

# FOE FOLIO



**B/X ESSENTIALS**  
Compatible Product

**CROSSPLANES**  
GAME STUDIO

# FOE FOLIO FOR B/X ESSENTIALS

by Mark Craddock



Art by

David and Melissa Guyl  
*Awful Good Games*

Rick Hershey  
*Fat Goblin Games*

**B/X Essentials is a trademark of Gavin Norman.  
The trademark and compatibility logo are used with  
permission of Necrotic Gnome, under license.**

1

## ANIMOPUS

**AC** 5, **HD** 5+4 (42hp), **Att** 2 x tentacle (1d4 or by mind blast), **THACO** 14, **MV** 120ꝑ(40ꝑ), **SV** D13 W14 P13 B16 S15 (M5), **ML** 6, **AL** Lawful, **XP** 350, **NA** 1 (1d4), **TT** C

- **Consume Brain:** If an animopus hits a creature with 4 tentacle attacks, it may begin consuming the creature's brain, and it must save vs paralysis or suffer 2d6 damage.
- **Hate the sun:** -2 to-hit and all saves in full daylight.
- **Infravision:** 90ꝑ
- **Magic Resistance:** +2 to save vs spells.
- **Mind Blast:** Psionic cone attack that is 2ꝑ wide cone at the mouth, 30ꝑ wide at the far end, anyone within that area must save vs spell or suffer 1d8+1 damage.

Subterranean, tentacled brain eaters who shun the daylight and rule the darkness below the earth. They have psionic powers that are fueled by the gray matter they consume from their victims. The only reason they will allow an individual to survive is for their usefulness as a slave.

They typically stand around 7ꝑ tall.



## BYAKHEE

**AC** 6, **HD** 5 (22hp), **Att** 2 x talons (1d6), **THACO** 14, **MV** 60ꝑ(20ꝑ), **SV** D10 W11 P12 B13 S14 (F5), **ML** 8, **AL** Chaotic, **XP** 300, **NA** 1d6 (2d8), **TT** None

- **Infravision:** 90ꝑ
- **Flight:** Flies at 150ꝑ(50ꝑ).

A Byakhee's natural habitat is the void between worlds. They are often summoned by wizards to be used as mounts and servants. King Walden of Kzinland keeps a full stable of the strange creatures. He has found that they like rotten milk as their favorite treat.

2





### CHUPACABRA

**AC** 3, **HD** 4 (18hp), **Att** 1 x bite (1d6),  
**THACO** 16, **MV** 180я(60я),  
**SV** D10 W11 P12 B13 S14 (F4), **ML** 10,  
**AL** Neutral, **XP** 75, **NA** 1 (1d4),  
**TT** None

- **Infravision:** 90я
- **Blood drain:** A chupacabra may drain blood from an unconscious victim: 1d4 hit points automatic damage per round.
- **Poison Resistance:** +2 to save vs poison.

Strange reptilian creatures that crave blood and will hunt nearly any creature that is within range, though they seem to prefer livestock and terrorize farmers.

They are generally found in hotter climates closer to the equator and are believed to be cold-blooded. Chupacabras are about 6я long from nose to tail and about 3я at the shoulder. Their eight legs allow them to easily get into pens or over fences.



### CHANGELING

**AC** 9, **HD** 2 (9hp), **Att** 1 x weapon (1d6 or by weapon, **THACO** 18,  
**MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 15,  
**NA** 1 (1d6), **TT** Q

- **Infravision:** 90я
- **Shapeshifter:** As an action it can assume the shape of anyone it can see.

Changelings are half-fey beings who were stolen from their human parents as babies. They are haunted by the abduction and corrupted by the magic of Faerie. They lost their identity when they were stolen to Faerie, and now they seek a replacement. A changeling is willing to kill someone and replace them to reclaim it.

### COBRIATH

**AC** 6, **HD** 7 (28hp), **Att** 1 x bite (2d4),  
**THACO** 13, **MV** 150я(50я),  
**SV** D8 W9 P10 B11 S12 (F7), **ML** 11,  
**AL** Chaotic, **XP** 850, **NA** 1 (1d6),  
**TT** B

- **Poison:** Causes death in 1d6 turns (**save vs poison**).

When the Queen of Nagas was killed by the adventuring group known as the Hammers of Justice, the deadly cobriaths sprung from her blood as it flowed around her beheaded corpse. As the serpents grew to lengths of 60я in moments, both Ungold the Barbarian and Lady Questor, Priestess of Ra, were struck down by their venom. On that day, one evil was traded for many by well-intentioned fools.





### CORPSE LAIRD

**AC** 5, **HD** 3 (13hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 17, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 10, **AL** Chaotic, **XP** 35, **NA** 2d4 (2d8), **TT** P

- **Infravision:** 90я

Corpse lairds are large sentient worms that inhabit and animate humanoid corpses. Sargoo the Sapient claims to have interviewed one named Clarence. He revealed that they are creatures created by Nyx, the Goddess of Night, and were made by her to sew chaos in the world. On occasion, dozens of corpse lairds will converge on a battleground or cemetery and raise an entire graveyard, then terrorize the surrounding countryside for weeks.

They are not undead.

### CULICIDEATH

**AC** 6, **HD** 2 (9hp), **Att** 1 x proboscis (1d6 or by weapon), **THACO** 18, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Chaotic, **XP** 25, **NA** 2d4 (1d6 x 5), **TT** R

- **Blood drain:** A culicideath may drain blood from an unconscious victim: 1d4 hit points automatic damage per round.
- **Infravision:** 90я

Culicideath are found in the southern bogs and swamps of Zyrkania. They claim their civilization is older than the elves and a great cataclysm reduced them to their current state.

They view most other species as a food source and view halfling blood as a delicacy. Rumors insist that they have farms of them in the deepest parts of Blood Drench Swamp.

They by communicate by whistling through their proboscis.



5

### CUNICULUM

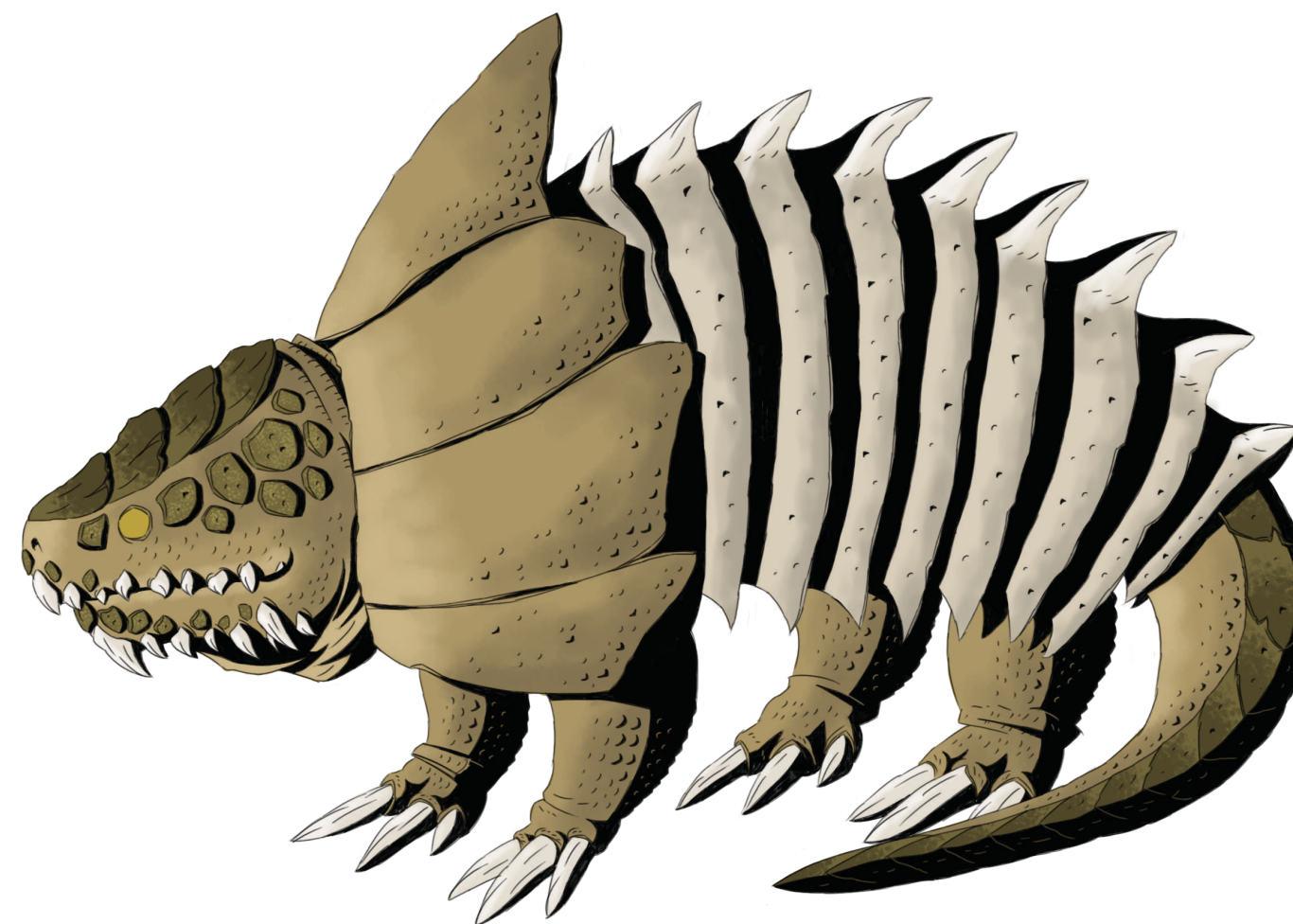
**AC** 2, **HD** 6 (27hp), **Att** 1 x bite (1d8+1), **THACO** 14, **MV** 90я(30я), **SV** D10 W11 P12 B13 S14 (F6), **ML** 10, **AL** Neutral, **XP** 275, **NA** 1 (1d4), **TT** None

- **Burrower:** May move underground through rock and earth at 150я(50я).

Burrowing predators that move through the earth as if it were water. They wait underground, for up to 4 hours between breaths, to ambush their prey from below.

While most measure 8я from nose to tail and about 4я at their shoulder, truly titanic specimens have been found at twice that size.

Giants are known to hunt them purely for sport, traipsing through the beasts territories trying to yank them from the earth and then see who can hurl them the farthest. More than one caravan has been assault by thrown cuniculums.



6



## DEEP ONE

**AC** 7, **HD** 2 (9hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 18, **MV** 90я(30я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 10, **AL** Chaotic, **XP** 20, **NA** 2d4 (3d10), **TT** T

- **Amphibious:** A deep one can breath on air and under water and they move through the water at a speed of 120я(40я).

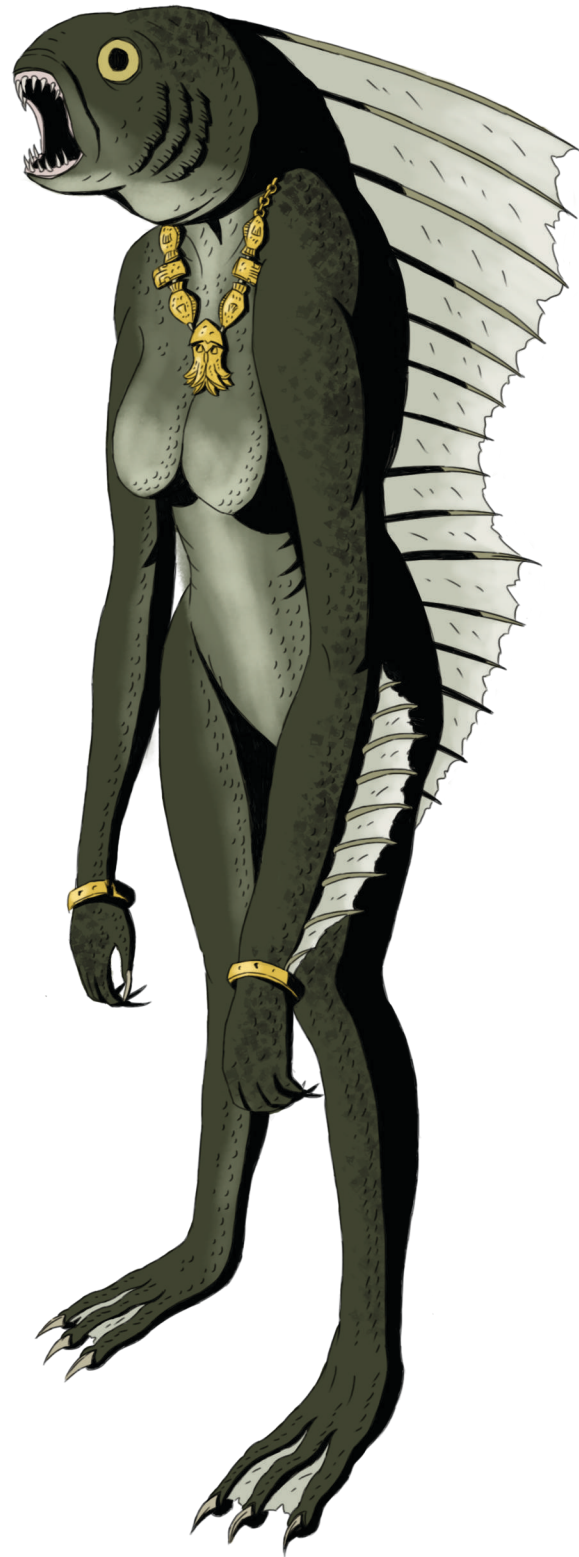
Deep ones are the children of Hydra and Dagon and they dwell in the deepest, darkest parts of the sea. However, upon the word of Dagon, they will undertake an unholy crusade to raid and pillaged along the shores and have done so for centuries. Sometimes, Mother Hydra will issue them a different decree. She they will command them to slowly infiltrate a lonely coastal community, where they will begin interbreeding with the locals. It is unknown why Hydra desires this course of action.

## DEEP ONE HYBRID

**AC** 9, **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d6 (1d10), **TT** T

- **Swimmer:** A deep one hybrid can hold their breath for up to 1 hour and they move through the water at a speed of 60я(20я).

The product of a human and deep one interbreeding. While they look mostly human, their face has a toad-like quality and they have unusually large mouths. They can breath underwater for up to 1 hour.



## GARP

**AC** 6, **HD** 1-1 (3hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19, **MV** 60я(20я), **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Chaotic, **XP** 5, **NA** 2d4 (2d10), **TT** R

- **Acidic blood:** When you hit a garp in melee take 1 damage.
- **Infravision:** 90я
- **Hate the sun:** -1 to-hit in full daylight.
- **Hate dwarves:** Attack on sight.

Garps are a strange experiment created by Lataveous of Kantenar, the wizard known to the world as Storm Master. He hated adventurers after his stronghold at Illwind was raided by a upstart band. He decided to clone goblins and give their blood an acidic quality so that when injured they would wound their attacker. However, after breeding a large number of them, Storm Master was killed by a second band of adventurers and his experiments mistakenly released by well meaning fools.

Good luck telling a goblin from a garp these days.



## GREY DWARF

**AC** 3, **HD** 2+1 (10hp), **Att** 1 x weapon (1d8 or by weapon), **THACO** 18, **MV** 60я(20я), **SV** D8 W9 P10 B13 S12 (D2), **ML** 11, **AL** Chaotic, **XP** 20, **NA** 3d6 (1d6 x 10), **TT** B

- **Enlarge:** As an action, once per day, they may double their size and +1d4 damage.
- **Infravision:** 90я
- **Invisibility:** As an action, once per day, they may cast the Invisibility spell (see **B/X Essentials Cleric and Magic-User Spells p17**).

Grey dwarves worship the Rune Thane, who dwells in the center of the world. The tenants of the Rune Thane prioritize his law over all others. Grey dwarves refer to each other as comrades and put the glory of the Thaness vision and needs over their own. The grey dwarves devote themselves to whatever task is required of them, eschewing personal desire over the community and their Thane. They find the freedoms and the importance of the individual of most of the surface races to be anathema and desire to spread the Rune Thaness principals through whatever means are necessary.

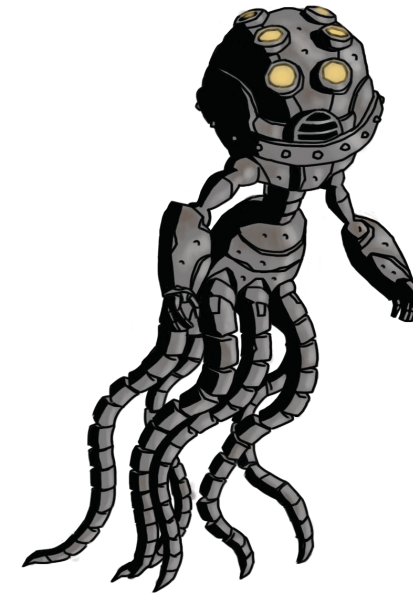
## HOUND OF TINDALOS

**AC** 0, **HD** 5 (23hp), **Att** 3 x claw, claw, bite (1d6 or 1d8), **THACO** 19, **MV** 120я (40я), **SV** D10 W11 P12 B13 S14 (F5), **ML** 12, **AL** Chaotic, **XP** 350, **NA** 1 (1d4), **TT** None

- **Infravision:** 90я
- **True Sight:** A hound may see through illusions and invisibility.
- **Teleport:** A hound can teleport up to 60я 3 times per day.

Hounds of Tindalos are hunters used by the Sorcerers of Yeng to assassinate their enemies. The Sorcerers worship Hastur and it is said that stewardship of the hounds was a gift to them for their loyalty.

Hounds are 8яlong from nose to tail and stand about 3яat their shoulder. The hounds may slip between the angles of our plane and will hound their prey until the target is dead.



## IRON SENTINEL

**AC** -1, **HD** 10+1 (55hp), **Att** 2 x tentacle, (1d8+1), **THACO** 11, **MV** 90я(30я), **SV** D6 W7 P8 B9 S10 (F10), **ML** 12, **AL** Neutral, **XP** 1,600, **NA** 1 (2), **TT** F

- **Infravision:** 90я
- **Magic Resistance:** +2 to saves vs spells and wands.

Iron sentinels are the creation of Lady Steelheart, a wizard from Kzinland and the builder of the wizard tower known the Pinnacle. She created the sentinels to guard the Pinnacle during her many extraplanar journeys. Over the course of her life, she explored many dungeons and often left sentinels behind to prevent them from being plundered further. Most of these constructs are still in working order and patrolling those halls.

They stand about 12яtall at their full height, but the tentacles let them reduce their height to as short as 5яtall.

## LURCH

**AC** 7, **HD** 1+1 (5hp), **Att** 1 x tentacle, (1d6+1), **THACO** 19, **MV** 60я(20я), **SV** D12 W13 P14 B15 S16 (F10), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d6 (3d6), **TT** C

- **Infravision:** 90я

They are found in dungeons, patrolling the hallways looking for food. Sargoo the Sapient maintains that they are extraplanar creatures drawn to dungeons because of the violence and strange objects often found there as treasure. He insists that they are, essentially, parasites that have latched onto the dungeon itself.

Lurchs stand about 5яtall.





## MUTANT

**AC** 9, **HD** 2 (9hp), **Att** 1 x mutation (1d6 or by weapon), **THACO** 19, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Chaotic, **XP** 15, **NA** 1d4 (2d4), **TT** None

- **Mutation:** Roll a d6: 1) prehensile hair (may wield weapon), 2) Hurl fire up to 15я (1d6 damage), 3) Chitinous armor (AC 6), 4) tail (1d6 damage), 5) Wings (Fly at 90я(30я), 6) Claws (1d6 damage)

Chaos itself can warp a child in its mother's womb, twisting them before birth, altering their destiny through fear and suspicion even before they take their first step.



## NIGHTCOMER

**AC** 6, **HD** 7 (31hp), **Att** 1 x claws (1d6 or by weapon), **THACO** 13, **MV** 150я(50я), **SV** D11 W12 P11 B14 S12 (M7), **ML** 10, **AL** Chaotic, **XP** 15, **NA** 1d4 (3d4+1), **TT** None

- **Infravision:** 90я
- **Magic-User:** Casts spells as a 7<sup>th</sup> level magic-user.

Niala the Night Witch selects 13 maidens to be transformed by her necromancy and to serve her in the Grove of Shadow and Cold. Once amongst their ranks, the women conspire, sabotage, and murder each other to gain favor from their High Lady.

Only competent and powerful wizards are allowed to serve Niala and a nightcomer should never be underestimated.

## OCULURK

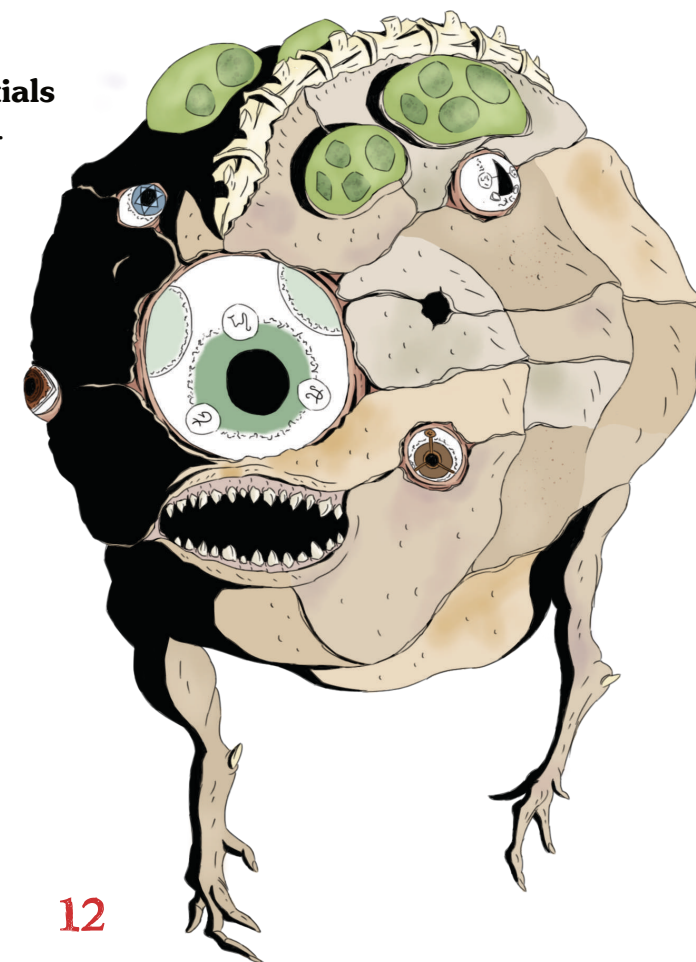
**AC** 3, **HD** 9 (40hp), **Att** 1 x eyebeam (1d10), **THACO** 12, **MV** 120я(40я), **SV** D11 W12 P11 B14 S12 (M9), **ML** 6, **AL** Chaotic, **XP** 1,600, **NA** 1 (1), **TT** None

- **Cyclopean Eye:** Has an AC of 1 (18).
- **Cysts:** When you hit an oculurk in melee, one of its cysts will rupture and deal 1d4 damage to you.
- **Eyebeam:** Oculurks may use one of the following eyebeam spells:
  - 1) Charm Person;
  - 2) Charm Monster;
  - 3) Sleep;
  - 4) Telekinesis;
  - 5) Flesh to Stone (Stone to Flesh Reversed);
  - 6) Disintegrate;
  - 7) Cause Fear (Remove Fear Reversed);
  - 8) Cause Serious Wounds (Cure Serious Wounds Reversed);
  - 9) Death Spell;
  - 10) Anti-Magic Shell (see **B/X Essentials Cleric and Magic-User Spells**).

- **Infravision:** 90я
- **Levitate:** Oculurks hover above the ground.
- **Magic Resistance:** +2 to saves vs spells.

Oculurks are alien outsiders that have found their way to the prime material plane. They often lair in dungeons, which they speak to as if they were sentient, going so far as to sometimes claim they are in relationships with them. They are very territorial and will not tolerate any interlopers in their lair, especially other oculurks.

Strange cysts and extra eyes grow upon their hide, when pierced by weapons they squirt a slimy green toxin.





### ONI

**AC** 5, **HD** 7+1 (38hp), **Att** 2 x claws (1d6 or by weapon), **THACO** 12, **MV** 120я(40я), **SV** D12 W13 P11 B14 S13 (T7), **ML** 9, **AL** Chaotic, **XP** 15, **NA** 1 (1d4), **TT** T

- **Infravision:** 90я
- **Thief Skills:** Onis may Backstab, Climb Sheer Surfaces, Hear Noise, Hide in Shadows, and Move Silently as a 7<sup>th</sup> level thief.

Spiritual tricksters who seek to corrupt and destroy the denizens of the physical world. They resent us for our freedoms and how we waste them.

Oni often will lurk around clerics and watch them for moments when they break their vows. Then they will strike.

### OSSEOUS WOLF

**AC** 5, **HD** 3+2 (15hp), **Att** 2 x claws (1d6 or by bite 1d8), **THACO** 16, **MV** 150я (50я), **SV** D12 W13 P14 B15 S16 (F3), **ML** 11, **AL** Chaotic, **XP** 35, **NA** 1d4 (2d4), **TT** None

- **Infravision:** 90я

Folklore suggests that Niala the Night Witch raised the osseous wolf to serve her, as hunters in the night. It is said that she found a dead she-wolf in the Grove of Shadow and Cold, her lair, and raised the pups on nightmares, cruelty, and the bones of her enemies. Once the brood was fully grown she terrorized them until they left the grove and ventured out into the world. After all, she loved them enough to unleash them upon us all and not waste their malice on her own domain.



### PHAGENT

**AC** 9, **HD** 1 (4hp), **Att** 1 x bite (1d4), **THACO** 19, **MV** 60я(20я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Chaotic, **XP** 15, **NA** 1d4 (2d6), **TT** R

- **Disease Carrier:** Anyone who touches or is touched by a phagent must make a save vs Death or take 1d4 damage from the taint it carries.
- **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).

Phagents worshipped Pestilence in life and now serve her in undeath by spreading death and disease. Phagents are responsible for the Yellow Plague in Baraton, the Wilting Cough in Kzinland, and the Tears of Blood in Uum.

Phagents are undead and may be turned by clerics.



### SLEEP SCARAB

**AC** 3, **HD** 8+2 (52hp), **Att** 1 x bite (1d8+1), **THACO** 12, **MV** 120я(40я), **SV** D8 W9 P11 B11 S12 (F7), **ML** 10, **AL** Neutral, **XP** 600, **NA** 1 (1d4), **TT** None

Sleep scarabs primarily exist on the astral plane and prey upon dreamers. They are especially drawn to spellcasters, and this has led to elves attempting to hunt them to extinction.

While they hunt on the astral plane, a hive with a single queen oversees the colony of her servants, usually less than 2d6, here on the prime material plane. They bring the fear and life essence they take from dreamers to her while she guards their physical forms, cocooned insects less than 6я long. They can be any size within a dream, but usually are as big as a horse.



13



### STARLIGHT SHARK

**AC** 4, **HD** 6 (27hp), **Att** 1 x bite (1d8), **THACO** 14, **MV** 30я(10я), **SV** D10 W11 P12 B13 S14 (F6), **ML** 10, **AL** Chaotic, **XP** 275, **NA** 1 (1d4), **TT** None

- **Flight:** Starlight Sharks can fly at 130я (30я).
- **Infravision:** 120я

Voracious predators that surf the night sky around Pevlar Tung, the Shelf of Deepest Night. It is a holy place for Nyx, the Goddess of Night. Stories suggest that she created these hunters of the night sky due to her admiration of the sharks of the sea. She sought to make the night more terrifying and knew they could bring that fear into the hearts of mortals. Now these flying predators hunt her holiest of locations.



### STONE MAN

**AC** 5, **HD** 1+1 (5hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19, **MV** 90я (30я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9 (10 with leader), **AL** Neutral, **XP** 10 (leader: 10), **NA** 2d4 (4d6), **TT** S

- **Infravision:** 120я
- **Leader:** Groups are led by an stone man with 10 hit points. The leader gains a +1 bonus to damage rolls.
- **Resistance:** +4 to save vs Petrify.

Stone men live deep within the earth in the city of Dek. They are descended from earth elementals and their own legends even claim they are the progenitor of the dwarf race.

Stone men have recently begun a war upon the surface after Dek was divided by a civil war where a medusa, Shipara, became queen. Their new leader has been told by a soothsayer that Queen Rowan III of Volland will be her doom and intends to destroy her first.

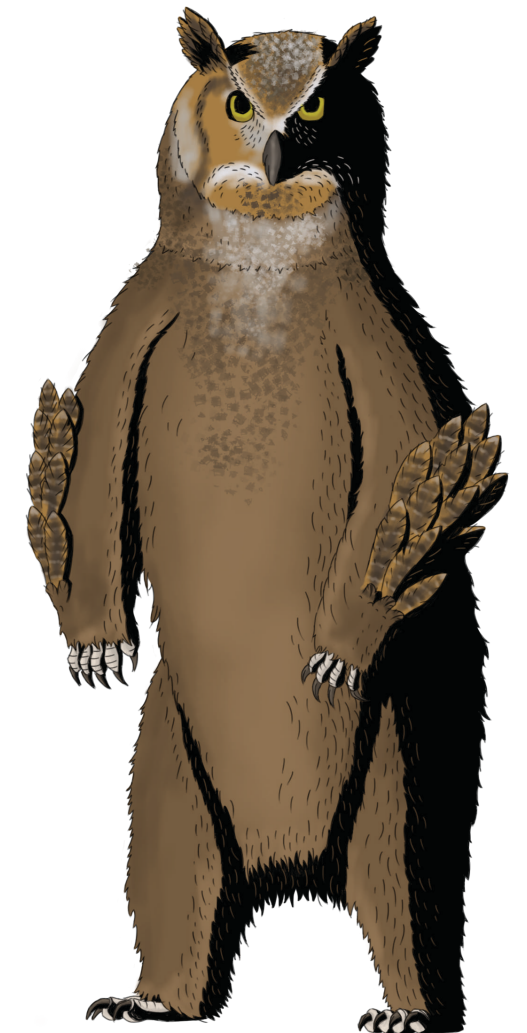
14

### STRIGIBEAR

**AC** 6, **HD** 6+2 (30hp), **Att** 2 x claw (1d6 or by bite 1d6), **THACO** 13, **MV** 150я (50я), **SV** D10 W11 P12 B13 S14 (F6), **ML** 8, **AL** Neutral, **XP** 275, **NA** 1d4 (1d6), **TT** J

- **Infravision:** 90я

Strigibears are the creation of Thumar Kont, otherwise known as Ursa Modred. He bred them over a century in the Forest of Von. His notes, discovered by the Master Thief Korben Drode, reveal that he desired the power of the bear and the cunning of the owl for his creation, and he more than succeeded.



## TIEFLING

**AC** 9, **HD** 1 (4hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 15, **NA** 1 (1d4), **TT** S

- **Infravision:** 90я
- **Sorcery:** A tiefling knows 1 random magic-user spell due to their fiendish heritage. They may cast it once per day.

Tieflings have devilish or demonic ancestry that courses through their veins. They are often shunned and mistreated due to their appearance and the ignorance of others.



## TRISKELION

**AC** 7, **HD** 2 (9hp), **Att** 1 x weapon (1d6 or by weapon), **THACO** 19, **MV** 120я(40я), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8 (10 with leader), **AL** Chaotic, **XP** 20 (leader: 20), **NA** 2d4 (4d4), **TT** T

- **Fire Resistance:** Triskelions take  $\square$  damage from fire.
- **Leader:** Groups are led by an stone man with 10 hit points. The leader gains a +1 bonus to damage rolls.
- **Resistance:** +4 to save vs Petrify.

Triskelions are from a negative material plane and they have come here seeking diamonds. They are often found in mines extracting what they need. Due to being from a negative material plane, they hate all life on positive material planes and will not suffer anything from such a plane to live within their territory.

They stand about 5-1/2 tall on average.

## UMBRAL

**AC** 2, **HD** 6 (27hp), **Att** 1 x unarmed (1d8+1), **THACO** 14, **MV** 120я(40я), **SV** D10 W11 P12 B13 S14 (F6), **ML** 11, **AL** Chaotic, **XP** 275, **NA** 1 (1), **TT** None

- **Infravision:** 90я
- **Assassin:** Umbrals may Hide in Shadows and Move Silently as a 6<sup>th</sup> level thief.

Umbrals are the shades of thieves and assassins. If you know an umbral's true you can force it to hunt and kill a victim of your choosing using a ritual during the 3 nights of the full moon. If the umbral does not kill their target by the end of the next full moon, they are dragged into Hell.





## UPIR

**AC** 7, **HD** 4+2 (26hp), **Att** 1 x bite (1d6+1), **THACO** 15, **MV** 120я(40я), **SV** D10 W11 P12 B13 S14 (F7), **ML** 8, **AL** Chaotic, **XP** 75, **NA** 1 (1d4), **TT** S

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Energy drain:** A successfully touched target permanently loses one experience level (or Hit Dice). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes an upir in 3 days.
- **Regeneration:** A damaged upir gains 3hp at the start of each round, as long as it is alive.
- **Destroying:**
  - a. Sunlight: Save vs death each round or be disintegrated.
  - b. Stake through the heart: Permanently kills.
  - c. Immersion in water: For 1 turn permanently kills.
  - d. Destroying coffins: Permanently killed if all hit points lost when unable to rest (see **Coffins B/X Essentials Monsters p44**).



Upir are a type of vampire that can only feed off of members of their family. Typically, an upir is created after being cursed by a witch or by making a pact with an incubus or succubus. When an upir appears it is usually only a matter of weeks before their whole family is wiped out.

### DESIGNATION OF PRODUCT IDENTITY

The name Cross Planes and Foe Folio and all artwork, logos and layout are product identity. DESIGNATION OF OPEN GAME CONTENT All text and tables are open game content. OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the

COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copy-right holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Labyrinth Lord<sup>TM</sup> Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor. Copyright 2007-2009 Daniel Proctor.

Labyrinth Lord<sup>TM</sup>, Advanced Labyrinth Lord<sup>TM</sup>, and Goblinoid Games<sup>TM</sup> are trademarks of Daniel Proctor.

13th Age Archmage Engine Copyright 2013, Fire Opal Media. Author: Chad Dylan Long, based on material by Jonathan Tweet and Rob Heinsoo. Edited by Cal Moore and Simon Rogers.

13th Age Copyright 2013, Fire Opal Media. Authors: Rob Heinsoo and Jonathan Tweet. Edited by Cal Moore. Additional editing by Simon Rogers. The 13th Age RPG and supplements are published under exclusive license to Pelgrane Press.

13 True Ways. Copyright 2014, Fire Opal Media, Inc.; Authors Rob Heinsoo, Jonathan Tweet, based on material by Jonathan Tweet, Monte Cook, and Skip Williams

13th Age Bestiary. Copyright 2014, Fire Opal Media and Pelgrane Press Ltd; Authors: Ryven Cedyrle, Rob Heinsoo, Kenneth Hite, Kevin Kulp, ASH LAW, Cal Moore, Steve Townshend, Rob Watkins, Rob Wieland.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Castles & Crusades, Copyright 2004, Troll Lord Games; Authors: Davis Chenault, Mac Golden.

Basic Fantasy Role-Playing Game © 2006–2008 Chris Gonnerman.

New Spells: A Basic Fantasy Supplement © 2007 Chris Gonnerman, Ola Berg, Angelo Bertoli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.

OSRIC TM © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Swords & Wizardry Core Rules, © 2008, Matthew J. Finch.

Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.

Darwin's World © 2002, RPGObjects; Authors Domi-nic Covey and Chris Davis.

Mutant FutureTM © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Deluxe Edition, © 2010, LotFP. Author James Edward Raggi IV.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas).

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Grindhouse Edition, © 2011, LotFP, Author James Edward Raggi IV.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Player Core Book: Rules & Magic © 2013 LotFP, author James Edward Raggi IV.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Mutant FutureTM © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Cleric and Magic-User Spells © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Monsters © 2018 Gavin Norman. Author Gavin Norman.

B/X Essentials: Adventures and Treasures © 2018 Gavin Norman. Author Gavin Norman.

Foe Folio © 2018 Cross Planes Game Studio. Author: Mark Craddock.



**B/X ESSENTIALS**  
Compatible Product

The logo for B/X Essentials features the text "B/X ESSENTIALS" in a white, stylized, serif font. A white sword is positioned diagonally behind the "X". Below this, the words "Compatible Product" are written in a smaller, white, sans-serif font.