

INTRODUCTION: 1974 Style™ is a set of free, familiar, and easily modifiable role-playing game rules suitable for Fantasy, Pulp, Horror, Western and Sci-Fi Adventures.

A typical old-school RPG module stats list for a monster looks like this: AC6, MV9, HD 1, hp 4, #AT1, D1-10 by halberd. The 1974 Style rules use these same stats for player characters (PCs).

Character stats can fit on a 3x5 or 4x6 card, and all the rules for a given game and setting can fit on a single sheet of paper.

Download these rules and other resources from www.rpgsociety.org/1974.

CORE RULES

CHARACTERS

To create a new character, do the following:

CHOOSE A PROFESSION: Pick a profession that suits your character concept and setting.

CHOOSE WEAPONS: Choose three weapons, or two weapons and a shield. Weapons do damage (D) based on weapon class (light, normal, heavy, elite or artillery).

Weapon	Examples	D
Light ¹	Dagger, Sling	1d4
Normal	Sword, Pistol, Rifle	1d6
Heavy ²	2-Handed Sword, Pole-arm, Elephant Gun	1d8
Elite	Magic Sword, Alien Rifle, Weird Science Gun	1d10
Artillery ³	Ballista, Catapult, Cannons, Gatling Gun	2d6 to 4d6

¹ Light weapons are easily concealable.

² Takes two turns to use or requires both hands.

³ Damage follows the Hazard rules.

CHOOSE ARMOR: Choose an armor. This gives your player character (PC) an armor class (AC) and a movement rate (MV).

Armor	Examples	AC	MV
None	—	10	12
Light	Leather, Duster	11	9
Medium	Chainmail, Kevlar	12	6
Heavy	Plate mail, Battlesuit	15	3
Shield	—	+1	-1

DETERMINE MOVE RATE (MV): Base MV = 12, less armor MV penalty (see table above).

DETERMINE ARMOR CLASS (AC): Base AC = 10 + Armor bonus (see table above).

DETERMINE HIT POINTS (HP): PCs and NPCs roll 1d6+2 per level/HD for hit points.

DETERMINE NAME AND DESCRIPTION: Choose a name and a description. Choose a race or species if your setting has them (some races will give a Specialty Skills bonus but otherwise have no rules effect).

Your character is now ready!



ADVANCEMENT

In short-term games, don't track experience.

In an ongoing campaign, PCs start at level 1 with 0 XP. The GM awards 1-3 XP per session (typically 2). With each 5 XP, you advance a level.

There are no limits to levels. Gaining a new level means a higher bonus to d20 rolls and another 1d6+2 hit points.

COMBAT

DETERMINE INITIATIVE: Roll d20 + MV; highest result acts first; others act in descending order, roll additional d20 + MV for tie-breakers.

d20 + MV

ATTACK ROLL: Roll d20 + Level or HD. If total is ≥ target's AC, the attack hits.

d20 + Level/HD ≥ Target's AC

Example: To hit an prison guard with AC 12, a 3 level adventurer needs a 9 or higher.

ROLL DAMAGE: When you hit an opponent, roll damage based on the weapon. Subtract the result from the opponent's hit points (hp). Foes reduced to 0 (or fewer) hp are incapacitated. PCs and important NPCs will be dragged away (and later eaten) by monstrous foes or captured and tormented by intelligent foes.

AREA EFFECTS: Explosives, Molotov cocktails, and magic attacks with area effects have a 30' blast radius. Targets in the radius get a save roll to take only ½ damage (round down).

REST AND RECUPERATION: Hit points reflect the capacity to escape or stand hits. Hit points are fully restored at the end of each combat. If a PC goes below 0 hp, they may need a longer rest (or even special healing magic) because they're wounded. GM determines healing rules in such cases.

SITUATIONAL RULES

ADVANTAGE: When the GM determines a character has a tactical Advantage the player rolls a second d20 and takes the higher score. If they have Disadvantage, roll a second d20 and take the lower score. If there are multiple

Advantages or Disadvantages, add them up and determine the net Advantage or Disadvantage. Whoever has more simply has Advantage.

Advantages do not stack — if you have three factors giving you Advantage you still simply have Advantage.

SAVES & CHECKS: Reactions to poison, mental powers, fear and other non-physical threats allow a Save roll. Roll d20 + Level/HD ≥ 10; GM may apply modifiers where appropriate. Also use a Save roll as a Check to determine the success or failure of anything other than combat (e.g. jumping across a chasm).

d20 + Level/HD ≥ 10

ADJUSTING TARGET NUMBERS: GM may adjust the target number for saves and skill checks depending on the difficulty.

HAZARDS & ARTILLERY: If something could kill a human, like a fall, a fire or a trap, it does 2d6 points of damage. If it could kill a horse, 3d6. If it could kill an elephant, 4d6. No more. Make a Save roll for ½ damage (round down).

HELPING: If a player can convincingly help another character, with GM approval, player makes an Athletic or Specialty skill check. If successful, helping roll grants +1 bonus to helped character.

GEAR AVAILABILITY: By default, don't track gear except for your weapons. If you need a specific object, ask the GM. The GM will tell you if you have that item, or, if it is in doubt, the GM may ask you to roll a d20 versus a GM set target number (typically 10) to see if you possess the item and have access to it or remembered to bring it.

d20 ≥ 10

MAGIC & WEIRD SCIENCE

In settings with magic or weird science, any spells and fantastic items are considered self descriptive and work according to the GM's judgment. Generally, spells last for one combat encounter (or one day for non-combat related spells). The range and area-of-effect of a spell is typically one large room, or effects one person per spell level. Damage is rated according to the *Hazards & Artillery* rules. Characters may only use spells from scrolls once, and only if a scroll's spell level is ≤ their own level.

*Devon (Fighter)
Lvl 1, AC 5, MV 6,
HD 3 hp 14;
#AT 1,
D long sword 1d6,
dagger 1d4*

RULE EXTENSIONS

Following is a collection of optional house rules and setting rules collectively called 'Rule Extensions'.

You can quickly identify the specific rules your game will use by describing it in your game description, for example: "This game uses the 1974 Style Rules from www.rpgsociety.org/1974 and uses the *Called Shot* and *Exploding Damage* rule extensions."

FANTASY games might use the main rules plus *Combat and Treasure XP*, *Critical Failures* and *Morale* rules.

WESTERN games might use the main rules plus *Called Shot*, *Critical Failures* and *Hit Location* rule extensions.

SPACE OPERA games might use the main rules plus *Skills*, *Spaceships* and *Sweep Attacks* rule extensions.

HORROR games might use the main rules plus *Instant Death* and *Sanity* rule extensions.

PULP games might use the main rules plus *Exploding Damage*, *Minion* and *Sweep Attack* rule extensions.

1ST LEVEL MAX HP

PCs get max HP at 1st level.

CALLED SHOT

A special attack may be made to hit a very small target or exact body part e.g. shooting a gun from an opponent's hand or roping a steer. This is a called shot made at a -4 attack roll.

COMBAT & TREASURE XP

Ignore Session XP rules. PCs require 2,000 XP times current level to advance to next level. Defeating foes grants 100 XP per HD, divided between the party. Some GM's may grant XP for money spent.

CRITICAL ROLLS

A roll of '1' always fails, a '20' does max damage.

DYNAMIC HP

Re-roll all hit points each time a level is gained (keeping higher total).

EXPLODING DAMAGE

If a damage die rolls the highest number possible (e.g. rolling 6 on a d6) re-roll the die and add the new results to the original die roll. Keep re-rolling the dice and adding the results until the die no longer rolls the maximum number.

HIT LOCATIONS

If you're running a game where you want to describe hit locations, roll a d20 when a character or creature is wounded. GM may impose a Disadvantage for certain outcomes — for example, a gunfighter hit in the main-hand

has to use his off-hand and shoots at a Disadvantage (in addition to their -2D Wound penalty).

1D20	DESCRIPTION
1	Left thigh
2	Right thigh
3	Abdomen
4	Left-side hip
5	Right-side hip
6	Lower back
7	Left-side ribs
8	Right-side ribs
9	Main-hand
10	Off-hand
11	Lower main-hand arm
12	Lower off-hand arm
13	Upper main-hand arm
14	Upper off-hand arm
15	Chest
16	Upper back
17	Upper main-hand shoulder
18	Upper off-hand shoulder
19	Neck
20	Head

Monsters roll a second d20; take the more interesting result.

1D20	DESCRIPTION
1-4	Tail
5-8	Tentacle
9-12	Additional Off-Hand
13-16	Right-side wing
17-20	Left-side wing

If you roll a result that the monster doesn't have, roll again till you get a suitable hit location.

INSTANT DEATH

Instead of the default rules, when characters hit 0 or fewer HP, they die.

MINIONS

The GM designates some foes as Minions, typically with low HP. If target is killed any excess damage may be applied to the next closest foe, provided no friends are in the way.

MORALE

If outnumbered, after the first death, and when reduced to one-half or fewer hit points, monsters check for morale. The gamemaster rolls 1d10. If the result is over the opponent's hit dice, it will withdraw or surrender to get a better position.

NO ACCOUNTING

Don't track money. Your adventuring group's communal funds takes care of personal items and *reasonable* expenses.

NO AMMO TRACKING

Don't track bullets. A roll of 1 means a critical failure and your character is out of bullets or jammed gun.

SANITY RULES

Create a separate hp track called 'sanity', equal to your normal hp. Mental attacks whittle down Sanity points instead of HP. If your Sanity hits 0 your character is incapacitated. Sanity does not recover except with passage of days, or between sessions.

SKILLS

The GM creates a list of a dozen or more specialty skills appropriate to the setting. 1st level players start with 4 skill points to spend and gain an additional 1 skill point to spend with each new level. Taking a new skill costs 1 point and gives you a rank of 1, for example 'Medicine 1'. To advance a skill to a higher level requires points equaling the new skill level (e.g. advancing from Medicine 2 to Medicine 3 costs 3 skill points). Skill checks are made by rolling $d20 + \text{Level}/\text{HD} + \text{skill rank} \geq 15$ for success.

$d20 + \text{Level}/\text{HD} + \text{Skill Rank} \geq 15$

SPACESHIPS

Treat spaceships like a PC or monster stats except HD are not included in dice rolls.

A basic ship hull costs 100,000 Credits (HP 10, AC 10, MV 12, with no attacks) and includes basic features such as propulsion, life support and sensors. Spend an additional 50,000 Credits to gain 10 points to upgrade a ship. Each point spent on armor modifies stats by +1 AC, +10 HP, -1 damage taken and -1 MV. Upgrading MV by +1 takes one point, with MV maxing out at 12. Atmospheric flight capabilities takes one point. Adding a shuttle bay takes one point. Each weapon system is a separate purchase and costs 10 points.

Treat move and damage at 'space scale'. Each MV point allows a space ship to move one 'space unit' (a hex or square) per day on a space map.

SWEEP ATTACKS

If attacker is using sweep attack weapons such as an automatic weapon, if a target is killed any excess damage may be applied to the next closest foe, provided no friends are in the way.

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BESTIARY

AC=Armor; HD=Hit Dice (using d6 or d8 depending on how challenging you want creatures to be); AT=Attacks; S=Special Abilities; Undead Immunities=Immune to sleep, charm, fear, paralysis

ANT, GIANT (Queen): AC: 16 HD: 10 AT: Bite (1d6)

ANT, GIANT (Warrior): AC: 16 HD: 3 AT: Bite (1d6 + poison)

ANT, GIANT (Worker): AC: 16 HD: 2 AT: Bite (1d6)

BAALROCH (BALOR): AC: 17 HD: 9 AT: Sword or flaming whip+9 (2d6) S: Flies, flaming (3d6 damage to all in contact), darkness, 10 ft r., 75% magic resistance, immune to non-magic weapons. Spell-like powers: cause fear, detect magic and invisible, read magic and languages, pyrotechnics, dispel magic, suggestion, telekinesis, symbols (fear, discord, sleep), gate demons 70%.

BADGER, GIANT: AC: 15 HD: 3 AT: Claws+3 (1d6), bite+3 (1d6)

BANSHEE: AC: 20 HD: 7 AT: Claw+7 (1d6) S: Magic or silver to hit; magic resistance 50%; shriek of death; Immune to enchantments

BASILISK: AC: 15 HD: 6 AT: Bite +6 (1d6) S: Petrifies onlookers

BAT, GIANT: AC: 11 HD: 1 AT: bite (1d6) S: Suck blood after successful bit for automatic 1d6 damage

BEAR: AC: 12 HD: 4 AT: 2 claws (1d3) and bite (1d6)

BEEBLE, GIANT FIRE: AC: 15 HD: 1 AT: Bite +1 (2d6) S: Light glands glow for 1d6 days after death

BLACK PUDDING: AC: 13 HD: 10 AT: Slam +10 (2d6) S: Immune to everything but fire, divides when hit

BLINK DOG: AC: 15 HD: 4 AT: Bite +6 (1d6) S: Teleports

BOAR, WILD: AC: 12 HD: 3 AT: Gore (3d4) S: Continues attacking 2 rounds after being "killed"

BUGBEAR: AC: 14 HD: 3 AT: Weapon +3 (1d6) S: Surprise foes on a 1-3

BULLETTE: AC: 21 HD: 9 AT: Bite (4d12) and 2 Claws (3d6) S: Leaping, surprise

CARRION CREEPER: AC: 12 HD: 3 AT: Bite (1 hp) and 6 tentacles S: Tentacles cause paralysis

CENTAUR: AC: 14 HD: 4 AT: Kick or weapon +4 (1d6)

CENTPEDE, GIANT: AC: 14 HD: 4 AT: Bite +4 (1d6) S: Poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: Breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5 AT: Bite +5 (1d6) S: Petrifying bite

CROCODILE, NORMAL: AC: 15 HD: 3 AT: Bite (1d6)

DJINNI: AC: 15 HD: 7 AT: Fist or weapon +7

(2d6) S: Flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4 AT: Claw +4

(1d6) S: Imitate humanoids, immune to sleep and charm; +5 on magic saves

DRAGON, BLACK: AC: 17 HD: 7 AT: 2 claws +7 (1d6), bite +7 (2d6) S: Flies, breathes line of acid (7d6)

DRAGON, BLUE: AC: 17 HD: 9 AT: 2 claws +9 (1d6), bite +9 (3d6) S: Flies, breathes line of lightning (9d6)

DRAGON, BRASS: AC: 17 HD: 7 AT: 2 claws +7 (1d6), bite +7 (2d6) S: Flies, breathes cloud of sleep or fear gas

DRAGON, BRONZE: AC: 17 HD: 9 AT: 2 claws +9 (1d6), bite +9 (3d6) S: Flies, breathes lightning (9d6) or repulsion

DRAGON, COPPER: AC: 17 HD: 8 AT: 2 claws +8 (1d6), bite +8 (2d6) S: Flies, breathes acid cloud (8d6) or slow

DRAGON, GOLD: AC: 19 HD: 11 AT: 2 claws +11 (1d6), bite +11 (3d6) S: Flies, breathes cloud of poisonous gas or cone of fire (11d6), uses magic as MU of level 1 to 8 (by age), assume human form

DRAGON, GREEN: AC: 17 HD: 8 AT: 2 claws +8 (1d6), bite +8 (2d6) S: Flies, breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 17 HD: 10 AT: 2 claws +10 (1d6), bite +10 (3d6) S: Flies, breathes cone of fire (10d6), uses magic as MU of level 1 to 6 (by age -2), assume human form

DRAGON, SILVER: AC: 18 HD: 10 AT: 2 claws +10 (1d6), bite +10 (3d6) S: Flies: breathes cloud of poisonous gas or cone of cold (10d6), uses magic as MU of level 1 to 8 (by age), assume human form

DRAGON, WHITE: AC: 17 HD: 6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: Flies, breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2 AT: None S: Charm

DWARF: AC: 15 HD: 1 AT: Warhammer +1 (1d6) S: Standard dwarf abilities

EFREET: AC: 16 HD: 10 AT: Slam +10 (2d6) S: Flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12 AT: Slam +12 (2d6) S: Whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12 AT: Slam +12 (2d6) S: Tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12 AT: Slam +12 (2d6) S: Ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12 AT: Slam +12 (2d6) S: Overturn boats, extra damage against swimming foes (1d6)

ELF: AC: 14 HD: 1 AT: Sword or longbow (1d6) S: Standard elf abilities

GARGOYLE: AC: 14 HD: 4 AT: Claws or bite +4 (1d6), horns +4 (1d6) S: Fly

GELATINOUS CUBE: AC: 11 HD: 4 AT: Slam +4 (2d6) S: Touch paralyzes, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2 AT: Claws or bite +2 (1d6) S: Undead immunities touch paralyzes, humans slain by ghouls rise again as ghouls in 24 hours

GIANT, CLOUD: AC: 17 HD: 13 AT: Weapon +13 (3d6) or hurl rocks +13 (3d6) S: Only surprised on a 1

GIANT, FIRE: AC: 16 HD: 12 AT: Weapon +12 (2d6) or hurl rocks +12 (2d6) S: Immune to fire

GIANT, FROST: AC: 15 HD: 11 AT: Weapon +11 (2d6) or hurl rocks/ice +11 (2d6) S: Immune to cold

GIANT, HILL: AC: 15 HD: 8 AT: Weapon +8 (2d6) or hurl rocks +8 (2d6)

GIANT, STONE: AC: 20 HD: 9 AT: Stone club +9 (2d6) or hurl rocks +9 (2d6)

GIANT, STORM: AC: 18 HD: 16 AT: Weapon +16 (3d6) or hurl rocks +16 (3d6) S: Control weather

GNOLL: AC: 14 HD: 2 AT: Weapon +2 (1d6)

GOBLIN: AC: 12 HD: 1d6 AT: Weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM, CLAY: AC: 12 HD: 10 AT: Fist (3d10) S: Immune to slashing and piercing weapons, immune to most spells

GOLEM, FLESH: AC: 10 HD: 12 AT: Fists +12 (1d6) S: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells

GOLEM, IRON: AC: 16 HD: 13 AT: Fists or weapon +13 (1d6) S: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic

GOLEM, STONE: AC: 14 HD: 16 AT: Fist +15 (1d6) S: Unaffected by +2 or lesser weapons, slowed by fire, healed/damages by rock to mud, immune to most magic

GORGON: AC: 17 HD: 8 AT: Gore +8 (216) S: Breathes petrifying gas

GREY OOZE: AC: 12 HD: 3 AT: Strike +3 (1d6) S: Acid destroys armor in one round, deals automatic damage after the first hit, immune to blunt/crushing attacks, spells, fire and cold

GRIFFON: AC: 16 HD: 7 AT: 2 claws +7 (1d6), bite +7 (2d6) S: Flies

HARPY: AC: 12 HD: 3 AT: Talons or weapon +3 (1d6) S: Flies, siren-song (Charm Person)

HELL HOUND: AC: 15 HD: 5 AT: Bite +5 (1d6) S: Breathe fire (10 HP damage)

HIPPOGRIFF: AC: 14 HD: 3 AT: 2 claws +3 (1d6), bite +3 (1d6) S: Flies

HOBGOBLIN: AC: 14 HD: 1 AT: Weapon +1 (1d6)

HORSE, RIDING: AC: 12 HD: 2 AT: Bite or kick +2 (1d6)

HORSE, WAR: AC: 12 HD: 3 AT: Bite +3 (1d6) or kick +3 (2d6)

HUMAN, BANDIT/SOLDIER: AC: 12 HD: 1 AT: Weapon +1 (1d6)

HUMAN, BERSERKER: AC: 12 HD: 1 AT:

Weapon +1 (1d6), Special Berserking (+2 to hit)

HUMAN, COMMON MAN: AC: 11 HD: 1d6 AT:

Weapon +0 (1d6)

HUMAN, SERGEANT-AT-ARMS: AC: 12 HD: 1 AT: Weapon (1d8)

HUMAN, SERGEANT-AT-ARMS: AC: 14 HD: 3 AT: Weapon +3 (1d6)

HYDRA (14 Headed): AC: 14 HD: 14 AT: 1 bite (1d6) per head S: 20% chance fire-breathing or regenerating; smaller hydras are 1 HD per head
INVISIBLE STALKER: AC: 16 HD: 8 AT: 1 bite +8 (1d6) S: Flies, invisible

KOBOLD: AC: 13 HD: 1d4 AT: Weapon +0 (1d6)

LEECH, GIANT: AC: 11 HD: 2 AT: 1 bite S: Suck blood, drains 1 level per turn following round

LEPRECHAUN: AC: 11 HD: 1d4 AT: Theft, magic S: Invisible, polymorph non-living objects, illusions and ventriloquism at will; steal small valuable item (75% successful, 25% chance if dropping per turn chased), 80% magic resistant, never surprised

LICH: AC: 20 HD: 16 AT: Touch +HD (1d6) S: Undead immunities, touch causes paralysis (no save), cause fear in creatures under 4th level/HD; magic-user or cleric level equals hit dice

LION: AC: 13 HD: 5 AT: 2 claws (1d4), 1 bite (1d8)

LIZARDMAN: AC: 14 HD: 2 AT: Claws or weapon +2 (1d6) S: Breathe underwater

LURKER, CEILING: AC: 13 HD: 10 AT: Wing smother +10 (1d6) S: Those hit take 1d6 damage/turn and smother in 1d6 turns

LYCANTHROPE, WEREBEAR: AC: 17 HD: 7 AT: 2 claws +7 (1d6), bite +7 (1d6) S: Lycanthropy, extra 2d6 damage if both claws hit

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4 AT: Tusks +6 (1d6) S: Lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 13 HD: 3 AT: Bite or weapon +3 (1d6) S: Lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 16 HD: 5 AT: 2 claws +5 (1d6), bite +5 (2d6) S: Lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4 AT: Bite +4 (2d6) S: Lycanthropy

MANTICORE: AC: 15 HD: 6 AT: Claws +6 (1d6) or bite +6 (2d6) S: Flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 14 HD: 6 AT: Weapon +6 (1d6) S: Onlookers turn to stone, hair attacks at +3 (poison bite), averting eyes reduces to hit by 4 and grants +2 to medusa attacks.

MERMAN: AC: 13 HD: 1 AT: Weapon +1 (1d6) S: Breathe water, swim

MINOTAUR: AC: 13 HD: 6 AT: Weapon or head gore +6 (1d6) S: Never lost in mazes

MUMMY: AC: 16 HD: 6 AT: Touch +6 (1d6) S: Mummy rot curse if hit (no more healing), undead immunities, hit only by magic weapons (for half damage), spells, and fire

NAGA, GUARDIAN: AC: 14 HD: 12 AT: Bite +12 (1d3 + poison), spit +12 (30 range, poison), constrict +12 (1d6/rd until freed) S: Spells as 6th level Cleric

NAGA, SPIRIT: AC: 14 HD: 10 AT: Bite +10 (1d3 + poison), S: Spells as 6th level Cleric and 7th level Magic-User, gaze (permanent charm)

NAGA, WATER: AC: 14 HD: 8 AT: Bite +10 (1d3 + poison), S: Spells as 5th level magic-user (no fire or lightning)

NIXIE: AC: 12 HD: 1d4 AT: Weapon +1 (1d6) S: Swims, charm

OCHRE JELLY: AC: 11 HD: 6 AT: Acid strike +6 (1d6) S: A hit destroys organic material, lightning divides jelly into three jellies, each doing +2 (1d6) damage

OCTOPUS, GIANT: AC: 12 HD: 4 AT: 1d3 (initial success, then 1d6 following rounds) S: Jet, Ink

OGRE MAGE: AC: 15 HD: 5 AT: weapon +5 (2d6) S: Flies, magic use (turn invisible, darkness 10' radius, sleep, charm person, cone of frost)

OGRE: AC: 14 HD: 4 AT: Weapon +4 (1d6+2)

ORC: AC: 13 HD: 1 AT: Weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5 AT: 2 claws or bite +5 (1d6) S: Hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 4 AT: Hooves +4 (1d6) S: Flies

PIERCER: AC: 16 HD: 4 AT: 1 drop/pierce (1d6 per HD)

PIXIE: AC: 12 HD: 1 AT: Weapon +1 (1d6) S: Flies, charm, naturally invisible

PURPLE WORM: AC: 13 HD: 15 AT: Bite or sting +15 (1d6) S: Poison sting (1d6 STR), swallows whole on roll 4 higher than needed to hit, swallowed creatures take 1d6 automatic damage every round

RAKSHASA: AC: 23 HD: 7 AT: Claws, bite or weapon +7 (d6) S: Spells as 1d3 level Magic-User and 1st level cleric, immune to non-magic weapons, below +3 weapons do 50% damage, blessed crossbow bolt kill instantly

RAT, GIANT: AC: 12 HD: 1 AT: Bite +1 (1d3) S: 1 in 20 chance of disease from bite

RAT, MONSTROUS: AC: 13 HD: 3 AT: Bite or claws +3 (1d6) S: 1 in 20 chance of disease from bite

ROC: AC: 15 HD: 12 AT: Claws or bite +12 (3d6) S: Flies

SALAMANDER: AC: 15 HD: 7 AT: Touch or constrict +8 (1d6) S: Heat does 1d6 to nearby creatures, immune to fire

SEA MONSTER: AC: 17 HD: 30 AT: Bite +15 (4d6) S: Swallows whole on roll 4 higher than needed to hit or on natural 20, swallowed creatures take 1d6 automatic damage every turn

SEA SERPENT: AC: 13 HD: 15 AT: Bite +15 (4d6) S: Swallows whole on roll 4 higher than needed to hit or on natural 20, swallowed creatures take 1d6 automatic damage every turn

SHADOW: AC: 12 HD: 3 AT: Touch +3 (1d6) S: Drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24 hours later as a shadow

SHAMBLING MOUND: AC: 18 HD: 14 AT: 2 fists (2d8) S: Immunities, enfold and suffocate victims

SHRIEKER: AC: 12 HD 3 AT: None S: Shriek

SKELETON: AC: 12 HD: 1d6 AT: Weapon or strike +1 (1d6) S: Undead immunities

SLITHERING TRACKER: AC: 14 HD: 4 AT: No normal attack S: Transparent, paralysis

SLUG, GIANT: AC: 11 HD: 12 AT: Bite +12 (1d6) S: Spits acid (2d6)

SNAKE, CONSTRICTOR: AC: 14 HD: 2 AT:

Constriction (1d3) S: On successful attack, automatic 1d3 damage thereafter until dead

SNAKE, GIANT CONSTRICTOR: AC: 14 HD: 6 AT: Constriction +4 (1d6) S: On successful attack, automatic 1d6 damage thereafter until dead

SNAKE, GIANT VIPER: AC: 14 HD: 4 AT: Bite +4 (1d3 + poison) S: Poison bite

SNAKE, VIPER: AC: 14 HD: 1 AT: Bite +1 (1hp + poison) S: Poison bite

SPECTRE: AC: 17 HD: 7 AT: Touch +7 (1d6) S: Undead immunities, drains 2 levels per hit, creatures reduced to 0 levels will rise 24 hours later as a spectre

SPIDER, GIANT (Greater, 6-foot diameter): AC: 15 HD: 4 AT: Bite (1d6+2) + poison S: Poison (save or die), webs

SPIDER, GIANT (Man-sized, 4-foot diameter): AC: 13 HD: 2 AT: Bite (1d6) + poison S: Poison (+1 save or die), surprise

SPIDER, GIANT (Smaller): AC: 11 HD: 1 AT: Bite (1 hp) + poison S: Poison (+2 save or die)

SPIDER, PHASE: AC: 16 HD: 2 AT: Bite (1d6) + poison S: Poison (+1 save or die), phase shifting

SQUID, GIANT: AC: 16 (body shell), 12 (tentacles and front) HD: 6 AT: 10 (1d3) S: Jet, ink, constrict

STIRGE: AC: 12 HD: 1 AT: Sting +1 (1d6) S: Attaches on a hit and will deal 1d6 automatically damage every round

TICK, GIANT: AC: 15 HD: 3 AT: bite+3 (1d6) S: Attaches on a hit and will deal 1d6 damage automatically every round

TITAN: AC: -3[22] HD: 16 AT: Weapon+15 (2d6) S: Spells

TOAD, GIANT: AC: 12 HD: 2 AT: Bite +2 (1d6) S: Surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TRAPPER BEAST: AC: 16 HD: 11 AT: 1 enfold S: Immunities; enfold and smother

TREANT: AC: 17 HD: 7 AT: 2 strikes (2d6, 3d6, or 4d6) S: Control trees

TROLL: AC: 15 HD: 6 AT: Claws +6 (1d6) S: Regenerate 3 hp per round (except acid or fire damage)

UNICORN: AC: 17 HD: 5 AT: Hoofs or horn +5 (1d6) S: Double damage for charge, 25% magic resistance, teleport, horn can cure damage or disease

VAMPIRE: AC: 17 HD: 9 AT: Bite +9 (1d6) S: Undead immunities, hit only by magical weapons, regenerate 3 hp per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, summons bats or wolves, immobilized and

apparently dead if a stake is driven through its heart, drowns under water in one round, creatures reduced to 0 levels will rise 24 hours later as a vampire under the control of their creator

WAR DOG: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WIGHT: AC: 14 HD: 3 AT: claw +3 (1d6) S:

Undead immunities, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9 AT: Shock +9 (1d6+4) S: Flies

WOLF: AC: 12 HD: 2 AT: Bite +2 (1d6)

WORG: AC: 13 HD: 4 AT: Bite +4 (2d6)

WRAITH: AC: 16 HD: 4 AT: Touch +4 (1d6) S:

Undead immunities, only hit by magic or silver weapons, arrows do a max 1 HP damage, drains a level per hit, creatures reduced to 0 levels will rise 24 hours later as a wraith

WYVERN: AC: 16 HD: 8 AT: Bite or sting +8 (1d6) S: Poison sting (1d6 STR), flies

YELLOW MOLD: AC: n/a HD: n/a AT: 1d6 if touched S: If struck, 50% releases poisonous spore cloud, destroyed by fire

YETI: AC: 13 HD: 5 AT: 2 fists (1d6) S: Immune to cold, hug, fear

ZOMBIE: AC: 11 HD: 2 AT: Weapon or strike +2 (1d6) S: Undead immunities, always lose initiative

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