

How To Use This Book

The term "monster" has two different meanings in this work. The first—and more important—meaning is to designate any creature encountered, human, humanoid, or beast, and whether hostile or not. Thus the term is used generically; until the party of adventurers is certain about what they have met, it is a "monster." The secondary use of the term is the more traditional one—to signify a wicked or horrible creature of some sort. Advanced Dungeons & Dragons® players will almost certainly be familiar with these two uses of the word already; those who are newcomers may find them a little confusing at first, but experience will soon determine which of the two uses of the word is appropriate in the particular context.

Each monster is given a full description in the text and values for a number of parameters that collectively describe its behavior, combat mode, etc., in general terms. The parameters are explained below.

Number Ranges

Number ranges are used throughout MONSTER MANUAL II to indicate numbers of creatures appearing, etc. The actual number selected is by dice roll. Number ranges are given so that the DM can select a number appropriate to the challenge he wants to set the players. Number ranges appearing frequently and their dice equivalents are listed below for easy reference.

Range	Dice Roll	Range	Dice Roll	Range	Dice Roll
1-2	(1/3 d6)	3-12*	(1d10+2)	6-36	(6d6)
1-3	(1/2 d6)	3-12	(3d4)	6-72	(6d12)
1-4	(1d4)	3-17	(2d8+1)	7-10	(1d4+6)
1-6	(1d6)	3-18	(3d6)	7-12	(1d6+6)
1-8	(1d8)	3-30	(3d10)	7-28	(3d8+4)
1-10	(1d10)	3-36	(3d12)	9-16	(1d8+8)
1-12	(1d12)	4-15	(1d12+3)	10-40	(1d4×10)
1-20	(1d20)	4-16	(4d4)	11-20	(1d10+10)
1-100	(1d%)	4-24	(4d6)	11-30	(1d20+10)
2-5	(1d4+1)	4-26	(2d12+2)	12-30	(2d10+10)
2-7	(1d6+1)	4-36	(2d12 + 2d6)	12-48	(4d10+8)
2-8	(2d4)	5-8	(1d4+4)	13-18	(1d6+12)
2-9	(1d8+1)	5-20	(5d4)	20-160	(2d8×10)
2-12	(2d6)	5-30	(5d6)	21-40	(1d20+20)
2-13	(1d12+1)	5-40	(5d8)		
2-16	(2d8)	5-50	(5d10)		
2-24	(2d12)	6-24	(6d4)		
3-9	(2d4+1)				

General Entries

The figures and facts given under these headings indicate the general status of the monster in question. Then follows a description of the monster in detail—its behavior, normal habitat, attack/defense styles, special characteristics, and so on. An illustration of a typical creature of the type is included whenever possible.

FREQUENCY refers to the chance of a creature being encountered in a region or area where it might live. "Very rare" indicates a 3% chance of occurrence; "rare" indicates a 7% chance; "uncommon" indicates a 20% chance; "common" indicates a 65% chance; and "unique" indicates that there is only one of the creatures in existence. These probabilities are reflected (with variances within statistical limits) in the Monster Random Encounter Tables. For example, some very rare creatures will in fact be rarer than others under the same general description.

NUMBER APPEARING indicates the average numbers player characters might encounter. Generally if a creature is encountered in or near its lair, it can be expected to appear in larger numbers, while further away from its lair it will be encountered in smaller numbers. Again, there are exceptions to this. Intelligent, organized monsters forming a war party for a specific raiding or punitive mission may be encountered in considerable numbers some distance from their lair, while encounters near

the lair may be with only scouts or perimeter guards. The number range indicated should therefore be used only as a guideline and should be altered to suit the circumstances. Also, the number range indicated is not necessarily recommended for underground (dungeon) encounters. The DM should select the number appearing in accordance with the type of challenge he wants to give the player characters.

ARMOR CLASS is a measure of how difficult it is to hit a creature. Armor class reflects the general type of any protection worn, protection inherent to the creature due to its physical structure or magical nature, or the degree of difficulty in hitting a creature due to its speed, reflexes, etc. All these factors are combined into a single armor class value, and referees need not adjust this value to take account of high dexterity. Where necessary, adjustments have been included in the monster's individual description.

MOVE shows the relative constant speed of the monster. Higher speeds may be possible for short periods. The creature's movement rate can be scaled to whatever time period is desired by adjusting the ground scale accordingly. In certain cases, more than one number is given under this heading; this indicates that the monster can travel in two or more different media or modes:

X"	= ground speed
/X"	= flying speed
//X"	= swimming speed
(X")	= burrowing speed
*X"	= climbing in a web
@X"	= climbing in trees

An agathion confined to ground travel would have only one number such as 9"; however, a dragon that can walk and fly would have two numbers which would look like this: 6"/24" (6" for ground travel and /24" for flying). If a single number is given, that does not necessarily mean that the monster moves only along the ground (though it does in most cases); the main text must be consulted to make the meaning clear.

The letters in parentheses indicate the monster's maneuverability class (MC). Maneuverability class is explained in detail in the DUNGEON MASTER'S GUIDE. A monster with maneuverability class A is quick and highly maneuverable in the air—difficult to hit and capable of rapid and fundamental changes of direction. At the other extreme, a monster of class E is slow-flying and ponderous—a relatively easy target, incapable of sharp turns, and requiring a good deal of space to accomplish more than a very minor change in direction of flight.

HIT DICE are used to calculate the number of hit points the monster can lose before dying (or, in some cases, before being temporarily banished back to place of origin). Unless stated otherwise, hit dice are 8-sided. The indicated number of dice are rolled and the resulting numbers added together to arrive at the monster's total hit points. A monster always has at least 1 hit die.

Some monsters have fewer hit points than those indicated by the usual 8-sided die, and these are given in a range. Thus, if a creature has 1-4 hit points, a 4-sided die is rolled to determine the exact number.

Other monsters have hit points in addition to the number derived from their hit dice; this is indicated by a plus sign followed by the number of additional hit points. Thus, if a monster has "HIT DICE: 5+3," five 8-sided dice are rolled, the numbers added together, and 3 added to the result. Such a monster would have a range of 8-43 hit points (5+3 to 40+3). Creatures without character classes use hit dice to measure their attack ability.

% IN LAIR indicates the chance of the monster being encountered where it lives and stores its treasure (if any). Note that some monsters are never found in their lairs; this is either because the lair is inaccessible or unknown or because the monster simply does not have a fixed lair and wanders.

Note that certain monsters have their lairs on planes other than the

Prime Material Plane. However, some monsters whose normal lairs are on other planes may have established temporary lairs on the Prime Material Plane in the pursuit of a particular purpose or mission.

TREASURE TYPE refers to the treasure table in MONSTER MANUAL I. The table shows the amount and type of treasure along with the probability of whether or not the treasure will contain that amount. If individual treasure is indicated, each individual monster of that type will carry, or possibly carry, the treasure shown. Otherwise, treasures are only found in the lairs of monsters. Although an encounter may occur in a monster's lair and the monster possess some treasure, this does not automatically mean that the adventurers will gain treasure by defeating the monster.

Most treasure types show probabilities of occurrence. If subsequent dice rolls indicate that that form of treasure is not in the monster's trove, then it is not there, and the adventurers find no wealth (including magical items) despite the fact that a treasure type is indicated. Finally, treasure types are based upon the occurrence of a mean number of monsters appearing and other adjustments detailed in the explanatory material. Adjustments up or down should always be made when the actual number of monsters encountered is significantly greater or fewer than the mean. The use of a treasure type to determine the treasure guarded by a creature in a dungeon is not generally recommended. Larger treasures of a given type are denoted by a multiplier in parentheses (x10, etc.); this is not to be confused with treasure type X.

"Incidental" treasure is that which occurs almost accidentally. For example, if a creature kills a victim, drags it to its lair, and if the victim's money pouch remains in the lair but is of no interest to the creature, the money pouch is incidental treasure.

NUMBER OF ATTACKS shows the number of physical attacks the monster is able to make during a given melee round. This number can be modified by hits which sever members, spells such as *haste* or *slow*, and so forth. It does not normally take into account unusual or special attack forms. Multiple attacks usually indicate the use of several modes of attack during the same melee round. For example a monster that rakes with its two claws and inflicts a bite in the same melee round would be given 3 attacks.

Note that a human (or near human) encountered as a monster is always assigned the combat matrix for humans when attacking. In other words, dwarves, elves, gnomes, half-elves, halflings, and humans always use the human attack matrices whether they are "monsters" or "player characters."

DAMAGE PER ATTACK indicates the number of hit points of damage a successful attack will cause, expressed as a range of points of damage. If a monster uses a weapon in its attack, the damage will not be shown since it will vary according to the type of weapon used. Refer to the main text for a more detailed explanation of the monster's modes of attack and the damage which each might inflict.

SPECIAL ATTACKS detail such things as dragon breath, magic-use, and so forth. Refer to the main text for a detailed explanation of these, including the method and frequency of the attack, the damage it inflicts, and any special effects which might result from it. Unless a monster's ability to cast spells is given in the text, that ability is at usually the level of its hit dice.

SPECIAL DEFENSES are almost self-explanatory and are detailed in the main text in the same manner as are special attacks. They will include the use of defensive magic, camouflage, and so forth.

MAGIC RESISTANCE is the chance a spell might fail when cast on the monster; this chance is expressed in a percentage. The basis for the percentage is a spell cast by a magic-user of the 11th experience level. If

player character spell casters are not of the 11th level, the figure must be adjusted upwards by 5% for each level below 11th, or downwards by 5% for each level above 11th. Thus, a monster with 95% magic resistance cannot be affected by a spell cast by a magic-user of the 10th experience level or lower, while a 12th level magic-user has a 10% chance of affecting it.

Note that even if a spell does overcome the magic resistance of a monster, the monster is still entitled to normal saving throws. A creature's magic resistance extends only to its immediate possessions, i.e., anything carried or worn. Area-effect spells will still function if targeted on a magic-resistant creature within their area. The creature itself might not be affected, although all others in the spell area will be subject to spell effects. A *fireball*, for example, may wipe out a cluster of orcs, while an agathion standing in their midst might be totally unaffected. The percent of magic resistance of a creature has an effect on certain existing spells such as *hold portal*, where it indicates the probability of shattering the existing spell.

INTELLIGENCE indicates the basic equivalent of the human intelligence quotient (IQ). Certain monsters are naturally cunning or devious, and if this is so it will be indicated. The intelligence ratings correspond roughly to the following character intelligence scores:

0	Non-intelligent or intelligence 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-level intelligence
19-20	Supra-genius
21+	Godlike intelligence

ALIGNMENT indicates the characteristic behavior of the monster toward law, chaos, good or evil, or toward neutrality perhaps modified by good or evil intent. A monster's alignment will have a significant effect on the way it behaves when it is encountered, the way in which it reacts to certain situations, and so forth. Words in parentheses indicate an inclination. Thus "lawful good (neutral)" indicates a tendency toward neutrality.

SIZE is abbreviated as: S=smaller than a typical human; M=human-sized (5-7 feet tall and approximately the build or mass of a human); and L=larger than human-sized in one way or another and generally of greater mass. Among other things, the size of a monster will influence the amount of damage it sustains from a successful hit by a particular weapon.

PSIONIC ABILITY and **ATTACK/DEFENSE MODES** indicate the general psionic capabilities, if any, of the monster. These are outlined in THE PLAYERS' HANDBOOK. Some monsters have suspected, rather than confirmed, psionic powers and where this is the case the text will so indicate.

LEVEL and **EXPERIENCE POINT VALUE** are determined by the method indicated in THE DUNGEON MASTER'S GUIDE. If a type of monster has varying hit dice and/or experience levels, values for each are shown.

Special Entries

Certain creatures, such as devas, have special abilities or live in unusual places, etc., and these may require the notations explained below.

PLANE refers to a being's plane of origin. Usually this will correspond to

the creature's alignment, but sometimes it varies according to sphere of influence, such as with creatures originating on the elemental planes. Also, some creatures may be located on a plane which seems to conflict with their alignment because associates are located there.

CLERIC/DRUID refers to the being's ability to function as a cleric and/or druid. Wisdom spell bonuses apply to the number of spells that being can have.

FIGHTER refers to the being's ability to function as a fighter, paladin, or ranger. Note that alignment does not necessarily preclude inconsistency here.

MAGIC-USER/ILLUSIONIST describes the level of the being's general magical spell ability, if any. Simultaneous classification in both areas is possible.

THIEF/ASSASSIN refers to the being's level of ability in regard to the thief and/or assassin classes. Once again, alignment does not preclude inconsistent classifications.

MONK/BARD refers to the being's abilities as a monk or bard, if any. Note that alignment is not necessarily a consideration here for either of these classes, and that bardic ability indicates only that a being has bardic powers and may not necessarily have abilities as a fighter or thief.

PSIONIC ABILITY above the usual ranges falls into the following six classes:

Class	Psionic Strength	Disciplines	Attack Modes	Defense Modes
I	326-365	5 minor, 2 major	All	All
II	276-315	4 minor, 2 major	All	All
III	236-265	3 minor, 2 major	All	All
IV	181-210	3 minor, 1 major	All	All
V	91-110	2 minor, 1 major	A,B,C,E	F,G,H
VI*	Nil	Nil	Nil	Nil

* Beings listed as class VI cannot use psionics and are invulnerable to any type of psionic attack, including psionic blast.

S,I,W,D,C, and CH are abbreviations for the being's abilities and are followed by scores. Ability scores over 18 are explained below.

STRENGTH score bonuses for above 18 are explained on the following table:

Score	To-Hit Bonus	Damage Bonus	Weight Allowance	Open Doors	Bend Bars/ Lift Gates
19	+3	+7	4,500	7 in 8 (3)	50%
20	+3	+8	5,000	7 in 8 (3)	(as hill giant) 60%
21	+4	+9	6,000	9 in 10 (4)	(as stone giant) 70%
22	+4	+10	7,500	11 in 12 (4)	(as frost giant) 80%
23	+5	+11	9,000	11 in 12 (5)	(as fire giant) 90%
24	+6	+12	12,000	19 in 20 (7 in 8)	(as cloud giant) 100%
25	+7	+14	15,000	23 in 24 (9 in 10)	(as storm giant) 100% (as titan)

The numbers in parentheses under "Open Doors" indicate the chance of forcing open a locked, barred, magically held, or wizard locked door, but only one attempt per door may be made, and if it fails no further attempts can succeed.

INTELLIGENCE AS IT AFFECTS SPELLS Beings of very high intelligence will not be fooled by illusion/phantasm spells; they will note some inconsistency or inexactness which will prevent their belief in the illu-

sion. A being with a 19 intelligence will never believe or be affected by a 1st level illusion/phantasm spell, even if it is cast by a high-level spell caster. Beings with greater intelligence can also ignore higher level illusions, as indicated below. All effects noted are cumulative (e.g. a 20 intelligence gives immunity to first and second level illusions).

Intelligence Score	Chance To Know Each Listed Spell	Minimum Number of Spells/Level	Illusion/Phantasm Spell Immunities by Level
19	95%	11	1st
20	96%	12	2nd
21	97%	13	3rd
22	98%	14	4th
23	99%	15	5th
24	100%	16	6th
25	100%	17	7th

DEXTERITY: The following table applies to dexterity scores over 18:

Score	Reaction/Attacking Adjustment	Defensive Adjustment
19	+3	-4
20	+3	-4
21	+4	-5
22	+4	-5
23	+4	-5
24	+5	-6
25	+5	-6
Picking Pockets	Open Locks	Locate/Remove Traps
+15%	+20%	+10%
20	25	15
25	30	20
30	35	25
35	40	30
40	45	35
45	50	40
Move Silently	Hiding In Shadows	
+12%	+12%	
15	15	
18	18	
20	20	
23	23	
25	25	
30	30	

Note: The last five columns ("Picking Pockets," etc.) apply only to beings with thief, assassin, or monk abilities.

CONSTITUTION: The following table applies to constitution scores over 18:

Score	Hit Point Adjustment*	Poison Save	Regeneration
19	+5 (no 1s rolled)	+1	Nil
20	+5 (no 1s rolled)	+1	1 point/6 turns
21	+6 (no 1s or 2s)	+2	1 point/5 turns
22	+6 (no 1s or 2s)	+2	1 point/4 turns
23	+6 (no 1s, 2s, or 3s)	+3	1 point/3 turns
24	+7 (no 1s, 2s, or 3s)	+3	1 point/2 turns
25	+7 (no 1s, 2s, or 3s)	+4	1 point/1 turn

* The additions to each hit die are for fighters, paladins, and rangers only; all beings without one of these classes can receive no more than 2 bonus points per die. The other modifications to the dice are applicable to any class. The notation "no 1s rolled" indicates that any 1s rolled when hit points are being figured should be counted as 2s. At 21 and 22 constitution, 1s and 2s are counted as 3s, and so on.