

H&H MONSTERS

- aboleth** AC 4 HD 8 MV Swim 180'(60') 1d6/1d6/1d6/1d6 F8 ML 10 AL C XP 2,060; slime and enslavement abilities; ground movement 30'(10')
- aerial servant** HD 16 AC 3 8d4 F10 MV 24 ML 10 XP 1600; surprise on 1–4 in 6; pins human-sized creatures on a hit
- air elemental** AC 0 HD 12 MV Fly 360' (120') 2d8 F12 ML 10 AL N XP 1,100
- amber golem** AC 6 HD 10 MV 180' (60') 2d6/2d6/2d10 F5 ML 12 AL N XP 2,300
- animate object** HD 2 AC 3 1d6 F4 MV 6 ML 12 XP 200; only harmed by magic or magic weapons; immune to *sleep* and *charm*
- animated tree** HD 8 AC 2 2d6/2d6 F8 MV 6
- araneina** HD 9 AC 9 1d6 + *poison* F9 MV 12 ML 9 XP 900; *climb*; *poison*: when bit, save vs. poison or die; *charm*: save vs. spells or fall madly in love with her; *glamour*: every hour in her company when not madly in love, save vs. spells to notice a flickering of her glamour revealing her eight eyes, or the spider legs growing out of her back
- balor** HD 9+1 AC 4 1d6/2d6 F9 MV 12 ML 11; flying; *aura of fire* (anybody in melee takes automatic 1d6 fire damage); if the first attack with the flaming whip hits, the second attack with the flaming sword is at +4; only harmed by magic or magic weapons; immune to fire
- basilisk** HD 6+1 AC 4 1d10 F6 MV 6 ML 9 XP 600; save vs. poison if closer than 30ft because of the *poisoned air*, or when its *killing gaze* falls on you, or when bitten by the *poisonous fangs*; *basilisk bile* is worth 5000gp to an alchemist
- bat** AC 6 HD 1 hp MV 9' (3'), Fly 120' (40') Nil No. App 1-100 (1-100) NM ML 6 AL N XP 5 Special Only cause confusion causing -2 to attacks and spell cannot be cast.
- bear** HD 4 AC 6 1d4/1d4/1d6 + *hug* F2 MV 12 ML 5 XP 400; when both claws hit, their *bear hug* deals an extra 2d8
- big spider** HD 1-1 AC 7 1d6 + *paralysis* F1 MV 15 ML 7 XP 100; *climb*
- black dragon** HD 7 AC 2 1d6/1d6/2d10 F7 MV 24 ML 8 XP 700; *acid* (as much as the dragon has hp left, save vs. dragon breath for half)
- blue dragon** HD 9 AC 0 1d8/1d8/3d10 F9 MV 24 ML 9 XP 900; *lightning* (as much as the dragon has hp left, save vs. dragon breath for half)
- boar** HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 300
- bone golem** AC 2 HD 8 MV 120' (40') 1d6 F4 ML 12 AL N XP 650
- brain** HD 11 AC 9 MU11 MV 0 ML 12 XP 1100; *mind blast*, *mind domination*, *mind reading*, *aura of fear* (60ft, save vs. spells or cower in fear) at will
- bronze golem** HD 10 AC 0 3d10 MV 12 ML 12 XP 1000; immune to *arrows*; immune to *poison*; immune to *spells*; when dealing damage to a bronze golem with a melee weapon, save vs. death or suffer 2d6 damage from molten metal splashes

bugbear HD 3+1 AC 5 1d10 F3 MV 9 ML 9 XP 300; surprise on 1–5 in 6

caryatid column HD 5 AC 5 2d4 F10 MV 6 ML 12 XP 500; always 22hp; non-magical weapons only do half damage

cave fisher HD 3 AC 4 2d4/2d4 F2 MV 3 ML 9 XP 300; 60' sticky filament, +3 to hit, reels in prey at 15ft/rd

cave locust AC 4 HD 2 MV 60' (20'), Fly 180' (60') 1d2 or 1d4 or special No. App 2–20 (1–10) F2 ML 5 AL N XP 20

centaur HD 4 AC 5 1d6/1d6/1d8 F4 MV 18 ML 8 XP 400

cerberus HD 7 AC 4 1d10/1d10/1d10 F7 MV 12 ML 10 XP 700; 2 in 6 chance that instead of biting, a head breathes *fire* (7d6); *see invisible*; *hell hound embers* burning inside them are worth 500gp to an alchemist

chimera HD 6 AC 5 1d6/1d6/1d10/2d10 or *fire* F6 MV 9 ML 10 XP 600; *fire* (3×/day): as much as the chimera has hp left, save vs. dragon breath for half; *chimera blood* is worth 5000gp to an alchemist

cockatrice AC 6 HD 5 MV 90' (30'), Fly 180' (60') 1d6 + *petrification* F5 ML 7 AL N XP 45

corpse crawler AC 7 HD 3+1 MV 120' (40') *paralysis* F2 ML 9 AL N XP 75

crocodile HD 6 AC 3 2d8 F3 MV 9 ML 8 XP 600; surprise on 1–5 in 6

cryohydra [1d8+4 as heads] heads, HD [same heads] (8hp per head) AC 5 1d10 per head F[same heads] MV 12 ML 9 XP [same heads]00; whenever a head is lost, *two heads regrow* the next round (up to 12) unless the wound is cauterised using ice or fire (a melee attack with a torch will do); *ice* (as much as the hydra has hp left, save vs. dragon breath for half); *poisonous blood* (cutting off a head with a melee weapon exposes the attacker to it: save vs. poison or die; *hydra's blood* is worth 5000gp each to an alchemist)

demon boar HD 9+1 AC 3 1d12 F9 MV 15 ML 9 XP 900; *charm person* 3×/day; *shape change* into human form at will; only harmed by magic, magic weapons or silver weapons

devil HD 9 AC 2 1d8/1d8/1d12 F9 MV 18 ML 11 XP 900; only harmed by magic or magic weapons; immune to spells of casters up to fifth level; *devil breath*: 2d6, save vs. rays for half

dire locust HD 3 AC 6 1d6 F1 MV 24 ML 7 XP 300

doppelgänger HD 4 AC 5 1d12 F10 MV 9 ML 10 XP 400; *shape change* at will

druid acolyte HD 3 AC 7 1d6 + 1d6 *crushing staff* F3 MV 12 ML 9 XP 300; *heat metal*; *crushing staff*

druid HD 9 AC 7 1d6 F9 MV 12 ML 9 XP 900; *heat metal*; *tree travel*; *animate tree* (3×/day): AC 2 2d6/2d6 MV 6; *limited shape change* into a bear: AC 6 1d4/1d4/1d6 + *hug* MV 12; when both claws hit, their *bear hug* deals an extra 2d8

dryad HD 4 AC 7 1d6 F8 MV 12 ML 6 XP 400; *charm*, *sleep*, *speak with plants*, *tree travel*, *animate tree* (3×/day): AC 2 2d6/2d6 MV 6

duergar HD 1 AC 4 1d6 D1 MV 6 ML 8 XP 100; immune to fire

dwarf HD 1 AC 4 1d6 D1 MV 6 ML 8 XP 100

earth elemental AC 0 HD 12 MV 60' (20') 2d8 F12 ML 10 AL N XP 1,100

elephant HD 9 AC 5 4d8 *with +4 to hit* F5 MV 12 ML 8 XP 900

elf HD 1 → 1d6 AC 5 1d6 or *spell* 1×/day E1 MV 12 ML 10 XP 100

ettercap brood mother HD 9 AC 3 2d6 + *poison* F9 MV 3 ML 9 XP 900; *climb*; *poison*: when bit, save vs. poison or die

ettercap HD 5 AC 5 1d4/1d4/1d6 + *poison* F5 MV 12 ML 9 XP 500; *climb*; *poison*: when bit, save vs. poison or be paralysed for 2h

ettin HD 11 AC 3 3d6/3d6 F10 MV 12 ML 9 XP 1100; only surprised on a 1 in 6

fire elemental AC 0 HD 12 MV 120' (40') 2d8 F12 ML 10 AL N XP 1,100

fire giant HD 11+1 AC 4 5d6 or 3d6 *ranged* F11 MV 12 ML 9 XP 1100

floating eye HD ½ AC 9 *no damage* F1 MV 30 ML 6 XP 50; *stunning gaze*: save vs. paralysis when looking into the eye

four armed white gorilla HD 4+1 AC 6 1d6/1d6/1d6/1d6 F4 MV 24 ML 10 XP 400

frogling HD 1 AC 7 1d6 F1 MV 4 ML 6 XP 100; *surprise* on 1–5 in 6; *jump* into combat for double damage; *swim*

frost giant HD 10+1 AC 4 4d6 or 3d6 *ranged* F10 MV 12 ML 9 XP 1000; *stone shape* and *control weather* at will

gargoyle HD 4 AC 5 1d4/1d4/1d6 F8 MV 15 ML 11 XP 400; only harmed by magic or magic weapons

ghoul HD 2 AC 6 1d4/1d4/1d4 + *paralysis* F2 MV 9 ML 9 XP 200; *aura of fear* (save vs. spells or flee for two rounds); when bitten, save vs. paralysis or be *paralysed* for 1h; *limited shape shift* into a hyena

giant ant HD 4+1 AC 5 1d10 F2 MV 15 ML 9 XP 400; *acid spray* 1×/h: anybody within 20ft takes 2d6, save vs. poison for half

giant ape HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 300

giant bat HD 4 AC 6 1d8 F2 MV 12 ML 6 XP 400; *echolocation*

giant beetle HD 4 AC 3 2d6 F2 MV 9 ML 9 XP 400

giant bronze golem AC 0 HD 20 MV 240' (80') 3d10 + *special* F10 ML 12 AL N XP 4,300

giant centipede AC 9 HD 1d4 hp MV 60' (20') *poison* NM ML 7 AL N XP 5

giant crab HD 3 AC 2 2d6/2d6 F2 MV 6 ML 7 XP 300

giant fish HD 2 AC 7 1d6 F1 MV 12 ML 8 XP 200

giant goat HD 3 AC 7 1d6 F2 MV 15 ML 7 XP 300; charge into a fight for double damage

giant lizard HD 4 AC 5 1d10 F3 MV 12 ML 7 XP 400

giant rat AC 7 HD 1d4 hp MV 120' (40'), Swim 60' (20') 1d3 + *disease* F1 ML 8 AL N XP 5
Special There is a 1 in 20 chance that a bite will cause a disease. The victim can save versus poison or die (only if a 1 is rolled on 1d4) one in 1d6 days or they have to remain in bed for a month.

giant scorpion HD 4 AC 2 1d10/1d10/1d4 + *poison* F2 MV 15 ML 11 XP 400

giant snake HD 5 AC 6 2d6 + *constrict* F3 MV 9 ML 8 XP 500; *constrict*: when hit, victims are *helpless* and every round there after, roll on the *death & dismemberment* table

giant spider HD 4 AC 6 1d6 + *paralysis* F2 MV 15 ML 7 XP 400; *climb*

giant toad HD 4+1 AC 7 1d6 + *swallow* F2 MV 3 ML 6 XP 400; human children, elves, halflings and dwarves are swallowed when hit: save vs. death once per round or suffocate

giant turtle HD 4 AC 2 1d10 F2 MV 3 ML 7 XP 400

giant vampire bat AC 6 HD 2 MV 30' (10'), Fly 180' (60') unconsciousness No. App 1-10 (1-10) F1 ML 8 AL N XP 20 Special A bite does no damage but a save versus paralysis is required or fall unconscious for 1d10 rounds. They then drain 1d4 damage of blood per round

giant wasp HD 4+1 AC 5 1d6 + *poison* F2 MV 15 ML 9 XP 400; when stung, save vs. poison or die

giant wolf HD 4+1 AC 6 1d8 F2 MV 15 ML 8 XP 400

gnoll HD 2+1 AC 5 1d10 F2 MV 9 ML 8 XP 200

gnome HD 1 AC 5 1d6 F1 MV 6 ML 8 XP 100; *speaking with animals*, *stone talk* and *earth swim* at will

goblin HD 1-1 AC 6 1d6 F1 MV 6 ML 7 XP 100

gorgon HD 8 AC 7 2d6 F8 MV 12 ML 8 XP 800; *poison breath* 30ft; *charge* into combat for double damage

greater air elemental AC -2 HD 16 MV 60' (20'), Swim 180' (60') 3d8 F16 ML 10 AL N XP 1,350

greater earth elemental AC -2 HD 16 MV 60' (20') 3d8 F16 ML 10 AL N XP 1,350

greater fire elemental AC -2 HD 16 MV 120' (40') 3d8 F16 ML 10 AL N XP 1,350

greater water elemental AC -2 HD 16 MV 60' (20'), Swim 180' (60') 3d8 F16 ML 10 AL N XP 1,350

green dragon HD 8 AC 1 1d6/1d6/3d8 F8 MV 24 ML 9 XP 1000; *poison* (if HD 4 or lower, save vs. poison or die; otherwise suffer 1/rd)

griffon HD 4+1 AC 6 1d6/1d6/1d8 F4 MV 24 ML 10 XP 400

halfling HD 1 → 1d6 AC 7 1d6 H1 MV 9 ML 7 XP 100; outside: *surprise* on 1-5 in 6, inside: *surprise* on 1-2 in 6

harpy HD 3 AC 7 1d4/1d4/1d6 F6 MV 15 ML 7 XP 300; *charm song*

hell hound HD 5 AC 4 1d6 F5 MV 12 ML 9 XP 500; 2 in 6 chance that instead of biting, it breathes *fire* (5d6); *see invisible*; *hell hound embers* burning inside them are worth 500gp to an alchemist

hill giant HD 8 AC 4 2d6 F8 MV 12 ML 8 XP 800

hobgoblin HD 1+1 AC 6 1d8 F1 MV 9 ML 8 XP 100

human HD 1 AC 8 1d6 F1 MV 12 ML 7 XP 100

ice devil HD 9 AC 2 1d8/1d8/1d12 F9 MV 18 ML 11 XP 900; only harmed by magic or magic weapons; immune to spells of casters up to fifth level; *ice bolt*: 2d6, save vs. rays for half; *ice storm*: 5d6, 60ft around the devil, save vs. explosions for half

ice worm HD 5 AC 4 1d12 F5 MV 6 ML 8 XP 500; when hit, save vs. paralysis or be *helpless* for one round; helpless creatures are swallowed the next turn; swallowed creatures take 1d6 damage every round and may only slash from the inside using a dagger

ifrit HD 10 AC 3 2d8 + 1d8 *fire* F20 MV 24 ML 12 XP 1000; *illusion*, permanent *living flame*, *invisibility*, *wall of fire* and *creation* at will; only harmed by magic or magic weapons

insect swarm AC 7 HD 2, 3, or 4 MV 30' (10'), Fly 60' (20') 2 points NM ML 11 AL N XP 80 Special [insect swarm type] taking up 10'x30' of space automatically hitting anyone

where victims with no armor take double damage. It takes 3 rounds to completely swat away insects after escaping. Torches will only do damage to them as weapons doing 1d4 damage.

invisible stalker HD 8 AC 3 2d8 F8 MV 12 ML 12 XP 800; surprise on 1–5 in 6

iron golem HD 11 AC -1 2d6/2d6 MV 12 ML 12 XP 1100; *gas* 3×/day, anybody within 10ft must save vs. death or fall asleep; immune to *arrows*; immune to *poison*; immune to *spells*

jaguar HD 4 AC 6 1d4/1d4/1d8 F2 MV 21 ML 8 XP 400; surprise on 1–4 in 6

jinn HD 7+1 AC 5 2d8 F14 MV 24 ML 12 XP 700; *illusion*, *invisibility*, *gaseous form*, *whirlwind* and *creation* at will; only harmed by magic or magic weapons

kobold AC 7 HD 1d4 hp MV 60' (20') 1d4 or weapon-1 NM ML 6 AL C XP 5

lesser air elemental AC 2 HD 8 MV 60' (20'), Swim 180' (60') 1d8 F8 ML 10 AL N XP 650

lesser earth elemental AC 2 HD 8 MV 60' (20') 1d8 F8 ML 10 AL N XP 650

lesser fire elemental AC 2 HD 8 120' (40') 1d8 F8 ML 10 AL N XP 650

lesser water elemental AC 2 HD 8 MV 60' (20'), Swim 180' (60') 1d8 F8 ML 10 AL N XP 650

lindwurm HD 5 AC 4 2d6 F5 MV 24 ML 7 XP 500; *poisonous gas* surrounds it at all times: when within 30ft, save vs. poison or loose 1d6

lion HD 5 AC 6 1d6/1d6/1d10 F3 MV 15 ML 9 XP 500; surprise on 1–4 in 6

lizard people HD 2+1 AC 5 1d8 F2 MV 12 ML 7 XP 200

manticore HD 6+1 AC 4 1d6/1d6/1d10 or *spikes* F6 MV 18 ML 9 XP 600; 24 *spikes* (60ft, 1d6), up to 6/rd

marid HD 12 AC 1 3d6 F24 MV 24 ML 12 XP 1200; *water*, *fog*, *flood* and *destruction* at will; only harmed by magic or magic weapons

medusa HD 4 AC 8 1d6 or *poison* F6 MV 9 ML 8 XP 400; *petrification*; a *medusa's head* is worth 5000gp to an alchemist

minotaur HD 6 AC 6 2d6 F6 MV 12; *mesmerize* any listeners at will, i.e. listeners must save vs. spells or cease all hostilities and speak nothing but the truth; immune to *sleep* and *charm*

mummy HD 5+1 AC 6 1d12 F6 MV 6 ML 12 XP 500; anybody who sees them must save vs. paralysis or be *held*; only harmed by magic or magic weapons; immune to *sleep* and *charm*; always fail their saves vs. fire spells

myconid HD 3 AC 8 – F3 MV 6 ML 7 XP 300; *read mind*, *dominate*, *knockout*, *gravity control* (3d8): save vs. spells to avoid; *silent message*

naga HD 9 AC 7 1d8+*poison* F18 MV 6; *fireball* (7d6) 3×/day; *charm person* at will; only harmed by magic or magic weapons

nixie HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *charm*, *water breathing*

ogre mage HD 6+1 AC 5 1d10 + 1d6 *fire* F6 MV 9 ML 10 XP 600; *fog*; *invisibility*; *snow storm* 3×/day for 6d6 damage up to 30ft., save vs. spells for half

ogre HD 4+1 AC 5 1d10 F4 MV 9 ML 10 XP 400

orc HD 1 AC 6 1d6 F1 MV 12 ML 8 XP 100

outlaw HD 1 AC 8 1d6 F1 MV 12 ML 7 XP 100

owl HD 3 AC 6 1d4/1d4/1d6 F1 MV 15 ML 5 XP 300; when both claws hit, may carry halflings, dwarves or gnomes up for a bit before dropping them again for 1d6 falling damage

owlbear HD 5 AC 6 1d6/1d6/1d8 + *hug* F2 MV 12 ML 9 XP 500; when both claws hit, their *bear hug* deals an extra 2d8

pegasus HD 2+1 AC 6 1d6/1d6 F2 MV 48 ML 8 XP 200

phase spider HD 7 AC 5 1d6/1d6/1d6 + *poison* F7 MV 12 ML 9 XP 700; *climb*; *poison*: when bit, save vs. poison or be paralysed for 2h; *telepathy*: save vs. spells to reject their contact; *realm travel*

puma HD 3 AC 6 1d6 F1 MV 24 ML 7 XP 300; surprise on 1–4 in 6

pyrohydra [1d8+4 as heads] heads, HD [same heads] (8hp per head) AC 5 1d10 per head F[same heads]MV 12 ML 9 XP is [same heads]00; whenever a head is lost, *two heads* regrow the next round (up to 12) unless the wound is cauterised using ice or fire (a melee attack with a torch will do); *fire* (as much as the hydra has hp left, save vs. dragon breath for half); *poisonous blood* (cutting off a head with a melee weapon exposes the attacker to it: save vs. poison or die; *hydra's blood* is worth 5000gp each to an alchemist)

rat AC 9 HD 1 hp MV 60' (20'), Swim 30' (10') 1d6 + *disease* NM ML 5 AL N XP 5 Special There is a 1 in 20 chance that a bite will cause a disease. The victim can save versus poison or die (only if a 1 is rolled on 1d4) one in 1d6 days or they have to remain in bed for a month. If attacking someone, they must make a save versus death or fall down and be covered in rats until they can get back on their feet.

red dragon HD 10 AC -1 1d8/1d8/4d8 F10 MV 24 ML 10 XP 1000; *fire* (as much as the dragon has hp left, save vs. dragon breath for half)

robber fly AC 6 HD 2 MV 90' (30'), Fly 180' (60') 1d8 F1 ML 8 AL N XP 20 Special They hide in shadows and surprise others on a 1–4. They can leap up to 30'.

salamander HD 8 AC 2 1d4/1d4/1d8 F8 MV 12 ML 8 XP 800; *aura of fire* (anybody in melee takes automatic 1d6 fire damage); immune to fire; only harmed by magic or magic weapons; immune to *sleep* and *charm*

satyr HD 5 AC 7 1d6 F5 MV 9 ML 7 XP 500; *party tunes*: when playing the flute, anybody listening must save vs. spells or join the party; *chill-out tunes*: when playing the flute, anybody listening must save vs. spells fall into a magical slumber; only harmed by magic, magic weapons or silver weapons

sea dragon HD 8 AC 1 3d8 F8 MV 18 ML 9 XP 800; [*boiling jets of steam*|*blasting rays of salt and sand*] (as much as the dragon has hp left, save vs. dragon breath for half)

sea serpent HD 6 AC 5 2d6 and 1d10 vs. ships F3 MV 15 ML 8 XP 600

shadow HD 2 AC 7 1d4+1 *strength* F2 MV 15 ML 8 XP 200; *surprise* on 1–5 in 6; only harmed by magic or magic weapons; immune to *sleep* and *charm*

skeleton HD 1 AC 7 2d10 F1 MV 6 ML 7 XP 100; immune to *sleep* and *charm*

slime HD 3 AC 5 various attacks F3 MV 9 ML 12 XP 300; various effects and weaknesses

snake HD 2 AC 6 1d4 + *poison* F1 MV 9 ML 7 XP 200; *poison*: when bitten, save vs. poison or die

spectre HD 6 AC 2 1d8 + *drain* 2 levels F6 MV 15 ML 11 XP 600; only harmed by magic or magic weapons; immune to *sleep* and *charm*

sphinx HD 5 AC 6 1d6/1d6 F10 MV 15 ML 9 XP 500; cure disease 3×/day, raise dead 1×/day

sprite HD 1 AC 7 1d4 F1 MV 12 ML 6 XP 100; *entanglement*: save vs. spells or unable to move for an hour; *illusion*; *sleep*

squid person HD 5 AC 9 1d4 + *brains* MU5 MV 9 ML 9 XP 500; on their first hit, they simply deal their damage as they grapple with their arms and facial tentacles; on every subsequent hit, victims must save vs. death or have their brains destroyed by tentacles forcing their way through nostrils and eye sockets; *mind blast* (30ft cone, save vs. spells or be stunned for 1d4 rounds), *mind domination* (save vs. spells or submit to their telepathic commands), *mind reading* (save vs. spells or reveal all your intentions) at will

stone giant HD 9 AC 4 3d6 or 3d6 *ranged* F9 MV 12 ML 9 XP 900; *stone shape* and *control weather* at will

stone golem HD 9 AC 1 3d6 MV 12 ML 12 XP 900; immune to *arrows*, immune to *poison*; immune to *spells*

straw golem HD 1 AC 9 1d6 MV 12 ML 12 XP 100; immune to *arrows*, immune to *poison*; immune to *spells*

swamp crane HD 1 AC 7 1d4 F2 MV 18 ML 9 XP 100; shoots feathers like darts for 60ft until they roll a 1 for damage; from then on they attack with their beaks; afraid of loud rattling, drumming or bells ringing; *swamp crane feathers* are worth 50gp each to an alchemist

swamp gnome HD 1 AC 5 1d6 F1 MV 6 ML 8 XP 100; *speak with animals*; *walk on water*

tengu HD 5+1 AC 6 1d8 F10 MV 15 ML 8; flying

tiger HD 6 AC 6 1d6/1d6/1d12 F3 MV 15 ML 9 XP 600; surprise on 1–4 in 6

treant HD 8 AC 2 2d6/2d6 F8 MV 6 ML 6 XP 800; *surprise* on 1–3 in 6; *animate trees* two trees each, using the same stats

troglodyte AC 5 HD 2 MV 120' (40') 1d4/1d4/1d4 F2 ML 9 AL C XP 25 Special They have a chameleon ability that lets them surprise others on a 1 to 4. They secrete oil that smells that nauseates unless a save versus poison is successful. Anyone nauseated will suffer -2 to attack.

troll HD 6+1 AC 4 1d6/1d6/1d10 F6 MV 12 ML 10 XP 600; *regenerate* unless burned or dissolved in acid

turtle people HD 3 AC 2 1d8 F3 MV 6 ML 8 XP 300; *two attacks* when damaged

unicorn HD 4 AC 2 1d8/1d8/1d8 F8 MV 24 ML 7 XP 400; short teleport jump (360ft) 1×/day; a *unicorn horn* is worth 5000gp to an alchemist; each unicorn also has d100 strands of hair long enough to be sold to an alchemist, each worth 50gp

vampire HD 9 AC 2 1d10 + *drain* F9 MV 18 ML 11 XP 900; only harmed by magic or magic weapons; immune to *sleep* and *charm*; *charming gaze*: save vs. spells when looking into its eyes as it speaks or be charmed for a day; *limited shape shift* into a bat or mist; *coffin bound*: when reduced to 0hp, turns into mist and slowly creeps back to its coffin; *regenerate*: in its coffin, regenerates completely within a few hours; *vulnerability*: to kill it, expose it to sunlight or submerge it under running water for 10min

vulture demon HD 8+1 AC 5 1d4/1d4/1d6/1d6/1d8 F16 MV 18 ML 11; flying; only harmed by magic or magic weapons

war bear HD 4 AC 4 1d4/1d4/1d6 + *hug* F2 MV 12 ML 5 XP 400; when both claws hit, their *bear hug* deals an extra 2d8

warlock HD 5 → 5d4 AC 4/2 1d6 M5 MV 12 ML 9 XP 500; *magic missile* (3×1d6+1); *shield* (reduces AC 9 to AC 4 in melee and AC 2 in ranged combat); *phantasmal force* (use illusions to split the party); *mirror image* (1d4 images to protect the caster); *lightning bolt* (5d6 damage, save vs. spells for half)

water elemental AC 0 HD 12 MV 60' (20'), Swim 180' (60') 2d8 F12 ML 10 AL N XP 1,100

weasel HD 5 AC 7 1d8 F3 MV 15 ML 8 XP 500

werewolf HD 4 AC 5 1d10 F4 MV 18 ML 8 XP 400; only harmed by magic, magic weapons or silver weapons; call 2d6 wolves which arrive within 10min: HD 2+1 AC 7 1d6 F1 MV 18

white dragon HD 6 AC 3 1d4/1d4/2d8 F6 MV 24 ML 8 XP 600; *ice* (as much as the dragon has hp left, save vs. dragon breath for half)

white gorilla HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 300

wight HD 3 AC 5 *drain* F3 MV 9 ML 12 XP 300; only harmed by magic or magic weapons; immune to *sleep* and *charm*

winter wolf HD 5 AC 4 1d6 F5 MV 12 ML 9 XP 500; 2 in 6 chance that instead of biting, it breathes a *cloud of ice* (5d6); *see invisible*; *winter wolf icicles* growing inside them are worth 500gp to an alchemist

witch HD 5 AC 6 1d6/1d6 F5 MV 15 ML 7 XP 500; [beauty](#), [charm person](#), [invisibility](#), [voice of the master](#), [curse the land](#)

wolf HD 2+1 AC 7 1d6 F1 MV 18 ML 6 XP 200

wood golem HD 2 AC 7 1d8 MV 12 ML 12 XP 200; immune to *arrows*, immune to *poison*; immune to *spells*

wraith HD 4 AC 3 1d6 + *drain* F4 MV 24 ML 12 XP 400; only harmed by magic or magic weapons; immune to *sleep* and *charm*

wyvern HD 5 AC 4 1d8 + *poison* F5 MV 24 ML 7 XP 500

zombie HD 2 AC 8 1d8 F1 MV 12 ML 12 XP 200; immune to *sleep* and *charm*