THE BLACK HACK

CLASSIC
MONSTERS

Contents

Preface

Classic Monsters is a supplement aimed at giving *Black Hack* GMs rules for a wide range of monsters. The monsters have been selected from B/X and First Edition rules of *The World's Most Popular Fantasy Role-playing Game*. This makes *Classic Monsters* particularly handy for GMs who wish to run adventures written for those early games and their many clones.

Classic Monsters uses an index format which makes the assumption that GMs will already be familiar with the majority of the monsters included. However, should you need further information about a monster, most of it can be easily found with a quick internet search. In each entry, key game terms are presented in bold italics in the same way as they are in *The Black Hack Second Edition* rule book.

Ankheg - HD3

Mandibles - STR (*1 Close*) **5 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage**.

Ankheg - HD8

Mandibles - STR (*1 Close*) **10 dmg**

Spit acid - DEX (*1 Nearby*) **7 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage**.
- *It burns! Acid deals* **Ongoing Damage**, *needing a successful* **CON Test** *to stop*.

Ant, Giant Worker - HD2

Mandibles - STR (*1 Close*) **3 dmg**

- *Pheromone spray! If threatened, a worker ant will release pheromones which will summon 1d6* **Nearby** *soldier ants to its aid*.

Ant, Giant Soldier - HD3

Mandibles - STR (*1 Close*) **4 dmg**

Poisonous sting - STR (*1 Close*) **3 dmg**

- *Stinger! After a successful bite, the ant will use its poisonous sting on its next attack against the same target. If it hits, the victim must make a successful* **CON Test** *or take an additional 6 damage*.

Ant, Giant Queen - HD6

Mandibles - STR (*1 Close*) **7 dmg**

- *Hive mind! The ant queen can control all* **Close** *and* **Nearby** *ants telepathically*.

Ape, Man-eating - HD5

Club fists - STR (*1 Close*) **4 dmg**

- *Rend flesh! If a failed* **Defence Roll** *is an odd number, the target takes* **Ongoing Damage** *until they make a successful* **STR Test** *as an* **Action**.

Basilisk - HD6

Bite - STR (*1 Close*) **7 dmg**

- *Stony stare! Turns a* **Close** *or* **Nearby** *target to stone unless they make a successful* **WIS Test**. *A basilisk's stare may be avoided by taking all* **Actions** *with* **Disadvantage**.

Bat, Giant - HD2

Bite - STR (*1 Close*) **2 dmg**

- *Echolocation! Giant bats suffer no penalties in darkness, but in daylight, opponents make* **Attack**/**Defence Rolls** *with* **Advantage**.

Bear, Black - HD3

Claw, claw, bite - STR (*1 Close*) **4 dmg**

- *Huggy bear! If a failed* **Defence Roll** *is an odd number, the target takes* **Ongoing Damage** *until they make a successful* **STR Test** *as an* **Action**.

Bear, Grizzly - HD5

Claw, claw, bite - STR (*1 Close*) **6 dmg**

- *Huggy bear! If a failed* **Defence Roll** *is an odd number, the target takes* **Ongoing Damage** *until they make a successful* **STR Test** *as an* **Action**.

Bear, Polar - HD6

Claw, claw, bite - STR (*1 Close*) **7 dmg**

- *Huggy bear! If a failed* **Defence Roll** *is an odd number, the target takes* **Ongoing Damage** *until they make a successful* **STR Test** *as an* **Action**.

Bear, Cave - HD7

Claw, claw, bite - STR (*1 Close*) **8 dmg**

- *Huggy bear! If a failed* **Defence Roll** *is an odd number, the target takes* **Ongoing Damage** *until they make a successful* **STR Test** *as an* **Action**.

Beetle, Giant Bombardier - HD2

Mandibles - STR (*1 Close*) **4 dmg**

- *Acid cloud! Fired from abdomen once per combat, deals 6 points of damage to all **Nearby** targets unless they make successful **DEX Tests**.*

Beetle, Giant Boring - HD5

Mandibles - STR (*1 Close*) **7 dmg**

- *Hive mind! Boring beetles communicate telepathically with each other and have a collective **INT** of 1 point per **Close** or **Nearby** boring beetle.*

Beetle, Giant Fire - HD1

Mandibles - STR (*1 Close*) **3 dmg**

- *Afterglow! Three glowing glands continue to illuminate the **Nearby** area for 1d6 **Days** after removal from a dead fire beetle.*

Beetle, Giant Rhinoceros - HD12

Horn - STR (*1 Close*) **13 dmg**

- *Tough carapace! Any blow to the beetle that deals 2 or less points of damage just bounces off.*

Beetle, Giant Stag - HD7

Mandibles - STR (*1 Close*) **10 dmg**

- *Tough carapace! Any blow to the beetle that deals 2 or less points of damage just bounces off.*

Beetle, Giant Water - HD4

Mandibles - STR (*1 Close*) **6 dmg**

- *Dragged under! If a failed **Defence Roll** is a 19 or 20, the target is pulled under water and takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*

Black Pudding - HD10

Pseudopod - STR (*1 Close*) **8 dmg**

- *Acidic excretions! A hit permanently dissolves 1 **Armour Die**. Once all armour is dissolved, further hits do double damage.*

- *Split! Slashing or lightning-based attacks that hit cause the pudding to split into 2 puddings that share **HP**.*

- *Immunity! Normal weapons, cold, and lightning do no damage to a black pudding. Fire does normal damage.*

Blink Dog - HD4

Bite - STR (*1 Close*) **3 dmg**

- *Teleportation! If a blink dog has **Initiative**, it may attack and teleport to any **Nearby** location and force a new **Initiative Test** before its opponents can strike back.*

Boar, Wild - HD3

Tusks - STR (*1 Close*) **6 dmg**

- *Unstoppable! Continues fighting at 0**HP** for 3 more **Turns** or until it is reduced to -7**HP**.*

Boar, Giant - HD7

Tusks - STR (*1 Close*) **8 dmg**

- *Unstoppable! Continues fighting at 0**HP** for 3 more **Turns** or until it is reduced to -11**HP**.*

Brownie - HD½

Sword - STR (*1 Close*) **1 dmg**

- *Vanished! - A brownie may hide, becoming effectively invisible in natural surroundings.*

- *Spell-like abilities! As an **Action**, use 1 of the following abilities (once per **Day**, per ability):*

    ***Ventriloquism** - The brownie's voice emanates from any **Nearby** location.*

    ***Dimension Door** - Teleports the target to a **Distant** location.*

Bugbear - HD3

Spiked club - STR (*1 Close*) **5 dmg**

- *Maneater! Bugbears crave human flesh. Any human wounded by a bugbear defends with **Disadvantage** against the next attack.*

Bulette - HD9

Claw, claw, bite - STR (*1 Close*) **20 dmg**

- *Sharknado! Once per combat, a bulette can jump to a **Nearby** area and attack up to 4 opponents who are **Close** to one another dealing 8 damage to each of them.*
- *Tough carapace! All normal blows to the bulette that deal 2 or less points of damage just bounce off.*
- *Soft underbelly! Blows to the bulette's soft underbelly do double damage but are rolled with **Disadvantage** to hit.*

Cat, Mountain Lion - HD3

Claw, claw, bite - STR (*1 Close*) **5 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Cat, Lion - HD5

Claw, claw, bite - STR (*1 Close*) **7 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Cat, Panther - HD4

Claw, claw, bite - STR (*1 Close*) **6 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Cat, Tiger - HD6

Claw, claw, bite - STR (*1 Close*) **8 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Cat, Sabre-toothed Tiger - HD8

Claw, claw, bite - STR (*1 Close*) **10 dmg**

- *Pin prey! If the tiger hits a victim, and the **Defence Roll** was an odd number, the victim is pinned to the floor by the tiger's claws and takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*

Cave Fisher - HD3

Bite - STR (*1 Close*) **4 dmg**

- *Trapline! Lowers a sticky trapline from above. Requires a successful **INT Test** rolled with **Disadvantage** to spot it. A trapped victim is reeled in for a bite next **Turn** and takes **Ongoing Damage** until they make a successful **STR Test** with **Disadvantage** as an **Action** to break free.*

Centaur - HD4

Oak club - STR (*1 Close*) **5 dmg**
Long bow - DEX (*1 Faraway*) **6 dmg**

- *Kicking hooves! All attackers that are **Close** to a centaur at the end of their **Turn** must make a successful **DEX Test** or take 3 points of damage.*

Centipede, Giant - HD¼

Bite - STR (*1 Close*) **0 dmg**

- *Venom! A victim bitten by a centipede must make a successful **CON Test** or take 3 points of damage and make all other **Tests** with **Disadvantage** until they **Rest**.*

Chimera - HD9

Claws & bites - STR (*1-3 Close*) **6 dmg**

- *Dragon breath! The dragon head can breathe a jet of flames up to 3 times per **Day**. It targets a single **Nearby** opponent, dealing 12 points of damage. The damage is halved if the target makes a sucessful **DEX Test**.*

Cockatrice - HD5

Beak - STR (*1 Close*) **3 dmg**

- *Petrifying touch! Any physical contact with a cockatrice will turn the target to stone immediately unless they make a successful CON Test.*

Crab, Giant - HD3

Pincers - STR (*1 Close*) **5 dmg**

- *Tough carapace! All normal blows to a crab that deal 2 or less points of damage just bounce off.*

Crayfish, Giant - HD4

Pincers - STR (*1 Close*) **6 dmg**

- *Tough carapace! All normal blows to a crayfish that deal 2 or less points of damage just bounce off.*

Crocodile - HD3

Bite - STR (*1 Close*) **6 dmg**

- *Death roll! If a failed Defence Roll is a 19 or 20, the target is trapped in the croc's jaws and takes Ongoing Damage until they make a successful STR Test as an Action.*

Crocodile, Giant - HD7

Bite - STR (*1 Close*) **10 dmg**

- *Death roll! If a failed Defence Roll is a 19 or 20, the target is trapped in the croc's jaws and takes Ongoing Damage until they make a successful STR Test with Disadvantage as an Action.*

Cyclops - HD13

Club - STR (*1 Close*) **14 dmg**

Hurl rock - DEX (*1 Nearby/Faraway*) **14 dmg**

- *Poor vision! Defence Rolls made against a cyclops are rolled with Advantage.*

Djinni - HD7

Fist - STR (*1 Close*) **8 dmg**

- *Whirlwind! The djinni forms a whirlwind that cuts a path through a Nearby area. All targets in its path take 6 damage and are thrown to the ground unless they make a successful DEX Test.*

- *3 wishes! A djinni can grant up to 3 wishes per Day, but they'll be tricksy and the results will be a bit ticky tacky.*

- *Immunity! Can only be harmed by magical weapons and magical attacks.*

- *Invisibility! A djinni can become invisible at will up to 3 times per Day.*

Dog, War - HD2

Bite - STR (*1 Close*) **4 dmg**

- *Run & jump! At the start of a combat, if a dog wins Initiative, it can charge a Nearby opponent. The target must make a successful DEX Test or be knocked over. A knocked over opponent must then defend against a bite attack and their Defence Roll will be made with Disadvantage.*

Dragon, Black - HD7

Bite - STR (*1 Close*) **10 dmg**

- *Acid breath! Can shoot a jet of acid up to 3 times per Day. The jet targets a single Nearby opponent dealing 14 points of damage. The damage is halved if the target makes a successful DEX Test.*

- *Speak & spell! 20% chance of speech and spellcasting. Up to 4 first level spells (see appendix C p.35).*

- *Sleepy head! 40% chance of being asleep when encountered.*

Dragon, Blue - HD9

Bite - STR (*1 Close*) **15 dmg**

- *Lightning breath! Can shoot a bolt of lightning up to 3 times per **Day**. The bolt targets a single **Nearby** opponent dealing 18 points of damage. The damage is halved if the target makes a successful **DEX Test**.*
- *Speak & spell! 40% chance of speech and spellcasting. Up to 4 first and 4 second level spells (see appendix C p.35).*
- *Sleepy head! 20% chance of being asleep when encountered.*

Dragon, Brass - HD7

Bite - STR (*1 Close*) **9 dmg**

- *Sleep/fear breath! Can breathe a cloud of sleep or fear gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head unless they make a successful **DEX Test**. Affected **Creatures** fall asleep for 1d4 **Hours** or run away in fear until the combat is over.*
- *Speak & spell! 30% chance of speech and spellcasting. Up to 3 first and 3 second level spells (see appendix C p.35).*
- *Sleepy head! 50% chance of being asleep when encountered.*

DRAGON AGES

Young Adult *-3 bite damage* *-6 breath damage*	Will typically have 3 **HD** less than listed. Chance of speech is rolled with **Disadvantage**. Chance of being asleep is rolled with **Advantage** (less sleepy)
Adult	All stats as listed
Ancient *+3 bite damage* *+6 breath damage*	Will typically have 3 **HD** more than listed. Chance of speech is rolled with **Advantage**. Chance of being asleep is rolled with **Disadvantage** (more sleepy)

Dragon, Bronze - HD9

Bite - STR (*1 Close*) **12 dmg**

- *Lightning breath! Can shoot a bolt of lightning up to 3 times per **Day**. The bolt targets a single **Nearby** opponent dealing 18 points of damage. The damage is halved if the target makes a successful **DEX Test**.*
- *Repulsive breath! Can breathe a cloud of repulsive gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head unless they make a successful **DEX Test**. Affected **Creatures** move away from the dragon for the next 6 **Moments**.*
- *Speak & spell! 60% chance of speech and spellcasting. Up to 2 first, 2 second and 2 third level spells (see appendix C p.35).*
- *Sleepy head! 25% chance of being asleep when encountered.*

Dragon, Copper - HD8

Bite - STR (*1 Close*) **11 dmg**

- *Acid breath! Can shoot a jet of acid up to 3 times per **Day**. The jet targets a single **Nearby** opponent dealing 16 points of damage. The damage is halved if the target makes a successful **DEX Test**.*
- *Slowing breath! Can breathe a cloud of slow gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head unless they make a successful **DEX Test**. Affected **Creatures** move at half speed and may only take an **Action** once every other **Turn** until the end of the combat.*
- *Speak & spell! 45% chance of speech and spellcasting. Up to 3 first and 3 second level spells (see appendix C p.35).*
- *Sleepy head! 40% chance of being asleep when encountered.*

Dragon, Gold - HD11

Bite - STR (*1 Close*) **18 dmg**

- *Fire breath! Can breathe a cone of fire up to 3 times per **Day**. The fire affects all **Nearby Creatures** in a 45° arc from the front of the dragon's head, doing 22 points of damage. The damage is halved if the targets make successful **DEX Tests**.*
- *Chlorine breath! Can breathe a cloud of chlorine gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head, doing 22 points of damage. The damage is halved if the targets make successful **DEX Tests**.*
- *Speak & spell! 100% chance of speech and spellcasting. Up to 4 first, 4 second and 4 third level spells (see appendix C p.35).*
- *Sleepy head! 5% chance of being asleep when encountered.*
- *Polymorph! A gold dragon may polymorph at will in to any animal or humanoid form.*

Dragon, Green - HD8

Bite - STR (*1 Close*) **11 dmg**

- *Chlorine breath! Can breathe a cloud of chlorine gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head, doing 16 points of damage. The damage is halved if the targets make successful **DEX Tests**.*
- *Speak & spell! 30% chance of speech and spellcasting. Up to 3 first, 3 second and 3 third level spells (see appendix C p.35).*
- *Sleepy head! 30% chance of being asleep when encountered.*
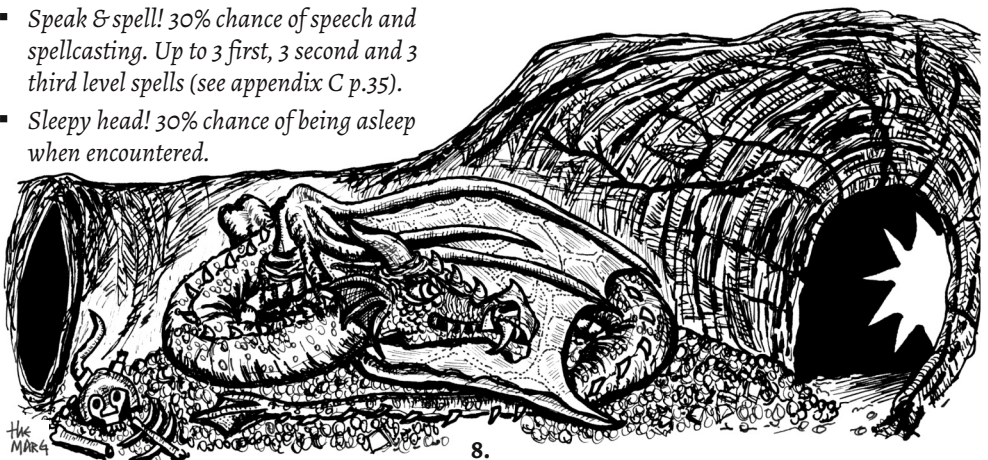
Dragon, Red - HD10

Bite - STR (*1 Close*) **16 dmg**

- *Fire breath! Can breathe a cone of fire up to 3 times per **Day**. The fire affects all **Nearby Creatures** in a 45° arc from the front of the dragon's head, doing 20 points of damage. The damage is halved if the targets make successful **DEX Tests**.*
- *Speak & spell! 50% chance of speech and spellcasting. Up to 3 first, 3 second and 3 third level spells (see appendix C p.35).*
- *Sleepy head! 10% chance of being asleep when encountered.*

Dragon, Sea - HD8

Bite - STR (*1 Close*) **11 dmg**

- *Poisonous spittle! Can spit poison at a group of up to 4 **Nearby Creatures** up to 3 times per **Day**. The poison takes targets **Out of Action** unless they make successful **DEX Tests**.*
- *Speak & spell! 20% chance of speech and spellcasting. Up to 3 first and 3 second level spells (see appendix C p.35).*
- *Sleepy head! 30% chance of being asleep when encountered.*
- *Gliding! A sea dragon can burst from the water and glide above its surface for up to 6 **Turns** at a time.*

Dragon, Silver - HD10

Bite - STR (*1 Close*) **16 dmg**

- *Frost breath! Can breathe a cone of frost up to 3 times per **Day**. The frost affects all **Nearby Creatures** in a 45° arc from the front of the dragon's head, doing 20 points of damage. The damage is halved if the targets make successful **DEX Tests**.*

- *Paralyzing breath! Can breathe a cloud of paralyzing gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head unless they make a successful **DEX Test**. Affected **Creatures** are paralyzed for 1d4 **Hours**.*

- *Speak & spell! 75% chance of speech and spellcasting. Up to 2 first, 2 second and 2 third level spells (see appendix C p.35).*

- *Sleepy head! 15% chance of being asleep when encountered.*

Dragon, White - HD6

Bite - STR (*1 Close*) **8 dmg**

- *Frost breath! Can breathe a cone of frost up to 3 times per **Day**. The frost affects all **Nearby Creatures** in a 45° arc from the front of the dragon's head, doing 12 points of damage. The damage is halved if the targets make successful **DEX Tests**.*

- *Speak & spell! 10% chance of speech and spellcasting. Up to 3 first level spells (see appendix C p.35).*

- *Sleepy head! 50% chance of being asleep when encountered.*

Dragon Turtle - HD30

Bite - STR (*1 Close*) **30 dmg**

- *Steam breath! Can breathe a cloud of steam up to 3 times per **Day**. The steam affects all **Nearby Creatures** in a 90° arc from the front of the dragon's head, doing 60 points of damage. The damage is halved if the targets make successful **DEX Tests**.*

Dragonne - HD9

Claw, claw, bite - STR (*1 Close*) **9 dmg**

- *Mighty roar! Produces a deafening roar that reduces the **STR** of all **Nearby Creatures** by half for the remainder of the combat unless they make a successful **CON Test**.*

Dryad - HD2

Dagger - STR (*1 Close*) **2 dmg**

- *Charm! A dryad can charm an opponent and disappear with them into her tree. A successful **WIS Test** means that the charm is resisted.*

Dwarf - HD1

Hammer - STR (*1 Close*) **3 dmg**
Crossbow - STR (*1 Faraway*) **2 dmg**

- *Dwarven mail! Any damage dice roll against a dwarf is halved if the roll is even.*

- *Leaders! Larger groups may have a leader (**HD6**, **7 dmg**) and/or one or more sub-leaders (**HD4**, **5 dmg**).*
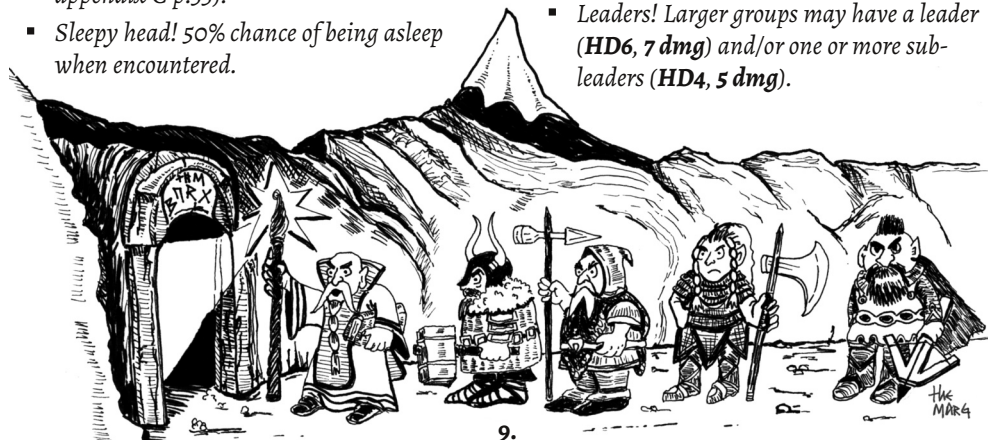
Eagle, Giant - HD4

Talons, Beak - STR (*1 Close*) **5 dmg**

- *Swooping attack! If an eagle wins* **Initiative** *at the start of combat, it can swoop in and attack doing double damage.*

Eel, Electric - HD2

Bite - STR (*1 Close*) **5 dmg**

- *Jolt! Once per combat, an electric eel can give out an electric shock to all* **Close** *and* **Nearby Creatures** *doing 8 damage. A successful* **CON Test** *halves the damage.*

Efreeti - HD10

Two-handed Sword - STR (*1 Close*) **12 dmg**

- *Wall of fire! Once per* **Day**, *an efreeti can create a large wall of fire up to 60 feet long. The wall lasts for up to 3d6* **Turns**. *Passing through it does 15 damage.*
- *3 wishes! An efreeti can grant up to 3 wishes per* **Day**, *but they'll be tricksy and the results will be a bit ticky tacky.*

Elemental, Air - HD12

Elemental Attack - STR (*1 Close*) **10 dmg**

- *Whirlwind! The elemental forms a whirlwind that cuts a path through a* **Nearby** *area. All targets in its path take 6 damage and are thrown to the ground and lose their next* **Action** *unless they make a successful* **DEX Test**.
- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Elemental , Earth - HD12

Elemental Attack - STR (*1 Close*) **10 dmg**

- *Earthquake! The elemental causes the ground to shake. All* **Nearby Creatures** *fall to the ground and lose their next* **Action** *unless they make a successful* **DEX Test**.
- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Elemental, Fire - HD12

Elemental Attack - STR (*1 Close*) **10 dmg**

- *Wall of fire! Three times per* **Day**, *the elemental can create a large wall of fire up to 60 feet long. The wall lasts for up to 3d6* **Turns**. *Passing through it does 15 damage.*
- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Elemental, Water - HD12

Elemental Attack - STR (*1 Close*) **10 dmg**

- *Tsunami! Three times per* **Day**, *the elemental can create crashing waves strong enough to drown swimming* **Creatures** *unless they make a successful* **CON Test**. *Drowning victims are taken* **Out of Action**.
- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Elephant - HD9

Tusks - STR (*1 Close*) **10 dmg**
Trample - DEX (*1d4 Nearby*) **12 dmg**

- *Stomp! Once trampled, a victim takes* **Ongoing Damage** *unless they make a successful* **DEX Test**.

Elf - HD1

Sword - STR (*1 Close*) **3 dmg**

Longbow - DEX (*1 Faraway*) **3 dmg**

- *Fleet-footed! An elf can move from **Faraway** to **Close** in a single **Turn**.*
- *Leaders! Larger groups may have a leader (**HD6**, **7 dmg**) and/or one or more sub-leaders (**HD4**, **5 dmg**).*

Ettin - HD10

Clubs - STR (*2 Close*) **10 dmg**

- *Alert! At least one of the ettin's heads will be awake at all times, making it difficult to catch them unawares. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Ferret, Giant - HD1
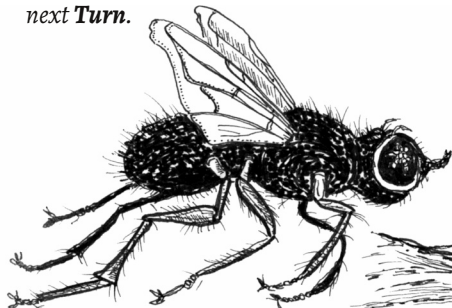
Bite - STR (*1 Close*) **2 dmg**

- *Quick reflexes! All **Initiative** rolls made against a ferret are rolled with **Disadvantage**.*

Fish, Giant Catfish - HD8

Bite - STR (*1 Close*) **8 dmg**

Feelers - DEX (*1d4 Nearby*) **1 dmg**

- *Ensnared! A feeler hit means that the target is **Stuck** until they make a succesful **STR Test** as an **Action**. If they remain **Stuck** they must **Defend** with **Disadvantage** against a bite attack from the catfish on its next **Turn**.*

Fish, Giant Piranha - HD3

Bite - STR (*1 Close*) **4 dmg**

- *Blood lust! Once piranhas taste blood they do not have to make **Morale Tests** for the rest of that combat.*
- *Feeding frenzy! Up to 8 piranhas can attack a single opponent at the same time.*

Fish, Giant Rockfish - HD6

Spines - STR (*1 Close*) **2 dmg**

- *Poison! Any opponent hit by a rockfish's spines is taken **Out of Action** unless they make a successful **CON Test**.*

Fish, Giant Sturgeon - HD10

Bite - STR (*1 Close*) **10 dmg**

- *Swallowed whole! If a failed **Defence Roll** against a sturgeon's bite is an odd number, then the victim is swallowed whole. Swallowed victims take **Ongoing Damage** until the fish is killed and they are cut free. Swallowed victims may attack from inside the sturgeon's gut. Such attacks are rolled with **Disadvantage** but do double damage.*

Fly, Giant - HD2

Bite - STR (*1 Close*) **3 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Frog, Giant - HD3

Bite - STR (*1 Close*) **4 dmg**

- *Hop! A giant frog can leap from **Faraway** to **Close** in a single **Move**.*

Frog, Giant Poisonous - HD1

Bite - STR (*1 Close*) **1 dmg**

- *Poison! Any opponent bitten by a poisonous frog is taken **Out of Action** unless they make a successful **CON Test**.*

Gargoyle - HD4

Claw, claw, bite - STR (*1 Close*) **5 dmg**

Horns - STR (*1 Close*) **6 dmg**

- *Horny! A gargoyle will follow any successful attack by butting with its sharp horns on its next **Turn**. **Defence Rolls** against this attack are made with **Disadvantage**.*

- *Statuesque! When motionless, a gargoyle will easily be mistaken for being a statue. This allows them to surprise opponents. All **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Gelatinous Cube - HD4

Absorption - DEX (*1d3 Nearby*) **5 dmg**

- *Paralysis! Any opponent struck by a gelatinous cube must make a successful **CON Test** or be **Paralyzed** until the cube is slain. Victims continue to be absorbed by the cube and take **Ongoing Damage**.*

- *Almost invisible! When first encountered, opponents must make a successful **INT Test** to avoid walking directly into the cube. Failure gives the cube a bonus attack against which **Defence Rolls** are made with **Disadvantage**.*

Ghoul - HD2

Claw, claw, bite - STR (*1 Close*) **3 dmg**

- *Paralysis! Any opponent struck by a ghoul must make a successful **CON Test** or be **Paralyzed** until the end of the combat.*

- *Immunity! Ghouls are immune to Sleep, Charm and Hold Person spells.*

Giant, Hill - HD8

Club - STR (*1 Close*) **9 dmg**

Hurl rock - DEX (*1 Faraway*) **8 dmg**

- *Stupid and greedy! Hill giants are led by their almost insatiable hunger. This, combined with their poor intellect, means that any **WIS Tests** made when trying to outwit them are rolled with **Advantage**.*

Giant, Stone - HD9

Stone club - STR (*1 Close*) **10 dmg**

Hurl rock - DEX (*1 Faraway*) **15 dmg**

- *Stoneskin! All normal blows that deal 2 or less points of damage just bounce off a stone giant.*

Giant, Frost - HD10

Great axe - STR (*1 Close*) **11 dmg**

Hurl rock - DEX (*1 Faraway*) **9 dmg**

- *Cold immunity! Cold-based attacks have no effect against a frost giant. However, fire-based attacks do double damage.*

Giant, Fire - HD11

Great blade - STR (*1 Close*) **15 dmg**

Hurl rock - DEX (*1 Faraway*) **10 dmg**

- *Fire immunity! Fire-based attacks have no effect against a fire giant. However, cold-based attacks do double damage.*

Giant, Cloud - HD12

Stone mace - STR (*1 Close*) **18 dmg**

Hurl rock - DEX (*1 Faraway*) **12 dmg**

- *Rarely surprised! Cloud giants have a keen sense of smell which makes it difficult to catch them unawares. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Giant, Storm - HD15

Great hammer - STR (*1 Close*) **21 dmg**
Lightning bolt - DEX (*1 Faraway*) **30 dmg**
Hurl rock - DEX (*1 Faraway*) **18 dmg**

- *Levitation! A storm giant can levitate twice per **Day**.*
- *Water breathing! Storm giants can breathe underwater and some may have underwater lairs.*
- *Electricity immunity! Electrical-based attacks have no effect against a storm giant.*

Gnoll - HD2

Polearm - STR (*1 Close*) **4 dmg**
Longbow - DEX (*1 Faraway*) **3 dmg**

- *Leaders! Larger groups may have a leader (**HD5**, **6 dmg**) and/or one or more sub-leaders (**HD3**, **5 dmg**).*

Gnome - HD1

Short sword - STR (*1 Close*) **2 dmg**

- *Magic resistance! All magic used against a gnome is rolled with **Disadvantage**.*
- *Leaders! Larger groups may have a leader (**HD4**, **4 dmg**) and/or one or more sub-leaders (**HD2**, **3 dmg**).*

Goblin - HD1

Goblin blade - STR (*1 Close*) **2 dmg**
Short bow - DEX (*1 Nearby*) **2 dmg**

- *Hate sunlight! All **Defence Rolls** made against goblins when in direct sunlight are rolled with **Advantage**.*
- *Leaders! Larger groups may have a leader (**HD3**, **4 dmg**) and/or one or more sub-leaders (**HD2**, **3 dmg**).*

Golem, Amber - HD10

Claw, claw, bite - STR (*1 Close*) **4 dmg**

- *Heightened senses! Amber golems can track with a 100% success rate, and can detect **Nearby** invisible **Creatures**.*
- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Golem, Bone - HD8

Swords - STR (*2 Close*) **4 dmg**

- *Immunity! Can only be harmed by magical weapons and magical attacks. Also immune to fire, cold and electrical-based attacks.*

Golem, Bronze - HD20

Fist - STR (*1 Close*) **20 dmg**

- *Metalskin! All normal blows that deal 2 or less points of damage just bounce off a bronze golem.*
- *Flaming blood! If a bronze golem is damaged by an edged weapon, the attacker must make a successful **DEX Test** or take 2d6 damage from the resulting, fiery blood spurt.*
- *Immunity! Can only be harmed by magical weapons and magical attacks. Also immune to fire-based attacks.*

Golem, Clay - HD11

Fist - STR (*1 Close*) **15 dmg**

- *Festering wounds! All damage dealt by a clay golem can only be healed by magical means.*
- *Immunity! Can only be harmed by magical weapons and magical attacks. Edged weapons have no effect even if they are magical.*

Golem, Flesh - HD9

Fist - STR (*1 Close*) **12 dmg**

- *Rechargeable! Electrical damage heals a flesh golem rather than damaging it.*
- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Golem, Iron - HD18

Fist - STR (*1 Close*) **18 dmg**

- *Poisonous breath! An iron golem can breathe a cloud of poisonous gas at a group of up to 4 **Nearby Creatures** up to 3 times per **Day**. The poison takes targets **Out of Action** unless they make successful **DEX Tests**.*
- *Fired up! Fire damage heals an iron golem rather than damaging it.*
- *Immunity! Can only be harmed by magical weapons. Spells have no effect except for Lighning Bolt which slows the iron golem for 3 **Turns**.*

Golem, Stone - HD14

Fist - STR (*1 Close*) **12 dmg**

- *Slow down! On every other **Turn**, a stone golem can cast a Slow spell as an **Action** (see appendix C p.35).*
- *Immunity! Can only be harmed by magical weapons. Spells have no effect except Stone to Flesh (see appendix C p.36), which makes the golem susceptible to damage from normal weapons for the next **Turn**.*

Golem, Wood - HD2

Fist - STR (*1 Close*) **4 dmg**

- *Clumsy! All **Initiative** rolls made against a wood golem are rolled with **Advantage**.*
- *Immunity! Can only be harmed by magical weapons and magical attacks. However, fire-based attacks do double damage.*

Gorgon - HD8

Gore - STR (*1 Close*) **6 dmg**

- *Charge! If a gorgon has **Initiative** at the start of a combat, it will charge a random opponent and do double damage if it hits.*
- *Petrifying breath! A gorgon can breathe a cloud of petrifying gas up to 3 times per **Day**. The gas affects all **Nearby Creatures** in a 90° arc from the front of the gorgon's head. Victims are turned to stone unless they make a successful **DEX Test**.*

Gray Ooze - HD3

Acidic pseudopod - STR (*1 Close*) **8 dmg**

- *Acidic excretions! A hit permanently dissolves 1 **Armour Die**. Once all armour is dissolved, further hits do double damage.*
- *Almost invisible! When first encountered, opponents must make a successful **INT Test** to avoid stepping on the ooze as it looks like wet stone. Failure gives the ooze a bonus attack against which **Defence Rolls** are made with **Disadvantage**.*
- *Immunity! Cold and fire-based attacks have no effect against a gray ooze.*

Green Slime - HD2

Drop - DEX (*1 Close*) **0 dmg**

- *Slimed! If a green slime hits an opponent, it begins digesting them. It will digest 1 **Armour Die** every **Turn**. On the following **Turn**, it will dissolve clothing. Then, it will dissolve the victim's flesh in 1d6 **Turns**. The slime can only be removed with fire, and all damage from this is split equally between the slime and its victim.*
- *Immunity! Can only be damaged by fire or a Cure Disease prayer which will kill the slime instantly.*

Griffon - HD7

Claw, claw, bite - STR (*1 Close*) **8 dmg**

- *Horse eater! Griffons crave horse flesh. Even a well-trained griffon will instinctively attack a **Nearby** horse unless their handler makes a successful **WIS Test**.*

Halfling - HD1

Short sword - STR (*1 Close*) **2 dmg**

Sling - DEX (*1 Faraway*) **1 dmg**

- *Hiding! A halfling hiding in a natural setting is almost invisible. Anyone actively searching for them must make a successful **INT Test** rolled with **Disadvantage**.*
- *Leaders! Larger groups may have a leader (**HD4**, **4 dmg**) and/or one or more sub-leaders (**HD2**, **3 dmg**).*

Harpy - HD3

Claw, claw - STR (*1 Close*) **3 dmg**

Club - STR (*1 Close*) **3 dmg**

- *Charm song! All **Nearby** opponents are charmed by the harpy's song unless they make a successful **WIS Test**.*

Hawk - HD¼

Talons, beak - STR (*1 Close*) **1 dmg**

- *Swooping attack! If a hawk wins **Initiative** at the start of combat, it can swoop in and attack doing double damage.*

Hawk, Giant - HD3

Talons, beak - STR (*1 Close*) **4 dmg**

- *Swooping attack! If a giant hawk wins **Initiative** at the start of combat, it can swoop in and attack doing double damage.*

Hell Hound - HD5

Bite - STR (*1 Close*) **6 dmg**

- *Fire breath! Can breathe fire at a single, **Nearby** target doing 10 damage. The damage is halved if the target makes a successful **DEX Test**.*

Hippogriff - HD3

Claw, claw, bite - STR (*1 Close*) **5 dmg**

- *Hate pegasi! Even a well-trained hippogriff will instinctively attack a **Nearby** pegasus unless their handler makes a successful **WIS Test**.*

Hobgoblin - HD1

Polearm - STR (*1 Close*) **3 dmg**

Crossbow - DEX (*1 Faraway*) **3 dmg**

- *Hardy! Any damage dice roll against a hobgoblin is halved if the roll is even.*
- *Leaders! Larger groups may have a leader (**HD5**, **6 dmg**) and/or one or more sub-leaders (**HD3**, **5 dmg**).*

Horse, Riding - HD2

Hooves - STR (*1 Close*) **2 dmg**

- *Easily panicked! If a horse senses a threat, its rider must make a successful **WIS Test** to stop the horse bolting away from the danger for 1d6 **Minutes**.*

Horse, War - HD3

Hooves - STR (*1 Close*) **3 dmg**

- *Charge! If a rider of a war horse wins **Initiative** at the start of combat, they can direct the horse to charge. If they then successfully hit an opponent with a melee attack, it does double damage.*

Hydra - HD5-12 (1 per head)

Bites - STR (*1-4 Close*) **5 dmg**

- *Many heads! Hydras have 8hp per head. Up to 3 heads can attack a single opponent and a maximum of 4 different opponents can be attacked. The hydra dies when the last head is slain.*

- *Pyrohydra! This subspecies of hydra can breathe fire from each of its heads at any **Nearby** opponents, doing 8 points of damage per head. The damage is halved if the target makes a successful **DEX Test**.*

Insect Swarm - HD3

Bites and stings - NA (*All Close*) **3 dmg**

- *Armour protects! Any victim wearing armour or heavy clothing only takes 1 point of damage from a swarm attack.*

- *Immunity! An insect swarm is not affected by weapons. However, a burning torch will do 1d4 damage to it.*

Invisible Stalker - HD8

Fist - STR (*1 Close*) **9 dmg**

- *Invisible! All **Initiative Tests** made against a stalker are rolled with **Disadvantage**.*

- *Heightened senses! Invisible stalkers can track any **Creature** with a 100% success rate.*

Killer Bee, Giant - HD½

Sting - STR (*1 Close*) **2 dmg**

- *Poison! Any opponent stung by a bee is taken **Out of Action** unless they make a successful **CON Test**.*

- *Lodged stinger! If a sting attack hits, it lodges in the victim and does 1 point of damage on each subsequent **Turn** unless removed. The bee dies when it loses its sting.*

- *Magic Honey! If the honey from a killer bee hive is collected, it will cure 1d4 **HP** per 2 pint dose.*

Kobold - HD½

Short sword - STR (*1 Close*) **2 dmg**

Javelin - DEX (*1 Nearby*) **2 dmg**

- *Hate sunlight! All **Defence Rolls** made against kobolds when in direct sunlight are rolled with **Advantage**.*

- *Leaders! Larger groups may have a leader (**HD2**, **4 dmg**) and/or one or more sub-leaders (**HD1**, **3 dmg**).*

Leech, Giant - HD2

Bite - STR (*1 Close*) **3 dmg**

- *Blood drain! After a successful hit, a giant leech will drain its victim's blood doing **Ongoing Damage** until the leech is killed.*

Lich - HD11

Touch - STR (*1 Close*) **12 dmg**

- *Paralysis! A lich's touch will permanently paralyze an opponent unless they make a successful **CON Test**.*

- *Immunity! Can only be harmed by magical weapons and spells. Immune to all charm, sleep, cold, electrical and mental effects.*

- *Spellcaster! A lich will have up to 10 spells memorized from levels 1-10 (see appendix C p.35-37). They will also have a spellbook with an additional 2d6 spells.*

Lizard, Giant Draco - HD4

Bite - STR (*1 Close*) **5 dmg**

- *Glider! A draco lizard can glide between **Faraway** and **Close** locations using the flaps of skin that stretch between its legs.*

Lizard, Giant Gecko - HD3

Bite - STR (*1 Close*) **4 dmg**

- *Surprise! A gecko can climb sheer surfaces allowing it to jump on opponents and surprise them. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

Lizard, Giant Chameleon - HD5

Horn - STR (1 Close) 4 dmg

- *Surprise! A chameleon can use its natural camouflage to blend with surroundings. This helps it surprise opponents. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

- *Sticky tongue! Grabs a **Nearby** target unless they make a successful **DEX Test**. A grabbed target is then **Stuck** and must defend against bite attacks that do 5 damage, making all **Defence Rolls** with **Disadvantage**.*

Lizard, Giant Tuatara - HD6

Claw, claw, bite - STR (1 Close) 6 dmg

- *Enhanced infravision! A tuatara can spot warm-blooded **Creatures** that are **Faraway** in total darkness.*

Lizard Man - HD2

Club - STR (1 Close) 3 dmg
Flint spear - DEX (1 Nearby) 3 dmg

- *Man-eaters! When fighting a human opponent, a lizard man can force them to make a **Defence Roll** with **Disadvantage** once per combat.*

- *Leaders! Larger groups may have a leader (**HD6**, **7 dmg**) and/or one or more sub-leaders (**HD4**, **5 dmg**).*

Lurker Above - HD10

Crush - DEX (1d4 Nearby) 6 dmg

- *Surprise! A lurker is easily mistaken for being a regular stone ceiling. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

- *Suffocation! Anyone hit by a lurker is trapped under it and takes **Ongoing Damage** until the lurker is killed. Victims make **Attack Rolls** with **Disadvantage**.*

Lycanthropes: Common Traits

- *Immunity! Can only be harmed by silver or magical weapons.*

- *Infection! If a lycanthrope reduces a human opponent's **HP** by 50% or more, the victim will become a lycanthrope of the same type themselves in 2d12 **Days**.*

- *Wolfsbane! If a lycanthrope is touched with this plant, it must make a **Morale Test** which is rolled with **Disadvantage**. If the lycanthrope fails, it will flee in terror.*

Lycanthrope, Werebear - HD6

Claw, claw, bite - STR (1 Close) 7 dmg

- *Huggy bear! If a failed **Defence Roll** is an odd number, the target takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*

- *Summon bears! A werebear can summon 1d2 black or grizzly bears (p.3), which will arrive in 1d4 **Moments**.*

Lycanthrope, Wereboar - HD4

Tusks - STR (1 Close) 6 dmg

- *Berserk rage! If wounded, a wereboar will always fight to the death. All **Defence Rolls** made against it are then rolled with **Disadvantage** until it is killed.*

- *Summon boars! A wereboar can summon 1d2 wild boars (p.4), which will arrive in 1d4 **Moments**.*

Lycanthrope, Wererat - HD3

Bite - STR (1 Close) 3 dmg

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

- *Summon rats! A wererat can summon 1d2 giant rats (p.21) which will arrive in 1d4 **Moments**.*

Lycanthrope, Weretiger - HD5

Claw, claw, bite - STR (*1 Close*) **6 dmg**

- *Surprise!* ***DEX Tests*** *at the start of combat are rolled with* ***Disadvantage***.
- *Summon tigers! A weretiger can summon 1d2 tigers (p.5) which will arrive in 1d4* ***Moments***.

Lycanthrope, Werewolf - HD4

Bite - STR (*1 Close*) **5 dmg**

- *Pack leader! Packs of 5 or more werewolves will have a pack leader (***HD6***, ***7 dmg***).*
- *Summon wolves! A werewolf can summon 1d2 wolves (p.29) which will arrive in 1d4* ***Moments***.

Man, Berserker - HD1

Axe - STR (*1 Close*) **3 dmg**

- *Battle lust! The* ***Defence Roll*** *made against a berserker's first attack is rolled with* ***Disadvantage***.
- *Leaders! Larger groups may have a leader (***HD4***, ***5 dmg***) and/or one or more sub-leaders (***HD2***, ***4 dmg***).*

Man, Bandit/Pirate - HD1

Sword - STR (*1 Close*) **2 dmg**
Crossbow - DEX (*1 Faraway*) **2 dmg**

- *Leaders! Larger groups may have a leader (***HD4***, ***4 dmg***) and/or one or more sub-leaders (***HD2***, ***3 dmg***).*

Man, Merchant/Noble - HD1

Dagger - STR (*1 Close*) **1 dmg**

- *Guards! Will typically be accompanied by 2d6 guards/soldiers (see next entry).*
- *Military training! Some nobles have a military background and should be treated as warrior* ***NPCs*** *with 2d4* ***HD***.

Man, Guard/Soldier - HD1

Polearm - STR (*1 Close*) **3 dmg**
Crossbow - DEX (*1 Faraway*) **2 dmg**

- *Armoured! If a guard/soldier is wearing armour, any damage dice roll against them is halved if the roll is even.*
- *Leaders! Most groups will have a leader (***HD4***, ***5 dmg***) and/or one or more sub-leaders (***HD2***, ***4 dmg***).*

Man, Peasant - HD1

Club - STR (*1 Close*) **1 dmg**

- *Minion! Any hit on a peasant is enough to take them* ***Out of Action***.

Manticore - HD6

Claw, claw, bite - STR (*1 Close*) **6 dmg**
Tail spines - DEX (*1-6 Faraway*) **3 dmg**

- *Volley! A manticore has 24 tail spines and can shoot up to 6 every* ***Turn***. *The spines can target any group that are* ***Close*** *to one another.*

Mastadon - HD15

Tusks - STR (*1 Close*) **12 dmg**
Trample - DEX (*1d4 Nearby*) **14 dmg**

- *Stomp! Once trampled, a victim takes* ***Ongoing Damage*** *unless they make a successful* ***DEX Test***.

Medusa - HD4

Bites - STR (*1 Close*) **3 dmg**

- *Venom! Bite victims must make a successful* ***CON Test*** *or be taken* ***Out of Action***.
- *Petrifying gaze! Anyone looking at a medusa will be turned to stone unless they make a successful* ***WIS Test***. *Opponents may avert their eyes, but doing so means all* ***Actions*** *must be rolled with* ***Disadvantage***.

Merman - HD1

Trident - STR (*1 Close*) **2 dmg**

- *Leaders! Larger groups may have a leader (**HD4**, **4 dmg**) and/or one or more sub-leaders (**HD2**, **3 dmg**).*

Mimic - HD8

Pseudopod - STR (*1 Close*) **7 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*
- *Sticky! Anyone touching a mimic will become **Stuck** to it until they make a successful **STR Test** as an **Action**.*

Minotaur - HD6

Gore - STR (*1 Close*) **4 dmg**

Axe - STR (*1 Close*) **5 dmg**

- *Tracking! A minotaur can track prey by scent with a 50% success rate.*

Mule - HD2

Kick, bite - STR (*1 Close*) **2 dmg**

- *Stubborn! If a mule is tired or stressed, then its handler must make a **WIS Test** to get it to **Move**.*

Mummy - HD5

Touch - DEX (*1 Close*) **6 dmg**

- *Mummy rot! Anyone touched by a mummy contracts a rotting disease. Victims may no longer be healed by magic, and natural healing is capped at 1**HP** per **Day**. Mummy rot may only be cured by a Remove Curse spell or a Cure Disease prayer.*
- *Cause fear! Anyone encountering a mummy must make a successful **WIS Test** or be **Paralyzed** with fear until the mummy departs or engages in combat.*
- *Immunity! Can only be harmed by magical weapons or fire-based attacks.*

Naga, Guardian - HD12

Bite - STR (*1 Close*) **4 dmg**

Constriction - DEX (*1 Close*) **8 dmg**

- *Poisonous spittle! Can spit poison at a single **Nearby** opponent up to 3 times per **Day**. The victim is taken **Out of Action** unless they make successful **DEX Test**.*
- *Immense form! A constriction hit means the victim is **Stuck** and takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*
- *Spellcaster! A guardian naga will have up to 5 spells memorized from levels 1-5 (see appendix C p.35-36).*

Naga, Spirit - HD10

Bite - STR (*1 Close*) **3 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Charm gaze! Anyone looking at a spirit naga will be charmed unless they make a successful **WIS Test**. Opponents may avert their eyes, but doing so means all **Actions** must be rolled with **Disadvantage**.*
- *Spellcaster! A spirit naga will have up to 4 spells memorized from levels 1-4 (see appendix C p.35).*

Naga, Water - HD8

Bite - STR (*1 Close*) **3 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Spellcaster! A water naga will have up to 3 spells memorized from levels 1-3 (see appendix C p.35).*

Neanderthal - HD2

Club - STR (*1 Close*) **3 dmg**

- *Leaders! Larger groups may have a leader (**HD4**, **4 dmg**) and/or one or more sub-leaders (**HD2**, **3 dmg**).*

Ochre Jelly - HD5

Pseudopod - STR (*1 Close*) **6 dmg**

- *Acidic excretions! A hit permanently dissolves non-metal armour and clothing. Subsequent hits do double damage.*

- *Split! Slashing or lightning based attacks that hit cause the jelly to split into 1d4+1 smaller jellies with **HD2**.*

- *Immunity! All weapons and most magical attacks do no damage to an ochre jelly. Cold and fire-based attacks do normal damage.*

Octopus, Giant - HD8

Tentacles - DEX (*1d4 Nearby*) **2 dmg**

Bite - STR (*1 Close*) **4 dmg**

- *Constriction! Any opponent hit by a tentacle attack takes **Ongoing Damage** until they break free by making a successful **STR Test** as an **Action**.*

- *Gaping maw! If a failed **Defence Roll** against a tentacle attack is an odd number, the victim will be dragged to the mouth on the next **Turn** for a bite attack.*

- *Ink cloud! If an octopus fails a **Morale Test** it will release an ink cloud that covers the **Nearby** area to aid its retreat.*

Ogre - HD4

Club - STR (*1 Close*) **5 dmg**

- *Leaders! Larger groups may have a leader (**HD6**, **7 dmg**) and/or one or more sub-leaders (**HD5**, **6 dmg**).*

Ogre Mage - HD5

Staff - STR (*1 Close*) **6 dmg**

- *Regenerate! An ogre mage can regenerate 1 point of damage every **Turn**.*

- *Spellcaster! An ogre mage will have up to 4 spells memorized from levels 1-4 (see appendix C p.35).*

Orc - HD1

Orc blade - STR (*1 Close*) **3 dmg**

Bow - DEX (*1 Faraway*) **2 dmg**

- *Hate sunlight! All **Defence Rolls** made against orcs when in direct sunlight are rolled with **Advantage**.*

- *Leaders! Larger groups may have a leader (**HD4**, **5 dmg**) and/or one or more sub-leaders (**HD2**, **4 dmg**).*

Otyugh - HD7

Tentacles - DEX (*2 Nearby*) **5 dmg**

Bite - STR (*1 Close*) **3 dmg**

- *Gaping maw! If a failed **Defence Roll** against a tentacle attack is an odd number, the victim will be dragged to the mouth on the next **Turn** for a bite attack.*

- *Disease! Any bite victim must make a successful **CON Test** or catch a disease that does 1d3 damage per **Day** until cured.*

Owlbear - HD5

Claw, claw, bite - STR (*1 Close*) **6 dmg**

- *Huggy bear! If a failed **Defence Roll** is an odd number, the target takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*

Pegasus - HD4

Hooves - STR (*1 Close*) **4 dmg**

- *Fearless! As a mount, a pegasus will serve its keeper until death and never has to make Morale Tests.*

Piercer - HD3

Drop - STR (*1 Close*) **7 dmg**

- *Slow moving! Once a piercer drops from the ceiling, it cannot attack again for 2d4 **Turns** while it slowly climbs back up to the ceiling.*

Pixie - HD1

Dagger - STR (*1 Close*) **2 dmg**

- *Surprise! A pixie will always win **Initiative**.*
- *Invisible! All attacks against a pixie are rolled with **Disadvantage**.*

Purple Worm - HD15

Bite - STR (*1 Close*) **16 dmg**

Tail sting - DEX (*1 Nearby*) **6 dmg**

- *Swallowed whole! If a failed **Defence Roll** against a purple worm's bite is an odd number, then the victim is swallowed whole. Swallowed victims take **Ongoing Damage** until the worm is killed and they are cut free. Swallowed victims may attack from inside the worm's gut. Such attacks are rolled with **Disadvantage** but do double damage.*
- *Poison! Sting victims must make a successful **CON Test** or be taken **Out of Action**.*

Rat, Giant - HD½

Bite - STR (*1 Close*) **1 dmg**

- *Fear of fire! Rats will keep away from fire and those that carry it.*
- *Disease! Any bite victim must make a successful **CON Test** with **Advantage** or catch a disease that does 1d2 damage per **Day** until cured.*

Rat Swarm - HD1hp per rat

Bites - DEX (*1d4 Nearby*) **1 dmg**

- *Fear of fire! Rats will keep away from fire and those that carry it.*
- *Disease! Any bite victim must make a successful **CON Test** with **Advantage** or catch a disease that does 1d2 damage per **Day** until cured.*

Remorhaz - HD10

Bite - STR (*1 Close*) **18 dmg**

- *Extreme heat! If an **Attack Roll** aimed anywhere other than a remorhaz's underbelly hits, and the **Attack Roll** is an odd number, the attacker's weapon is destroyed by the heat and must be dropped.*
- *Soft underbelly! Blows to the remorhaz's soft underbelly do double damage but are rolled with **Disadvantage** to hit.*
- *Swallowed whole! If a failed **Defence Roll** against a remorhaz's bite is a 20, then the victim is swallowed whole. Swallowed victims die instantly from the extreme heat generated by the remorhaz.*

Rhagodessa - HD4

Bite - STR (*1 Close*) **6 dmg**

- *Suckers! In combat, opponents must make a **DEX Test** before each attack. Failure means the rhagodessa has grabbed them with the suckers on its front legs and they are **Stuck** until they make a successful **DEX Test** as an **Action**. All **Defence Rolls** made in this state are rolled with **Disadvantage**.*

Rhinoceros - HD6

Butt - STR (*1 Close*) **6 dmg**

Trample - DEX (*1d2 Nearby*) **8 dmg**

- *Stomp! Once trampled, a victim takes **Ongoing Damage** until they make a successful **DEX Test** as an **Action**.*

Rhinoceros, Woolly - HD8

Butt - STR (*1 Close*) **8 dmg**

Trample - DEX (*1d2 Nearby*) **10 dmg**

- *Stomp! Once trampled, a victim takes **Ongoing Damage** unless they make a successful **DEX Test** as an **Action**.*

Roc - HD18

Talons - STR (*1 Close*) **8 dmg**

Beak - STR (*1 Close*) **16 dmg**

- *Swooping attack! If a roc wins* **Initiative** *at the start of combat, it can swoop in and attack doing double damage. If it hits and the* **Defence Roll** *is an odd number, then the target is carried away to the roc's nest.*

Roper - HD10

Strands - DEX (*1d6 Nearby*) **0 dmg**

Bite - STR (*1 Close*) **10 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage**.

- *Weakness! Any opponent hit by a strand is* **Stuck** *and will be dragged to the roper's mouth in 1d4* **Turns**. *The strands also cause weakness, which means that all physical* **Actions** *are rolled with* **Disadvantage**. *Victims can free themselves by making a* **STR Test** *with* **Disadvantage** *as an* **Action**.

- *Immunity! Ropers are immune to electrical attacks, and only take half damage from cold-based attacks. However, fire-based attacks do double damage to them.*

Rust Monster - HD5

Antennae - DEX (*1 Close*) **0 dmg**

- *Rust! Any armour hit by a rust monster's antennae instantly disintegrates with rust. The same thing happens to any metal weapons that strike a rust monster. Even magical weapons and armour can be rusted if the* **Attack/Defence Roll** *is an odd number.*

- *Smell metal! Rust monsters can pick up the scent of* **Faraway** *metal items.*

- *Immunity! Can only be harmed by magical weapons and magical attacks.*

Sahuagin - HD2

Trident - STR (*1 Close*) **3 dmg**

Net - DEX (*1 Nearby*) **0 dmg**

- *Catch of the day! If an opponent is hit by a sahuagin's net, they are* **Stuck**. *They may attempt to free themselves by making a successful* **DEX Test** *rolled with* **Disadvantage** *as an* **Action**.

- *Leaders! Larger groups may have a leader (***HD4**, *5 dmg*) *and/or one or more sub-leaders (***HD3**, *4 dmg*).

Salamander, Flame - HD8

Bite - STR (*1 Close*) **6 dmg**

- *Hot stuff! Anyone* **Close** *to a flame salamander takes 1d8 heat damage every* **Turn** *until they move away.*

- *Immunity! Can only be harmed by magical weapons and magical attacks. Flame salamanders are also immune to fire-based attacks. However, cold-based attacks do double damage.*

Salamander, Frost - HD12

Bite - STR (*1 Close*) **9 dmg**

- *Stay frosty! Anyone* **Close** *to a frost salamander takes 1d8 cold damage every* **Turn** *until they move away.*

- *Immunity! Can only be harmed by magical weapons and magical attacks. Frost salamanders are also immune to cold-based attacks. However, fire-based attacks do double damage.*
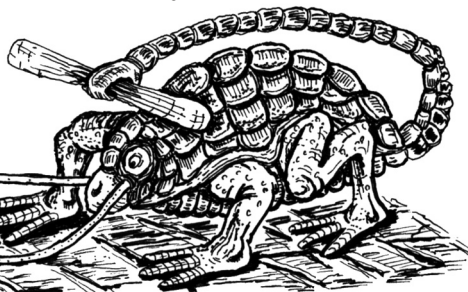
Scorpion, Giant - HD4

Pincers - STR (*1 Close*) **5 dmg**

Stinger - DEX (*1 Close*) **2 dmg**

- *Pinced! If a failed **Defence Roll** against a scorpion's pincer attack is an odd number, then the scorpion will use its stinger to attack the victim the following **Turn**. The victim's **Defence Roll** against the sting attack must be rolled with **Disadvantage**.*

- *Poison! Sting victims must make a successful **CON Test** or be taken **Out of Action**.*

Sea Serpent - HD6

Bite - STR (*1 Close*) **6 dmg**

- *You're gonna need a bigger boat! A sea serpent is able to crush vessels up to 30' in length. It takes 1d4 **Turns** for every full 10' (or part thereof) the vessel is in length.*

Shadow - HD2

Touch - DEX (*1 Close*) **2 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

- *Strength drain! Every touch that hits drains 1 point of **STR** for the rest of the session. Victims that are reduced to zero **STR** become shadows themselves.*

- *Immunity! Can only be harmed by magical weapons and magical attacks. Charm, Sleep and Hold Person spells have no effect.*

Shambling Mound - HD10

Arms - STR (*1 Close*) **10 dmg**

- *Suffocating slime! If a failed **Defence Roll** against a shambling mound is an odd number, then the target becomes **Stuck** until they make a successful **STR Test** rolled with **Disadvantage** as an **Action**. **Stuck** victims take **Ongoing Damage**.*

- *Immunity! Unaffected by fire. Weapons and cold-based attacks do half damage. Electrical attacks actually add a **HD**.*

Shark, Bull - HD2

Bite - STR (*1 Close*) **4 dmg**

- *Blood in the water! If a shark catches the scent of blood from a **Distant** location, it will hunt the source down and attack. The shark will fight to the death and does not need to make any **Morale Tests**.*

Shark, Giant - HD12

Bite - STR (*1 Close*) **14 dmg**

- *Blood in the water! If a shark catches the scent of blood from a **Distant** location, it will hunt the source down and attack. The shark will fight to the death and does not need to make any **Morale Tests**.*

- *Swallowed whole! If a failed **Defence Roll** against a giant shark's bite is an odd number, then the victim is swallowed whole. Swallowed victims take **Ongoing Damage** until the shark is killed and they are cut free. Swallowed victims may attack from inside the shark's gut. Such attacks are rolled with **Disadvantage** but do double damage.*

Shark, Great White - HD8

Bite - STR (*1 Close*) **10 dmg**

- *Blood in the water! If a shark catches the scent of blood from a **Distant** location, it will hunt the source down and attack. The shark will fight to the death and does not need to make any **Morale Tests**.*

Shark, Mako - HD4

Bite - STR (*1 Close*) **6 dmg**

- *Blood in the water! If a shark catches the scent of blood from a **Distant** location, it will hunt the source down and attack. The shark will fight to the death and does not need to make any **Morale Tests**.*

Shrieker - HD3

Shriek - N/A (*All Faraway*) **0 dmg**

- *Alarm, alarm! A shrieker will shriek for 1d3 **Moments** if it senses **Faraway** light or **Nearby** movement. There is a 50% chance that wandering monsters will be attracted arriving in 3d4 **Moments**.*

Skeleton - HD1

Rusty blade - STR (*1 Close*) **2 dmg**

- *Mind the gaps! Skeletons only take half damage from piercing and slashing weapons.*
- *Immunity! Skeletons are immune to Sleep, Charm and Hold Person spells.*

Slug, Giant - HD12

Bite - STR (*1 Close*) **8 dmg**
Spit acid - DEX (*1 Nearby*) **6 dmg**

- *It burns! Acid deals **Ongoing Damage**, needing a successful **CON Test** to stop.*
- *Immunity! Giant slugs are immune to damage from blunt weapons.*

Snake, Giant Amphisbaena - HD6

Bites - DEX (*2 Close*) **2 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Immunity! Amphisbaenas are immune to cold-based attacks.*

Snake, Giant Python - HD5

Bite - STR (*1 Close*) **3 dmg**
Constriction - DEX (*1 Close*) **8 dmg**

- *Immense form! A constriction hit means the victim is **Stuck** and takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*

Snake, Giant Rattler - HD4

Bite - DEX (*1 Close*) **3 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Lightning reflexes! A rattler gets 2 attacks, 1 before and 1 after its opponents.*

Snake, Pit Viper - HD2

Bite - DEX (*1 Close*) **2 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Quick reflexes! All **Initiative** rolls made against a pit viper are rolled with **Disadvantage**.*

Snake, Sea - HD3

Bite - DEX (*1 Close*) **1 dmg**

- *Slow venom! Bite victims must make a successful **CON Test** or be taken **Out of Action** 1 **Hour** after being bitten.*

Snake, Spitting Cobra - HD1

Bite - STR (*1 Close*) **1 dmg**
Spit poison - DEX (*1 Nearby*) **0 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *I'm blind! If a spit attack hits, the target must make a successful **CON Test** or be blinded for the rest of the session.*

Spectre - HD6

Touch - DEX (*1 Close*) **5 dmg**

- *Level drain! Anyone touched by a spectre must make 2 **WIS Tests**. For each failure, they lose 1 **Level**/**HD**. If a victim falls to **Level** zero, they become a spectre themselves the next night.*
- *Immunity! Can only be harmed by magical weapons and magical attacks. Sleep, Charm and Hold Person spells have no effect.*

Spider, Giant Black Widow - HD3

Bite - STR (*1 Close*) **5 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Webs! A black widow's web covers a **Nearby** area. Anyone touching a web must make a **STR Test** with **Disadvantage** to break free.*

Spider, Giant Crab - HD2

Bite - DEX (*1 Close*) **4 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*
- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Grippy! Crab spiders can walk on walls and ceilings with ease.*

Spider, Giant Phase - HD5

Bite - STR (*1 Close*) **4 dmg**

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*
- *Out of phase! A phase spider is only in phase briefly when it bites. All attacks are rolled with **Disadvantage**, and only those from attackers that have won **Initiative** have a chance of hitting.*

Spider, Giant Tarantula - HD4

Bite - STR (*1 Close*) **4 dmg**

- *Freak out! Bite victims must make a successful **CON Test** or begin dancing a painful dance brought on by the tarantula's venom. Dancers make all **Attack**/**Defence Rolls** with **Disadvantage** until the combat is over.*
- *Beat surrender! Any onlookers **Nearby** to a dancing victim must make a successful **WIS Test** or join in with the dance.*

Sprite - HD½

- *Curse! A group of 5 sprites can curse an individual. The victim must make a successful **WIS Test** to avoid the effect. Curses will be light-hearted and comical in nature. A Remove Curse prayer will reverse any lasting effects.*
- *Non-combative! If threatened or attacked, a sprite will simply fly away before it can be harmed.*

Squid, Giant - HD6

Tentacles - DEX (*1d4 Nearby*) **2 dmg**
Bite - STR (*1 Close*) **6 dmg**

- *Constriction! Any opponent hit by a tentacle attack takes **Ongoing Damage** unless they break free by making a successful **STR Test** as an **Action**.*
- *Gaping maw! If a failed **Defence Roll** against a tentacle attack is an odd number, the victim will be dragged to the mouth on the next **Turn** for a bite attack.*
- *Ink cloud! If a squid fails a **Morale Test**, it will release an ink cloud that covers the **Nearby** area to aid its retreat.*

Statue, Animated Crystal - HD3

Fists - STR (*1 Close*) **4 dmg**

- *Immunity! Sleep spells have no effect.*

Statue, Animated Iron - HD4

Fists - STR (*1 Close*) **5 dmg**

- *Absorb metals! If a metal weapon hits the statue, and the **Attack Roll** is an odd number, the weapon becomes lodged in the statue. A lodged weapon may only be removed if the statue is destroyed.*
- *Immunity! Sleep spells have no effect.*

Statue, Animated Stone - HD5

Magma Spurt - DEX (*1 Nearby*) **6 dmg**

- *It burns! Magma deals **Ongoing Damage**, needing a successful **CON Test** to stop.*
- *Immunity! Sleep spells have no effect.*

Stirge - HD1

Beak - DEX (*1 Close*) **1 dmg**

- *Blood drain! After a successful hit with its beak, a stirge will suck blood doing 2 damage each **Turn** until it is killed.*

Thoul - HD3

Claws - STR (*1 Close*) **4 dmg**

- *Paralysis! Any opponent struck by a thoul must make a successful **CON Test** or be **Paralyzed** until the end of the combat.*
- *Regenerate! A thoul can regenerate 1 point of damage every **Turn**.*

Tick, Giant - HD3

Bite - STR (*1 Close*) **2 dmg**

- *Blood drain! After a successful hit with its bite, a tick will suck blood doing 3 damage each **Turn** until it is killed.*

Titan - HD20

Fist - STR (*1 Close*) **24 dmg**

- *Spellcaster! A titan will have up to 7 spells memorized from levels 1-7 (see appendix C p.35-36).*
- *Invisibility+! A titan can become invisible at will, and levitate twice per **Day**.*

Titanothere - HD12

Butt - STR (*1 Close*) **10 dmg**
Trample - DEX (*1d4 Nearby*) **12 dmg**

- *Stomp! Once trampled, a victim takes **Ongoing Damage** unless they make a successful **DEX Test**.*

Toad, Giant - HD2

Bite - STR (*1 Close*) **3 dmg**

- *Surprise! A toad can use its natural camouflage to blend with surroundings. This helps it surprise opponents. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*
- *Sticky tongue! Grabs a **Nearby** target unless they make a successful **DEX Test**. A grabbed target is **Stuck**, and must defend against bite attacks, making all **Defence Rolls** with **Disadvantage**.*
- *Swallowed whole! If a failed **Defence Roll** against a giant toad is an odd number, then the victim (smaller than human-sized) is swallowed whole. Swallowed victims take **Ongoing Damage** until the toad is killed and they are cut free. Swallowed victims may attack from inside the toad's gut. Such attacks are rolled with **Disadvantage** but do double damage.*

Toad, Giant Ice - HD5

Bite - STR (*1 Close*) **6 dmg**

- *Sticky tongue! Grabs a **Nearby** target unless they make a successful **DEX Test**. A grabbed target is **Stuck**, and must defend against bite attacks, making all **Defence Rolls** with **Disadvantage**.*
- *Swallowed whole! If a failed **Defence Roll** against an ice toad is an odd number, then the victim is swallowed whole. Swallowed victims take **Ongoing Damage** until the toad is killed and they are cut free. Swallowed victims may attack from inside the toad's gut. Such attacks are rolled with **Disadvantage** but do double damage.*
- *Icy blast! Once per combat, an ice toad can emit an icy blast that does 9 damage to everyone **Nearby** unless thay have resistance to cold-based attacks.*

Toad, Giant Poisonous - HD2

Bite - STR (*1 Close*) **3 dmg**

- *Surprise! A toad can use its natural camouflage to blend with surroundings. This helps it surprise opponents.* **DEX Tests** *at the start of combat are rolled with* **Disadvantage.**
- *Sticky tongue! Grabs a* **Nearby** *target unless they make a successful* **DEX Test.** *A grabbed target is* **Stuck,** *and must defend against bite attacks, making all* **Defence Rolls** *with* **Disadvantage.**
- *Poison! Bite victims must make a successful* **CON Test** *or be taken* **Out of Action.**

Treant - HD8

Branch - STR (*1 Nearby*) **8 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage.**
- *Animate trees! A treant can animate 2* **Nearby/Faraway** *trees that fight as treants.*
- *Fear of fire! Treants take double damage from fire-based attacks.*

Troglodyte - HD2

Claw, claw, bite - STR (*1 Close*) **4 dmg**

- *Surprise! A troglodyte can use its natural camouflage to blend with surroundings. This helps it surprise opponents.* **DEX Tests** *at the start of combat are rolled with* **Disadvantage.**
- *Stench! Humans always make* **Attack Rolls** *against troglodytes with* **Disadvantage** *unless they make a successful* **CON Test** *at the start of combat.*
- *Leaders! Larger groups may have a leader (***HD5***,* **6 dmg***) and/or one or more sub-leaders (***HD3***,* **5 dmg***).*

Troll - HD6

Claw, claw, bite - STR (*1 Close*) **8 dmg**

- *Regenerate! A troll can regenerate 3 points of damage every* **Turn.**
- *Burn it! A troll can only be permanently killed by fire or acid. If attacked with either, any* **Morale Tests** *are with* **Disadvantage.**

Tunnel Worm - HD9

Bite - DEX (*1 Nearby*) **8 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage.**
- *Armour eater! A hit destroys 1* **Armour Die** *each* **Turn.** *When all the armour is gone, the victim takes 8 damage and then* **Ongoing Damage** *until the worm is killed or retreats.*

Turtle, Giant Sea - HD15

Bite - STR (*1 Close*) **10 dmg**

- *Tough shell! Any blow to the turtle that deals 2 or less points of damage just bounces off.*
- *Capsize! A giant sea turtle has a 90% chance of capsizing a boat up to 40' long. This is reduced by 10% for each additional 10' of length (80% for a 50' boat etc.).*

Turtle, Giant Snapping - HD10

Bite - DEX (*1 Nearby*) **12 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage.**
- *Tough shell! Any blow to the turtle that deals 2 or less points of damage just bounces off.*

Unicorn - HD4

Horn - STR (*1 Close*) **4 dmg**

- *Charge! If a unicorn has* **Initiative** *at the start of a combat, it will charge a random opponent doing double damage if it hits.*

Vampire - HD8

Touch - DEX (*1 Close*) **6 dmg**

- *Level drain! Anyone touched by a vampire must make 2 **WIS Tests**. For each failure, they lose 1 **Level**/**HD**. If a victim falls to **Level** zero, they become a vampire themselves after 3 **Days**.*
- *Immunity! Can only be harmed by magical weapons and magical attacks. Sleep, Charm and Hold Person spells have no effect.*
- *Regenerate! A vampire can regenerate 3 points of damage every **Turn**.*
- *Charm gaze! As an **Action**, a vampire can charm a **Nearby** opponent with its gaze. If the target makes a successful **WIS Test** rolled with **Disadvantage**, the charm fails.*
- *Shape-shifter! As an **Action**, a vampire can transform into a humanoid, dire wolf, giant bat, or assume gaseous form.*
- *Summoning! As an **Action**, a vampire can summon **Nearby**/**Faraway** beasts. These may be, a swarm of rats, 5d4 giant rats, 3d6 giant bats, 3d6 wolves, or 2d4 dire wolves.*
- *Coffins! A vampire must rest in a coffin during daylight, or take 2d6 damage which can only be healed by rest in a coffin.*
- *Hindered by! Vampires can be held at bay (**Nearby**) with garlic, holy symbols or a Light spell. Also, they cannot cross running water, or cast reflections in mirrors.*
- *Destroyed by! Sunlight, a stake through the heart, drowning, or not having a coffin to recover in at zero **HP**.*

Wasp, Giant - HD4

Bite - STR (*1 Close*) **4 dmg**
Sting - DEX (*1 Close*) **2 dmg**

- *Poison! Any opponent struck by a wasp's sting must make a successful **CON Test** or be **Paralyzed** for the rest of the session.*
- *Flaming wings! Any fire-based attack that hits a wasp will burn off its wings instantly, making it flightless.*

Water Weird - HD4

Lashing Coils - DEX (*1 Close*) **0 dmg**

- *Ripples! A water weird takes form 1d4 **Moments** after the water that contains it is disturbed. If killed, a water weird will be able to reform after 1 **Hour**.*
- *Drowning! If a water weird hits an opponent, they must make a successful **STR Test** or be pulled under water. They must then use an **Action** to make a successful **STR Test** rolled with **Disadvantage** or take **Ongoing Damage**.*
- *Immunity! Edged and piercing weapons only do 1 damage to a water weird.*

Weasel, Giant - HD4

Bite - DEX (*1 Close*) **4 dmg**

- *Blood drain! After a successful hit, a giant weasel will drain its victim's blood doing **Ongoing Damage** until the weasel is killed.*
- *Tracking! A giant weasel can track prey by scent, with a 50% success rate.*

Whale, Killer - HD6

Bite - STR (*1 Close*) **10 dmg**

- *Swallowed whole! If a failed **Defence Roll** against a killer whale is an odd number, then the victim (smaller than human-sized) is swallowed whole. Swallowed victims take **Ongoing Damage** until the whale is killed and they are cut free. Swallowed victims may attack from inside the whale's gut. Such attacks are rolled with **Disadvantage** but do double damage.*

Whale, Narwhal - HD12

Bite - STR (*1 Close*) **9 dmg**
Horn - STR (*1 Nearby*) **6 dmg**

- *Get the horn! A narwhal's horn is a valuable prize. It is believed that the horns will vibrate when evil is **Nearby**.*

Whale, Sperm - HD36

Bite - STR (*1 Close*) **24 dmg**

- *Swallowed whole! If a failed **Defence Roll** against a sperm whale is an odd number, then the victim is swallowed whole. Swallowed victims take **Ongoing Damage** until the whale is killed and they are cut free. Swallowed victims may attack from inside the whale's gut. Such attacks are rolled with **Disadvantage** but do double damage.*

Wight - HD3

Touch - DEX (*1 Close*) **0 dmg**

- *Level drain! Anyone touched by a wight must make a **WIS Test**. If they fail, they lose 1 **Level**/**HD**. If a victim falls to **Level** zero, then they become a wight themselves 1d4 **Days** later.*

- *Immunity! Can only be harmed by magical weapons and magical attacks. Sleep, Charm and Hold Person spells have no effect.*

Wolf - HD2

Bite - STR (*1 Close*) **3 dmg**

- *Run & jump! At the start of a combat, if a wolf wins **Initiative**, it can charge a **Nearby** opponent. The target must make a successful **DEX Test** or be knocked over. Any opponent knocked over must then defend against a bite attack and their **Defence Roll** will be made with **Disadvantage**.*

- *Pack hunters! If there are 4 or more wolves **Nearby** they make all **Morale Tests** with **Advantage**.*

Wolf, Dire - HD4

Bite - STR (*1 Close*) **5 dmg**

- *Run & jump! At the start of a combat, if a dire wolf wins **Initiative**, it can charge a **Nearby** opponent. The target must make a successful **DEX Test** or be knocked over. Any opponent knocked over must then defend against a bite attack and their **Defence Roll** will be made with **Disadvantage**.*

- *Pack hunters! If there are 4 or more dire wolves **Nearby** they make all **Morale Tests** with **Advantage**.*

Wolf, Winter - HD6

Bite - STR (*1 Close*) **6 dmg**

- *Frost breath! Can breathe a blast of frost once per combat. The frost affects all **Nearby Creatures** in a 45° arc from the front of the wolf's head, doing 12 points of damage. The damage is halved if the targets make successful **DEX Tests**.*

- *Immunity! Winter wolves are immune to cold-based attacks. However, fire-based attacks do double damage.*

Wolverine - HD3

Claw, claw, bite - STR (*1 Close*) **4 dmg**

Wolverine, Giant - HD5

Claw, claw, bite - STR (*1 Close*) **6 dmg**

- *Ferocious! All **Defence Rolls** made against any wolverine are rolled with **Disadvantage**.*

- *Musk! Any wolverine can spray musk on a **Nearby** opponent behind it. Unless the target makes a successful **DEX Test**, they must discard all clothing/equipment hit, or suffer a **Disadvantage** on all **Reaction Rolls** made against them.*

Wraith - HD4

Touch - DEX (*1 Close*) **3 dmg**

- *Level drain! Anyone touched by a wraith must make a **WIS Test**. If they fail, they lose 1 **Level**/**HD**. If a victim falls to **Level** zero, they become a wraith themselves 1d4 **Days** later.*
- *Immunity! Can only be harmed by magical weapons (silver weapons do half damage) and magical attacks. Sleep, Charm and Hold Person spells have no effect.*

Wyvern - HD7

Bite - STR (*1 Close*) **8 dmg**

Tail sting - DEX (*1 Nearby*) **4 dmg**

- *Poison! Sting victims must make a successful **CON Test** or be taken **Out of Action**.*

Xorn - HD7

Claw, claw, claw, bite - STR (*1 Close*) **10 dmg**

- *Surprise! A xorn can use its natural camouflage to blend with surroundings. This helps it surprise opponents. **DEX Tests** at the start of combat are rolled with **Disadvantage**.*
- *Stone pass! A xorn can pass through solid stone or earth!*
- *Immunity! Immune to fire and cold-based attacks. Electrical attacks only do half damage. If a Stone to Flesh spell is cast on a xorn, it must spend an **Action** reforming. During this time, all attacks against the xorn do double damage.*

Yellow Mold - HD2

Spores - DEX (*1d4 Nearby*) **3 dmg**

- *Choking! Anyone hit by spores must make a successful **STR Test** or begin choking, taking **Ongoing Damage** until they have a drink.*
- *Immunity! Yellow mold can only be harmed by fire-based attacks.*

Yeti - HD4

Claws - STR (*1 Close*) **5 dmg**

- *Snowblind! When encountered in snow, a yeti is invisible to anyone **Faraway**, and even those **Nearby** only have a 70% chance of spotting them.*
- *Icy stare! Anyone **Nearby** that meets a yeti's gaze must make a successful **WIS Test** or be **Paralyzed** for the next 3 **Moments**.*
- *Huggy bear! If a failed **Defence Roll** is an odd number, the target takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*
- *Immunity! Yetis are immune to cold-based attacks. However, fire-based attacks do double damage.*

Zombie - HD2

Fist - STR (*1 Close*) **3 dmg**

- *Lumbering! A zombie will always lose **Initiative**.*
- *Immunity! Zombies are immune to Sleep, Charm and Hold Person spells.*

APPENDIX A
DINOSAURS

Allosaurus - HD15

Claw, claw, bite - STR (*1 Close*) **16 dmg**

- *Pin prey! If a failed **Defence Roll** against an allosaurus is an odd number, then the victim is pinned by the allosaur's claws and **Stuck**. The victim can break free by making a successful **STR Test** as an **Action**. While **Stuck**, all other **Actions** are rolled with **Disadvantage**.*

Compsognathus - HD½

Bite - STR (*1 Close*) **1 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*
- *Feeding frenzy! Up to 8 compies can attack a single opponent at the same time.*

Concavenator - HD5

Claw, claw, bite - STR (*1 Close*) **6 dmg**

- *Mount! If trained from a young enough age, makes a fearless mount. An underfed concavenator will turn on its keeper unless they make a successful **WIS Test**.*

Iguanadon - HD6

Thumb spikes - STR (*1 Close*) **7 dmg**

- *Passive! Iguanadons are peaceful herbivores, and will only fight if attacked. However, if they spot a large predator, they will stampede, and all those in their path must make a successful **DEX Test** or be trampled, taking 10 damage.*

Pteranodon - HD5

Beak - STR (*1 Close*) **6 dmg**

- *Swooping attack! If a pteranodon wins **Initiative** at the start of combat, it can swoop in and attack doing double damage.*

Pterodactyl - HD1

Beak - STR (*1 Close*) **2 dmg**

- *Swooping attack! If a pterodactyl wins **Initiative** at the start of combat, it can swoop in and attack doing double damage.*

Stegosaurus - HD11

Tail - DEX (*1 Nearby*) **10 dmg**
Trample - DEX (*1d4 Nearby*) **12 dmg**

- *Stomp! Once trampled, a victim takes **Ongoing Damage** unless they make a successful **DEX Test**.*
- *Generally passive! A stegosaurus will only attack if startled or threatened.*

Triceratops - HD11

Gore - STR (*1 Close*) **12 dmg**
Trample - DEX (*1d4 Nearby*) **12 dmg**

- *Stomp! Once trampled, a victim takes **Ongoing Damage** unless they make a successful **DEX Test**.*

Tyrannosaurus Rex - HD20

Bite - STR (*1 Close*) **20 dmg**

- *Swallowed whole! If a failed **Defence Roll** against a T-rex is an odd number, then the victim is swallowed whole. Swallowed victims take **Ongoing Damage** until the T-rex is killed, and they are cut free. Swallowed victims may attack from inside the T-rex's gut. Such attacks are rolled with **Disadvantage** but do double damage.*

Velociraptor - HD3

**Claw, claw, bite - STR** (*1 Close*) **5 dmg**

- *Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*
- *Pack hunters! If there are 4 or more raptors **Nearby** they make all **Morale Tests** with **Advantage**.*

APPENDIX B
MONSTERS OF LEGEND

The true names of the monsters listed in this section have been long forgotten. Maybe these legendary foes are just the stuff of myths, or maybe they are still out there just waiting to be rediscovered ...

Bestial Eye - HD10
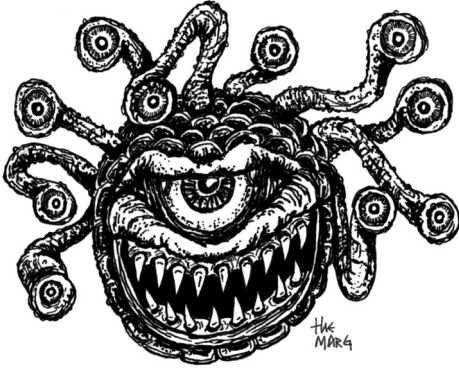
Bite - STR (*1 Close*) **6 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage***.*

- *Immunity! All spells cast against a bestial eye are rolled with* **Disadvantage***.*

- *Eye stalks! A bestial eye has 10 eye stalks. Each stalk is* **HD2** *and their* **HP** *should be tracked independently of the main body. Severed eye stalks grow back after 1 week. As an* **Action***, a bestial eye can shoot rays from 1d4 eye stalks simultaneously. Their effects are identical to those of spells of the same names (see appendix C p.35-37):*
  1) Charm
  2) Hold Person
  3) Sleep
  4) Dispel Magic
  5) Confusion
  6) Telekinesis
  7) Feebleminded
  8) Flesh to Stone
  9) Death
  10) Disintegrate

Cavern Creeper - HD3

Tentacles - DEX (*1 Close*) **0 dmg**

- *Paralysis! If an opponent is hit by a creeper, 1d4 tentacles will transfer paralyzing secretions to them. For each of these, they must make a successful* **CON Test** *or be* **Paralyzed** *for 1* **Hour** *per failure.*

Dimension Cat - HD6

Tentacles - DEX (*1d2 Nearby*) **5 dmg**

- *Out of phase! A dimension cat is always slightly out of phase, making it appear a few feet away from its actual position. All attacks made against it are rolled with* **Disadvantage***.*

Hooked Lurker - HD5

Talons - STR (*1 Close*) **6 dmg**

- *Surprise!* **DEX Tests** *at the start of combat are rolled with* **Disadvantage**.
- *Exoskeleton!* *All normal blows to the lurker that deal 2 or less points of damage just bounce off.*

Koi-Ped - HD2

Spear - STR (*1 Close*) **4 dmg**
Net - DEX (*1 Nearby*) **0 dmg**

- *Catch of the day!* *If an opponent is hit by a koi-ped's net, they are* **Stuck**. *They may attempt to free themselves by making a successful* **DEX Test** *rolled with* **Disadvantage** *as an* **Action**.
- *Leaders!* *Larger groups may have a leader (***HD5**, *6 dmg*) *and/or one or more subleaders (***HD3**, *5 dmg*).*

Mental Ripper - HD8

Tentacles (4) - DEX (*1 Close*) **2 dmg**

- *Brains!* *A ripper can attack a single opponent with all 4 tentacles. If 1 or more hits, the victim takes* **Ongoing Damage** *(2 damage for the first tentacle that hits and 1 extra damage for each additional tentacle that hits) as the ripper draws out its victim's brain.*
- *Spell-like abilities!* *As an* **Action**, *a ripper can use 1 of the following abilities (up to 3 times per* **Day**, *per ability):*

  Psionic Blast - *1d4* **Nearby** *targets must make a successful* **INT Test** *or take 8 damage and permanently lose 1* **INT**.

  Levitation - *The ripper levitates to any desired height for up to 10* **Minutes**.

  Domination - *The ripper uses its mental powers to take over the the mind of a* **Nearby** *target. The victim must make a successful* **INT Test** *to resist. If instructed to endanger themselves, the victim may make an additional* **INT Test**, *which will break the ripper's hold over them if successful.*

  Mind Wipe - *The ripper targets 1* **Nearby** *victim who must make a successful* **INT Test**. *If it fails, the* **Player** *rolls 2d6 and replaces their* **Character's INT** *with the result.*

Mushroom Man - HD4

Fists - STR (*1 Close*) 5 dmg

- *Spores! Up to 4 times per **Day** as an **Action**, a mushroom man can spray spores. Every time they spray spores, the **GM** should choose one of the following effects:*

  Distress - *These spores alert other **Nearby** mushroom men to danger instantly. **Faraway** mushroom men are alerted 1 **Moment** later, and **Distant** mushroom men 3 **Moments** later.*

  Pacify - *These spores pacify all **Nearby** that breathe them in, effectively **Paralyzing** them for 2d4 **Moments** unless they make a successful **CON Test**.*

  Hallucinate - *These spores trigger a single **Nearby** target to experience violent hallucinations for 2d4 **Moments** unless they make a successful **CON Test**. Roll a d4 to determine their reaction:*
  1) Cower in fear.
  2) Gaze into space.
  3) Run about screaming.
  *4) Attack the nearest **Creature**.*

- *Leaders! A group of mushroom men will always have a leader (**HD6**, **8 dmg**). If the leader is slain, all **Attack** and **Defence Rolls** made against the remaining mushroom men are rolled with **Advantage**. The leader can also use spores to animate a dead opponent who fights as a zombie (see p.30). Animation takes 1d4 **Days**, and lasts 1d4 **Weeks**.*

Under-Mauler - HD8

Claw, claw, bite - STR (*1 Close*) 10 dmg

- *Four eyes! Looking at an under-mauler will cause those **Nearby** to become confused unless they make successful **WIS Tests**. Confused opponents must make additional **WIS Tests** every time they wish to act until the combat is over.*

- *Digger! Under-maulers can burrow through earth easily, and can even burrow through solid stone with surprising speed.*

Yarara - HD6
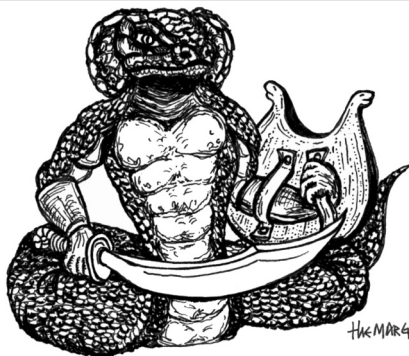
Scimitar - STR (*1 Close*) 6 dmg
Bite - STR (*1 Close*) 4 dmg

- *Venom! Bite victims must make a successful **CON Test** or be taken **Out of Action**.*

- *Leaders! Larger groups may have a leader (**HD9**, **8/6 dmg**) and/or one or more sub-leaders (**HD7**, **7/5 dmg**).*

- *Spellcaster! A few select yararas will have up to 5 spells memorized from levels 1-5 (see appendix C p.35-36).*

APPENDIX C
MONSTERS' SPELL INDEX

1st Level Spells

Charm: A *Nearby* target obeys a simple command and will perform a simple *Action* unless they make a successful *WIS Test*.

Clouded Vision: A *Nearby* target has *Disadvantage* on their next *Action*.

Magic Missile: A *Faraway* or *Distant* target takes 1d6 damage for each of the *Spellcaster's Levels*.

Light: Creates dim light from a *Nearby* spot or object - lasts *Ud*8 *Minutes*.

Protection: A single enemy must make all harmful tests against the *Spellcaster* with *Disadavantage* for *Ud*8 *Minutes*.

Shield: Gives the caster Arcane Mail (*AV*2). When each *Armour Die* is *Broken* it is gone for good.

2nd Level Spells

Blinding Light: 1d4 *Nearby* targets make all *Defence Rolls* with *Disadvantage* until they make successful *CON Tests* as an *Action*.

Detect Magic: Everything *Nearby* that is magic glows - lasts *Ud*6 *Minutes*.

Hold Person: *Paralyzes* 1d4 *Nearby* targets unless they make a successful *WIS Test*. Those affected can make further tests each *Turn* to free themselves.

Knock/Lock: A *Nearby* door or lock is either opened or locked.

Sleep: Roll 1d6 for each of the *Spellcaster's HD*. *Nearby Creatures* with fewer *HP* than total rolled fall asleep unless they make a successful *WIS Test* - lasts *Ud*6 *Minutes*.

Web: Traps a *Nearby* area, stopping all movement unless a successful *STR Test* is rolled with *Disadvantage* - lasts *Ud*6 *Minutes*.

3rd Level Spells

Darkness: Pure darkness covers a *Nearby* area and blocks all types of vision - lasts *Ud*6 *Minutes*.

Dispel Magic: Removes or reverses the effects of a *Nearby* Arcane spell.

Hex: Does 6 damage to a *Nearby* target unless they make a successful *WIS Test*.

Magic Mouth: Creates an illusory mouth that repeats a phrase when anything passes *Nearby* to the location/object it was cast on.

Read Languages/Magic: Allows the *Spellcaster* to read all languages and magic - lasts *Ud*12 *Minutes*.

Slow: 1d6 *Nearby* targets may only *Move* and take an *Action* every other *Turn* unless they make a successful *WIS Test* - lasts *Ud*6 *Minutes*.

4th Level Spells

Confusion: 2d6 *Nearby* targets must make a successful *WIS Test* or immediately make a *Reaction Roll* (p.31 in the main rule book).

Darkvision: A *Nearby Creature* can see in absolute darknesss - lasts *Ud*6 *Minutes*.

Fireball: 1d4 *Nearby Creatures* take 1d6 damage for each of the *Spellcaster's HD*. A successful *DEX Test* reduces the damage by half.

Invisibility: A *Nearby Creature* is made invisible until it *Attacks* or the spell is dispelled.

Protection from Normal Missiles: The caster is immune to all small, non-magical missile attacks - lasts *Ud*6 *Minutes*.

5th Level Spells

Elemental Wall: A wall of one of the four elements (air, earth, fire, or water) covers a *Nearby* area. Any *Creature* that comes *Close* takes damage equal to its *HD*.

Lightning Bolt: Hits a single *Nearby* or *Faraway* target and does 1d6 damage for each of the *Spellcaster's HD*. A successful *DEX Test* reduces the damage by half.

Mangle Flesh: A *Nearby* target must reduce either their *STR*, *DEX* or *CHR* by 1d4 unless they make a successful *CON Test*.

Polymorph Self/Other: Transforms a *Nearby* target to have the appearance of another - lasts 1 *Day*.

Telekinesis: As an *Action*, the *Spellcaster* may *Move* a *Nearby* object - lasts *Ud*10 *Minutes*.

6th Level Spells

Animate Dead: Reanimates 2d4 *Nearby* corpses. Each has half the *Spellcaster's HD* and is under the effect of *Charm*.

Dimension Door: Teleports a *Close* target to a *Distant* location.

Feebleminded: Reduces a *Nearby* target's *INT* to 4 unless they make a successful *WIS Test* - lasts *Ud*6 *Moments*.

Flesh to Stone: Turns a *Nearby Creature* into stone (or vice versa) unless they make a successful *CON Test*.

Mass Invisibility: Everyone *Nearby* the *Spellcaster* is made invisible until they *Attack* or the spell is dispelled.

Soul Fire: 1d4 *Nearby* targets take 13 damage unless they make a successful *CON Test*.

7th Level Spells

Cloudkill: Creates a cloud *Nearby*. Anyone caught in it is taken *Out of Action* unless they make a successful *CON Test* - lasts *Ud*4 *Moments*.

Elemental: Creates an elemental (see p.10, or in the main rule book p.91) of any type with 1d6 *HD*. It is under the effect of *Charm*.

Invisible Stalker: Summons an extra-dimensional monster (1d6 *HD*) to perform a complex task.

Regenerate: Allows the *Spellcaster* to regenerate at the rate of 3 *HP* each *Moment* - lasts *Ud*6 *Moments*.

Teleport: Transports a *Nearby* target to any place known to the *Spellcaster*.

8th Level Spells

Anti-Magic Shell: Cancels all Arcane magic *Nearby* to the caster - lasts *Ud*6 *Moments*.

Clenched Fist: Creates a giant hand that will strike any *Nearby* target. The hand has 18 *STR* and does 4d6 damage if it hits - lasts *Ud*6 *Moments*.

Contact Higher Plane: Allows the *Spellcaster* to ask 3 questions and receive truthful answers from the outer gods.

Death Spell: 2d4 *Nearby* targets with 7*HD* or fewer are taken *Out of Action* unless they make successful *CON Tests*.

Irresistible Dance: Causes a single, *Nearby* target to begin an uncontrollable dance unless they make a successful *CON Test*. The dance means all *Defence Rolls* must be made with *Disadvantage* and no other *Actions* are possible - lasts *Ud*4 *Moments*.

9th Level Spells

Control Weather: Controls the *Nearby* weather to all extremes - lasts *Ud6 Minutes*.

Crushing Hand: Creates a giant hand that will grab a *Nearby* target unless they make a successful *DEX Test* with *Disadvantage*. The victim takes 3d6 damage and then *Ongoing Damage* until they make a successful *STR Test* with *Disadvantage* as an *Action* - lasts *Ud4 Moments*.

Disintegrate: A single *Nearby Creature*, of lower *Level* than the *Spellcaster*, turns into a fine powder unless they make a successful *WIS Test* with *Disadvantage*.

Meteor Swarm: Creates a shower of meteors that do 8d6 damage to anyone *Nearby*. A successful *DEX Test* rolled with *Disadavantage* reduces the damage by half.

10th Level Spells

Level Drain: A *Nearby Creature* must make a successful *CON Test* or lose a *Level* and all its benefits.

Limited Wish: Changes reality in a minor and limited way.

Power Word, Kill: A *Nearby* target with 50*HP* or less dies and cannot be resurrected.

Time Stop: Stops time completely in a *Nearby* area - lasts *Ud4 Moments*.

Spellcasting Notes

Normally, when a *PC* casts a spell, the *Player* makes an *Attribute Test* to see if it works. For monster *Spellcasters*, the system needs adjusting so that the *Players* make *Attribute Tests* to avoid or reduce the effects of spells cast against them.

Monster *Spellcasters* gain spells in a variety of ways. Some will have spellbooks or scrolls from which to revise spells. Others will receive spells from their gods, or by arcane rituals. Every time a monster *Spellcaster* is encountered, the *GM* should decide how their spells are gained, and whether they are recorded in a way that would make it possible for the *PCs* to transcribe or learn them.

Shamans and Witch Doctors

Many groups of humanoid monsters may have a *Spellcaster* among their ranks. As a general rule, the *GM* should give them *HD* less than or equal to a leader or sub-leader of the same race, but the same *Attack Damage* as standard, non-leader types.

As a default, a humanoid *Spellcaster* will have a number of spells equal to their *HD*, and the levels of these should be also capped at their *HD*. For example, an orc witch doctor might be *HD*3 and have 3 spells of levels 1-3.
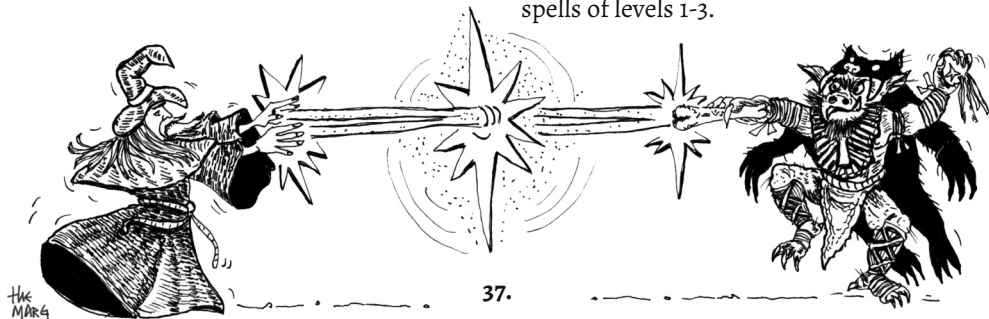
APPENDIX D
CONVERSION RULES

Adapting monsters from old school editions of *The World's Most Popular Fantasy Role-playing Game* is easy. The notes here give loose guidlines for **GMs**, but as with everything in *The Black Hack*, the game thrives on your own creative ideas. The headings below detail each of the stats that appear in standard *B/X* and *1st Edition* monster listings. Most of them are not needed when creating a version of the monster for use with *The Black Hack*, but a **GM** may still elect to use them as presented in the original game:

Frequency: Ignore, or use as listed.

No. Appearing: Ignore, or use as listed.

Armour Class: Can usually be ignored. If a monster has a very good AC (1 or less for descending AC rules or 18 or higher for ascending rules), then consider giving the monster a special ability that features it. For humanoid monsters, a **GM** could also give them some **Armour Dice** (see p.10 in the main rule book).

Move: Can usually be ignored. If a monster has very fast movement or can swim/fly, then consider adding a special ability that reflects this.

Hit Dice: Use as listed. If the monster has a **HD** with a plus, it can usually be ignored or you may consider just increasing the **HD** by 1. For example, 3+1 becomes 3, but 6+6 might become 6 or 7.

% In Lair: Ignore, or use as listed.

Treasure Type: Ignore, or use as listed (see p.114-116 in the main rule book for treasure ideas).

No. of Attacks: These are combined with the Damage/Attack stat. For ease, group attacks together as a single combined attack such as claw, claw, bite. If the monster has a missile attack, then it should be listed separately. The example below shows how the attacks of a manticore (p.18) are listed compared to the original source.

Claw, claw, bite - STR (*1 Close*) 6 dmg
Tail spines - DEX (*1-6 Faraway*) 3 dmg
2 claws/1 bite 1-4/1-4/2-8 or 6 tail spines 1-6

Most melee attacks will target a single **Close** opponent. However, at the **GM's** discretion an attack may also have enough extension to hit a **Nearby** opponent instead - For example, a dragon's bite or a humanoid monster's polearm. Ranged attacks should simply be given a maximum range (**Nearby**, **Faraway** or **Distant**).

Damage/Attack: If using fixed damage, then the table below gives average damage by **HD**. Depending on the individual attacks, the values can be modifed to reflect more powerful or weaker attacks.

HD	DAMAGE
1	2 (1d4)
2	3 (1d6)
3	4 (2d4)
4	5 (1d10)
5	6 (1d12)
6	7 (1d6 + 1d8)
7	8 (2d8)
8	9 (3d6)
9	10 (2d10)
10	11 (1d10 + 1d12)
11	12 (2d12)
12+	13 (3d6 + 1d8)

Special Attacks/Defences: If a monster has any of these, they should form the basis for the monster's special abilities. A selection of special abilities is listed in the right hand column on this page.

Magic Resistance: Can either be ignored or added as a special immunity ability.

Intelligence: Ignore, or use as listed.

Alignment: Ignore, or use as listed.

Size: Ignore, or use as listed.

Psionic Ability: Can either be ignored or added as a special spell-like ability.

Save As: Ignore, as monsters are not required to make saving throws. However, remember to always apply the *Powerful Foe* rule (see below), which gives high *HD* monsters an equivalent benefit.

Morale: Use the monster's *HD* as a benchmark. Some monsters (especially undead ones) never have to make morale checks. Other monsters may go berserk, which might enhance or even bypass any *Morale Tests* they have to make.

POWERFUL FOES

If a monster's *HD* is higher than the *Character's HD*/*Level*, the *Player* should add the difference between the two *HD* values to the d20 when making any *Attribute Tests* to *Attack*, *Defend*, influence, or otherwise interfere with the monster. When dealing with monsters that have a *HD* that is higher than a *Character's* by 10 or more, the *GM* may choose to apply a maximum penalty of +10 to be added to any roll. The *GM* may also rule that rolling a 1 always indicates a success, and that rolling a 20 always indicates a failure.

SAMPLE ABILITIES

Armoured! Any damage dice roll against an armoured monster is halved if the roll is even.

*Blood drain! On a hit, the monster will drain its victim's blood doing **Ongoing Damage**.*

*Huggy bear! If a failed **Defence Roll** is an odd number, the target takes **Ongoing Damage** until they make a successful **STR Test** as an **Action**.*

Immunity! Monsters can be immune to edged/piercing weapons, blunt weapons, non-magical attacks, fire, cold, electricity, charm, sleep, all spells etc. The immunity can be absolute or just partial.

*It burns! Acid deals **Ongoing Damage**, needing a successful **CON Test** to stop.*

*Leaders! Larger groups may have a leader (**HD+2/3/4**, **+2/3/4 dmg**) and/or one or more sub-leaders (**HD+1/2**, **+1/2 dmg**).*

*Level drain! Anyone touched by the monster must make a successful **WIS Test** or lose 1 **Level**/**HD**.*

*Paralysis! Victims must make a successful **CON Test** or be **Paralyzed** until the end of the combat, the end of the session, or longer.*

*Poison! Victims must make a successful **CON Test** or be taken **Out of Action**.*

*Regenerate! The monster can regenerate 1/2/3 points of damage every **Turn**.*

*Surprise! **DEX Tests** at the start of combat are rolled with **Disadvantage**.*

*Stomp! Once trampled, a victim takes **Ongoing Damage** unless they make a successful **DEX Test**.*

*Swooping attack! If this flying monster wins **Initiative** at the start of combat, it can swoop in and attack doing double damage.*

APPENDIX E
POISON TABLES

When a **PC** succumbs to a poisonous/venomous attack or effect, they would normally be taken **Out of Action.** The tables on these pages are intended to give the **GM** more options for determining poison effects.

D6	MILD POISON
1	Lose 1d4 **STR** for the rest of the session
2	Lose 1d4 **CON** for the rest of the session
3	Lose 1d4 **DEX** for the rest of the session
4	**Weakened** for the rest of the session
5	Slowed for the rest of the session. The victim may only **Move** and take an **Action** every other **Turn**
6	Roll twice, ignoring 6s or duplicates

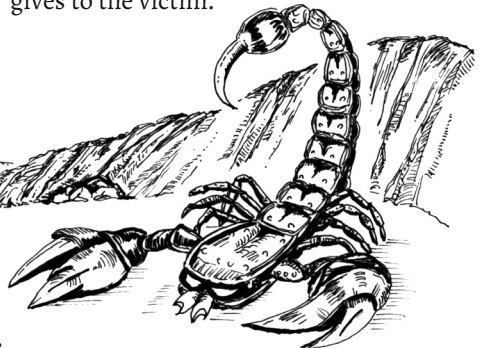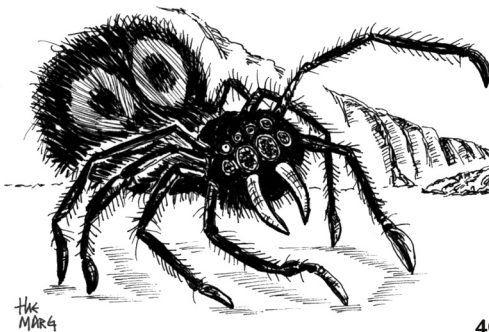| D6	MODERATE POISON
1	Lose 1d4 **STR** for 1 week
2	Lose 1d4 **CON** for 1 week
3	Lose 1d4 **DEX** for 1 week
4	**Weakened** for 1 week
5	Take 1 point of damage per **Level** and roll on the Mild Poison table
6	Take 1 point of damage per **Level** and roll on the **Out of Action** table

D6	SEVERE POISON
1	Lose 1d6 off all stats for 1d4 weeks
2	Lose 1d4 **STR** permanently
3	Lose 1d4 **CON** permanently
4	Lose 1d4 **DEX** permanently
5	Take 2 points of damage per **Level** and roll on the Moderate Poison table
6	Take 2 points of damage per **Level** and roll on the **Out of Action** table

D6	☠ OUT OF ACTION
1	Paralyzed for 2d4 **Hours**
2	Madness causes the victim to make a roll on the **Panic!** table (p.37 main rules), at a random point every session
3	Blindness means the victim may only **Move** and take **Actions** every other **Turn**, and all **Actions** are with **Disadvantage**
4	Necrosis withers a limb in 1d6 **Days**. Death follows unless it is removed
5	Death after 1d4 **Hours**
6	Death after 1d4 **Moments**

The **GM** should decide in what way natural or magical healing assists victims who have been poisoned. The 5th level prayer *Neutralize Poison* will stop effects if cast within 1 **Moment** of the poisoning. After that, the **GM** must decide what benefit it gives to the victim.

- HD

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( ) **dmg**

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INITIATIVE

At the start of combat, *Players* make a *DEX Test* for their *Characters*. If successful, they *Move* and take *Actions* before their opponents. If they fail, they *Move* and take *Actions* after their opponents. At the start of each new *Moment*, make a fresh round of *DEX Tests* until the combat ends.

ATTACKING & DEFENDING

As an *Action*, a *Character* may make an *Attack*. The *Player* should make a *STR Test* for a melee *Attack* or a *DEX Test* for a ranged attack. If they succeed, the *Attack* hits and deals damage. Likewise, when *Defending* they also make a *STR* or *DEX Test* depending on the type of *Attack*. If they succeed, the *Attack* misses them. If they fail, then they take the damage listed or use their armour.

Combat Distances

Close - roughly 5 feet
Nearby - up to 30 feet
Faraway - up to 60 feet
Distant - beyond 60 feet

Large Weapons

When a *Character* wields a large or 2-handed weapon, 1d4 should be added to the result every time they make an *Attribute Test* to *Attack*, *Defend* or roll *Attack Damage*.

ARMOUR

If a *Character* fails to *Defend* against an *Attack*, they may take an *Armour Die* from their 'pool' and declare it *Broken*. After a *Rest*, they may attempt to fix *Broken Armour Dice* by rolling above their armour's *Armour Value* (*AV*). If a roll is higher than the *AV*, then that *Armour Die* is fixed and placed back in their pool. If the roll fails, then the *Armour Die* remains *Broken* until it is repaired by a professional. If all the *Armour Dice* in a pool are *Broken*, then the armour is destroyed.

ARMOUR	AV
Cloth / Improvised	1
Leather	2
Chain Mail	3
Plate & Mail	4
Shield / Helmet	+1 die

Critical Hits

Rolling a natural 1 when *Attacking* does double damage. Rolling a 20 when *Defending* also does double damage.

POWERFUL FOES

If a monster's *HD* is higher than the *Character's HD*/*Level*, the *Player* should add the difference between the two *HD* values to the d20 when making any *Attribute Tests* to *Attack*, *Defend* influence, or otherwise interfere with the monster. Where monsters have a *HD* that is 10 or more higher than a *Character's*, the *GM* may choose to apply a maximum penalty of +10 to be added to any roll. The *GM* may also rule that rolling a 1 always indicates a success, and that rolling a 20 always indicates a failure.

ONGOING DAMAGE

Some *Attacks* and spells deal damage to *Creatures* after their initial effects. When a *Creature* takes *Ongoing Damage*, it loses *HP* equal to its *HD*/*Level* at the start of every *Turn*. An *Attribute Test* of the *GM's* choosing should be made by the *Player* at the end of the *Turn* to see if the *Ongoing Damage* continues.

D6 ⚔ OUT OF ACTION

1	**KO'd** - Just knocked out
2	**Fat Head** - *Disadvantage* on all tests for the next half hour of play
3	**Cracked Bones** - *Disadvantage* on all *STR*, *DEX*, and *CON Tests* for the remainder of the session
4	**Disfigured** - *CHA* permanently reduced by 1d4
5	**Badly Maimed** - Either *STR* or *DEX* is permanently reduced by 2
6	**Dead** - The *Character* dies!

At zero or less *HP*, a *Character* is taken *Out of Action*. An *Out of Action Character* can no longer *Move* or take *Actions*. When they receive aid, or when the danger they were in passes, the *Character* must roll on the *Out of Action* table above to see what happens to them. If they roll 1-5, they suffer the effect listed and then rejoin play, recovering 1d4 *HP*. If they roll a 6, they die.

If the *Character's* side loses the fight, or is unable to recover the body of the *Out of Action Character*, the *Character* is lost forever - presumed dead!

HINDRANCES

Hindered **Characters** operate at a reduced capacity. Normally, an **Attribute Test** of the **GM's** choosing will be required to remove a hindrance.

Weakened - All **Attribute Tests** are rolled with **Disadvantage**.

Distracted - No **Actions** allowed, but may **Move** normally.

Stuck - No **Movement** allowed, but may take **Actions**.

Paralyzed - No **Movement** or any **Actions** allowed.

Slowed - May only **Move** and take an **Action** every other **Turn**.

Confused - Must make a successful **WIS Test** before **Moving** and **Acting** each **Turn**.

Morale

If 50% of a group of **Creatures** are taken **OofA**, or a single powerful **Creature** loses half its **HP**, the **GM** should make a **Morale Test** for them. To succeed, they must roll under the highest **HD** on a d12.

PANIC!

If a **Character** ends their **Turn** with no **Light** underground, they must make a successful **WIS Test** or they will **Panic!** At the start of the **Character's** next **Turn** they must then roll on the **Panic!** table below. They must make a new **WIS Test** at the end of every **Turn**, to try and remove the **Panic!** Failure means that they continue rolling on the **Panic!** table at the start of each **Turn**. **Characters** might also suffer **Panic!** if they have to confront something terrifying at the **GM's** discretion.

D6	PANIC!
1	**Gritted teeth** - Make a successful bonus **WIS Test** in order to end the **Panic!**
2	**Frozen solid** - The **Character** is **Stuck**
3	**Shock** - Cannot perform any **Actions** that would involve the use of the hands
4	**Fumble** - The **Player** must perform everything this **Turn** with their eyes closed
5	**Life before the eyes** - Make a successful **CON Test** or lose 2 points of **WIS**
6	**Heart attack** - The **Character** is taken **Out of Action**

Poisoned - When a **PC** succumbs to a poisonous/venomous attack or effect, they would normally be taken **Out of Action.** These tables give the **GM** more options for determining poison effects.

D6	MILD POISON
1	Lose 1d4 **STR** for the rest of the session
2	Lose 1d4 **CON** for the rest of the session
3	Lose 1d4 **DEX** for the rest of the session
4	**Weakened** for the rest of the session
5	Slowed for the rest of the session. The victim may only **Move** and take an **Action** every other **Turn**
6	Roll twice, ignoring 6s or duplicates

D6	MODERATE POISON
1	Lose 1d4 **STR** for 1 week
2	Lose 1d4 **CON** for 1 week
3	Lose 1d4 **DEX** for 1 week
4	**Weakened** for 1 week
5	Take 1 point of damage per **Level** and roll on the Mild Poison table
6	Take 1 point of damage per **Level** and roll on the poison **Out of Action** table

D6	SEVERE POISON
1	Lose 1d6 off all stats for 1d4 weeks
2	Lose 1d4 **STR** permanently
3	Lose 1d4 **CON** permanently
4	Lose 1d4 **DEX** permanently
5	Take 2 points of damage per **Level** and roll on the Moderate Poison table
6	Take 2 points of damage per **Level** and roll on the poison **Out of Action** table

D6	OUT OF ACTION
1	Paralyzed for 2d4 **Hours**
2	Madness causes the victim to make a roll on the **Panic!** table (p.37 main rules), at a random point every session
3	Blindness means the victim may only **Move** or take **Actions** every other **Turn**, and all **Actions** are with **Disadvantage**
4	Necrosis withers a limb in 1d6 **Days**. Death follows unless it is removed
5	Death after 1d4 **Hours**
6	Death after 1d4 **Moments**

A collection of over 240 classic old-school monsters for use with
The Black Hack Second Edition role-playing game

- developed by -

PETER REGAN

THANKS

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