric of at least level 10. Terrifying the first time encountered player must save vs. Spells or flee for 2d6 rounds. Prefer to attack with spells.

LYCANTHROPE, WERERAT

HD 3, AD 12, ATT Bite[1D4] or weapon, ML 8, SAVES 13/+3, HP 12
Immune to normal weapons. Can assume the form of human, giant rat or rat-man.

MINOTAUR

HD 6, AD 13, ATT gore [1d6], bite [1D6+2] or weapon +2, ML 12, SAVES 16 / +6, HP 26
Large, brutish, bull-headed men with a craving for human flesh. Dwell in mazes and labyrinths. Prefer axes, clubs, or spears.

OGRE

HD 4, AD 14, ATT 2D6, ML 10, SAVES 14 / +4, HP 16
Ugly humanoids, 9 to 10 feet tall. They stink and are brutish. Use a large club. 1D8 with bare hands.

ORC

HD 1, AD 13, ATT 1D8, ML 8, SAVES 11 / +1, HP 5
6 feet tall, warlike, grotesque humanoids. Disadvantage when fighting in sunlight.

OWLBEAR

HD 5, AD 15, ATT 2 × claw [1d8],

bite[1d8], **ML 9, SAVES 15/+5, HP 20**
Huge (8foot), bear-like creature with the face of an owl. Prefers forests and underground. If hit with both claws in the same round do an additional 2D8 hug damage.

RAT, GIANT

HD 1, AD 12, ATT Bite[1d4+disease (1in20)], ML 8, SAVES 11 /+1, HP 2
3 feet long, live in dark, dungeon areas. 3D6 appears. Diseased players bedridden one month.

RAT, NORMAL

HD 1, AD 10, ATT 1 bite per pack [1D6 + disease], ML 5, SAVES 11 / +1, HP 1
Each pack (5–10 rats) attacks as one against a single creature. The attacked creature must make dex save or be engulfed, falling prone, unable to attack, until they can stand. Each rat has 1HP.

RUST MONSTER

HD 5, AD 17, ATT 1 feeler (rusting), ML 5, SAVES 15 / +5, HP 20
Magical, armadillo creatures. Any metal that touches, instantly turns to rust. Magic items have 10% per plus to be unaffected, if it is affected lose a plus.

SAHUAGIN

HD 2, AD 15, ATT 1d8 trident, 1d4 bite, 1d4 talon or crossbow or net, ML 7, SAVES 12 / +2, HP 10
6 feet tall predatory fish men.

SCARECROW, LIVING (SMALL)

HD 2, AD 11, ATT Slam [1D4+1],

ML 12, SAVES 12 / +2, HP 11
Halfling sized. Commonly called harvest golems, weak against fire and will take an extra point of fire damage. Normal attacks hurt them.

SCARECROW, LIVING (NORMAL)

HD 4, AD 12, ATT Slam [1D6+1], ML 12, SAVES 14 / +4, HP 21
Commonly called harvest golems, weak against fire and will take an extra point of fire damage. Normal attacks will hurt them.

SKELETON

HD 1, AD 12, ATT [1D6] or weapon, ML 12, SAVES 11 / +1, HP 4
Skeletal undead remains of humanoids. Immune to poison, charm, hold, sleep.

SPECTRE

HD 6, AD 17, ATT Touch [1D8] + drain, ML 11, SAVES 16 / +6, HP 24
Incorporeal phantoms; one of the most powerful undead monsters. A successful hit to the player loses two levels.

SPIDER, GIANT

HD 1, AD 12, ATT Bite [1D8], ML 7, SAVES 11 / +1, HP 5
4' long, black spider. If caught in web, strength check to break free, can try each round.

SPIDER, BLACK WIDOW

HD 3, AD 13, ATT Bite [2D6] + Poison, ML 8, SAVES 13 / +3, HP 12
6' long, black spiders with a red hourglass pattern. Save versus

poison or die in 1 turn. If caught in web, strength check to break free.

SPIDER, CRAB

HD 2, AD 12, ATT Bite [1D8] + Poison, ML 7, SAVES 12 / +2, HP 9
5' long spiders that can change their colour to camouflage. Save versus poison with advantage and +2 or die in 1D4 turns. Attacks by dropping on victims.

SPIDER, TARANTELLA

HD 4, AD 14, ATT Bite [1D8] + Poison, ML 7, SAVES 14 / +4, HP 19
Magical 7' long hairy spider, save vs poison or dance for 2D6 turns. Onlookers must save vs spells otherwise they will also dance. Dancers have their AC and attack effected by -4.

STIRGE

HD 1, AD 12, ATT 1D4+1D4 round blood drain, ML 9, SAVES 11 / +1, HP 4
Bird-like creature with bat wings and long sharp proboscis for draining blood. Once attached, hit them to remove.

TROLL

HD 6, AD 15, ATT 2 × talon[1d6], bite [1d10], ML 10(8 if fire), SAVES 16 / +6, HP 30
Intelligent, wicked, 8' tall humanoids. They start to regen 3 HP per round from 3 rounds after being injured. They can return from death in 2D6 rounds unless fire or acid is used.

WIGHT

HD 3, AD 14, ATT Touch (energy drain), ML 12, SAVES 13 / +3, HP 12
Corpses possessed by malevolent spirits. Harmed by silver or magic. Drains 1 level by Touch. Only restoration can bring back the level.

WOLF, NORMAL

HD 2, AD 12, ATT Bite [1D6], ML 6 (8 in larger packs), SAVES 12 / +2, HP 11
Fast hunters (60' in a round) that prefer wild lands, but occasionally lair in caves.

WOLF, DIRE (use for Worg)

HD 4, AD 13, ATT Bite [1D8], ML 8, SAVES 14 / +4, HP 16
Large intelligent wolves that move 50' in a round that prefer wild lands, but occasionally lair in caves. Goblins sometimes use them as mounts.

YELLOW MOLD

HD 2, AD Always Hit, ATT Save vs Poison [1D8] for 6 rounds., ML NA, SAVES 12 / +2, HP 8
10 to 25 square feet patch, if disturbed once per day a cloud of spores will burst. All within 10 feet must save versus poison.

ZOMBIE

HD 2, AD 11, ATT Weapon (1D8 or by weapon), ML 12, SAVES 12 / +2, HP 8
Slow moving humanoid corpses. Always lose initiative.