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TSR Hobbies Fiend Folio (ASIN: 0935696210)

Fiend Folio: Advanced Dungeons & Dragons Creature Manual

Tome of Creatures Malevolent and Benign

INTRODUCTION

The *Fiend Folio: Tome of Creatures Malevolent and Benign* is an essential supplement for the **Advanced Dungeons & Dragons (AD&D)** game system. This manual provides an alphabetical listing of new monsters, complete with detailed descriptions, combat statistics, special abilities, and encounter tables. It is designed to expand the range of creatures available to Dungeon Masters (DMs) for creating diverse and challenging adventures.

This guide will assist users in understanding the structure and effective utilization of the *Fiend Folio* within their AD&D campaigns.

UNDERSTANDING THE FIEND FOLIO

Each entry in the *Fiend Folio* is structured to provide comprehensive information about a creature. Key elements include:

- **Frequency:** How often the creature is encountered.
- **No. Appearing:** The typical number of creatures found together.
- **Armour Class (AC):** The creature's defensive rating.
- **Movement (MV):** How fast the creature moves.
- **Hit Dice (HD):** Indicates the creature's hit points and combat prowess.
- **% in Lair:** The chance of finding the creature in its lair.
- **Treasure Type:** The type of treasure the creature typically guards.
- **No. of Attacks:** The number of attacks the creature can make per round.
- **Damage/Attack:** The damage dealt by each attack.
- **Special Attacks:** Unique offensive abilities.
- **Special Defences:** Unique defensive abilities.
- **Magic Resistance (MR):** The creature's resistance to magical effects.
- **Intelligence (INT):** The creature's mental capacity.
- **Alignment:** The creature's moral and ethical disposition.
- **Size:** The creature's physical dimensions.
- **Psionic Ability:** Whether the creature possesses psionic powers.

- **Level/X.P. Value:** The experience points awarded for defeating the creature.
- **Description:** A detailed narrative of the creature's appearance, habits, and ecology.

Familiarity with these statistics is crucial for effective gameplay and encounter design.



Figure 1: Back cover of the Fiend Folio, providing an example creature entry and general information.

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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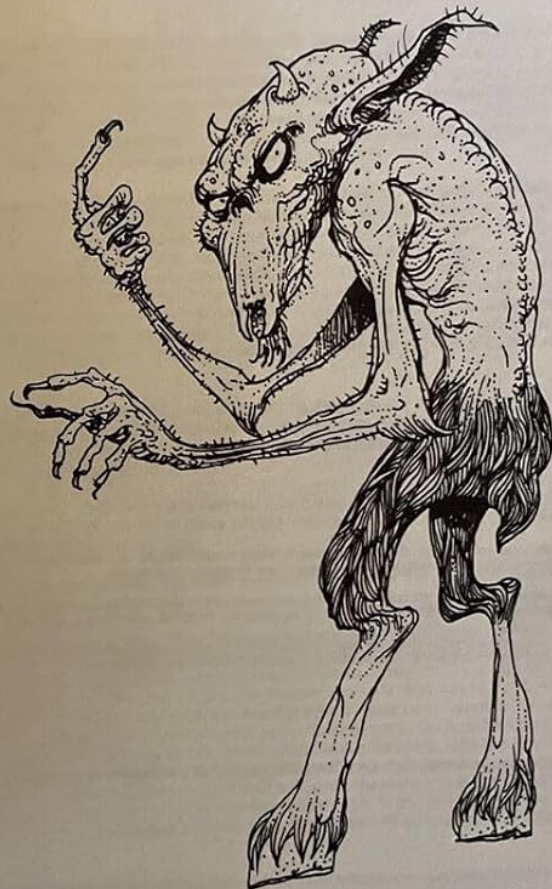


Figure 2: The internal title page, showing the book's full title and an illustrative example of its content.

SETUP AND INTEGRATION

The Fiend Folio is designed to be used in conjunction with the core AD&D rulebooks, specifically the [Player's Handbook](#)

and the [Dungeon Master's Guide](#). No specific setup is required beyond having these core books available.

Integrating New Creatures:

1. **Review Entries:** Before introducing a new creature, thoroughly read its entry to understand its abilities, weaknesses, and typical behavior.
2. **Contextualize:** Consider how the creature fits into your campaign's setting, lore, and current plot.
3. **Balance Encounters:** Use the provided statistics (Hit Dice, Level/X.P. Value) to balance encounters appropriately for your player characters' levels.

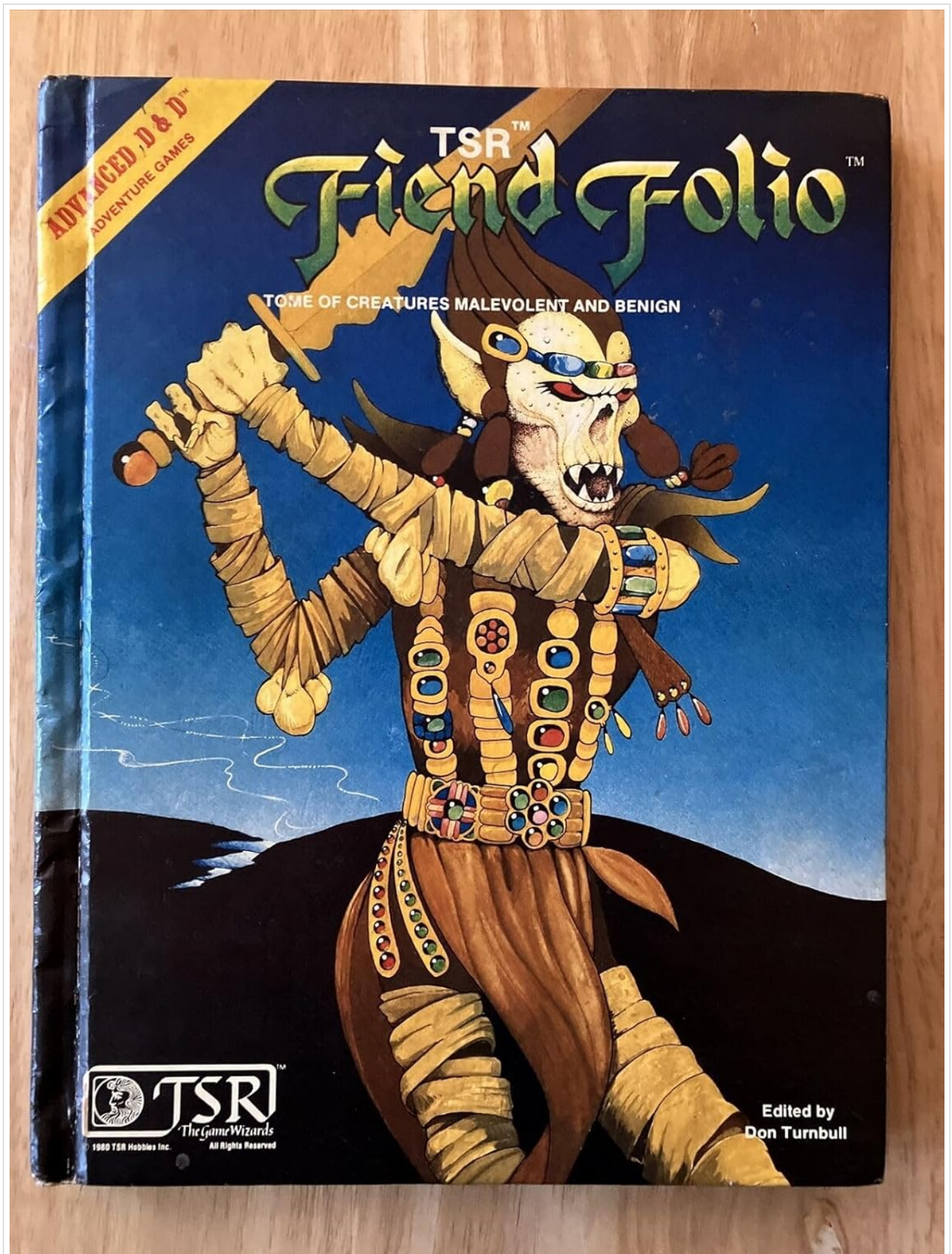


Figure 3: Front cover of the Fiend Folio, showcasing the primary artwork and title.

OPERATING GUIDELINES (DURING GAMEPLAY)

The Fiend Folio is primarily a reference tool for the Dungeon Master. During gameplay, it is used to quickly access

information about creatures encountered by the player characters.

Quick Reference:

- **Alphabetical Order:** Creatures are listed alphabetically for easy lookup.
- **Combat Statistics:** Refer to AC, HD, No. of Attacks, and Damage/Attack during combat rounds.
- **Special Abilities:** Pay close attention to Special Attacks and Special Defences, as these often define a creature's unique challenge.



CRABMAN

will use in combat, but otherwise it will attack with its bare hands (treat as a single attack inflicting 1-6 hit points of damage). If attacking with bare hands, a hit indicates that the coffer corpse has locked its hands around its victim's throat. Each round thereafter, it will inflict 1-6 hit points of damage on its victim automatically (a 'to hit' roll is not required) until it is killed or its victim is dead. Nothing will release the grasp of the coffer corpse once it has locked its hands in place.

Sleep, charm and other mind-influencing spells do not affect these creatures. Magical weapons can inflict damage on these creatures with the usual bonus.

CRABMAN

FREQUENCY: Rare
NO. APPEARING: 2-12
ARMOUR CLASS: 4
MOVE: 9"/6"
HIT DICE: 3
% IN LAIR: 25%
TREASURE TYPE: K
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-4/1-4
SPECIAL ATTACKS: Nil
SPECIAL DEFENCES: Nil
MAGIC RESISTANCE: Standard
INTELLIGENCE: Low to average
ALIGNMENT: Neutral
SIZE: L (9' tall)
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: 11/25 + 3 per hit point



Amphibious creatures usually found in sea-shore caves, crabmen are humanoid in appearance but with a hard, reddish-brown exoskeleton. Instead of hands they have two pincers which they use in combat, each inflicting 1-4 hit points of damage on a victim.

Crabmen greatly value silver and will go to any lengths to obtain it, even attacking a character suspected of carrying any item made of this metal. In normal circumstances, however, they are quite pacific creatures, though from time to time an instinct makes them leave their coastal dwelling to mount a savage raid inland, roaming in bands of 30 or 40 creatures and pillaging all property in their path, not hesitating to attack those who would defend.

Crabmen are often subjected to raids by sahuagin who consider them a tasty delicacy. However the sahuagin's usual net-throwing tactics are ineffective against crabmen since the latter's natural weaponry allows them to cut through nets very quickly.

CRYPT THING

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOUR CLASS: 3
MOVE: 12"
HIT DICE: 6
% IN LAIR: 100%
TREASURE TYPE: Z
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 1-8
SPECIAL ATTACKS: See below
SPECIAL DEFENCES: See below
MAGIC RESISTANCE: Standard
INTELLIGENCE: Very
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defence Modes: Nil
LEVEL/X.P. VALUE: V/275 + 6 per hit point



CRYPT THING

A pale, solitary skeletal being which always wears a brown, hooded robe, the crypt thing stays in its lair permanently (at least, none have been encountered elsewhere) and will not attack if it is left undisturbed.

Its special power is its unfailing ability to cast an improved form of a teleportation spell on a party (once per party encountered). Those who fail to make their saving throws are instantly teleported according to a percentile die roll on the table below:

% die roll	Distance and direction
01-20	100-1000' north
21-40	100-1000' south
41-60	100-1000' east
61-80	100-1000' west
81-90	one dungeon level up
91-00	one dungeon level down



Distance and direction are determined individually for each victim teleported. Victims never arrive in solid material and will arrive in the closest open space to the target spot, if the target spot is solid; however victims need not arrive at floor level.

Those who make their saving rolls may attack the crypt thing, but it can only be hit by magical weapons. The crypt thing will attack in return, using a two-handed clawing movement which inflicts 1-8 hit points of damage.

The crypt thing can communicate in the neutral tongue, but if it is questioned on the disappearance of some members of a party, it will not reveal its power but will instead maintain they have been disintegrated.

There are rumours to be aberrant crypt things in existence which, instead of teleporting victims, paralyse them and simultaneously turn them invisible. Neither this nor the more common type feeds on victims, however — their aim appears to be solely that of obtaining pleasure by creating confusion and dissent.

Figure 4: An example interior page displaying creature entries with illustrations and statistics.

man
7



Hit
? 1-8/1-8
: Hugs for
of damage
S: Nil
E: Standard
w
al

Nil
Modes: Nil
E:
Hit point

the head, body and legs of a gorilla with the powerful arms of a bear. They have the aggressive rizzly bear and the carnivorous tendencies of a bear. They have excellent hearing, smell and eyesight. Their dexterity is also high, accounting

with its two paws for 1-8 hit points of damage. A roll of 18 or better indicates that the bear has hit points of additional damage. If a roll of 18 or better is rolled on a roll of 20, the hug only occurs on a roll of 20. A roll of 20 means a hit on the victim.

does not have the normal bear's ability of combat. Hit points are reduced below zero.



Hit
: 1
: 4

E: Nil
S: 11
CK:
5
KS:

ACES:
lightning
ANCE:

Average

TY: Nil
ence Modes: Nil
LUE:
per hit point

of this dreadful creature is fearsome indeed. Its closed brain is approximately 5' in diameter and is protected by a low which trail ten 6' long tentacles. The brain has a process, small inflexions of the tentacles occur in movement. It is manoeuvrability class D.

ly found underground but are occasionally found in old buildings. They are particularly dangerous when they are hanging on their victims from above whenever circumstances

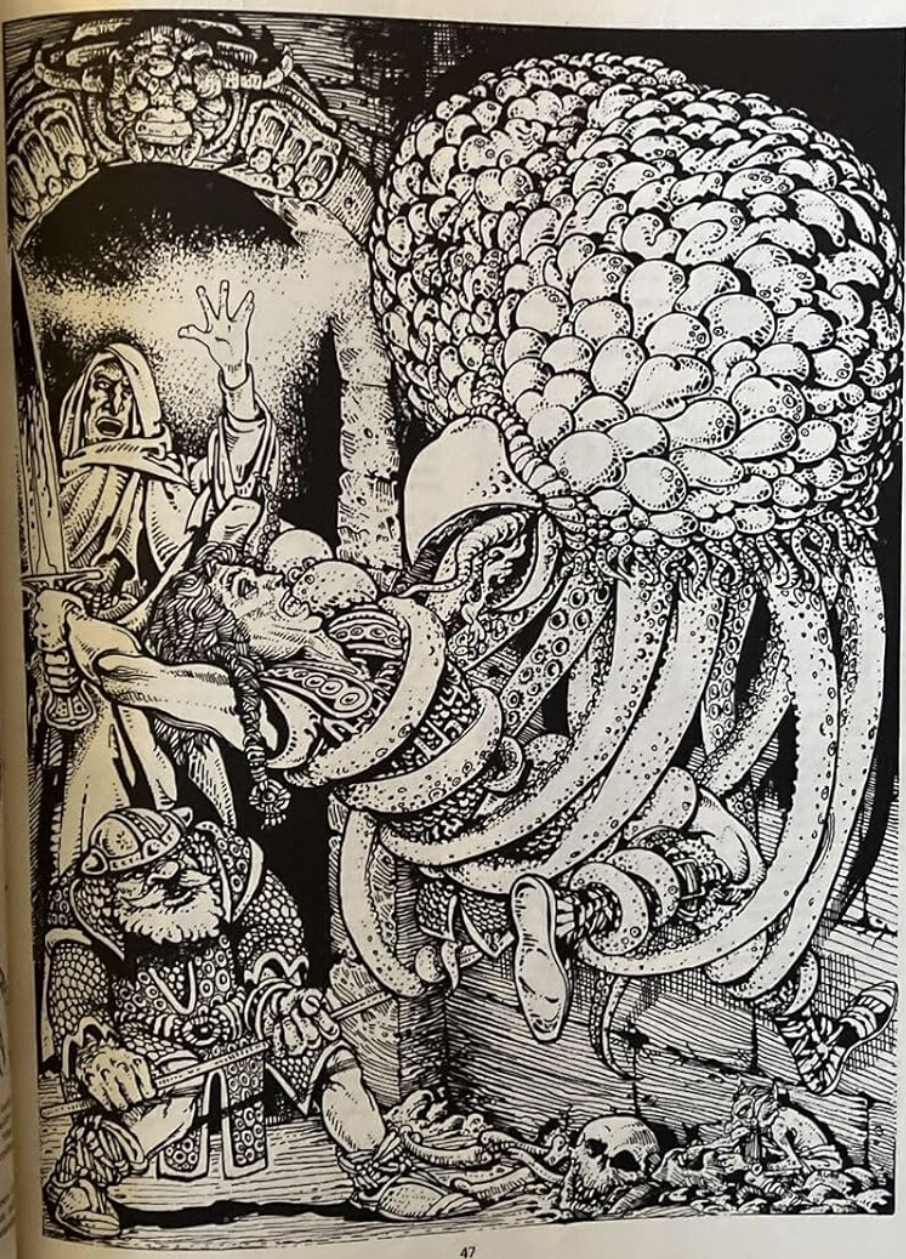


Figure 5: A detailed illustration from the Fiend Folio, depicting a Mind Flayer, which is a classic AD&D monster.

MAINTENANCE AND CARE

To ensure the longevity of your Fiend Folio, follow these care recommendations:

- **Storage:** Store the book upright on a bookshelf or flat in a cool, dry place away from direct sunlight.
- **Handling:** Handle with clean, dry hands. Avoid folding pages or forcing the spine open excessively.
- **Cleaning:** For dust, gently wipe the cover with a soft, dry cloth. Do not use liquid cleaners.
- **Protection:** Consider using a protective cover or slipcase, especially for older editions.



Figure 6: Side view of the book, illustrating the binding and page condition.

TROUBLESHOOTING COMMON ISSUES

While the Fiend Folio is a straightforward reference, some common questions may arise:

Difficulty Understanding an Entry:

- **Cross-Reference:** Consult the [Dungeon Master's Guide](#) for general rules and definitions of terms.
- **Contextual Clues:** Read the entire creature description for contextual clues regarding its abilities or behavior.

Missing or Unclear Information:

- **DM Discretion:** As a Dungeon Master, you have the authority to interpret or supplement information as needed for your campaign.
- **Community Resources:** Online forums and communities dedicated to AD&D can provide clarifications or common interpretations.

SPECIFICATIONS

Attribute	Detail
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WARRANTY AND SUPPORT

As an original publication from 1981, the Fiend Folio does not come with a manufacturer's warranty. For support regarding gameplay rules or interpretations, refer to the official [Dungeons & Dragons website](#) or consult established AD&D communities and resources.