

TSR™

# Fiend Folio™

TOME OF CREATURES MALEVOLENT AND BENIGN

AN ALPHABETICAL LISTING  
OF MONSTERS FOR USE WITH  
ADVANCED DUNGEONS & DRAGONS™  
ADVENTURES, INCLUDING ATTACKS,  
DAMAGE, SPECIAL ABILITIES,  
AND DESCRIPTIONS; RANDOM  
ENCOUNTER TABLES BY LEVEL;  
AND MORE.

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## FOREWORD

The **FIEND FOLIO™** Tome of Creatures Malevolent and Benign is the first major British contribution to the **ADVANCED DUNGEONS & DRAGONS™** game system.

If at any time there were doubts whether **AD&D™** games would be popular in Britain, they were rapidly discarded. So many are its adherents that it is hard to believe the game has only been available over here for less than five years. Though in sheer population terms the game could never command the numerical support in Britain as it does in the U.S.A., the enthusiasm with which British gamers have greeted this American inspiration is not so arbitrarily constrained. Here, as in its country of origin, the **AD&D** system has been a truly remarkable success and it is appropriate that, sooner or later, major contributions to it should stem from an initiative which is substantially British.

Hence the **FIEND FOLIO** Tome. In effect, it is an all-new companion volume to that excellent compendium the **AD&D Monster Manual**. Such will be evident to those who now have copies of both, not only because of the nature of its contents but also because the tome unashamedly emulates its elder brother in its high quality of presentation. The **FIEND FOLIO** Tome is my first official **AD&D** work; from the outset I was determined that it should be on a qualitative par with the other **AD&D** works - not only the **Monster Manual** but also the other handbooks. **AD&D** enthusiasts deserve something more than mediocrity and the many contributors to this volume deserve a high-quality presentation of their creations. The **FIEND FOLIO** Tome would be desperately inadequate were its presentation not of the same superior quality as those earlier TSR publications which put them head and shoulders above their competitors.

Those familiar with the **Monster Manual** will therefore recognize the **FIEND FOLIO** format since the general layout and the method of presenting the monster contents are the same. The purpose of the **FIEND FOLIO** Tome, too, is complementary to that of the **Monster Manual** - to extend the range of monsters available for use in **AD&D** games and to collect all the newcomers into one volume for easy reference. A few of the monsters in the book relate in one way or another to creatures which appear in the **Monster Manual**, so small relevant sections of the **Monster Manual** are here reprinted, by kind permission, and there are also some cross-references to the **Monster Manual**. Though it is probably true that most owners of this tome will already have a copy of the **Monster Manual**, the number of cross-references has been kept to a minimum. It is helpful, but not essential, to own both works.

There is one major difference between the two volumes - the source of their contents. The **Monster Manual** is very largely the sole work of one person - Gary Gygax - who not only created and developed most of the **Monster Manual** monsters himself but also developed those he did not personally create. The new monsters in the **FIEND FOLIO** Tome, however, are the creations of many people. Some time ago, the editor of a UK magazine asked readers to submit their monster creations to a regular feature which became known as the Fiend Factory. The response was quite enormous and many worthwhile contributions reached the editorial offices. As editor of the feature, I never lacked new and interesting monsters to fill the Factory pages each issue - indeed (for a magazine has inevitable limitations on space) it very soon became evident that many worthwhile creations would not be published until long, long after their submission, if at all. At the same time, the readers were praising the feature and demanding more! So there was a goodly supply of, and a strident demand for, additional **AD&D** monsters - and these two factors gave birth to the **FIEND FOLIO** Tome of Creatures Malevolent and Benign.

This volume therefore contains an overwhelming majority of monsters which were originally submitted for the Fiend Factory feature. A small fraction of them have already appeared in the Factory (though not in as developed a form as they appear here) while a larger number have come straight from creation via development to this book without pausing at the Factory en route. Additionally the **FIEND FOLIO** Tome includes new monsters from TSR in Lake Geneva, USA.

Which brings me to my first debt of gratitude - to the contributors. There are many names - too many to list here, but they are all listed in the index to the rear of this volume next to the name of their creation. To all these people, my warm and most sincere thanks. Quite literally, the **FIEND FOLIO** Tome would not have been possible without you.

(It is worth noting that contributions to the **FIEND FOLIO** Tome have come from many parts of the world - the U.K., the U.S.A., Australia, Canada and Europe. The **AD&D** games are spreading!)

My own task has been quite a simple one - to select monsters for inclusion, to develop them as necessary and write the statistics and texts, to assemble the entries in coherent form and to produce the various tables. Perhaps selection was not so easy a task after all, for there were over 1,000 contributions to consider; I have been able to be quite ruthless in selection to ensure that the monsters which finally did appear were of the highest quality and originality. To have sacrificed quantity for quality in this way is, I believe, what discerning **AD&D** enthusiasts would want me to have done. On the development side my efforts have been variable. Some "originals" were almost fully developed when they reached me and not a great deal of work was required to add the final touches to them. At the opposite end of the developmental spectrum, other contributions arrived incomplete and embryonic, with the tip of a good idea just showing above the surface, as it were; these needed development to "flesh them out" into complete and coherent form. A few names have been changed and a few characteristics altered (most for good and sufficient reasons, some out of sheer instinct) but substantially the task has been to build on creations rather than to re-work them entirely. So, in the final analysis, and excluding those which appeared in the TSR Modules, I must bear final responsibility for the presentation of all the **FIEND FOLIO** monsters.

Here I must make more acknowledgements and express more thanks. Throughout the project I have received very helpful advice and guidance from Lawrence Schick and from Gary Gygax, who gave me a great deal of editorial rope in my first **AD&D** project but made sure I did not hang myself. Since I began work on the **FIEND FOLIO** Tome in the U.K. at the same time as the **Dungeon Masters Guide** was being finalized in America, it was important for the one to be compatible with the other and for the Tome to be as

up-to-date as possible, and I am particularly grateful to Gary for letting me in on the secrets of the **Dungeons Masters Guide** before it was published. To Gary must also go a very special acknowledgement and very warm thanks, for without his creativity there would be no **AD&D** games and no **FIEND FOLIO** Tome. And I owe particular thanks to Albie Fiore, who in addition to being a major contributor to the **FIEND FOLIO** project has done an enormous amount of work during its preparation - acting as my second pair of eyes, bringing to my attention possible deficiencies and inconsistencies, suggesting improvements and coordinating all the printing. Albie's help has been invaluable.

The quality of the art work in the Tome is, I believe, particularly good and I am sure the readers will appreciate the endeavours of the artists, who have my praise, thanks and envy!

I will make only one apology in respect of the **FIEND FOLIO** Tome and it is this. There are many, many places in the text where it is necessary to refer to a person (for instance to the victim of a monster's attacks) who is not identified as to gender. In such places it is tempting, though I believe unnecessarily pedantic, to lapse into the cumbersome and ugly style of "he or she", "him or her" and other such awkwardnesses. (The English language has not yet bent to accomodate these alleged requirements of modern society, and if the products are to be words like "himr" and "histr" I devoutly hope it never will). Early in the proceedings, I decided to eschew such clumsiness, and if there is a reader who is offended by this, it is to him that I apologise. Or, of course, to her. Let me confirm that, unless there are specific contextual indications to the contrary, all references in this book to males apply equally, *mutatis mutandis*, to females.

Finally, to my most important expression of thanks. If anyone has suffered during the preparation of this book, that person is the lady who shares my life. Nevertheless, June has displayed enormous tolerance, despite the late-night clattering of the typewriter, the liberal bestrewing of **FIEND FOLIO** Tome drafts on all available horizontal surfaces in our home and my apparently infinite preoccupation with the project. I owe her my very special gratitude and offer her the consolation that it is now all over....until the next time.

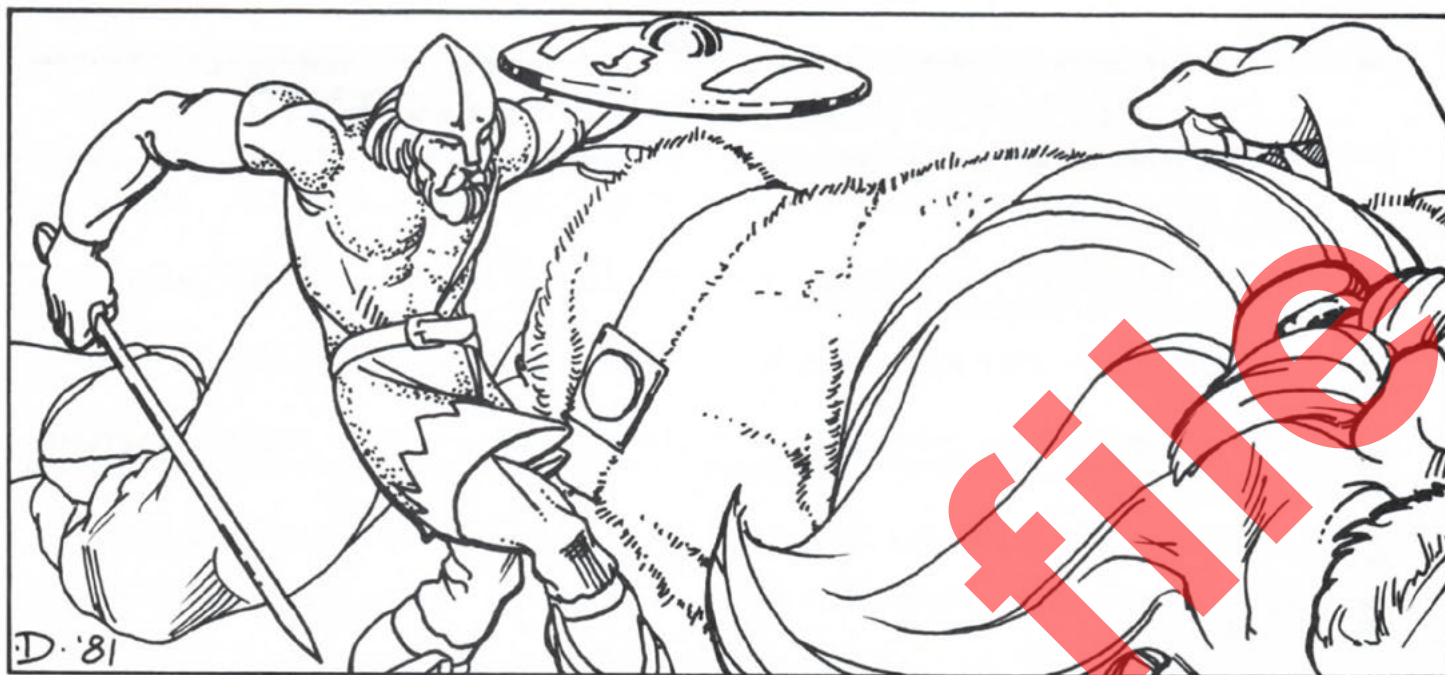
Don Turnbull

Cambridge, England.  
August, 1979



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## EXPLANATORY NOTES

As in other collections of the same nature, the term "*monster*" has two different meanings in the **FIEND FOLIO™** Tome. Its first — and more important — meaning is to designate any creature encountered, hostile or otherwise, human, humanoid or beast. Thus the term is used generically to signify the subject of an encounter; until the party of adventurers are certain what they have met, it is a "*monster*". The secondary use of the term is the more traditional one — to signify a wicked or horrible creature of some sort.

The two meanings of the term are not necessarily mutually exclusive but nor are they necessarily identical in encounter terms. Thus, if a party encounters a monster which turns out to be an evil wizard, the latter is probably a monster in the second sense of the word, too; however, if the encounter is with a pacific creature with no malign intent, the second sense is inappropriate. **ADVANCED DUNGEONS & DRAGONS™** players will almost certainly be familiar with these two uses of the word already; those who are newcomers may find them a little confusing at first, but experience will soon determine which of the two uses of the word is appropriate in the particular context.

Note that, despite this terminology, a human (and nearhuman) encountered as a monster always uses the combat matrix for humans when attacking. In other words dwarves, elves, gnomes, half-elves, halflings, half-orcs and humans always use the human attack matrix whether they are "*monsters*" or "*player-characters*".

Each **FIEND FOLIO** monster is given a full description in the text which follows; additionally, each has been assigned a value for each of a number of parameters which collectively describe its behaviour, combat mode and so forth in general terms. The parameters are explained here.

**FREQUENCY** refers to the likelihood of a particular creature being encountered in a region or area where it might be an inhabitant, denoting the rarity or otherwise of the monster in such areas. *Very rare* indicates a 4% chance of occurrence; *rare* indicates an 11% chance; *uncommon* indicates a 20% chance and *common* indicates a 65% chance. These probabilities are reflected, with necessary minor approximations such as are well within the limits of statistical variation, in the *Monster Level Tables*. There are some variations within each category — for example, some creatures which are "*very rare*" will in fact be rarer than others under the same general description.

**NUMBER APPEARING** indicates a good average spread. Generally, if a creature is encountered in or near its lair, it can be expected to appear in such numbers, while further away from its lair it will be encountered in smaller numbers. Again, there are exceptions to this

— intelligent, organized monsters forming a war party for a specific raiding or punitive mission may be encountered in considerable numbers some distance from their lair, while encounters with the same creatures near their lair may, fortuitously, be with small numbers of "*scouts*" or "*perimeter guards*". The number-range indicated should therefore be used only as a guideline and should be altered to suit the circumstances particular to any adventure as the need arises.

More specifically, the number-range indicated is not necessarily recommended for underground (dungeon) encounters. Since many adventures take place in dungeons, however, an additional section after the *Encounter Listings* gives guidance on the numbers of each monster-type likely to be encountered in such locations.

**ARMOUR CLASS** describes the general type of protection worn by humans, near-human or humanoid monsters, protection inherent to a monster due to its physical structure and/or magical nature and the degree of difficulty of hitting a monster due to its speed, reflexes and so forth. All these factors are combined into a single *armour class* value. Referees need not adjust this value to take account of high dexterity. Where necessary, alterations to the AC value are included in the monster's individual description if these need to be made in particular circumstances.

**MOVE** shows the relative speed of the monster on a constant basis. Higher speeds may be possible for very short periods. The creature's *movement rate* can be scaled to whatever time period is desired by adjusting the ground scale accordingly. In certain cases, more than one number is given under this heading; this indicates that the monster can travel in two or more different media or modes:—

- X" = monster's movement rate in its normal medium
- /X" = monster's flying in addition to a normal mode of travel
- //X" = monster's swimming speed, in addition to a normal mode
- (X") = monster's burrowing speed, in addition to a normal mode
- \*X" = monster's speed in a web, in addition to a normal mode

If a single number is given, that does not automatically mean that the monster only moves along the ground (though it does in most cases) — the main text must be consulted to make the meaning clear. Thus, a monster whose only means of locomotion is flying will have a single number — and this is, in this case, a flying speed.

**HIT DICE** indicated how to calculate the number of hit points the monster can withstand before dying. Unless stated otherwise, hit dice