

Min IQ	Pwr	Creature	ST	DX	IQ	MA	HT	Dam	# Atks	Poison	Notes
	0.7	Wasps	1	10	6	10	0	1		2.5 [d4]	usually summoned in swarms; poison unless 3vDx
	0.7	Vampire Bats	1	10	6	4/20	0	1			usually summoned in swarms; Dx-4 to hit when flying
8	2.10	Slinker	2	14	6	14	0	2.5 [d4]			Stealth 5; DX-3 to hit
	2.70	Snake: Constrictor	6	12	4	6	0	2.5 [d4]			Rope 4 on a hit, with 3.5 [d6] damage/turn
	3.10	Am Bush	6	12	1	0	0	2.5 [d4]	10		fires up to 10 pods/turn (thrown weapon)
	3.60	Hymenopteran	8	16	8	6/14	0	3.5 [d6]			Flies; does + 3.5 [d6] when diving
	3.70	Poisonous Snake	6	12	4	6	0	2.5 [d4]		3.5 [d6]	
9	4.70	Basilisk	10	8	8	12	0	3.5 [d6]			instead of bite, may attempt Sleep 2 (no ST cost)
	4.80	Spitting Snake	6	12	4	6	0	2.5 [d4]		7 [2d6] & Blind	thrown weapon; poison unless 3vDX
	5.10	Large Constrictor	12	12	6	6	0	4.5 [d8]			Rope 4 on a hit, with 4.5 [d8] damage/turn
	5.30	Giant Black Ant	12	11	1	12	1	3.5 [d6]			can carry 100xSt in weight
	5.50	Grey Wolf	10	14	6	10	1	4.5 [d8]			
10	6.50	Cockatrice	18	11	5	6/18	1	1			any hit freezes victim (until Awakened or out of cockatrice's sight)
	6.60	Giant Red Wasp	12	12	1	8/24	0	1		13 [2d12]	Flying
	6.90	Giant	20	9	7	10	0	9 [2d8]			
	7.90	Giant Constrictor	20	12	6	6	0	7 [2d6]			2-hex; Rope 4 on a hit, with 5.5 [d10] dmg/turn
11	8.10	Dire Wolf	16	12	5	12	1	7.5 [3d4]			
	9.10	Blink Spider	16	10	1	12	0	7 [2d6]		7 [2d6]	Rope 4; teleport (1 ST/MH) and attack same turn
	9.40	Phase Spider	18	10	1	14	0	7 [2d6]		7 [2d6]	Rope 4; Dx-4 to hit
	9.40	Gargoyle	16	11	8	10/24	3	7 [2d6]			Flying; favor HTH combat
	9.60	Giant Crab	8	8	3	8/12	5	4.5 [d8]	2		on hit, victim makes 3vDx or is caught (3.5 [d6] dmg/turn until 4vDx escape)
	9.70	Tiger	24	15	6	12	1	7 [2d6]			2-hex
	10.00	Troll	30	10	8	8	0	6.5 [3d4-1]			regenerates 1 hit/turn, except for fire damage
12	10.40	Kodiak Bear	20	11	6	8	2	9 [2d8]			
	10.70	Rhinocerus	25	10	5	24	3	9 [2d8]			treat as Pole Weapon
	11.20	Invisible Stalker	20	12	10	14	2	10.5 [3d6]			Dx-6 to hit
	11.80	Dragon	25	13	16	6/16	3	5 [2d4] & 7 [2d6]	2		4-hex; 3 ST / breath; choose color
13	12.70	Yeti	24	14	10	12	3	10 [4d4]			Stealth 5
	13.00	Basilisk	30	11	9	14	0	6.5 [3d4-1]			instead of bite, may attempt Sleep 4 (no ST cost)
	13.00	Grey Manticore	20	14	6	14	4	5.5 [d8+1] / 4.5 [d8]	1 / 3		may bite OR fire up to 3 spikes/round (missiles)
	13.50	Wight	24	14	8	12	3	9.5 [3d6-1] / 7 [2d6]			only hurt by ethereal bow or enhanced weapons
	14.70	Wooly Rhinocerus	35	12	5	24	3	9 [2d8]			treat as Pole Weapon
14	15.60	Indricotherium	40	12	5	12	2	10.5 [3d6]			giant rhinoceros; 8-10 hexes
	16.50	Monster Constrictor	45	11	6	8	0	14 [4d6]			4-hex; Rope 4 on a hit, with 14 [4d6] dmg/turn
	17.20	Dragon	40	13	18	6/18	4	6.5 [d12] & 9.5 [3d6-1]	2		6-hex; 4 ST / breath; choose color
15	18.10	Basilisk	40	14	10	18	0	10.5 [3d6]			instead of bite, may attempt Sleep 5 (no ST cost)
	18.30	Sabertooth	30	13	5	12	1	7.5 [3d4] & 10.5 [3d6]	2		2-hex
	18.50	Poisonous Snake	45	11	6	8	0	14 [4d6]		14 [4d6]	4-hex
16	21.60	Octopus	18	15	10	8/8	2	8 [2d6+1] / 10.5 [d20]	3		wields 3 weapons and attacks with each /turn
For higher power creatures, see Snakes, Dragons, Hydras, Octopi, and Giants											