

the classic Bestiary

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THIS IS A COMPENDIUM inspired by basic and advanced old-school monsters. Each creature's stat block has been streamlined for compact reference. Full credit goes to the original authors and publishers. This tome is a restatement of previously-written rules.

CREATURE NAME

HD hit dice (leader)

Number of d8's rolled for creature hit points (hp). The HD number is also added to all attack rolls and appropriate skill rolls. Higher for leaders.

AC armour class (leader)

Attacks must exceed to hit. Leaders usually have higher armour.

ML morale (special or with leader)

Roll 2d6. Exceeding will cause flee/yield:
-if lone creature is reduced to half health.
-if group is reduced to half numbers.
-if leader is killed.

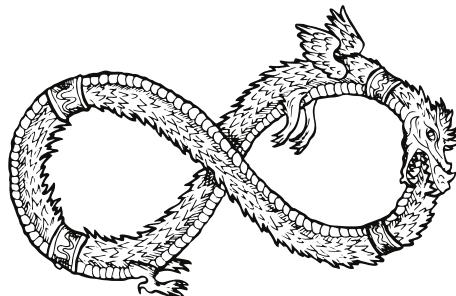
LR lair

Roll 1d100. If the result is equal to or under this number, the creature is encountered in its lair.

SP speed

ground move /fly //swim (burrow)
Maximum movement, in feet, that the creature can make in one combat round.
Triple this number for dungeon turns.

AP appearing in dungeon (wilderness/lair)
Number that appear. If encountered in lair or wilderness, use the dice roll in brackets. If creature is humanoid or animals, up to 50% of lair may be females/young.



TR treasure (lair)

Consult the appropriate row(s) on the treasure table.

ATT attack (special or leader)

Each attack gets a separate roll, adding HD to the roll. Attacks with special conditions and leader attacks are in brackets.

Creature notes

Description, habitat, surprise, abilities, spells, lair description, leaders, NPCs, etc.

Monster types

Similar monsters are grouped into types which share damage adjustments (resistance, vulnerability, immunity, full), abilities, items, etc.

XP (optional)

XP gained for defeating monsters should follow your system rules, but a simple procedure is to multiply the creature's HD by a reasonable factor (ie. 50, 100, 500).

R COLYTE (*see Men*)

AERIAL SERVANT

HD 16 AC 17 ML 10 LR Nil

SP 80 AP 1 TR Nil

ATT 4d8 slam

Invisible air elemental. Summoned by a cleric for a specific task. 100 slots.

ANHKHEG

HD 4 AC 18 ML 7 LR 15

SP 60 (30) AP 1d6 (2d8) TR C

ATT [1d6 bite + 1d4 acid] OR 8d4 spit
Huge insectoid. Prefers to ambush from underneath. Spits digestive acid 30' once every 6 hours (DEX save).

ANT, GIANT

HD 2 AC 17 ML 8 LR 10

SP 60 AP 3d4 (1d100) TR Qx5, S

ATT 1d6 bite (+ 3d4 poison sting)
Dedicated and sometimes vicious giant insects. Every 20, a stinging warrior. Every 80, an immobile queen. Lair has 5d6 eggs, which are worthless but edible.

APE, GORILLA

HD 4 AC 14 ML 7 LR Nil

SP 40 AP 1d4 (1d6) TR C

ATT 1d4 paw (x2) + 1d6 bite

Shy but will protect territory and clan with fury. If both paws hit, it will rend for 1d6.

APE, CARNIVOROUS

HD 5 AC 14 ML 8 LR 10

SP 40 AP 2d4 (2d6) TR C

ATT 1d4 paw (x2) + 1d8 bite

Larger, stronger ape seeking flesh. Intelligent and keen, only surprised on 1-in-6. Will use boulders and tactics in battle. If both paws hit, it will rend for 1d8.

APE, WHITE

HD 4 AC 13 ML 7 LR 20

SP 40 AP 1d6 (2d4) TR Nil

ATT 1d4 paw (x2) OR 1d6 stone

Cave-dwelling, nocturnal primates. Throws stones 30'. Makes threats at first. If threats ignored, they attack.

AXE BEAK

HD 3 AC 14 ML 8 LR Nil

SP 60 AP 0 (1d6) TR Nil

ATT 1d3 claw (x2) + 2d4 beak

Ancient, carnivorous ratite. Will give chase only across flat environments.

ABOON

HD 1 (2) AC 13 (14) ML 7 LR Nil

SP 40 AP 2d4 (4d10) TR Nil

ATT 1d4 paw

Curious simian. Throws stones 20'. For every 5, an oversized leader.

BADGER

HD 1 AC 16 ML 8 LR Nil

SP 20 (10) AP 1d4 (1d4) TR Nil

ATT 1d2 paw (x2) + 1d3 bite

Fierce burrowers. Often solitary or with mate. Pelts sell for 1d3 x 10 gp.

BALUCHITHERIUM

HD 14 AC 15 ML 9 LR Nil

SP 40 AP 0 (1d3) TR Nil

ATT 5d4 ram OR 2d6 trample (x4)

Hornless ancestor of the rhino. Tends to trample anything small and annoying.

BANDIT (*see Men*)

BARRACUDA

HD 2 AC 14 ML 8 LR Nil

SP //100 AP 0 (2d6) TR Nil

ATT 2d4 bite

Vicious, swift underwater predator. Lightning fast. Can dash with surprising agility.



BASILISK**HD 6 AC 16 ML 10 LR 40****SP 20 AP 1d4 (1d4) TR F****ATT 1d10 claw + gaze**

Lethargic, eight-legged serpent. Gaze *petrifies* (CON save). The basilisk is susceptible to a reflection of its own gaze.

**BAT, GIANT****HD 2 AC 13 ML 8 LR 15****SP 10/60 AP 1d10 (1d10) TR Nil****ATT 1d4 bite (+ paralysis)**

Nocturnal, large-eared carnivore. Chance they will be vampire bats (5%). Vampire bat's bite does same damage, but causes *paralysis* (CON save) for 1d10 rounds. Bat then drains 1d4 per round. If creature dies from draining, it becomes undead creature in 24 hours after dying.

BAT, NORMAL**HD 1 (1 hp) AC 13 ML 6 LR 30****SP 5/40 AP 1d100 (1d100) TR Nil****ATT surround**

Mass of black wings. Ten bats will surround creature, giving disadvantage to rolls and disallowing spellcasting.

BEAR, BLACK**HD 4 AC 13 ML 7 LR Nil****SP 40 AP 1d3 (1d3) TR Nil****ATT 1d3 claw (x2) + 1d6 bite**

Smaller, cunning ursine. If both claws hit, hugs for 2d6 damage.

BEAR, BROWN**HD 6 AC 14 ML 7 LR Nil****SP 40 AP 1d6 (1d6) TR Nil****ATT 1d6 claw (x2) + 1d8 hug**

Huffing for fresh meat. If both claws hit, hugs for 2d8 damage.

BEAR, CAVE**HD 7 AC 14 ML 9 LR Nil****SP 40 AP 1d2 (1d2) TR Nil****ATT 1d8 claw (x2) + 1d12 bite**

Huge, prehistoric beast. If both claws hit, hugs for 2d8 damage.

BEAR, GRIZZLY**HD 5 AC 13 ML 8 LR Nil****SP 40 AP 1 (1) TR Nil****ATT 1d4 claw (x2) + 1d8 bite**

Large predator with a taste for fish. If both claws hit, hugs for 2d6 damage.

BEAR, POLAR**HD 6 AC 13 ML 8 LR Nil****SP 40 AP 1 (1) TR Nil****ATT 1d6 claw (x2) + 1d10 bite**

Behemoth of the cold wastes. If both claws hit, hugs for 2d8 damage.

BEAVER, GIANT**HD 4 AC 14 ML 5 LR 80****SP 20//40 AP 1d6 (4d10) TR C****ATT 4d4 bite**

Big, furry animals with oversized teeth. Will flee unless cornered. Dwell in their mud-and-wood castle, which, if cleared, can make a good river hideout. Will trade with other creatures. Hide is worth 5d4 x 100 gp. Young worth 1000-1600 gp.

BEETLE, BOMBARDIER**HD 2 AC 16 ML 8 LR Nil****SP 30 AP 1d8 (3d4) TR Nil****ATT 2d6 gore OR 3d4 cloud**

Stinking beetle found in forests. If fleeing, it shoots acid cloud. Cloud can be fired every three rounds. It is 30'x30'x30', stuns for 2d4 rounds (20%), and deafens for 2d6 rounds (20%).

BEETLE, BORING**HD 5 AC 17 ML 8 LR 40****SP 20 AP 1d8 (3d6) TR C, R, S, T****ATT 5d4 bite**

Beetle covered in detritus and rotten wood. 2-in-6 will farm mold, slime, or fungi.

BEETLE, FIRE**HD 1 AC 16 ML 7 LR Nil****SP 40 AP 1d4 (2d4) TR Nil****ATT 2d4 bite**

Beetle with light glands on its shell. Glands glow 6 days after death, 10' radius.

BEETLE, OIL**HD 2 AC 15 ML 8 LR Nil****SP 40 AP 1d8 (2d6) TR Nil****ATT 1d6 bite OR spray**

Beetle with a shiny, oily shell. Spray causes one creature in 5' to blister for 24 hours. Creature has disadvantage on attack rolls.

BEETLE, RHINOCEROS**HD 12 AC 18 ML 9 LR Nil****SP 20 AP 1d6 (1d6) TR Nil****ATT 3d6 horn + 2d8 bite**

Massive beetle with horn as tall as a man. 1-in-6 chance to break a bottle or potion.

**BEETLE, STAG****HD 7 AC 17 ML 8 LR Nil****SP 20 AP 1d6 (2d6) TR Nil****ATT 1d10 gore (x2) + 4d4 bite**

Antlered beetle with taste for grains. Horns are prized for hafts and hilts.

BEETLE, TIGER**HD 3 AC 16 ML 9 LR Nil****SP 50 AP 1d6 (2d8) TR K, X****ATT 2d6 bite**

Striped carnivorous beetle. Preys on robber flies. Can hide in the bush.

BEETLE, WATER**HD 4 AC 17 ML 7 LR Nil****SP 10/40 AP 1d8 (1d12) TR Nil****ATT 3d6 bite**

Beetle found in shallow water. Eats almost anything. Senses scents and vibration.

BEHOLDING EYE**HD 12 AC 20 ML 11 LR 80****SP 10 AP 1 (1) TR I, S, T**

ATT 2d4 bite + central eye + 1d4 small eyes. Baleful, many-eyed monstrosity. Levitates by magic. Ten eye stalks have AC 15 and 10 hp. Will regrow if severed (1 per week).

Small eyes: 1 - *charm person*; 2 - *charm monster*; 3 - *sleep*; 4 - *telekinesis*; 5 - *flesh-stone ray*; 6 - *disintegrate ray*; 7 - *fear*; 8 - *slow*; 9 - *serious wounds*; 10 - *death ray*. Central eye: - *anti-magic ray*.

BERSERKER (see Men)**BLACK PUDDING****HD 10 AC 14 ML 12 LR Nil****SP 20 AP 1d4 (1d4) TR Nil****ATT 3d8 touch**

Malevolent, tarry ooze. Slashing or lightning splits it in two. Unaffected by cold. Afraid of fire. Touch attack deals damage to bare flesh and wood, and dissolves chain, plate, magic armour in 1, 2, 3+ rounds. Climbs walls/ceilings and through cracks.

BLINK HOUND**HD 4 AC 15 ML 6 LR 20****SP 40 (special) AP 2d6 (4d4) TR C****ATT 1d6 bite**

Intelligent, gregarious canine. Captured pups can become loyal allies. For move, can teleport (1d6): 1 front, 2 right, 3 left, 4-6 behind. Hateful of dislocator beasts.

BOAR, GIANT**HD 7 AC 14 ML 10 LR Nil****SP 40 AP 1d6 (2d4) TR Nil****ATT 3d6 gore**

Prehistoric wild hog. Fights for 1d4 rounds after reaching 0 hp (dies at -11 hp).

BOAR, WARTHOG**HD 3 AC 13 ML 9 LR Nil****SP 40 AP 1d6 (1d6) TR Nil****ATT 2d4 gore (x2)**

Boar found in tropics. Fights 1d2 rounds after reaching 0 hp (dies at -6 hp).

BOAR, WILD**HD 3 AC 13 ML 9 LR Nil****SP 50 AP 1d6 (1d12) TR Nil****ATT 3d4 gore**

Savage, rooting hog. Fights for 1d4 rounds after reaching 0 hp (dies at -7 hp).

BRAIN MOLE**HD 1 (1 hp) AC 11 ML 6 LR Nil****SP 5 AP 1d3 (1d3) TR Nil****ATT burrow**

Weird psi-vermin. If psionics used within 30', will burrow into psion's mind for 1d8 INT damage. May cause insanity (20% per round of burrow).

BROWNIE**HD 1 (2 hp) AC 17 ML 7 LR 20****SP 40 AP 1d8 (4d4) TR O, P, Q****ATT 1d3 short sword**

Friendly halfling-pixie. Dwells in idyllic meadows. 3-in-6 will repair equipment or act as guides. Never surprised. Can hide in natural cover. Can cast 1d6 random spells.

BUFFALO**HD 5 AC 13 ML 8 LR Nil****SP 50 AP 0 (4d6) TR Nil****ATT 1d8 kick (x2) OR stampede**

Rugged herd animal. 4-in-6 chance of stampede, dealing 3d6 damage each.

BUGBEAR**HD 3 (4) AC 15 (16) ML 9 LR 25****SP 30 AP 1d8 (6d6) TR J, K, L, M (B)**

ATT 2d4 claw OR 1d10 glaive (2d6 mace) The larger, hardier cousins of the goblin. Surprises on 3-in-6. Every 12, a leader. Every 24, two more leaders.

BULETTE**HD 9 AC 20 ML 11 LR Nil****SP 40 (10) AP 1d2 (1d2) TR Nil****ATT 3d6 claw (x2) + 4d12 bite**

Armadillo-turtle-demon. Always hungry.

Neck plates make mastercraft shields.

BULL**HD 4 AC 13 ML 7 LR Nil****SP 50 AP 0 (1d20) TR Nil****ATT 1d6 kick (x2) OR charge**

Male cattle, dangerous if disturbed. 4-in-6 chance of charging if approached within 10', each bull dealing 3d4 damage.

CAMEL, WILD**HD 3 AC 13 ML 7 LR Nil****SP 70 AP 0 (1d12) TR Nil****ATT 1d4 bite OR spit**

Massive steed. Hardy in adverse weather, either hot or cold. Can survive with no water for 2 weeks. 50 slots. Spit blinds for 1d3 rounds (25%).

CARCASS CRAWLER**HD 3 AC 15 ML 9 LR 50****SP 40 AP 1d6 (1d6) TR B****ATT tentacles (x8)**

Giant, fetid centipede. Tentacles *paralyze* (CON save). Feeds or lays eggs in paralyzed victims. Can climb walls and ceilings.

CAT, JAGUAR**HD 4 AC 14 ML 8 LR 5****SP 50 AP 1d2 (1d2) T Nil****ATT 1d3 claw (x2) + 1d8 bite**

Brutal, muscular jungle cat. Pounces 30'.

CAT, LEOPARD**HD 3 AC 14 ML 8 LR 5****SP 40 AP 1d2 (1d2) TR Nil****ATT 1d3 claw (x2) + 1d6 bite**

Tropical greatcat. Surprises on 3-in-6.

Pounces 20'.

CAT, LION**HD 5 AC 13 ML 9 LR 25****SP 50 AP 1d4 (1d4) TR Nil****ATT 1d6 claws (x2) + 1d10 bite**

Languorous greatcat. Instills fear in other carnivores. Surprised only on 1-in-6. Roar *paralyzes* for 1 round (CON save).

CAT, GIANT LYNX**HD 2 AC 14 ML 8 LR 5****SP 40 AP 1d4 (1d4) T Nil****ATT 1d2 claw (x2) + 1d4 bite**

Forest feline found in snowy climes. Is agile, speaks lynx language, and detects traps.

CAT, MOUNTAIN LION**HD 3 AC 13 ML 8 LR 10****SP 50 AP 1d4 (1d4) TR Nil****ATT 1d3 claws (x2) + 1d6 bite**

Cautious greatcat found on wooded slopes. Advantage to sneaking. Surprised only on 1-in-6. Pounces 20'.

**CAT, PANTHER****HD 4 AC 15 ML 8 LR 5****SP 70 AP 1d2 (1d6) TR Nil****ATT 1d4 claws (x2) + 1d8 bite**

Agile greatcat found in shrublands. Advantage to sneaking. Pounces 30'.

CAT, SABRE-TOOTH TIGER**HD 8 AC 13 ML 10 LR 10****SP 50 AP 1d4 (1d4) TR Nil****ATT 1d8 claws (x2) + 2d8 bite**

Massive, ferocious greatcat with huge fangs. Found where dinosaurs roam. Sight induces panic (WIS save). Pounces 30'.

CAT, SPOTTED LION**HD 6 AC 15 ML 10 LR 25****SP 40 AP 1d6 (2d4) TR Nil****ATT 1d4 claws (x2) + 1d12 bite**

Bulkier relatives of the lion. Found where dinosaurs roam. Surprised only on 1-in-6.

CAT, TIGER**HD 6 AC 13 ML 9 LR 5****SP 50 AP 1 (1d3) TR Nil****ATT 1d6 claws (x2) + 2d6 bite**

Large greatcat found in woods or jungles. Surprises on 4-in-6. Can pounce 30'.

CATOBLEPAS**HD 6 AC 13 ML 10 LR 60****SP 20 AP 1d3 (1d3) TR C****ATT 1d6 tail (+ stun)**

Bloated saurian with serpentine neck and warthog's head. If tail hits, 4-in-6 stuns for 1d10 combat rounds. 1-in-6 gaze causes death to a target within 20' (no save).

CATTLE, WILD**HD 1 (2 hp) AC 13 ML 6 LR Nil****SP 50 AP 0 (2d100) TR Nil****ATT 1d4 kick OR charge**

Shaggy cattle, shy and flighty. For every 20, a bull. 1-in-6 chance of charging if frightened, each dealing 1d4 damage.

CAVE LOCUST

HD 2 AC 15 ML 5 LR Nil
SP 20/60 AP 2d10 (1d10) TR Nil
ATT 1d2 bite OR 1d4 bump OR spit
 Dog-sized locust found in caves. Eat yellow mold and shriekers. If flees, 3-in-6 chance of bumping pursuers. Stinking spit stuns for 1 round (CON save).

CENTAUR

HD 4 AC 15 (16) ML 8 LR 5
SP 60 AP 1d4 (4d6) TR M, Q (D, I, T)
ATT 1d6 club/bow + 1d6 kick (2d12 lance)
 Secluded man-horse. Wandering bands are always armed. Lair is hidden, lush vale. Every 4, a leader with double treasure.

CENTIPEDE, GIANT

HD 1 (2 hp) AC 11 ML 7 LR Nil
SP 50 AP 2d6 (2d12) TR Nil
ATT bite
 Nasty, many-legged bug. Bite is non-fatal but poisonous (CON save with advantage).

CEREBRAL PARASITE

HD Nil AC Nil ML 7 LR Nil
SP Nil AP 3d4 (1d6) TR Nil
ATT attach
 Only visible by magical or psionic sight. If caster or psion comes within 5' of parasite, they will attach and drain intellectual aptitude, reproducing as they feed.

CHIMERA

HD 9 AC 17 ML 10 LR 40
SP 30/60 AP 1d4 (1d6) TR F
ATT 3d6 claw + 3d12 tail + 3d8 breath
 Tricephalous monstrosity. The goat head is the wisest and weakest. 3-in-6 chance it uses fire breath with 10' range (DEX save).

COCKATRICE

HD 5 AC 14 ML 8 LR 30
SP 20/80 AP 1d6 (2d4) TR D
ATT 1d3 beak (+ petrifying touch)
 Cock with serpentine tail. If beak hits, *flesh to stone* (CON save).

COUATL

HD 5 AC 15 ML 10 LR 10
SP 20/60 AP 1d4 (1d6) TR B, I
ATT 1d3 bite (+ poison) + 2d4 constrict
 Dreadful, winged serpent. If bite hits, target poisoned (CON save). If constrict hits, 2d4 damage each round (STR save). Polymorph at will. 6th level magic-user. 2 major and 4 minor psionic disciplines.

CRAB, GIANT

HD 3 AC 17 ML 6 LR Nil
SP 30 AP 1d8 (2d6) TR Nil
ATT 2d4 claw (x2)
 Clawed chitinous monstrosity. Live in water and on land. Surprises on 4-in-6.

CRAYFISH, GIANT

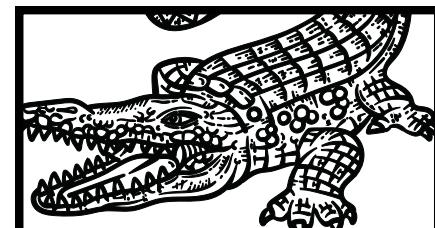
HD 4 AC 16 ML 6 LR Nil
SP 20//40 AP 1d4 (1d4) TR Nil
ATT 2d6 claws
 Large fresh water crustaceans. Can swim only for short periods. Surprises on 3-in-6.

CROCODILE, GIANT

HD 7 AC 16 ML 8 LR Nil
SP 20//40 AP 1d6 (1d12) TR Nil
ATT 3d6 bite OR 2d20 thrash
 Boat-sized reptiles. If bite hit last round, they will thrash prey (STR save). Slow in the cold. Surprises on 3-in-6.

CROCODILE, NORMAL

HD 3 AC 15 ML 7 LR Nil
SP 20//40 AP 2d4 (3d8) TR Nil
ATT 2d4 bite OR 1d12 thrash
 Sharp-toothed reptiles. If bite hit last round, they will thrash prey (STR save). Slow in the cold. Surprises on 3-in-6.

**EMON (MONSTER TYPE)**

RES cold, lightning, fire, gas
VUL holy weapons
IMM silver weapons

NORMAL acid, iron, poison, magic missile
All demons have these abilities: *dark-vision, infravision, teleportation*. Powerful demons can cast the following on top of their individual spells: *darkness (5'-15')*, *read magic, read languages, charm person, cause fear, detect magic, detect invisible objects, dispel magic, ESP, telekinesis*.

Demon Amulet: Contains a demon soul. **Magic jar** once per day. Cannot be detected by magical means and appears mundane. Possession of the amulet gives bearer power over the demon for one day (after which it self-destructs, sending the demon to banishment for a year). If the bearer loses possession, demon attempts to destroy him. If bearer repays demon well for its service and returns the amulet, the demon forgoes revenge. Possession of an amulet also draws aggressive attention from other demons.

DEMON, DEMOGORGON

HD 40 AC 28 ML 12 LR 50
SP 40 AP 1 (1) TR R, S, T, V
ATT tail (1d4 Level drain) + 1d6 tentacle (x2) + [beguile (left head)/cause insanity (right head)/hypnotize (both)]
 Prince of demons and arch-rival of Orcus. Two baboon heads, tentacled limbs, barbed tail. Tail attack drains Levels (and abilities, HD, saves, etc). Targets of tentacle attack is subject to rot. Many spells known, including: *create illusion, levitate, clairvoyance, clairaudience, suggest, water breathe, polymorph self, wall of ice, charm monster, feeblemind, project image*. Once per day: *power word stun, symbol (any), sticks to snakes, gate* (85% success: 50% 1 type I-IV, 50% 1 type V-VI). Weapons must be +2 or greater to hit.



DEMON, JUIBLEX

HD 18 AC 27 ML 11 LR 60

SP 10 AP 1 (1) TR Px2, Rx2

ATT 4d10 slam OR spells OR spew

The Faceless Lord. A loathsome mass of effluvia and malice. Many spells known, including: *locate object, circle of cold, fly, invisibility, charm monster, hold monster, project image, phase door, purify food and water, cause disease*. Once per day: *unholy word, gate* (70% success: 1d4 type II). Spew attack creates an ochre jelly/green slime within 15'. Weapons must be +2 or greater to hit. If in lair, keeps 1d4 green slimes, 2d4 ochre jellies, 1d4 gray oozes, 1d4 black puddings.

DEMON, MANES

HD 1 AC 13 ML 8 LR Nil

SP 10 AP 2d6 (4d4) TR Nil

ATT 1d2 claw (x2) + 1d4 bite

Souls damned to the Abyss. Either eaten by demons or made into shadows and ghosts. Weapons must be +1 or greater to hit. Unaffected by *sleep, charm*, or similar spells.

DEMON, ORCUS

HD 24 AC 26 ML 12 LR 50

SP 30/60 AP 1 (1) TR P, S, T, U

ATT 2d6 fist (x2) + 2d4 tail (+ poison) + [spell OR wand of death]

Prince of the Undead and arch-rival of the Demogorgon. Corpulent, ram's head, bat wings, goat legs, scaled tail. Tail poison kills in 1d4 rounds (CON save). Many spells known, including: *create illusion, pyrotechnics, clairvoyance, clairaudience, lightning bolt, suggest, polymorph self, wall of fire, animate dead, feeblemind, shape change, speak with dead*. Once per day: *symbol* (any), *time stop, gate* (80% success: 1 type I-VI), *summon* (4d12 skeletons or 4d8 zombies or 4d6 shadows or 2d4 vampires). Wand of death annihilates any mortal creature if touched (no save). Weapons must be +3 or greater to hit.

DEMON, SUCCUBUS

HD 6 AC 20 ML 10 LR 5

SP 40/60 AP 1 (1) TR I, Q

ATT 1d3 claw (x2) + [kiss OR spell]

Solitary female demon. Domineers over lesser demons using wit and menace. Beautiful, tall, and bat-winged. Kiss drains victim one Level (and abilities, HD, saves, etc). Some spells known, including: *become ethereal, clairaudience, suggestion, shape change*. Once per day: *gate* (40% success: 70% 1 type IV, 25% 1 type VI, or 5% 1 lord/prince). Weapons must be +1 or greater to hit.

DEMON, VROCK (TYPE I)

HD 8 AC 20 ML 10 LR 5

SP 40/60 AP 1d3 (1d6) TR B

ATT 1d4 claw (x2) + 1d8 bite + 1d6 tail + spell

Vulture-headed humanoid. Willing to fight Hezrou over any dispute. Spells known: *darkness, detect invisible objects, telekinesis*. Once per day: *gate* (10% success: 1 type I).

DEMON, HEZROU (TYPE II)

HD 9 AC 22 ML 10 LR 10

SP 20/60 AP 1d3 (1d6) TR C

ATT 1d3 claw (x2) + 4d4 bite + spell

Toad-headed humanoid. Willing to fight Vrocks over any dispute. Spells known: *cause fear, levitate, detect invisible objects, telekinesis*. Once per day: *gate* (20% success: 1 type II).

DEMON, GLABREZU (TYPE III)

HD 10 AC 24 ML 10 LR 15

SP 30 AP 1d3 (1d6) TR D

ATT [2d6 pincer (x2) + 1d3 claw (x2) + 1d4 bite] OR spell

Dog-headed humanoid with goat horns and an extra set of arms with pincers. Sets itself above the bickerings of Hezrous and Vrocks. Spells known: *cause fear, levitate, pyrotechnics, polymorph self, telekinesis*. Once per day: *gate* (30% success: 1 type I-III).

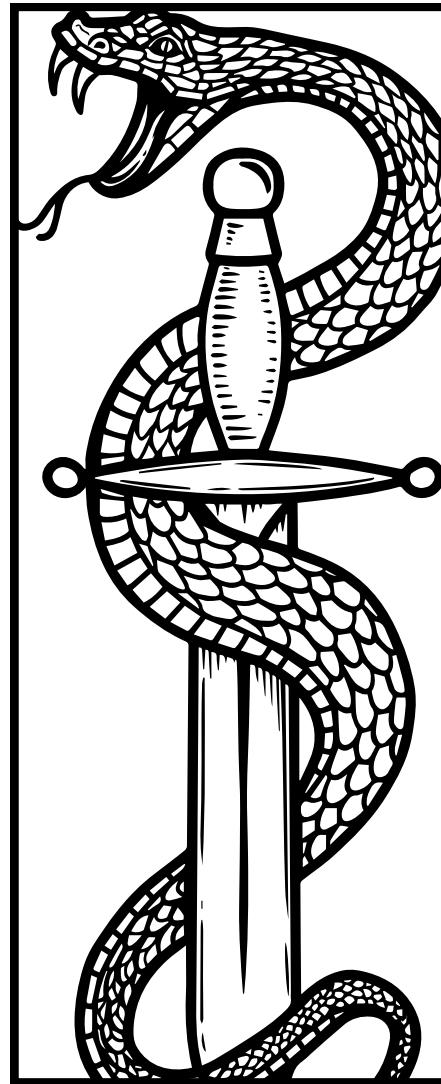
DEMON, NALFESHNEE (TYPE IV)

HD 11 AC 21 ML 10 LR 15

SP 30/40 AP 1d3 (1d6) TR E

ATT 1d4 claw (x2) + 2d4 bite + spell

Ape-headed humanoid with boar husks and undersized wings. Willing to bargain services for the sacrifice of wealth. Spells known: *create illusion, levitate, polymorph self, telekinesis, project image*. Once per day: *gate* (60% success: 1 type I-IV). Weapons must be +2 or greater to hit.



DEMON, MARILITH (TYPE V)

HD 8 AC 26 ML 10 LR 10

SP 40 AP 1d3 (1d6) TR G

ATT 2d4 tail + 1d8 sword/axe (x6) + spell

Female demon with a six-armed humanoid torso atop a great snake tail. Willing to bargain services for the sacrifice of strong warriors. Domineering and cruel towards lesser demons. Spells: *levitate, pyrotechnics, polymorph self, project image*. Once per day: *gate* (50% success: 50% 1 type I-II, 35% 1 type III-IV, 10% type VI, 5% lord/prince). Weapons must be +1 or greater to hit.

DEMON, BALOR (TYPE VI)

HD 9 AC 22 ML 10 LR 20

SP 20/50 AP 1d3 (1d6) TR F

ATT 2d6 sword + 3d6 whip and flames

Hulking demon with huge wings. Only six in the service of the Abyss. Whip attack brings victim within 5' and Balor self-immolates. Willing to bargain services for the sacrifice of a soul. Always looking to usurp control. Many spells known, including: *levitate, pyrotechnics, suggestion, telekinesis, sleep, gate* (70% success: 80% 1 type III, 20% 1 type IV). Weapons must be +1 or greater to hit.

DEMON, YEENOGHU

HD 20 AC 25 ML 11 LR 35

SP 60 AP 1 (1) TR C, G, I

ATT [3d6 (1st flail) + paralyze (2nd flail) + confuse (3rd flail)] OR spell

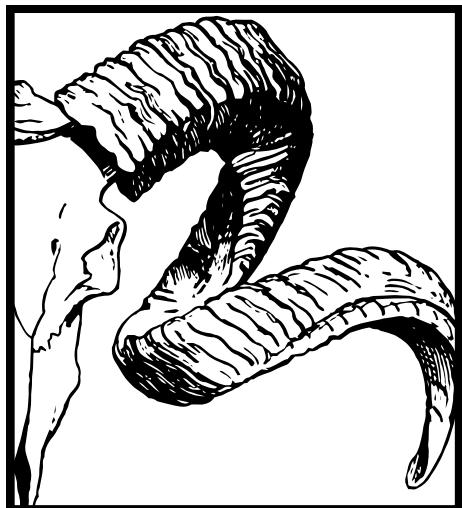
Demon lord of gnolls, homaged by the King of Ghouls. Humanoid with hyena head and putrid yellow hide. Wields a three-headed flail: first flail head deals normal damage, second flail head *paralyzes* (DEX save), and third head *confuses* (INT save). Spells: *magic missile, invisibility, fly, hold person, suggestion, polymorph self, teleport, gate* (80% success, 1d4 Type I). Weapons must be +1 or greater to hit.

Usually accompanied by 66 gnolls and 3d6 ghouls.

DEVIL (MONSTER TYPE)**RES** cold and gas**VUL** holy weapons**IMM** fire and iron weapons**NORMAL** acid, lightning, poison, silver, magic missile

All devils have these abilities: *infravision, cause fear, animate dead, teleportation, telepathy, know alignment, charm person, suggestion, illusion*. Arch-devils can cast the following spells on top of their individual spells: *read magic, read languages, detect magic, detect invisible objects, dispel magic, geas, beguile, rulership, restoration, raise dead fully*, (fulfill another's) wish.

Devil Talisman: A collection of sigils assigned to a devil. The devil is bound to the bearer of the talisman for nine days and cannot hurt her. Greater devils are affected for nine hours. Arch-devils will only perform one task for the bearer. Evil bearers must perform a human sacrifice in order to use the talisman. If bearer is not protected, just studying the talisman creates 10% chance of summon-ing the charm's owner. Speaking the inscribed devil's name always summons that specific fiend.

**DEVIL, ASMODEUS (ARCH-DEVIL)****HD 40 AC 27 ML 12 LR 90****SP 40/80 AP 1 (1) TR I, R, U, V****ATT** rod (melee) + rod (ranged) + gaze + spell

The Overlord of Hell. A strong, keen, and exacting tyrant. Compels all devils to pay him yearly homage. Ruby rod acts as *rod of absorption* and causes *serious wounds*. On command, rod can shoot cone of frost, jet of acid, or bolt of lightning (all act as dragon breath weapons). Gaze causes *fear, weakness, or chill*. Many spells known, including: *pyrotechnics, produce flame, wall of fire, ice storm, wall of ice, continual light, hold person, hold monster, mass charm*. Once per day: *symbol of (pain, insanity, hopelessness), unholy word, summon* (2 lesser devils or 1 greater devil). Weapons must be +3 or greater to hit.

DEVIL, BAALZEBUL (ARCH-DEVIL)**HD 33 AC 25 ML 12 LR 80****SP 30/80 AP 1 (1) TR E, R, V****ATT** 2d6 bite + spell

Lord of Flies, ruler in Hell. A master of beguilement, deception, and swindling. Gaze causes *fear* and *weakness*. Many spells known, includ-ing: *pyrotechnics, produce flame, wall of fire, ice storm, wall of ice, continual light, invis-ibility, shape change, hold person, charm monster*. Once per day: *symbol of (pain, insanity), unholy word, summon* (1d4 horned devils). Weapons must be +3 or greater to hit.

DEVIL, BARBED (LESSER DEVIL)**HD 8 AC 20 ML 10 LR 50****SP 40 AP 1d2 (3d4) TR Nil****ATT** 2d4 claw (x2) + 3d4 tail + spell

Guards of Hell, never surprised. Humanoid covered in toxic barbs. Tail attack has 50% to instill *fear* (DEX save). Spells: *pyrotechnics, produce glame, hold person*. Once per day: *summon* (30% succes: 1 barbed devil).

DEVIL, BONE (LESSER DEVIL)**HD 9 AC 19 ML 10 LR 55****SP 50 AP 1d2 (2d4) TR Nil****ATT** 3d4 hook + 2d4 tail + spell

Torturers of Hell. Large, skeletal humanoids with scorpion tails. Prefer cold to heat. Ultravision 60'. Hook attack has 50% chance to ensnare victim. Tail attack causes 1d4 STR loss (CON save) for 10 rounds. Spells: *fear (5')*, *create illusion, fly, become invisible, detect invisible*. Once per day: *summon* (40% succes: 1 bone devil) and *wall of ice*.

DEVIL, DISPATER (ARCH-DEVIL)**HD 29 AC 22 ML 12 LR 80****SP 50 AP 1 (1) TR Qx10, S****ATT** 4d6 rod + spell

Lord of the Iron City, ruler in Hell. Dwells in a diabolically fantastic palace. Smug, elegant, dressed in ducal robes, and has noticeable cloven left hoof. Rod attacks as double-strength *staff of striking* and can be used as *rod of rulership*. Gaze causes *fear* or *chill*. Many spells known, including: *pyrotechnics, produce flame, wall of fire, light, shape change*. Once per day: *symbol of pain, unholy word, summon* (90% succes: 75% 1d3 erinyes, 25% 1 pit fiend). Weapons must be +2 or greater to hit.

DEVIL, ERINYES (LESSER DEVIL)**HD 6 AC 22 ML 10 LR 20****SP 20/70 AP 1d3 (4d4) TR R**

Winged reaper of souls. Pursues evil people, intending to bring them to hell. Female but can appear as male. Dagger attack causes victim to faint for 1d6 rounds (CON save). Rope attack *entangles*. Gaze causes *fear* (DEX save). Spells: *detect invisible, locate object, invisibility, polymorph self, produce flame*. Once per day: *summon* (25% success: 1 erinyes).



DEVIL, GERYON (ARCH-DEVIL)**HD 26 AC 23 ML 12 LR 70****SP 10/60 AP 1 (1) TR H, R****ATT 3d6 claw (x2) + 2d4 tail + spell**

The Wild Beast, ruler in Hell. Gigantic humanoid with the bottom half of a great snake. Gaze causes *fear*. Many spells known, including: *ice storm*, *wall of ice*, *light*, *invisibility*, *shape change*. Once per day: *symbol of pain*, *unholy word*, *summon* (95% success: 60% 1d2 bone devils, 40% 1 ice devil). Once per week, can blow great bull horn, summoning 5d4 minotaurs. Weapons must be +2 or greater to hit.

DEVIL, HORNED (GREATER DEVIL)**HD 5 AC 25 ML 11 LR 55****SP 30/60 AP 1d2 (1d4) TR I****ATT 1d3 tail + [2d6 fork OR 1d4 whip] + spell**

Watchdogs of Hell (75% wield forks, 25% wield whips). Winged and horned humanoids. Whip attack stuns victim for number of rounds equal to the damage roll (INT save). Tail attack causes bleeding wound (lose 1 hp/turn). Spells:

pyrotechnics, *produce flame*, *ESP*, *detect magic*, *illusion*. Once per day: *summon* (50% success: 1 horned devil) and *wall of fire* (3d8 fire damage). Weapons must be +1 or greater to hit.

DEVIL, ICE (GREATER DEVIL)**HD 11 AC 24 ML 11 LR 60****SP 20 AP 1 (1d4) TR Q, R****ATT 1d4 claw (x2) + 2d4 bite + 3d4 tail + [2d6 spear OR spell]**

Tyrants of Hell. Bipedal insectoids with bulbous eyes. Ultravision 60'. Willingly attack and torment creatures with their natural weapons. 25% wield spears. Spells: *fly*, *wall of ice*, *detect magic*, *detect invisible*, *polymorph self*. Once per day: *gate* (60% success: 70% 2 bone devils, 30% 1 ice devil) and *ice storm*. Regenerate 1 hp/ round. Weapons must be +2 or greater to hit.

DEVIL, LEMURE**HD 3 AC 13 ML 8 LR 100****SP 10 AP 0 (3d10) TR Nil****ATT 1d3 claw**

Souls only found in Hell. Will attack any non-devil they see. Regenerate 1 hp/round. Only destroyed by blessed objects. Unaffected by *sleep*, *charm*, or similar. Made into wraiths or spectres.

DEVIL, PIT FIEND (GREATER DEVIL)**HD 13 AC 23 ML 11 LR 65****SP 20/50 AP 1 (1d3) TR J, R**

Scourge of Hell, personal servants of Asmodeus. Hulking humanoids with massive fangs and huge wings. Tail attack holds and constricts for 2d4/turn. Spells: *pyrotechnics*, *produce flame*, *wall of fire*, *detect magic*, *detect invisible*, *polymorph self*, *hold person*. Once per day: *symbol of pain* and *summon* (70% success: 60% 1d3 barbed devils, 40% 1 pit fiend). Regenerate 2 HP/round. Weapons must be +2 or greater to hit.

DINOSAUR (MONSTER TYPE)

All dinosaurs are driven by the desire for food and survival.

Herbivores are constant devourers, mostly ignoring non-food but are fierce defenders and able to start deadly stampedes.

Marine types are known to upset ships to eat the food on-board.

Land carnivores will ravenously hunt down anything edible.

DINOSAUR, ANATOSAURUS**HD 12 AC 15 ML 6 LR Nil****SP 40 AP 0 (2d6) TR Nil****ATT 1d4 tail**

Massive, skiddish duck-billed herbivore.

DINOSAUR, ANKYLOSAURUS**HD 9 AC 20 ML 8 LR Nil****SP 20 AP 0 (1d4) TR Nil****ATT 3d6 tail**

Huge, armoured armadillo-like herbivore.

DINOSAUR, ANTRODEMUS**HD 15 AC 15 ML 10 LR Nil****SP 50 AP 0 (1d2) TR Nil****ATT 1d4 claw (x2) + 4d6 bite**

Large, fast carnivore with a fatal bite.

DINOSAUR, APATOSAURUS**HD 30 AC 15 ML 9 LR Nil****SP 20 AP 0 (1d6) TR Nil****ATT 3d6 tail OR 4d10 stomp**

Gargantuan marsh-dwelling herbivore.

DINOSAUR, ARCHELON ISCHYRAS**HD 7 AC 17 ML 8 LR Nil****SP 10//50 AP 0 (1d4) TR Nil****ATT 3d4 bite**

Big, shell-encased marine reptile.

DINOSAUR, BRACHIOSAURUS**HD 36 AC 15 ML 9 LR Nil****SP 20 AP 0 (1d6) TR Nil****ATT 5d4 tail OR 8d10 stomp**

Largest and heaviest of all swamp-dwelling herbivores. Seeks warm waters.

DINOSAUR, CAMARASAURUS**HD 20 AC 14 ML 8 LR Nil****SP 20 AP 0 (2d4) TR Nil****ATT 3d4 tail OR 3d10 stomp**

Smallest of the swamp-dwelling herbivores, but still huge.

**DINOSAUR, CERATOSAURUS****HD 8 AC 15 ML 8 LR Nil****SP 50 AP 0 (1d4) TR Nil****ATT 1d6 claw (x2) + 4d4 bite**

Large, horn-nosed semi-bipedal carnivore.

DINOSAUR, CETIOSAURUS**HD 24 AC 14 ML 9 LR Nil****SP 30 AP 0 (1d4) TR Nil****ATT 3d6 tail OR 4d10 stomp**

Humongous, marsh-dwelling herbivore.

DINOSAUR, DINICHTYS**HD 10 AC 13 ML 9 LR Nil****SP 0//70 AP 0 (1d4) TR Nil****ATT 5d4 bite**

Long, terrible fish. On a critical hit, can swallow a man-sized creature.

DINOSAUR, DIPLODOCUS**HD 24 AC 14 ML 8 LR Nil****SP 20 AP 0 (1d6) TR Nil****ATT 3d6 tail OR 3d10 stomp**

Lumbering, semi-aquatic herbivore.

DINOSAUR, ELASMOSAURUS**HD 15 AC 13 ML 9 LR Nil****SP 0//40 AP 0 (1d2) TR Nil****ATT 4d6 bite**

Massive, long-necked aquatic carnivore.

DINOSAUR, GORGOSAURUS**HD 13 AC 15 ML 10 LR Nil****SP 40 AP 0 (1d2) TR Nil****ATT 1d3 claw + 1d3 claw + 5d6 bite**

Fast-moving, vicious bipedal carnivore.

DINOSAUR, IGUANADON**HD 6 AC 16 ML 7 LR Nil****SP 50 AP 0 (3d6) TR Nil****ATT 1d3 claw (x2) + 2d4 bite**

Bipedal herbivore, attacks only if cornered.

DINOSAUR, LAMBEOSAURUS**HD 12 AC 14 ML 7 LR Nil****SP 40 AP 0 (2d8) TR Nil****ATT 2d6 tail**

Quadrupedal herbivore with a bony head crest. Good sight, smelling, and hearing.

DINOSAUR, MEGLOSAURUS**HD 12 AC 15 ML 9 LR Nil****SP 40 AP 0 (1d2) TR Nil****ATT 3d6 bite**

Long-jawed, ever-hunting carnivore.

DINOSAUR, MONOCLONIUS**HD 8 AC 16 ML 8 LR Nil****SP 20 AP 0 (2d6) TR Nil****ATT 2d8 charge**

Thick-skinned, aggressive herbivore. Skull is thick, wide, and flat.

DINOSAUR, MOSASAURUS**HD 12 AC 13 ML 9 LR Nil****SP 10//50 AP 0 (1d3) TR Nil****ATT 4d8 bite**

Massive, shark-like carnivore with four leg-like fins. Will eat anything that swims.

DINOSAUR, PALEOSCINCUS**HD 9 AC 23 ML 8 LR Nil****SP 10 AP 0 (1d4) TR Nil****ATT 2d6 tail**

Shambling, spike-crested quadruped. Low to the ground and covered in thick scales.

DINOSAUR, PENTACERATOPS**HD 12 AC 16 ML 8 LR Nil****SP 30 AP 0 (2d6) TR Nil****ATT 1d6 horns OR 2d10 trample**

Five-horned, aggressive herbivore. Skull is thick, wide, and flat.

DINOSAUR, PLATEOSAURUS**HD 8 AC 15 ML 5 LR Nil****SP 40 AP 0 (5d4) TR Nil****ATT none**

Bipedal, long-necked herbivore. Herd animal prone to panicking.

DINOSAUR, PLESIOSAURUS**HD 20 AC 13 ML 9 LR Nil****SP 0//50 AP 0 (1d3) TR Nil****ATT 2d6 flipper (x2) + 5d4 bite**

Aquatic carnivore with a turtle's body and a snake-like head.

DINOSAUR, PTERANODON**HD 3 AC 13 ML 9 LR Nil****SP 10/50 AP 0 (3d6) TR Nil****ATT 2d4 beak**

Beaked, flying reptiles. Spears victims with beak, particularly diving for marine prey.

DINOSAUR, STEGOSAURUS**HD 18 AC 16 ML 7 LR Nil****SP 20 AP 0 (2d4) TR Nil****ATT 5d4 tail**

Crest-backed, quadrupedal herbivore. Often turns around, swinging its large tail.

DINOSAUR, STYRACOSAURUS**HD 10 AC 17 ML 8 LR Nil****SP 20 AP 0 (2d4) TR Nil****ATT [2d8 horn + 2d6 frills] OR 2d8 stomp**
Many-horned, aggressive herbivore. Skull is thick, wide, and flat.**DINOSAUR, TERATOSAURUS****HD 10 AC 15 ML 10 LR Nil****SP 60 AP 0 (1d3) TR Nil****ATT 1d3 claw (x2) + 3d6 bite**

Ferocious, low-postured carnivore. Only hunts on dry lands.

DINOSAUR, TRICERATOPS**HD 16 AC 16 ML 8 LR Nil****SP 30 AP 0 (2d4) TR Nil****ATT [1d8 bite + 2d12 horns] OR 2d8 stomp**
Ferocious, low-postured carnivore. Only hunts on dry lands.**DINOSAUR, TYRANNOSAURUS REX****HD 18 AC 15 ML 11 LR Nil****SP 50 AP 0 (1d2) TR Nil****ATT 1d6 claw (x2) + 5d8 bite**

The king of carnivores. Bipedal with large claws and a huge head. On a critical hit, can swallow a man-sized creature.

DISLOCATOR BEAST**HD 6 AC 16 ML 9 LR 25****SP 30 AP 1d4 (2d4) TR D****ATT 2d4 claw (x2)**

Large feline with barbed tentacles. Always appears to be adjacent to actual position. Resistant to magic. Hates blink hounds.

DJINNI**HD 7 AC 16 ML 12 LR Nil****SP 30/80 AP 1 (1) TR Nil****ATT 2d8 slam**Smoke-wreathed humanoid with opalescent skin. Resident of aerial plane. Once per day: *create food*, *create water*, *create soft goods/wooden items*, *create metal items*, *create illusion*, *become invisible*, *gaseous form*, *wind walk*, or *whirlwind* (2d6, kills 1 HD creatures). Can carry 60 slots of items.**DOG, WAR****HD 2 AC 14 ML 8 LR Nil****SP 40 AP 1d6 (2d4) TR Nil****ATT 2d4 bite**

Large, loyal, and relentless on the attack. Armoured with leather and spiked collar.

DOG, WILD**HD 1 AC 13 ML 7 LR Nil****SP 50 AP 1d8 (4d4) TR Nil****ATT 1d4 bite**

Feral pack dog. Only attacks when hungry.

DOLPHIN**HD 2 AC 15 ML 7 LR Nil****SP 0//100 AP 0 (2d10) TR Nil****ATT 2d4 ram**

Intelligent aquatic mammal. For every 10, 1d4 swordfish and 1d4 narwhals. Helps humans in distress. Hates sharks.

DOPPELGANGER**HD 4 AC 15 ML 8 LR 20****SP 30 AP 3d4 (3d4) TR E****ATT 1d12 claw**

Two-legged, mutating creature. Can detect thoughts and imitate with high accuracy. Advantage against enchantments.



DRAGON (MONSTER TYPE)***RES*** all dragon breath attacks***VUL*** nil***IMM*** to their own breath attacks***NORMAL*** nil**All dragons have** these abilities:infravision 60', excellent sight, smell, and hearing, *detect hidden* or *invisible creatures* (within 5'/level).**Breath Weapon:** Up to 3 times/day, damage equal to current hp (DEX save halves), and shapes are:

- Cloud - 40' long, 40' wide, 20' tall
- Cone - 5' wide at mouth, 20' wide at target, length varies
- Line - 5' wide along entire length, length varies

Dragon Aura: Fear aura (adults and older)

- Creatures not trained for war will flee
- Creatures with less than 3 HD make INT save or paralyze/flee (50%/50%)
- Creatures with 3 HD to 5 HD make INT save or fight with -1 to HD
- Creatures with 6 HD or higher ignore the aura's effect

Age Range (AR): Hit Points per HD:

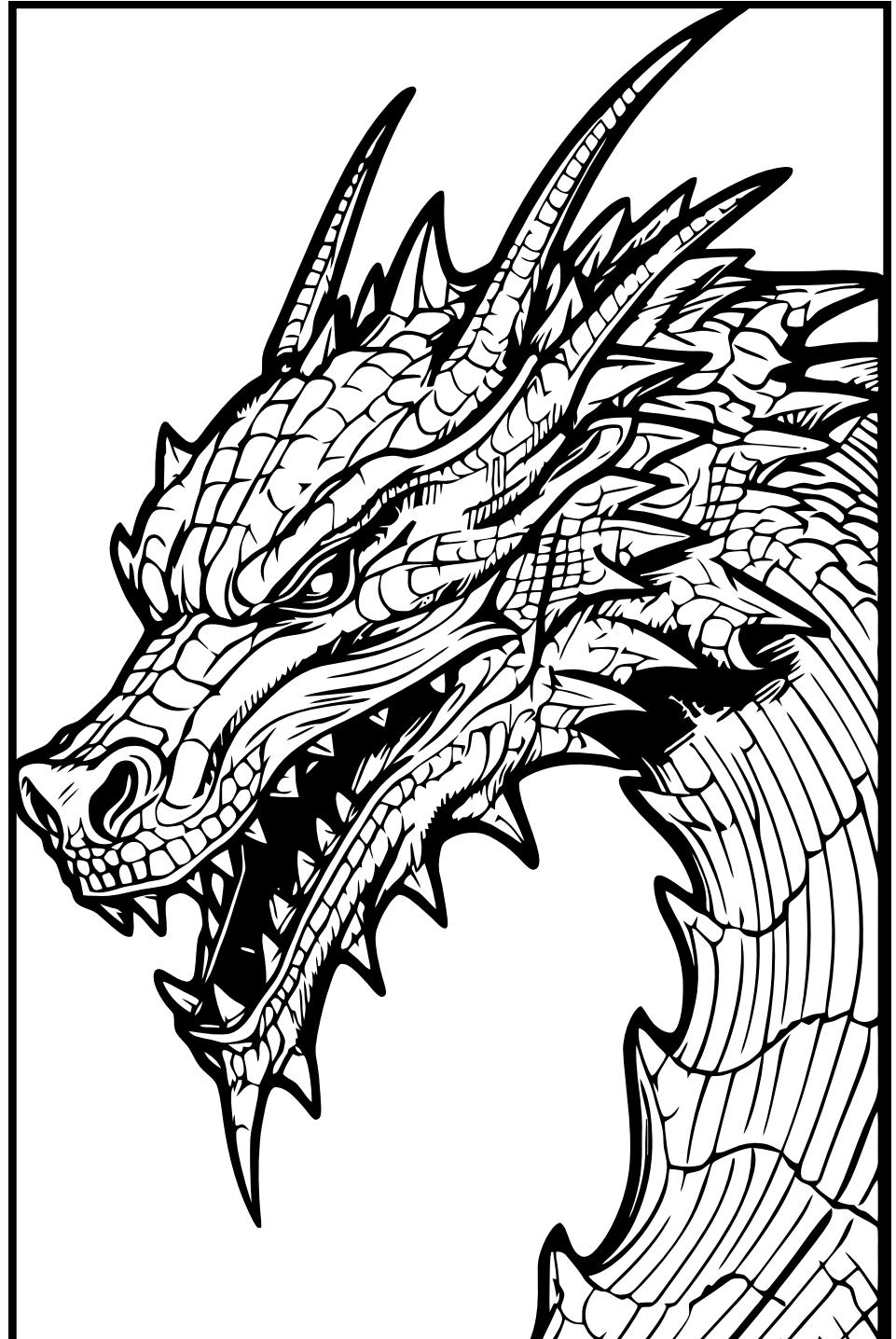
1. Very young	1-5 years	1 HP
2. Young	6-15 years	2 HP
3. Sub-adult	16-25 years	3 HP
4. Young adult	26-50 years	4 HP
5. Adult	51-100 years	5 HP
6. Old	101-200 years	6 HP
7. Very old	201-400 years	7 HP
8. Ancient	401+ years	8 HP

NOTE: AC number is used for spellcasting.

Treasure: Younger dragons will have less treasure than older dragons. After determining the dragon's treasure roll result, apply a percentage, such as 100% for ancient, 90% for very old, 80% for old, etc.**Sleeping:** If a dragon is sleeping, the intruders may sneak through its lair or make one attack with advantage. If any noise (talking, yelling, spellcasting, forcing doors, etc.) is made, the dragon will wake.

Subduing: Players can decide to deliver non-lethal damage in order to subdue. This non-lethal damage is recorded, but does not effect the dragon's actual hp. At the end of each combat round, the DM rolls the Hit Dice of the dragon. If the number is equal to or less the amount of non-lethal damage, the dragon becomes subdued. Subdued dragons can be sold or ridden. They will try to escape or attack their captor if the opportunity arises or if their captor mistreats them. If a dragon's alignment is at odds with their captor, they will be particularly ornery and try to escape/attack much sooner.

Alignment: Typically, all *chromatic* dragons (black, blue, green, red, white) are chaotic- or evil-aligned and all *metallic* dragons (brass, bronze, copper, gold, platinum, silver) are lawful- or good-aligned.

DRAGON, BLACK**HD 7 AC 17 ML 8 LR 30****SP 30/90 AP 1d4 (1d4) TR H
ATT 1d4 claw + 1d4 claw + 2d10 bite + [breath (line) OR spell]**Baleful haunt of the fetid swamp. Line of acid is 40' long.
Speaking: 30% chance
Spells: 10% chance (L1 spells equal to AR)
Sleeping: 50% chance**DRAGON, BLUE****HD 9 AC 18 ML 9 LR 50****SP 30/90 AP 1d4 (1d4) TR H, S
ATT 1d6 claw + 1d6 claw + 3d8 bite + [breath (line) OR spell]**Azure keeper of the pale-gold dunes. Line of lightning is 60' long.
Speaking: 60% chance
Spells: 30% chance (spellcaster L is equal to AR; 1d4+AR random spells)
Sleeping: 30% chance

DRAGON, BRASS

HD 7 AC 18 ML 8 LR 25

SP 40/80 AP 1d4 (1d4) TR H

ATT 1d4 claw + 1d4 claw + 4d4 bite OR [breath (cone/cloud) OR spell]

Regal inhabitant of the sand-blown waste. Cone of *sleep* gas is 40' long. Cloud is *fear* gas.

Speaking: 30% chance

Spells: 30% chance (L1 spell at each odd-numbered AR, L2 spell at each even-numbered AR)

Sleeping: 50% chance

DRAGON, BRONZE

HD 9 AC 20 ML 9 LR 45

SP 30/80 AP 1d4 (1d4) TR H, S, T

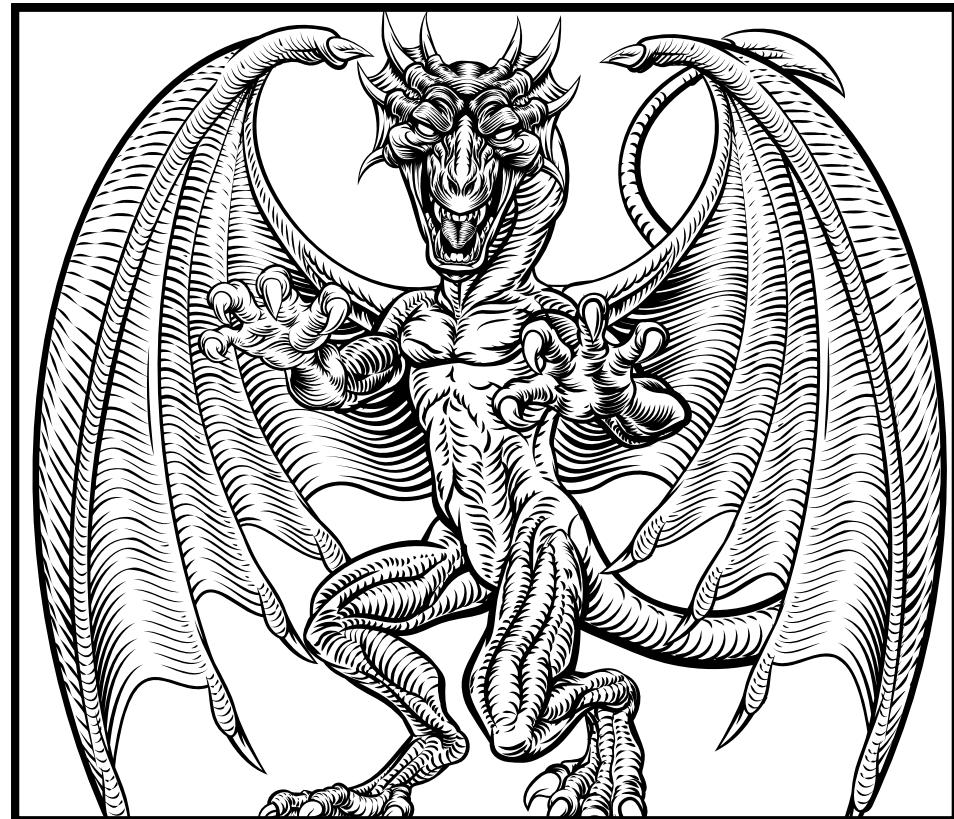
ATT 1d6 claw + 1d6 claw + 4d6 bite + [breath (line/cloud) OR spell]

Benevolent sentinel of marine caverns and coves. Line is lightning bolt 60' long. Cloud is *repulsion* gas.

Speaking: 60% chance

Spells: 60% chance (two L1 spells for AR 1-2, two L2 spells for AR 3-4, two L3 spells for AR 5-6, two L4 spells for AR 7-8; spells cumulate as dragons age; older dragons retain their lower level spells)

Sleeping: 25% chance

**DRAGON, CHROMATIC (TIAMAT)**

HD 16 AC 20 ML 12 LR 90

SP 20/60 AP 1 (1) TR H (100%), S, T, U

ATT white 2d8 bite/breath/spell + black 3d6 bite/breath/spell + green 2d10 claw/breath/spell + blue 3d8

bite/breath/spell + red 3d10

bite/breath/spell + 1d6 sting

Draconic queen of the Nine Hells' first plane. Has five heads: white, black, green, blue, and red. *White* breath is cone of frost 40' long. *Black* breath is line of acid 40' long. *Green* breath is cloud of poison. *Blue* breath is a line of lightning 60' long. *Red* breath is a cone of fire 60' long. Each head has 16 hp and regenerates in 24 hours. If she takes more than 48 hp, she is dispelled to Hell, or slain (if fought in Hell). Her lair is guarded by one *adult* dragon of each *chromatic* type, all able to speak and use applicable spells.

Speaking: 100% chance

Spells: 100% chance (*white* two L1 spells, *black* two L2 spells, *green* two L3 spells, *blue* two L4 spells, *red* two L5 spells)

Sleeping: 25% chance

DRAGON, COPPER

HD 8 AC 19 ML 9 LR 35

SP 30/80 AP 1d4 (1d4) TR H, S

ATT 1d4 claw + 1d4 claw + 5d4 bite + [breath (line/cloud) OR spell]

Self-interested denizen of remote caves in dry, craggy heights. Line of acid is 40' long. Cloud is *slowing* gas (creatures move at half movement speed for 6 rounds).

Speaking: 45% chance

Spells: 40% chance (two L1 spells for AR 1-3, two L2 spells for AR 4-6, two L3 spells for AR 7-8; spells are cumulative as dragons age and older dragons still have their lower level spells)

Sleeping: 40% chance

DRAGON, GOLD

HD 11 AC 22 ML 10 LR 65

SP 40/100 AP 1d3 (1d3) TR H, R, S, T

ATT 1d8 claw + 1d8 claw + 6d6 bite + [breath (cone/cloud) OR spell]

Judicial prince of mountain halls and abandoned castles. Known for their honour and good will. May *polymorph* at will, often appearing as a human or animal. Cone of fire is 60' long. Cloud is poison gas.

Speaking: 90% chance

Spells: 100% chance (two L1 spells for AC 1-2, two L2 spells for AR 3-4, two L3 spells for AR 5, two L4 spells for AR 6, two L5 spells for AR 7, two L6 spells for AR 8; spells are cumulative as dragons age and older dragons still have their lower level spells)

Sleeping: 10% chance

DRAGON, GREEN

HD 8 AC 18 ML 9 LR 40

SP 30/80 AP 1d4 (1d4) TR H

ATT 1d6 claw + 1d6 claw + 2d10 bite + [breath (cloud) OR spell]

Corrupted dweller of the decaying forest.

Cloud is chlorine gas.

Speaking: 45% chance

Spells: 20% chance (two L1 spells for AR 1-4, two L2 spells for AR 5-8; spells are cumulative as dragons age and older dragons still have their lower level spells)

Sleeping: 40% chance



DRAGON, PLATINUM (BAHAMUT)

HD 21 AC 23 ML 12 LR 75

SP 30/100 AP 1 (1) TR H (100%), I, R, S, T, V
ATT 2d6 claw + 2d6 claw + 6d8 bite + [breath (cone/cloud/sonic) OR spell]

Draconic king of the East Wind palace, a mighty and hidden stronghold. May *polymorph* at will. Cone of frost is 60' long. Cloud is gas forcing creatures to undergo *gaseous form* for 12 rounds. Sonic burst disintegrates up to 150 hp worth of creatures. All saves against Bahamut's breath attacks are made with disadvantage. He is accompanied (90%) by seven *ancient* gold dragons, his advisors and guards.

Speaking: 100% chance

Spells: 100% chance (21 spells from L1-L7, three from each spell level)

Sleeping: 5% chance

DRAGON, RED

HD 10 AC 21 ML 10 LR 60

SP 30/80 AP 1d4 (1d4) TR H, S, T

ATT 1d8 claw + 1d8 claw + 3d10 bite + [breath (cone) OR spell]

Fearsome lord of the dungeon and keeper of treasure hoards. Cone of fire is 60' long. Speaking: 75% chance

Spells: 40% chance (two L1 spells for AR 1-2, two L2 spells for AR 3-4, two L3 spells for AR 5-6; two L4 spells for AR 7-8; spells are cumulative as dragons age and older dragons still have their lower level spells)

Sleeping: 20% chance



DRAGON, SILVER

HD 10 AC 21 ML 10 LR 55

SP 30/80 AP 1d4 (1d4) TR H, T
ATT 1d6 claw + 1d6 claw + 5d6 bite + [breath (cone/cloud) OR spell]

Splendid prince of the clouded heights. Cone of frost is 60' long. Cloud is *paralyzing* gas. May *polymorph* at will, often appearing as a human or animal.

Speaking: 75% chance

Spells: 75% chance (two L1 and two L2 spells for AR 1-2, one L3 spells for AR 3-4, one L4 spell for AR 5-6; one L5 spell for AR 7-8; spells are cumulative as dragons age and older dragons still have their lower level spells)

Sleeping: 15% chance

DRAGON, WHITE

HD 6 AC 17 ML 8 LR 20

SP 40/100 AP 1d4 (1d4) TR E, O, S

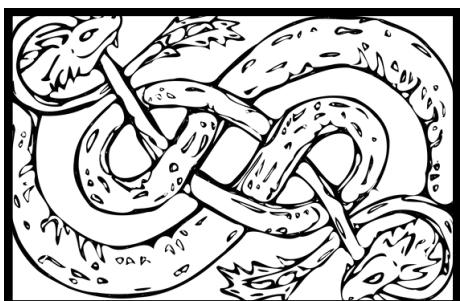
ATT 1d4 claw + 1d4 claw + 2d8 bite OR breath (cone) OR spell

Noble watcher of the ice-locked hinterlands. Cone of frost is 40' long.

Speaking: 20% chance

Spells: 5% chance (one L1 spell gained at each even-numbered AR)

Sleeping: 60% chance



DRAGONNE

HD 9 AC 19 ML 9 LR 40

SP 50/30 AP 1 (1) TR B, S, T

ATT 1d8 claw + 1d8 claw + 3d6 bite + roar
Brass dragon and giant lion hybrid. Roar instills *weakness* to all within 40' (CON save). All within 10' are deafened. Lasts for 2d6 rounds. Speak the languages of brass dragons and sphinxes.

DRAGON TURTLE

HD 13 AC 20 ML 10 LR 5

SP 10//30 AP 0 (1) TR B, R, S, T, V
ATT 2d6 claw + 2d6 claw + 4d8 bite + breath (cloud)

Breath attack of steam is 40' long, 40' wide, 20' tall. Deals damage equal to dragon turtle's current hp (DEX save halves). When surfacing underneath a ship, capsize chance is 95% for small vessels and 50% for large. They speak their own language.

DRIVER ANT

HD 4 AC 16 ML 7 (12) LR 10

SP 60 AP 2d4 (4d6) TR J, K, M, Q

ATT 2d6 bite

Giant ant as long as a man is tall. Before it attacks, the ant's morale is 7. After its first attack, morale increase to 12. 30% chance lair will contain 1d10 x 1000 gp.

DRYAD

HD 2 AC 11 ML 6 LR 10

SP 40 AP 1d4 (1d6) TR Mx100, Qx10

ATT 1d6 dagger OR charm

Alluring tree spirit, never moving far from their mother tree. 4-in-6 chance she can walk into any tree and return to mother. If mother dies, dryad dies and drops a seed.

DWARF

HD 1 (3) AC 16 (18) ML 8 (10) LR 50

SP 20 AP 1d8 (4d100) TR Mx5 (G, Qx20, R)

ATT 1d8 axe/crossbow (1d10 greathammer)
Stocky, short creature. Well-armed, well-armoured, and carrying a collection of mining equipment. Resistant to magic and poison. Infravision at 60'. Advantage on all checks relating to dungeoneering. Lair is underground: 60% guarded by 5d4 wolves (25%) or 2d4 brown bears (75%). Every 50, there is a leader. Every 150, a cleric and a fighter (low-level). Every 300, two fighters (mid-level), a cleric/fighter (high-level), and two cleric/fighters (low-level).

AGLE, GIANT

HD 4 AC 13 ML 9 LR 20

SP 10/160 AP 0 (1d20)
TR Q, C (magic only)

ATT 1d6 claw + 1d6 claw + 2d12 beak
Intelligent-eyed mammoth birds. Diving at least 50' swaps the above attacks with 2 x 2d12 claw attacks with advantage. 10 slots. Telepathic. Eggs go for 500-800 gp.

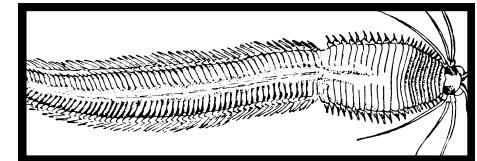
EAR SEEKER

HD 1 (1 HP) AC 11 ML 3 LR 90

SP 5 AP 1d4 (1d4) TR Nil

ATT burrow

Small bug which burrows into ears to lay its eggs (4d4). Eggs hatch in 4d6 hours and eat host's brain (*cure disease* prevents).



EEL, ELECTRIC

HD 2 AC 11 ML 6 LR Nil

SP 0//40 AP 1d3 (1d3) TR Nil

ATT 1d3 bite or jolt

Electrogenetic water serpent. Jolt's max radius is 15'. Jolt deals Xd8 damage, where X is how far the target is, in 5' increments, from the eel (eg. 2d6 if 10' away)

EEL, GIANT

HD 5 AC 14 ML 7 LR Nil

SP 0//30 AP 1d4 (1d4) TR Nil

ATT 3d6 bite

Vicious water serpent with needle-like teeth. Meat can be nutritious and plentiful.

EEL, WEED

HD 1 AC 12 ML 5 LR 100

SP 0//50 AP 1d6 (6d10) TR O, P, R

ATT poison bite

Camouflaged water serpent found in seaweed patches. Bite causes death (CON save negates). Only attacks to defend lair.

EFREETI

HD 10 AC 18 ML 12 LR Nil
SP 30/80 AP 1 (1) TR Nil
ATT 3d8 slam

Smoke-wreathed being with bronzed skin. Native to the elemental plane of fire; enemy of the djinn. If summoned by another creature, will serve them for 1,001 days or grant three wishes. Produce *flame* or *pyrotechnics* at will. Once per day, at will: *become invisible*, *assume gaseous form*, *detect magic*, *enlarge*, *polymorph self*, *create illusion* (visual and audial without concentration). Immunity to non-magic fire attacks. Can carry up to 75 slots of items.

ELEMENTAL, AIR

HD 8 AC 18 ML 10 LR Nil
SP 120/120 AP 1 (1) TR Nil

ATT 2d10 burst OR 2d8 whirlwind
 Spinning manifestation of the gale. Use a full turn to become a whirlwind: creatures under 3 HD caught inside save vs death.

ELEMENTAL, EARTH

HD 8 AC 18 ML 10 LR Nil
SP 20 AP 1 (1) TR Nil

ATT 4d8 slam
 Dominant display of earthly appendages. Vulnerable to large amounts of water. Double damage against buildings or walls.

ELEMENTAL, FIRE

HD 8 AC 18 ML 10 LR Nil
SP 40 AP 1 (1) TR Nil

ATT 3d8 flare
 Frightening column of writhing flames. Vulnerable to large amounts of water. 2-in-6 chance to torch nearby flammables.

ELEMENTAL, WATER

HD 8 AC 18 ML 10 LR Nil
SP 30//60 AP 1 (1) TR Nil

ATT 5d6 jet
 Magically standing and coalescing wave. Must stay near water source and receive 1 point damage/round for every 10' distant.

ELEPHANT, ASIATIC

HD 10 AC 14 ML 7 LR Nil
SP 40 AP 0 (1d20) TR See below
ATT 2d6 gore (x2) + 2d6 stomp (x2) + 2d6 constrict

Huge quadruped with tusks. Can be trained to carry equipment and/or men. Tusks are valued at 1d6 x 100 gp each.

ELEPHANT, AFRICAN

HD 11 AC 14 ML 9 LR Nil
SP 50 AP 0 (1d12) TR See below
ATT 2d8 gore (x2) + 2d6 stomp (x2) + 2d6 constrict

Larger and fiercer than the Asiatic. Can be trained to carry equipment and/or men. Tusks are valued at 1d6 x 100 gp each.

ELF

HD 1 (2) AC 15 (17) ML 8 (10) LR 10
SP 40 AP 1d4 (2d100) TR N (G, S, T)
ATT 1d8 sword/bow (1d10 greatsword)

Lithe humanoid with pointed ears. Moves silently in forest or meadow, invisible amongst foliage, surprising on 4-in-6. Resistant to *charm* and *sleep* spells. 2-in-6 chance of spotting secret and/or hidden doors. Infravision 60'. Makes its homes in remote woods: 65% guarded by 2d6 giant eagles. For every 20, one leader (with magic item). Every 40, a magic-user (low-level). Every 100, three fighter/magic-users (mid-level) and a fighter/magic-user/cleric (mid-level). Every 150, a fighter/magic-user (high-level) and a fighter/magic-user/cleric (high-level), both with retainers.

ETTIN

HD 10 AC 17 ML 10 LR 20
SP 40 AP 1d4 (1d6) TR O, C (Y)
ATT 2d8 club (left) + 3d6 club (right)
 Huge, bicephalous humanoids who stalk the night. If one head is sleeping, other is awake; hard to surprise. Both like to argue.

EYE, FLOATING

HD 1 (1d4 HP) AC 11 ML 7 LR Nil
SP 100 AP 0 (1d12) TR Nil

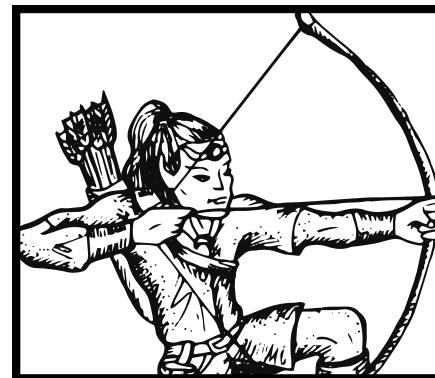
ATT hypnotize

Translucent fish with one, large eye. Any creature that looks at the eye must CON save or become *paralyzed*.

EYE OF THE DEEP

HD 11 AC 15 ML 8 LR 20
SP 0//20 AP 0 (1) TR R
ATT 2d4 pincer + 2d4 pincer + 1d6 bite + central eye + small eyes

Large aquatic-dwelling aberration with one large eye, two small eyes, and two pincers. Central eye flashes and stuns for 2d4 (DEX save negates). Two small eyes together create *illusion* or independently cast *hold person* and *hold monster*.

**ERRET, GIANT**

HD 1 AC 14 ML 8 LR 5
SP 50 AP 1d8 (1d12) TR Nil
ATT 1d8 bite

Voracious hunter of rats and snakes. Are fickle and known to turn on handlers.

FLIGHTLESS BIRD

HD 2 AC 13 ML 7 LR Nil
SP 60 AP 0 (2d10) TR Nil
ATT 1d4 peck OR 2d4 kick
 Long-legged, oversized birds with skittish behaviour. Unable to fly but fast sprinters.

FROG, GIANT

HD 2 AC 13 ML 7 LR Nil
SP 10//30 AP 1d6 (5d8) TR Nil
ATT 1d6 tongue + (swallow)

Massive amphibian. Can jump up to 60' to attack. Tongue has 10' reach. Any creature hit by tongue has opportunity to strike it. If strike succeeds, frog will retract tongue and not use it again. If creature is swallowed, they have three chances to escape.

FROG, KILLER

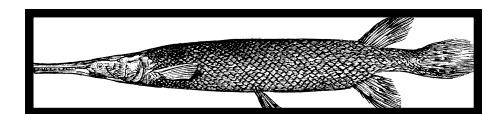
HD 1 AC 12 ML 7 LR Nil
SP 20//40 AP 1d4 (3d6) TR Nil
ATT 1d2 talon + 1d2 talon + 1d4 bite
 Cannibalistic amphibian with a penchant for frog as well as human flesh.

FROG, POISONOUS

HD 1 AC 12 ML 7 LR Nil
SP 10//30 AP 1d4 (2d6) TR Nil
ATT 1 poison
 Venomous amphibian. Attack only deals one point of damage and delivers weak poison (CON save with advantage).

FUNGI, VIOLET

HD 3 AC 13 ML 10 LR Nil
SP 5 AP 1d4 (1d6) TR Nil
ATT branch
 Small mycelic growth with 1-4 branches. Each branch causes flesh rot on a hit (CON vs poison). Often found near shriekers.

**GAR, GIANT**

HD 8 AC 17 ML 9 LR Nil
SP //100 AP 0 (1d6) TR Nil
ATT 5d4 bite

Long, toothy-jawed fish. On a critical, swallow human-sized prey whole. Prey has 5% chance per melee round of dying while inside. If prey inflicts 25% of gar's hp, they rupture stomach and escape.

GARGOYLE

HD 4 AC 15 ML 11 LR 20
SP 30/50 AP 2d4 (2d8) TR Mx10 (C)
ATT 1d4 claw + 1d4 claw + 1d6 bite
This lithic fiend loves to torture the helpless. Found in the upper recesses of stony ruins. Attacks when least expected.

GAS SPORE

HD 1 [1 hp] AC 11 ML 11 LR Nil
SP 10 AP 1d3 (1d3) TR Nil
ATT incubate + 6d6 explosion
Bulbous creature with a false eye. 5-in-6 mistaken for a beholding eye. Touch attack incubates victim, spawns 2d4 spores in a day. If hit, explodes violently (DEX save).

GELATINOUS CUBE

HD 4 AC 12 ML 12 LR Nil
SP 20 AP 1 (0) TR J-N, Q, 1d4 misc.
ATT *paralyzation* (+ 2d4 digest)
Large jelly scavenger. Touch paralyzes (CON save) for 2d4 rounds. Surrounds victim and digests. Surprises on 3-in-6.

GHAST

HD 4 AC 16 ML 10 LR 10
SP 50 AP 1d6 (2d4) TR B, Q, R, S, T
ATT 1d4 claw + 1d4 claw + 1d8 bite
Stenching undead. All in 10' radius start to vomit, gaining disadvantage on attacks (CON save). Touch causes *paralyzation* (CON save). Vulnerable to cold iron. Often found with groups of ghouls.

HOST

HD 10 AC 12 (20) ML 10 LR 25
SP 30 AP 1 (1) TR E, S
ATT *magic jar* + (touch)
Spirit of an evil being. On sight, humanoid beings age ten years and flee for 2d6 turns (INT save). *Magic jar* traps being inside container. Only harmed by ethereal beings or weapons, until materialized. Once material, gains AC 20 and touch attack (ages creature 10-40% of their lifetime).

GHOUL

HD 2 AC 14 ML 9 LR 20
SP 30 AP 1d10 (2d12) TR B, T
ATT 1d3 claw + 1d3 claw + 1d6 bite
Obscene, feral undead. Cunning hunter. Touch causes paralysis (CON save). If killed by ghoul, become one unless *blessed*.



GIANT, CLOUD

HD 12 AC 18 ML 10 LR 40
SP 50 AP 1d2 (1d6) TR E, Qx5
ATT 6d6 club + 2d12 hurl
Robed giant with blue skin. Surprised only on 1-in-6. Hurls rocks from 80', can catch stone missiles (60%). Lair in mountain castles. Keeps 1d4 spotted lions as guards.

GIANT, FIRE

HD 11 AC 17 ML 9 LR 35
SP 40 AP 1d3 (1d8) TR E
ATT 5d6 sword + 2d10 hurl
Armoured giant with red skin. Hurls rocks from 80', can catch stone missiles (50%). Immune to fire. Lair near volcanoes. Keeps 1d4 hellhounds as guards.

GIANT, FROST

HD 10 AC 16 ML 9 LR 30
SP 40 AP 1d3 (1d8) TR E
ATT 4d6 axe + 2d10 hurl
Helmed giant with pale skin. Immune to cold. Hurls rocks from 80', can catch stone missiles (40%). Lair near glaciers. Keeps 1d6 winter wolves as guards.

GIANT, HILL

HD 8 AC 16 ML 8 LR 25
SP 40 AP 1d3 (1d10) TR D
ATT 2d8 club + 2d8 hurl
Crude giant with hairy skin. Hurls rocks from 80', can catch stone missiles (30%). Lair underground. 50% likely to keep 2d4 dire wolves, 1d3 giant lizards, or 2d4 ogres.

GIANT, STONE

HD 9 AC 20 ML 8 LR 30
SP 40 AP 1d3 (1d8) TR D
ATT 3d6 club + 3d10 hurl
Ruddy giant with crag-like skin. Hurls rocks from 100', can catch stone missiles (90%). Lair in cavern. 75% likely to keeps 1d4 cave bears as guards.

GIANT, STORM

HD 15 AC 19 ML 9 LR 55
SP 50 AP 1d2 (1d4) TR E, Qx10, S
ATT 7d6 club + 8d8 bolt
Mystical giant with glowing skin. Bolt once per day. *Levitate* twice per day with 300 slots. Breathe underwater. Immune to lightning. Once per day: *predict weather*, *call lightning*, *control winds*, *weather summoning*. Found in isolated peaks or underwater. 30% likely to keeps 1d2 rocs (70%) or 1d4 griffons (30%) as guards (2d4 sea lions if underwater).

GNOLL

HD 2 (3) AC 15 (17) ML 8 LR 20
SP 30 AP 2d4 (2d100) TR L, M (D, Qx5, S)
ATT 1d8 spear (1d10 falchion)
Rapacious hyena-humanoid. Live in loose bands with shifting allegiances. 85% of clans are underground (30% guarded by 1d3 trolls). If above-ground 65% guarded by 4d4 hyenas (80%) or 2d12 giant hyenas (20%). 1 captive for every 10 gnolls. For every 20, a leader. Every 100, a 4 HD chieftain and 2d6 guards.



GNOME

HD 1 (2) AC 15 (17) ML 8 (10) LR 50
SP 20 AP 2d4 (4d100) TR Mx3 (C, Qx20)
ATT 1d6 hammer (1d8 warhammer)
Small, long-nosed humanoids with beards. Organized into meticulous clans. Resistant to magic and poison. Infravision 60'. 60% chance of orienteering in dungeon. Dwells in burrows and crags. 80% guarded by 5d6 badgers (70%), 2d4 giant badgers (20%), or 2d4 wolverines (10%). For every 40, a leader. Every 200, two fighters and a cleric (low-level). Every 300, three fighters and a cleric (mid-level) and a low-level cleric.

GOAT, GIANT

HD 3 AC 13 ML 7 LR Nil
SP 60 AP 1d6 (1d12) TR Nil
ATT 2d8 horns OR 3d4 charge
Large, horned herbivores grazing the hills. 1-in-6 they feint, giving ADV on their next attack. Successful charge tosses PC 5'.

GOBLIN

HD 1 (2) AC 14 (16) ML 7 (9) LR 40
SP 60 AP 2d6 (4d100) TR K (C)
ATT 1d6 sword/javelin (1d8 spear)
Small, pallid being with cruel eyes. Tribal affiliations. Weak in sunlight. 25% chance of spotting changes in dungeon. Dwells in caverns. 60% guarded by 5d6 wolves. For every 40, one leader. Every 200, a low-level fighter. 25% mounted on dire wolves.

GOLEM, CLAY**HD 10 AC 13 ML 12 LR Nil****SP 20 AP 1 (1) TR Nil****ATT 3d10 slam**

Huge animated construct crafted by a powerful cleric. Harmed by blunt and magic attacks. Vulnerable to earth-related spells.

GOLEM, FLESH**HD 8 AC 18 ML 12 LR Nil****SP 20 AP 1 (1) TR Nil****ATT 2d8 slam + 2d8 slam**

Patchwork horror of flesh crafted by a powerful wizard. Only harmed by magical attacks. Vulnerable to fire and cold magic.

GOLEM, IRON**HD 16 AC 17 ML 12 LR Nil****SP 20 AP 1 (1) TR Nil****ATT 4d10 sword**

Gleaming metal titan crafted by powerful wizard. Only harmed by magical attacks. Vulnerable to electrical magic and rust.

GOLEM, STONE**HD 12 AC 15 ML 12 LR Nil****SP 20 AP 1 (1) TR Nil****ATT 3d8 slam**

Gleaming metal titan crafted by powerful wizard. Only harmed by magical attacks. Vulnerable to stone transformation spells.

GORGON**HD 8 AC 18 ML 8 LR 40****SP 40 AP 1d4 (1d4) TR E****ATT 2d12 ram OR breath**

Bull-like monster with iron hide. Breath (4/day) attack is 5' tall x 20' wide x 10' long cloud of *turn to stone* (DEX save).

GRAY OOZE**HD 3 AC 12 ML 12 LR Nil****SP 5 AP 1d3 (1d3) TR E****ATT 2d8 touch**

Drab slime appearing as stone. Unaffected by spells, heat, or cold. Harmed by lightning and normal weapons. Touch attack deals damage to bare flesh and dissolves armour/weapons (3 quality/round).

**GREEN SLIME****HD 2 AC 11 ML 12 LR Nil****SP 0 AP 1d3 (1d3) TR E****ATT drip**

Slime attached to the ceiling. Touch attack turns creature into green slime in 1d4 rounds unless cut out, frozen, *cured*, or burned. Eats wood and armour/weapons (2 quality/round).

GRIFFON**HD 7 AC 17 ML 8 LR 25****SP 40/100 AP 1d4 (2d6) TR C, S****ATT 1d4 claw + 1d4 claw + 2d8 beak**

Half-eagle, half lion. Crave horsemeat. Can be tamed to make bold steeds. 50 slots. Fledglings are 5000 gp. Eggs are 2000 gp.

GROANING SPIRIT (BANSHEE)**HD 7 AC 20 ML 11 LR 10****SP 50 AP 1 (1) TR D****ATT 1d8 touch + wail**

Disembodied soul of evil female elf. Roams lonely wilds. Sight causes *fear* (WIS save). Wail (once per day, only in darkness) causes death to hearers in 10' (CHA save). Immune to cold, electricity, *charm*, *sleep*, or *hold* spells. Slain by exorcisms.

ALFLING**HD 1 (2) AC 13 (15) ML 8 LR 70****SP 30 AP 2d4 (3d100) TR K (B)****ATT 1d6 spear/bow (1d8 sword)**

Jovial, short humanoid with rustic knacks. Afraid of water. Resistant to magic and poison. Quiet and adept at hiding. Invisible in vegetation. Surprise on 4-in-6. Dwells in the bucolic countryside. Guarded by 1d4 wild dogs per halfling. Every 30, two leaders. Every 90, a low-level fighter. Every 150, six low-level fighters.

HARPY**HD 3 AC 13 ML 7 LR 25****SP 20/50 AP 1d8 (2d6) TR C****ATT 1d3 claw + 1d6 knife + call**

Vicious winged humanoids. Those who hear the call are drawn near (WIS save). Casts *charm* once prey is near then tortures, kills, and eats it. Those that dwell on the coast are called sirens.

HELL HOUND**HD 5 AC 16 ML 9 LR 30****SP 40 AP 1d6 (2d4) TR C****ATT 1d10 bite + breath**

Gruesome, flame-snouted canine.

Surprises on 4-in-6. Only surprised on a 1-in-6. Locates *hidden* and *invisible* creatures 3-in-6. Breath scorching nearby target for 5 damage (DEX save).

HERD ANIMAL**HD 3 AC 12 ML 6 LR Nil****SP 70 AP 0 (2d100) TR Nil****ATT 1d8 charge OR 2d10 trample**

Ox, giraffe, deer or any type of animal that lives in groups. If large herd is startled, will trample anything in its path.

HIPPOCAMPUS**HD 4 AC 15 ML 8 LR Nil****SP 80 AP 0 (2d4) TR Nil****ATT 1d4 kick**

Front half horse, back half fish. Fins instead of hooves. Favoured aquatic steed amongst water-dwelling humanoids.

HIPPOGRIFF**HD 3 AC 15 ML 8 LR 10****SP 60/120 AP 1d4 (2d8) TR Qx5****ATT 1d6 claw + 1d6 claw + 1d10 beak**

Horse-eagle monstrosity. Sworn enemies to other horse hybrids. 35 slots. Eggs are 1000 gp. Fledglings are 2000-3000 gp.

HIPPOPOTAMUS**HD 8 AC 14 ML 8 LR Nil****SP 30//40 AP 0 (2d6) TR Nil****ATT 2d6 bite (3d6 bite)**

Dweller of shallow, tropical waterways. Bulls have stronger bite. Every 4, a bull. 50% of tipping boats/canoes.

HOBGOBLIN**HD 1 (2) AC 15 (17) ML 8 (10) LR 25****SP 30 AP 1d6 (2d100) TR J, M, (D, Qx5)****ATT 1d8 mace/crossbow (1d10 greataxe)**

Large, nasty goblinfolk. Attacks elves first. If tribes meet, 85% chance of taunting, 15% open fighting. Love to eat bone marrow. Rule over and lead orcs and goblins. If above ground (20%), lair will be a palisade fortress with 3-6 towers, 4 catapults, and 1 ballista per 50 warriors. If underground lair, guarded by 2d6 carnivorous apes (60%). For every 20, a leader. Every 100, a low-level fighter with 5d4 guards.

HOMONCULOUS**HD 6 AC 14 ML 8 LR Nil****SP 20/60 AP 1 (1) TR Nil****ATT 1d3 bite (+ sleep)**

Small impish slave. If bite attack hits, target falls asleep (vs WIS) for 1d3 turns. Stays within 160' of master and obeys commands. Formed in 1d4 weeks from blood and gold (5d4 x 100 gp), then three spells: mend, mirror, wizard eye. If killed, owner suffers 2d10 damage.

HORSE, DRAFT**HD 3 AC 13 ML 6 LR Nil****SP 40 AP 0 (1) TR Nil****ATT 1d3 kick**

Used to pull wagons and ploughs. 80 slots.

HORSE, HEAVY

HD 3 AC 13 ML 9 LR Nil
SP 50 AP 0 (1) TR Nil
ATT [1d8 kick + 1d8 kick + 1d3 bite] OR charge
 Bred for the fray of battle. 75 slots. Can charge 80', doubling rider's damage.

HORSE, LIGHT

HD 2 AC 13 ML 7 LR Nil
SP 80 AP 0 (1) TR Nil
ATT 1d4 kick + 1d4 kick
 Can ride swift and far. 50 slots.

HORSE, MEDIUM

HD 2 AC 13 ML 8 LR Nil
SP 60 AP 0 (1) TR Nil
ATT 1d6 kick + 1d6 kick + 1d3 bite
 Used for light cavalry or mounted archers. 65 slots.

HORSE, PONY

HD 1 AC 13 ML 6 LR Nil
SP 40 AP 0 (1) TR Nil
ATT 1d2 kick
 Halfling steed. 30 slots.

HORSE, WILD

HD 2 AC 13 ML 7 LR Nil
SP 80 AP 0 (3d10) TR Nil
ATT 1d3 kick OR 1d20 stampede
 Untamed and built light. 60 slots.

HYDRA

HD 5-12 AC 15 ML 9 LR 20
SP 30 AP 1 (1) TR B
ATT 1d8 bite (per head)
 Giant, polycephalous reptile. Roll 1d8+4 to determine HD and number of heads. Each head has one HD's worth of hp. Once all heads are severed, it dies.

HYENA

HD 3 AC 13 ML 6 (7) LR Nil
SP 40 AP 2d6 TR Nil
ATT 2d4 bite
 Vile scavengers with horrible laugh.

HYENA, GIANT

HD 5 AC 13 ML 7 (8)
SP 40 AP 2d4 TR Nil
ATT 3d4 bite
 Large, primeval hyena. Twice as ugly.



MP
HD 2 AC 18 ML 9 LR Nil
SP 20/60 AP 1 (1) TR O
ATT 1d4 tail

Annoying minor devil. Can *polymorph* into a spider, raven, rat, or goat at will. Regenerates 1 hp per round. Tail attack is fatally poisonous (CON save). *Detect good* and *detect magic* at will. *Suggestion* once per day. Unharmed by cold, fire, and lightning.

INTELLECT DEVOURER

HD 6 AC 16 ML 10 LR 60
SP 50 AP 1d2 (1d2) TR D
ATT 1d4 claws (x4) + 1d8 psionic blast
 A brain with four claws. Senses and hunts psionics users. Psionic blast deals damage to INT (or *ego whip/id insinuation*). Once prey dies, it becomes disguise for the monster. Adept at hiding in shadows. Immune to normal weapons and most spells. Scared by bright lights.

INSECT SWARM

HD 3 AC 13 ML 11 LR Nil
SP 10/20 AP 1 (1d3) TR Nil
ATT 1d4 swarm
 Writhing mass of vicious bugs. 20' x 20' area. Only harmed by fire, cold, water, smoke, magic. Swarm auto-damages.

**INVISIBLE STALKER**

HD 8 AC 17 ML 12 LR Nil
SP 40 AP 1 (1) TR Nil
ATT 4d4 slam
 Air elemental conjuration. Can be summoned and seen with magic. Seeks to escape servitude, but must obey its master.

IIXITXACHITL

HD 1 (4) AC 14 (16) ML 7 (8) LR 60
SP //40 AP 0 (1d100) TR (P, R, S)
ATT 3d4 tail (1 Level drain and regenerate)
 Wise, evil ray found in tropical seas. Every 30, a cleric. Every 50, a vampiric leader.



ACKAL
HD 1 AC 13 ML 7 LR Nil
SP 40 AP 1d4 (1d6) TR Nil
ATT 1d2 bite

Small canine scavengers. Always gnawing.

JACKALWERE (*see Lycanthrope*)**JAGUAR (*see Cat*)**

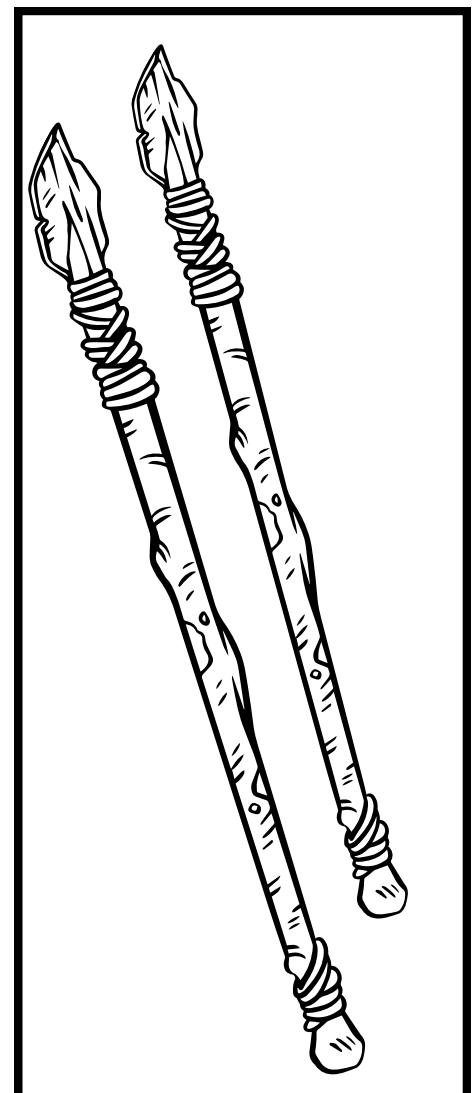
I-RIN
HD 12 AC 25 ML 9 LR 5
SP 80/160 AP 1 (1) TR I, S, T
ATT 2d4 kick + 2d4 kick + 3d6 horn
 Unicorn with golden hide (2500 gp) which dwells amongst the clouds in solitude. Occasionally help humans in defeating evil. Once per day: *create food*, *create water*, *create soft goods or wood items*, *create metal items*, *illusion*, *asssume gaseous form*, *wind walk*, *call lightning*, and *summon weather*. Knows 9 L1 spells, 8 L2 spells, 7 L3 spells, 6 L4 spells, 5 L5 spells, 4 L6 spells, 3 L7 spells, 2 L8 spells, and 1 L9 spell. Casts as 18th level magic-user.

KILLER BEE

HD 1 [2 hp] AC 12 ML 9 LR See below
SP 20/50 AP 1d6 (5d6) TR Honey
ATT 1d3 sting
 Sting attack causes death (CON save). Stinger takes 1 round to pull out, or causes 1 damage each round. If 10 or more, a hive with a queen. Hive honey heals 1d4 hp.

KOBOLD

HD 1 [1d4 hp] AC 13 (14) ML 6 (8) LR 40
SP 20 AP 4d4 (4d100) TR J (O, Qx5)
ATT 1d4 short-sword/club (1d6 spear)
 Short, scaled dog-men in war-tribes. Weak in sunlight. Inhabit decaying forests or underground lairs. 65% guarded by 1d4 wild boars (70%) or 1d4 giant weasels (30%). Every 40, a leader. Every 200, a low-level fighter.





AMIA

HD 9 AC 17 ML 9 LR 60
SP 80 AP 1 (1) T D
ATT 1d4 knife + touch

Frightful human female with snake body. Touch attack drains 1 point of WIS. When WIS reaches 2, creature obeys the lamia. Knows *charm*, *mirror image*, and *illusion*.

LAMMASU

HD 7 AC 14 ML 10 LR 30
SP 40/80 AP 1d4 (2d4) TR R, S, T
ATT 1d6 claw + 1d6 claw + spell

Half-lion, half eagle with a man's head. Champion of good that is friendly to all good creatures. At will: become *invisible* and/or *dimension door*. Double-strength protection from evil with 10' radius. Knows (cleric) 4 L1 spells, 3 L2 spells, 2 L3 spells, and 1 L4 spells. *Cure wounds* spells cast at double-strength. Casts as 4th level cleric. 10% can cast *holy word*.

LAMPREY

HD 1 AC 13 ML 7 LR Nil
SP //40 AP 1d2 (1d2) TR Nil
ATT 1d2 bite

Blood-sucking eel. After successful attack, drains 2 hp/round.

LAMPREY, GIANT

HD 5 AC 14 ML 8 LR Nil
SP //30 AP 1d4 (1d4) TR Nil
ATT 1d6 bite

Huge blood-sucking eel. After successful attack, drains 10 hp/round.

LARVA

HD 1 AC 13 ML 9 LR 100
SP 20 AP 0 (4d10) TR Nil
ATT 1d4

Greedy worm-souls wallowing in Hades. Highly sought after as spell components by evil magicians, demons, and devils.

LEECH, GIANT

HD 3 AC 11 ML 10 LR Nil
SP 10 AP 1d4 (1d4) T Nil
ATT 1d6 bite

Oily bloodsucker. Until surfacing, only 1% chance to detect leech's anesthetizing bite. After successful attack, drains 3 hp/round. 50% loss of hp causes *weakness* in victim.

LEOPARD (see Cat)

LEPRECHAUN

HD 1 (2 hp) AC 12 ML 6 LR
SP 50 AP 1 (1d20) TR F
ATT none

Mischiefous, tiny fairy. Keen hearing, never surprised. At will: become *invisible*, *polymorph non-living objects*, *create illusions*, and use *ventriloquism*. Often (75%) steals valuables then becomes invisible and flees. If chased, might (25%) drop valuables.

LEUCROTTA

HD 6 AC 16 ML 10 LR 40
SP 60 AP 1d4 (1d4) TR D
ATT 3d6 kick

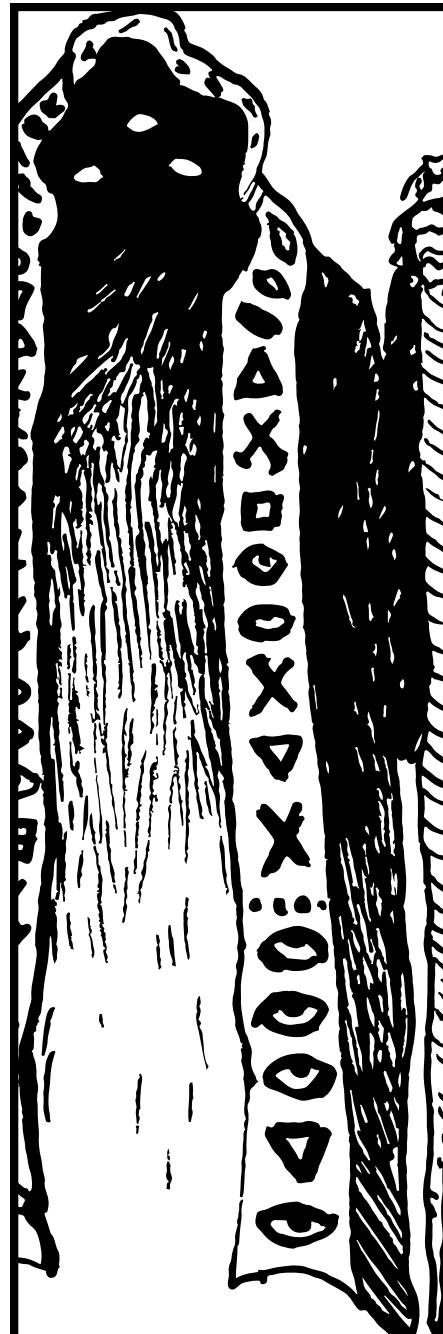
Grotesque, boney quadruped. Can imitate human voice. Most creatures cannot bear its sight. If retreating, kicks while fleeing.

LICH

HD 12 AC 20 ML 11 LR 90
SP 20 AP 1 (1) TR A
ATT 1d10 touch

Powerful eldritch eidolon. Kept alive by weird magicks and a hidden phylactery. Only harmed by magic or creatures with 6 or more HD. Sight causes *fear* in creatures with 4 HD or less. Touch paralyzes (WIS save). Sight panics. Casts as 18th-level magic-user. 3d4 known spells. Immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *lightning*, *insanity*, or *death spells/symbols*.

LION (see Cat)



LIVING STATUE, CRYSTAL

HD 3 AC 15 ML 11 LR Nil
SP 30 AP 1d6 (1d6) TR Nil
ATT 1d6 fist (x2)

Tall, quartz-bound protector. Indistinct until it moves. Not affected by *sleep*.

LIVING STATUE, IRON

HD 4 AC 17 ML 11 LR Nil
SP 10 AP 1d4 (1d4) TR Nil
ATT 1d8 fist (x2)

Tall, iron-bodied protector. Indistinct until it moves. Not affected by *sleep*. If attacked by non-magical metal weapon, attacker must make DEX save or weapon will stick to living statue until it is killed.

LIVING STATUE, ROCK

HD 5 AC 15 ML 11 LR Nil
SP 20 AP 1d3 (1d3) TR Nil
ATT 2d6 magma (x2)

Tall, rock-borne protector. Indistinct until it moves. Not affected by *sleep*. Filled with magma, which blasts with each attack.

LIZARD, DRACO

HD 4 AC 14 ML 7 LR 40
SP 40/70 AP 1d4 (1d8) TR J, K, M, Q, X
ATT 1d10 bite

Flying lizard the height of a man. Found above ground in temperate regions, underground in arctic or tropics.

LIZARD, FIRE

HD 10 AC 17 ML 9 LR 50
SP 30 AP 1d4 (1d6) TR B, Qx10, S, T
ATT 1d8 claw (x2) + 2d8 bite + 2d6 breath (cone)

Great grandfather of the winged worm. 50% in deep slumber. 10% lair will have 1d4 eggs (5000 gp each). Breath is flame 5' at end and 10' long (DEX save halves). Immune to fire attacks. Live 100 years.

LIZARD, GECKO**HD 3 AC 14 ML 7 LR 20****SP 40 AP 1d6 (1d10) TR J, K, M, Q, X****ATT 1d8 bite**

Blue and orange coloured lizard the height of a man. Nocturnal hunters that climb, wait in ambush, then drop on their prey.

LIZARD, GIANT**HD 3 AC 15 ML 8 LR Nil****SP 50 AP 1d8 (2d6) TR Nil****ATT 1d8 bite**

Remarkably massive. Waiting in swamps for distracted prey. Can engulf humans on critical hit, causing double damage.

LIZARD, HORNED CHAMELEON**HD 5 AC 17 ML 7 LR 30****SP 40 AP 1d3 (1d6) TR J, K, M, Q, X****ATT 2d4 bite + 1d6 horn + tail**

Big lizard that camouflages with ease. Tongue is 5' and will pull in prey on successful hit (automatic bite). Tail can knock creatures down. Surprises on roll of 5-in-6.

LIZARD, MINOTAUR**HD 8 AC 15 ML 7 LR 80****SP 20 AP 1d8 (2d6) T J-N, Q, C(magic)****ATT 2d6 claw (x2) + 3d6 bite**

Giant reptile found in warm climes. Surprises on 4-in-6. Can chomp man-sized creature on a critical hit, rendering it helpless against the bite attack next round.

LIZARD, SUBTERRANEAN**HD 6 AC 15 ML 7 LR 20****SP 40 AP 1d6 (2d4) TR O, P, Qx5****ATT 2d6 bite**

Pale, red-eyed lizard found underground. Able to climb on ceilings. Can rend prey on a critical hit, causing double damage.

LIZARD, TUATARA**HD 6 AC 15 ML 6 LR 50****SP 30 AP 1d2 (1d4) TR K-N, Q, X****ATT 1d4 claw (x2) + 2d6 bite**

Huge toad-iguana hybrid with spike-back. Can slide membrane over eyes, allowing it to switch between normal and infravision.

LIZARD MAN**HD 2 AC 15 (16) ML 7 LR 30****SP 20//40 AP 2d4 (4d10) TR D****ATT [1d2 (x2) claw + 1d8 bite] OR [1d6 javelin + 1d8 club]**

Semi-aquatic lizard humanoid. Found in small tribes sometimes (35%) dwelling underwater. Relish feasts of human flesh. 10% chance evolved: dwell in mud huts and able to use tools, weapons, shields.

**LOCATHAH****HD 2 (4) AC 14 (15) ML 7 (8) LR 10****SP //40 AP 1d6 (2d100) TR A****ATT 1d6 spear (1d8 trident)**

Marine humanoids who wander shallow brines. Excellent fishers. Every 40, a leader. Every 120, a mid-level fighter. Mounted on giant eels. Lair is sea-floor stronghold. Guarded by 4d4 weed eels and deadly man-o-war jellyfish traps (50%).

LURKER ABOVE**HD 10 AC 6 ML 10 LR 50****SP 5/30 AP 1d4 (0) TR C, Y****ATT 1d6 smother per round**

Large, stone-coloured mantle. Attaches to ceiling. Falls on passing prey. Smothered prey can only fight with small weapons.

LYCANTHROPE (CREATURE TYPE)**RES nil****VUL silver, magic, wolfsbane (flee)****IMM normal weapons****NORMAL nil**

Disease: Lycanthropy is spread through the attacks of lycanthropes. If creature loses half or more hp during battle with one, they become a lycanthrope in 2d12 days. In half this time, signs will show. Belladonna is a possible cure (25%).

**LYCANTHROPE, JACKALWERE****HD 4 AC 16 ML 8 LR 30****SP 40 AP 1d4 (1d4) TR C****ATT 2d4 bite OR gaze**

Jackal-wolf shapeshifter. Gaze causes *sleep* (INT save). With 1d8 jackals (20%).

LYCANTHROPE, WEREBEAR**HD 10 AC 18 ML 10 LR 10****SP 30 AP 1d4 (1d4) TR R, T, X****ATT 1d4 claw (x2) + 2d4 bite**

Human-bear shapeshifter. If both claws hit, 2d8 hug attack. If alone, accompanied with 1d6 brown bears (50%). Calls 1d6 brown bears to arrive in 2d6 turns. Heals at three times normal rate.

LYCANTHROPE, WEREBOAR**HD 5 AC 16 ML 9 LR 20****SP 40 AP 1d6 (2d4) TR B, S****ATT 2d12 gore**

Human-boar shapeshifter. Scourge of the bushy scrub. With 1d8 wild boar (15%).

LYCANTHROPE, WERERAT**HD 3 AC 14 ML 8 LR 30****SP 40 AP 2d8 (4d6) TR C****ATT 1d6 bite OR 1d8 sword**

Human-rat shapeshifter. At home in the tunnels underneath cities. Surprises on 4-in-6. Captures prey for ransom or to eat later. Can summon 2d6 giant rats.

LYCANTHROPE, WERETIGER**HD 6 AC 17 ML 9 LR 15****SP 40 AP 1d6 (1d6) TR D, Qx5****ATT 1d4 claw (x2) + 1d12 bite**

Human-tiger shapeshifter. If two claws hit, will rake with both back claws for 1d4 each. Can speak to all types of cats.

LYCANTHROPE, WEREWOLF**HD 4 (5) AC 15 (17) ML 8 (9) LR 25****SP 50 AP 1d8 (2d6) TR B****ATT 2d4 bite**

Human-wolf shapeshifter. Surprises on 3-in-6. Packs of 6 or more have a leader. If in human form, werewolf's lycanthropy is hard to recognize.

LYNX, GIANT (*see Cat*)

AMMOTH

**HD 13 AC 15 ML 8 LR Nil
SP 40 AP 0 (1d12) T Nil
ATT 3d6 tusk (x2) +
2d8 stomp (x3)**

Massive hairy beast with curving tusks. Choose 2 of the 5 attacks. Tusks are 50% larger and pricier than elephant tusks.

MANTICORE

**HD 6 AC 16 ML 9 LR 20
SP 40/60 AP 1d4 (1d4) T E
ATT 1d3 claw (x2) + 1d8 bite + tail**
Lion-body, bat-wings, man-face. Can shoot 6 tail spikes, 1d6 per hit, (max four volleys). Each spike takes 10 minutes to remove and weighs as a dagger.

MASHER

**HD 8 AC 13 ML 9 LR Nil
SP 30 AP 0 (2d4) T E
ATT 5d4 mash + spine (defense)**
Serpentine fish that feed on coral reefs. Will only attack if threatened. Has 6 spines which will inject anyone closing into melee with a fatal poison (CON save).

MASTODON

**HD 12 AC 14 ML 8 LR Nil
SP 50 AP 0 (1d12) T Nil
ATT 2d8 tusk (x2) + 2d6 stomp (x3)**
Gigantic woolly beast with large tusks. Choose 2 of the 5 attacks. Tusks are of same size/value as mammoths.

MEDIUM (*see Men*)

MEDUSA

**HD 6 AC 15 ML 8 LR 50
SP 30 AP 1d3 (1d3) T P, Qx10, X, Y
ATT 1d4 bite OR gaze**
Vengeful humanoid with serpent-hair. Bite poisons (CON save). Gaze will turn creatures within 10' to stone (WIS save). If gaze is reflected, medusa turns to stone. Can use gaze on astral/etheral planes.

MEN (CREATURE TYPE)

Hit Dice: Men use 1d6 for Hit Dice.

Magic Items: Leaders of men will have a 5% chance per level of carrying magic armour, weapons, potions, scrolls, rings, wands, staffs, rods, etc. that pertain to their class.

Chaotic/Evil Type: If the creature entries have an alternate name in brackets, that is the chaotic/evil version.

MEN, ACOLYTE

**HD 1 AC 17 ML 7 LR Nil
SP 20 AP 1d8 (1d20) TR J, K, M, Q, X
ATT 1d6 mace**

Novice priest. Offers prayers for a tithe. If four or more, led by a low-level cleric.



MEN, BANDIT (BRIGAND)

**HD 1 (9) AC 14 (17) ML 8 LR 20
SP 40 AP 1d8 (2d100) TR M (A)**

ATT 1d6 sword/bow (1d8 longsword)
Waylayer and thief. Hidden camp retains 2d10 important prisoners and, if brigands, 5d6 slaves. Every group will have a leader (bandit king). Every 20, a low-level fighter. Every 50, a fighter, a magic-user (25%), and a cleric (15%) (mid-level).

MEN, BERSERKER

**HD 1 (10) AC 13 (14) ML Nil LR 10
SP 40 AP 1d6 (1d100) TR K (B)**

ATT 1d8 axe/javelin (1d10 greataxe)
Seeker of battle, blood, and death. Either attacks twice or gets advantage to one attack. Berserkers never make morale checks. Every group will have a leader (war chief). Every 10, 20, 30, 40, a low-level fighter, and every 50, a mid-level fighter. Every 10, a mid-level cleric (50%).

MEN, BUCCANEER (PIRATE)

**HD 1 (9) AC 13 (15) ML 8 LR 90
SP 40 AP 1d8 (3d100) TR K (W)**

ATT 1d6 rapier/shortbow (1d8 falchion)
Sailor-mercenaries of the waterways. Ship is their lair. Holding 1d4 prisoners. Every group will have a leader (captain). Every 50, a low-level fighter. Every 100, a mid-level fighter. Every 50, a high-level cleric (15%) and a mid-level magic-user (10%).

MEN, CAVEMAN (TRIBESMAN)

**HD 1 (6) AC 12 (14) ML 8 LR 40
SP 40 AP 1d6 (1d100) TR See below
ATT 1d6 club/rock (1d8 spear)**

Savage prehistoric humanoid. Frightened by fire. Cavemen dwell in many-roomed caves. Tribesmen dwell in huts and keep slaves. Treasure (5% chance for every 10 cavemen) is a mixture of tusks (2d6 x 1000 gp), raw gold (1d100 x 4 gp), and uncut gems (1d100 x 10 gp). Every group will have a leader (chief). Every 10, a low-level fighter and a low-level cleric (10%).

MEN, DERVISH (NOMAD)

**HD 1 (11) AC 14 (16) ML 9 LR 10
SP 40 AP 1d8 (3d100) TR J (Z)**

ATT 1d8 scimitar/bow
Pious wanderer of the desert and steppe. Always mounted. Never checks morale in combat, but will parley (90%) with groups of similar strength. Dwell in bedouin tents. Every group will be led by a mid-level cleric. Every 30, and every 40, a low-level fighter. Every 50, and every 60, a mid-level fighter. Every 50, mid-level cleric (15%) and mid-level magic-user (15%).

MEN, MEDIUM

**HD 1 (4 hp) AC 10 ML 7 LR 5
SP 40 AP 1d4 (1d12) TR K-N, Q, X
ATT 1d4 dagger OR spell**

Initiate magician. Spell is random. Led by low-level magic-user (50%).

MEN, MERCHANT

**HD 1 AC 15 ML 7 LR Nil
SP 40 AP 1d8 (3d100) TR Special
ATT 1d6 sword OR 1d4 sling**

Travelling haberdasher and hawker. Merchants have treasures J, K, L, M, N, and Q with them. Caravan has hidden chest with 1d6 x 1000 gp in gems and coins. Trade goods worth 1d6 x 10,000 gp (1 wagon required for every 5000 gp). Travel in caravans, where 10% are merchants, 10% are drivers, and 80% are guards. Guards led by mid-level fighter. Every 50, mid-level magic-user (10%), mid-level cleric (5%), mid-level thief (15%).

MEN, NOBLE

**HD 3 AC 17 ML 8 LR 70
SP 20 AP 2d6 (2d6) TR Special
ATT 1d8 sword (1d10 lance)**

Local highborn. Has a castle nearby (2d6 miles). Always with squire (low-level fighter), the rest are hirelings. Treasure is K-N, Q, X (roll each letter 3 times). If outdoors, entire group may be mounted (25%).

MEN, NORMAL HUMAN

HD 1 (1d4 hp) AC 10 ML 6 LR 90
SP 40 AP 1d4 (1d20) TR J, K, M
ATT 1d6 staff

Regular human. Does not seek out danger. 5% carry 1d4 gems or 1 magic item.

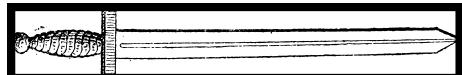
MEN, PILGRIM

HD 1 AC 15 ML 7 LR Nil
SP 40 AP 1d6 (1d100) TR J-N, Q
ATT 1d6 sword OR 1d4 sling

Devotees en route to holy place. Might be mounted (25%) or carrying relic (5%). Always accompanied by 5 low-level clerics and 2 mid-level clerics. Every 10, 1d10 low-level fighters (10%) and a mid-level magic-user (5%). 1d6 low-level thieves and a mid-level monk (25%). Roll 1d3 for alignment: lawful, neutral, or chaotic.

MEN, VETERAN

HD 2 AC 18 ML 9 LR Nil
SP 20 AP 2d4 (2d6) TR K-N, Q, X
ATT 1d8 longsword
Men-at-arms on leave or off to war.

**MERCHANT (see Men)**

MERMAN
HD 1 AC 13 ML 8 LR 25
SP 5//60 AP 1d6 (2d100) T C, R
ATT 1d6 trident

Humanoid with a fish's tail. Hunters, gatherers, and herders of the sea. For every 20, a leader. 3d6 barracuda as guards.

MIMIC
HD 8 AC 13 ML 10 LR Nil
SP 10 AP 1 (1) T Nil
ATT 3d4 slam

Shapeshifting carnivores. Pose as chests, doors, furniture, and any other objects. Larger kind attacks on sight, smaller asks for food. Slam secretes tenacious glue.

MIND EATER

HD 8 AC 15 ML 10 LR 50
SP 40 AP 1d4 (1d4) T B, S, T, X
ATT strike (x4) OR 1d8 INT blast
Ugly humanoid with tentacled face. Hates sunlight, feeds on brains. If a strike hits, creature draws out victim's brain in 1d4 rounds. Can cast *levitation*, *dominate*, *ESP*, *body equilibrium*, *astral projection*, and *probability travel* as 7th-level magic-user. If combat is going poorly for mind flayer, it will flee, disregarding treasure or allies.

MINOTAUR

HD 6 AC 14 ML 11 LR 20
SP 40 AP 1d8 (1d6) T C
ATT 2d4 greataxe + [2d4 ram OR 1d4 bite]
Taurine humanoid. Attacks without fear. Cannot be surprised. 3-in-6 track by scent. Love to roam tight, maze-like corridors.

MOLD, BROWN

HD 1 AC 11 ML 12 LR Nil
SP 0 AP 1 (1) TR Nil
ATT 1d8 drain
Patch of heat-draining mycelia. If creature/torch/flame is in 5', drains heat (1d8, automatic) and doubles in HD/size.

MOLD, YELLOW

HD 2 AC 11 ML 12 LR Nil
SP 0 AP 1 (1) TR Nil
ATT 1d8 digest OR spores
Patch of enzymatic mycelia. If touched, 3-in-6 chance that spores release. Anyone in spore cloud dies (CON save).

MORKOTH

HD 7 AC 17 ML 9 LR 100
SP 60 AP 1 (1) T G
ATT charm + 1d10 bite
Aberration of the deep waters. Will *charm* victim by hypnosis, then devour it. Charmed victim will not feel the morkoth's bite. Spells bounce off morkoth and direct back to caster (or others if area effect). If target of *dispel magic*, 50% chance of working.

MULE

HD 3 AC 13 ML 8 LR Nil
SP 40 AP 0 (1) TR Nil
ATT 1d4 kick + 1d6 ram
Horse-donkey cross-breed. 20 slots. Unlike horse, it can be taken into dungeons.

MUMMY

HD 6 AC 17 ML 8 LR 80
SP 20 AP 2d4 (2d4) TR D
ATT 1d12 slam (+ rot)
Enbalmed, wrapped undead. If attack hits, rot sets in and victim loses 2 CHA per month, dying in 1d6 months. Only harmed by magical weapons, which only do half damage. All within 20' are under *fear* spell.

**AGA, GUARDIAN**

HD 11 AC 17 ML 9 LR 75
SP 50 AP 1d2 (1d2) TR H
ATT 1d6 bite + 2d4 constrict

Serpent-protector of lawful shrines. Bite is poisonous. Can also spit poison up to 10', which is fatal (CON save). 2 L1 spells, 2 L2 spells, 1 L3 spell, 1 L4 spell. Casts as 6th-level cleric.

NAGA, SPIRIT

HD 9 AC 16 ML 8 LR 60
SP 40 AP 1d3 (1d3) TR B, T, X
ATT 1d3 bite + gaze
Malevolent serpent-being. Bite is poisonous. Gaze *charms* (WIS save). 4 L1 spells, 2 L2 spells, 1 L3 spell as 5th-level magic-user. 2 L1 spells and 1 L2 spells as 4th-level cleric.

NAGA, WATER

HD 7 AC 15 ML 8 LR 45
SP 40//60 AP 1d4 (1d4) TR D
ATT 1d4 bite
Unaligned water serpent. Do not attack unless threatened. Bite is poisonous. 4 L1 spells, 2 L2 spells, 2 L3 spells, and 2 L3 spells as 5th-level magic-user.

NEANDERTHAL (see Men)**NEO-OTYUGH**

HD 10 AC 20 ML 9 LR Nil
SP 20 AP 1 (1) TR See below
ATT 2d6 rend (x2) + 1d3 bite
Bigger, smarter, and more aggressive otyugh. Strong telepathic skills. Often guards treasure for a partner. If guarding treasure, use partner's treasure type.

NIGHT HAG

HD 8 AC 11 ML 10 LR Nil
SP 30 AP 1 (1) TR I, S
ATT 2d6 claw + spell

Rulers in Hades, visiting the material plane in search of souls to make larva. At will: *sleep*, *magic missile* (x3 per day, 2d8 damage), *ray of enfeeblement* (x3 per day), become ethereal, *detect alignment*, *polymorph* self as 12th-level caster. Open gate (50%) and summon type I demon or barbed devil (50%/50%). Requires silver, iron, or +3 weapon to harm the hag. Unaffected by *sleep*, *charm*, *fear*, *fire*, and *cold* spells. Periapt allows astral projection, *cure disease*, and +2 on saving throws. If used by lawful creature, decays.

NIGHTMARE

HD 6 AC 24 ML 11 LR Nil
SP 50//120 AP 1 (1) TR Nil
ATT 2d4 bite + 1d10 kick (x2)
Fuming, flaming hell horse. Ridden by demons and devils. Due to smoke, all in 5' have disadvantage on their attacks.

NIXIE

HD 1 (2 hp) AC 13 ML 6 LR 95
SP 20//40 AP 1d4 (4d20) TR C, Q
ATT 1d6 javelin OR charm
Water spirits dwelling in lakes. Sometimes venture onto land. Scared of flames. Will attempt to ensnare humans by *charm* (WIS save). Can summon 1d100 fish.

NOBLE (see Men)**NORMAL HUMAN (see Men)**

NYMPH

HD 3 AC 11 ML 7 LR 100
SP 40 AP 1d4 (1d4) TR Qx10, X

ATT spell

Alluring spirit of nature. Dislikes intrusion. *Dimension door* once per day. Can cast 4 L1 spells, 2 L2 spells, 2 L3 spells, and 1 L4 spell as 7th-level cleric. Sight of one causes blindness (WIS save). Friendly towards high CHA creatures.

**CHRE JELLY**

HD 6 AC 12 ML 12 LR Nil
SP 10 AP 1d3 (0) TR Nil

ATT 3d4 dissolve

Giant, slithering protozoa. Dissolve attack affects flesh, hide, leather. Lightning splits it into 1d4 smaller creatures. Seeps into cracks and climbs ceilings and walls.

OCTOPUS, GIANT

HD 8 AC 13 ML 7 LR 70
SP 10//40 AP 0 (1d3) TR R

ATT 1d4 (x6) tentacle + 2d6 beak
 Huge tentacled cephalopod. Tentacle attack pins on 1-in-4. If 3 or more tentacles severed, squirts cloud of ink and flees.

OGRE

HD 4 (7) AC 15 (17) ML 10 (11) LR 20
SP 30 AP 1d4 (2d10) TR Mx10 (Q, B, S)

ATT 1d10 club (2d6 spear)

Bad-tempered hulking biped. Befriends trolls and giants, may serve demons. Lair has 2d4 slaves/prisoners. For every 10, one leader. Every 16, a chieftain (4d4 maul).

OGRE MAGE

HD 5 (9) AC 16 ML 10 LR 35
SP 30/50 AP 1d6 (2d4) TR G (magic), R, S

ATT [spell + 1d12 glaive] OR 8d8 ray

Keen, malicious titan. Lair is cavern fortress with 2d6 slaves/prisoners and a chief. Can cast *fly*, *invisibility*, *cause darkness*, *polymorph*, *charm*, *sleep*, *regenerate* (1 hp/round), *assume gaseous form*. Ray attack deals cold damage (DEX save).

ORC

HD 1 (2) AC 14 (16) ML 8 (9) LR 35
SP 30 AP 2d4 (3d100) TR L (C, O, Qx10, S)

ATT 1d8 axe/bow (1d10 greataxe)

Hideous, aggressive humanoid. Weaker in daylight. Bullies goblins and raids villages. 75% start to infight unless leader present. Notices underground oddities (35%). Lair has a chief (3 HD), 1d4 ogres (50%), and strong defenses. If not in lair, may have tribute train of 1d6 carts, goods (1d100 x 10 gp), and 1d6 x 10 slaves. For every 30, a leader. Every 150, a low-level fighter.

OTTER, GIANT

HD 5 AC 15 ML 7 LR 10
SP 30//60 AP 0 (1d4) TR Nil

ATT 3d6 bite

Playful yet dangerous swimmer. Defends young fiercely. Pelts sell for 1d4 x 1000 gp.

OTYUGH

HD 7 AC 17 ML 10 LR Nil

SP 20 AP 1 (1) TR Special

ATT 1d8 rend (x2) + 1d6 bite

Omnivorous beast with tentacles. Semi-telepathic. Never surprised. Often partnered with another monster. If guarding treasure, use partner's treasure type. Bite has 90% chance of causing typhus.

OWL, GIANT

HD 4 AC 14 ML 8 LR 5

SP 10/60 AP 0 (1d4) TR Qx5, X

ATT 2d4 claw (x2) + 1d6 bite

Cautious nocturnal predators. Reclusive but friendly. Surprises on 5-in-6. Eggs sell for 1000 gp, young for 2000 gp.

OWLBEAR

HD 5 AC 15 ML 9 LR 30

SP 40 AP 1d4 (1d4) TR C

ATT 1d6 claw (x2) + 2d6 bite

Terrible clawed monstrosity with ill temper. If claw hits on natural 20, victim is hugged (losing 2d8 hp every round). Eggs sell for 2000 gp, young for 5000 gp.

**EGLASUS**

HD 4 AC 14 ML 8 LR 15

SP 80/160 AP 0 (1d10) TR Nil

ATT 1d8 kick + 1d8 kick + 1d3 bite

Wild, intelligent winged equine. Will serve as mount to lawful master. Can charge. Carries 20 slots. Eggs worth 3000 gp, young 5000 gp.

PERYTAN

HD 4 AC 13 ML 9 LR 10

SP 40/70 AP 0 (2d4) TR B

ATT 4d4 horns

Massive eagle with antlers. Needs to eat fresh hearts to reproduce. Unharmed by normal weapons. Eggs sell for 2000 gp, young for 4000 gp.

PIERCER

HD 1d4 AC 17 ML 12 LR Nil

SP 5 AP 3d6 (0) TR Nil

ATT HDD6 pierce

Bloodthirsty stalactite. Waits on ceilings of caverns to drop on prey. HD is random and determines the dice rolled for attack.

PIKE, GIANT

HD 4 AC 15 ML 8 LR Nil

SP //120 AP 0 (1d8) TR Nil

ATT 4d4 bite

Gigantic long-fish with rows of teeth. Surprises on 4-in-6. Tamed by nixies.

PIRATE (see Men)**PIXIE**

HD 1 (2 hp) AC 15 ML 7 LR 5

SP 20/40 AP 1d10 (5d4) TR R, S, T, X

ATT 1d4 dagger/bow OR spell

Minuscule, magical beings. Naturally invisible. Arrows cause *sleep* or memory loss (WIS save). Can cast: *become visible*, *polymorph self*, *create illusion*, *know alignment*, and *confusion* (permanent). Once per day: *dispel magic* (L8), *dancing lights*, *ESP*, and *Otto's Irresistible Dance* (10%).

PORCUPINE, GIANT

HD 6 AC 15 ML 8 LR Nil

SP 20 AP 1d4 (1d4) TR Nil

ATT 2d4 bite OR quills

Lumbering, spiny brute. Can shoot 1d8 quills for 1d4 damage each up to 30' away. Any creature within 10' suffers 1d4 quills.

PORTUGUESE MAN-O-WAR, GIANT

HD 1d4 AC 11 ML 7 LR Nil

SP //5 AP 0 (1d10) TR Nil

ATT 1d10 tentacle (x10-40)

Floating jellyfish with many tentacles. Near-invisible. Each creature has 1d4 x 10 tentacles that are 10' x HD long. Each tentacle has 1 hp. Any creature that touches these tentacles or suffers their attack is *paralyzed* (CON save) and devoured in 3d4 turns.

PSEUDO-DRAGON

HD 2 AC 18 ML 9 LR 5

SP 20/80 AP 1 (1) TR Qx10

ATT 1d4 bite + tail

Small, cunning dragonette. Can hide like a chameleon and is telepathic. Can see invisible objects and is resistant to magic. Tail strike poisons, victim turns cataleptic for 1d6 days (CON save) and may die (25%).

PTERANODON

HD 5 AC 13 ML 8 LR 10

SP 10/80 AP 0 (1d4) TR J, K, M, Q, X

ATT 1d12 bite

Huge-winged pterosaur. Preys on humans.

PTERODACTYL

HD 1 AC 13 ML 7 LR 10
SP 10/60 AP 0 (2d4) TR Nil
ATT 1d3 bite

Large-winged pterosaur. Preys on animals.

**PURPLE WORM**

HD 15 AC 14 ML 10 LR 30
SP 30 AP 1d2 (1d2) TR B, Qx5, X
ATT 2d12 bite (+ engulf) OR 2d4 stinger
 Huge, slimy burrower. Can sense vibrations up to 60'. If bite rolls natural 20, they swallow prey and kill it in 6 rounds. Can only use stinger against rearward targets. Poison in stinger is fatal (CON save).

UASIT

HD 3 AC 18 ML 9 LR Nil
SP 50 AP 1 (1) TR Qx3
ATT 1d2 claw (x2) + 1d4 bite

Larva-turned-demon familiar. Attacks also drain 1 DEX for 2d6 rounds (CON save). *Detect good and magic, regenerate (1 hp/round), invisibility.* Once per day: *fear* in 10' radius. *Polymorph* into: giant centipede, bat, frog, wolf. Only harmed by magic or cold iron weapons. Unaffected by cold, fire, and lightning.

AKSHASA

HD 7 AC 24 ML 11 LR 25
SP 50 AP 1d4 (1d4) TR F
ATT spell OR 1d4 claw + 1d6 bite
 Majestic evil spirit clothed in flesh. Casts *ESP* and *illusion* and knows 1d6 other spells (up to L3 magic-user and L1 cleric). Unaffected by spells under 8th level. Only harmed by +3 and *blessed* weapons.

RAM, GIANT

HD 4 AC 14 ML 8 LR Nil
SP 50 AP 0 (2d4) TR Nil
ATT 2d6 ram OR 4d6 charge
 Horned protector of the flock. Doe's milk can treat many ailments.

RAT, GIANT

HD 1 (2 hp) AC 13 ML 6 LR 10
SP 40//20 AP 3d6 (5d10) TR C
ATT 1d3 bite
 Quick, malicious vermin. 1-in-20 bite carries disease (CON save). 1d6: 1 - death, 2 - death in d6 days, 3-6 - sick for a month. Flees at the sight of fire.

RAT, NORMAL

HD 1 (1 hp) AC 10 ML 5 LR 20
SP 20//10 AP 5d10 (2d10) TR Q
ATT 1d6 bite OR swarm
 Swarming vermin. Will only fight if in groups of 5 or more. Swarming knocks victim prone (DEX save). 1-in-20 bite carries disease (CON save). 1d6: 1 death, 2 death in d6 days, 3-6 sick for a month. Flees at the sight of fire.

RAY, MANTA

HD 9 AC 14 ML 8 LR Nil
SP //60 AP 0 (1) TR J-Nx10, Qx5, X
ATT 3d4 bite + 2d10 tail + swallow
 Massive aquatic beast found on sea floor. Tail paralyzes (CON save) for 2d4 rounds. Swallowed prey is dead in 6 rounds.

RAY, PUNGI

HD 4 AC 13 ML 4 LR Nil
SP //40 AP 0 (1d3) TR Nil
ATT 1d4 spine (x1-12)
 Spine-backed bottom feeder. Lays underneath sand in shallow water and 90% undetectable. If human steps on spine, 1 attack. If human falls on spines, 2d4 attacks. Spine poison kills instantly (CON save). If attacked, will flee.

RAY, STING

HD 1 AC 13 ML 6 LR Nil
SP //30 AP 0 (1d3) TR Nil
ATT 1d3 sting (+ 5d4 poison)
 Mantle-shaped bottom feeder found in warm waters. Poison paralyzes (CON save) for 5d4 rounds and deals as much damage.

REMORHAZ

HD 10 AC 20 ML 11 LR 20
SP 40 AP 0 (1) TR F
ATT 6d6 bite (+ swallow)
 Arctic worm with searing gullet. Swallows prey on a critical hit, killing instantly. Hot back spines melt weapons and deal 10d10 damage. Eggs are valued at 5000 gp.

RHINOCEROS

HD 8 AC 14 ML 7 LR Nil
SP 40 AP 0 (1d6) TR Nil
ATT 2d4 ram OR 4d4 charge
 Aggressive herbivore found near tropics. Charged target becomes prone (STR save).

RHINOCEROS, WOOLLY

HD 10 AC 15 ML 8 LR Nil
SP 40 AP 0 (1d4) TR Nil
ATT 2d6 ram OR 4d6 charge
 Belligerent, hairy rhinoceros found in subarctic and colder regions. Charged target becomes prone (STR save).

ROBBER FLY

HD 2 AC 13 ML 8 LR 20
SP 30/60 AP 1d6 (2d6) TR J-N, Q
ATT 1d8 bite

Sword-length flies. Unharmed by poison of killer bees, their choice prey. Surprises on 4-in-6. Pounces up to 30'.

ROC

HD 18 AC 16 ML 9 LR 10
SP 10/100 AP 0 (1d2) TR C
ATT 3d6 claw (x2) OR 4d6 beak
 Gargantuan eagle-like birds. Prey upon large creatures, usually ignoring small ones. If creature resists, it will use its beak.

ROCK BABOON

HD 2 AC 14 ML 8 LR 30
SP 40 AP 2d6 (5d6) TR J-N, Q
ATT 1d6 slam + 1d3 bite
 Large, screeching baboons with a temper.

ROPER

HD 11 AC 20 ML 11 LR 90
SP 10 AP 1d3 (0) TR R
ATT 5d4 whip (+ drag)
 Rocky pillar with whiplike arms. Whip has range of 20'. On a hit, drags victim 10' per round towards maw. Immune to lightning. Resistant to cold. Vulnerable to fire.

ROT GRUB

HD 1 hp AC 11 ML 10 LR Nil
SP 5 AP 5d4 (3d4) TR Nil
ATT burrow
 Thumb-sized maggots. Immediately burrows into open flesh. Kills host in 1d3 turns unless flame or *cure disease* is applied.

RUST MONSTER

HD 5 AC 18 ML 7 LR 10
SP 60 AP 1d2 (0) TR Qx10
ATT frond (x2)
 Large armadillo with fronds. Frond attack instantly corrodes metals. Weapons used to attack it also corrode. Magic arms and armour have chance to survive. Magic weapons and armour will degrade a step (ie. from +3 to +2). Can smell metal at 30'. Will stop for one round to eat metal.

AHUAGIN

HD 2 (4) AC 15 (17) ML 8 (9) LR 25
SP 40//80 AP 2d4 (4d20)
TR N (I, O, P, Qx10, X, Y)
ATT 1d4 claw OR 1d6 spear (1d8 trident)
 Frilled bipedal hunter of the sea. Hates fresh water, bright light. Superior hearing. Dwells in water at 100-1500' depths. 2d4 sharks as guards. Each band is led by a 3 HD cheiftain. Every 10, a 3 HD lieutenant.

SALAMANDER**HD 7 AC 16 ML 8 LR 75****SP 30 AP 1d4 (1d4) TR F**

ATT 1d6 spear (+ fire) + 2d6 tail (+ fire)
Flaming serpent-man. Hates cold, dwells amongst volcanoes and deserts. Each attack also deals 1d6 fire damage.

SATYR**HD 5 AC 15 ML 7 LR 40****SP 60 AP 0 (2d4) TR I, S, X****ATT** 2d4 ram OR pipes

Goat-man hybrid with penchant for wine. In each group, one satyr with pipes will pipe a spell: *sleep, charm, or cause fear*.

SCORPION, GIANT**HD 5 AC 17 ML 11 LR 50****SP 50 AP 1d4 (1d4) TR D**

ATT 1d10 claw + 1d10 claw + 1d4 sting
Large, poisonous stinging insect. Sting attack causes death (CON save).

SEA HAG**HD 3 AC 13 ML 9 LR 10****SP 50 AP 1d4 (1d4) TR C, Y****ATT** 1d6 dagger + gaze

Grotesque, shallows-dwelling humanoid. Sight of them causes STR to be halved for 1d6 turns. Gaze (3 per day) attack kills one creature within 10' (CON save).

SEA HORSE, GIANT**HD 3 AC 13 ML 8 LR 0****SP //70 AP 0 (1d20) TR Nil****ATT** 1d6 ram

Reclusive marine steeds. 40 slots. Sometimes captured and trained by aquatic elves and locathah.

SEA LION**HD 6 AC 16 ML 8 LR 20****SP //60 AP 3d4 TR B****ATT** 1d6 claw + 1d6 claw + 2d6 bite

Cove-dwelling lion-eel hybrids. Young cost 4000 gp and can be trained to guard and hunt.

SHADOW**HD 3 AC 13 ML 12 LR 40****SP 40 AP 2d10 (2d10) TR F****ATT** 1d4 touch

Undead wrought from darkness. 5-in-6 invisible unless in presence of bright light. Touch attack also drains 1 STR (returns in 2d4 turns). Killed victims will return in 2d4 turns as a shadow.

SHAMBLING MOUND**HD 9 AC 20 ML 10 LR 30****SP 20 AP 1d3 (1d3) TR B, T, X****ATT** 2d8 fist + 2d8 fist (+ smother)

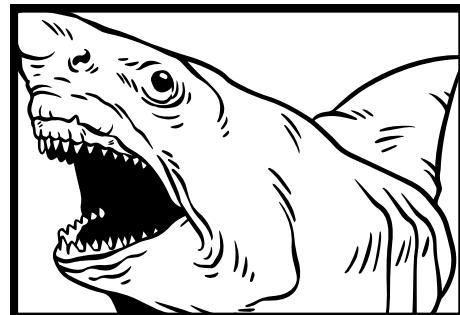
Malicious rotten herbage grown from bloodied seeds. If both fists hit, target is suffocated in 2d4 rounds unless creature is killed. Resistance to all weapons. Vulnerable to spells that affect plants.

SHARK**HD 5 AC 14 ML 7 LR Nil****SP //80 AP 0 (3d4) TR Nil****ATT** 2d4 bite

Hungry sea predator. Drawn to noise and blood. Vulnerable to ramming attacks. Will attack boats. Morale 12 if blood present.

SHARK, GIANT**HD 12 AC 15 ML 9 LR Nil****SP //60 AP 0 (1d3) TR Nil****ATT** 5d4 bite OR swallow

Prehistoric sea predator. Drawn to noise and blood. Swallowed creature dies in 6 rounds. Vulnerable to ramming attacks. Attacks large ships. Morale 12 if blood present.

**SHEDU****HD 9 AC 16 ML 11 LR 25****SP 40/80 AP 1d6 (2d4) TR G****ATT** 1d6 hoof + 1d6 hoof + psionic

Mn-headed horse with wings. Defender of what is good, helping allies. 3 major and 5 minor psionic abilities at 9th level. At will: *become ethereal, telepathy*.

SHREW, GIANT**HD 1 AC 15 ML 10 LR 30****SP 60 AP 1d4 (1d8) TR Nil****ATT** 1d6 bite (x2)

Oversized burrowing vermin. Almost blind, unaffected by light/darkness. Relies on hearing. +1 on initiative rolls. Their bite attacks aim for the head. They terrify the victim, who must flee (CHA save).

SHRIEKER**HD 3 AC 13 ML 12 LR Nil****SP 5 AP 2d4 (0) TR Nil****ATT** shriek

Sensitive, shrill fungus. Light in 30' or movement in 10' causes shriek (lasts for 1d3 rounds). 3-in-6 chance every round of attracting monsters.

SKELETON**HD 1 AC 13 ML 12 LR Nil****SP 40 AP 3d10 (3d6) TR Nil****ATT** 1d6 sword

Restless undead bones. Enchanted under arcane command - at most a dozen words. Only harmed by fire and blunt weapons. Unaffected by sleep, charm, hold, and cold-based spells.

SKUNK, GIANT**HD 5 AC 13 ML 8 LR Nil****SP 30 AP 1 (1) TR Nil****ATT** 1d6 bite OR spray

Aggressive scavengers. Threats within 20' will be sprayed by cloud 10' wide, 10' high, and 20' long, which causes blindness for 1d8 hours, forces fleeing, and reduces DEX and STR by 50% for 2d4 turns (CON save). Magical clothing might become useless.

SLITHERING TRACKER**HD 5 AC 15 ML 8 LR 10****SP 40 AP 1 (0) TR C****ATT** paralyze (+ drink)

Near-invisible amoeba. Low chance of spotting (5%), but does not always attack (10%). Paralyze attack must contact bare flesh. Drinks victims blood in 6 turns.

SLUG, GIANT**HD 12 AC 12 ML 9 LR Nil****SP 20 AP 1 (0) TR Nil****ATT** 1d12 bite OR 1d10 spit

Massive slimy mollusk. Spit dissolves skin/leather/hide, and weakens metal.

SNAKE, GIANT AMPHISBAENA**HD 6 AC 17 ML 8 LR Nil****SP 40 AP 1d3 (1d3) TR Nil****ATT** 1d3 bite + 1d3 bite

Serpent with a head on both ends. Bite poison kills instantly (CON save). Cold attacks cannot harm this creature.

SNAKE, GIANT CONSTRCTOR**HD 6 AC 15 ML 8 LR Nil****SP 30 AP 1d2 (1d2) TR Nil****ATT** 1d4 bite OR 2d4 constrict

Massive coiled serpent. Will ensnare prey from above (DEX save). STR save to break free. Takes several days to digest a meal.

SNAKE, GIANT POISONOUS**HD 4 AC 15 ML 7 LR Nil****SP 50 AP 1d6 (1d6) TR Nil****ATT** 1d3 bite

Lurid-green serpent. Bite poison kills instantly (CON save). If CON save succeeds, victim takes 3d6 damage anyways (50%).

SNAKE, GIANT SEA**HD 8 AC 15 ML 8 LR Nil****SP 40 AP 0 (1d8) TR Nil****ATT** 1d6 bite OR 3d6 constrict

Humongous marine serpent. Will ensnare ships or large fish. Crushes 10% of ship hull per round of constriction.

SNAKE, GIANT SPITTING**HD 4 AC 15 ML 7 LR Nil****SP 40 AP 1d4 (1d4) TR Nil****ATT 1d3 bite OR spit**

Large ballistic serpent. Spits up to 10'. Bite and spit poison kill instantly (CON save).

SNAKE, GIANT RATTLER**HD 4 AC 14 ML 8 LR Nil****SP 40 AP 1d4 (1d4) TR J-N, Q****ATT 1d4 bite (+ poison) + [bite (+ poison)]**

Giant rattlesnake. Rattles to warn off enemies. Bite poison kills in 1d6 turns (CON save). Makes second bite at end of round.

SNAKE, PIT VIPER**HD 2 AC 14 ML 7 LR Nil****SP 30 AP 1d8 (1d8) TR Nil****ATT 1d4 bite (+ poison)**

Ghastly serpent. Heat sensing within 60'. Always gains initiative. Bite poison kills instantly (CON save).

SNAKE, ROCK PYTHON**HD 5 AC 13 ML 8 LR Nil****SP 30 AP 1d3 (1d3) TR J-N, Q****ATT 1d4 bite (+ 2d4 constrict)**

Gigantic serpent. If bite is successful, will constrict victim automatically that round and each round after.

SNAKE, SEA**HD 3 AC 13 ML 7 LR Nil****SP 30 AP 1d8 (1d8) TR Nil****ATT bite (+ poison)**

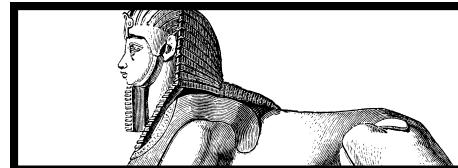
Aquatic serpent. Bite deals 1 damage and may go unfelt (50%). Poison kills in 1d4+2 turns (CON save). Must surface hourly

SNAKE, SPITTING COBRA**HD 1 AC 12 ML 7 LR Nil****SP 30 AP 1d6 (1d6) TR Nil****ATT spit OR 1d3 bite**

Ballistic serpent. Spits up to 20'. Spit attack blinds (CON save). Will not attack humans or larger creatures unless threatened. Bite attack kills in 1d10 turns (CON save).

SPECTRE**HD 7 AC 18 ML 11 LR 20****SP 40/80 AP 1d6 (1d6) TR Qx3, X, Y****ATT 1d8 touch (+ 2 Level drain)**

Mighty ethereal undead. Hates the living and sunlight. Touch attack also drains 2 Levels (and abilities, HD, saves, etc).

**SPHINX, ANDRO-****HD 12 AC 22 ML 11 LR 60****SP 60/100 AP 1 (1) TR U****ATT 2d6 claw (x2) OR roar**

Cruel, massive feline with eagle wings. Can roar three times per day. First roar causes *fear* in 120' (WIS save). Second defeans and causes *paralysis* for 1d4 rounds in 60'. Third causes 2d4 STR loss in 80'. Roar always knocks down creatures within 10' of sphynx for 2d6 rounds (DEX save). If save succeeds, they take 2d8 damage instead. 6th-level cleric with random spells.

SPHINX, CRI-**HD 10 AC 20 ML 10 LR 30****SP 40/80 AP 1d4 (1d4) TR F****ATT 2d6 claw (x2) + 3d6 ram**

Ram-headed feline with eagle wings. Seeks to waylay passerbys unless offered a bribe.

SPHINX, GYNO-**HD 8 AC 21 ML 9 LR 15****SP 50/80 AP 1 (1) TR R, X****ATT 2d4 claw + 2d4 claw**

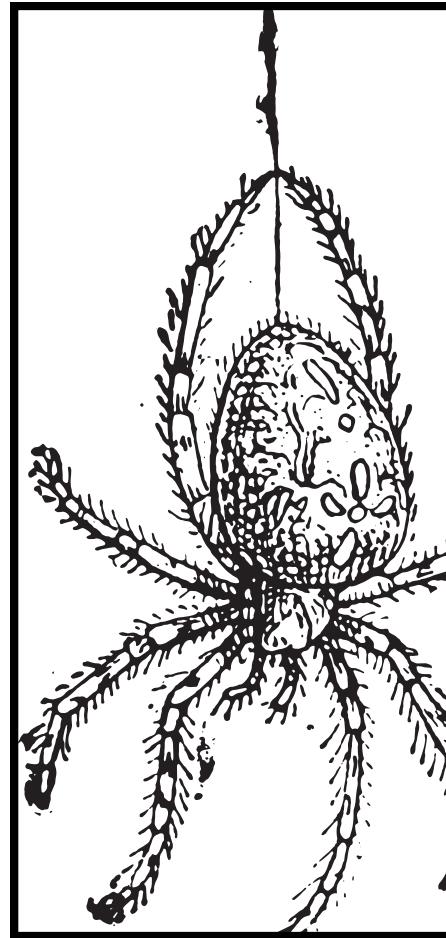
Sage, massive feline with eagle wings. Will help creatures if paid, preferring riddles, poetry, knowledge, or location of an androsphinx. Once per day: *detect magic*, *read magic*, *read languages*, *detect invisible*, *locate object*, *dispel magic*, *clairaudience*, *clairvoyance*, *remove curse*, *legend lore*. Can use each of the symbols once per week.

SPHINX, HIERACO-**HD 9 AC 19 ML 10 LR 20****SP 30/120 AP 1d6 (1d6) TR E****ATT 2d4 claw (x2) + 1d10 beak**

Evil, massive feline with eagle wings and a hawk's head. 30 slots. Fond of treasure and often used as steeds for evil creatures.

SPIDER, BLACK WIDOW**HD 3 AC 13 ML 8 LR 90****SP 20*40 AP 1d3 (1d3) TR J-N, Q****ATT 2d6 bite (+ poison)**

Deadly arachnid marked with red hourglass. Remains close to web, where its speed (*) is increased. Web is flammable. Poison kills in 1 turn (CON save).

**SPIDER, CRAB****HD 2 AC 12 ML 7 LR 90****SP 40 AP 1d4 (1d4) TR J-N, Q****ATT 1d8 bite (+ weak poison)**

Ambushing arachnid with chameleon ability surprising on 4-in-6. Weak poison kills in 1d4 turns (CON save with advantage).

SPIDER, GIANT**HD 4 AC 16 ML 8 LR 70****SP 10*40 AP 1d8 (1d8) TR C****ATT 2d4 bite (+ poison)**

Towering arachnid. Second speed (*) is along a web. If creature touches web, they are stuck (STR save). Webs are flammable. Bite poison kills (CON save).

SPIDER, HUGE**HD 2 AC 14 ML 7 LR 50****SP 60 AP 1d12 (1d12) TR J-N, Q****ATT 1d6 bite (+ weak poison)**

Leaping arachnid. Pounces 10'. Surprises on 5-in-6. Weak poison kills (CON save with advantage).

SPIDER, LARGE**HD 1 AC 12 ML 7 LR 60****SP 20*50 AP 2d10 (2d10) TR J-N****ATT bite (+ weak poison)**

Scurrying arachnid. Likely to attack (90%). Bite deals 1 damage and weak poison kills (CON save with advantage).

SPIDER, PHASE**HD 5 AC 13 ML 8 LR 75****SP 20*50 AP 1d4 (1d4) TR E****ATT 1d6 bite (+ poison)**

Weird arachnid. Poison takes 1d3 rounds to ready. While attacking or being attacked, can phase in or out. Phase door keeps it in phase for seven rounds.

SPIDER, RHAGODESSA**HD 4 AC 14 ML 9 LR 30****SP 50 AP 1d4 (1d6) TR J-N, Q****ATT grab OR bite**

Large-fanged arachnid. If grabbed (STR save), bitten automatically next round.

SPIDER, TARANTELLA

HD 4 AC 14 ML 8 LR 20
SP 40 AP 1d3 (1d3) TR J-N, Q

ATT 1d8 bite (+ poison)

Hairy, magical arachnid. Bite does not kill, but causes frenzied spasms for 2d6 turns (CON save). Dancer drops from fatigue in 5 turns. Anyone watching makes WIS save or starts to dance also. Dancing creatures have disadvantage on attack and defense.

SPIDER, GIANT WATER

HD 3 AC 15 ML 8 LR 90
SP 50 AP 1d10 (1d10) TR J-N, Q

ATT 1d4 bite (+ poison)

Lake-dwelling arachnid. Sometimes befriended by nixies and similar creatures. Underwater nest is air-locked and has air breathable for humans. Bite poison kills (CON save).

SPIRIT

HD 1 AC 14 ML 6 LR 20
SP 30/50 AP 2d6 (1d100) TR C

ATT 1d2 knife OR 1d2 bow

Minuscule meadow-dwelling fey. Hate evil and ugliness. Arrows cause *sleep* (1d6 hours). Kills evil and spirits away the good.

SQUID, GIANT

HD 12 AC 15 ML 8 LR 40
SP 10//60 AP 0 (1) TR A

ATT 1d6 tentacle (x8) + 5d4 bite

Colossal sea horror. Will wrap around ship and attack. Tentacles that hit can constrict target, dealing 1d6 damage. Crushes 10% of ship hull per round of constriction. If four or more tentacles severed, squirts cloud (10' x 10' x 10') of ink and flees.

STAG

HD 3 AC 13 ML 8 LR Nil
SP 80 AP 0 (1d4) TR Nil

ATT 2d4 antlers OR 1d3 kick (x2)

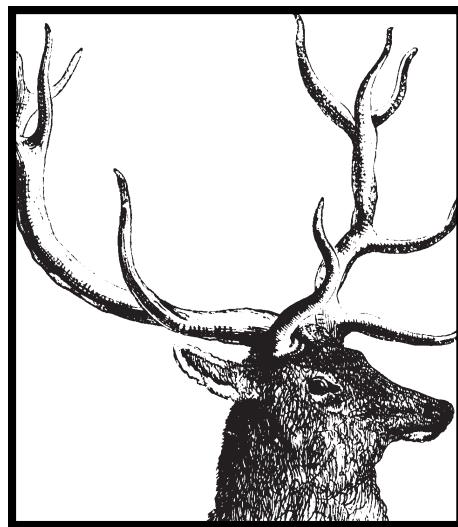
Majestic herbivore with regal antlers. Herd will be 4-8 times number of male stags.

STAG, GIANT

HD 5 AC 13 ML 9 LR Nil
SP 70 AP 0 (1d2) TR Nil

ATT 4d4 antlers OR 1d4 kick (x2)

Tremendous stag. Herd will be 4-8 times number of male stags.

**STIRGE**

HD 1 AC 12 ML 9 LR 60
SP 10/60 AP 2d8 (3d10) TR D

ATT 1d3 bite

Blood-drinking flying monsters. Each round after bite hits, drains 1d4 hp. After drinking 12 hp, it flies away to digest.

STRANGLE WEED

HD 3 AC 14 ML 10 LR 100
SP Nil AP 2d4 (3d4) TR J-N, Q, C

ATT 2d6 frond

Choking plant. Each round after frond hits, deals 1d6. Opposing STR checks to escape. C treasure type is magic only.

SU-MONSTER

HD 5 AC 14 ML 8 LR 30
SP 30 AP 1d8 (1d12) TR C, Y

ATT 1d4 claw (x4) + 2d4 bite

Aberrant psi-touched simian. Fiercely defends young. If psionics used within 40' and they are targeted, they will use one: *psychic crush, psionic blast, or mind thrust*.

SYLPH

HD 3 AC 11 ML 7 LR 10
SP 40/120 AP 1 (1) TR Qx10, X

ATT spell

Charming fay-being. Sometimes help good creatures (20%). 4 L1 spells, 3 L2 spells, 2 L3 spells, 1 L4 spell. Casts as 7th-level magic-user. Once per week: *invisibility* and *conjure air elemental*.

HOUGHT EATER

HD 3 AC 11 ML 8 LR Nil
SP 20 AP 1d3 (1d3) TR Nil

ATT 1d4 INT drain OR spell drain
Skeletal, wide-eyed platypus. Only harmed by ethereal creatures or weapons. Can drain within 20'. Sated after 20 Level's worth of spells or 10 INT points.

THOUL

HD 3 AC 14 ML 8 LR 20
SP 40 AP 1d6 (1d10) TR C

ATT 1d3 claw (x2) OR weapon

Ghoul-hobgoblin-troll abomination. From afar, appears to be a hobgoblin. Touch *paralyzes* like the ghoul's. *Regenerates* 1 hp per round while alive.

TICK, GIANT

HD 3 AC 17 ML 7 LR Nil
SP 10 AP 2d4 (3d4) TR Nil

ATT 1d4 bite (+ 1d6 drain)

Large ambushing blood-sucker. Each round after successful bite, drains 1d6 hp until hp drained equals tick's hp, then detaches. To detach before this, it must be killed, burned or drowned. Possibility (50%) of disease that kills creature in 2d4 days.

TIGER (see Cat)

TITAN
HD 20 AC 20 ML 10 LR 10

SP 50 AP 1d2 (1d2) TR E, Qx10, R

ATT 2d20 hammer

Gargantuan, handsome demi-god. *Invisible* at will. *Levitate* and become *ethereal* twice per day. Can cast 1d6 5th-Level spells. 1-in-4 accompanied by a storm giant.

TITANOTHERE

HD 12 AC 14 ML 9 LR Nil
SP 40 AP 0 (1d12) TR Nil

ATT 2d8 ram OR 2d6 stomp (x4)
Fearless knob-headed herbivores. If charging, doubles ram damage.

TOAD, GIANT

HD 2 AC 14 ML 7 LR Nil
SP 20 AP 1d8 (1d12) TR Nil

ATT 2d4 bite

Brutish amphibious devourer. Pounces 20'. Can attack pre-, mid-, or post-pounce.

TOAD, ICE

HD 5 AC 16 ML 8 LR 40
SP 30 AP 1d4 (1d4) TR C

ATT 3d4 bite

Cold-dwelling amphibian. Once every two rounds, can radiate heat 5' from body, dealing 3d6 damage.

TOAD, POISONOUS

HD 2 AC 13 ML 7 LR Nil
SP 20 AP 1d6 (1d8) TR Nil

ATT 1d4 bite

Identical to giant toads. Bite poison kills (CON save).

TRADER (see Men)**TRAPPER**

HD 12 AC 17 ML 10 LR 85
SP 10 AP 1 (0) TR G

ATT 2d4 engulf

Creature disguised as a floor. Has a chest-shaped outcrop in center as bait. 1-in-20 chance of detecting without search. Will suffocate victim 6 rounds after engulfing.

TREANT

HD 8 (11) AC 20 ML 9 LR 10
SP 40 AP 0 (1d20) TR Qx5, S

ATT 2d8 branch (4d6 branch)

Giant animated tree with a face. Hate evil and fire. Can animate a single tree within 20'. One leader every 10. Vulnerable to fire and fire based arracks.

TRITON

HD 3 (5) AC 15 (17) ML 7 LR 25
SP 50 AP 1d6 (6d10) TR C, R, S, T, X
ATT 1d8 spear (1d10 trident)

Strange sea-dwellers. Fight sahuagin but otherwise peaceful. For every 20, a leader. Leader carries conch which calms stormy waters and summons/disperses a horde of marine creatures. Every 10, a 5 HD triton, every 20, 8 HD, every 50, 9 HD. Every 10, 10% chance of 1d4 tritons with 1d6 spells. Probably (90%) mounted on hippocampi (65%) or giant sea horses (35%). 2d6 sea lions as guards (75%).

TROGLODYTE

HD 2 (4) AC 15 (17) ML 9 LR 15
SP 40 AP 1d10 (5d20) TR K (A)
ATT 2d4 javelin (1d8 stone axe)

Malicious lizard-like humanoids. 90' infravision. Skin is chameleon-like. Surprises on 4-in-6. If it is frenzied for battle, it will emit a gut-wrenching stench (1d6 STR damage) which lasts 10 rounds (CON save). This stench negates ability to surprise. For every 20, two leaders. Every 60, a mid-level fighter.

TROLL

HD 6 AC 16 ML 10 (8) LR 40
SP 40 AP 1d8 (1d10) TR D
ATT 2d4 claw (x2) + 2d6 bite

Grisly, wart-covered giant. 90' infravision and strong sense of smell. 3 rounds after receiving damage, troll starts to regenerate 3 hp per round. Severed body parts rejoin. Will return from death. Can only be killed with fire or acid. Morale drops to 8 if either of these are nearby.

TURTLE, GIANT SEA

HD 15 AC 17 ML 8 LR Nil
SP 5//50 AP 0 (1d3) TR D
ATT 4d6 bite

Huge shelled creature. Surfacing beneath a ship upsets it (5-in-6 if small, 1-in-6 if big).

TURTLE, GIANT SNAPPING

HD 1 AC 18 ML 7 LR Nil
SP 10//10 AP 0 (1d4) TR Nil
ATT 6d4 bite

Insatiable shelled creature found near shores or bottoms of lakes. Surprises on a 4-in-6. Can bite up to 10' away.

MBER BRUTE

U **HD 8 AC 18 ML 9 LR 30**
SP 20 (10) AP 1d4 (0) TR G
ATT 3d4 claw (x2) + 2d6 bite

Ugly humanoid with huge mandibles. Poor darkvision. Burrows through stone at 10' per round (and loam at 60' per round). Preys upon purple worms, ankhhegs, and large insects. Looking at its four eyes causes *confusion* for 3d4 rounds (INT save).

UNICORN

HD 4 AC 18 ML 7 LR 5
SP 80 AP 0 (1d4) TR X
ATT 1d6 kick (x2) + 1d12 horn

Majestic single-horned equine. Charging negates kick attacks and doubles horn damage. Never surprised if creatures are within 80'. Moves silently and surprises on a 5-in-6. Once per day, casts *dimension door* up to 120'. Unaffected by *charm*, *hold*, or death spells. Horn is a panacea.



AMPIRE

HD 8 AC 19 ML 11 LR 25
SP 40/60 AP 1d4 (1d4) TR F
ATT 3d4 strike (+ 2 Level drain)

Masterful undead humanoid. Extremely strong and co-exists on material and negative planes. Strike attack also drains 2 Levels (and abilities, HD, saves, etc). Only harmed by magical weapons. *Regenerates* 3 hp per round. At will: *gaseous form*, *polymorph* into large bat, *charm*, *summon* (10d10 rats/bats or 3d6 wolves in 2d6 rounds). At 0 hp, becomes *gaseous* and must return to its coffin in 12 turns, then rests 8 hours to reform material body. *Sleep*, *charm*, *hold*, *paralysis*, and poison do not affect vampires. Resistant to cold or electricity spells. Hesitates (1d4 rounds) when garlic, mirror, or holy symbol presented bravely. Killed by sunlight (1 turn), running water (3 rounds), or a stake through the heart. Any humanoid drained of all of their levels becomes a vampire.

VETERAN (see Men)

V **ASP, GIANT**
HD 4 AC 16 ML 8 LR 25
SP 20/70 AP 1d12 (1d20)
TR Qx20

ATT 2d4 bite + 1d4 sting
Aggressive stinging insect. Sting paralyzes (CON save), death occurs 1d4 days after.

WATER WEIRD

HD 3 AC 16 ML 8 LR 50
SP 40 AP 1d3 (1d3) TR I, O, P, Y
ATT grab

Sentient water. Grab attack drags creature into water (CON save). Piercing and slashing weapons only deal 1 damage per hit. When damage received is equal to weird's hit points, it breaks apart then rebuilds in 2 rounds. Slowed by cold spells, resistant to fire spells, *purify water* kills the weird. Can control water elementals (55%).



WEASEL, GIANT

HD 3 AC 14 ML 8 LR 15
SP 50 AP 1d6 (1d8) TR Nil
ATT 2d6 bite (+ drain)

Vicious vermin with a knack for hunting. After bite, automatically drains blood from victim for 2d6 hp each round. If captured as young, may be trained (25%) to guard or hunt. Pelts sell for 1d6 x 1000 gp.

WHALE

HD 15 AC 16 ML 10 LR Nil
SP /60 AP 0 (1d8) TR Nil

ATT 3d10 ram OR 2d20 tail OR swallow
 Imposing aquatic creatures. Can swallow up to a small-sized ship, dealing 1 hp (person) or 5% hull damage (ship) per turn.

WIGHT

HD 4 AC 15 ML 12 LR 70
SP 40 AP 2d4 (2d4) TR B

ATT 1d4 claw (+ 1 Level drain)
 Barrow-haunting undead. Shuns bright light. Claw attack also drains 1 Level (and abilities, HD, saves, etc). Killed victims become 2 HD wights under control of slayer. Only harmed by silver and magical weapons. Unaffected by *sleep, charm, hold, cold magic, poison, paralyzation*. Destroyed by *raise dead*.

**WILL-O-WISP**

HD 9 AC 28 ML 11 LR 5
SP 60 AP 1 (1) TR Z
ATT feed OR 2d8 shock

Bright bog-dwelling mote. Can brighten or dim to confuse. Can become *invisible* for 2d4 rounds. Lures victims into dangerous places, traps them, then feeds on the dying soul, gaining 1 hp per round. If reduced to 5 hp, gives up its treasure. Unaffected by spells, except for *protection from evil, magic missile*, and *maze*.

WIND WALKER

HD 6 AC 13 ML 8 LR 20
SP 50/100 AP 1d3 (1d3) TR C, R
ATT 3d6 burst

Ethereal creatures from the plane of air. If 30-100' away, detected as a howling wind. *Detect thoughts* within 30-100'. Burst attack targets all creatures within 5'. Only harmed by ethereal creatures/weapons, *control weather* (instant death), *slow* (fireball damage), and *ice storm* (driven away for 1d4 rounds).

WOLF

HD 2 AC 13 ML 6 (8) LR 10
SP 60 AP 1d6 (2d10) TR Nil
ATT 1d4 bite

Fierce pack canine. If in packs of 4 or more, use second morale number. Surrounds prey if possible. 3-in-6 howl panics herbivores. Cubs can be trained like dogs (50%).

WOLF, DIRE

HD 3 AC 14 ML 8 LR 10
SP 60 AP 1d4 (3d4) TR Nil
ATT 2d4 bite

Large, ferocious canine. Primeval ancestor of the common wolf. Surrounds prey if possible. 5-in-6 howl panics herbivores. Chaotic dire wolves are known as worgs and used by goblinoids for steeds.

WOLF, WINTER

HD 6 AC 15 ML 9 LR 10
SP 60 AP 1d4 (2d4) TR I
ATT 2d4 bite OR 4d6 breath

Huge, white-furred canine. Breath attack is 5' blast (DEX save) and usable once every 10 rounds. Immune to cold attacks. Vulnerable to fire attacks. Pelt goes for 5000 gp.

WOLVERINE

HD 3 AC 15 ML 7 LR 15
SP 40 AP 1 (1) TR Nil

ATT musk OR [1d4 claw (x2) + 2d4 bite]
 Bulky, shambling carnivore. Threats within 20' will be sprayed by cloud 10' wide, 10' high, and 20' long, which causes blindness for 1d8 hours, forces fleeing, and reduces DEX and STR by 50% for 2d4 turns (CON save). Musk destroys 1d4 rations.

WOLVERINE, GIANT

HD 4 AC 16 ML 8 LR 15
SP 50 AP 1 (1) TR Nil

ATT musk OR [1d4 claw (x2) + 2d4 bite]
 Bulky, shambling carnivore. Threats within 20' will be sprayed by cloud 10' wide, 10' high, and 20' long, which causes blindness for 1d8 hours, forces fleeing, and reduces DEX and STR by 50% for 2d4 turns (CON save). Musk destroys 1d4 rations.

WRAITH

HD 5 AC 16 ML 12 LR 25
SP 40/80 AP 1d8 (1d8) TR E
ATT 1d6 touch (+ 1 Level drain)

Fifful ethereal undead. Have no power in sunlight. Claw attack also drains 1 Level (and abilities, HD, saves, etc). Only harmed by magic weapons. Silver weapons deal half damage to wraiths. Unaffected by *sleep, charm, hold* or cold spells. Slain by *raise dead*. Killed victims become wraiths under the control of the slayer.

WYVERN

HD 7 AC 17 ML 9 LR 30
SP 20/80 AP 1d6 (1d6) TR E
ATT 2d8 bite + 1d6 tail

Winged serpent with two claws. Tail attack poison kills (CON save). If saving throw succeeds, poison still deals 1d6 damage.

**ORN**

HD 7 AC 22 ML 8 LR 40
SP 30 AP 1d4 (0) TR O, P, Qx5, X, Y
ATT 1d3 claw (x3) + 4d6 bite

Clawed, jaw-capped abberation. Searches for rare gems and metals. Accepts them as bribes. Immune to fire or cold-based spells. Resistant to electrical attacks. Harmed by: *move earth* (thrown 10' and stunned for one round), *stone to flesh* or *rock to mud* (AR 12 and xorn cannot attack for one round), and *passwall* deals 1d10+10 damage. Can flee through walls or floors (while doing this, it is killed if targeted with *phase door* spell).

**ETI**

HD 5 AC 14 ML 9 LR 10
SP 50 AP 1d4 (1d6) TR D
ATT 1d6 claw (x2) (+ 2d8 hug)

Enormous fur-coated giant. If claw attack is a critical hit, yeti hugs. If victim was hugged while surprised, it is paralyzed (CON save) for 3 rounds. Can hide in the snow until 1d3 x 10' away. Adapted to the cold, vulnerable to fire.

**OMBIE**

HD 2 AC 12 ML 12 LR Nil
SP 20 AP 2d8 (2d8) TR Nil
ATT 1d8 claw

Hobbling corpse. Enchanted by arcane command - at most a dozen words. Always lose initiative. Makes no noise until attack. Unaffected by *sleep, charm, hold*, and cold-based spells.

Treasure



Roll the percentile to see whether treasure is present, then roll the dice shown for number generation. Averages for coin totals are in brackets.

Treasure Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	Gems	Jewelry	Maps & Magic
A	25%: 1d6 (3500)	30%: 1d6 (3500)	35%: 1d6 (3500)	40%: 1d10 (5500)	25%: 1d4 (2500)	60%: 4d10	50%: 3d10	30%: Any 3
B	50%: 1d8 (4500)	25%: 1d6 (3500)	25%: 1d4 (2500)	25%: 1d3 (2000)	nil	30%: 1d8	20%: 1d4	10%: Sword, armour, or misc.
C	20%: 1d12 (6500)	30%: 1d6 (3500)	10%: 1d4 (2500)	nil	nil	25%: 1d6	20%: 1d3	10%: Any 2
D	10%: 1d8 (4500)	15%: 1d12 (6500)	15%: 1d8 (4500)	50%: 1d6 (3500)	nil	30%: 1d10	25%: 1d6	15%: Any 2 + 1 potion
E	5%: 1d10 (5500)	25%: 1d12 (6500)	25%: 1d6 (3500)	25%: 1d8 (4500)	nil	15%: 1d12	10%: 1d8	25%: Any 3 + 1 scroll 30%: Any 3 (except swords/weapons) + 1 potion + 1 scroll
F	nil	10%: 1d20 (10500)	15%: 1d12 (6500)	40%: 1d10 (5500)	35%: 1d8 (4500)	20%: 3d10	10%: 1d10	
G	nil	nil	nil	50%: 1d4x10 (25000)	50%: 1d20 (10500)	30%: 5d4	25%: 1d10	35%: Any 4 + 1 scroll
H	25%: 5d6 (17500)	40%: 1d100 (51500)	40%: 1d4x10 (25000)	55%: 1d6x10 (35000)	25%: 5d10 (22500)	50%: 1d100	50%: 1d4x10	15%: Any 4 + 1 potion + 1 scroll
I	nil	nil	nil	nil	30%: 3d6 (10500)	55%: 2d10	50%: 1d12	15%: Any 1
J	3d8 pieces/creature	nil	nil	nil	nil	nil	nil	nil
K	nil	3d6 pieces/creature	nil	nil	nil	nil	nil	nil
L	nil	nil	2d6 pieces/creature	nil	nil	nil	nil	nil
M	nil	nil	nil	2d8 pieces/creature	nil	nil	nil	nil
N	nil	nil	nil	nil	1d6 pieces/creature	nil	nil	nil
O	25%: 1d4 (2500)	20%: 1d3 (2000)	nil	nil	nil	nil	nil	nil
P	nil	30%: 1d6 (3500)	25%: 1d2 (1500)	nil	nil	nil	nil	nil
Q	nil	nil	nil	nil	nil	50%: 1d4	nil	nil
R	nil	nil	nil	40%: 2d4 (5000)	50%: 1d6x10 (35000)	55%: 4d8	45%: 1d12	nil
S	nil	nil	nil	nil	nil	nil	nil	40%: 2d4 potions
T	nil	nil	nil	nil	nil	nil	nil	50%: 1d4 scrolls
U	nil	nil	nil	nil	nil	90%: 1d8x10	80%: 5d6	70%: 1 of each magic, no potions/scrolls
V	nil	nil	nil	nil	nil	nil	nil	85%: 2 of each magic, no potions/scrolls
W	nil	nil	nil	60%: 5d6 (17500)	15%: 1d8 (4500)	60%: 1d8x10	50%: 5d8	55%: 1 map
X	nil	nil	nil	nil	nil	nil	nil	60%: Any 1 magic + 1 potion
Y	nil	nil	nil	70%: 2d6 (7000)	nil	nil	nil	nil
Z	20%: 1d3 (2000)	25%: 1d4 (2500)	25%: 1d4 (2500)	30%: 1d4 (2500)	30%: 1d6 (3500)	55%: 1d6x10	50%: 5d6	50%: Any 3 magic

1d10	Gems
1-4	10 gp (ornamental)
5-6	50 gp (semi-precious)
7-8	100 gp (fancy)
9	500 gp (precious)
10	1000gp (gems)
10	5000 gp (jewels)

Roll	Jewelry
2d10	Result x 500 gp

1d10	Magic
1-2	Sword
2-4	Weapon/Armour
5-6	Potion
7	Scroll
8	Ring
9	Wand/Staff/Rod
10	Miscellaneous Magic

1d10	Map
1	False
2-6	Monetary
7-9	Magic
10	Combined Hoard