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Chapter 1

Introduction

Assumptions

Part I

Monsters

Armor Class 1 Hit Points 2 Speed 3

| | STR 4 | DEX 5 | CON 6 | INT 7 | WIS 8 | CHA 9 | |
|---|----------|--------------|--------------|--------------|--------------|--------------|--|
| 3 | | | | | | | |
| 4 | | | | | | | |
| 5 | | | | | | | |

- * Aberration Building * Grell * Hook Horror * Intellect Devourer * Otyugh * Roper and others like it * Angels * Azer * Basilisk * Beastman * Quaggoth * Kenku * Blights * Cambion * Cockatrice * Coualt * Crawling-Claw * Deah-Knight * BBEG Fiend Building * Balor * Marilith * Quasit * Rakshasa * Shadow * Fear * Hunger * Rage * Opportunity * Demon * Succubus * Yugoloth * Slaad * Fiend Minions * Imp * Merrow * Displace-Beast * Dragon add-up * Dryad * Elves
- * Faerie Dragon Ancient * Fomorian * Fungi*Myconid * Gargoyle * Giant add-ups * Cyclops * Ettin * Giant * Ogres * Oni * Trolls * Gnolls * Gnomes * Goblinoids * Bugbears * Goblins * Hobgoblins * Griffon * Hags Add-up * Harpy * Hell-Hound * Hippogriff * Hydra * Lizardfolk * Manticore * Medusa * Merfolk * Minotaur * Naga * Orcs * Pegasus * Pixie * Pseudodragon * Roc * Satyr * Spectre * Sprite * Tarrasque * Treat * Troglodyte * Undead * Mastermind Add-up * Demi Lich * Lich * Mummies * Minions * Ghouls * Lieutenant / Brute Add-up * Banshee * Ghost * Revenant * Shadow * Spectre * Wight * Wraith * Mindless Add-up * Skeletons * Zombie * Vampires Add-up * Wight * Wraith
- * Magical creation * Animated-Objects * Elemental * Galeb Duhr * Magmin * Mephit * Salamander * Gibbering Mouther * Golems * Clay Golem * Flesh Golem * Iron Golem * Stone Golem * Gorgon * Helmed Horror * Homunculus * Invisible Stalker * Modrons * Shield Guardian

 Ω 4

Part II

Encounters

* Centaur * Chimera * Bulette * Lycantropes * Owlbear * Purple Worm * Remorak

* Gibbering Mouther

Celestials Fiends Undead Ghosts Corpses

 Ω 6