

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

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

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

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

FREQUENCY is the likelihood of encountering a creature in an area. Very rare is a 4% chance, rare is 11%, uncommon is 20%, and common is a 65% chance. Chances can be adjusted for special areas.

ORGANIZATION is the general social structure the monster adopts, "Solitary" includes small family groups.

ACTIVE CYCLE is the time of day when the monster is most active. Those most active at night may be active at any time in subterranean settings. Active cycle is a general guide and exceptions are fairly common.

DIET shows what the creature generally eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers eat mainly carrion.

INTELLIGENCE is the equivalent of human "IQ". Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence
11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21+	Godlike intelligence

TREASURE refers to the treasure tables in the Dungeon Masters Guide. If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible: if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if few monsters are encountered. Large treasures are noted by a parenthetical multiplier (x 10, etc.)—not to be confused with treasure type X. Do not use the tables to place dungeon treasure, as numbers encountered underground will be much smaller.

ALIGNMENT shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

NO. APPEARING indicates an average encounter size for a wilderness encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.

ARMOR CLASS is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflex, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed AC do not include any special bonuses noted in the description.

MOVEMENT shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows: Fl = fly, Sw = swim, Br = burrowing, Wb = web.

Flying creatures will also have a Maneuverability Class from A to E.

HIT DICE controls the number of hit points damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters will have a hit point spread instead of Hit Dice, and some will have additional points added to their Hit Dice. Thus, a creature with 4 +4 Hit Dice has 4d8 +4 hit points (8-36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

THACO is the attack roll the monster needs to hit armor class 0. This is always a function of Hit Dice, except in the case of very large, non-aggressive herbivores (such as some dinosaurs). Humans and demihumans always use player character THACOs, regardless of whether they are player characters or "monsters". THACOs do not include any special bonuses noted in the descriptions.

NUMBER OF ATTACKS shows the basic attacks the monster can make in a melee round, excluding special attacks. This number can be modified by hits that sever members, spells such as haste and slow, and so forth. Multiple attacks indicate several members, raking paws, multiple heads, etc.

DAMAGE PER ATTACK shows the amount of damage a given attack will make, expressed as a spread of hit points (dice roll combination). If the monster uses weapons, the damage will be done by the typical weapon will be followed by the parenthetical note "weapon". Damage bonuses due to Strength are listed as a bonus following the damage range.

SPECIAL ATTACKS detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

SPECIAL DEFENSES are precisely that, and are detailed in the monster description.

MAGIC RESISTANCE is the percentage chance that magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed.

SIZE is abbreviated as: "T," tiny (2' tall or less); "S," smaller than a typical human (2 + ' to 4'); "M," man-sized (4 + ' to 7'); "L," larger than man-sized (7 + ' to 12); "H," huge (12 + ' to 25'); and "G," gargantuan (25 + ').

MORALE is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following 2-20 range:

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

XP VALUE is the number of experience points awarded for defeating (not necessarily killing) the monster. This value is a guideline that can be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance.

Combat is the part of the description that discusses special combat abilities, arms and armor, and tactics.

Habitat/Society outlines the monster's general behavior, nature, social structure, and goals.

Ecology describes how the monster fits into the campaign world, gives any useful products or byproducts, and presents other miscellaneous information.

Close variations of a monster (e.g. merrow, ogre) are given in a special section after the main monster entry. These can be found by consulting the index to find the major listing.

Monster names are listed in the first column, with the monster page with the description in the second column. Alternative names are given in italics in the first column. In the second column, monster sub-sections are given in italics. /textitComp. identifies the Monstrous Compendium volume the monster appears in.

Name	Section	Comp.	Name	Section	Comp.	Name	Section	Comp.
<i>Abomination (yuan ti)</i>	Yuan ti	1	Ghast	Ghoul	1	Police	Men	1
Aborigine	Men	1	Gorgimera	Chimera	1	Pony	Horse	1
Advanced lizard man	Lizard man	1	Gray Ooze	Oozes	1	Priest	Men	1
Adventurer	Men	1	Green slime	Oozes	1	Pungi ray	Ray	1
African elephant	Elephant	1	Grey elf	Elf	1	<i>Pureblood (yuan ti)</i>	Yuan ti	1
Animal skeleton	Skeleton	1	Hairfoot	Halfling	1	Pyrohydra	Hydra	1
Antelope	Animal, Herd	1	Half-elf	Elf	1	Pyrolisk	Cockatrice	1
Aquatic ghou	Ghoul, lacedon	1	<i>Halfbreed (yuan ti)</i>	Yuan ti	1	Quasit	Imp	1
Aquatic hobgoblin	Hobgoblin, koalinth	1	Herder	Men, farmer	1	Rajah, rakshasa	Rakshasa	1
Aquatic troll	Troll, scrag	1	High elf	Elf	1	Rakshasa knight	Rakshasa, ruhk	1
Aquatic umber hulk	Umbur hulk, vodyanoi	1	Hulk, umber	Umbur hulk	1	Ratman	Lycanthrope, wererat	1
Bandit	Men	1	Hyenodon	Hyna	1	Ruhk	Rakshasa	1
Barbarian	Men	1	Ice toad	Toad	1	<i>Sabre-tooth tigre</i>	Cats, Great, smilodon	1
<i>Bat, sea</i>	Ray	1	<i>Illithid</i>	Mind flayer	1	Sailor	Men	1
Berserker	Men	1	Iron golem	Golem	1	Sailor, merchant	Men	1
Black bear	Bear	1	Ixixachtli	Ray	1	<i>Savage</i>	Men, aborigine	1
Black pudding	Pudding	1	Jaguar	Cats, Great	1	Scrag, troll	Troll	1
<i>Black rat</i>	Rat, common	1	Ju-ju zombie	Zombie	1	<i>Sea bat</i>	Ray	1
Blink dog	Dog	1	Knight	Men	1	Sea snake	Snake	1
<i>Brigand</i>	Men, bandit	1	<i>Kight, rakshasa</i>	Rakshasa	1	Seawolf, greater	Lycanthrope	1
Brown bear	Bear	1	Koalinth	Hobgoblin	1	Seawolf, lesser	Lycanthrope	1
Brown pudding	Pudding	1	Lacedon	Ghoiul	1	<i>Serf</i>	Men, peasantry	1
<i>Brown rat</i>	Rat, common	1	Leopard	Cats, Great	1	Sheep	Animal, Herd	1
Brush rat	Rat	1	Lernean hydra	Hydra	1	Slaver	Men	1
<i>Buccanneer</i>	Men, pirate	1	Lion	Cats, Great	1	Slime, green	Oozes	1
Buffalo	Animal, Herd	1	Lion, mountain	Cats, Great	1	Smilodon	Cats, Great	1
Camel	Animal, Herd	1	Lion, spotted	Cats, Great	1	Soldier	Men	1
Cattle	Animal, Herd	1	Lizard king	Lizard man	1	Soldier, mercenary	Men	1
Cave bear	Bear	1	Lynx, giant	Cats, Great	1	Spitting snake	Snake	1
<i>Cavemen</i>	Men, aborigine	1	Marahajam, rakshasa	Rakshasa	1	<i>Sprite, water</i>	Nixie	1
Cheetah	Cats, Great	1	Mammoth	Elephant	1	Sting ray	Ray	1
Clay golem	Golem	1	Manta ray	Ray	1	Stone golem	Golem	1
<i>Constabulary</i>	Men	1	Marine beholder	Beholder, eye of the deep	1	Stout	Halfling	1
Constrictor snake	Snake	1	Marine ghoul	Ghoul, lacedon	1	Subterranean lizard	Lizard	1
<i>Craftsman</i>	Men, tradesman	1	Marine hobgoblin	Hobgoblin, koalinth	1	<i>Sumatran rat</i>	Rat, giant	1
Cryohydra	Hydra	1	Marine ogre	Ogre, merrow	1	<i>Sylvan elf</i>	Elf	1
Crystal ooze	Oozes	1	Marine spider, giant	Spider	1	Talking owl	Owl	1
Cube, gelatinous	Oozes	1	Mastodon	Elephant	1	Talfellow	Halfling	1
<i>Cutpurse</i>	Men, thief	1	Megalocentipede	Centipede	1	Thief	Men	1
Cyanohydra	Hydra	1	Mercenary soldier	Men	1	<i>Thug</i>	Men, thief	1
Dao	Genie	1	Merchant	Men	1	<i>Tiger, sabre-tooth</i>	Cats, Great	1
Death dog	Dog	1	Merchant sailor	Men	1	Tiger, wild	Cats, Great	1
Demilich	Lich	1	Merrow	Ogre	1	<i>Trader</i>	Men, merchant	1
<i>Dervish</i>	Men, berserker	1	Middle class men	Men	1	Tradesman	Men	1
Dire wolf	Wolf	1	Minotaur lizard	Lizard	1	Tribesman	Men	1
Djinn	Genie	1	Mobat	Bat, huge	1	Two-headed troll	Troll	1
<i>Dragon, false</i>	Lizard, fire	1	Monster skeleton	Skeleton	1	Umbur hulk, aquatic	Umbur hulk, vodyanoi	1
Dun pudding	Pudding	1	Monster zombie	Zombie	1	Vampire, eastern	Vampire	1
<i>Daveomerling</i>	Mudmen	1	Mule	Horse	1	Vodyanoi	Umbur hulk	1
Efreet	Genie	1	Noble djinn	Genie, djinn	1	War dog	Dog	1
Elder-brain	Mind flayer	1	<i>Nomad</i>	Men, barbarian	1	Warthog	Boar	1
Elothre	Boar, giant	1	Northern bear	Bear, polar	1	Wasp, giant	Hornet	1
Eye of the deep	Beholder	1	Ochre jelly	Oozes	1	Water spider, giant	Spider	1
<i>Faerie elf</i>	Elf, grey	1	Ogre mage	Ogre	1	<i>Water sprite</i>	Nixie	1
<i>False dragon</i>	Lizard, fire	1	Oliphant	Elephant	1	Werebear	Lycanthrope	1
Farmer	Men	1	Orog	Orc	1	Wererat	Lycanthrope	1
<i>Faun</i>	Satyr	1	Peasantry	Men	1	Weretiger	Lycanthrope	1
Fire lizard	Lizard	1	Phase spider	Spider	1	Werewolf	Lycanthrope	1
Fire toad	Toad	1	Pilgrim	Men	1	White pudding	Pudding	1
Fisher, cave	Cave fisher	1	Pirate	Men	1	Winter wolf	Wolf	1
<i>Fisherman</i>	Men, sailor	1	Poisonous snake	Snake	1	Wizard	Men	1
Flesh golem	Golem	1	Poisonous toad	Toad	1	Wood elf	Elf	1
Flind	Gnoll	1	Polar bear	Bear	1	Worg	Wolf	1
Gelatinous cube	Oozes	1	<i>Polar worm</i>	Remorhaz	1	<i>Worm, polar</i>	Remorhaz	1
Gentry	Men	1						

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Distributed to the book trade by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors.

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Printed in the U.S.A.

0-88038-738-6

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Terrain Guide:

Plain: downs, heath, meadow, moor, prairie, savanna, steppe, tundra

Scrub: brackens, brush, bush,

thickets, veldt

Forest: copses, groves, jungle, rain forest, woods

Rough: badlands

Hills: bluffs, dunes, ridges (rift,

valley)

Mountains: glacier, mesa, tor (canyon, gorge)

Desert: barrens, flat, waste

Swamp: bog, fen, marsh, mire,

morass, quagmire, slough

Pond: lake, pool, tarn

Monster Summoning I

- 1 Bat, huge
- 2 Goblin
- 3 Hobgoblin
- 4 Kobold
- 5 Orc
- 6 Rat, giant

Monster Summoning II

- 1 Centipede, giant
- 2 Gnoll or flind
- 3 Lizard man
- 4 Mudmen
- 5 Spider, large
- 6 Toad, giant

Monster Summoning III

- 1 Bat, giant (mobat)
- 2 Bugbear
- 3 Centipede, Megalo-
- 4 Dog, death
- 5 Gelatinous cube
- 6 Ghoul
- 7 Lizard, giant
- 8 Lyc., rat
- 9 Orc, orog
- 10 Scorpion, large
- 11 Snake, constrictor
- 12 Spider, huge

Monster Summoning IV

- 1 Ghast
- 2 Hydra, 5 heads
- 3 Lyc., wolf
- 4 Ogre
- 5 Ooze, gray
- 6 Owlbear
- 7 Scorpion, huge
- 8 Snake, giant const.
- 9 Toad, pois. or fire
- 10 Wasp, giant
- 11 Wolf, worg
- 12 Yeti

Monster Summoning V

- 1 Cockatrice
- 2 Displacer beast
- 3 Hornet, giant
- 4 Hydra, 7 heads
- 5 Hydra, 5 heads, cryo- or pyro-
- 6 Lizard, subterranean
- 7 Minotaur
- 8 Ochre jelly
- 9 Snake, giant, pois. or spitting
- 10 Spider, giant
- 11 Wolf, winter
- 12 Zombie, ju-ju

Monster Summoning VI

- 1 Basilisk
- 2 Carrion crawler
- 3 Hydra, 8 heads
- 4 Lyc., tiger or wolfwere
- 5 Manticora
- 6 Lizard, minotaur
- 7 Ogre, mage
- 8 Otyugh
- 9 Pyrolisk
- 10 Spider, phase
- 11 Troll
- 12 Wyvern

Monster Summoning VII

- 1 Basilisk, greater
- 2 Behir
- 3 Chimera
- 4 Giant, hill or stone
- 5 Golem, flesh
- 6 Hydra, 10 heads
- 7 Hydra, 8 heads, cryo- or pyro-
- 8 Lizard, fire
- 9 Mummy
- 10 Pudding, black
- 11 Troll, 2-headed
- 12 Umber hulk

Monster Summoning VIII

- 1 Giant, frost or fire
- 2 Golem, stone
- 3 Gorgimera
- 4 Hydra, 12 heads
- 5 Hydra, lernaean, 8 heads
- 6 Pudding, brown
- 7 Remorhaz
- 8 Will'o wisp

Conjure Animals

Hit Die				Hit Die			
Roll	Animal	Value		Roll	Animal	Value	
1	01-20 Dog, wild	1¼		51-66 Leopard	3½		
	21-40 Jackal	½		67-84 Owl, giant	4		
	41-60 Owl, common	1		85-00 Wolf, dire	3¾		
	61-80 Rat, giant	½	5	01-34 Hyena, giant	5		
	81-00 Skunk	¼		35-67 Skunk, giant	5		
2	01-80 Animal, Herd	2		68-00 Buffalo	5		
	81-00 Horse, wild	2	6	01-34 Bear, brown	6¼		
3	01-10 Boar, warthog	3		35-67 Lion	5½		
	11-20 Cattle, wild	2½		68-00 Tiger	6¼		
	21-30 Cheetah	3	7	01-50 Boar, giant	7		
	31-40 Dog, war	2½		51-00 Lion, spotted	6½		
	41-50 Hyena, wild	3	8	01-50 Bear, cave	7½		
	51-60 Lion, mountain	3¾		51-00 Tiger, ST	7½		
	61-70 Lynx, giant	2½	9	-- Oliphant	8½		
	71-80 Mule	3	10	-- Bear, polar	10		
	81-90 Camel	3	11	-- Elephant	11		
	91-00 Wolf	2½		(loxodant)			
4	01-16 Bear, black	3¾	12	-- Mastodon	12		
	17-33 Boar, wild	3¾	13	-- Mammoth	13		
	34-50 Jaguar	4¼	14+	-- Whale	(to 36)		