

Monster Manual

This document shows how to list all of the monsters from the Basic Stats style (basic-stats.sty). Each monster is listed first in the “New Monster” format, then underneath as a statblock. In Part 6, the monsters are listed again in tabular format.

PART 1: MONSTERS FROM THE BASIC/EXPERT RULEBOOKS

Ant, Driver

Armour Class:	3	No. Appearing:	2–8 (4–24)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	180' (60')	Morale:	7 (12)
Attacks:	1 mandibles	Treasure Type:	U or special
Damage:	2d6	Alignment:	Neutral

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Driver Ants (3): AC 3, HD 4*, hp 4 each, MV 180' (60'), Att 1 mandibles, D 2d6, Save F2, ML 7, AL N, XP 125

Ape, White

Armour Class:	6	No. Appearing:	1–6 (2–8)
Hit Dice:	4	Save As:	Fighter: 2
Move:	120' (40')	Morale:	7
Attacks:	2 claws	Treasure Type:	Nil
Damage:	1d4/1d4	Alignment:	Neutral

White Apes (3): AC 6, HD 4, hp 4 each, MV 120' (40'), Att 2 claws, D 1d4/1d4, Save F2, ML 7, AL N, XP 75

Basilisk

Armour Class:	4	No. Appearing:	1–6 (1–6)
Hit Dice:	6+1**	Save As:	Fighter: 6
Move:	60' (20')	Morale:	9
Attacks:	1 bite + gaze	Treasure Type:	F
Damage:	1d10+ petrification	Alignment:	Neutral

Basilisks (3): AC 4, HD 6+1**, hp 4 each, MV 60' (20'), Att 1 bite + gaze, D 1d10+ petrification, Save F6, ML 9, AL N, XP 950

Bat

	Normal Bat	Giant Bat	Vampire Bat
Armour Class:	6	6	6
Hit Dice:	1 hp	2	2
Move:	9' (3')	30' (10')	30' (10')
Fly:	120' (40')	180' (60')	180' (60')
Attacks:	Confusion	1 bite	1 bite
Damage:	Nil	1d4	1d4 + blood drain
No. Appearing:	1–100 (1–100)	1–10 (1–10)	1–10 (1–10)
Save As:	Normal Man	Fighter: 1	Fighter: 1
Morale:	6	8	8
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

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Bats (3): AC 6, HD 1 hp, hp 4 each, MV 9' (3'), Fly 120' (40'), Att Confusion, D Nil, Save NM, ML 6, AL N, XP 5

Giant Bats (3): AC 6, HD 2, hp 4 each, MV 30' (10'), Fly 180' (60'), Att 1 bite, D 1d4, Save F1, ML 8, AL N, XP 20

Giant Vampire Bats (3): AC 6, HD 2, hp 4 each, MV 30' (10'), Fly 180' (60'), Att 1 bite, D 1d4 + blood drain, Save F1, ML 8, AL N, XP 20

Bear

	Black Bear	Grizzly Bear
Armour Class:	6	6
Hit Dice:	4	5
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d4/1d4/1d8
No. Appearing:	1-4 (1-4)	1 (1-4)
Save As:	Fighter: 2	Fighter: 2
Morale:	7	8
Treasure Type:	U	U
Alignment:	Neutral	Neutral

	Polar Bear	Cave Bear
Armour Class:	6	5
Hit Dice:	6	7
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/1d10	1d8/1d8/2d6
No. Appearing:	1 (1-2)	1-2 (1-2)
Save As:	Fighter: 3	Fighter: 3
Morale:	8	9
Treasure Type:	U	V
Alignment:	Neutral	Neutral

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Black Bears (3): AC 6, HD 4, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d3/1d3/1d6, Save F2, ML 7, AL N, XP 75

Grizzly Bears (3): AC 6, HD 5, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d4/1d4/1d8, Save F2, ML 8, AL N, XP 175

Polar Bears (3): AC 6, HD 6, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d6/1d6/1d10, Save F3, ML 8, AL N, XP 275

Cave Bears (3): AC 5, HD 7, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d8/1d8/2d6, Save F3, ML 9, AL N, XP 450

Bee, Killer

Armour Class:	7	No. Appearing:	1-6 (5-30)
Hit Dice:	½* (1-4 hp)	Save As:	Fighter: 1
Move:	150' (50')	Morale:	9
Attacks:	1 sting	Treasure Type:	Special
Damage:	1d3 + special	Alignment:	Neutral

Killer Bees (3): AC 7, HD ½*, hp 4 each, MV 150' (50'), Att 1 sting, D 1d3 + special, Save F1, ML 9, AL N, XP 6

Beetle

	Giant Fire Beetle	Giant Oil Beetle	Giant Tiger Beetle
Armour Class:	4	4	3
Hit Dice:	1+2	2*	3+1
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1 bite	1 bite + special	1 bite
Damage:	2d4	1d6 + special	2d6
No. Appearing:	1-8 (2-12)	1-8 (2-12)	1-6 (2-8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	7	8	9
Treasure Type:	Nil	Nil	U
Alignment:	Neutral	Neutral	Neutral

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Giant Fire Beetles (3): AC 4, HD 1+2, hp 4 each, MV 120' (40'), Att 1 bite, D 2d4, Save F1, ML 7, AL N, XP 15

Giant Oil Beetles (3): AC 4, HD 2*, hp 4 each, MV 120' (40'), Att 1 bite + special, D 1d6 + special, Save F1, ML 8, AL N, XP 25

Giant Tiger Beetles (3): AC 3, HD 3+1, hp 4 each, MV 150' (50'), Att 1 bite, D 2d6, Save F1, ML 9, AL N, XP 50

Black Pudding*

Armour Class:	6	No. Appearing:	1 (0)
Hit Dice:	10*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	3d8	Alignment:	Neutral

Black Puddings (3): AC 6, HD 10*, hp 4 each, MV 60' (20'), Att 1, D 3d8, Save F5, ML 12, AL N, XP 1600

Blink Dog

Armour Class:	5	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Save As:	Fighter: 4
Move:	120' (40')	Morale:	6
Attacks:	1 bite	Treasure Type:	C
Damage:	1d6	Alignment:	Lawful

Blink Dogs (3): AC 5, HD 4*, hp 4 each, MV 120' (40'), Att 1 bite, D 1d6, Save F4, ML 6, AL L, XP 125

Boar

Armour Class:	7	No. Appearing:	1-6 (1-6)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	9
Attacks:	1 tusk	Treasure Type:	Nil
Damage:	2d4	Alignment:	Neutral

Boars (3): AC 7, HD 3, hp 4 each, MV 150' (50'), Att 1 tusk, D 2d4, Save F2, ML 9, AL N, XP 35

Bugbear

Armour Class:	5	No. Appearing:	2-8 (5-20)
Hit Dice:	3+1	Save As:	Fighter: 3
Move:	90' (30')	Morale:	9
Attacks:	1 weapon	Treasure Type:	B
Damage:	2d4 or by weapon + 1	Alignment:	Chaotic

Bugbears (3): AC 5, HD 3+1, hp 4 each, MV 90' (30'), Att 1 weapon, D 2d4 or by weapon + 1, Save F3, ML 9, AL C, XP 50

Caecilia

Armour Class:	6	No. Appearing:	1-3 (1-3)
Hit Dice:	6*	Save As:	Fighter: 3
Move:	60' (20')	Morale:	9
Attacks:	1 bite	Treasure Type:	B
Damage:	1d8	Alignment:	Neutral

Caeciliae (3): AC 6, HD 6*, hp 4 each, MV 60' (20'), Att 1 bite, D 1d8, Save F3, ML 9, AL N, XP 500

Camel

Armour Class:	7	No. Appearing:	0 (2-8)
Hit Dice:	2	Save As:	Fighter: 1
Move:	150' (50')	Morale:	7
Attacks:	1 bite/1 hoof	Treasure Type:	Nil
Damage:	1/1d4	Alignment:	Neutral

Camels (3): AC 7, HD 2, hp 4 each, MV 150' (50'), Att 1 bite/1 hoof, D 1/1d4, Save F1, ML 7, AL N, XP 20

Carrion Crawler

Armour Class:	7	No. Appearing:	1-3 (1-3)
Hit Dice:	3+1*	Save As:	Fighter: 2
Move:	120' (40')	Morale:	9
Attacks:	8 tentacles	Treasure Type:	B
Damage:	Paralysis	Alignment:	Neutral

Carrion Crawlers (3): AC 7, HD 3+1*, hp 4 each, MV 120' (40'), Att 8 tentacles, D Paralysis, Save F2, ML 9, AL N, XP 75

Cat, Great

	Mountain Lion	Panther	Lion
Armour Class:	6	4	6
Hit Dice:	3+2	4	5
Move:	150' (50')	210' (70')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d3/1d3/1d6	1d4/1d4/1d8	1d4+1/1d4+1/1d10
No. Appearing:	1-4 (1-4)	1-2 (1-6)	1-4 (1-8)
Save As:	Fighter: 2	Fighter: 2	Fighter: 3
Morale:	8	8	9
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral

	Tiger	Sabre-tooth Tiger
Armour Class:	6	6
Hit Dice:	6	8
Move:	150' (50')	150' (50')
Attacks:	2 claws/1 bite	2 claws/1 bite
Damage:	1d6/1d6/2d6	1d8/1d8/2d8
No. Appearing:	1 (1-3)	1-4 (1-4)
Save As:	Fighter: 3	Fighter: 4
Morale:	9	10
Treasure Type:	U	V
Alignment:	Neutral	Neutral

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Mountain Lions (3): AC 6, HD 3+2, hp 4 each, MV 150' (50'), Att 2 claws/1 bite, D 1d3/1d3/1d6, Save F2, ML 8, AL N, XP 50

Panthers (3): AC 4, HD 4, hp 4 each, MV 210' (70'), Att 2 claws/1 bite, D 1d4/1d4/1d8, Save F2, ML 8, AL N, XP 75

Lions (3): AC 6, HD 5, hp 4 each, MV 150' (50'), Att 2 claws/1 bite, D 1d4+1/1d4+1/1d10, Save F3, ML 9, AL N, XP 175

Tigers (3): AC 6, HD 6, hp 4 each, MV 150' (50'), Att 2 claws/1 bite, D 1d6/1d6/2d6, Save F3, ML 9, AL N, XP 275

Sabre-tooth Tigers (3): AC 6, HD 8, hp 4 each, MV 150' (50'), Att 2 claws/1 bite, D 1d8/1d8/2d8, Save F4, ML 10, AL N, XP 650

Cave Locust

Armour Class:	4	No. Appearing:	2-20 (1-10)
Hit Dice:	2	Save As:	Fighter: 2
Move:	60' (20')	Morale:	5
Fly:	180' (60')		
Attacks:	1 bite or 1 bump or 1 spit	Treasure Type:	Nil
Damage:	1d2 or 1d4 or special	Alignment:	Neutral

Cave Locusts (3): AC 4, HD 2, hp 4 each, MV 60' (20'), Fly 180' (60'), Att 1 bite or 1 bump or 1 spit, D 1d2 or 1d4 or special, Save F2, ML 5, AL N, XP 20

Centaur

Armour Class:	5	No. Appearing:	0 (2-20)
Hit Dice:	4	Save As:	Fighter: 4
Move:	180' (60')	Morale:	8
Attacks:	2 hooves/1 weapon	Treasure Type:	A
Damage:	1d6/1d6/1d6 or by weapon	Alignment:	Neutral

Centaur (3): AC 5, HD 4, hp 4 each, MV 180' (60'), Att 2 hooves/1 weapon, D 1d6/1d6/1d6 or by weapon, Save F4, ML 8, AL N, XP 75

Centipede, Giant

Armour Class:	9	No. Appearing:	2-8 (1-8)
Hit Dice:	1/2* (1-4 hp)	Save As:	Normal Man
Move:	60' (20')	Morale:	7
Attacks:	1 bite	Treasure Type:	Nil
Damage:	Poison	Alignment:	Neutral

Giant Centipedes (3): AC 9, HD 1/2*, hp 4 each, MV 60' (20'), Att 1 bite, D Poison, Save NM, ML 7, AL N, XP 6

Chimera

Armour Class:	4	No. Appearing:	1-2 (1-4)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	120' (40')	Morale:	9
Fly:	180' (60')		
Attacks:	2 claws/3 heads + special	Treasure Type:	F
Damage:	1d3/1d3/2d4/2d4/3d4 + special	Alignment:	Chaotic

Chimerae (3): AC 4, HD 9**, hp 4 each, MV 120' (40'), Fly 180' (60'), Att 2 claws/3 heads + special, D 1d3/1d3/2d4/2d4/3d4 + special, Save F9, ML 9, AL C, XP 2300

Cockatrice

Armour Class:	6	No. Appearing:	1-4 (1-8)
Hit Dice:	5**	Save As:	Fighter: 5
Move:	90' (30')	Morale:	7
Fly:	180' (60')		
Attacks:	1 beak + special	Treasure Type:	D
Damage:	1d6 + petrification	Alignment:	Neutral

Cockatrices (3): AC 6, HD 5**, hp 4 each, MV 90' (30'), Fly 180' (60'), Att 1 beak + special, D 1d6 + petrification, Save F5, ML 7, AL N, XP 45

Crab, Giant

Armour Class:	2	No. Appearing:	1–2 (1–6)
Hit Dice:	3	Save As:	Fighter: 2
Move:	60' (20')	Morale:	7
Attacks:	2 pincers	Treasure Type:	Nil
Damage:	2d6/2d6	Alignment:	Neutral

Giant Crabs (3): AC 2, HD 3, hp 4 each, MV 60' (20'), Att 2 pincers, D 2d6/2d6, Save F2, ML 7, AL N, XP 35

Crocodile

	Normal Crocodile	Large Crocodile	Giant Crocodile
Armour Class:	5	3	1
Hit Dice:	2	6	15
Move:	90' (30')	90' (30')	90' (30')
Swim:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8	2d8	3d8
No. Appearing:	0 (1–8)	0 (1–4)	0 (1–3)
Save As:	Fighter: 1	Fighter: 3	Fighter: 8
Morale:	7	7	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Crocodiles (3): AC 5, HD 2, hp 4 each, MV 90' (30'), Swim 90' (30'), Att 1 bite, D 1d8, Save F1, ML 7, AL N, XP 20

Large Crocodiles (3): AC 3, HD 6, hp 4 each, MV 90' (30'), Swim 90' (30'), Att 1 bite, D 2d8, Save F3, ML 7, AL N, XP 275

Giant Crocodiles (3): AC 1, HD 15, hp 4 each, MV 90' (30'), Swim 90' (30'), Att 1 bite, D 3d8, Save F8, ML 9, AL N, XP 1350

Cyclops

Armour Class:	5	No. Appearing:	1 (1–4)
Hit Dice:	13*	Save As:	Fighter: 13
Move:	90' (30')	Morale:	9
Attacks:	1 club or hurl rocks	Treasure Type:	E + 5,000gp
Damage:	3d10 or 3d6	Alignment:	Chaotic

Cyclopes (3): AC 5, HD 13*, hp 4 each, MV 90' (30'), Att 1 club or hurl rocks, D 3d10 or 3d6, Save F13, ML 9, AL C, XP 2300

Dinosaur

	Stegosaurus	Triceratops	Tyrannosaurus Rex
Armour Class:	3	2	3
Hit Dice:	11	11	20
Move:	60' (20')	90' (30')	120' (40')
Attacks:	tail or trample	gore or trample	1 bite
Damage:	2d8 or 2d8	3d6 or 3d6	6d6
No. Appearing:	0 (1–4)	0 (1–4)	0 (1)
Save As:	Fighter: 6	Fighter: 6	Fighter: 10
Morale:	7	8	11
Treasure Type:	Nil	Nil	V (×3)
Alignment:	Neutral	Neutral	Neutral

Stegosauruses (3): AC 3, HD 11, hp 4 each, MV 60' (20'), Att tail or trample, D 2d8 or 2d8, Save F6, ML 7, AL N, XP 1100

Triceratops (3): AC 2, HD 11, hp 4 each, MV 90' (30'), Att gore or trample, D 3d6 or 3d6, Save F6, ML 8, AL N, XP 1100

Tyrannosaurus Rexes (3): AC 3, HD 20, hp 4 each, MV 120' (40'), Att 1 bite, D 6d6, Save F10, ML 11, AL N, XP 2

Displacer Beast

Armour Class:	4	No. Appearing:	1–4 (1–4)
Hit Dice:	6*	Save As:	Fighter: 6
Move:	150' (50')	Morale:	8
Attacks:	2 tentacles	Treasure Type:	D
Damage:	2d4/2d4	Alignment:	Neutral

Displacer Beasts (3): AC 4, HD 6*, hp 4 each, MV 150' (50'), Att 2 tentacles, D 2d4/2d4, Save F6, ML 8, AL N, XP 500

Djinni, Lesser*

Armour Class:	5	No. Appearing:	1 (1)
Hit Dice:	7+1	Save As:	Fighter: 14
Move:	90' (30')	Morale:	12
Fly:	240' (80')		
Attacks:	1 + special	Treasure Type:	Nil
Damage:	2d8 (fists) or 2d6 (whirl- wind)	Alignment:	Neutral

Lesser Djinn (3): AC 5, HD 7+1, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 1 + special, D 2d8 (fists) or 2d6 (whirlwind), Save F14, ML 12, AL N, XP 450

Doppelganger

Armour Class:	5	No. Appearing:	1-6 (1-6)
Hit Dice:	4*	Save As:	Fighter: 10
Move:	90' (30')	Morale:	10
Attacks:	1	Treasure Type:	E
Damage:	1d12	Alignment:	Chaotic

Doppelgangers (3): AC 5, HD 4*, hp 4 each, MV 90' (30'), Att 1, D 1d12, Save F10, ML 10, AL C, XP 125

Dragon, White

Armour Class:	3	No. Appearing:	1-4 (1-4)
Hit Dice:	6**	Save As:	Fighter: 6
Move:	90' (30')	Morale:	8
Fly:	240' (80')		
Attacks:	2 claws/1 bite + breath	Treasure Type:	H
Damage:	1d4/1d4/ 2d8	Alignment:	Neutral

White Dragons (3): AC 3, HD 6**, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 2 claws/1 bite + breath, D 1d4/1d4/2d8, Save F6, ML 8, AL N, XP 725

Dragon, Black

Armour Class:	2	No. Appearing:	1-4 (1-4)
Hit Dice:	7**	Save As:	Fighter: 7
Move:	90' (30')	Morale:	8
Fly:	240' (80')		
Attacks:	2 claws/1 bite + breath	Treasure Type:	H
Damage:	1d4+1/ 1d4+1/ 2d10	Alignment:	Chaotic

Black Dragons (3): AC 2, HD 7**, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 2 claws/1 bite + breath, D 1d4+1/1d4+1/2d10, Save F7, ML 8, AL C, XP 1250

Dragon, Green

Armour Class:	1	No. Appearing:	1-4 (1-4)
Hit Dice:	8**	Save As:	Fighter: 8
Move:	90' (30')	Morale:	9
Fly:	240' (80')		
Attacks:	2 claws/1 bite + breath	Treasure Type:	H
Damage:	1d6/1d6/ 3d8	Alignment:	Chaotic

Green Dragons (3): AC 1, HD 8**, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 2 claws/1 bite + breath, D 1d6/1d6/3d8, Save F8, ML 9, AL C, XP 1750

Dragon, Blue

Armour Class:	0	No. Appearing:	1-4 (1-4)
Hit Dice:	9**	Save As:	Fighter: 9
Move:	90' (30')	Morale:	9
Fly:	240' (80')		
Attacks:	2 claws/1 bite + breath	Treasure Type:	H
Damage:	1d6+1/ 1d6+1/ 3d10	Alignment:	Neutral

Blue Dragons (3): AC 0, HD 9**, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 2 claws/1 bite + breath, D 1d6+1/1d6+1/3d10, Save F9, ML 9, AL N, XP 2300

Dragon, Red

Armour Class:	-1	No. Appearing:	1-4 (1-4)
Hit Dice:	10**	Save As:	Fighter: 10
Move:	90' (30')	Morale:	10
Fly:	240' (80')		
Attacks:	2 claws/1 bite + breath	Treasure Type:	H
Damage:	1d8/1d8/ 4d8	Alignment:	Chaotic

Red Dragons (3): AC -1, HD 10**, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 2 claws/1 bite + breath, D 1d8/1d8/4d8, Save F10, ML 10, AL C, XP 2300

Dragon, Gold

Armour Class:	–2	No. Appearing:	1–4 (1–4)
Hit Dice:	11**	Save As:	Fighter: 11
Move:	90' (30')	Morale:	10
Fly:	240' (80')		
Attacks:	2 claws/1 bite + breath	Treasure Type:	H
Damage:	2d4/2d4/6d6	Alignment:	Lawful

Gold Dragons (3): AC –2, HD 11**, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 2 claws/1 bite + breath, D 2d4/2d4/6d6, Save F11, ML 10, AL L, XP 2700

Dragon Turtle

Armour Class:	–2	No. Appearing:	0 (1)
Hit Dice:	30	Save As:	Fighter: 15
Move:	30' (10')	Morale:	10
Swim:	90' (30')		
Attacks:	2 claws/1 bite	Treasure Type:	H
Damage:	1d8/1d8/10d6	Alignment:	Chaotic

Dragon Turtles (3): AC –2, HD 30, hp 4 each, MV 30' (10'), Swim 90' (30'), Att 2 claws/1 bite, D 1d8/1d8/10d6, Save F15, ML 10, AL C, XP 4750

Dryad

Armour Class:	5	No. Appearing:	0 (1–6)
Hit Dice:	2*	Save As:	Fighter: 4
Move:	120' (40')	Morale:	6
Attacks:	Charm	Treasure Type:	D
Damage:	Nil	Alignment:	Neutral

Dryads (3): AC 5, HD 2*, hp 4 each, MV 120' (40'), Att Charm, D Nil, Save F4, ML 6, AL N, XP 25

Dwarf

Armour Class:	4	No. Appearing:	1–6 (5–40)
Hit Dice:	1	Save As:	Dwarf: 1
Move:	60' (20')	Morale:	8
Attacks:	1 weapon	Treasure Type:	G
Damage:	1d8 or by weapon	Alignment:	Any

Dwarves (3): AC 4, HD 1, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d8 or by weapon, Save D1, ML 8, AL N, XP 10

Efreeti, Lesser*

Armour Class:	3	No. Appearing:	1 (1)
Hit Dice:	10*	Save As:	Fighter: 15
Move:	90' (30')	Morale:	12
Fly:	240' (80')		
Attacks:	flame	Treasure Type:	Nil
Damage:	2d8	Alignment:	Chaotic

Lesser Efreets (3): AC 3, HD 10*, hp 4 each, MV 90' (30'), Fly 240' (80'), Att flame, D 2d8, Save F15, ML 12, AL C, XP 1600

Elemental*

	Air Elemental	Earth Elemental
Armour Class:	0	0
Hit Dice:	12	12
Move:	Fly 360' (120')	60' (20')
Attacks:	whirlwind	fists
Damage:	2d8	2d8
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter: 12	Fighter: 12
Morale:	10	10
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

	Fire Elemental	Water Elemental
Armour Class:	0	0
Hit Dice:	12	12
Move:	120' (40')	60' (20')
Attacks:	flame	wave
Damage:	2d8	2d8
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter: 12	Fighter: 12
Morale:	10	10
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Lesser Air Elementals (3): AC 2, HD 8, hp 4 each, MV Fly 360' (120'), Att whirlwind, D 1d8, Save F8, ML 10, AL N, XP 650

Air Elementals (3): AC 0, HD 12, hp 4 each, MV Fly 360' (120'), Att whirlwind, D 2d8, Save F12, ML 10, AL N, XP 1100

Greater Air Elementals (3): AC –2, HD 16, hp 4 each, MV Fly 360' (120'), Att whirlwind, D 3d8, Save F16, ML 10, AL N, XP 1350

Lesser Earth Elementals (3): AC 2, HD 8, hp 4 each, MV 60' (20'), Att fists, D 1d8, Save F8, ML 10, AL N, XP 650

Earth Elementals (3): AC 0, HD 12, hp 4 each, MV 60' (20'), Att fists, D 2d8, Save F12, ML 10, AL N, XP 1100

Greater Earth Elementals (3): AC -2, HD 16, hp 4 each, MV 60' (20'), Att fists, D 3d8, Save F16, ML 10, AL N, XP 1350

Lesser Fire Elementals (3): AC 2, HD 8, hp 4 each, MV 120' (40'), Att flame, D 1d8, Save F8, ML 10, AL N, XP 650

Fire Elementals (3): AC 0, HD 12, hp 4 each, MV 120' (40'), Att flame, D 2d8, Save F12, ML 10, AL N, XP 1100

Greater Fire Elementals (3): AC -2, HD 16, hp 4 each, MV 120' (40'), Att flame, D 3d8, Save F16, ML 10, AL N, XP 1350

Lesser Water Elementals (3): AC 2, HD 8, hp 4 each, MV 60' (20'), Swim 180' (60'), Att wave, D 1d8, Save F8, ML 10, AL N, XP 650

Water Elementals (3): AC 0, HD 12, hp 4 each, MV 60' (20'), Swim 180' (60'), Att wave, D 2d8, Save F12, ML 10, AL N, XP 1100

Greater Water Elementals (3): AC -2, HD 16, hp 4 each, MV 60' (20'), Swim 180' (60'), Att wave, D 3d8, Save F16, ML 10, AL N, XP 1350

Elephant

Armour Class:	5	No. Appearing:	0 (1-20)
Hit Dice:	9	Save As:	Fighter: 5
Move:	120' (40')	Morale:	8
Attacks:	2 tusks or 1 trample	Treasure Type:	Special
Damage:	2d4/2d4 or 4d8	Alignment:	Neutral

Elephants (3): AC 5, HD 9, hp 4 each, MV 120' (40'), Att 2 tusks or 1 trample, D 2d4/2d4 or 4d8, Save F5, ML 8, AL N, XP 900

Elf

Armour Class:	5	No. Appearing:	1-4 (2-24)
Hit Dice:	1+1*	Save As:	Elf: 1
Move:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	E
Damage:	1d8 or by weapon	Alignment:	Neutral

Elves (3): AC 5, HD 1+1*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 or by weapon, Save E1, ML 8, AL N, XP 19

Ferret, Giant

Armour Class:	5	No. Appearing:	1-8 (1-12)
Hit Dice:	1+1	Save As:	Fighter: 1
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	Nil
Damage:	1d8	Alignment:	Neutral

Giant Ferrets (3): AC 5, HD 1+1, hp 4 each, MV 150' (50'), Att 1 bite, D 1d8, Save F1, ML 8, AL N, XP 15

Fish

	Giant Piranha	Giant Rockfish
Armour Class:	6	7
Hit Dice:	3+3	5+5
Move:	Swim 150' (50')	Swim 180' (60')
Attacks:	1 bite	4 spines+poison
Damage:	1d8	1d4x4 + poison
No. Appearing:	0 (2-8)	0 (2-8)
Save As:	Fighter: 2	Fighter: 3
Morale:	7	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

	Giant Catfish	Giant Sturgeon
Armour Class:	4	0
Hit Dice:	8+3*	10+2*
Move:	Swim 90' (30')	Swim 180' (60')
Attacks:	1 bite/4 feelers	1 bite
Damage:	2d8/1d4x4	2d10 + swallow whole
No. Appearing:	0 (1-2)	0 (1)
Save As:	Fighter: 4	Fighter: 5
Morale:	8	9
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Giant Piranhas (3): AC 6, HD 3+3, hp 4 each, MV Swim 150' (50'), Att 1 bite, D 1d8, Save F2, ML 7, AL N, XP 50

Giant Rockfish (3): AC 7, HD 5+5, hp 4 each, MV Swim 180' (60'), Att 4 spines+poison, D 1d4x4 + poison, Save F3, ML 8, AL N, XP 225

Giant Catfish (3): AC 4, HD 8+3*, hp 4 each, MV Swim 90' (30'), Att 1 bite/4 feelers, D 2d8/1d4x4, Save F4, ML 8, AL N, XP 1200

Giant Sturgeon (3): AC 0, HD 10+2*, hp 4 each, MV Swim 180' (60'), Att 1 bite, D 2d10 + swallow whole, Save F5, ML 9, AL N, XP 1600

Gargoyle*

Armour Class:	5	No. Appearing:	1-6 (2-8)
Hit Dice:	4	Save As:	Fighter: 8
Move:	90' (30')	Morale:	11
Fly:	150' (50')		
Attacks:	2 claws/1 bite/1 horn	Treasure Type:	C
Damage:	1d3/1d3/1d6/1d4	Alignment:	Chaotic

Gargoyles (3): AC 5, HD 4, hp 4 each, MV 90' (30'), Fly 150' (50'), Att 2 claws/1 bite/1 horn, D 1d3/1d3/1d6/1d4, Save F8, ML 11, AL C, XP 75

Gelatinous Cube

Armour Class:	8	No. Appearing:	1 (0)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	V
Damage:	2d4 + special	Alignment:	Neutral

Gelatinous Cubes (3): AC 8, HD 4*, hp 4 each, MV 60' (20'), Att 1, D 2d4 + special, Save F2, ML 12, AL N, XP 125

Ghoul

Armour Class:	6	No. Appearing:	1-6 (2-16)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	B
Damage:	1d3/1d3/1d3 + special	Alignment:	Chaotic

Ghouls (3): AC 6, HD 2*, hp 4 each, MV 90' (30'), Att 2 claws/1 bite, D 1d3/1d3/1d3 + special, Save F2, ML 9, AL C, XP 25

Giant

	Hill Giant	Stone Giant	Frost Giant
Armour Class:	4	4	4
Hit Dice:	8	9	10+1
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1	1	1
Damage:	2d8	3d6	4d6
No. Appearing:	1-4 (2-8)	1-2 (1-6)	1-2 (1-4)
Save As:	Fighter: 8	Fighter: 9	Fighter: 10
Morale:	8	9	9
Treasure Type:	E + 5,000gp	E + 5,000gp	E + 5,000gp
Alignment:	Chaotic	Neutral	Chaotic

	Fire Giant	Cloud Giant	Storm Giant
Armour Class:	4	4	2
Hit Dice:	11+2	12+3	15
Move:	120' (40')	120' (40')	150' (50')
Attacks:	1	1	1+special
Damage:	5d6	6d6	8d6 + special
No. Appearing:	1-2 (1-3)	1-2 (1-3)	1 (1-3)
Save As:	Fighter: 11	Fighter: 12	Fighter: 15
Morale:	9	10	10
Treasure Type:	E + 5,000gp	E + 5,000gp	E + 5,000gp
Alignment:	Chaotic	Neutral	Lawful

Hill Giants (3): AC 4, HD 8, hp 4 each, MV 120' (40'), Att 1, D 2d8, Save F8, ML 8, AL C, XP 650

Stone Giants (3): AC 4, HD 9, hp 4 each, MV 120' (40'), Att 1, D 3d6, Save F9, ML 9, AL N, XP 900

Frost Giants (3): AC 4, HD 10+1, hp 4 each, MV 120' (40'), Att 1, D 4d6, Save F10, ML 9, AL C, XP 900

Fire Giants (3): AC 4, HD 11+2, hp 4 each, MV 120' (40'), Att 1, D 5d6, Save F11, ML 9, AL C, XP 1100

Cloud Giants (3): AC 4, HD 12+3, hp 4 each, MV 120' (40'), Att 1, D 6d6, Save F12, ML 10, AL N, XP 1100

Storm Giants (3): AC 2, HD 15, hp 4 each, MV 150' (50'), Att 1+special, D 8d6 + special, Save F15, ML 10, AL L, XP 1350

Gnoll

Armour Class:	5	No. Appearing:	1-6 (3-18)
Hit Dice:	2	Save As:	Fighter: 2
Move:	90' (30')	Morale:	8
Attacks:	1 weapon	Treasure Type:	D
Damage:	2d4 or by weapon + 1	Alignment:	Chaotic

Gnolls (3): AC 5, HD 2, hp 4 each, MV 90' (30'), Att 1 weapon, D 2d4 or by weapon + 1, Save F2, ML 8, AL C, XP 20

Gnome

Armour Class:	5	No. Appearing:	1-8 (5-40)
Hit Dice:	1	Save As:	Dwarf: 1
Move:	60' (20')	Morale:	8 (10)
Attacks:	1 weapon	Treasure Type:	C
Damage:	1d6 or by weapon	Alignment:	Any

Gnomes (3): AC 5, HD 1, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d6 or by weapon, Save D1, ML 8, AL N, XP 10

Goblin

Armour Class:	6	No. Appearing:	2–8 (6–60)
Hit Dice:	1–1	Save As:	Normal Man
Move:	60' (20')	Morale:	7 (9)
Attacks:	1 weapon	Treasure Type:	R (C)
Damage:	1d6 or by weapon	Alignment:	Chaotic

Goblins (3): AC 6, HD 1–1, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d6 or by weapon, Save NM, ML 7, AL C, XP 5

Golem*

	Wood Golem	Bone Golem
Armour Class:	7	2
Hit Dice:	2+2	8
Move:	120' (40')	120' (40')
Attacks:	1 fist	4 weapons
Damage:	1d8	1d8×4 or by weapons
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter: 1	Fighter: 4
Morale:	12	12
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

	Amber Golem	Bronze Golem
Armour Class:	6	0
Hit Dice:	10**	20**
Move:	180' (60')	240' (80')
Attacks:	2 claws/1 bite	1 fist+special
Damage:	2d6/2d6/2d10	3d10+special
No. Appearing:	1 (1)	1 (1)
Save As:	Fighter: 5	Fighter: 10
Morale:	12	12
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Wood Golems (3): AC 7, HD 2+2, hp 4 each, MV 120' (40'), Att 1 fist, D 1d8, Save F1, ML 12, AL N, XP 25

Bone Golems (3): AC 2, HD 8, hp 4 each, MV 120' (40'), Att 4 weapons, D 1d8×4 or by weapons, Save F4, ML 12, AL N, XP 650

Amber Golems (3): AC 6, HD 10**, hp 4 each, MV 180' (60'), Att 2 claws/1 bite, D 2d6/2d6/2d10, Save F5, ML 12, AL N, XP 2300

Bronze Golems (3): AC 0, HD 20**, hp 4 each, MV 240' (80'), Att 1 fist+special, D 3d10+special, Save F10, ML 12, AL N, XP 4300

Gorgon

Armour Class:	2	No. Appearing:	1–2 (1–4)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	8
Attacks:	1 gore or breath	Treasure Type:	E
Damage:	2d6 or petrification	Alignment:	Chaotic

Gorgons (3): AC 2, HD 8*, hp 4 each, MV 120' (40'), Att 1 gore or breath, D 2d6 or petrification, Save F8, ML 8, AL C, XP 1200

Gray Ooze

Armour Class:	8	No. Appearing:	1 (1)
Hit Dice:	3*	Save As:	Fighter: 2
Move:	10' (3')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	2d8	Alignment:	Neutral

Gray Oozes (3): AC 8, HD 3*, hp 4 each, MV 10' (3'), Att 1, D 2d8, Save F2, ML 12, AL N, XP 50

Grey Oozes (3): AC 8, HD 3*, hp 4 each, MV 10' (3'), Att 1, D 2d8, Save F2, ML 12, AL N, XP 50

Green Slime*

Armour Class:	—	No. Appearing:	1 (0)
Hit Dice:	2*	Save As:	Fighter: 1
Move:	3' (1')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	Special	Alignment:	Neutral

Green Slimes (3): AC —, HD 2*, hp 4 each, MV 3' (1'), Att 1, D Special, Save F1, ML 12, AL N, XP 25

Griffon

Armour Class:	5	No. Appearing:	0 (2–16)
Hit Dice:	7	Save As:	Fighter: 4
Move:	120' (40')	Morale:	8
Fly:	360' (120')		
Attacks:	2 claws/1 bite	Treasure Type:	E
Damage:	1d4/1d4/2d8	Alignment:	Neutral

Griffons (3): AC 5, HD 7, hp 4 each, MV 120' (40'), Fly 360' (120'), Att 2 claws/1 bite, D 1d4/1d4/2d8, Save F4, ML 8, AL N, XP 450

Halfling

Armour Class:	7	No. Appearing:	3–18 (5–40)
Hit Dice:	1–1	Save As:	Halfling: 1
Move:	90' (30')	Morale:	7
Attacks:	1 weapon	Treasure Type:	V (B)
Damage:	1d6 or by weapon	Alignment:	Lawful

Halflings (3): AC 7, HD 1–1, hp 4 each, MV 90' (30'), Att 1 weapon, D 1d6 or by weapon, Save H1, ML 7, AL L, XP 5

Harpy

Armour Class:	7	No. Appearing:	1–6 (2–8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	60' (20')	Morale:	7
Fly:	150' (50')		
Attacks:	2 claws/1 weapon + charm	Treasure Type:	C
Damage:	1d4/1d4/ 1d6	Alignment:	Chaotic

Harpies (3): AC 7, HD 3*, hp 4 each, MV 60' (20'), Fly 150' (50'), Att 2 claws/1 weapon + charm, D 1d4/1d4/1d6, Save F3, ML 7, AL C, XP 50

Hawk

	Normal Hawk	Giant Hawk
Armour Class:	8	6
Hit Dice:	½ (1–4 hp)	3+3
Move:	480' (160')	450' (150')
Attacks:	1	1
Damage:	1d2	1d6
No. Appearing:	0 (1–6)	0 (1–3)
Save As:	Normal Man	Fighter: 2
Morale:	7	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Hawks (3): AC 8, HD ½, hp 4 each, MV 480' (160'), Att 1, D 1d2, Save NM, ML 7, AL N, XP 5

Giant Hawks (3): AC 6, HD 3+3, hp 4 each, MV 450' (150'), Att 1, D 1d6, Save F2, ML 8, AL N, XP 50

Herd Animal

	Antelope	Goat	Deer
Armour Class:	7	7	7
Hit Dice:	1	1	2
Move:	240' (80')	240' (80')	240' (80')
Attacks:	1 butt	1 butt	1 butt
Damage:	1d4	1d6	1d4
No. Appearing:	0 (3–30)	0 (3–30)	0 (3–30)
Save As:	Fighter: 1	Fighter: 1	Fighter: 2
Morale:	5	5	5
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

	Caribou	Ox
Armour Class:	7	7
Hit Dice:	3	3
Move:	240' (80')	240' (80')
Attacks:	1 butt	1 butt
Damage:	1d6	1d8
No. Appearing:	0 (3–30)	0 (3–30)
Save As:	Fighter: 2	Fighter: 2
Morale:	5	5
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

	Elk	Moose
Armour Class:	7	7
Hit Dice:	4	4
Move:	240' (80')	240' (80')
Attacks:	1 butt	1 butt
Damage:	1d8	1d8
No. Appearing:	0 (3–30)	0 (3–30)
Save As:	Fighter: 2	Fighter: 2
Morale:	5	5
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Antelopes (3): AC 7, HD 1, hp 4 each, MV 240' (80'), Att 1 butt, D 1d4, Save F1, ML 5, AL N, XP 10

Goats (3): AC 7, HD 1, hp 4 each, MV 240' (80'), Att 1 butt, D 1d6, Save F1, ML 5, AL N, XP 10

Deer (3): AC 7, HD 2, hp 4 each, MV 240' (80'), Att 1 butt, D 1d4, Save F2, ML 5, AL N, XP 20

Caribou (3): AC 7, HD 3, hp 4 each, MV 240' (80'), Att 1 butt, D 1d6, Save F2, ML 5, AL N, XP 35

Oxen (3): AC 7, HD 3, hp 4 each, MV 240' (80'), Att 1 butt, D 1d8, Save F2, ML 5, AL N, XP 35

Elk (3): AC 7, HD 4, hp 4 each, MV 240' (80'), Att 1 butt, D 1d8, Save F2, ML 5, AL N, XP 75

Moose (3): AC 7, HD 4, hp 4 each, MV 240' (80'), Att 1 butt, D 1d8, Save F2, ML 5, AL N, XP 75

Hobgoblins (3): AC 6, HD 1+1, hp 4 each, MV 90' (30'), Att 1 weapon, D 1d8 or by weapon, Save F1, ML 8, AL C, XP 15

Hellhound

Armour Class:	4	No. Appearing:	2–8 (2–8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	120' (40')	Morale:	9
Attacks:	bite or breath	Treasure Type:	C
Damage:	1d6 or 3d6	Alignment:	Chaotic

Minor Hellhounds (3): AC 4, HD 3*, hp 4 each, MV 120' (40'), Att bite or breath, D 1d6 or 3d6, Save F3, ML 9, AL C, XP 50

Lesser Hellhounds (3): AC 4, HD 4*, hp 4 each, MV 120' (40'), Att bite or breath, D 1d6 or 4d6, Save F4, ML 9, AL C, XP 125

Hellhounds (3): AC 4, HD 5*, hp 4 each, MV 120' (40'), Att bite or breath, D 1d6 or 5d6, Save F5, ML 9, AL C, XP 300

Greater Hellhounds (3): AC 4, HD 6*, hp 4 each, MV 120' (40'), Att bite or breath, D 1d6 or 6d6, Save F6, ML 9, AL C, XP 500

Monstrous Hellhounds (3): AC 4, HD 7*, hp 4 each, MV 120' (40'), Att bite or breath, D 1d6 or 7d6, Save F7, ML 9, AL C, XP 850

Horse

	Riding Horse	War Horse	Draft Horse
Armour Class:	7	7	7
Hit Dice:	2	3	3
Move:	240' (80')	120' (40')	90' (30')
Attacks:	2 hooves	2 hooves	Nil
Damage:	1d4/1d4	1d6/1d6	Nil
No. Appearing:	0 (10–100)	0 (domestic only)	0 (domestic only)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	9	6
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Riding Horses (3): AC 7, HD 2, hp 4 each, MV 240' (80'), Att 2 hooves, D 1d4/1d4, Save F1, ML 7, AL N, XP 20

War Horses (3): AC 7, HD 3, hp 4 each, MV 120' (40'), Att 2 hooves, D 1d6/1d6, Save F2, ML 9, AL N, XP 35

Draft Horses (3): AC 7, HD 3, hp 4 each, MV 90' (30'), Att Nil, D Nil, Save F2, ML 6, AL N, XP 35

Hippogriff

Armour Class:	5	No. Appearing:	0 (2–16)
Hit Dice:	3+1	Save As:	Fighter: 2
Move:	180' (60')	Morale:	8
Fly:	360' (120')		
Attacks:	2 claws/1 bite	Treasure Type:	Nil
Damage:	1d6/1d6/1d10	Alignment:	Neutral

Hippogriffs (3): AC 5, HD 3+1, hp 4 each, MV 180' (60'), Fly 360' (120'), Att 2 claws/1 bite, D 1d6/1d6/1d10, Save F2, ML 8, AL N, XP 50

Hobgoblin

Armour Class:	6	No. Appearing:	1–6 (4–24)
Hit Dice:	1+1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	8 (10)
Attacks:	1 weapon	Treasure Type:	D
Damage:	1d8 or by weapon	Alignment:	Chaotic

Hydra, Five-Headed

Armour Class:	5	No. Appearing:	1 (1)
Hit Dice:	5	Save As:	Fighter: 5
Move:	120' (40')	Morale:	9
Attacks:	5 heads	Treasure Type:	B
Damage:	1d10 each	Alignment:	Neutral

Five-Headed Hydrae (3): AC 5, HD 5, hp 4 each, MV 120' (40'), Att 5 heads, D 1d10 each, Save F5, ML 9, AL N, XP 175

Six-Headed Hydrae (3): AC 5, HD 6, hp 4 each, MV 120' (40'), Att 6 heads, D 1d10 each, Save F6, ML 9, AL N, XP 275

Seven-Headed Hydrae (3): AC 5, HD 7, hp 4 each, MV 120' (40'), Att 7 heads, D 1d10 each, Save F7, ML 9, AL N, XP 450

Eight-Headed Hydrae (3): AC 5, HD 8, hp 4 each, MV 120' (40'), Att 8 heads, D 1d10 each, Save F8, ML 9, AL N, XP 650

Nine-Headed Hydrae (3): AC 5, HD 9, hp 4 each, MV 120' (40'), Att 9 heads, D 1d10 each, Save F9, ML 9, AL N, XP 900

Ten-Headed Hydrae (3): AC 5, HD 10, hp 4 each, MV 120' (40'), Att 10 heads, D 1d10 each, Save F10, ML 9, AL N, XP 900

Eleven-Headed Hydrae (3): AC 5, HD 11, hp 4 each, MV 120' (40'), Att 11 heads, D 1d10 each, Save F11, ML 9, AL N, XP 1100

Twelve-Headed Hydrae (3): AC 5, HD 12, hp 4 each, MV 120' (40'), Att 12 heads, D 1d10 each, Save F12, ML 9, AL N, XP 1100

Insect Swarm

Armour Class:	7	No. Appearing:	1 (1–3)
Hit Dice:	2	Save As:	Normal Man
Move:	30' (10')	Morale:	11
Fly:	60' (20')		
Attacks:	1 swarm	Treasure Type:	Nil
Damage:	2 points	Alignment:	Neutral

Small Insect Swarms (3): AC 7, HD 2, hp 4 each, MV 30' (10'), Fly 60' (20'), Att 1 swarm, D 2 points, Save NM, ML 11, AL N, XP 20

Insect Swarms (3): AC 7, HD 3, hp 4 each, MV 30' (10'), Fly 60' (20'), Att 1 swarm, D 2 points, Save NM, ML 11, AL N, XP 35

Large Insect Swarms (3): AC 7, HD 4, hp 4 each, MV 30' (10'), Fly 60' (20'), Att 1 swarm, D 2 points, Save NM, ML 11, AL N, XP 75

Invisible Stalker

Armour Class:	3	No. Appearing:	1 (1)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	120' (40')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	4d4	Alignment:	Neutral

Invisible Stalkers (3): AC 3, HD 8*, hp 4 each, MV 120' (40'), Att 1, D 4d4, Save F8, ML 12, AL N, XP 1200

Kobold

Armour Class:	7	No. Appearing:	4–16 (6–60)
Hit Dice:	½ (1-4 hp)	Save As:	Normal Man
Move:	60' (20')	Morale:	6 (8)
Attacks:	1 weapon	Treasure Type:	P (J)
Damage:	1d4 or by weapon–1	Alignment:	Chaotic

Kobolds (3): AC 7, HD ½, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d4 or by weapon–1, Save NM, ML 6, AL C, XP 5

Leech, Giant

Armour Class:	7	No. Appearing:	0 (1–4)
Hit Dice:	6	Save As:	Fighter: 3
Move:	90' (30')	Morale:	10
Attacks:	blood suck	Treasure Type:	Nil
Damage:	1d6 + blood drain	Alignment:	Neutral

Giant Leeches (3): AC 7, HD 6, hp 4 each, MV 90' (30'), Att blood suck, D 1d6 + blood drain, Save F3, ML 10, AL N, XP 275

Living Statue

	Crystal Living Statue	Iron Living Statue	Rock Living Statue
Armour Class:	4	2	4
Hit Dice:	3	4	5**
Move:	90' (30')	30' (10')	60' (20')
Attacks:	2 fists	2 fists	2 magma
Damage:	1d6/1d6	1d8/1d8 + special	2d6/2d6
No. Appearing:	1–6 (1–6)	1–4 (1–4)	1–3 (1–3)
Save As:	Fighter: 3	Fighter: 4	Fighter: 5
Morale:	11	11	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Lawful	Neutral	Chaotic

Crystal Living Statues (3): AC 4, HD 3, hp 4 each, MV 90' (30'), Att 2 fists, D 1d6/1d6, Save F3, ML 11, AL L, XP 35

Iron Living Statues (3): AC 2, HD 4, hp 4 each, MV 30' (10'), Att 2 fists, D 1d8/1d8 + special, Save F4, ML 11, AL N, XP 75

Rock Living Statues (3): AC 4, HD 5**, hp 4 each, MV 60' (20'), Att 2 magma, D 2d6/2d6, Save F5, ML 11, AL C, XP 45

Lizard

	Giant Gecko	Giant Draco
Armour Class:	5	5
Hit Dice:	3+1	4+2
Move:	120' (40')	120' (40')
Attacks:	1 bite	1 bite
Damage:	1d8	1d10
No. Appearing:	1-6 (1-10)	1-4 (1-8)
Save As:	Fighter: 2	Fighter: 3
Morale:	7	7
Treasure Type:	U	U
Alignment:	Neutral	Neutral

	Giant Horned Chameleon	Giant Tuatara
Armour Class:	2	4
Hit Dice:	5*	6
Move:	120' (40')	90' (30')
Attacks:	1 bite/1 horn	2 claws/1 bite
Damage:	2d4/1d6	1d4/1d4/2d6
No. Appearing:	1-3 (1-6)	1-2 (1-4)
Save As:	Fighter: 3	Fighter: 4
Morale:	7	6
Treasure Type:	U	V
Alignment:	Neutral	Neutral

Giant Geckos (3): AC 5, HD 3+1, hp 4 each, MV 120' (40'), Att 1 bite, D 1d8, Save F2, ML 7, AL N, XP 50

Giant Dracos (3): AC 5, HD 4+2, hp 4 each, MV 120' (40'), Fly 210' (70'), Att 1 bite, D 1d10, Save F3, ML 7, AL N, XP 125

Giant Horned Chameleons (3): AC 2, HD 5*, hp 4 each, MV 120' (40'), Att 1 bite/1 horn, D 2d4/1d6, Save F3, ML 7, AL N, XP 35

Giant Tuataras (3): AC 4, HD 6, hp 4 each, MV 90' (30'), Att 2 claws/1 bite, D 1d4/1d4/2d6, Save F4, ML 6, AL N, XP 275

Lizard Man

Armour Class:	5	No. Appearing:	2-8 (6-36)
Hit Dice:	2+1	Save As:	Fighter: 2
Move:	60' (20')	Morale:	12
Swim:	120' (40')		
Attacks:	1 weapon	Treasure Type:	D
Damage:	1d6+1 or by weapon + 1	Alignment:	Neutral

Lizard Men (3): AC 5, HD 2+1, hp 4 each, MV 60' (20'), Swim 120' (40'), Att 1 weapon, D 1d6+1 or by weapon + 1, Save F2, ML 12, AL N, XP 25

Lycanthrope*

	Wererat	Werewolf	Wereboar
Armour Class:	7 (9)	5 (9)	4 (9)
Hit Dice:	3*	4*	4+1*
Move:	120' (40')	180' (60')	150' (50')
Attacks:	1 bite or weapon	1 bite	1 tusk-bite
Damage:	1d4 or by weapon	2d4	2d6
No. Appearing:	1-8 (2-16)	1-6 (2-12)	1-4 (2-8)
Save As:	Fighter: 3	Fighter: 4	Fighter: 4
Morale:	8	8	9
Treasure Type:	C	C	C
Alignment:	Chaotic	Chaotic	Neutral

	Weretiger	Werebear	Devil Swine
Armour Class:	3 (9)	2 (8)	3 (9)
Hit Dice:	5*	6*	9*
Move:	150' (50')	120' (40')	180' (60')
Attacks:	2 claws/1 bite	2 claws/1 bite	1 gore or weapon + charm
Damage:	1d6/1d6/2d6	2d4/2d4/2d8	2d6 or by weapon
No. Appearing:	1-4 (1-4)	1-4 (1-4)	1-3 (1-4)
Save As:	Fighter: 5	Fighter: 6	Fighter: 9
Morale:	9	10	10
Treasure Type:	C	C	C
Alignment:	Neutral	Neutral	Chaotic

Wererats (3): AC 7 (9), HD 3*, hp 4 each, MV 120' (40'), Att 1 bite or weapon, D 1d4 or by weapon, Save F3, ML 8, AL C, XP 50

Werewolves (3): AC 5 (9), HD 4*, hp 4 each, MV 180' (60'), Att 1 bite, D 2d4, Save F4, ML 8, AL C, XP 125

Wereboars (3): AC 4 (9), HD 4+1*, hp 4 each, MV 150' (50'), Att 1 tusk-bite, D 2d6, Save F4, ML 9, AL N, XP 200

Weretigers (3): AC 3 (9), HD 5*, hp 4 each, MV 150' (50'), Att 2 claws/1 bite, D 1d6/1d6/2d6, Save F5, ML 9, AL N, XP 35

Werebears (3): AC 2 (8), HD 6*, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 2d4/2d4/2d8, Save F6, ML 10, AL N, XP 500

Devil Swine (3): AC 3 (9), HD 9*, hp 4 each, MV 180' (60'), as human 120' (40'), Att 1 gore or weapon + charm, D 2d6 or by weapon, Save F9, ML 10, AL C, XP 1600

Manticore

Armour Class:	4	No. Appearing:	1–2 (1–4)
Hit Dice:	6+1	Save As:	Fighter: 6
Move:	120' (40')	Morale:	9
Fly:	180' (60')		
Attacks:	2 claws/1 bite or spikes	Treasure Type:	D
Damage:	1d4/1d4/2d4 or special	Alignment:	Chaotic

Manticores (3): AC 4, HD 6+1, hp 4 each, MV 120' (40'), Fly 180' (60'), Att 2 claws/1 bite or spikes, D 1d4/1d4/2d4 or special, Save F6, ML 9, AL C, XP 350

Mastodon

Armour Class:	3	No. Appearing:	0 (2–16)
Hit Dice:	15	Save As:	Fighter: 8
Move:	120' (40')	Morale:	8
Attacks:	2 tusks or 1 trample	Treasure Type:	Special
Damage:	2d6/2d6 or 4d8	Alignment:	Neutral

Mastodons (3): AC 3, HD 15, hp 4 each, MV 120' (40'), Att 2 tusks or 1 trample, D 2d6/2d6 or 4d8, Save F8, ML 8, AL N, XP 1350

Medusa

Armour Class:	8	No. Appearing:	1–3 (1–4)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	90' (30')	Morale:	8
Attacks:	1 snakebite + special	Treasure Type:	F
Damage:	1d6 + poison	Alignment:	Chaotic

Medusae (3): AC 8, HD 4**, hp 4 each, MV 90' (30'), Att 1 snakebite + special, D 1d6 + poison, Save F4, ML 8, AL C, XP 175

Men

	Normal Human	Acolyte	Medium
Armour Class:	9	2	9
Hit Dice:	½ (1–4 hp)	1	1**
Move:	120' (40')	60' (20')	120' (40')
Attacks:	1 weapon	1 mace	1 dagger or spell
Damage:	1d6 or by weapon	1d6	1d4 or spell
No. Appearing:	1–4 (1–20)	1–8 (1–20)	1–4 (1–12)
Save As:	Normal Man	Cleric: 1	Magic-User: 1
Morale:	6	7	7
Treasure Type:	U	U	V
Alignment:	Any	Any	Any

	Veteran	Berserker	Bandit
Armour Class:	2	7	6
Hit Dice:	1	1+1*	1
Move:	60' (20')	120' (40')	120' (40')
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	1d8 or by weapon	1d8 or by weapon	1d6 or by weapon
No. Appearing:	2–8 (2–12)	1–6 (3–30)	1–8 (3–30)
Save As:	Fighter: 1	Fighter: 1	Thief: 1
Morale:	9 or variable	12	8
Treasure Type:	V	P (B)	U (A)
Alignment:	Any	Neutral	Neutral

	Brigand	Buccaneer	Pirate
Armour Class:	6	7	7
Hit Dice:	1	1	1
Move:	120' (40')	120' (40')	120' (40')
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	1d6 or by weapon	1d6 or by weapon	1d6 or by weapon
No. Appearing:	0 (10–40)	0 (special)	0 (special)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	8	6	7
Treasure Type:	A	A	A
Alignment:	Chaotic	Neutral	Chaotic

	Nomad	Dervish	Merchant
Armour Class:	6	6	5
Hit Dice:	1	1	1
Move:	120' (40')	120' (40')	90' (30')
Attacks:	1 weapon	1 weapon	1 weapon
Damage:	1d6 or by weapon	1d6 or by weapon	1d6 or by weapon
No. Appearing:	0 (10-40)	0 (20-70)	0 (1-20)
Save As:	Fighter: 1	Fighter: 1	Fighter: 1
Morale:	8	10	6 or variable
Treasure Type:	A	A	A
Alignment:	Neutral	Lawful	Neutral

	Trader	Noble
Armour Class:	6	2
Hit Dice:	1	3
Move:	120' (40')	60' (20')
Attacks:	1 weapon	1 weapon
Damage:	1d6 or by weapon	1d8 or by weapon
No. Appearing:	1-8 (3-18)	2-12 (2-12)
Save As:	Fighter: 1	Fighter: 3
Morale:	7	8
Treasure Type:	U, V	V (×3)
Alignment:	Any	Any

Normal Humans (3): AC 9, HD ½, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save NM, ML 6, AL N, XP 5

Acolytes (3): AC 2, HD 1, hp 4 each, MV 60' (20'), Att 1 mace, D 1d6, Save C1, ML 7, AL N, XP 10

Mediums (3): AC 9, HD 1**, hp 4 each, MV 120' (40'), Att 1 dagger or spell, D 1d4 or spell, Save M1, ML 7, AL N, XP 16

Veterans (3): AC 2, HD 1, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d8 or by weapon, Save F1, ML 9, AL N, XP 10

Veterans (3): AC 2, HD 2, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d8 or by weapon, Save F2, ML 9, AL N, XP 20

Veterans (3): AC 2, HD 3, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d8 or by weapon, Save F3, ML 9, AL N, XP 35

Berserkers (3): AC 7, HD 1+1*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 or by weapon, Save F1, ML 12, AL N, XP 19

Bandits (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save T1, ML 8, AL N, XP 10

Brigands (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL C, XP 10

Brigands (3): AC 4, HD 1, hp 4 each, MV 90' (30'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL C, XP 10

Buccaneers (3): AC 7, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 6, AL N, XP 10

Buccaneers (3): AC 5, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 6, AL N, XP 10

Pirates (3): AC 7, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 7, AL C, XP 10

Pirates (3): AC 5, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 7, AL C, XP 10

Nomads (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL N, XP 10

Nomads (3): AC 4, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL N, XP 10

Dervishes (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 10, AL L, XP 10

Dervishes (3): AC 4, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 10, AL L, XP 10

Merchants (3): AC 5, HD 1, hp 4 each, MV 90' (30'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 6, AL N, XP 10

Traders (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 7, AL N, XP 10

Nobles (3): AC 2, HD 3, hp 4 each, MV 60' (20'), Att 1 weapon, D 1d8 or by weapon, Save F3, ML 8, AL N, XP 35

Merman

Armour Class:	6	No. Appearing:	0 (1-20)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	A
Damage:	1d6 or by weapon	Alignment:	Neutral

Mermen (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL N, XP 10

Mermen (3): AC 6, HD 2, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F2, ML 8, AL N, XP 20

Mermen (3): AC 6, HD 3, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F3, ML 8, AL N, XP 35

Mermen (3): AC 6, HD 4, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F4, ML 8, AL N, XP 75

Minotaur

Armour Class:	6	No. Appearing:	1–6 (1–8)
Hit Dice:	6	Save As:	Fighter: 6
Move:	120' (40')	Morale:	12
Attacks:	1 gore/1 bite or weapon	Treasure Type:	C
Damage:	1d6/1d6 or by weapon + 2	Alignment:	Chaotic

Minotaurs (3): AC 6, HD 6, hp 4 each, MV 120' (40'), Att 1 gore/1 bite or weapon, D 1d6/1d6 or by weapon + 2, Save F6, ML 12, AL C, XP 275

Mule

Armour Class:	7	No. Appearing:	1–8 (2–12)
Hit Dice:	2	Save As:	Normal Man
Move:	120' (40')	Morale:	8
Attacks:	1 kick or 1 bite	Treasure Type:	Nil
Damage:	1d4 or 1d3	Alignment:	Neutral

Mules (3): AC 7, HD 2, hp 4 each, MV 120' (40'), Att 1 kick or 1 bite, D 1d4 or 1d3, Save NM, ML 8, AL N, XP 20

Mummy*

Armour Class:	3	No. Appearing:	1–4 (1–12)
Hit Dice:	5+1*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	12
Attacks:	1 touch	Treasure Type:	D
Damage:	1d12+ disease	Alignment:	Chaotic

Mummies (3): AC 3, HD 5+1*, hp 4 each, MV 60' (20'), Att 1 touch, D 1d12+disease, Save F5, ML 12, AL C, XP 400

Neanderthal

Armour Class:	8	No. Appearing:	1–10 (10–40)
Hit Dice:	2	Save As:	Fighter: 2
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Treasure Type:	C
Damage:	2d4 or by weapon + 1	Alignment:	Lawful

Neanderthals (3): AC 8, HD 2, hp 4 each, MV 120' (40'), Att 1 weapon, D 2d4 or by weapon + 1, Save F2, ML 7, AL L, XP 20

Nixie

Armour Class:	7	No. Appearing:	0 (2–40)
Hit Dice:	1	Save As:	Elf: 1
Move:	120' (40')	Morale:	6
Attacks:	1	Treasure Type:	B
Damage:	1d4	Alignment:	Neutral

Nixies (3): AC 7, HD 1, hp 4 each, MV 120' (40'), Att 1, D 1d4, Save E1, ML 6, AL N, XP 10

Ochre Jelly*

Armour Class:	8	No. Appearing:	1 (0)
Hit Dice:	5*	Save As:	Fighter: 3
Move:	30' (10')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	2d6	Alignment:	Neutral

Ochre Jellies (3): AC 8, HD 5*, hp 4 each, MV 30' (10'), Att 1, D 2d6, Save F3, ML 12, AL N, XP 35

Octopus, Giant

Armour Class:	7	No. Appearing:	0 (1–2)
Hit Dice:	8	Save As:	Fighter: 4
Move:	90' (30')	Morale:	7
Attacks:	8 tentacles/1 bite	Treasure Type:	Nil
Damage:	1d3×8/1d6	Alignment:	Neutral

Giant Octopodes (3): AC 7, HD 8, hp 4 each, MV 90' (30'), Att 8 tentacles/1 bite, D 1d3×8/1d6, Save F4, ML 7, AL N, XP 650

Ogre

Armour Class:	5	No. Appearing:	1–6 (2–12)
Hit Dice:	4+1	Save As:	Fighter: 4
Move:	90' (30')	Morale:	10
Attacks:	1 club	Treasure Type:	C + 1,000gp
Damage:	1d10	Alignment:	Chaotic

Ogres (3): AC 5, HD 4+1, hp 4 each, MV 90' (30'), Att 1 club, D 1d10, Save F4, ML 10, AL C, XP 125

Orc

Armour Class:	6	No. Appearing:	2–8 (10–60)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	8 (6)
Attacks:	1 weapon	Treasure Type:	D
Damage:	1d6 or by weapon	Alignment:	Chaotic

Orcs (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL C, XP 10

Owl Bear

Armour Class:	5	No. Appearing:	1–4 (1–4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	C
Damage:	1d8/1d8/1d8	Alignment:	Neutral

Owl Bears (3): AC 5, HD 5, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d8/1d8/1d8, Save F3, ML 9, AL N, XP 175

Pegasus

Armour Class:	6	No. Appearing:	0 (1–12)
Hit Dice:	2+2	Save As:	Fighter: 2
Move:	240' (80')	Morale:	8
Fly:	480' (160')		
Attacks:	2 hooves	Treasure Type:	Nil
Damage:	1d6/1d6	Alignment:	Lawful

Pegasi (3): AC 6, HD 2+2, hp 4 each, MV 240' (80'), Fly 480' (160'), Att 2 hooves, D 1d6/1d6, Save F2, ML 8, AL L, XP 25

Pixie

Armour Class:	3	No. Appearing:	2–8 (10–40)
Hit Dice:	1*	Save As:	Elf: 1
Move:	90' (30')	Morale:	7
Fly:	180' (60')		
Attacks:	1 dagger	Treasure Type:	R, S
Damage:	1d4	Alignment:	Neutral

Pixies (3): AC 3, HD 1*, hp 4 each, MV 90' (30'), Fly 180' (60'), Att 1 dagger, D 1d4, Save E1, ML 7, AL N, XP 13

Pterodactyl

	Normal Pterodactyl	Pteranodon
Armour Class:	7	6
Hit Dice:	1	5
Move:	Fly 180' (60')	Fly 240' (120')
Attacks:	1	1
Damage:	1d3	1d12
No. Appearing:	0 (2–8)	0 (1–4)
Save As:	Fighter: 1	Fighter: 3
Morale:	7	8
Treasure Type:	Nil	V
Alignment:	Neutral	Neutral

Pterodactyls (3): AC 7, HD 1, hp 4 each, MV Fly 180' (60'), Att 1, D 1d3, Save F1, ML 7, AL N, XP 10

Pteranodons (3): AC 6, HD 5, hp 4 each, MV Fly 240' (120'), Att 1, D 1d12, Save F3, ML 8, AL N, XP 175

Purple Worm

Armour Class:	6	No. Appearing:	1–2 (1–4)
Hit Dice:	15*	Save As:	Fighter: 8
Move:	60' (20')	Morale:	10
Attacks:	1 bite/1 sting	Treasure Type:	D
Damage:	2d8/1d8 + poison	Alignment:	Neutral

Purple Worms (3): AC 6, HD 15*, hp 4 each, MV 60' (20'), Att 1 bite/1 sting, D 2d8/1d8 + poison, Save F8, ML 10, AL N, XP 2300

Rat

	Normal Rat	Giant Rat
Armour Class:	9	7
Hit Dice:	1 hp	½ (1-4 hp)
Move:	60' (20')	120' (40')
Swim:	30' (10')	60' (20')
Attacks:	1 bite per pack	1 bite
Damage:	1d6 + disease	1d3 + disease
No. Appearing:	5-50 (2-20)	3-18 (3-30)
Save As:	Normal Man	Fighter: 1
Morale:	5	8
Treasure Type:	L	C
Alignment:	Neutral	Neutral

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Rats (3): AC 9, HD 1 hp, hp 4 each, MV 60' (20'), Swim 30' (10'), Att 1 bite per pack, D 1d6 + disease, Save NM, ML 5, AL N, XP 5

Giant Rats (3): AC 7, HD ½, hp 4 each, MV 120' (40'), Swim 60' (20'), Att 1 bite, D 1d3 + disease, Save F1, ML 8, AL N, XP 5

Rhagodessa

Armour Class:	5	No. Appearing:	1-4 (1-6)
Hit Dice:	4+2	Save As:	Fighter: 2
Move:	150' (50')	Morale:	9
Attacks:	1 leg/1 bite	Treasure Type:	U
Damage:	0/2d8	Alignment:	Neutral

Rhagodessae (3): AC 5, HD 4+2, hp 4 each, MV 150' (50'), Att 1 leg/1 bite, D 0/2d8, Save F2, ML 9, AL N, XP 125

Rhinoceros

	Normal Rhinoceros	Woolly Rhinoceros
Armour Class:	5	4
Hit Dice:	6	8
Move:	120' (40')	120' (40')
Attacks:	butt or trample	butt or trample
Damage:	2d4 or 2d8	2d6 or 2d12
No. Appearing:	0 (1-12)	0 (1-8)
Save As:	Fighter: 3	Fighter: 4
Morale:	6	6
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Rhinoceroses (3): AC 5, HD 6, hp 4 each, MV 120' (40'), Att butt or trample, D 2d4 or 2d8, Save F3, ML 6, AL N, XP 275

Woolly Rhinoceroses (3): AC 4, HD 8, hp 4 each, MV 120' (40'), Att butt or trample, D 2d6 or 2d12, Save F4, ML 6, AL N, XP 650

Robber Fly

Armour Class:	6	No. Appearing:	1-6 (2-12)
Hit Dice:	2	Save As:	Fighter: 1
Move:	90' (30')	Morale:	8
Fly:	180' (60')		
Attacks:	1 bite	Treasure Type:	U
Damage:	1d8	Alignment:	Neutral

Robber Flies (3): AC 6, HD 2, hp 4 each, MV 90' (30'), Fly 180' (60'), Att 1 bite, D 1d8, Save F1, ML 8, AL N, XP 20

Roc

	Small Roc	Large Roc	Giant Roc
Armour Class:	4	2	0
Hit Dice:	6	12	36
Move:	60' (20')	60' (20')	60' (20')
Fly:	480' (160')	480' (160')	480' (160')
Attacks:	2 claws/1 bite	2 claws/1 bite	2 claws/1 bite
Damage:	1d4+1/1d4+1/2d6	1d8/1d8/2d10	3d6/3d6/8d6
No. Appearing:	0 (1-12)	0 (1-8)	0 (1)
Save As:	Fighter: 6	Fighter: 12	Fighter: 15
Morale:	8	9	10
Treasure Type:	I	I	I
Alignment:	Lawful	Lawful	Lawful

Small Rocs (3): AC 4, HD 6, hp 4 each, MV 60' (20'), Fly 480' (160'), Att 2 claws/1 bite, D 1d4+1/1d4+1/2d6, Save F6, ML 8, AL L, XP 275

Large Rocs (3): AC 2, HD 12, hp 4 each, MV 60' (20'), Fly 480' (160'), Att 2 claws/1 bite, D 1d8/1d8/2d10, Save F12, ML 9, AL L, XP 1100

Giant Rocs (3): AC 0, HD 36, hp 4 each, MV 60' (20'), Fly 480' (160'), Att 2 claws/1 bite, D 3d6/3d6/8d6, Save F15, ML 10, AL L, XP 6250

Rock Baboon

Armour Class:	6	No. Appearing:	2–12 (5–30)
Hit Dice:	2	Save As:	Fighter: 2
Move:	120' (40')	Morale:	8
Attacks:	1 club/1 bite	Treasure Type:	U
Damage:	1d6/1d3	Alignment:	Neutral

Rock Baboons (3): AC 6, HD 2, hp 4 each, MV 120' (40'), Att 1 club/1 bite, D 1d6/1d3, Save F2, ML 8, AL N, XP 20

Rust Monster*

Armour Class:	2	No. Appearing:	1–4 (1–4)
Hit Dice:	5	Save As:	Fighter: 3
Move:	120' (40')	Morale:	7
Attacks:	1	Treasure Type:	Nil
Damage:	Special	Alignment:	Neutral

Rust Monsters (3): AC 2, HD 5, hp 4 each, MV 120' (40'), Att 1, D Special, Save F3, ML 7, AL N, XP 175

Salamander*

	Flame Salamander	Frost Salamander
Armour Class:	2	3
Hit Dice:	8*	12*
Move:	120' (40')	120' (40')
Attacks:	2 claws/1 bite	4 claws/1 bite
Damage:	1d4/1d4/1d8	1d6×4/2d6
No. Appearing:	2–5 (2–8)	1–3 (1–3)
Save As:	Fighter: 8	Fighter: 12
Morale:	8	9
Treasure Type:	F	E
Alignment:	Neutral	Chaotic

Flame Salamanders (3): AC 2, HD 8*, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d4/1d4/1d8, Save F8, ML 8, AL N, XP 1200

Frost Salamanders (3): AC 3, HD 12*, hp 4 each, MV 120' (40'), Att 4 claws/1 bite, D 1d6×4/2d6, Save F12, ML 9, AL C, XP 1900

Scorpion, Giant

Armour Class:	2	No. Appearing:	1–6 (1–6)
Hit Dice:	4*	Save As:	Fighter: 2
Move:	150' (50')	Morale:	11
Attacks:	2 claws/1 sting	Treasure Type:	V
Damage:	1d10/1d10/1d4+poison	Alignment:	Chaotic

Giant Scorpions (3): AC 2, HD 4*, hp 4 each, MV 150' (50'), Att 2 claws/1 sting, D 1d10/1d10/1d4+poison, Save F2, ML 11, AL C, XP 125

Sea Dragon

Armour Class:	1	No. Appearing:	0 (1–4)
Hit Dice:	8**	Save As:	Fighter: 8
Move:	Swim 180' (60')	Morale:	9
Fly:	180' (60')		
Attacks:	1 bite or 1 spit	Treasure Type:	H
Damage:	3d8 or poison	Alignment:	Neutral

Sea Dragons (3): AC 1, HD 5**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F5, ML 9, AL N, XP 425

Sea Dragons (3): AC 1, HD 6**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F6, ML 9, AL N, XP 775

Sea Dragons (3): AC 1, HD 7**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F7, ML 9, AL N, XP 1250

Sea Dragons (3): AC 1, HD 8**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F8, ML 9, AL N, XP 1750

Sea Dragons (3): AC 1, HD 9**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F9, ML 9, AL N, XP 2300

Sea Dragons (3): AC 1, HD 10**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F10, ML 9, AL N, XP 2300

Sea Dragons (3): AC 1, HD 11**, hp 4 each, MV Swim 180' (60'), Fly 180' (60'), Att 1 bite or 1 spit, D 3d8 or poison, Save F11, ML 9, AL N, XP 2700

Sea Serpent, Lesser

Armour Class:	5	No. Appearing:	0 (2–12)
Hit Dice:	6	Save As:	Fighter: 3
Move:	150' (50')	Morale:	8
Attacks:	1 bite or squeeze	Treasure Type:	Nil
Damage:	2d6	Alignment:	Neutral

Lesser Sea Serpents (3): AC 5, HD 6, hp 4 each, MV 150' (50'), Att 1 bite or squeeze, D 2d6, Save F3, ML 8, AL N, XP 275

Shadow*

Armour Class:	7	No. Appearing:	1–8 (1–12)
Hit Dice:	2+2*	Save As:	Fighter: 2
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	F
Damage:	1d4 + special	Alignment:	Chaotic

Shadows (3): AC 7, HD 2+2*, hp 4 each, MV 90' (30'), Att 1, D 1d4 + special, Save F2, ML 12, AL C, XP 35

Shark

	Bull Shark	Mako Shark	Great White Shark
Armour Class:	4	4	4
Hit Dice:	2	4	8
Move:	180' (60')	180' (60')	180' (60')
Attacks:	1 bite	1 bite	1 bite
Damage:	2d4	2d6	2d10
No. Appearing:	0 (3–18)	0 (2–12)	0 (1–4)
Save As:	Fighter: 1	Fighter: 2	Fighter: 4
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Bull Sharks (3): AC 4, HD 2, hp 4 each, MV 180' (60'), Att 1 bite, D 2d4, Save F1, ML 7, AL N, XP 20

Mako Sharks (3): AC 4, HD 4, hp 4 each, MV 180' (60'), Att 1 bite, D 2d6, Save F2, ML 7, AL N, XP 75

Great White Sharks (3): AC 4, HD 8, hp 4 each, MV 180' (60'), Att 1 bite, D 2d10, Save F4, ML 7, AL N, XP 650

Shrew, Giant

Armour Class:	4	No. Appearing:	1–4 (1–8)
Hit Dice:	1	Save As:	Fighter: 1
Move:	180' (60')	Morale:	10
Attacks:	2 bites	Treasure Type:	Nil
Damage:	1d6/1d6	Alignment:	Neutral

Giant Shrews (3): AC 4, HD 1, hp 4 each, MV 180' (60'), Att 2 bites, D 1d6/1d6, Save F1, ML 10, AL N, XP 10

Shrieker

Armour Class:	7	No. Appearing:	1–8 (0)
Hit Dice:	3	Save As:	Fighter: 1
Move:	9' (3')	Morale:	12
Attacks:	Shriek	Treasure Type:	Nil
Damage:	Nil	Alignment:	Neutral

Shriekers (3): AC 7, HD 3, hp 4 each, MV 9' (3'), Att Shriek, D Nil, Save F1, ML 12, AL N, XP 35

Skeleton

Armour Class:	7	No. Appearing:	3–12 (3–30)
Hit Dice:	1	Save As:	Fighter: 1
Move:	60' (20')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1d6 or by weapon	Alignment:	Chaotic

Skeletons (3): AC 7, HD 1, hp 4 each, MV 60' (20'), Att 1, D 1d6 or by weapon, Save F1, ML 12, AL C, XP 10

Snake

	Spitting Cobra	Pit Viper	Sea Snake
Armour Class:	7	6	6
Hit Dice:	1*	2*	3*
Move:	90' (30')	90' (30')	90' (30')
Attacks:	1 bite or spit	1 bite	1 bite
Damage:	1d3 + poison/blindness	1d4 + poison	1 + poison
No. Appearing:	1–6 (1–6)	1–8 (1–8)	1–8 (1–8)
Save As:	Fighter: 1	Fighter: 1	Fighter: 2
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

	Giant Rattlesnake	Rock Python
Armour Class:	5	6
Hit Dice:	4*	5*
Move:	120' (40')	90' (30')
Attacks:	2 bites	1 bite/1 squeeze
Damage:	1d4/1d4 + poison	1d4/2d4
No. Appearing:	1-4 (1-4)	1-3 (1-3)
Save As:	Fighter: 2	Fighter: 3
Morale:	8	8
Treasure Type:	U	U
Alignment:	Neutral	Neutral

Spitting Cobras (3): AC 7, HD 1*, hp 4 each, MV 90' (30'), Att 1 bite or spit, D 1d3 + poison/blindness, Save F1, ML 7, AL N, XP 13

Pit Vipers (3): AC 6, HD 2*, hp 4 each, MV 90' (30'), Att 1 bite, D 1d4 + poison, Save F1, ML 7, AL N, XP 25

Sea Snakes (3): AC 6, HD 3*, hp 4 each, MV 90' (30'), Att 1 bite, D 1 + poison, Save F2, ML 7, AL N, XP 50

Giant Rattlesnakes (3): AC 5, HD 4*, hp 4 each, MV 120' (40'), Att 2 bites, D 1d4/1d4 + poison, Save F2, ML 8, AL N, XP 125

Rock Pythons (3): AC 6, HD 5*, hp 4 each, MV 90' (30'), Att 1 bite/1 squeeze, D 1d4/2d4, Save F3, ML 8, AL N, XP 35

Spectre*

Armour Class:	2	No. Appearing:	1-4 (1-8)
Hit Dice:	6**	Save As:	Fighter: 6
Move:	150' (50')	Morale:	11
Fly:	300' (100')		
Attacks:	1 touch	Treasure Type:	E
Damage:	1d8 + drain 2 levels	Alignment:	Chaotic

Spectres (3): AC 2, HD 6**, hp 4 each, MV 150' (50'), Fly 300' (100'), Att 1 touch, D 1d8 + drain 2 levels, Save F6, ML 11, AL C, XP 725

Spider

	Giant Crab Spider	Giant Black Widow Spider	Giant Tarantella
Armour Class:	7	6	5
Hit Dice:	2*	3*	4*
Move:	120' (40')	60' (20')	120' (40')
Attacks:	1 bite	1 bite	1 bite
Damage:	1d8 + poison	2d6 + poison	1d8 + poison
No. Appearing:	1-4 (1-4)	1-3 (1-3)	1-3 (1-3)
Save As:	Fighter: 1	Fighter: 2	Fighter: 2
Morale:	7	8	8
Treasure Type:	U	U	U
Alignment:	Neutral	Neutral	Neutral

Giant Crab Spiders (3): AC 7, HD 2*, hp 4 each, MV 120' (40'), Att 1 bite, D 1d8 + poison, Save F1, ML 7, AL N, XP 25

Giant Black Widow Spiders (3): AC 6, HD 3*, hp 4 each, MV 60' (20'), Web 120' (40'), Att 1 bite, D 2d6 + poison, Save F2, ML 8, AL N, XP 50

Giant Tarantellas (3): AC 5, HD 4*, hp 4 each, MV 120' (40'), Att 1 bite, D 1d8 + poison, Save F2, ML 8, AL N, XP 125

Sprite

Armour Class:	5	No. Appearing:	3-18 (5-40)
Hit Dice:	½* (1-4 hp)	Save As:	Elf: 1
Move:	60' (20')	Morale:	7
Fly:	180' (60')		
Attacks:	1 spell	Treasure Type:	S
Damage:	Special	Alignment:	Neutral

Sprites (3): AC 5, HD ½*, hp 4 each, MV 60' (20'), Fly 180' (60'), Att 1 spell, D Special, Save E1, ML 7, AL N, XP 6

Squid, Giant

Armour Class:	7	No. Appearing:	0 (1-4)
Hit Dice:	6	Save As:	Fighter: 3
Move:	120' (40')	Morale:	7 (9)
Attacks:	8 tentacles/ 1 beak	Treasure Type:	V
Damage:	1d4×8/ 1d10	Alignment:	Neutral

Giant Squids (3): AC 7, HD 6, hp 4 each, MV 120' (40'), Att 8 tentacles/1 beak, D 1d4×8/1d10, Save F3, ML 7, AL N, XP 275

Stirge

Armour Class:	7	No. Appearing:	1–10 (3–36)
Hit Dice:	1*	Save As:	Fighter: 2
Move:	30' (10')	Morale:	9
Fly:	180' (60')		
Attacks:	1	Treasure Type:	L
Damage:	1d3 + blood drain	Alignment:	Neutral

Stirges (3): AC 7, HD 1*, hp 4 each, MV 30' (10'), Fly 180' (60'), Att 1, D 1d3 + blood drain, Save F2, ML 9, AL N, XP 13

Termite

	Swamp Termite	Freshwater Termite	Sea Termite
Armour Class:	4	6	5
Hit Dice:	1+1	2+1	4
Move:	90' (30')	120' (40')	180' (60')
Attacks:	1 bite or spray or ink	1 bite or spray or ink	1 bite or spray or ink
Damage:	1d3 or stun or blindness	1d4 or stun or blindness	1d6 or stun or blindness
No. Appearing:	0 (1–4)	0 (1–3)	0 (2–7)
Save As:	Fighter: 1	Fighter: 2	Fighter: 3
Morale:	10	8	11
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Swamp Termites (3): AC 4, HD 1+1, hp 4 each, MV 90' (30'), Att 1 bite or spray or ink, D 1d3 or stun or blindness, Save F1, ML 10, AL N, XP 15

Freshwater Termites (3): AC 6, HD 2+1, hp 4 each, MV 120' (40'), Att 1 bite or spray or ink, D 1d4 or stun or blindness, Save F2, ML 8, AL N, XP 25

Sea Termites (3): AC 5, HD 4, hp 4 each, MV 180' (60'), Att 1 bite or spray or ink, D 1d6 or stun or blindness, Save F3, ML 11, AL N, XP 75

Thoul

Armour Class:	6	No. Appearing:	1–6 (1–10)
Hit Dice:	3**	Save As:	Fighter: 3
Move:	120' (40')	Morale:	10
Attacks:	2 claws or weapon	Treasure Type:	C
Damage:	1d3/1d3 or by weapon	Alignment:	Chaotic

Thouls (3): AC 6, HD 3**, hp 4 each, MV 120' (40'), Att 2 claws or weapon, D 1d3/1d3 or by weapon, Save F3, ML 10, AL C, XP 65

Titanotheres

Armour Class:	5	No. Appearing:	0 (1–6)
Hit Dice:	12	Save As:	Fighter: 6
Move:	120' (40')	Morale:	7
Attacks:	butt or trample	Treasure Type:	Nil
Damage:	2d6/3d8	Alignment:	Neutral

Titanotheres (3): AC 5, HD 12, hp 4 each, MV 120' (40'), Att butt or trample, D 2d6/3d8, Save F6, ML 7, AL N, XP 1100

Toad, Giant

Armour Class:	7	No. Appearing:	1–4 (1–4)
Hit Dice:	2+2	Save As:	Fighter: 1
Move:	90' (30')	Morale:	6
Attacks:	1 bite	Treasure Type:	Nil
Damage:	1d4+1	Alignment:	Neutral

Giant Toads (3): AC 7, HD 2+2, hp 4 each, MV 90' (30'), Att 1 bite, D 1d4+1, Save F1, ML 6, AL N, XP 25

Treant

Armour Class:	2	No. Appearing:	0 (1–8)
Hit Dice:	8	Save As:	Fighter: 8
Move:	60' (20')	Morale:	9
Attacks:	2 blows	Treasure Type:	C
Damage:	2d6/2d6	Alignment:	Lawful

Treants (3): AC 2, HD 8, hp 4 each, MV 60' (20'), Att 2 blows, D 2d6/2d6, Save F8, ML 9, AL L, XP 650

Troglodyte

Armour Class:	5	No. Appearing:	1–8 (5–40)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	A
Damage:	1d4/1d4/1d4	Alignment:	Chaotic

Troglodytes (3): AC 5, HD 2*, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d4/1d4/1d4, Save F2, ML 9, AL C, XP 25

Troll

Armour Class:	4	No. Appearing:	1–8 (1–8)
Hit Dice:	6+3	Save As:	Fighter: 6
Move:	120' (40')	Morale:	10 (8)
Attacks:	2 claws/1 bite	Treasure Type:	D
Damage:	1d6/1d6/1d10	Alignment:	Chaotic

Trolls (3): AC 4, HD 6+3, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d6/1d6/1d10, Save F6, ML 10, AL C, XP 350

Unicorn

Armour Class:	2	No. Appearing:	1–6 (1–8)
Hit Dice:	4*	Save As:	Fighter: 8
Move:	240' (80')	Morale:	7
Attacks:	2 hooves/1 horn	Treasure Type:	Nil
Damage:	1d8/1d8/1d8	Alignment:	Lawful

Unicorns (3): AC 2, HD 4*, hp 4 each, MV 240' (80'), Att 2 hooves/1 horn, D 1d8/1d8/1d8, Save F8, ML 7, AL L, XP 125

Vampire*

Armour Class:	2	No. Appearing:	1–4 (1–6)
Hit Dice:	7**	Save As:	Fighter: 7
Move:	120' (40')	Morale:	11
Fly:	180' (60')		
Attacks:	1 touch	Treasure Type:	F
Damage:	1d10+ drain 2 levels	Alignment:	Chaotic

Vampires (3): AC 2, HD 7**, hp 4 each, MV 120' (40'), Fly 180' (60'), Att 1 touch, D 1d10+ drain 2 levels, Save F7, ML 11, AL C, XP 1250

Vampires (3): AC 2, HD 8**, hp 4 each, MV 120' (40'), Fly 180' (60'), Att 1 touch, D 1d10+ drain 2 levels, Save F8, ML 11, AL C, XP 1750

Vampires (3): AC 2, HD 9**, hp 4 each, MV 120' (40'), Fly 180' (60'), Att 1 touch, D 1d10+ drain 2 levels, Save F9, ML 11, AL C, XP 2300

Weasel, Giant

Armour Class:	7	No. Appearing:	1–4 (1–6)
Hit Dice:	4+4	Save As:	Fighter: 3
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	V
Damage:	2d4+ special	Alignment:	Neutral

Giant Weasels (3): AC 7, HD 4+4, hp 4 each, MV 150' (50'), Att 1 bite, D 2d4+ special, Save F3, ML 8, AL N, XP 125

Whale

	Killer Whale	Narwhal	Sperm Whale
Armour Class:	6	7	6
Hit Dice:	6	12	36
Move:	240' (80')	180' (60')	180' (60')
Attacks:	1 bite	1 horn/1 bite	1 bite
Damage:	1d20	2d6/1d8	3d20
No. Appearing:	0 (1–6)	0 (1–4)	0 (1–3)
Save As:	Fighter: 3	Fighter: 12	Fighter: 15
Morale:	10	8	7
Treasure Type:	V	Special	V
Alignment:	Neutral	Lawful	Neutral

Killer Whales (3): AC 6, HD 6, hp 4 each, MV 240' (80'), Att 1 bite, D 1d20, Save F3, ML 10, AL N, XP 275

Narwhals (3): AC 7, HD 12, hp 4 each, MV 180' (60'), Att 1 horn/1 bite, D 2d6/1d8, Save F12, ML 8, AL L, XP 1100

Sperm Whales (3): AC 6, HD 36, hp 4 each, MV 180' (60'), Att 1 bite, D 3d20, Save F15, ML 7, AL N, XP 6250

Wight*

Armour Class:	5	No. Appearing:	1–6 (1–8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	B
Damage:	Drain 1 level	Alignment:	Chaotic

Wights (3): AC 5, HD 3*, hp 4 each, MV 90' (30'), Att 1, D Drain 1 level, Save F3, ML 12, AL C, XP 50

Wolf

	Normal Wolf	Dire Wolf
Armour Class:	7	6
Hit Dice:	2+2	4+1
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2–12 (3–18)	1–4 (2–8)
Save As:	Fighter: 1	Fighter: 2
Morale:	8 (6)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Wolves (3): AC 7, HD 2+2, hp 4 each, MV 180' (60'), Att 1 bite, D 1d6, Save F1, ML 8, AL N, XP 25

Dire Wolves (3): AC 6, HD 4+1, hp 4 each, MV 150' (50'), Att 1 bite, D 2d4, Save F2, ML 8, AL N, XP 125

Wraith*

Armour Class:	3	No. Appearing:	1–4 (1–6)
Hit Dice:	4**	Save As:	Fighter: 4
Move:	120' (40')	Morale:	12
Fly:	240' (80')		
Attacks:	1 touch	Treasure Type:	E
Damage:	1d6+ drain 1 level	Alignment:	Chaotic

Wraiths (3): AC 3, HD 4**, hp 4 each, MV 120' (40'), Fly 240' (80'), Att 1 touch, D 1d6+ drain 1 level, Save F4, ML 12, AL C, XP 175

Wyvern

Armour Class:	3	No. Appearing:	1–2 (1–6)
Hit Dice:	7*	Save As:	Fighter: 4
Move:	90' (30')	Morale:	9
Fly:	240' (80')		
Attacks:	1 bite/1 sting	Treasure Type:	E
Damage:	2d8/1d6+ poison	Alignment:	Chaotic

Wyverns (3): AC 3, HD 7*, hp 4 each, MV 90' (30'), Fly 240' (80'), Att 1 bite/1 sting, D 2d8/1d6+ poison, Save F4, ML 9, AL C, XP 850

Yellow Mold*

Armour Class:	—	No. Appearing:	1–8 (1–4)
Hit Dice:	2	Save As:	Fighter: 2
Move:	Nil (Nil)	Morale:	—
Attacks:	Spores	Treasure Type:	Nil
Damage:	1d6+ special	Alignment:	Neutral

Patches of Yellow Mold (3): AC —, HD 2, hp 4 each, MV Nil (Nil), Att Spores, D 1d6+ special, Save F2, ML —, AL N, XP 20

Patches of Yellow Mould (3): AC —, HD 2, hp 4 each, MV Nil (Nil), Att Spores, D 1d6+ special, Save F2, ML —, AL N, XP 20

Zombie

Armour Class:	8	No. Appearing:	2–8 (4–24)
Hit Dice:	2	Save As:	Fighter: 1
Move:	120' (40')	Morale:	12
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1d8 or by weapon	Alignment:	Chaotic

Zombies (3): AC 8, HD 2, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 or by weapon, Save F1, ML 12, AL C, XP 20

PART 2: MONSTERS FROM B3:
PALACE OF THE SILVER PRINCESS

Archer Bush

Armour Class:	9	No. Appearing:	0 (1–100)
Hit Dice:	1	Save As:	Fighter: 1
Move:	Nil (Nil)	Morale:	12
Attacks:	1 thorn spray	Treasure Type:	Nil
Damage:	1d4	Alignment:	Neutral

This is the Archer Bush from the 1st edition of B3, with the orange cover.

Archer Bushes (3): AC 9, HD 1, hp 4 each, MV Nil (Nil), Att 1 thorn spray, D 1d4, Save F1, ML 12, AL N, XP 10

Archer Bush

Armour Class:	7	No. Appearing:	0 (1–20)
Hit Dice:	2	Save As:	Fighter: 1
Move:	3' (1')	Morale:	12
Attacks:	1 thorn spray	Treasure Type:	V
Damage:	1d4	Alignment:	Neutral

This is the Archer Bush from the 2nd edition of B3, with the green cover.

Archer Bushes (3): AC 7, HD 2, hp 4 each, MV 3' (1'), Att 1 thorn spray, D 1d4, Save F1, ML 12, AL N, XP 20

Baric

Armour Class:	7	No. Appearing:	1–8 (1–8)
Hit Dice:	5	Save As:	Fighter: 5
Move:	120' (40')	Morale:	8
Attacks:	2 claws/1 bite	Treasure Type:	Nil
Damage:	1d4/1d4/1d10	Alignment:	Neutral

Barics (3): AC 7, HD 5, hp 4 each, MV 120' (40'), Att 2 claws/1 bite, D 1d4/1d4/1d10, Save F5, ML 8, AL N, XP 175

Bubble

Armour Class:	9	No. Appearing:	0 (3–18)
Hit Dice:	½* (1–4 hp)	Save As:	Fighter: 1
Move:	90' (30')	Morale:	9
Attacks:	1	Treasure Type:	J
Damage:	1d4 + paralysis	Alignment:	Neutral

Bubbles (3): AC 9, HD ½*, hp 4 each, MV 90' (30'), Att 1, D 1d4 + paralysis, Save F1, ML 9, AL N, XP 6

Decapus

Armour Class:	5	No. Appearing:	1 (1)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	12' (4')	Morale:	9
Attacks:	9 tentacles	Treasure Type:	B
Damage:	1d6 each	Alignment:	Chaotic

This is the Decapus from the 1st (orange) edition of B3.

Decapuses (3): AC 5, HD 3*, hp 4 each, MV 12' (4'), Att 9 tentacles, D 1d6 each, Save F3, ML 9, AL C, XP 50

Decapus

Armour Class:	5	No. Appearing:	1 (1)
Hit Dice:	4	Save As:	Fighter: 2
Move:	3' (1')	Morale:	9
Brachiation:	90' (30')		
Attacks:	9 tentacles	Treasure Type:	C
Damage:	1d6 each	Alignment:	Chaotic

This is the Decapus from the 2nd (green) edition of B3.

Decapuses (3): AC 5, HD 4, hp 4 each, MV 3' (1'), Brachiation 90' (30'), Att 9 tentacles, D 1d6 each, Save F2, ML 9, AL C, XP 75

Diger

Armour Class:	9	No. Appearing:	0 (1)
Hit Dice:	2*	Save As:	Magic-User: 2
Move:	9' (3')	Morale:	8
Fly/Swim:	90'/120' (30'/40')		
Attacks:	1 touch	Treasure Type:	O
Damage:	Paralysis	Alignment:	Neutral

Digers (3): AC 9, HD 2*, hp 4 each, MV 9' (3'), Fly/Swim 90'/120' (30'/40'), Att 1 touch, D Paralysis, Save M2, ML 8, AL N, XP 25

Ghost*

Armour Class:	1	No. Appearing:	1–4 (1–4)
Hit Dice:	5*	Save As:	Fighter: 5
Move:	50' (15')	Morale:	12
Fly:	150' (50')		
Attacks:	1 touch	Treasure Type:	C
Damage:	1d6 + aging	Alignment:	Chaotic

Ghosts (3): AC 1, HD 5*, hp 4 each, MV 50' (15'), Fly 150' (50'), Att 1 touch, D 1d6 + aging, Save F5, ML 12, AL C, XP 300

Snake, Giant Marble

Armour Class:	8	No. Appearing:	1–4 (1–4)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	150' (50')	Morale:	8
Attacks:	1 + charm	Treasure Type:	C
Damage:	1d6	Alignment:	Neutral

Giant Marble Snakes (3): AC 8, HD 3*, hp 4 each, MV 150' (50'), Att 1 + charm, D 1d6, Save F3, ML 8, AL N, XP 50

Jupiter Blood Sucker

Armour Class:	5	No. Appearing:	0 (1–10)
Hit Dice:	3	Save As:	Fighter: 3
Move:	9' (3')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	1d6 + blood drain	Alignment:	Neutral

The Jupiter Blood Sucker appeared in the 1st edition of B3, and was replaced by the Vampire Rose in the 2nd edition.

Jupiter Blood Suckers (3): AC 5, HD 3, hp 4 each, MV 9' (3'), Att 1, D 1d6 + blood drain, Save F3, ML 12, AL N, XP 35

Monkey, Giant Marmoset

Armour Class:	5	No. Appearing:	2–8 (2–8)
Hit Dice:	3	Save As:	Fighter: 3
Move:	180' (60')	Morale:	8
Attacks:	4	Treasure Type:	J
Damage:	1d6/1d6/1d8/1d4	Alignment:	Neutral

Giant Marmosets (3): AC 5, HD 3, hp 4 each, MV 180' (60'), Att 4, D 1d6/1d6/1d8/1d4, Save F3, ML 8, AL N, XP 35

Protector

Armour Class:	2	No. Appearing:	0 (1–10)
Hit Dice:	7	Save As:	Magic-User: 7
Move:	210' (70')	Morale:	10
Attacks:	1	Treasure Type:	B
Damage:	1d6	Alignment:	Lawful

Protectors (3): AC 2, HD 7, hp 4 each, MV 210' (70'), Att 1, D 1d6, Save M7, ML 10, AL L, XP 450

Purple Moss

Armour Class:	9	No. Appearing:	0 (1–8)
Hit Dice:	1*	Save As:	Fighter: 1
Move:	9' (3')	Morale:	12
Attacks:	1	Treasure Type:	Nil
Damage:	Special	Alignment:	Neutral

Patches of Purple Moss (3): AC 9, HD 1*, hp 4 each, MV 9' (3'), Att 1, D Special, Save F1, ML 12, AL N, XP 13

Ubue

Armour Class:	7	No. Appearing:	3–30 (3–30)
Hit Dice:	3	Save As:	Fighter: 3
Move:	60' (20')	Morale:	3
Attacks:	3	Treasure Type:	Q, U, V
Damage:	1d6/1d6/1d4	Alignment:	Chaotic

Ubues (3): AC 7, HD 3, hp 4 each, MV 60' (20'), Att 3, D 1d6/1d6/1d4, Save F3, ML 3, AL C, XP 35

Vampire Rose

Armour Class:	7	No. Appearing:	0 (1–8)
Hit Dice:	4	Save As:	Fighter: 2
Move:	30' (10')	Morale:	12
Attacks:	1 thorn	Treasure Type:	Nil
Damage:	1d8 + blood drain	Alignment:	Chaotic

Appeared in the 2nd edition of B3 and also in X2 (Castle Amber). Supplanted the Jupiter Blood Sucker from the 1st edition of B3.

Vampire Roses (3): AC 7, HD 4, hp 4 each, MV 30' (10'), Att 1 thorn, D 1d8 + blood drain, Save F2, ML 12, AL C, XP 75

PART 3: MONSTERS FROM B4: THE LOST CITY

Banshee*

Armour Class:	3	No. Appearing:	1 (1)
Hit Dice:	5*	Save As:	Fighter: 5
Move:	150' (50')	Morale:	12
Attacks:	wail	Treasure Type:	C
Damage:	1d4/ round	Alignment:	Neutral

Banshees (3): AC 3, HD 5*, hp 4 each, MV 150' (50'), Att wail, D 1d4/round, Save F5, ML 12, AL N, XP 300

Cynidicean

Armour Class:	9	No. Appearing:	1–6 (1–6)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	7 (special)
Attacks:	1	Treasure Type:	A
Damage:	1d6	Alignment:	Chaotic

Cynidiceans (3): AC 9, HD 1, hp 4 each, MV 120' (40'), Att 1, D 1d6, Save F1, ML 7, AL C, XP 10

Lycanthrope, Werefox

Armour Class:	6 (9)	No. Appearing:	1–4 (1–6)
Hit Dice:	3+2*	Save As:	Fighter: 3
Move:	180' (60')	Morale:	8
Attacks:	1 + charm	Treasure Type:	C
Damage:	1d6	Alignment:	Neutral

Werefoxes (3): AC 6 (9), HD 3+2*, hp 4 each, MV 180' (60'), Att 1 + charm, D 1d6, Save F3, ML 8, AL N, XP 75

Polymar

Armour Class:	9	No. Appearing:	1–2 (1–3)
Hit Dice:	10*	Save As:	Fighter: 5
Move:	60' (20')	Morale:	10
Attacks:	3	Treasure Type:	B
Damage:	1d6/1d6/ 1d6	Alignment:	Chaotic

Polymars (3): AC 9, HD 10*, hp 4 each, MV 60' (20'), Att 3, D 1d6/1d6/1d6, Save F5, ML 10, AL C, XP 1600

Zargon

Armour Class:	0	No. Appearing:	0 (1)
Hit Dice:	12*	Save As:	Fighter: 12
Move:	90' (30')	Morale:	12
Attacks:	7	Treasure Type:	Special
Damage:	1d8×6/ 3d8	Alignment:	Chaotic

Zargon: AC 0, HD 12*, hp 80, MV 90' (30'), Att 7, D 1d8×6/3d8, Save F12, ML 12, AL C, XP 1900

PART 4: MONSTERS FROM X1: ISLE OF DREAD

Dinosaur

	Allosaurus	Ankylosaurus	Brontosaurus
Armour Class:	5	0	5
Hit Dice:	13	7	26
Move:	150' (50')	60' (20')	60' (20')
Attacks:	1 bite	1 tail	1 bite/1tail
Damage:	4d6	2d6	2d6/3d6
No. Appearing:	0 (1–4)	0 (1–8)	0 (1–3)
Save As:	Fighter: 7	Fighter: 4	Fighter: 13
Morale:	9	6	8
Treasure Type:	V	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

	Dimetrodon	Plesiosaurus	Trachodon
Armour Class:	5	6	5
Hit Dice:	7	16	14
Move:	120' (40')	Swim 150' (50')	120' (40')
Attacks:	1 bite	1 bite	1 tail
Damage:	2d8	4d6	2d6
No. Appearing:	0 (1–6)	0 (1–3)	0 (1–6)
Save As:	Fighter: 4	Fighter: 8	Fighter: 7
Morale:	8	9	6
Treasure Type:	V	Nil	Nil
Alignment:	Neutral	Neutral	Neutral

Allosauruses (3): AC 5, HD 13, hp 4 each, MV 150' (50'), Att 1 bite, D 4d6, Save F7, ML 9, AL N, XP 1350

Ankylosauruses (3): AC 0, HD 7, hp 4 each, MV 60' (20'), Att 1 tail, D 2d6, Save F4, ML 6, AL N, XP 450

Brontosauruses (3): AC 5, HD 26, hp 4 each, MV 60' (20'), Att 1 bite/1tail, D 2d6/3d6, Save F13, ML 8, AL N, XP 3750

Dimetrodons (3): AC 5, HD 7, hp 4 each, MV 120' (40'), Att 1 bite, D 2d8, Save F4, ML 8, AL N, XP 450

Plesiosauruses (3): AC 6, HD 16, hp 4 each, MV Swim 150' (50'), Att 1 bite, D 4d6, Save F8, ML 9, AL N, XP 1350

Trachodons (3): AC 5, HD 14, hp 4 each, MV 120' (40'), Att 1 tail, D 2d6, Save F7, ML 6, AL N, XP 1350

Aranea

Armour Class:	7	No. Appearing:	1-3 (1-6)
Hit Dice:	3**	Save As:	Magic-User: 3
Move:	60' (20')	Morale:	7
Web:	120' (40')		
Attacks:	1 bite	Treasure Type:	D
Damage:	1d6+ poison	Alignment:	Chaotic

Appeared in X1 and also in X2 (Castle Amber).

Araneae (3): AC 7, HD 3**, hp 4 each, MV 60' (20'), Web 120' (40'), Att 1 bite, D 1d6+poison, Save M3, ML 7, AL C, XP 65

Elk, Giant

Armour Class:	6	No. Appearing:	0 (1-6)
Hit Dice:	8	Save As:	Fighter: 4
Move:	120' (40')	Morale:	7
Attacks:	1 butt	Treasure Type:	Nil
Damage:	1d12	Alignment:	Neutral

Giant Elks (3): AC 6, HD 8, hp 4 each, MV 120' (40'), Att 1 butt, D 1d12, Save F4, ML 7, AL N, XP 650

Grangeri

Armour Class:	5	No. Appearing:	0 (1-6)
Hit Dice:	13	Save As:	Fighter: 7
Move:	120' (40')	Morale:	7
Attacks:	1 bite or trample	Treasure Type:	Nil
Damage:	2d6 or 3d6	Alignment:	Neutral

Grangeri (3): AC 5, HD 13, hp 4 each, MV 120' (40'), Att 1 bite or trample, D 2d6 or 3d6, Save F7, ML 7, AL N, XP 1350

Kopru

Armour Class:	3	No. Appearing:	1-3 (1-3)
Hit Dice:	8+4	Save As:	Fighter: 9
Move:	30' (10')	Morale:	9
Swim:	150' (50')		
Attacks:	1 bite/1 tail or charm	Treasure Type:	I, N
Damage:	1d4/3d6	Alignment:	Chaotic

Kopru (3): AC 3, HD 8+4, hp 4 each, MV 30' (10'), Swim 150' (50'), Att 1 bite/1 tail or charm, D 1d4/3d6, Save F9, ML 9, AL C, XP 650

Megatherium

Armour Class:	6	No. Appearing:	0 (1-6)
Hit Dice:	11	Save As:	Fighter: 6
Move:	90' (30')	Morale:	7
Attacks:	2 claws	Treasure Type:	Nil
Damage:	2d6/2d6	Alignment:	Neutral

Megatheria (3): AC 6, HD 11, hp 4 each, MV 90' (30'), Att 2 claws, D 2d6/2d6, Save F6, ML 7, AL N, XP 1100

Men, Native

Armour Class:	9	No. Appearing:	0 (3-30, village 30-300)
Hit Dice:	1-1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	7
Attacks:	1 weapon	Treasure Type:	A
Damage:	1d6 or by weapon	Alignment:	Any

Natives (3): AC 9, HD 1-1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 7, AL N , XP 5

Oyster, Giant

Armour Class:	5 (-2)	No. Appearing:	0 (1-4)
Hit Dice:	10	Save As:	Fighter: 5
Move:	Nil (Nil)	Morale:	—
Attacks:	1 shell	Treasure Type:	E
Damage:	4d6	Alignment:	Neutral

Giant Oysters (3): AC 5 (-2), HD 10, hp 4 each, MV Nil (Nil), Att 1 shell, D 4d6, Save F5, ML —, AL N, XP 900

Phanaton

Armour Class:	7	No. Appearing:	0 (3–30, village 30–300)
Hit Dice:	1–1	Save As:	Fighter: 1
Move:	90' (30')	Morale:	7
Glide:	150' (50')		
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1d6 or by weapon	Alignment:	Lawful

Phanatons (3): AC 7, HD 1–1, hp 4 each, MV 90' (30'), Glide 150' (50'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 7, AL L, XP 5

Phororhacos

Armour Class:	6	No. Appearing:	0 (1–8)
Hit Dice:	3	Save As:	Fighter: 2
Move:	150' (50')	Morale:	8
Attacks:	1 bite	Treasure Type:	U
Damage:	1d8	Alignment:	Neutral

Phororhacoses (3): AC 6, HD 3, hp 4 each, MV 150' (50'), Att 1 bite, D 1d8, Save F2, ML 8, AL N, XP 35

Rakasta

Armour Class:	6	No. Appearing:	0 (3–30)
Hit Dice:	2+1	Save As:	Fighter: 2
Move:	90' (30')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	M (special)
Damage:	1d4/1d4/1d4	Alignment:	Neutral

Appeared in X1 and also in X2 (Castle Amber).

Rakasta (3): AC 6, HD 2+1, hp 4 each, MV 90' (30'), Att 2 claws/1 bite, D 1d4/1d4/1d4, Save F2, ML 9, AL N, XP 25

PART 5: MONSTERS FROM X2: CASTLE AMBER

Amber Lotus Flower

Armour Class:	9	No. Appearing:	0 (3–18)
Hit Dice:	½ (1-4 hp)	Save As:	Normal Man
Move:	Nil (Nil)	Morale:	12
Attacks:	Pollen cloud	Treasure Type:	Nil
Damage:	Sleep	Alignment:	Neutral

Amber Lotus Flowers (3): AC 9, HD ½, hp 4 each, MV Nil (Nil), Att Pollen cloud, D Sleep, Save NM, ML 12, AL N, XP 5

Amoeba, Giant

Armour Class:	9	No. Appearing:	1 (1)
Hit Dice:	10	Save As:	Fighter: 7
Move:	30' (10')	Morale:	10
Attacks:	envelop	Treasure Type:	Nil
Damage:	acid 2d6/round	Alignment:	Neutral

Giant Amoebae (3): AC 9, HD 10, hp 4 each, MV 30' (10'), Att envelop, D acid 2d6/round, Save F7, ML 10, AL N, XP 900

Giant Amoebae (3): AC 9, HD 11, hp 4 each, MV 30' (10'), Att envelop, D acid 2d6/round, Save F7, ML 10, AL N, XP 1100

Giant Amoebae (3): AC 9, HD 12, hp 4 each, MV 30' (10'), Att envelop, D acid 2d6/round, Save F7, ML 10, AL N, XP 1100

Giant Amoebae (3): AC 9, HD 13, hp 4 each, MV 30' (10'), Att envelop, D acid 2d6/round, Save F7, ML 10, AL N, XP 1350

Giant Amoebae (3): AC 9, HD 14, hp 4 each, MV 30' (10'), Att envelop, D acid 2d6/round, Save F7, ML 10, AL N, XP 1350

Giant Amoebae (3): AC 9, HD 15, hp 4 each, MV 30' (10'), Att envelop, D acid 2d6/round, Save F7, ML 10, AL N, XP 1350

Brain Collector

Armour Class:	2	No. Appearing:	1 (1)
Hit Dice:	10*	Save As:	Fighter: 10
Move:	180' (60')	Morale:	10
Attacks:	1 bite + spells	Treasure Type:	C
Damage:	1d10	Alignment:	Chaotic

Brain Collectors (3): AC 2, HD 10*, hp 4 each, MV 180' (60'), Att 1 bite + spells, D 1d10, Save F10, ML 10, AL C, XP 1600

Demon, Death

Armour Class:	4	No. Appearing:	1–4 (1–4)
Hit Dice:	7**	Save As:	Fighter: 7
Move:	90' (30')	Morale:	10
Fly:	180' (60')		
Attacks:	2 claws/1 bite	Treasure Type:	E
Damage:	1d4/1d4/2d8 + special	Alignment:	Chaotic

Death Demons (3): AC 4, HD 7**, hp 4 each, MV 90' (30'), Fly 180' (60'), Att 2 claws/1 bite, D 1d4/1d4/2d8 + special, Save F7, ML 10, AL C, XP 1250

Golem, Mud

Armour Class:	9	No. Appearing:	1 (1)
Hit Dice:	8*	Save As:	Fighter: 8
Move:	90' (30')	Morale:	12
Attacks:	1 hug	Treasure Type:	Nil
Damage:	2d12 + smothering	Alignment:	Neutral

Mud Golems (3): AC 9, HD 8*, hp 4 each, MV 90' (30'), Att 1 hug, D 2d12 + smothering, Save F8, ML 12, AL N, XP 1200

Grab Grass

Armour Class:	9	No. Appearing:	0 (special)
Hit Dice:	1	Save As:	Normal Man
Move:	Nil (Nil)	Morale:	12
Attacks:	Grab	Treasure Type:	Nil
Damage:	Special	Alignment:	Neutral

Patches of Grab Grass (3): AC 9, HD 1, hp 4 each, MV Nil (Nil), Att Grab, D Special, Save NM, ML 12, AL N, XP 10

Gremlin

Armour Class:	7	No. Appearing:	1–6 (1–6)
Hit Dice:	1**	Save As:	Elf: 1
Move:	120' (40')	Morale:	12
Attacks:	Special	Treasure Type:	Nil
Damage:	Special	Alignment:	Chaotic

Gremlins (3): AC 7, HD 1**, hp 4 each, MV 120' (40'), Att Special, D Special, Save E1, ML 12, AL C, XP 16

Tree, Killer

Armour Class:	5	No. Appearing:	0 (2–12)
Hit Dice:	6	Save As:	Fighter: 3
Move:	Nil (Nil)	Morale:	12
Attacks:	4 limbs/1 mouth	Treasure Type:	Nil
Damage:	Grab×4/3d6	Alignment:	Neutral

Killer Trees (3): AC 5, HD 6, hp 4 each, MV Nil (Nil), Att 4 limbs/1 mouth, D Grab×4/3d6, Save F3, ML 12, AL N, XP 275

Lupin

Armour Class:	6	No. Appearing:	2–12 ('5–40)
Hit Dice:	2	Save As:	Fighter: 2
Move:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	C
Damage:	1d8 or by weapon	Alignment:	Lawful

Lupins (3): AC 6, HD 2, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 or by weapon, Save F2, ML 8, AL L, XP 20

Magen

	Hypnos Magen	Demos Magen
Armour Class:	7	7
Hit Dice:	2*	3+2
Move:	120' (40')	120' (40')
Attacks:	1	1 weapon
Damage:	Charm	1d8 or by weapon
No. Appearing:	1 (0)	2d6 (0)
Save As:	Magic-User: 2	Fighter: 4
Morale:	12	12
Treasure Type:	U	C
Alignment:	Neutral	Neutral

	Caldron Magen	Galvan Magen
Armour Class:	5	3
Hit Dice:	4*	5*
Move:	120' (40')	120' (40')
Attacks:	1	1 weapon or lightning bolt
Damage:	Acid 1d10/round	by weapon or 3d6 (lightning)
No. Appearing:	1d4 (0)	1d3 (0)
Save As:	Fighter: 4	Fighter: 5
Morale:	12	12
Treasure Type:	V	C
Alignment:	Neutral	Neutral

Hypnos Magen (3): AC 7, HD 2*, hp 4 each, MV 120' (40'), Att 1, D Charm, Save M2, ML 12, AL N, XP 25

Demos Magen (3): AC 7, HD 3+2, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 or by weapon, Save F4, ML 12, AL N, XP 50

Caldron Magen (3): AC 5, HD 4*, hp 4 each, MV 120' (40'), Att 1, D Acid 1d10/round, Save F4, ML 12, AL N, XP 125

Galvan Magen (3): AC 3, HD 5*, hp 4 each, MV 120' (40'), Att 1 weapon or lightning bolt, D by weapon or 3d6 (lightning), Save F5, ML 12, AL N, XP 300

Pagan

Armour Class:	6	No. Appearing:	0 (3–30)
Hit Dice:	1	Save As:	Fighter: 1
Move:	120' (40')	Morale:	8
Attacks:	1 weapon	Treasure Type:	A
Damage:	1d6 or by weapon	Alignment:	Neutral

Pagans (3): AC 6, HD 1, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d6 or by weapon, Save F1, ML 8, AL N, XP 10

Phantom*

Armour Class:	9	No. Appearing:	1–3 (1–4)
Hit Dice:	6*	Save As:	Fighter: 6
Move:	120' (40')	Morale:	6
Fly:	240' (80')		
Attacks:	1	Treasure Type:	C
Damage:	1d4 + special	Alignment:	Chaotic

Phantoms (3): AC 9, HD 6*, hp 4 each, MV 120' (40'), Fly 240' (80'), Att 1, D 1d4 + special, Save F6, ML 6, AL C, XP 500

Worm, Slime

Armour Class:	5	No. Appearing:	1 (1)
Hit Dice:	10	Save As:	Fighter: 5
Move:	60' (20')	Morale:	9
Attacks:	1 bite	Treasure Type:	D
Damage:	2d6	Alignment:	Neutral

Slime Worms (3): AC 5, HD 10, hp 4 each, MV 60' (20'), Att 1 bite, D 2d6, Save F5, ML 9, AL N, XP 900

Sun Brother

Armour Class:	0	No. Appearing:	1 (1)
Hit Dice:	10*	Save As:	Fighter: 10
Move:	120' (40')	Morale:	9 (12)
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1d8 + 3 or weapon + 3	Alignment:	Lawful

Sun Brothers (3): AC 0, HD 10*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 + 3 or weapon + 3, Save F10, ML 9, AL L, XP 1600

Sun Brothers (3): AC 0, HD 11*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 + 3 or weapon + 3, Save F11, ML 9, AL L, XP 1900

Sun Brothers (3): AC 0, HD 12*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 + 3 or weapon + 3, Save F12, ML 9, AL L, XP 1900

Sun Brothers (3): AC 0, HD 13*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 + 3 or weapon + 3, Save F13, ML 9, AL L, XP 2300

Sun Brothers (3): AC 0, HD 14*, hp 4 each, MV 120' (40'), Att 1 weapon, D 1d8 + 3 or weapon + 3, Save F14, ML 9, AL L, XP 2300

PART 6: MONSTERS LISTED IN TABULAR FORM

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
1	Acolytes	1-8	2	1	20'	1	1d6	C1	7	N
2	Air Elemental	1	0	12	120'	1	2d8	F12	10	N
3	Allosauruses	0	5	13	50'	1	4d6	F7	9	N
4	Amber Golem	1	6	10**	60'	3	2d6×2/2d10	F5	12	N
5	Amber Lotus Flowers	0	9	½	Nil	1	sleep	NM	12	N
6	Giant Amoeba	1	9	10	10'	1	2d6/rd	F7	10	N
7	Giant Amoeba	1	9	11	10'	1	2d6/rd	F7	10	N
8	Giant Amoeba	1	9	12	10'	1	2d6/rd	F7	10	N
9	Giant Amoeba	1	9	13	10'	1	2d6/rd	F7	10	N
10	Giant Amoeba	1	9	14	10'	1	2d6/rd	F7	10	N
11	Giant Amoeba	1	9	15	10'	1	2d6/rd	F7	10	N
12	Ankylosauruses	0	0	7	20'	1	2d6	F4	6	N
13	Driver Ants	2-8	3	4*	60'	1	2d6	F2	7	N
14	Antelopes	0	7	1	80'	1	1d4	F1	5	N
15	Araneae	1-3	7	3**	20'/40'	1	1d6+poison	M3	7	C
16	Archer Bushes	0	7	2	1'	1	1d4	F1	12	N
17	Archer Bushes	0	9	1	Nil	1	1d4	F1	12	N
18	Bandits	1-8	6	1	40'	1	1d6	T1	8	N
19	Banshee	1	3	5*	50'	wail	1d4/rd	F5	12	N
20	Barics	1-8	7	5	40'	3	1d4×2/1d10	F5	8	N
21	Basilisks	1-6	4	6+1**	20'	1+gaze	1d10+special	F6	9	N
22	Bats	1-100	6	1 hp	3'/40'	special	Nil	NM	6	N
23	Killer Bees	1-6	7	½*	50'	1	1d3+special	F1	9	N
24	Berserkers	1-6	7	1+1*	40'	1	1d8	F1	12	N
25	Black Bears	1-4	6	4	40'	3	1d3×2/1d6	F2	7	N
26	Black Dragons	1-4	2	7**	30'/80'	3+breath	1d4+1×2/2d10	F7	8	C
27	Black Pudding	1	6	10*	20'	1	3d8	F5	12	N
28	Giant Black Widow Spiders	1-3	6	3*	20'/40'	1	2d6+poison	F2	8	N
29	Blink Dogs	1-6	5	4*	40'	1	1d6	F4	6	L
30	Blue Dragons	1-4	0	9**	30'/80'	3+breath	1d6+1×2/3d10	F9	9	N
31	Boars	1-6	7	3	50'	1	2d4	F2	9	N
32	Bone Golem	1	2	8	40'	4	1d8×4	F4	12	N
33	Brain Collector	1	2	10*	60'	1+spells	1d10	F10	10	C
34	Brigands	0	6	1	40'	1	1d6	F1	8	C
35	Brigands	0	4	1	30'	1	1d6	F1	8	C
36	Brontosauruses	0	5	26	20'	2	2d6/3d6	F13	8	N
37	Bronze Golem	1	0	20**	80'	1+special	3d10+special	F10	12	N
38	Bubbles	0	9	½*	30'	1	1d4+special	F1	9	N
39	Buccaneers	0	7	1	40'	1	1d6	F1	6	N
40	Buccaneers	0	5	1	40'	1	1d6	F1	6	N
41	Bugbears	2-8	5	3+1	30'	1	2d4	F3	9	C
42	Bull Sharks	0	4	2	60'	1	2d4	F1	7	N
43	Caeciliae	1-3	6	6*	20'	1	1d8	F3	9	N
44	Caldron Magen	1d4	5	4*	40'	1	1d10/rd	F4	12	N
45	Camels	0	7	2	50'	2	1/1d4	F1	7	N
46	Caribou	0	7	3	80'	1	1d6	F2	5	N
47	Carrion Crawlers	1-3	7	3+1*	40'	8	paralysis	F2	9	N
48	Giant Catfish	0	4	8+3*	30'	5	2d8/1d4×4	F4	8	N
49	Cave Bears	1-2	5	7	40'	3	1d8×2/2d6	F3	9	N

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
50	Cave Locusts	2–20	4	2	20'/60'	1/1/1	1d2/1d4/special	F2	5	N
51	Centaurs	0	5	4	60'	3	1d6×3	F4	8	N
52	Giant Centipedes	2–8	9	½*	20'	1	poison	NM	7	N
53	Chimerae	1–2	4	9**	40'/60'	5+breath	1d3×2/2d4×2/3d4	F9	9	C
54	Cloud Giants	1–2	4	12+3	40'	1	6d6	F12	10	N
55	Cockatrices	1–4	6	5**	30'/60'	1	1d6+special	F5	7	N
56	Giant Crabs	1–2	2	3	20'	2	2d6×2	F2	7	N
57	Giant Crab Spiders	1–4	7	2*	40'	1	1d8+poison	F1	7	N
58	Crocodiles	0	5	2	30'/30'	1	1d8	F1	7	N
59	Cyclops	1	5	13*	30'	1/1	3d10/3d6	F13	9	C
60	Cynidiceans	1–6	9	1	40'	1	1d6	F1	7	C
61	Death Demons	1–4	4	7**	30'/60'	3	1d4×2/2d4+special	F7	10	C
62	Decapus	1	5	4	1'/30'	9	1d6×9	F2	9	C
63	Decapus	1	5	3*	4'	9	1d6×9	F3	9	C
64	Deer	0	7	2	80'	1	1d4	F2	5	N
65	Demos Magen	2d6	7	3+2	40'	1	1d8	F4	12	N
66	Dervishes	0	6	1	40'	1	1d6	F1	10	L
67	Dervishes	0	4	1	40'	1	1d6	F1	10	L
68	Devil Swine	1–3	3(9)	9*	60'/40'	1/1+charm	2d6/1d8	F9	10	C
69	Digers	0	9	2*	3'/30'/40'	1	paralysis	M2	8	N
70	Dimetrodons	0	5	7	40'	1	2d8	F4	8	N
71	Dire Wolves	1–4	6	4+1	50'	1	2d4	F2	8	N
72	Displacer Beasts	1–4	4	6*	50'	2	2d4×2	F6	8	N
73	Lesser Djinni	1	5	7+1	30'/80'	1+special	2d8/2d6	F14	12	N
74	Dopplegangers	1–6	5	4*	30'	1	1d12	F10	10	C
75	Giant Dracos	1–4	5	4+2	40'/70'	1	1d10	F3	7	N
76	Draft Horses	0	7	3	30'	0	Nil	F2	6	N
77	Dragon Turtles	0	–2	30	10'/30'	3	1d8×2/10d6	F15	10	C
78	Dryads	0	5	2*	40'	charm	Nil	F4	6	N
79	Dwarves	1–6	4	1	20'	1	1d8	D1	8	N
80	Earth Elemental	1	0	12	20'	1	2d8	F12	10	N
81	Lesser Efreeti	1	3	10*	30'/80'	1	2d8	F15	12	C
82	Elephants	0	5	9	40'	2/1	2d4×2/4d8	F5	8	N
83	Elves	1–4	5	1+1*	40'	1	1d8	E1	8	N
84	Elk	0	7	4	80'	1	1d8	F2	5	N
85	Giant Ferrets	1–8	5	1+1	50'	1	1d8	F1	8	N
86	Giant Fire Beetles	1–8	4	1+2	40'	1	2d4	F1	7	N
87	Fire Elemental	1	0	12	40'	1	2d8	F12	10	N
88	Fire Giants	1–2	4	11+2	40'	1	5d6	F11	9	C
89	Flame Salamanders	2–5	2	8*	40'	3	1d4×2/1d8	F8	8	N
90	Freshwater Termites	0	6	2+1	40'	1/1/1	1d4/special	F2	8	N
91	Frost Giants	1–2	4	10+1	40'	1	4d6	F10	9	C
92	Frost Salamanders	1–3	3	12*	40'	5	1d6×4/2d6	F12	9	C
93	Galvan Magen	1d3	3	5*	40'	1/special	1d8/3d6	F5	12	N
94	Gargoyles	1–6	5	4	30'/50'	4	1d3×2/1d6/1d4	F8	11	C
95	Giant Geckos	1–6	5	3+1	40'	1	1d8	F2	7	N
96	Gelatinous Cube	1	8	4*	20'	1	2d4+special	F2	12	N
97	Ghosts	1–4	1	5*	15'/50'	1	1d6+aging	F5	12	C
98	Ghouls	1–6	6	2*	30'	3	1d3×3+special	F2	9	C
99	Giant Bats	1–10	6	2	10'/60'	1	1d4	F1	8	N
100	Giant Crocodiles	0	1	15	30'/30'	1	3d8	F8	9	N
101	Giant Elks	0	6	8	40'	1	1d12	F4	7	N
102	Giant Rats	3–18	7	½	40'/20'	1	1d3+disease	F1	8	N
103	Giant Rocs	0	0	36	20'/160'	3	3d6×2/8d6	F15	10	L

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
104	Gnolls	1-6	5	2	30'	1	2d4	F2	8	C
105	Gnomes	1-8	5	1	20'	1	1d6	D1	8	N
106	Goats	0	7	1	80'	1	1d6	F1	5	N
107	Goblins	2-8	6	1-1	20'	1	1d6	NM	7	C
108	Gold Dragons	1-4	-2	11**	30'/80'	3+breath	2d4×2/6d6	F11	10	L
109	Gorgons	1-2	2	8*	40'	1+breath	2d6/special	F8	8	C
110	Patches of Grab Grass	0	9	1	Nil	1	special	NM	12	N
111	Grangeri	0	5	13	40'	1/1	2d6/3d6	F7	7	N
112	Gray Ooze	1	8	3*	3'	1	2d8	F2	12	N
113	Greater Air Elemental	1	-2	16	120'	1	3d8	F16	10	N
114	Greater Earth Elemental	1	-2	16	20'	1	3d8	F16	10	N
115	Greater Fire Elemental	1	-2	16	40'	1	3d8	F16	10	N
116	Greater Water Elemental	1	-2	16	20'/60'	1	3d8	F16	10	N
117	Great White Sharks	0	4	8	60'	1	2d10	F4	7	N
118	Green Dragons	1-4	1	8**	30'/80'	3+breath	1d6×2/3d8	F8	9	C
119	Green Slime	1	—	2*	1'	1	special	F1	12	N
120	Gremlins	1-6	7	1**	40'	special	special	E1	12	C
121	Grey Ooze	1	8	3*	3'	1	2d8	F2	12	N
122	Griffons	0	5	7	40'/120'	3	1d4×2/2d8	F4	8	N
123	Grizzly Bear	1	6	5	40'	3	1d4×2/1d8	F2	8	N
124	Halflings	3-18	7	1-1	30'	1	1d6	H1	7	L
125	Harpies	1-6	7	3*	20'/50'	3+charm	1d4×2/1d6	F3	7	C
126	Hawks	0	8	½	160'	1	1d2	NM	7	N
127	Giant Hawks	0	6	3+3	150'	1	1d6	F2	8	N
128	Minor Hellhounds	2-8	4	3*	40'	1+breath	1d6/3d6	F3	9	C
129	Lesser Hellhounds	2-8	4	4*	40'	1+breath	1d6/4d6	F4	9	C
130	Hellhounds	2-8	4	5*	40'	1+breath	1d6/5d6	F5	9	C
131	Greater Hellhounds	2-8	4	6*	40'	1+breath	1d6/6d6	F6	9	C
132	Monstrous Hellhounds	2-8	4	7*	40'	1+breath	1d6/7d6	F7	9	C
133	Hill Giants	1-4	4	8	40'	1	2d8	F8	8	C
134	Hippogriffs	0	5	3+1	60'/120'	3	1d6×2/1d10	F2	8	N
135	Hobgoblins	1-6	6	1+1	30'	1	1d8	F1	8	C
136	Giant Horned Chameleons	1-3	2	5*	40'	2	2d4/1d6	F3	7	N
137	Ten-Headed Hydra	1	5	10	40'	10	1d10×10	F10	9	N
138	Eleven-Headed Hydra	1	5	11	40'	11	1d10×11	F11	9	N
139	Twelve-Headed Hydra	1	5	12	40'	12	1d10×12	F12	9	N
140	Five-Headed Hydra	1	5	5	40'	5	1d10×5	F5	9	N
141	Six-Headed Hydra	1	5	6	40'	6	1d10×6	F6	9	N
142	Seven-Headed Hydra	1	5	7	40'	7	1d10×7	F7	9	N
143	Eight-Headed Hydra	1	5	8	40'	8	1d10×8	F8	9	N
144	Nine-Headed Hydra	1	5	9	40'	9	1d10×9	F9	9	N
145	Hypnos Magen	1	7	2*	40'	1	charm	M2	12	N
146	Small Insect Swarm	1	7	2	10'/20'	swarm	2	NM	11	N
147	Insect Swarm	1	7	3	10'/20'	swarm	2	NM	11	N
148	Large Insect Swarm	1	7	4	10'/20'	swarm	2	NM	11	N
149	Invisible Stalker	1	3	8*	40'	1	4d4	F8	12	N
150	Jupiter Blood Suckers	0	5	3	3'	1	1d6+special	F3	12	N
151	Killer Trees	0	5	6	Nil	5	0×4/3d6	F3	12	N
152	Killer Whales	0	6	6	80'	1	1d20	F3	10	N
153	Kobolds	4-16	7	½	20'	1	1d4	NM	6	C
154	Kopru	1-3	3	8+4	10'/50'	2+charm	1d4/3d6	F9	9	C
155	Large Crocodiles	0	3	6	30'/30'	1	2d8	F3	7	N
156	Large Rocs	0	2	12	20'/160'	3	1d8×2/2d10	F12	9	L
157	Giant Leeches	0	7	6	30'	1	1d6+special	F3	10	N

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
158	Lesser Air Elemental	1	2	8	120'	1	1d8	F8	10	N
159	Lesser Earth Elemental	1	2	8	20'	1	1d8	F8	10	N
160	Lesser Fire Elemental	1	2	8	40'	1	1d8	F8	10	N
161	Lesser Water Elemental	1	2	8	20'/60'	1	1d8	F8	10	N
162	Lions	1-4	6	5	50'	3	1d4+1×2/1d10	F3	9	N
163	Crystal Living Statues	1-6	4	3	30'	2	1d6×2	F3	11	L
164	Iron Living Statues	1-4	2	4	10'	2	1d8×2+special	F4	11	N
165	Rock Living Statues	1-3	4	5**	20'	2	2d6×2	F5	11	C
166	Lizard Men	2-8	5	2+1	20'/40'	1	1d6+1	F2	12	N
167	Lupins	2-12	6	2	40'	1	1d8	F2	8	L
168	Mako Sharks	0	4	4	60'	1	2d6	F2	7	N
169	Manticores	1-2	4	6+1	40'/60'	3/1	1d4×2/2d4/special	F6	9	C
170	Giant Marble Snakes	1-4	8	3*	50'	1+charm	1d6	F3	8	N
171	Giant Marmosets	2-8	5	3	60'	4	1d6×2/1d8/1d4	F3	8	N
172	Mastodons	0	3	15	40'	2/1	2d6×2/4d8	F8	8	N
173	Mediums	1-4	9	1**	40'	1/spell	1d4	M1	7	N
174	Medusae	1-3	8	4**	30'	1+special	1d6+poison	F4	8	C
175	Megatheria	0	6	11	30'	2	2d6×2	F6	7	N
176	Merchants	0	5	1	30'	1	1d6	F1	6	N
177	Mermen	0	6	1	40'	1	1d6	F1	8	N
178	Mermen	0	6	2	40'	1	1d6	F2	8	N
179	Mermen	0	6	3	40'	1	1d6	F3	8	N
180	Mermen	0	6	4	40'	1	1d6	F4	8	N
181	Minotaurs	1-6	6	6	40'	2/1	1d6×2/1d6+2	F6	12	C
182	Moose	0	7	4	80'	1	1d8	F2	5	N
183	Mountain Lions	1-4	6	3+2	50'	3	1d3×2/1d6	F2	8	N
184	Mud Golem	1	9	8*	30'	1	2d12+special	F8	12	N
185	Mules	1-8	7	2	40'	1/1	1d4/1d3	NM	8	N
186	Mummies	1-4	3	5+1*	20'	1	1d12+disease	F5	12	C
187	Narwhals	0	7	12	60'	2	2d6/1d8	F12	8	L
188	Natives	0	9	1-1	40'	1	1d6	F1	7	N
189	Neanderthals	1-10	8	2	40'	1	2d4	F2	7	L
190	Nixies	0	7	1	40'	1	1d4	E1	6	N
191	Nobles	2-12	2	3	20'	1	1d8	F3	8	N
192	Nomads	0	6	1	40'	1	1d6	F1	8	N
193	Nomads	0	4	1	40'	1	1d6	F1	8	N
194	Normal Humans	1-4	9	½	40'	1	1d6	NM	6	N
195	Ochre Jelly	1	8	5*	10'	1	2d6	F3	12	N
196	Giant Octopodes	0	7	8	30'	9	1d3×8/1d6	F4	7	N
197	Ogres	1-6	5	4+1	30'	1	1d10	F4	10	C
198	Giant Oil Beetles	1-8	4	2*	40'	1+special	1d6+special	F1	8	N
199	Orcs	2-8	6	1	40'	1	1d6	F1	8	C
200	Owl Bears	1-4	5	5	40'	3	1d8×3	F3	9	N
201	Oxen	0	7	3	80'	1	1d8	F2	5	N
202	Giant Oysters	0	5(-2)	10	Nil	1	4d6	F5	—	N
203	Pagans	0	6	1	40'	1	1d6	F1	8	N
204	Panthers	1-2	4	4	70'	3	1d4×2/1d8	F2	8	N
205	Pegasi	0	6	2+2	80'/160'	2	1d6×2	F2	8	L
206	Phanatons	0	7	1-1	30'/50'	1	1d6	F1	7	L
207	Phantoms	1-3	9	6*	40'/80'	1	1d4+special	F6	6	C
208	Phororhacoses	0	6	3	50'	1	1d8	F2	8	N
209	Giant Piranhas	0	6	3+3	50'	1	1d8	F2	7	N
210	Pirates	0	7	1	40'	1	1d6	F1	7	C
211	Pirates	0	5	1	40'	1	1d6	F1	7	C

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
212	Pit Vipers	1-8	6	2*	30'	1	1d4+poison	F1	7	N
213	Pixies	2-8	3	1*	30'/60'	1	1d4	E1	7	N
214	Plesiosauruses	0	6	16	50'	1	4d6	F8	9	N
215	Polar Bear	1	6	6	40'	3	1d6×2/1d10	F3	8	N
216	Polymars	1-2	9	10*	20'	3	1d6×3	F5	10	C
217	Protectors	0	2	7	70'	1	1d6	M7	10	L
218	Pteranodons	0	6	5	120'	1	1d12	F3	8	N
219	Pterodactyls	0	7	1	60'	1	1d3	F1	7	N
220	Patches of Purple Moss	0	9	1*	3'	1	special	F1	12	N
221	Purple Worms	1-2	6	15*	20'	2	2d8/1d8+poison	F8	10	N
222	Rakasta	0	6	2+1	30'	3	1d4×3	F2	9	N
223	Rats	5-50	9	1 hp	20'/10'	1/pack	1d6+disease	NM	5	N
224	Giant Rattlesnakes	1-4	5	4*	40'	2	1d4×2+poison	F2	8	N
225	Red Dragons	1-4	-1	10**	30'/80'	3+breath	1d8×2/4d8	F10	10	C
226	Rhagodessae	1-4	5	4+2	50'	2	0/2d8	F2	9	N
227	Rhinoceroses	0	5	6	40'	1	2d4/2d8	F3	6	N
228	Riding Horses	0	7	2	80'	2	1d4×2	F1	7	N
229	Robber Flies	1-6	6	2	30'/60'	1	1d8	F1	8	N
230	Rock Baboons	2-12	6	2	40'	2	1d6/1d3	F2	8	N
231	Giant Rockfish	0	7	5+5	60'	4	1d4×4+poison	F3	8	N
232	Rock Pythons	1-3	6	5*	30'	2	1d4/2d4	F3	8	N
233	Rust Monsters	1-4	2	5	40'	1	Special	F3	7	N
234	Sabre-tooth Tigers	1-4	6	8	50'	3	1d8×2/2d8	F4	10	N
235	Giant Scorpions	1-6	2	4*	50'	3	1d10×2/1d4+poison	F2	11	C
236	Sea Dragons	0	1	10**	60'/60'	1/1	3d8/poison	F10	9	N
237	Sea Dragons	0	1	11**	60'/60'	1/1	3d8/poison	F11	9	N
238	Sea Dragons	0	1	5**	60'/60'	1/1	3d8/poison	F5	9	N
239	Sea Dragons	0	1	6**	60'/60'	1/1	3d8/poison	F6	9	N
240	Sea Dragons	0	1	7**	60'/60'	1/1	3d8/poison	F7	9	N
241	Sea Dragons	0	1	8**	60'/60'	1/1	3d8/poison	F8	9	N
242	Sea Dragons	0	1	9**	60'/60'	1/1	3d8/poison	F9	9	N
243	Lesser Sea Serpents	0	5	6	50'	1/1	2d6	F3	8	N
244	Sea Snakes	1-8	6	3*	30'	1	1+poison	F2	7	N
245	Sea Termites	0	5	4	60'	1/1/1	1d6/special	F3	11	N
246	Shadows	1-8	7	2+2*	30'	1	1d4+special	F2	12	C
247	Giant Shrews	1-4	4	1	60'	2	1d6×2	F1	10	N
248	Shriekers	1-8	7	3	3'	shriek	Nil	F1	12	N
249	Skeletons	3-12	7	1	20'	1	1d6	F1	12	C
250	Slime Worm	1	5	10	20'	1	2d6	F5	9	N
251	Small Rocs	0	4	6	20'/160'	3	1d4+1×2/2d6	F6	8	L
252	Spectres	1-4	2	6**	50'/100'	1	1d8+energy drain	F6	11	C
253	Sperm Whales	0	6	36	60'	1	3d20	F15	7	N
254	Spitting Cobras	1-6	7	1*	30'	1/1	1d3+poison/special	F1	7	N
255	Sprites	3-18	5	½*	20'/60'	spell	Special	E1	7	N
256	Giant Squids	0	7	6	40'	9	1d4×8/1d10	F3	7	N
257	Stegosauruses	0	3	11	20'	1/1	2d8	F6	7	N
258	Stirges	1-10	7	1*	10'/60'	1	1d3+special	F2	9	N
259	Stone Giants	1-2	4	9	40'	1	3d6	F9	9	N
260	Storm Giant	1	2	15	50'	1+special	8d6+special	F15	10	L
261	Giant Sturgeon	0	0	10+2*	60'	1	2d10+swallow	F5	9	N
262	Sun Brother	1	0	10*	40'	1	1d8+3	F10	9	L
263	Sun Brother	1	0	11*	40'	1	1d8+3	F11	9	L
264	Sun Brother	1	0	12*	40'	1	1d8+3	F12	9	L
265	Sun Brother	1	0	13*	40'	1	1d8+3	F13	9	L

Die Roll	Wandering Monster	No.	AC	HD	MV	Attacks	Damage	Save	ML	AL
266	Sun Brother	1	0	14*	40'	1	1d8+3	F14	9	L
267	Swamp Termites	0	4	1+1	30'	1/1/1	1d3/special	F1	10	N
268	Giant Tarantellas	1-3	5	4*	40'	1	1d8+poison	F2	8	N
269	Thouls	1-6	6	3**	40'	2/1	1d3×2/1d8	F3	10	C
270	Tiger	1	6	6	50'	3	1d6×2/2d6	F3	9	N
271	Giant Tiger Beetles	1-6	3	3+1	50'	1	2d6	F1	9	N
272	Titanotheres	0	5	12	40'	1/1	2d6/3d8	F6	7	N
273	Giant Toads	1-4	7	2+2	30'	1	1d4+1	F1	6	N
274	Trachodons	0	5	14	40'	1	2d6	F7	6	N
275	Traders	1-8	6	1	40'	1	1d6	F1	7	N
276	Treants	0	2	8	20'	2	2d6×2	F8	9	L
277	Triceratops	0	2	11	30'	1/1	3d6	F6	8	N
278	Troglodytes	1-8	5	2*	40'	3	1d4×3	F2	9	C
279	Trolls	1-8	4	6+3	40'	3	1d6×2/1d10	F6	10	C
280	Giant Tuataras	1-2	4	6	30'	3	1d4×2/2d6	F4	6	N
281	Tyrannosaurus Rexes	0	3	20	40'	1	6d6	F10	11	N
282	Ubues	3-30	7	3	20'	3	1d6×2/1d4	F3	3	C
283	Unicorns	1-6	2	4*	80'	3	1d8×3	F8	7	L
284	Vampires	1-4	2	7**	40'/60'	1	1d10+energy drain	F7	11	C
285	Vampires	1-4	2	8**	40'/60'	1	1d10+energy drain	F8	11	C
286	Vampires	1-4	2	9**	40'/60'	1	1d10+energy drain	F9	11	C
287	Giant Vampire Bats	1-10	6	2	10'/60'	1	1d4+special	F1	8	N
288	Vampire Roses	0	7	4	10'	1	1d8+special	F2	12	C
289	Veterans	2-8	2	1	20'	1	1d8	F1	9	N
290	Veterans	2-8	2	2	20'	1	1d8	F2	9	N
291	Veterans	2-8	2	3	20'	1	1d8	F3	9	N
292	War Horses	0	7	3	40'	2	1d6×2	F2	9	N
293	Water Elemental	1	0	12	20'/60'	1	2d8	F12	10	N
294	Giant Weasels	1-4	7	4+4	50'	1	2d4+special	F3	8	N
295	Werebears	1-4	2(8)	6*	40'	3	2d4×2/2d8	F6	10	N
296	Wereboars	1-4	4(9)	4+1*	50'	1	2d6	F4	9	N
297	Werefoxes	1-4	6(9)	3+2*	60'	1+charm	1d6	F3	8	N
298	Wererats	1-8	7(9)	3*	40'	1/1	1d4/1d6	F3	8	C
299	Weretigers	1-4	3(9)	5*	50'	3	1d6×2/2d6	F5	9	N
300	Werewolves	1-6	5(9)	4*	60'	1	2d4	F4	8	C
301	White Apes	1-6	6	4	40'	2	1d4×2	F2	7	N
302	White Dragons	1-4	3	6**	30'/80'	3+breath	1d4×2/2d8	F6	8	N
303	Wights	1-6	5	3*	30'	1	energy drain	F3	12	C
304	Wolves	2-12	7	2+2	60'	1	1d6	F1	8	N
305	Wood Golem	1	7	2+2	40'	1	1d8	F1	12	N
306	Woolly Rhinoceroses	0	4	8	40'	1	2d6/2d12	F4	6	N
307	Wraiths	1-4	3	4**	40'/80'	1	1d6+energy drain	F4	12	C
308	Wyverns	1-2	3	7*	30'/80'	2	2d8/1d6+poison	F4	9	C
309	Patches of Yellow Mold	1-8	—	2	Nil	1	1d6+special	F2	—	N
310	Patches of Yellow Mould	1-8	—	2	Nil	1	1d6+special	F2	—	N
311	Zombies	2-8	8	2	40'	1	1d8	F1	12	C
312	Zargon	1	0	12*	30'	7	1d8×6/3d8	F12	12	C

PART 7: OPEN GAME CONTENT

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