

# For Fearsome but Familiar Fiends: What Every Monster-Maker Needs

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Ever since I first began refereeing D&D over two years ago, I've always dreaded rolling for monsters to inhabit my newly created dungeons or to replenish "cleaned out" levels. It seemed that every set of tables I tried contained monsters for which I had no "statistics," and occasionally had not even heard of. To remedy this situation I finally

## MONSTER LEVEL DETERMINATION TABLE

	Monster Level									
	1	2	3	4	5	6	7	8	9	10
1	01-25	26-60	61-90	91-00						
2	01-15	16-40	41-75	76-95	96-00					
3	01-10	11-25	26-60	61-86	86-95	96-00				
4	01-05	06-15	16-40	41-75	76-90	91-00				
5		01-10	11-25	26-60	61-85	86-95	96-00			
6		01-05	06-15	16-40	41-75	76-90	91-00			
7			01-10	11-25	26-60	61-85	86-95	96-00		
8			01-05	06-15	16-40	41-75	76-90	91-00		
9				01-10	11-25	26-60	61-85	86-95	96-00	
10				01-05	06-15	16-40	41-75	76-90	91-00	
11					01-10	11-25	26-60	61-85	86-95	96-00
12					01-05	06-15	16-40	41-75	76-90	91-00
13+						01-10	11-25	26-60	61-85	86-00

## Monsters by Level

Level 1	Level 2	Level 3	Level 4
01-05 Beetle, Fire	01-03 Ant, Giant	01-06 Cockatrice	01-02 Doppelganger
06-09 Centipede	04-05 Badger	07-08 Gargoyle	03-04 Hell Hound (5 dice)
10-12 Gnome	06-09 Bugbear	09-17 Gelatinous Cube	05-06 Hell Hound (6 dice)
13-15 Goblin	10-12 Fungi, Violet	18-22 Gray Ooze	07-10 Hydra (5 heads)
16-19 Green Slime	13-15 Ghoul	23-24 Harpy	11-12 Jackalwere
20-22 Hobgoblin	16-20 Gnoll	25-26 Hell Hound (4 dice)	13-19 Lizard, Subterranean
23-25 Kobold	21-24 Lycanthrope (Wererat)	27-28 Imp	20-21 Mimic (7 dice)
26-32 Mule	25-31 Mule	29-35 Lycanthrope (Werewolf)	22-23 Mimic (8 dice)
33-38 Orc	32-35 Piercer (2 dice)	36-38 Medusa	24-25 Minotaur
39-41 Piercer (1 die)	36-39 Shadow	39-43 Ochre Jelly	26-34 Mule
42-50 Rat, Giant	40-44 Shrieker	44-51 Ogre	35-40 Piercer (3 dice)
51-53 Skeleton	45-47 Snake, Giant Poisonous	52-58 Rust Monster	41-44 Rot Grub
54-58 Spider, large	48-50 Snake, Giant Spitting	59-61 Slithering Tracker	45-46 Snake, Giant
59-62 Stirge	51-56 Snake, Huge		Amphisbaena
63-66 Zombie	57-64 Troglydte	62-63 Tick, Giant	47-49 Snake, Giant Constrictor
67-74 Dwarf	65-69 Cleric (2nd level)	64-65 Weasel, Giant	50-53 Spider, Giant
75-77 Elf	70-78 Fighter (2nd level)	66-71 Cleric (3rd level)	54-55 Spider, Phase
78-79 Halfling	79-83 Fighter (3rd level)	72-76 Cleric (4th level)	56-57 Water Weird
80-82 Cleric (1st level)	84-86 MU (3rd level)	77-84 Fighter (4th level)	58-62 Wight
83-88 Fighter (1st level)	87-88 MU (4th level)	85-90 Fighter (5th level)	63-65 Wraith
89-92 MU (1st level)	89-92 Thief (2nd level)	91-94 MU (5th level)	66-72 Cleric (5th level)
93-95 MU (2nd level)	93-96 Thief (3rd level)	95-96 MU (6th level)	73-82 Fighter (6th level)
96-97 Thief (1st level)	97-98 Monk (3rd level)	97-98 Thief (4th level)	83-89 MU (7th level)
98-99 Monk (1st level)	99-00 Monk (4th level)	99-00 Monk (5th level)	90-95 Thief (5th level)
00 Monk (2nd level)			99-00 Monk (6th level)

decided to sit down and work out some tables of my own. In order to make the tables easy to use for everyone I decided to use only monsters which could be found in the AD&D Monster Manual, and to make it even easier I've listed them exactly the way they appear in the Monster Manual, i.e., Lycanthrope (werewolf) rather than Werewolf.

The following tables include all the monsters from the Monster Manual that I felt it would be possible to find in a typical dungeon under normal circumstances. Of course, special levels (or dungeons) could include monsters not on the lists, i.e. a large underground lake or river would contain many aquatic monsters (fish, etc.) which are not on the tables. The monsters on each level are approximately equal, based on one of each appearing.

I've also included some adventurer-type monsters (clerics, fighters, etc.) on the tables, with their levels shown in brackets. They are all detailed in the AD&D Player's Handbook. These could be human, half-elf, elf, dwarf, etc. at the DM's option. The higher-level ones are likely to be accompanied by, guards, followers, assistants, etc. All the adventurer-type monsters could be treated as if they are other adventurers, just like the player-characters.

The number of monsters appearing will depend upon the size of the party of adventurers, the generosity of the dungeon (the more treasure, the more monsters), and, of course, the type of monster (some travel in groups while others are always found alone).

The tables are quite easy to use; just find the level below ground, roll a pair of percentile dice, and go to the monster level table indicated by the roll. Roll the percentile dice again to find the specific monster. The frequency of each monster type is taken into account by these percentages.

**Level 5**

- 01-04 Basilisk
- 05-11 Beetle, Boring
- 12-14 Carrion Crawler
- 15-17 Ghast
- 18-21 Giant, Hill
- 22-23 Hell Hound (7 dice)
- 24-26 Hydra (6 heads)
- 27-28 Lamia
- 29-30 Leucrotta
- 31-37 Lurker Above
- 38-40 Manticore
- 41-43 Mimic (9 dice)
- 44-45 Mimic (10 dice)
- 46-47 Morkoth
- 48-55 Mule
- 56-57 Owl Bear
- 58-62 Piercer (4 dice)
- 63-65 Naga, Spirit (9 dice)
- 66-67 Naga, Spirit (10 dice)
- 68-70 Su-Monster
- 71-77 Cleric (6th level)
- 78-82 Cleric (7th level)
- 83-90 Fighter (7th level)
- 91-95 MU (8th level)
- 96-99 Thief (7th level)
- 00 Monk (7th level)

**Level 7**

- 01-02 Demon (Succubus)
- 03-04 Dragonne
- 05-06 Ettin
- 07-11 Giant, Fire
- 12-16 Giant, Stone
- 17-18 Golem (Flesh)
- 19-23 Hydra (8 heads)
- 24-28 Hydra (9 heads)
- 29-33 Hydra (10 heads)
- 34-35 Lizard, Fire
- 36-38 Lycanthrope (Werebear)
- 39-40 Naga, Guardian
- 41-45 Otyugh (8 dice)
- 46-49 Purple Worm
- 50-55 Troll
- 56-58 Umber Hulk
- 59-66 Wyvern
- 67-76 Cleric (9th level)
- 77-89 Fighter (9th level)
- 90-95 MU (10th level)
- 96-00 Thief (9th level)

**Level 9**

- 01-09 Dragon Bronze (8 dice)
- 10-18 Dragon, Bronze (9 dice)
- 19-23 Golem, Stone
- 24-28 Golem, Clay
- 29-33 Mold, Brown
- 34-42 Noe-Otyugh (11 dice)
- 43-51 Neo-Otyugh (12 dice)
- 52-60 Rakshasa
- 61-69 Roper (11 dice)
- 70-78 Roper (12 dice)
- 79-85 Shambling Mound (9 dice)
- 86-93 Shambling Mound (10 dice)
- 94-97 Shambling Mound (11 dice)
- 98-00 Xorn

**Level 6**

- 01-05 Black Pudding
- 06-09 Bear, Cave
- 10-11 Chimera
- 12-13 Demon (type I)
- 14-15 Displacer Beast
- 16-17 Djinni
- 18-19 Giant, Frost
- 20-22 Gorgon
- 23-26 Hydra (7 heads)
- 27-31 Mold, Yellow
- 32-39 Mule
- 40-42 Mummy
- 43-44 Ogre Magi
- 45-48 Otyugh (6 dice)
- 49-51 Otyugh (7 dice)
- 52-55 Scorpion, Giant
- 56-60 Slug, Giant
- 61-63 Spectre
- 64-66 Trapper
- 67-68 Wind Walker
- 69-76 Cleric (8th level)
- 77-87 Fighter (8th level)
- 88-94 MU (9th level)
- 95-00 Thief (8th level)

**Level 8**

- 01-02 Beholder
- 03-04 Bulette
- 05-06 Efreeti
- 07-09 Gas Spore
- 10-11 Ghost
- 12-14 Giant, Cloud
- 15-20 Hydra (11 heads)
- 21-26 Hydra (12 heads)
- 27-28 Intellect Devourer
- 29-31 Mind Flayer
- 32-33 Naga, Guardian (12 dice)
- 34-36 Neo-Otyugh (9 dice)
- 37-39 Neo-Otyugh (10 dice)
- 40-42 Roper (10 dice)
- 43-45 Shambling Mound
- 46-48 Vampire
- 49-75 MU (11th level)
- 76-00 Thief (10th level)

**Level 10**

- 01-16 Demon (Type II)
- 17-23 Demon (Type III)
- 24-28 Demon (Type IV)
- 29-32 Demon (Type V)
- 33-39 Dragon, Bronze (10 dice)
- 40-43 Dragon, Gold (10 dice)
- 44-47 Dragon, Gold (11 dice)
- 48-53 Dragon, Gold (12 dice)
- 54-57 Dragon, Silver (9 dice)
- 58-61 Dragon, Silver (10 dice)
- 62-65 Dragon, Silver (11 dice)
- 66-72 Giant, Storm
- 73-83 Golem, Iron
- 84-92 Nightmare
- 93-00 Titan



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