

The new *Monstrous Compendium* format was designed with the Dungeon Master in mind. Monster entries are given in alphabetical order, printed on looseleaf sheets that can be organized for convenience. The sheets needed for an adventure can be placed in a separate folder for play, then later returned to the master binder. New monsters can be easily placed in the master binder.

All monsters described here are typical for their type; likewise, the given encounter tables are guidelines for general play. DMs should note that unusual variations are encouraged, but are most effective when they depart from the expected.

Each monster is described fully, with entries that describe behavior, combat modes, and so on. These are explained below.

CLIMATE/TERRAIN defines where the creature is most often found. Climates include arctic, subarctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert.

FREQUENCY is the likelihood of encountering a creature in an area. Very rare is a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas. ORGANIZATION is the general social structure the monster adopts. "Solitary" includes small family groups. ACTIVE CYCLE is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common. DIET shows what the creature generally eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers eat mainly carrion. INTELLIGENCE is the equivalent of human "IQ".

Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores: 0 Non-intelligent or not ratable A Animal intelligence 2-4 Semi-intelligent 5-7 Low intelligence 8 - 10 Average (human) intelligence 11 - 12 Very intelligent 13 - 14 Highly intelligent 15 - 16 Exceptionally intelligent 17 - 18 Genius 19 - 20 Supra - genius 21 + Godlike intelligence

TREASURE refers to the treasure tables in the *Dungeon Masters Guide*. If individual treasure is indicated, each individual monster has a chance of finding it. If no treasure is indicated, no treasure of any type is found. Treasures should be adjusted downward if few monsters are encountered. Large treasures are noted by size that wear armor will have an unarmored rating in parentheses. Listed AC do not include any special bonuses noted in the description. MOVEMENT

Fl = fly, Sw = swim, Br = burrowing, Wb = web. Flying creatures will also have a Maneuverability Class from A to E. HIT DICE control the number of hit points damage a creature can withstand (1-8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point modifier.

4 Hit Dice has 4d8 + 4 hit points (8 - 36 total). Note that creatures with 3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

THACO is the attack roll the monster needs to score. T, tiny (2' tall or less); S, smaller than a typical human (2' to 4'); M, man-sized (4' to 7'); L, larger than man-sized (7' to 12'); H, huge (12' to 25'); and G, gargantuan (25' to 40' or more).

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual monsters.

20 range : 2 - 4 Unreliable 5 - 7 Unsteady 8 - 10 Average 11 - 12 Steady 13 - 14 Elite 15 - 16 Champion 17 - 18 Fanatic 19 - 20 Fearless

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that should be adjusted for individual monsters.