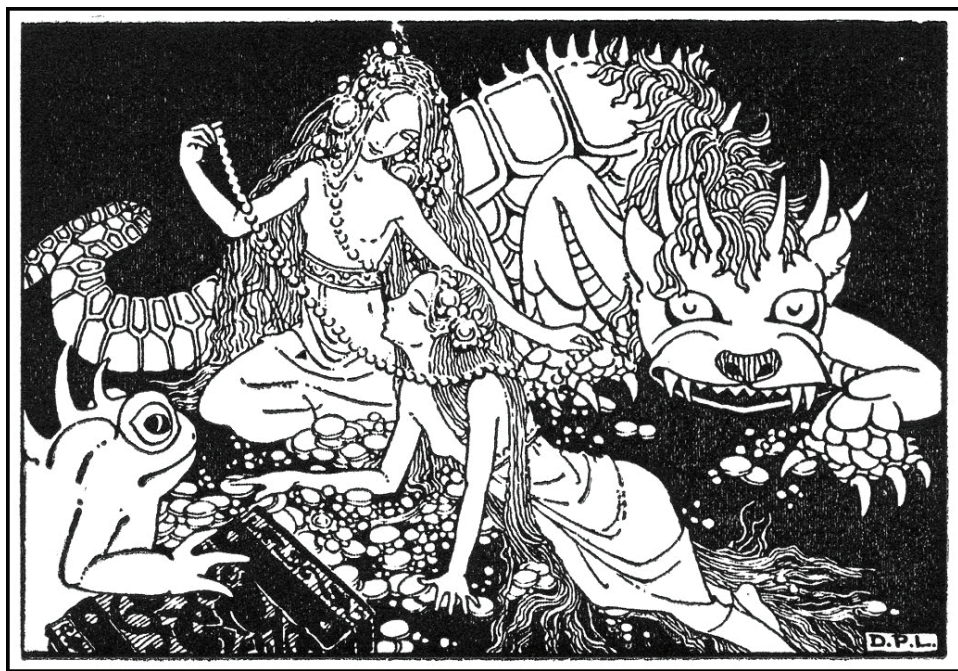


The Warlock's Digest of Dungeon Dwelling Denizens

An Old School Monster Statistical Reference



THE
WARLOCK'S
HOME BREW

A

ANKHEG

Ankheg: HD 3; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 14; CL/XP 4/120XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg: HD 4; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 13; CL/XP 5/240XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg: HD 5; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 12; CL/XP 6/400XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg: HD 6; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 11; CL/XP 7/600XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg: HD: 7; AC: 2[17] underside 4[15]; Atk: 1 bite (3d6); Move: 12 (burrow 6); Save: 9; CL/XP: 8/800XP; Special: Spits acid 5d6 (1/day, save for half)

Ankheg: HD: 8; AC: 2[17] underside 4[15]; Atk: 1 bite (3d6); Move: 12 (burrow 6); Save: 8; CL/XP: 9/1100XP; Special: Spits acid 5d6 (1/day, save for half).

ANTS

Giant Worker Ant: HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None.

Giant Warrior Ant: HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

Giant Queen Ant: HD 10; AC 3[16]; Atk Bite (1d6); Move 3; Save 3; CL/XP 8/800; Special: None. Gorilla: HD 4; AC 6[13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.

Ape, Flying: HD 5; AC 6[13]; Atk 2 hands (1d4), 1 bite (1d6); Move 9 (fly 18); Save 12; CL/XP 6/400; Special: Rend or carry

airborne.

Ape, Gorilla: HD 4; AC 6[13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.

B

Giant Badger: HD 3; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.

Banshee: HD 7; AC 0[19]; Atk 1 claw (1d8); Move (fly 12); Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments

Basilisk: HD 6; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Petrifying gaze.

Giant Bat: HD 4; AC 7[12]; Atk 1 bite (1d10); Move 4 (fly 18); Save 13; CL/XP 5/240; Special: 10% chance of disease.

Bat Monster: HD 8; AC 6[13]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (fly 18); Save 8; CL/XP 9/1100; Special: None

Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

Giant Fire Beetle: HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: Light glands.

Black Puddings: HD 10; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

Blink Dog: HD 4; AC 5[14]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Teleport.

Wild Boar: HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.

Bugbear: HD 3+1; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise

opponents, 50% chance.

Bulette: HD 9; AC -1[20]; Atk 2 claws (2d6), 1 bite (3d12); Move 15 (Burrow 3); Save 6; CL/XP 11/1700; Special: Burrow.

C

Carriion Creeper: HD 2+2; AC 7[12]; Atk Bite (1hp) and 6 tentacles; Move 12; Save 14; CL/XP 4/240; Special: Tentacles cause paralysis.

Centaur: HD 4; AC 5[14] or 4[15] with shield; Atk 2 kicks (1d6) and weapon; Move 18; Save 13; CL/XP 5/240; Special: None.

Giant Centipede (small, lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).

Giant Centipede (small, non-lethal): HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 1/15; Special: non-lethal poison bite (+4 save).

Chimera: HD 9; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Breathes fire, flies.

Normal Crocodile: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None.

Giant Crocodile: HD 6; AC 3[16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Save 11; CL/XP 6/400; Special: None.

Crypt Crawler: HD: 1d6; AC 9[10]; Atk 2 claws 1d3 or Atk 1 bite 1d6; Move 12; Save 18; CL/XP B10; Special: After 2 successful claw attacks in the same round will cling to victim and bite.

D

DEMONS

Baalroch Demon: HD 9; AC 2[17]; Atk 1 sword (1d12+2) and 1 whip (entangles);

Move 6 (15 fly); Save 6; CL/XP 13/2300; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Baalroch Demon: HD 9; AC 2[17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (15 fly); Save 6; CL/XP 13/2300; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Erinyes Demon: HD 6; AC 2[17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (Fly 24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

Third-Category Demon: HD 10; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

Second-Category Demon: HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

Lemure Demon: HD 3; AC 7[12]; Atk 1 claw (1d3); Move 3; Save 14; CL/XP 4/120; Special: Regenerate (1hp/round).

Manes Demon: HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons.

Fifth-category Demon: HD 8; AC -3[22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

Fourth-category Demon: HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical

abilities.

Quasit: HD 3; AC 2[17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.

Demon, Succubus: HD 6 AC 9[10]; Atk 12 scratches (1d3); Move 12 (Fly 18); Save 11; CL/XP 9/1100; Special: Magic resistance (70%), Immune to non-magic weapons, cause darkness in a 10-foot diameter, level drain (1 level) with kiss, summon other demons, spells, change shape.

Vrock Demon: HD 8; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

Orcus: HD 30 (125hp); AC -6[25]; Atk 1 staff (death – no save), tail (2d8), 1 claw (2d8); Move 9 (Fly 20); Save 3; CL/XP 35/6800; Special: Magic resistance (75%), +3 magic weapon required to hit, immune to fire and charm, death staff, spells, magical abilities, control undead, summon demon minions.

Djinni: HD 7+3; AC 4[15]; Atk 1 fist or weapon (1d10+1); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Magical powers, whirlwind.

Doppelganger: HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.

DRAGONS

Black Dragon

Adult Black Dragon: HD 6 (24hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Spits acid.

Adult Black Dragon: HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Spits acid.

Adult Black Dragon: HD 8 (32hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid.

Blue Dragon

Adult Blue Dragon: HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: spits lightning.

Adult Blue Dragon: HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: spits lightning.

Adult Blue Dragon: HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: spits lightning.

Brass Dragon

Adult Brass Dragon: HD 6 (24hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 12 (Fly 24); Save 11; CL/XP 8/800; Special: Fear or sleep breath.

Adult Brass Dragon: HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 12 (Fly 24); Save 9; CL/XP 9/1100; Special: Fear or sleep breath.

Adult Brass Dragon: HD 8 (32hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 12 (Fly 24); Save 8; CL/XP 10/1400; Special: Fear or sleep breath.

Bronze Dragon

Adult Bronze Dragon: HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: spits lightning or misdirection gas.

Adult Bronze Dragon: HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: spits lightning or misdirection gas.

Adult Bronze Dragon: HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 12/2000;

Special: spits lightning or misdirection gas.

Copper Dragon

Adult Copper Dragon: HD 7 (28hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Spit acid or breathe slowing gas.

Adult Copper Dragon: HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spit acid or breathe slowing gas.

Adult Copper Dragon: HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Spit acid or breathe slowing gas.

Gold Dragon

Adult Gold Dragon: HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 24); Save 5; CL/XP 13/2300; Special: fire or chlorine breath, magic-user spells.

Adult Gold Dragon: HD 11 (44hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 24); Save 4; CL/XP 14/2600; Special: fire or chlorine breath, magic-user spells.

Adult Gold Dragon: HD 12 (48hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 24); Save 3; CL/XP 15/2900; Special: fire or chlorine breath, magic-user spells.

Green Dragon

Adult Green Dragon: HD 7 (28hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Breathes poison gas.

Adult Green Dragon: HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Breathes poison gas.

Adult Green Dragon: HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes poison gas.

Red Dragon

Adult Red Dragon: HD 9 (36hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes fire.

Adult Red Dragon: HD 10 (40hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: Breathes fire.

Adult Red Dragon: HD 11 (44hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 4; CL/XP 13/2300; Special: Breathes fire.

Silver Dragon

Adult Silver Dragon: HD 9 (36hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes frost or paralyzing gas, polymorph.

Adult Silver Dragon: HD 10 (40hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: Breathes frost or paralyzing gas, polymorph.

Adult Silver Dragon: HD 11 (44hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 4; CL/XP 13/2300; Special: Breathes frost or paralyzing gas, polymorph.

White Dragon

Adult White Dragon: HD 5 (20hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 12; CL/XP 7/600; Special: Breathes frost.

Adult White Dragon: HD 6 (24hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Breathes frost.

Adult White Dragon: HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Breathes frost.

Dragon Turtle: HD 12; AC 0[19]; Atk 2 claws (2d6), 1 bite (4d6); Move 3 (Swim

12); Save 3; CL/XP 13/2300; Special: Breath weapon (steam).

Dryad: HD 2; AC 9[10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).

Dwarf: HD 1; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework

6

Efreeti: HD 10; AC 2[17]; Atk 1 fist or sword (1d8+5); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: Wall of fire.

ELEMENTALS

Air Elemental

Air Elemental: HD 8; AC 2[17]; Atk 1 strike (2d8); Move (Fly 36); Save 8; CL/XP 9/1100; Special: Whirlwind.

Air Elemental: HD 12; AC 2[17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind.

Air Elemental: HD 16; AC 2[17]; Atk 1 strike (3d8); Move (Fly 36); Save 3; CL/XP 17/3400; Special: Whirlwind.

Earth Elemental

Earth Elemental: HD 8; AC 2[17]; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework.

Earth Elemental: HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework.

Earth Elemental: HD 16; AC 2[17]; Atk 1 strike (4d6); Move 6; Save 3; CL/XP 17/3400; Special: Tear down stonework.

Fire Elemental

Fire Elemental: HD 8; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials.

Fire Elemental: HD 12; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials.

Fire Elemental: HD 16; AC 2[17]; Atk 1 strike (3d6); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials.

Water Elemental

Water Elemental: HD 8; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats.

Water Elemental: HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats.

Water Elemental: HD 16; AC 2[17]; Atk 1 strike (4d6); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats

Elf: HD 1+1; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.

F

GIANT FROGS

Giant Frog (small): HD 1; AC 7[12]; Atk 1 bite (1d3); Move 3 (or 150ft leap); Save 17; CL/XP 1/15; Special: Leap.

Giant Frog (medium): HD 2; AC 7[12]; Atk 1 bite (1d6); Move 3 (or 100ft leap); Save 16; CL/XP 2/30; Special: Leap.

Giant Frog (large): HD 3; AC 7[12]; Atk 1 bite (1d8); Move 3 (or 100ft leap); Save 14; CL/XP 4/120; Special: Leap, swallow whole.

Giant Killer Frog: HD 1+4; AC 7[12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 150ft leap); Save 17; CL/XP 2/30; Special: Leap.

G

Gargoyle: HD 4; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

Gelatinous Cube: HD 4; AC 8[11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Ghast: HD 4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

GIANTS

Cloud Giant: HD 12+3; AC 2[17]; Atk 1 weapon (6d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl boulders.

Fire Giant: HD 11+3; AC 3[16]; Atk 1 weapon (5d6); Move 12; Save 4; CL/XP 12/2000; Special: Hurl boulders, immune to fire.

Frost Giant: HD 10+3; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

Hill Giant: HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders. **Stone Giant:** HD 9+3; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

Storm Giant: HD 15+5; AC 1[18]; Atk 1 weapon (6d6); Move 15; Save 3; CL/XP 16/3200; Special: Throw boulders, control weather.

Gnoll: HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

Goblin: HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

GOLEMS

Clay Golem: HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

Flesh Golem: HD 10 (45hp); AC 9[10]; Atk 2 fists (2d8); Move 8; Save 5; CL/XP 12/2000; Special: Healed by lightning, hit

only by magic weapons, slowed by fire and cold, immune to most spells.

Iron Golem: HD 20 (80hp); AC 3[16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

Stone Golem: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

Wax Golem: HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+3); Move 6; Save 13; CL/XP 7/600; Special: Resistant to blunt weapons, Magic resistance (25%).

Gorgon: HD 8; AC 2[17]; Atk 1 gore (2d6); Move 12; Save 8; CL/XP 10/1400; Special: Breath turns to stone.

Grey Ooze: HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Grick: HD 2; AC 4[15]; Atk 4 tentacles (1d3), 1 beak (1d2); Move 6; Save 16; CL/XP 4/120; Special: Immune to blunt weapons.

Griffon: HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.



Sea Hag: HD 3; AC 6[13]; Atk 1 bite (1d4); Move 6 (Swim 18); Save 14; CL/XP 5/240; Special: Death gaze, weakness gaze.

Harpy: HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

Hippogriff: HD 3; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; CL/XP 4/120; Special: Flies.

HELL HOUND

Hell Hound: HD 4; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8hp).

Hell Hound: HD 5; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 12; CL/XP 6/400; Special: Breathe fire (10hp).

Hell Hound: HD 6; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Breathe fire (12hp).

Hell Hound: HD 7; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 9; CL/XP 8/800; Special: Breathe fire (14hp).

Hippogriff: HD 3; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; CL/XP 4/120; Special: Flies.

Hobgoblin: HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

HORSES

Riding Horse: HD 2; AC 7[12]; Atk 1 bite (1d2); Move 18; Save 16; CL/XP 2/30; Special: None

War Horse: HD 3; AC 7[12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; Special: None.

HUMANS

Bandit: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

Berserker: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit in berserk state.

Human Sergeant: HD 3; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 3/60; Special: None.

Human Soldier: HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

HYDRA

Hydra (5 headed): HD 5; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; CL/XP

7/600; Special: None.

Hydra (6 headed): HD 6; AC 5[14]; Atk 6 heads (1d6); Move 9; Save 11; CL/XP 8/800; Special: None.

Hydra (7 headed): HD 7; AC 5[14]; Atk 7 heads (1d6); Move 9; Save 9; CL/XP 10/1400; Special: None.

Hydra (8 headed): HD 8; AC 5[14]; Atk 8 heads (1d8); Move 9; Save 8; CL/XP 11/1700; Special: None.

Hydra (9 headed): HD 9; AC 5[14]; Atk 9 heads (1d8); Move 9; Save 6; CL/XP 12/2000; Special: None.

Hydra (10 headed): HD 10; AC 5[14]; Atk 10 heads (1d8); Move 9; Save 5; CL/XP 13/2300; Special: None.

Hydra (11 headed): HD 11; AC 5[14]; Atk 11 heads (1d10); Move 9; Save 4; CL/XP 14/2600; Special: None.

Hyena: HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

Giant Hyena: HD 5; AC 6[13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.

I

Invisible Stalker: HD 8; AC 3[16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; CL/XP 9/1100; Special: Invisible, flight.

Imp: HD 2; AC 2[17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

J

Jackal: HD 1d4hp; AC 7[12]; Atk 1 bite (1d2); Move 14; Save 18; CL/XP A/15; Special: None.

Jackal of Darkness: HD 4; AC 4[15]; Atk 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Black fire.

K

Kobold: HD 1d4hp; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

Kraken: HD 20; AC 0[19]; Atk 6 tentacles (2d6), bite (3d6); Move (Swim 3) (Jet 21); Save 3; CL/XP 24/5600; Special: Ink cloud, constriction, control weather, create lights.

L

LEECH, GIANT

Giant Leech: HD 1; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1hp/round).

Giant Leech: HD 2; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2hp/round).

Giant Leech: HD 3; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 4/120; Special: Sucks blood (3hp/round).

Giant Leech: HD 4; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 13; CL/XP 5/240; Special: Sucks blood (4hp/round).

Giant Leech: HD 5; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 12; CL/XP 6/400; Special: Sucks blood (5hp/round).

Giant Leech: HD 6; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 11; CL/XP 7/600; Special: Sucks blood (6hp/round).

Leopard: HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; CL/XP 4/120; Special: None.

Leprechaun: HD 1; AC 8[11]; Atk 1 weapon (1d6); Move 18; Save 15; CL/XP 5/400; Special: Magic resistance (10%), magic abilities.

LICH

Lich: HD 12; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes

automatic paralysis, spells.

Lich: HD 13; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 16/3200; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Lich: HD 14; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 17/3500; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Lich: HD 15; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 18/3800; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Lich: HD 16; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 19/4100; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Lich: HD 17; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 20/4400; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Lich: HD 18; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Lion: HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

Lizardman: HD 2+1; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

Ceiling Lurker: HD 10; AC 6[13]; Atk 1 crush (1d6); Move 1 (Fly 7); Save 5; CL/XP 10/1400; Special: Smother.

LYCANTHROPES

Werebear: HD 7+3; AC 2[17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9;

CL/XP 8/800; Special: Lycanthropy.

Wereboar: HD 5+2; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

Wererat: HD 3; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

Weretiger: HD 6; AC 3[16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

Werewolf: HD 4+4; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

M

Mammoth: HD 12; AC 5[14]; Atk 1 trunk (1d10), 2 gore (1d10+4), 2 trample (2d6+4); Move 12; Save 3; CL/XP 13/2300; Special: None.

Manticore: HD 6+4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Flies, tail spikes.

Medusa: HD 6; AC 5[14]; Atk 1 weapon (1d4); Move 9; Save 11; CL/XP 8/800; Special: Gaze turns to stone, poison

Merman: HD 1+3; AC 7[12]; Atk 1 weapon (1d6); Move 1 (Swim 18); Save 17; CL/XP 1/15; Special: Breathe water.

Mimic: HD 7; AC 6[13]; Atk 1 smash (2d6); Move 2; Save 9; CL/XP 8/800; Special: Mimicry, glue.

Minotaur: HD 6+4; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.

Mummy: HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

Mushroom-Men: HD 3, 2, or 1; AC 5[14]; Atk Fist (1d6) or weapon; Move 12; Save 14, 16, or 17; CL/XP 5, 3, or 1/240, 60, or

15; Special: Spores.

N

NAGAS

Guardian Naga: HD 11; AC 3[16]; Atk 1 bite (1d6 + poison), 1 constrict (1d8), 1 spit (poison); Move 18; Save 4; CL/XP 13/2300; Special: Poison, constriction, spells.

Spirit Naga: HD 9; AC 4[15]; Atk 1 bite (1d3 + poison); Move 12; Save 6; CL/XP 13/2300; Special: Poison, charm gaze, spells.

Water Naga: HD 7; AC 5[14]; Atk 1 bite (1d4 + poison); Move 12 (Swim 20); Save 9; CL/XP 10/1400; Special: Poison, spells.

Nixie: HD 1d4hp; AC 7[12]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 18; CL/XP 1/15; Special: Charm.

Nymph: HD 3; AC 9[10]; Atk none; Move 12; Save 14; CL/XP 5/240; Special: Sight causes blindness or death.

O

Ochre Jelly: HD 6; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; CL/XP 6/400; Special: Lightning divides creature.

Giant Octopus: HD 7; AC 7[12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; CL/XP 10/1400; Special: constriction and pinioning.

Ogre: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

Ogre Mage: HD 5+4; AC 4[15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; CL/XP 7/600; Special: Magic use.

Orc: HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

Owlbear: HD 5+1; AC 5[14]; Atk 2 claws

(1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

P

Pegasus: HD 4; AC 6[13]; Atk 2 hooves (1d8); Move 24 (Fly 48); Save 13; CL/XP 4/120; Special: Flying.

Piercer

Piercer: HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15; Special: None.

Piercer: HD 2; AC 3[16]; Atk 1 drop and pierce (2d6); Move 1; Save 16; CL/XP 2/30; Special: None.

Piercer: HD 3; AC 3[16]; Atk 1 drop and pierce (3d6); Move 1; Save 14; CL/XP 3/60; Special: None.

Piercer: HD 4; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; CL/XP 4/120; Special: None.

Pixie: HD 1; AC 5[14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities.

Purple Worm: HD 15; AC 6[13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole.

R

Rakshasa: HD 7; AC -4[23]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 9; CL/XP 12/2000; Special: Illusory appearance, special magic resistance, spells

Giant Rat: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Monstrously Huge Giant Rat: HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased.

Roc: HD 12; AC 4[15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (Fly 30); Save 3; CL/XP 12/2000; Special: None

Rust Monster: HD 5; AC 2[17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

S

Sahuagin: HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.

Salamander: HD 7; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

Giant Scorpion: HD 6; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; CL/XP 8/800; Special: Lethal poison sting.

Sea Serpent: HD 30; AC2[17]; Atk 1 bite (4d10); Move 0 (Swim 18); Save 3; CL/XP 30/8400; Special: Swallow whole.

Shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

SHAMBLING MOUND

Shambling Mound: HD 7; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; Special: Damage immunities, enfold and suffocate victims.

Shambling Mound: HD 8; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 8; CL/XP 11/1700; Special: Damage immunities, enfold and suffocate victims.

Shambling Mound: HD 9; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 6; CL/XP 12/2000; Special: Damage immunities, enfold and suffocate victims.

Shambling Mound: HD 10; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 5; CL/XP 13/2300; Special: Damage immunities, enfold and suffocate victims.

Shambling Mound: HD 11; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 4; CL/XP 14/2600; Special: Damage immunities, enfold and suffocate victims.

Shambling Mound: HD 12; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 3; CL/XP 15/2900; Special: Damage immunities, enfold and suffocate victims

Shrieker: HD 3; AC 7[12]; Atk None; Move 1; Save 14; CL/XP 3/60; Special: Shriek.

Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.

Slithering Tracker: HD 4; AC 5[14]; Atk None; Move 12; Save 13; CL/XP 6/400; Special: Transparent, paralysis.

Giant Slug: HD 12; AC 8[11]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; CL/XP 13/2300; Special: Spit acid

SNAKES

Viper: HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; CL/XP 2/30; Special: Lethal poison (+2 save).

Cobra: HD 1; AC 5[14]; Atk 1 bite (1hp + poison); Move 16; Save 17; CL/XP 3/60; Special: Lethal poison. Constrictor: HD 2; AC 6[13]; Atk 1 constriction (1d3); Move 12; Save 16; CL/XP 2/30; Special: Constriction.

Giant Viper (or Cobra): HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; CL/XP 6/400; Special: Lethal poison

Giant Constrictor: HD 6; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict

Amphisbaena: HD 5; AC 5[14]; Atk 2 bite (1d3 + poison); Move 10; Save 12; CL/XP 7/600; Special: Lethal Poison Giant

Spitting Snake: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison) or spit poison; Move 12; Save 11; CL/XP 6/400; Special: Spit or bite with lethal poison.

Spectre: HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

GIANT SPIDERS

Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

Giant Spider (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

Giant Spider (6ft diameter): HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.

Giant Phase Spider: HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

Giant Squid: HD 12; AC 7[12] head and tentacles; 3[16] body; Atk 8 tentacles (1d8+1), 1 beak (5d4); Move 0 (Swim 20); Save 3; CL/XP 14/2600; Special: Constrict

Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.



Giant Tick: HD 3; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 3/60; Special: Drain blood.

Tiger: HD 6; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; CL/XP 7/600; Special: Rear claws

Sabre-tooth Tiger: HD 7; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws

TITAN

Titan: HD 17; AC 2[17]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 19/4100; Special: Spells.

Titan: HD 18; AC 1[18]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 20/4400; Special: Spells.

Titan: HD 19; AC 0[19]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 21/4700; Special: Spells.

Titan: HD 20; AC -1[20]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 22/5100; Special: Spells.

Titan: HD 21; AC -2[21]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 23/5400; Special: Spells. **Titan (22HD)** HD 22; AC -3[22]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 24/5700; Special: Spells.

Giant Toad: HD 3; AC 6[13]; Atk 1 bite (1d8); Move 6 (Hop 30ft); Save 14; CL/XP 3/60; Special: Hop

TRAPPER BEAST

Trapper Beast: HD 10; AC 3[16]; Atk 1 enfold; Move 1; Save 5; CL/XP 11/1700; Special: Enfold and suffocate prey.

Trapper Beast: HD 11; AC 3[16]; Atk 1 enfold; Move 1; Save 4; CL/XP 12/2000; Special: Enfold and suffocate prey.

Trapper Beast: HD 12; AC 3[16]; Atk 1 enfold; Move 1; Save 3; CL/XP 13/2300; Special: Enfold and suffocate prey.

TREANT

Treant: HD 7; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; CL/XP 7/600; Special: Control trees.

Treant: HD 8; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 8; CL/XP 8/800; Special: Control trees.

Treant: HD 9; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 6; CL/XP 9/1100; Special: Control trees.

Treant: HD 10; AC 2[17]; Atk 2 strikes

(3d6); Move 6; Save 5; CL/XP 10/1400; Special: Control trees.

Treant: HD 11; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 4; CL/XP 11/1700; Special: Control trees.

Treant: HD 12; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 3; CL/XP 12/2000; Special: Control trees.

Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

U

Unicorn: HD 5; AC 2[17]; Atk 2 hoofs (1d8), 1 horn (1d8); Move 24; Save 12; CL/XP 6/400; Special: double damage for charge, 25% magic resistance, teleport

V

VAMPIRES

Vampire: HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; CL/XP 10/1400; Special: See description.

Vampire: HD 8; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: See description.

Vampire: HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; CL/XP 12/2000; Special: See description.

W

Walking Slime: HD 2; AC 9[11]; Atk 1 (1d6 + turn to slime); Move 6; Save 16; CL/XP 4/120; Special: Transform to slime.

Giant Wasp: HD 4; AC 4[15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); Move 1 (Fly 20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

Giant Weasel: HD 3+3; AC 6[13]; Atk 1 bite (2d6 + blood drain); Move 15; Save 14; CL/XP 5/240; Special: Drain blood.

Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Will-o-the-wisp: HD 9; AC -8[27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.

Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

Winter Wolf: HD 5; AC 5[14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn).

Worg: HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; CL/XP 4/120; Special: None.

Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

Wyvern: HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6); Move 6 (Fly 24); Save 8; CL/XP 10/1400; Special: poison sting, flies.



Yeti: HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

Yellow Mold: Atk 1d6 damage if touched; Special: Poisonous spores



Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.



The Warlock's Digest of Dungeon Dwelling Denizens

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