

p. 101

WRAITH


3

ARMOR CLASS

4

HIT DICE

Ave 16 hp



CHAOTIC

8 spaces
120' (40')

MOVE

1d6 + Energy Drain

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d6

Eerie, billowing, incorporeal life-leeches

- Size Medium (6' tall)
- Typical Intelligence 7 (low)
- *Flight Movement* 240' (80') - 16 spaces
- Immune to *charm, hold and sleep* spells. Unharmed by normal weapons, silver weapons do half damage, magical weapons do full
- *Energy Drain*: successful hit drains 1 levels + damage. PCs who reach 0 levels become specters themselves and must obey the master.

XP VALUE: 300 **TREASURE:** XVIII

| SAVING THROWS | | | | | |
|------------------|-----------------|---------------------|-------|-------------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 13 | 10 | 12 | 11 | 14 | 12 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|----|----|---|---|---|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | |

p. 99

VAMPIRE

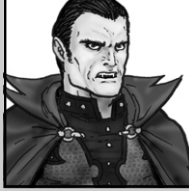
2

ARMOR CLASS

7to9

HIT DICE

Ave 32 hp



CHAOTIC

8 spaces
120' (40')

MOVE

1d10 + Energy Drain

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d6

Bloodletting Lords of the Night

- Size Medium (6' tall) Typical Intelligence 10 (medium)
- *Flight Movement* 180' (60') - 12 spaces
- Immune to *charm, hold and sleep* spells. Unharmed by normal weapons. *Electricity* and *cold* does half damage.
- *Charm Gaze*: -2 save / *Regenerate*: 3hp per round
Gaseous Form: at will or at 2 hp / *Shape Change*: large bat
Summon: 1d10x10 bats, 2d4 dire wolves in 2d6 rounds
- *Energy Drain*: hit drains 2 levels + damage. PCs who reach 0 levels become vampires themselves and must obey.

XP VALUE: 3150 / 5060 / 7300 **TREASURE:** XVII

| SAVING THROWS | | | | | |
|------------------|-----------------|---------------------|-------|-------------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 9 | 8 | 10 | 9 | 12 | 11 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|---|---|---|---|---|---|---|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | |

p. 95

SPECTRE


2

ARMOR CLASS

6

HIT DICE

Ave 24 hp



CHAOTIC

10 spaces
150' (50')

MOVE

1d8 + Energy Drain

DAMAGE

ENC: 1d4 **DESCRIPTION** # LAIR: 1d8

Wicked, soul-sucking phantoms

- Size Medium (6' tall)
- Typical Intelligence 8 (medium low)
- *Flight Movement* 300' (100') - 20 spaces
- Immune to *charm, hold, and sleep* spells. Unharmed by normal weapons including silver.
- *Energy Drain*: successful hit drains 2 levels + damage. PCs who reach 0 levels become specters themselves and must obey the master.

XP VALUE: 1070 **TREASURE:** XVIII

| SAVING THROWS | | | | | |
|------------------|-----------------|---------------------|-------|-------------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 13 | 10 | 12 | 11 | 14 | 11 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|---|---|---|---|---|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | |

p. 88

MUMMY


3

ARMOR CLASS

5+1

HIT DICE

Ave 21 hp



CHAOTIC

4 spaces
60' (20')

MOVE

1d12 + disease

DAMAGE

ENC: 1d6 **DESCRIPTION** # LAIR: 1d12

Embalmed, shuffling plague bearers

- Size Medium (6' tall)
- Typical Intelligence 6 (low)
- Immune to *charm, hold, and sleep* spells. Harmed only by magical weapons, fire, or spells
- *Inspire Dread*: save vs. paralysis or freeze in terror
- *Mummy Rot*: successful hit does damage that cannot be healed magically, and heals at 1/10th the normal rate. Rot can be removed with a *remove curse* spell

XP VALUE: 860 **TREASURE:** XIX

| SAVING THROWS | | | | | |
|------------------|-----------------|---------------------|-------|-------------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 13 | 10 | 12 | 11 | 14 | 12 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|---|---|---|---|---|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | |

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(p. 91) **RAT, GIANT**

7
ARMOR CLASS

1/2
(1d4) Ave 2 hp
HIT DICE

8 spaces
120' (40')
MOVE

1d3 bite disease x1
DAMAGE

NEUTRAL

ENC: 3d6 **DESCRIPTION** # LAIR: 3d10
Sewer and cellar-dwelling urban vermin
 • Size: Small (3' long or more)
 • Intelligence 2 (low animal)
 • Swim Movement 60' (20')
 • Afraid of fire
 • **Disease Attack:** 5% chance bitten character will contract disease. *Save versus poison.* Failure means character dies in 1d6 days. Success means character is bedridden for 30 days, at the end of which there is a 25% chance of death.

XP VALUE: 5 **TREASURE: XX**

| SAVING THROWS | | | | | |
|---------------|--------------|------------------|-------|----------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 15 | 12 | 14 | 13 | 16 | 8 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|----|----|----|----|----|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | |

(p. 67) **CENTIPEDE, GIANT**

9
ARMOR CLASS

1/2
(1d4) Ave 2 hp
HIT DICE

4 spaces
60' (20')
MOVE

1 bite poison x1
DAMAGE

NEUTRAL

ENC: 2d4 **DESCRIPTION** # LAIR: 1d8
Multi-legged creepy crawlies
 • Size: small (1' long)
 • Intelligence: 0 (insect)
 • **Poison Attack:** No damage occurs from bite. Victim must *save versus poison* or be horribly sick for 10 days. During this time no physical activity other than half of movement is possible.

XP VALUE: 6 **TREASURE: None**

| SAVING THROWS | | | | | |
|---------------|--------------|------------------|-------|----------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 17 | 14 | 15 | 16 | 18 | 7 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|----|----|----|----|----|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | |

(p. 96) **SPIDER, GIANT CRAB**

7
ARMOR CLASS

2d8
(1d4) Ave 8 hp
HIT DICE

8 spaces
120' (40')
MOVE

1d8 + poison x1
DAMAGE

NEUTRAL

ENC: 1d4 **DESCRIPTION** # LAIR: 1d4
 • Venomous, chameleonic, pouncing arachnids
 • Size: Medium (5' long)
 • Intelligence: 0 (insect)
 • **Surprise Attack:** Surprise on 1-4 of 1d6 due to color shifting
 • **Poison Attack:** successful hit causes *save versus poison* or victim dies in 1d4 turns. Due to the less potent nature of the poison the save is at +2.

XP VALUE: 38 **TREASURE: VI**

| SAVING THROWS | | | | | |
|---------------|--------------|------------------|-------|----------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 15 | 12 | 14 | 13 | 16 | 7 |

| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|----|----|----|----|---|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | |

(p. 97) **STIRGE**

7
ARMOR CLASS

1
(1d4) Ave 4 hp
HIT DICE

12 spaces
180' (60')
MOVE

1d3 blood drain x1
DAMAGE


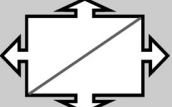

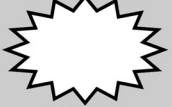
NEUTRAL


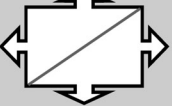


ENC: 1d10 **DESCRIPTION** # LAIR: 3d12
Flocking, proboscis-skewering suckers
 • Size Small (1' tall)
 • Intelligence 1 (insect)
 • Crawling Movement 30' (10') 2 spaces
 • **Speed Attack:** first attack is +2 to hit
 • **Blood Drain:** After a successful hit, it latches on for 1d3 per round where it remains until killed or it kills the victim

XP VALUE: 16 **TREASURE: XI**

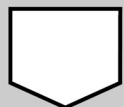
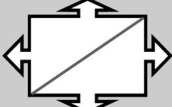


| SAVING THROWS | | | | | |
|---------------|--------------|------------------|-------|----------------|--------|
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE |
| 15 | 12 | 14 | 13 | 16 | 9 |


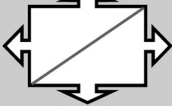


| ATTACK ROLLS | | | | | | | | | | |
|--------------|----|----|----|----|----|----|----|----|----|--|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | |

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| XP VALUE: | | TREASURE: | | | | | | | | | | | |
| SAVING THROWS | | | | | | | | | | | | | |
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE | | | | | | | | |
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| ATTACK ROLLS | | | | | | | | | | | | | |
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| SAVING THROWS | | | | | | | | | | | | | |
| BREATH ATTACK | POISON DEATH | PETRIFY PARALYZE | WANDS | SPELLS DEVICES | MORALE | | | | | | | | |
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| ATTACK ROLLS | | | | | | | | | | | | | |
| 0 | 1 | 2 | 3 | 4 | 5 | | | | | | | | |
| 6 | 7 | 8 | 9 | | | | | | | | | | |
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| SAVING THROWS | | | | | | | | | | | | | |
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| ATTACK ROLLS | | | | | | | | | | | | | |
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| SAVING THROWS | | | | | | | | | | | | | |
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