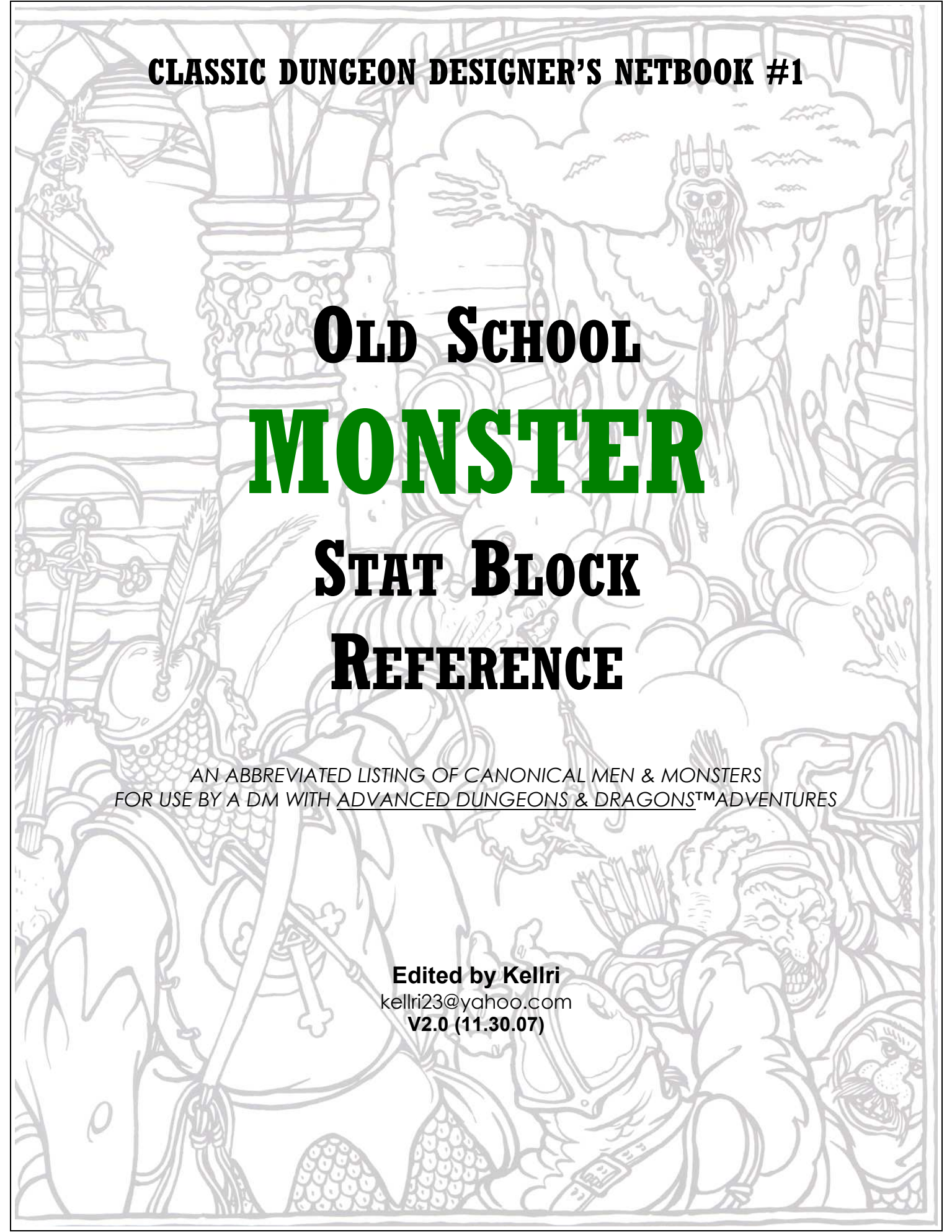




CLASSIC DUNGEON DESIGNER'S NETBOOK #1

OLD SCHOOL
MONSTER
STAT BLOCK
REFERENCE

AN ABBREVIATED LISTING OF CANONICAL MEN & MONSTERS
FOR USE BY A DM WITH ADVANCED DUNGEONS & DRAGONSTM ADVENTURES

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A

AARAKOCRA (Bird Man): AC 7; MV 60'/360'; MC: D; HD 1+2; hp 3-10; THACO 18; #AT 2; D 1-3/1-3; SZ M; Int Avg; AL NG; XP 28+2/hp. (FF)

ABOLETH: AC 4; MV 30'/180'; HD 8; hp 8-64; THACO 12; #AT 4; D 1-6/1-6/1-6/1-6; SA Enslavement; SD Darkvision 60', Slime; SZ L; Int High; AL LE; XP 1,275+10/hp. (MM2)

ACHAIERAI: AC 8(1); MV 180'; HD 9(4); hp 40(15x4); THACO 12; #AT 3; D 1-8/1-8/1-10; SD Darkvision 60'; SZ L; Int Avg; AL CE; XP 1,300+14/hp. (FF)

ADHERER: AC 3; MV 90'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-3; SA Adhesion; SZ M; Int Semi; AL LE; XP 150+4/hp. (FF)

AERIAL SERVANT: AC 3; MV 240'; MC: A; HD 16; hp 16-144; THACO 7; #AT 1; D 8-32; SA Surprise on 1-4; SD +1 wpn to-hit; SZ L; Int Semi; AL N; XP 5,250+20/hp. (MM)

AFANC: AC 6; MV 150'; HD 15; hp 15-120; THACO 8; #AT 1 or 2; D 5-20 or 3-12/3-12; SA Whirlpool; SZ L; Int Low; AL NE; XP 4,000+20/hp. (MM2)

AGATHION: AC 0; MV 180'; HD 7+7; hp 14-63; THACO 13; #AT 2; D by wpn; SA as C7 W18; SD +1 wpn to-hit; MR 35%; SZ M; Int Very~Gen; AL NG; XP 1,800+10/hp. (MM2)

ALEAX: AC variable; MV 120'; HD variable; hp variable; THACO variable; #AT variable; D variable; SD Regeneration; SZ M; Int Genius; AL variable; XP variable. (FF)

ALGOID: AC 5; MV 60'; HD 5; hp 5-40; THACO 15; #AT 2; D 1-10/1-10; SD Immune to edged wpn <+2; SZ M; Int Semi; AL CN; XP 280+5/hp. (FF)

AL-MI'RAJ: AC 6; MV 180'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-4; SZ M; Int Anim; AL N; XP 10+1/hp. (FF)

ANKHEG: AC 2(4); MV 120'/60'; HD 3; hp 3-24/4-32/7-54/8-64; THACO 16-13; #AT 1; D 3-18(+4 acid); SA Darkvision 60', Squirt Acid; SZ L; Int Non; AL N; XP 390+hp. (MM)

ANNIS: AC 0; MV 150'; HD 7+3; hp 10-57; THACO 13; #AT 3; D 2-9/2-9/3-9; SA Grappling 9-16/9-16/3-9; SD Edged wpn dmg -1, Blunt wpns dmg+1, Immune to *Illusions/Phantasms*, *Fog Cloud*, *Change Self* (2/day); SZ L; Int Low-Exc; AL CE; XP 1,300+10/hp. (MM2)

ANT, Giant

- **Giant Worker Ant**: AC 3; MV 180'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-6; SZ S; Int Anim; AL N; XP 20+2/hp. (MM)
- **Giant Soldier Ant**: AC 3; MV 180'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-6; SA poison sting; SZ S; Int Anim; AL N; XP 40+3/hp. (MM)

ANTLERIN

- **Antlerin:** AC 4; MV 180'; HD 4+4; hp 8-36; THAC0 15; #AT 2; D 1-4 + by wpn; MR 5%; SZ M; Int Avg; AL CE; XP 165+5/hp (MoM)
- **Antlerin Chief:** AC 4; MV 180'; HD 5+5; hp 10-45; THAC0 15; #AT 2; D 1-5 + by wpn +1; MR 5%; SZ M; Int Avg; AL CE; XP 275+6/hp (MoM)
- **Antlerin Shaman:** AC 4; MV 180'; HD 4+4; hp 8-36; THAC0 15; #AT 2; D 1-4 + by wpn; SA Spells as D5; MR 5%; SZ M; Int Avg; AL CE; XP 240+5/hp (MoM)

ANT LION: AC 2; MV 90'; HD 8; hp 8-64; THAC0 12; #AT 1; D 5-20; SA Grip; SZ L; Int Animal; AL N; XP 676+10/hp. (MM2)

APE

- **Carnivorous Ape:** AC 6; MV 120'; HD 5; hp 5-40; THAC0 15; #AT 3; D 1-4/1-4/2-8; SA Rending 1-8, Surprise only on 1; SZ L; Int Low; AL N; XP 170+5/hp. (MM)
- **Gorilla:** AC 6; MV 120'; HD 4+1; hp 5-33; THAC0 15; #AT 3; D 1-3/1-3/1-6; SA Rending 1-8; SZ M; Int Low; AL N; XP 130+5/hp (MM)

APPARITION: AC 0; MV 240'; HD 8; hp 8-64; THAC0 12; #AT 1; D Special; SD hit only by silver/magic wpn; SZ M; Int Avg; AL CE; XP 1000+10/hp. (FF)

ARCHERFISH, Giant: AC 6; MV 180'; HD 4+1; hp 5-33; THAC0 15; #AT 1; D 1-8 or 1-4; SA Spit water; SZ L; Int Anim; AL N; XP 130+5/hp (MoM)

ARCHON

- **Lantern Archon:** AC 10; MV 120'; HD ½ ; hp 1-4; THAC0 20; #AT 2; D 1-3/1-3; SA *Continual Light, Tongues, Teleportation* (1/rd), *Darkvision* 60', *Ultravision* 60'; SD +1 wpn to-hit; SZ S; Int Low; AL LG; XP 7+1/hp (MoP)
- **Hound Archon:** AC 1; MV 150'; HD 9 ; hp 9-72; THAC0 12; #AT 3; D 1-4/1-4/1-8 or by wpn; SA *Continual Light, Tongues, Teleportation, Shapechange, Detect Invisible/Astral/Ethereal* (1/rd), *Darkvision* 60', *Ultravision* 60'; SD +1 wpn to-hit; SZ M; Int Avg; AL LG; XP 1,350+14/hp (MoP)
- **Warden Archon:** AC -1; MV 120'; HD 10 ; hp 10-80; THAC0 10; #AT 3 or 2; D 1-8/1-8/2-12 or by wpn; SA *Continual Light, Tongues, Teleportation, All Divination* spells (1/rd), *Darkvision* 60', *Ultravision* 60'; SD +2 wpn to-hit; SZ L; Int High; AL LG; XP 1,950+14/hp (MoP)
- **Sword Archon:** AC -5; MV 120'/240'; HD 12 ; hp 12-96; THAC0 9; #AT 4 or 4; D 2-8 or by wpn; SA Spells as MU15/C15, *Gate Hound/Warden Archon* (1/turn), *Continual Light, Tongues, Teleportation* (1/rd), *Darkvision* 60', *Ultravision* 60'; SD +2 wpn to-hit; SZ L; Int Exc; AL LG; XP 2,850+16/hp (MoP)
- **Tome Archon:** AC -5; MV 120'/240'; HD 10 ; hp 10-80; THAC0 10; #AT 2; D 1-10/1-10; SA *Radiant Energy Wpn* (2-20/6'), *All Divination/Alteration/beneficial Necromantic* spells (1/day), *Continual Light, Tongues, Teleportation* (1/rd), *Turn undead* as C20, *Darkvision* 60', *Ultravision* 60'; SD +2 wpn to-hit; SZ L; Int Gen; AL LG; XP 1,950+14/hp (MoP)

ARRIVAUNT: AC 1; MV 120'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D 1-6+6; SA Leap; SD +1 wpn to-hit; SZ L; Int Low; AL N; XP 170+5/hp (MoM)

ASCOMOID: AC 3; MV 120'; HD 6+6; hp 12-54; THAC0 13; #AT 1; D 1/1' dia.; SA Spore Jet; SD Immune to mind magic, blunt wpns, Edged wpns 1pt only, +4 save vs. magic; SZ L; Int Non; AL N; XP 775+8/hp. (MM2)

ASPIS

- **Aspis Drone:** AC 3(2); MV 150'; HD 6; hp 6-48; THAC0 13; #AT 2; D 1-4/1-4 or by wpn; SZ M; Int Very; AL N; XP 300+6/hp. (MM2)
- **Aspis Larva:** AC 6; MV 10'/60'; HD 2-5; hp 2-16/3-24/4-32/5-40; THAC0 15/16; #AT 1; D 2-7; SD Immune to acid; SZ S; Int Non; AL N; XP 2HD 28+2/hp, 3HD 50+3/hp, 4HD 85+4/hp, 5HD 130+5/hp. (MM2)
- **Aspis Cow:** AC 7; MV 30'; HD 10; hp 10-80; THAC0 10; #AT 1; D 3-18; SZ L; Int Low; AL N; XP 1,350+14/hp. (MM2)

ASSASSIN BUG: AC 5; MV 60'/180'; MC: C; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-4; SA Paralyzation; SZ S; Int Anim; AL N; XP 65+2/hp. (FF)

ASTRAL SEARCHER: AC 10; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-6; SA All victims AC5; SZ M; Int Non; AL Any; XP 73+2/hp. (FF)

ATOMIE: AC 4; MV 120'/240'; HD ½ ; hp 1-4; THAC0 20; #AT 2; D by wpn; SA Spells; SZ S; Int Avg~Very; AL CN; XP 40+1/hp. (MM2)

AUROMVORAX (Golden Gorgor): AC 0; MV 90'/30'; HD 12; hp 12-96; THAC0 9; #AT 1; D 2-8; SA Death grip; SD ½ dmg blunt wpn, Immune to poison/gas/normal fires, ½ dmg magical fire; SZ S; Int Anim; AL N; XP 2,700+16/hp. (MM2)

AXE BEAK: AC 6; MV 180'; HD 3; hp 3-24; THAC0 16; #AT 3; D 1-3/1-3/2-8; SZ L; Int Anim; AL N; XP 35+3/hp. (MM)

AZER

- **Azer:** AC 2; MV 120'; HD 2+1 ; hp 3-17; THAC0 16; #AT 1; D by wpn +1/+1; SA Heat; SD Darkvision 60', Immune to fire; MR 5%; SZ M; Int Low; AL LN; XP 40+3/hp. (MM2)
- **Azer Warrior:** AC 2; MV 120'; HD 3+2 ; hp 5-26; THAC0 16; #AT 1; D by wpn +1/+2; SA Heat; SD Darkvision 60', Immune to fire; MR 10%; SZ M; Int Avg; AL LN; XP 85+4/hp. (MM2)
- **Azer Hero:** AC 2; MV 120'; HD 4+3 ; hp 7-35; THAC0 15; #AT 1; D by wpn +1/+3; SA Heat; SD Darkvision 60', Immune to fire; MR 15%; SZ M; Int Avg~Very; AL LN; XP 130+5/hp. (MM2)
- **Azer Leader:** AC 2; MV 120'; HD 5+4 ; hp 9-44; THAC0 15; #AT 1; D by wpn +2/+3; SA Heat; SD Darkvision 60', Immune to fire; MR 20%; SZ M; Int Very; AL LN; XP 225+6/hp. (MM2)
- **Azer Noble:** AC 2; MV 120'; HD 7+6; hp 13-62; THAC0 13; #AT 1; D by wpn +2/+4; SA Heat; SD Darkvision 60', Immune to fire; MR 35%; SZ M; Int Exc; AL LN; XP variable. (MM2)
- **Amaimon, Azer King:** AC 2; MV 120'; HD 9+8; hp 80; THAC0 12; #AT 1; D by wpn +3/+6; SA Heat; SD Darkvision 60', Immune to fire; MR 35%; SZ M; Int Exc; AL LN; XP variable. (MM2)

B

BABBLER: AC 6; MV 60'/120'; HD 5; hp 5-40; THACO 15; #AT 3; D 1-6/1-6/1-8; SD backstab as T4; SZ M; Int Avg; AL CE; XP 130 + 5/hp. (FF)

BABOON: AC 7; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-4/(2-5); SA Climbing; SZ S; Int Low; AL N; XP 20+2/hp. (MM)

BADGER

- **Badger:** AC 4; MV 60'/30'; HD 1+2; hp 3-10; THACO 18; #AT 3; D 1-2/1-2/1-3; SZ S; Int Semi; AL N; XP 20+2/hp. (MM)
- **Giant Badger:** AC 4; MV 60'/30'; HD 3; hp 3-24; THACO 16; #AT 3; D 1-3/1-3/1-6; SZ M; Int Semi; AL N; XP 35+3/hp. (MM)

BAJANG: AC 2; MV 120'; HD 6; hp 6-48; #AT 2; D 1-4/1-4; THACO 16; SA Curse, Omen, Divination, Fate, Ghost Light, Wind Breath, Steam Breath, Transfix (3/day), Ancient Curse (1/day), Poison; MR 10%; SZ S; Int High; AL CE; XP 500+6/hp (OA)

BAKEMONO

- **Bakemono:** AC 6/5; MV 60'; HD 1-1; hp 1-7; #AT 1; D 1-6 or by wpn; THACO 20; SZ S; Int Low; AL CE; XP 10+1/hp (OA)
- **Bakemono Lieutenant:** AC 4; MV 60'; HD 2; hp 2-16; #AT 1; D 1-8 or by wpn; THACO 16; SZ S; Int Low; AL CE; XP 10+1/hp (OA)

BAKU: AC -2; MV 210'; HD 12+12; hp 24-108; THACO 9; #AT 3; D 3-18/2-12/2-12; SA Invisibility, Paralysis/Fear Roar 1/4 rds, Psionics, Ethereal/Astral travel; SD Immune to fire; MR 20%; SZ L; Int Exc~Gen; AL NG; XP 4,900+18/hp. (MM2)

BALUCHITHERIUM: AC 5; MV 120'; HD 14; hp 14-112; THACO 8; #AT 2; D 5-20; SZ L; Int Semi; AL N; XP 4,200+18/hp. (MM)

BANDERLOG: AC 6; MV 60'/120'; HD 4; hp 4-32; THACO 15; #AT 1; D 2-5; SA throw coconuts; SZ S; Int Low~Avg; AL N; XP 60+4/hp. (MM2)

BANDIT ~ BRIGAND (Men)

- **Bandit:** AC 8; MV 120'; F1; hp 1-10; THACO 20; #AT 1; D by wpn; AL N/CE; XP 10+1/hp (MM)
- **Bandit Guard:** AC 8, MV 120', F2, hp 2-20, THACO 19; #AT 1, D by wpn; AL N/CE; XP 35+3/hp (MM)
- **Bandit Leader:** AC 8, MV 120', F3-6, hp variable, THACO var; #AT 1, D by wpn; AL N/CE; XP variable (MM)
- **Bandit Lieutenant:** AC 8; MV 120'; F7; hp 7-70; THACO 14; #AT 1, D by wpn; AL N/CE; XP 225+8/hp (MM)

- **Bandit Chief:** AC 7; MV 120'; F8-10; hp variable; THAC0 var; #AT 1; D by wpn; AL N/CE; XP variable (MM)
- **Bandit Wizard:** AC 8; MV 120'; MU7-10; hp variable; THAC0 var; #AT 1; D by wpn; SA Spells; AL N/CE; XP variable (MM)
- **Bandit Friar:** AC 7; MV 120'; C5-6; hp variable; THAC0 var; #AT 1; D by wpn; AL N/CE; XP variable (MM)
- **Bandit Adept:** AC 7; MV 120'; C3-4; hp variable; THAC0 var; #AT 1; D by wpn; AL N/CE; XP variable (MM)

BARGHEST

- **Small Barghest:** AC 2/1; MV 150'; HD 6+6/7+7; hp 12-54/14-63; THAC0 13; #AT 2; D 2-14; SA Spells, Shapechange (dog); SD +1 wpn to-hit; SD Darkvision 60', Immune to fire; MR 30/35%; SZ M; Int High; AL LE; XP 1,275+10/hp. (MM2)
- **Medium Barghest:** AC 0/-1/-2; MV 150'; HD 8+8/9+9/10+10; hp 16-72/18-80/20-90; THAC0 12/10; #AT 2; D 2-16; SA Spells, Shapechange (dog); SD +1 wpn to-hit; SD Darkvision 60', Immune to fire; MR 40/45/50%; SZ M; Int High; AL LE; XP 1,275+10/hp. (MM2)
- **Large Barghest:** AC -3/-4; MV 150'; HD 11+11/12+12; hp 19-99/24-108; THAC0 10/9; #AT 2; D 2-19; SA Spells, Shapechange (dog); SD +1 wpn to-hit; SD Darkvision 60', Immune to fire; MR 55/60%; SZ L; Int Exc; AL LE; XP 1,275+10/hp. (MM2)

BARKBURR (Direburr if NE)

- **Small Barkburr:** AC 0(8); MV 20'/5'; HD 1/2/3; hp 1-8/2-16/3-24; THAC0 18/16; #AT 1; D 1; SA Ambush as 6HD, Always surprises, Lignification; SD Immune to *Sleep/Charm*; SZ S; Int Non; AL N; XP 45+1/hp or 65+2/hp or 90+3/hp (MM2)
- **Large Barkburr:** AC 0(8); MV 20'/5'; HD 4/5; hp 4-32/5-40; THAC0 15; #AT 1; D 4; SA Ambush as 6HD, Always surprises, Lignification; SD Immune to *Sleep/Charm*; SZ S; Int Non; AL N; XP 125+4/hp or 165+5/hp. (MM2)
- **Huge Barkburr:** AC 0(8); MV 20'/5'; HD 6; hp 6-48; THAC0 13; #AT 1; D 6; SA Ambush as 6HD, Always surprises, Lignification; SD Immune to *Sleep/Charm*, cold; SZ S; Int Non; AL N; XP 275+6/hp. (MM2)

BARRACUDA: AC 6; MV 30'; HD 1-3; hp 1-24; THAC0 19/16; THAC0 18/16; #AT 1; D 2-8; SZ S~L; Int Non; AL N; XP 20+2/hp. (MM)

BASIDIROD: AC 4; MV 60'; HD 5+5; hp 10-45; THAC0 15; #AT 1; D 2-8; SA Smothering, Hallucinatory spores; SD Immune to *Hold/Charm*; SZ M; Int Unr; AL NE; XP 475+6/hp. (MM2)

BASILISK

- **Lesser Basilisk:** AC 4; MV 60'; HD 6+1; hp 7-49; THAC0 13; #AT 1; D 1-10; SA Petrifying gaze; SD Darkvision 60'; SZ M; Int Anim; AL N; XP 1000+8/hp. (MM)
- **Greater Basilisk:** AC 2; MV 60'; HD 10; hp 10-80; THAC0 10; #AT 3; D 1-6/1-6/2-16; SA Poison claws (save +4 or die), Poison Breath (save +2 or die), Petrifying gaze (50'); SD surprised only 1 in 6, Darkvision 60'; SZ L; Int Low; AL NE; XP 3000+14/hp. (MM2)

BAT

- **Bat:** AC 8; MV 10'/240'; MC: B; HD ¼ ; hp 1-2; THAC0 20; #AT 1; D 1; SA Swarm; SZ S; Int Anim; AL N; XP 1. (MM2)
- **Fire Bat:** AC 8; MV 60'/200'; MC: B; HD 2; hp 2-16; THAC0 16; #AT 1; D 2-8; SD Immune to fire; SZ S; Int Semi; AL NE; XP 28 + 2/hp. (MM2)

- **Giant Bat:** AC 8; MV 180'; MC: C; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-4; SD -3 to-hit; SZ L; Int Non; AL N; XP 10 + 1/hp. (FF)
- **Mobat:** AC 7(2); MV 30'/160'; MC: C; HD 4; hp 4-32/5-40/6-48; THAC0 15/13; #AT 1; D 2-8; SA Screech (20'); SZ M; Int Low; AL NE; XP 150 + 5/hp. (MM2)

BEAR

- **Black Bear:** AC 7; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 3; D 1-3/1-3/1-6; SA Hug (2-8); SZ M; Int Semi; AL N; XP 85+4/hp. (MM)
- **Brown Bear:** AC 6; MV 120'; HD 5+5; hp 10-45; THAC0 15; #AT 3; D 1-6/1-6/1-8; SA Hug (2-12); SZ L; Int Semi; AL N; XP 300+6/hp. (MM)
- **Cave Bear:** AC 6; MV 120'; HD 6+6; hp 12-54; THAC0 13; #AT 3; D 1-8/1-8/1-12; SA Hug (2-16); SZ L; Int Semi; AL N; XP 475+8/hp. (MM)
- **Polar Bear:** AC 6; MV 120'/90'; HD 8+8; hp 16-72; THAC0 12; #AT 3; D 1-10/1-10/2-12; SA Hug (3-18); SZ L; Int Semi; AL N; XP 900+12/hp. (MM2)

BEAVER, Giant: AC 4; MV 60'/120'; HD 4; hp 4-32; THAC0 15; #AT 1; D 4-16; SZ M; Int Low~Avg; AL N; XP 60+4/hp. (MM)

BEE

- **Giant Worker Bee:** AC 6; MV 90'/300'; MC: D; HD 3+1; hp 4-25; THAC0 16; #AT 1; D 1-3+poison; SA Sting once only; SZ M; Int Low; AL N; XP 150+4/hp. (MM2)
- **Giant Soldier Bee:** AC 5; MV 120'/300'; MC: C; HD 4+2; hp 6-34; THAC0 15; #AT 1; D 1-4+poison; SA Sting once only; SZ M; Int Low; AL N; XP 200+5/hp. (MM2)
- **Giant Bumblebee:** AC 5; MV 60'/240'; MC: E; HD 6+4; hp 10-52; THAC0 13; #AT 1; D 1-6+poison; SA Sting; SZ L; Int Low; AL N; XP 400+8/hp. (MM2)

BEETLE

- **Death Watch Beetle:** AC 3; MV 120'; HD 9; hp 9-72; THAC0 15; #AT 1; D 3-12; SA Death vibration; SD Camouflage; SZ L; Int Anim; AL N; XP 1,400+12/hp. (MM2)
- **Giant Bombardier Beetle:** AC 4; MV 90'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D 2-12; SA Acid Cloud; SD Firing Cloud; SZ M; Int Non; AL N; XP 105+3/hp. (MM)
- **Giant Boring Beetle:** AC 3; MV 60'; HD 5; hp 5-40; THAC0 15; #AT 1; D 5-20; SZ L; Int Anim; AL N; XP 90+5/hp. (MM)
- **Giant Fire Beetle:** AC 4; MV 120'; HD 1+2; hp 3-10; THAC0 18; #AT 1; D 2-8; SZ S; Int Non; AL N; XP 20+2/hp. (MM)
- **Giant Rhinoceros Beetle:** AC 2; MV 60'; HD 12; hp 12-96; THAC0 9; #AT 2; D 3-18/2-16; SZ L; Int Non; AL N; XP 2150+16/hp. (MM)
- **Giant Stag Beetle:** AC 3; MV 60'; HD 7; hp 7-54; THAC0 13; #AT 3; D 4-16/1-10/1-10; SZ L; Int Non; AL N; XP 400+8/hp. (MM)
- **Giant Water Beetle:** AC 3; MV 30'/120'; HD 4; hp 4-32; THAC0 15; #AT 1; D 3-18; SZ M; Int Non; AL N; XP 85+4/hp. (MM)
- **Slicer Beetle:** AC 3; MV 60'; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-15; SA Dismemberment; SZ L; Int Non; AL N; XP 275+6/hp. (MM2)

BEHEMOTH: AC 6; MV 60'/120'; HD 10+5; hp 15-85; THAC0 10; #AT 1; D 4-16 or 6-24; SA Upset small craft; SZ L; Int Anim; AL N; XP 1,800+15/hp. (MM2)

BEHIR: AC 4; MV 150'; HD 12; hp 12-96; THACO 9; #AT 1+1 or 1+6; D 2-8/2-5 or 2-8/6x1-6; SA Lightning bolt; SD Darkvision 60', Immune to electricity/poison; SZ L; Int Low; AL NE; XP 2,850+16/hp. (MM2)

BEHOLDER (Eye Tyrant, Sphere of Many Eyes): AC 0/2/7; MV 30'; HD 8; hp 45-75; THACO 10/9/8/7; #AT 1; D 2-8; SA Magic; SD Anti-magic Ray; SZ L; Int Exc; AL CE; XP 12,900+20/hp. (MM)

BERBALANG: AC 6; MV 60'/240'; MC: B; HD 1+1; hp 2-9; THACO 18; #AT 3; D 1-4/1-4/1-6; SZ M; Int Very; AL CE; XP 65 + 2/hp. (FF)

BERSERKER (Men)

- **Berserker:** AC 7; MV 120'; NM; hp 2-7; THACO 20; #AT 1; D by wpn; SA 2x attacks or 1 attack +1 to-hit; AL N; XP 10+1/hp (MM)
- **Berserker Champion:** AC 7; MV 120'; F1-5, hp variable; THACO var; #AT 1; D by wpn; SA 2x attacks or 1 attack +1 to-hit; AL N; XP variable (MM)
- **Berserker Subchief:** AC 7; MV 120'; F6-7; hp variable; THACO var; #AT 1; D by wpn; SA 2x attacks or 1 attack +1 to-hit; AL N; XP variable (MM)
- **Berserker Warchief:** AC 7; MV 120'; F9-10; hp variable; THACO var; #AT 1; D by wpn; SA 2x attacks or 1 attack +1 to-hit; AL N; XP variable (MM)
- **Berserker Acolyte:** AC 7; MV 120'; C3-4, hp variable; THACO var; #AT 1; D by wpn; SA 2x attacks or 1 attack +1 to-hit, Spells; AL N; XP variable (MM)
- **Berserker Priest:** AC 7; MV 120'; C7; hp 7-42; THACO var; #AT 1; D by wpn; SA 2x attacks or 1 attack +1 to-hit, Spells; AL N; XP variable (MM)

BHANNOG: AC -3; MV 120'; HD 11; hp 11-88; THACO 10; #AT 2; D 1-8+6/1-8+6; SA Spells (see MoM p15); SZ L; Int Gen; AL NE; XP 5,400+16/hp (MoM)

BISAN: AC 0; MV 240'; HD 10; hp 10-80; #AT 1; D 1-10; THACO 10; SA *Bless, Castigate, Cause Paralysis, Pacify, Animate Wood, Wood Shape, Elemental Turning, Quickgrowth, Ironwood, Invisibility, Polymorph Self, Ethereal* (1/rd); MR 40%; SZ M; Int High; AL N; XP 2,100+14/hp (OA)

BLINDHEIM: AC 3(1); MV 90'; HD 4+2; hp 6-34; THACO 15; #AT 1; D 1-8; SA Blinding Stare; SZ S; Int Anim; AL CE; XP 130 + 5/hp. (FF)

BLINK DOG: AC 5; MV 120'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-6; SA from rear 75% time; SD Darkvision 60', Teleporting; SZ M; Int Avg; AL LG; XP 170+5/hp. (MM)

BLOOD HAWK: AC 7; MV 240'; MC: B; HD 1+1; hp 2-9; THACO 18; #AT 3; D 1-4/1-4/1-6; SZ S; Int Semi; AL N; XP 20 + 2/hp. (FF)

BLOOD THORN (Vampire Vine): AC 4/3; MV -; HD 5-30+special; hp variable; THACO variable; #AT 1-4, 2-5, or 5-8; D Special; SA Drain blood; SZ L; Int Non; AL N; XP 800+35/hp. (MM2)

BLOODWORM, Giant: AC 4; MV 60'; HD 6; hp 6-48; THACO 13; #AT 1; D 1-8; SA Drain blood 1-8/rd; SZ L; Int Non; AL N; XP 225 + 6/hp. (FF)

BOALISK: AC 5; MV 120'; HD 5+1; hp 6-41; THACO 15; #AT 2; D 1-3/2-7; SA Diseased Gaze, Constriction; SZ L; Int Anim; AL N; XP 350+6/hp. (MM2)

BOAR

- **Giant Boar:** AC 6; MV 120'; HD 7; hp 7-56; THAC0 13; #AT 1; D 3-18; SZ L; Int Anim; AL N; XP 225+8/hp. (MM)
- **Wild Boar:** AC 6; MV 150'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 2-12; SZ M; Int Anim; AL N; XP 85+4/hp. (MM)
- **Warthog:** AC 7; MV 120'; HD 3; hp 3-24; THAC0 16; #AT 2; D 2-8/2-8; SZ M; Int Anim; AL N; XP 35+3/hp. (MM)

BODAK: AC 5; MV 60'; HD 9+9; hp 18-81; THAC0 12; #AT 1; D by wpn; SA Death gaze; SD Darkvision 60', Immune to *Sleep/Hold/Charm/Slow*, poison; SZ M; Int Low; AL CE; XP 1,950+14/hp. (MM2)

BOGGART: AC -6; MV 180'; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-12; SA Energy bolt, *Confusion*, *Invisibility*; SD Immune to most magic; SZ S; Int Very-Exc; AL CE; XP 625+6/hp. (MM2)

BOGGLE: AC 5; MV 90'; HD 4+3; hp 7-35; THAC0 15; #AT 3(2); D 1-4/1-4/1-4; SA Rear claws 1-4/1-4, *Spider Climb*, *Dimension Door*; SD Oily skin, -1 to dmg taken, Resistant to fire; SZ S; Int Low; AL CN; XP 170+5/hp. (MM2)

BOOBRIE: AC 5; MV 150'/150'; MC: D; HD 9; hp 9-72; THAC0 12; #AT 3; D 1-6/1-6/2-16; SA Surprise 2 in 6; SD Immune to poison; SZ L; Int Anim; AL N; XP 900+12/hp. (MM2)

BOOKWORM: AC 2; MV 120'/30'; HD ¼ ; hp 2; THAC0 -; #AT -; D -; SA Surprise 95%, Digest paper; SD Flee; SZ S; Int Non; AL N; XP 9. (MM2)

BONESNAPPER: AC 4; MV 60'; HD 4; hp 4-32; THAC0 15; #AT 2; D 1-8/1-4; SZ M; Int Non; AL N; XP 60+4/hp. (FF)

BOOKA: AC 7; MV 120'/180'; MC: A; HD ¼ ; hp 1-4; THAC0 20; #AT -; D -; MR 10%; SZ M; Int Very; AL CG; XP 9+1/hp. (FF)

BOWLER: AC 4; MV 60'+special; HD ½+1; hp 2-5; THAC0 20; #AT 1; D 1/hp; SA Rolling; SZ S-M; Int Semi; AL N; XP 5+1/hp. (MM2)

BRAIN MOLE: AC 9; MV 10'; HD ¼ ; hp 1; THAC0 -; #AT -; D -; SA Psionic; SZ S; Int Anim; AL N; XP 31. (MM)

BRIGAND: see BANDIT (MEN)

BROWNIE: AC 3; MV 120'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-3; SA Spells; SD Save as C9; SZ S; Int High; AL LG; XP 65+1/hp. (MM)

BUCCANEER ~ PIRATE (Men)

- **Buccaneer:** AC 8; MV 120'; NM; hp 1-6; THAC0 20; #AT 1; D by wpn; AL N/CE; XP 7 + 1/hp (MM)

- **Buccaneer Veteran:** AC 8; MV 120'; F3; hp 3-30; THAC0 18; #AT 1; D by wpn; AL N/CE; XP 60+4/hp (MM)
- **Buccaneer Mate:** AC 8; MV 120'; F4; hp 4-40; THAC0 17; #AT 1; D by wpn; AL N/CE; XP 60+4/hp (MM)
- **Buccaneer Officer:** AC 8; MV 120'; F5; hp 5-50; THAC0 16; #AT 1; D by wpn; AL N/CE; XP 90+5/hp (MM)
- **Buccaneer Lieutenant:** AC 8; MV 120'; F6-7; hp 6-60/7-70; THAC0 15/14; #AT 1; D by wpn; AL N/CE; XP 225+8/hp (MM)
- **Buccaneer Captain:** AC 8; MV 120'; F8/10; hp 8-80/10-100; THAC0 13/11; #AT 1; D by wpn; AL N/CE; XP 1,350+13/hp (MM)
- **Buccaneer Priest:** AC 8; MV 120'; C12-15; hp variable; THAC0 variable; #AT 1; D by wpn; SA Spells; AL N/CE; XP 2,000+16/hp (MM)
- **Buccaneer Mage:** AC 8; MV 120'; MU6-8; hp variable; THAC0 variable; #AT 1; D by wpn; SA Spells; AL N/CE; XP 550+10/hp (MM)

BUCKAWN: AC 3; MV 120'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D by wpn; SA Spells as MU6; SD Never surprised, Keen hearing; SZ S; Int Avg-Very; AL N; XP 65+1/hp. (MM2)

BUFFALO: AC 7; MV 150'; HD 5; hp 5-40; THAC0 15; #AT 2; D 1-8/1-8; SA Charge; SD Head AC 3; SZ L; Int Semi; AL N; XP 350+8/hp. (MM)

BUGBEAR

- **Bugbear:** AC 5; MV 90'; HD 3+1; hp 4-25; THAC0 16; #AT 1; D 2-8 or by wpn; SA surprise on a 1-3; SD Darkvision 60'; SZ M; Int Low~Avg; AL CE; XP 85+4/hp. (MM)
- **Bugbear Leader/Subchief:** AC 4; MV 90'; HD 4; hp 22-25; THAC0 15; #AT 1; D 3-9 or by wpn (+1 dmg); SA surprise on a 1-3; SD Darkvision 60'; SZ M; Int Low~Avg; AL CE; XP 130+5/hp. (MM)
- **Bugbear Chief:** AC 3; MV 90'; HD 4; hp 28-30; THAC0 15; #AT 1; D 3-10 or by wpn (+2 dmg); SA surprise on a 1-3; SD Darkvision 60'; SZ M; Int Low~Avg; AL CE; XP 175+5/hp. (MM)

BULETTE (Land Shark): AC -2/4/6; MV 140'/30'; HD 9; hp 9-72; THAC0 12; #AT 3; D 4-48/3-18/3-18; SA 8' jump; SD Darkvision 60'; SZ L; Int Anim; AL N; XP 2,300+12/hp. (MM)

BULL: AC 7; MV 150'; HD 4; hp 4-32; THAC0 15; #AT 2; D 1-6/1-6; SA Charge; SZ L; Int Semi; AL N; XP 85+4/hp. (MM)

BULLYWUG: AC 6; MV 30'/150'; HD 1; hp 1-8; THAC0 19; #AT 3/1; D 1-2/1-2/2-5 or by weapon; SA Hop; SD Camouflage; SZ S~M; Int Low~Avg; AL CE; XP 18+1/hp. (FF)

BUNYIP: AC 10; MV 120'; HD 5; hp 5-40; THAC0 15; #AT 1; D 1-6; SZ M; Int Anim; AL CG; XP 90+5/hp. (FF)

BUSO

- **Tigbanua Buso:** AC 4; MV 120'; HD 8+2; hp 10-66; #AT 3; D 1-6/1-6/1-10; THAC0 12; SA Radiate Fear (10'), Poison; SZ M; Int Anim; AL CE; XP 1,400+12/hp (OA)
- **Tagamaling Buso:** AC 5; MV 120'; HD special; hp variable; #AT 3; D 1-4/1-4/1-8; THAC0 variable; SZ M; Int Anim; AL CE; XP variable/hp (OA)

C

CAMEL, Wild: AC 3; MV 210'; HD 3; hp 3-24; THACO 16; #AT 1; D 1-4; SA Spitting; SZ L; Int Anim~Semi; AL N; XP 35+3/hp. (MM)

CARBUNCLE: AC 2; MV 30'; HD 1; hp 1-8; THACO 19; #AT -; D -; SD Telepathy; SZ S; Int Low~Avg; AL CN; XP 14+1/hp. (FF)

CARP, Giant

- **Small Giant Carp:** AC 6; MV 180'; HD 8; hp 8-64; #AT 1; D 2-20; THACO 12; SA Swallow; SZ L; Int Anim; AL N; XP 650+10/hp (OA)
- **Medium Giant Carp:** AC 6; MV 180'; HD 9; hp 9-72; #AT 1; D 2-20; THACO 12; SA Swallow; SZ L; Int Anim; AL N; XP 1,000+12/hp (OA)
- **Large Giant Carp:** AC 6; MV 180'; HD 10; hp 10-80; #AT 1; D 2-20; THACO 10; SA Swallow; SZ L; Int Anim; AL N; XP 1,500+14/hp (OA)
- **Huge Giant Carp:** AC 6; MV 180'; HD 11~12; hp 11-88/12-96; #AT 1; D 2-20; THACO 10; SA Swallow; SZ L; Int Anim; AL N; XP 2,150+16/hp (OA)

CARRION CRAWLER: AC 3/7; MV 120'; HD 3+1; hp 4-25; THACO 16; #AT 8; D Paralysis; SZ L; Int Non; AL N; 580+4/hp. (MM)

CARYATID COLUMN: AC 5; MV 60'; HD 5; hp 22; THACO 15; #AT 1; D 2-8; SD Snap wpns; SZ M; Int Non; AL N; XP 280. (FF)

CAT

- **Domestic Cat:** AC 6; MV 50'; HD ½; hp 1-5; THACO 20; #AT 2; D 1-2/1; SA Rear claws 1-2; SD Surprised only 1 in 6; SZ S; Int Anim; AL N; XP 5+1/hp. (MM2)
- **Wild Cat:** AC 5; MV 180'; HD 1; hp 1-8; THACO 19; #AT 3; D 1-2/1-2/1-2; SA Rear claws 1-2; SD Surprised only 1 in 6; SZ S; Int Anim; AL N; XP 10+1/hp. (MM2)

CATOBLEPAS: AC 7; MV 60'; HD 6+2; hp 8-50; THACO 13; #AT 1; D 1-6+stun; SA Death Gaze; SZ L; Int Semi; AL N; XP 700+8/hp. (MM)

CATERWAUL: AC 6*; MV 180'/240'; HD 4+2; hp 6-34; THACO 15; #AT 3; D 1-4/1-4/1-6; SA Screech, Multiple Attacks; SD Natural DEX bonus; SZ M; Int Low; AL CE; XP 170+5/hp. (FF)

CATFISH, Giant: AC 7; MV 180'; HD 7-10; hp variable; THACO variable; #AT 1; D 3-12; SA Poison spines, Swallow; SZ L; Int Anim; AL N; XP 650+12/hp. (MM2)

CATTLE, Wild: AC 7; MV 150'; HD 1-4; hp 1-32; THACO 19/16/15; #AT 1; D 1-4; SA Stampede; SZ L; Int Semi; AL N; XP 35+2/hp. (MM)

CAVE CRICKET: AC 4; MV 60'/30'; HD 1+3; hp 4-11; THACO -; #AT -; D -; SA Jump kick; SZ S-M; Int Anim; AL N; XP 20+2/hp. (MM2)

CAVE FISHER: AC 4; MV 10'; HD 3; hp 3-24; THAC0 16; #AT 2; D 2-8/2-8; SA Adhesive trap line; SZ M; Int Semi; AL N; XP 85+3/hp. (MM2)

CAVEMAN (Men)

- **Caveman:** AC 8; MV 120'; HD 2; hp 2-16; THAC0 19; #AT 1; D by wpn; SZ M; Int Low; AL N; XP 35+3/hp. (MM)
- **Caveman Brute:** AC 8; MV 120'; F3; hp 3-30; THAC0 18; #AT 1; D by wpn; Int Low; AL N; XP 60+4/hp (MM)
- **Caveman Subchief:** AC 8; MV 120'; F4; hp 4-40; THAC0 17; #AT 1; D by wpn; Int Low; AL N; XP 90+5/hp (MM)
- **Caveman Chief:** AC 8; MV 120'; F5; hp 5-50; THAC0 16; #AT 1; D by wpn; Int Low; AL N; XP 150+6/hp (MM)
- **Caveman Witch Doctor:** AC 8; MV 120'; C3; hp 3-18; THAC0 17; #AT 1; D by wpn; SA Spells; Int Low; AL N; XP 85+4/hp (MM)

CAVE MORAY: AC 0/5; MV 10'; HD 4+4; hp 8-36; THAC0 15; #AT 1/rd; D 2-8; SA Surprise on 1-5; SD Withdraw into cyst; SZ M; Int Semi; AL N; XP 130+5/hp (MM2)

CAVERN GLAZER: AC 3; MV 10'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1; SA Fasten to prey, Slime; SZ S; Int Anim; AL N; XP 80+1/hp (MoM)

CAVE WITCH: AC -1; MV 90'/60'; HD 5+3; hp 8-43; THAC0 15; #AT 1; D 2-12; SA Strangulation; SZ M; Int Very; AL LE; XP 425+6/hp (MoM)

CENTAUR: AC 5(4); MV 180'; HD 4; hp 4-32; THAC0 15; #AT 2; D 1-6/1-6 or by wpn; SD Darkvision 60'; SZ L; Int Low~Avg; AL CG; XP85+4/hp (MM)

CENTIPEDE

- **Giant Centipede:** AC 9; MV 120'; HD ¼; hp 2; THAC0 20; #AT 1; D -; SA Poison; SZ S; Int Non; AL N; XP 30+1/hp (MM)
- **Huge Centipede:** AC 9; MV 210'; HD -; hp 1; THAC0 20; #AT 1; D -; SA Poison; SZ S; Int Non; AL N; XP 31 (MM2)
- **Megalo-centipede:** AC 5; MV 180'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-3; SA Poison; SZ M; Int Anim; AL N; XP 125+3/hp (MM2)
- **Nest of Centipedes:** AC 7; MV 30'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1/rd; SA Poison; Sd Immune to Blunt Wpns; SZ L; Int Anim; AL N; XP 95+3/hp (MoM)

CEREBRAL PARASITE: AC -; MV -; HD -; hp -; THAC0 -; #AT 0; D 0; SA Infestation; SD Immune to all except Cure Disease; SZ S; Int Non; AL N; XP 0. (MM)

CHEETAH: AC 5; MV 150'(450' sprint); HD 3; hp 3-24; THAC0 16; #AT 3; D 1-2/1-2/2-8; SA Rear claws 1-2/1-2; SD Surprised only on 1;SZ M; Int Anim; AL N; XP 65+3/hp. (MM2)

CH'I-LIN: AC -2; MV 240'/360'; MC: D; HD 16; hp 16-128; THAC0 6; #AT 3; D 1-10/1-10/3-18; SA Magic Bolt (+4 to-hit, 3-18, 6/rd), Plane Shift, Invisibility, Crystalbrittle, Bless (1/rd); SD Immune to Poison, Death/Charm/Hold, Deflection Aura, Save as MU20; SZ L; Int Gen; AL LG; XP 18,000+25/hp. (OA7)

CHIMERA: AC 6/5/2; MV 90'/180'; MC: E; HD 9; hp 9-81; THACO 12; #AT 6; D 1-3/1-3/1-4/1-4/2-8/3-12; SA Breath Wpn; SD Darkvision 60'; SZ L; Int Semi; AL CE; XP 1,000+ 12/hp. (MM)

CHOKE CREEPER (Strangler Vine): AC 6/5; MV 5'; HD 25; hp 25-200; THACO 7; #AT 8+; D 1-4; SA Strangulation; SD Immune to electricity; SZ L; Int Non; AL N; XP 7,600+35/hp. (MM2)

CIFAL: AC 6; MV 60'; HD 6 or 10; hp 6-48/10-80; THACO 13/10; #AT 1; D 1-12; SD Edged wpn reduced dmg; SZ M; Int Non; AL N; XP 1,350+14/hp. (FF)

CLOAKER: AC 3(1); MV 10'/150'; MC: D ;HD 6; hp 6-48; THACO 13; #AT 2+ special; D 1-6/1-6; SA Engulf, Subsonic Moan, Manipulate Shadows; SD Darkvision 60'; SZ L; Int High; AL CN; XP 350+6/hp. (MM2)

CLUBNEK: AC 8; MV 120'; HD 2; hp 2-16; THACO 16; #AT 3; D 1-6/1-6/1-8; SZ M; Int Low; AL N; XP 20+2/hp. (FF)

COCKATRICE: AC 6; MV 60'/180'; MC: C; HD 5; hp 5-40; THACO 15; #AT 1; D 1-3; SA Petrifying touch; SD Darkvision 60'; SZ S; Int Anim; AL N; XP 315 + 5/hp. (MM)

COFFER CORPSE: AC 8; MV 60'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-6 or by wpn; SD +1 wpn or better to-hit; SZ M; Int Low; AL CE; XP 36+2/hp. (FF)

CON TINH: AC 7; MV 120'; HD 6; hp 6-48; #AT 1; D 1-6; THACO 13; SA Insane Laugh (3/day), Possession; SD +2 wpn to-hit; MR 20%; SZ M; Int Avg; AL CE; XP 600+6/hp (OA)

COOSHEE (Elven Dog): AC 5; MV 160' (210'sprint); HD 3+3; hp 6-27; THACO 16; #AT 1; D 7-10; SA Overbearing; SD Camouflage; SZ M; Int Semi; AL N; XP 110+4/hp. (MM2)

COUATL: AC 5; MV 60'/180'; MC: A; HD 9; hp 9-72; THACO 12; #AT 2; D 1-3/2-8; SA Poison, Spells; SD Darkvision 60', *Become Ethereal*; SZ M; Int Gen; AL LG; XP 2,400+12/hp. (MM)

CRAB, Giant: AC 3; MV 90'; HD 3; hp 3-24; THACO 16; #AT 2; D 2-8/2-8; SZ L; Int Non; AL N; XP 35+3/hp. (MM)

CRABMAN: AC 4; MV 90'/60'; HD 3; hp 3-24; THACO 16; #AT 2; D 1-4/1-4; SZ L; Int Low~Avg; AL N; XP 35+3/hp. (FF)

CRANE, Giant: AC 6; MV 90'/180'; MC: C; HD 3; hp 3-24; THACO 16; #AT 1; D 1-10; SZ M; Int Anim; AL N; XP 35+3/hp. (MM2)

CRAYFISH, Giant: AC 4; MV 60'/120'; HD 4+4; hp 8-40; THACO 15; #AT 2; D 2-12/2-12; SZ L; Int Non; AL N; XP 90+5/hp. (MM)

CRIMSON DEATH: AC 0(4); MV 120' (60'); MC: B; HD 13; hp 13-104; THACO 9; #AT 1; D 3-30; SA surprises 5 in 6; SD +2 wpn to-hit; MR 100%; SZ M; Int Genius; AL NE; XP 7,050+18/hp. (MM2)

CROCODILE

- **Crocodile:** AC 5; MV 120'; HD 3; hp 3-24; THAC0 16; #AT 2; D 2-8/1-12; SA surprises on a 1-3; SZ L; Int Anim; AL N; XP 60+4/hp. (MM)
- **Large Crocodile:** AC 4; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 2; D 2-12/1-12; SA surprises on a 1-3; SZ L; Int Anim; AL N; XP 90+5/hp. (MM)
- **Giant Crocodile:** AC 4; MV 60'/120'; HD 7; hp 7-54; THAC0 13; #AT 2; D 3-18/2-20; SZ L; Int Anim; AL N; XP 400+8/hp. (MM)

CRYPT THING: AC 3; MV 120'; HD 6; hp 6-48; THAC0 13; #AT 1; D 1-8; SA Teleportation; SD +1 wpn to-hit; SZ M; Int Very; AL N; XP 275+6/hp. (FF)

CRYSMAL

- **Medium Crysmal:** AC 0; MV 60'; HD 6+6; hp 12-16; THAC0 13; #AT 1; D 3-12(2-8); SD Immune to fire/cold/poison, Save for 1/4/ nil dmg from electricity; SZ M; Int High; AL NE; XP 825+10/hp. (MM2)
- **Large Crysmal:** AC 0; MV 60'; HD 6+6; hp 17-54; THAC0 13; #AT 1; D 3-12(2-8); SD Immune to fire/cold/poison, Save for 1/4/ nil dmg from electricity; SZ M; Int Exc; AL NE; XP 825+10/hp. (MM2)

CRYSTAL OOZE: AC 8; MV 10'/30'; HD 4; hp 4-32; THAC0 15; #AT 1; D 4-16; SA Paralyzation, Poison; SD Dissolve wood, Immune to acid/cold/heat/fire, 1pt dmg from blows; SZ M; Int Anim; AL N; XP 225+4/hp. (MM2)

CYCLOPSKIN: AC 3; MV 120'; HD 5; hp 5-40; THAC0 15; #AT 1; D by wpn +2 dmg; SZ L; Int Low-Avg; AL CE; XP 90+5/hp. (MM2)

D

DAKON: AC 5; MV 60'; HD 1+1; hp 2-9; THAC0 18; #AT 2; D 1-10/1-10; SZ M; Int Avg; AL LN; XP 20+2/hp. (FF)

DAEMON

- **Arcanodaemon:** AC -2; MV 120'/180'; MC: B; HD 13+39; hp 52-143; THAC0 9; #AT 4; D 1-4/1-4/2-16/1-6; SA *Burning Hands* (3'/dmg 13), *Shapechange*, *Telekinesis*, *Create Darkness*, *Dimension Door*, *Teleport* (1/day) + other spells as MU lvl 10+1-8; SD Psionic; MR 100% to 1st-lvl spells; SZ M; Int S-Gen; AL NE; XP 6,950+18/hp. (MM2)
- **Charonadaemon:** AC -1; MV 180'; HD 10+20; hp 30-100; THAC0 10; #AT 1; D 2-8; SA *Fear Gaze*; MR 80% to 1st-lvl spells; SZ M; Int Exc; AL NE; XP 5,300+16/hp. (MM2)
- **Derghodaemon:** AC 0; MV 120'; HD 11+22; hp 33-110; THAC0 10; #AT 5; D 1-4 or 3 by wpn ; SA *Create Darkness*, *Fear*, *Teleport*, *Sleep* (2/day); MR 80% to 1st-lvl spells; SZ L; Int Low; AL NE; XP 5,800+16/hp. (MM2)
- **Hydrodaemon:** AC 2; MV 60'/60'/240'; MC: D; HD 9+36; hp 45-108; THAC0 12; #AT 3 or 5; D 1-4/1-4/1-8/1-8/1-10; SA *Energy Drain*, *Teleport*, *Dimension Door*, *Darkness*, *Create Water*, *Water Walking*, *Summon Water Elemental*, *Gate Hydrodaemon* (50%); MR 70% to 1st-lvl spells; SZ L; Int Low; AL NE; XP 3,450+14/hp. (MM2)
- **Mezodaemon:** AC -3; MV 150'; HD 10+40; hp 50-120; THAC0 10; #AT 2 or 1 wpn; D 7-12/7-12 or by wpn +6; SA *Passwall* (4/day), *Dimension Door* (2/day), *Become Ethereal*, *Magic Jar*, *Repulsion*, *Wind Walk*, *Word of Recall* (1/day) *Comprehend Languages*, *Detect Invisibility/Magic*, *ESP*, *Invisibility*, *Polymorph Self*, *Levitate*, *Read Magic*, *Telepathy* (1/rd); SD +1 wpn to-hit, Immune to Paralysis/Poison, ½ dmg Acid/Cold, Regenerate 3hp/turn; MR 95% to 1st-lvl spells; SZ M; Int High-Exc; AL NE; XP 2,700+14/hp. (FF)
- **Nycadaemon:** AC -4; MV 120'/360'; MC: D; HD 12+36; hp 48-132; THAC0 9; #AT 2 or 1 wpn; D 9-16/9-16 or by wpn +8; SA *Command*, *Wind Walk*, *Dimension Door* (3/day), *Dispel Magic*, *Mirror Image* x4, *Reverse Gravity* (2/day), *Gaseous Form*, *Word of Recall* (1/day) *Comprehend Languages*, *Detect Invisibility/Magic*, *Enlarge*, *Fear*, *Invisibility*, *Polymorph Self*, *Project Image*, *Read Magic*, *Telepathy* (1/rd); SD +2 wpn to-hit, Immune to Paralysis/Poison, ½ dmg Acid/Cold, Regenerate 3hp/turn; MR 100% to 1st-lvl spells; SZ L; Int Exc-Gen; AL NE; XP 6,800+16/hp. (FF)
- **Piscodaemon:** AC -1; MV 60'/180'; HD 6; hp 6-48; THAC0 13; #AT 2; D 2-16/2-16; SA *Poison Tentacles* (Save or die in 6 rds); MR 60% to 1st-lvl spells; SZ M; Int Avg-Very; AL NE; XP 456+6/hp. (MM2)
- **Ultrodaemon:** AC -5; MV 150'/150'/150'; MC: C; HD 14+28; hp 42-140; THAC0 8; #AT 2; D 2-8/2-8; SA *Hypnotic Gaze*, *Fear touch*, *Charm*, *Teleport*, *ESP*, *Clairaudience*, *Clairvoyance*, *Create Illusion*, *Suggestion*, *Mislead*, *Magic Jar*, *Telekinesis* (1/rd), *Wall of Fire*, *Symbol*, *Blade Barrier* (1/day) - spells as MU15; SD +2 wpn to-hit; MR 110% to 1st-lvl spells; SZ L; Int Gen – S-Gen; AL NE; XP 8,100+20/hp.
- **Yagnodaemon:** AC 1; MV 180'; HD 13+13; hp 26-117; THAC0 9; #AT 1; D 1-10+12; SA *Tol-kender polearm* (impale/knock-out), *Devour Abilities*, *Teleport*, *Shocking Grasp* (1-8+13) 3/day; SD ½ earth-based attacks; MR 75% to 1st-lvl spells; SZ L; Int Low; AL NE; XP 7,050+18/hp. (MM2)

DAO: AC 3; MV 90'/150' (60'); MC: B; HD 8+3; hp 11-67; THAC0 12; #AT 1; D 3-18; SA Dig (6/day), Rock to Mud (3/day), Change Self, Detect Good, Detect Magic, Gaseous Form, Invisibility, Limited Wish, Misdirection, Passwall, Spectral Force, Wall of Stone (1/day) as MU18; SD Immune to earth magic; SZ L; Int Low-Very; AL NE; XP 1,600+12/hp. (MM2)

DARK CREEPER: AC 0(8); MV 90'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-4; SA abilities as T4; SD Create darkness; SZ S; Int Avg; AL CN; XP 110+2/hp. (FF)

DARK STALKER: AC 0(8); MV 90'; HD 2+1; hp 3-17; THAC0 16; #AT 1; D 1-6; SA abilities as T4; SD Create darkness, Wall of Fog; SZ M; Int Avg; AL CN; XP 200+3/hp. (FF)

DEATH DOG: AC 7; MV 120'; HD 2+1; hp 3-17; THAC0 16; #AT 2; D 1-10/1-10; SA Disease; SZ M; Int Anim; AL NE; XP 105+3/hp. (FF)

DEATH KNIGHT: AC 0; MV var.; HD 9; hp 9-90; THAC0 12; #AT 1; D by wpn; SA Wall of Ice, Gate demon (2xday), Power Word (1xday), Symbol of Pain/Fear (1xday), Fireball (1xday, 20HD); SD Fear 5' radius, Detect Magic, Detect Invisibility, Dispel Magic (2xday); MR 75%; SZ M; Int Avg~Gen; AL CE; XP 3,700+16/hp. (FF)

DEMILICH: AC -6 + *; MV *; HD 8+3; hp 11-67; THAC0 12; #AT *; D *; SA Curse, Death Ray Howl, Soul Draining; SD +4/+5 wpn to-hit; SZ M; Int S-Gen; AL NE; XP 5,950+16/hp. (MM2)

DEMODAND

- **Farastu/Tarry:** AC -1; MV 150'/300'; HD 11; hp 11-88; THAC0 10; #AT 3; D 2-7/2-7/3-12; SA Fog Cloud, Weakness (3/day), Detect Good/Invisibility/Magic, Dispel Magic, ESP, Fascinate, Gaseous Form, Invisibility, Tongues (1/rd) as MU11, Summon 1-2 Farastu, Adhesive skin; SD +1 wpn to-hit, Immune to acid/poison/fear/illusions/phantasms, ½ dmg fire/cold; MR 11-20%; SZ M; Int Avg-Exc; AL CE; XP 2,850+16/hp. (MM2)
- **Kelubar/Slime:** AC -2; MV 120'/240'; HD 13; hp 13-104; THAC0 9; #AT 3; D 2-8/2-8/4-16; SA Detect Invisibility/Magic/Good, Dispel Magic, ESP, Fascinate, Fog Cloud, Tongues, Weakness (3/day), Gaseous Form, Invisibility, Ray of Enfeeblement (1/day) as MU13, Summon 1-2 Kelubar, Acid slime (4-24); SD +2 wpn to-hit, Immune to acid/poison/fear/illusions/phantasms, ½ dmg fire/cold; MR 26-37%; SZ M; Int Exc-Gen; AL CE; XP 3,959+18/hp. (MM2)
- **Shator/Shaggy:** AC -3; MV 90'/180'; HD 15; hp 15-120; THAC0 8; #AT 3; D 2-9/2-9/5-20; SA Detect Good/Invisibility/Magic, Dispel Magic, ESP, Fog Cloud, Tongues, Weakness (3/day), Beguile, Cloudkill, Gaseous Form, Invisibility, Ray of Enfeeblement, Stinking Cloud (1/day) as MU15, Summon 1-8 Shator; SD +3 wpn to-hit, Immune to acid/poison/fear/illusions/phantasms, ½ dmg fire/cold, -1 dmg edged wpns; MR 41-60%; SZ M; Int Exc-S-Gen; AL CE; XP 5,250+20/hp. (MM2)

DEMON

- **Alu-demon:** AC 5; MV 120'/120'; MC: C; HD 6+2; hp 8-50; THAC0 13; #AT 1; D by wpn; SA Charm Person, ESP, Shapechange, Suggestion (3/day), Dimension Door (1/day) as MU12, Drain Energy touch; SD +1 wpn to-hit, Darkvision 60'; MR 30%; SZ M; Int Very-Gen; AL CE; XP 4,050+14/hp. (MM2)
- **Babau:** AC -3; MV 150'; HD 7+14; hp 21-70; THAC0 13; #AT 1 or 3; D by wpn +7 or 2-5/2-5/2-8; SA; abilities as T9, Fear, Levitate, Cause Darkness (5'), Dispel Magic, Polymorph

Self, Heat Metal, Gate 1 Babau (1/rd) as MU12/Dr14, Enfeeblement Gaze; SD +1 wpn to-hit, Darkvision 60'; MR 50%; SZ M; Int Very; AL CE; XP 2,000+12/hp. (MM2)

- **Bar-Lgura:** AC -3; MV 90'/150'; HD 6+6; hp 12-54; THAC0 13; #AT 3; D 1-6/1-6/2-12; SA; *Cause Darkness (10'), Create Water, Fear, Detect Illusion/ Invisible, Dispel Magic, Entangle, Plant Growth, Telekinesis, Teleport (1/rd), Change Self, Invisibility, Spectral Force (2/day) , Gate Bar-Lgura (25%); SD Darkvision 60'; MR 45%; SZ M; Int Very - High; AL CE; XP 1,725+10/hp. (MM2)*
- **Cambion**
 - **Minor Cambion:** AC 6; MV 150'; HD 5-8; hp variable; THAC0 15-12; #AT 2; D by wpn; SD Darkvision 60'; MR 6-20%; SZ M; Int Avg-Very; AL CE; XP 1,275+10/hp. (MM2)
 - **Cambion Baron:** AC 2; MV 150'; HD 9-12; hp variable; THAC0 12-9; #AT 2; D by wpn; SA 1-4 of (*Fear, Detect Magic, Levitate, Polymorph Self*) (1/day); SD Darkvision 60', +1 wpn to-hit; MR 25-40%; SZ M; Int Very-High; AL CE; XP 4,400+15/hp. (MM2)
 - **Cambion Marquis:** AC 2; MV 150'; HD 14-16; hp variable; THAC0 8-7; #AT 2; D by wpn; SA 2-4 of (*Fear, Detect Magic, Levitate, Polymorph Self*) (1/day); SD Darkvision 60', +1 wpn to-hit; MR 25-40%; SZ L; Int High-Gen; AL CE; XP 6,500+20/hp. (MM2)
- **Chasme:** AC -1; MV 60'/210'; MC: D; HD 7+2; hp 9-58; THAC0 13; #AT 3; D 2-8/2-8/1-4; SA *Darkness, Teleport, Detect Good/Invisible, Telekinesis, Fear, (1/rd) Gate Chasme (15%), Hypnotic Drone (as Sleep 100%-vic. HD); SD Darkvision 60', Immune to poison; MR 40%; SZ M; Int Avg-Very; AL CE; XP 1,275+10/hp. (MM2)*
- **Dretch:** AC 2; MV 90'; HD 4; hp 8-32; THAC0 15; #AT 3; D 1-4/1-4/2-5; SA *Darkness (5'), Scare, Telekinesis (1/rd), Stinking Cloud, Teleport (1/day), Gate Dretch (5%); SD Darkvision 60'; MR 30%; SZ M; Int Semi-Low; AL CE; XP 175+4/hp. (MM2)*
- **Manes:** AC 7; MV 30'; HD 1; hp 1-8; THAC0 19; #AT 3; D 1-2/1-2/1-4; SD +1 wpn to-hit; SZ S; Int Semi; AL CE; XP 18+1/hp. (MM)
- **Nabassu**
 - **Mature:** AC -5; MV 150'/150'; MC: C; HD 5+20; hp 25-60; THAC0 15; #AT 3; D 2-8/2-8/3-12; SA *Str 18/00, Death Stealing (20'), Cause Shadows (20'), Darkness (5'), Summon Ghosts (2-5), Teleportation (1/rd), Energy Drain, Etherealness (2/day), Paralyzation (10'), Silence (10')(1/day), Vampiric Attack (1/day, 20'); SD +1 wpn or iron to-hit, Darkvision 60', Regenerate (20hp/day), abilities as T10; MR 50%; SZ M; Int High; AL CE; XP 3,300+12/hp. (MM2)*
 - **Immature:** AC 4; MV 150'/150'; MC: C; HD 5+2; hp 7-42; THAC0 15; #AT 3; D 2-8/2-8/3-12; SA *Str 18/00, Death Stealing (20'), Cause Shadows (20'), Darkness (5'); SD +1 wpn or iron to-hit, Darkvision 60', abilities as T1; MR 5%; SZ M; Int High; AL CE; XP 1,800+12/hp. (MM2)*
- **Punjar:** AC -2; MV 90'; HD 5/7/9; hp 5-40/7-56/9-72; THAC0 15/13/12; #AT 4+1; D 1-6(x4)+1-12; SA *Darkness (15'), Detect Invisibility, Telekinesis, Gate Type II Demon (20%) (1/rd); MR 55%; SZ L; Int Avg; AL CE; XP 800+13/hp or 1,000+14/hp or 1,400+16/hp(MoM)*
- **Rutterkin:** AC 1; MV 120'; HD 5+1; hp 6-41; THAC0 15; #AT 1 or 2; D 2-7/2-7 or by wpn; SA *Darkness (5'), Fear (touch), Fly, Telekinesis (1/rd), Teleportation (1/day), Gate Chasme (15%), Demonic wpns ; SD Darkvision 60'; MR 40%; SZ M; Int Avg; AL CE; XP 425+6/hp. (MM2)*

- **Succubus:** AC 0; MV 120'/180'; MC: C; HD 6; hp 6-48; THAC0 13; #AT 2; D 1-3/1-3; SA energy drain; SD +1 wpn to-hit, Darkvision 60'; MR 70%; SZ M; Int Exc; AL CE; XP 2,100+6/hp. (MM)
- **Type I Demon (Vrock):** AC 0; MV 120'/180'; MC: C; HD 8; hp 8-64; THAC0 12; #AT 5; D 1-4/1-4/1-8/1-8/1-6; SA *Detect Invisibility*, *Gate Vrock* (10%), *Telekinesis* (1/rd), *Teleportation*; SD Darkvision 60'; MR 50%; SZ L; Int Low; AL CE; XP 1,275+10/hp. (MM)
- **Type II Demon (Hezrou):** AC -2; MV 60'/120'; HD 9; hp 9-72; THAC0 12; #AT 3; D 1-3/1-3/4-16; SA *Detect Invisibility*, *Levitate*, *Gate Hezrou* (20%), *Telekinesis* (1/rd), *Teleportation*; SD Darkvision 60'; MR 55%; SZ L; Int Low; AL CE; XP 2,000+12/hp. (MM)
- **Type III Demon (Glabrezu):** AC -4; MV 90'; HD 10; hp 10-80; THAC0 10; #AT 5; D 2-12/2-12/1-3/1-3/2-5; SA *Darkness* (10'), *Cause Fear*, *Pyrotechnics*, *Polymorph Self*, *Telekinesis*, *Gate Type I-III Demon*(20%), *Telekinesis* (1/rd), *Teleportation*; SD Darkvision 60'; MR 60%; SZ L; Int Avg; AL CE; XP 2,400+14/hp. (MM)
- **Type IV Demon (Nalfeshnee):** AC -1; MV 90'/120'; MC: E; HD 11; hp 11-88; THAC0 8; #AT 3; D 1-4/1-4/2-8; SA +2 to-hit bonus, *Darkness* (10'), *Improved Phantasmal Force*, *Cause Fear*, *Levitate*, *Detect Magic*, *Comprehend Languages*, *Dispel Magic*, *Polymorph Self*, *Telekinesis*, *Project Image*, *Symbol of Fear or Discord*, *Gate Type I-IV Demon* (60%)(1/rd); SD +1 wpn to-hit, Darkvision 60'; MR 65%; SZ L; Int Very; AL CE; XP 3,000+16/hp. (MM)
- **Type V Demon (Marilith):** AC -7/-5; MV 120'; HD 7+7; hp 14-56; THAC0 12; #AT 7; D by wpn; SA *Cause Darkness* (5'), *Charm Person*, *Levitate*, *Comprehend Languages*, *Detect Invisibility*, *Pyrotechnics*, *Polymorph*, *Project Image*, or *Gate another Demon* (50%); SD +1 wpn to-hit, Darkvision 60'; MR 80%; SZ L; Int High; AL CE; XP 3,000+12/hp. (MM)
- **Type VI Demon (Balor):** AC -2; MV 60'/150'; MC: D; HD 8+8; hp 16-72; THAC0 12; #AT 1; D 2-13; SA *Whip/flame* 2-12/3-18/4-24, *Cause Darkness* (10'), *Fear*, *Detect Magic*, *Read Magic*, *Comprehend Languages*, *Detect Invisibility*, *Pyrotechnics*, *Dispel Magic*, *Suggestion*, *Telekinesis*, *Symbol of Fear/Discord/Sleep/Stunning*, *Gate Type III/IV Demon* (70%); SD +1 wpn to-hit, Darkvision 60'; MR 75%; SZ L; Int High; AL CE; XP 3,600+12/hp. (MM)

DENZELIAN: AC 0; MV 10'; HD 6; hp 6-48; THAC0 13; #AT -; D -; SZ S; Int -; AL N; XP n/a. (FF)

DERRO

- **Derro:** AC 8; MV 90"; HD 3; hp 3-24; THAC0 16; #AT 2 or 1; D by wpn; SD Darkvision 30', Ultravision 120'; MR 30%; SZ S; Int Very; AL CE; XP 75+4/hp. (MM2)
- **Derro Warrior:** AC 7; MV 90"; HD 4; hp 4-32; THAC0 15; #AT 2 or 1; D by wpn; SD Darkvision 30', Ultravision 120'; MR 30%; SZ S; Int Very; AL CE; 75+4/hp. (MM2)
- **Derro Champion:** AC 7; MV 90"; HD 5; hp 5-40; THAC0 13; #AT 2 or 1; D by wpn; SD Darkvision 30', Ultravision 120'; MR 30%; SZ S; Int Very; AL CE; XP 225+6/hp. (MM2)
- **Derro Lieutenant:** AC 7; MV 90"; HD 6; hp 6-48; THAC0 12; #AT 2 or 1; D by wpn; SD Darkvision 30', Ultravision 120'; MR 30%; SZ S; Int Very; AL CE; XP 225+6/hp. (MM2)
- **Derro Leader:** AC 6; MV 90"; HD 7; hp 7-56; THAC0 15; #AT 2 or 1; D by wpn; SD Darkvision 30', Ultravision 120'; MR 30%; SZ S; Int High; AL CE; XP 350+8/hp. (MM2)
- **Derro Student Savant:** AC 6; MV 90"; HD 4-7; hp variable; THAC0 variable; #AT 2 or 1; D by wpn; SA 1-3 Spells, *Comprehend Languages*, *Read Magic*; SD 1 magic item; MR 30%; SZ S; Int Exc-Gen; AL CE; XP 300+5/hp. (MM2)
- **Derro Savant:** AC 6; MV 90"; HD 5-8; hp variable; THAC0 variable; #AT 2 or 1; D by wpn; SA 6-9 Spells, *Comprehend Languages*, *Read Magic*; SD 2-3 magic items, Darkvision 30', Ultravision 120'; MR 30%; SZ S; Int Exc-Gen; AL CE; XP 550+10/hp. (MM2)

DERVISH (Men)

- **Dervish:** AC 8; MV 120'; NM; hp 1-6; THAC0 20; #AT 1; D by wpn; Int Avg-Very; AL LG; XP 20+2/hp (MM)
- **Dervish Warrior:** AC 8; MV 120'; F3-6; hp variable; THAC0 variable; #AT 1; D by wpn; Int Avg-Very; AL LG; XP variable/hp (MM)
- **Dervish Priest:** AC 8; MV 120'; C4-8; hp variable; THAC0 variable; #AT 1, D by wpn; SA Spells; Int Avg-Very; AL LG; XP variable /hp (MM)
- **Dervish High Priest:** AC 8; MV 120'; C10-12; hp variable; THAC0 variable; #AT 1, D by wpn; SA Spells; Int Avg-Very; AL LG; XP variable /hp (MM)
- **Dervish Wizard's Assistant:** AC 8; MV 120'; MU3-4; hp variable; THAC0 variable; #AT 1, D by wpn; SA Spells; Int Avg-Very; AL LG; XP variable /hp (MM)
- **Dervish Wizard:** AC 8; MV 120'; MU7-8; hp 7-28/8-32; THAC0 variable; #AT 1, D by wpn; SA Spells; Int Avg-Very; AL LG; XP variable /hp (MM)

DEVA (Lesser Angel)

- **Astral Deva:** AC -6; MV 180'/420'/150'; MC: A; HD 9+36; hp 45-108; THAC0 12; #AT 2; D 4-15/4-15 +6; SA *Light* (40'), *Protection from Evil* (10'), *Dispel Illusion/Invisibility*, *Polymorph Self*, *Remove Curse* (1/rd), *Blade Barrier* (1/day), *Disruption* blow; SD +1 wpn to-hit, Immune to cold/electricity/gas/normal fire/petrification/poison/magic missiles/death magic/draining; MR 65%; SZ L; Int Gen, WIS 20 CHA 20; AL LG; XP 10,100+ 25/hp (MM2)
- **Monadic Deva:** AC -4; MV 150'/360'/180'; MC: B; HD 8+32; hp 40-96; THAC0 12; #AT 2; D 3-12/3-12 +4; SA *Light* (30'), *Protection from Evil* (15') (1/rd), *Hold Monster* (3/day), *Project Image* (1/day); SD +1 wpn to-hit, Immune to death magic/draining; MR 60%; SZ L; Int Gen, WIS 19 CHA 19; AL LG; XP 8,100+ 20/hp (MM2)
- **Movanic Deva:** AC -5; MV 120'/300'/210'; MC: B; HD 7+28; hp 35; THAC0 13; #AT 3; D by wpn +5; SA *Flaming Sword* +1, *Light* (20'), *Protection from Evil* (10') (1/rd), *Cause/Cure Blindness*, *Detect Traps*, *Neutralize Poison* (3/day); SD +1 wpn to-hit, Immune to plants/normal animals/death magic/draining; MR 55%; SZ M; Int Exc, WIS 18 CHA 18; AL LG; XP 7,850+ 18/hp (MM2)

DEVIL

- **Abishai**
 - **Black Abishai:** AC 2; MV 90'/120'; MC: C; HD 8; hp 8-64; THAC0 12; #AT 1; D 5-14; SA +4 STR bonus, *Change Self*, *Command*, *Produce Flame*, *Pyrotechnics*, *Scare* (1/rd), *Summon Abishai* (25%, 1/day); SD Regenerate 1/rd; MR 35%; Int Avg; AL LE; XP 855+ 10/hp (MM2)
 - **Blue Abishai:** AC 3; MV 150'/150'; MC: C; HD 5+1; hp 6-41; THAC0 15; #AT 1; D 5-10; SA +3 STR bonus, *Change Self*, *Command*, *Produce Flame*, *Pyrotechnics*, *Scare* (1/rd), *Summon Abishai* (25%, 1/day); SD Regenerate 1/rd; MR 20%; SZ M; Int Avg; AL LE; XP 550+ 6/hp (MM2)
 - **Green Abishai:** AC 3; MV 120'/150'; MC: C; HD 6; hp 6-48; THAC0 13; #AT 1; D 4-10; SA +2 STR bonus, *Change Self*, *Command*, *Produce Flame*, *Pyrotechnics*, *Scare* (1/rd), *Summon Abishai* (25%, 1/day); SD Regenerate 1/rd; MR 30%; SZ M; Int Avg; AL LE; XP 550+ 6/hp (MM2)
 - **Red Abishai:** AC 1; MV 180'/180'; MC: C; HD 4+2; hp 6-34; THAC0 15; #AT 2; D 2-5/2-5; SA +1 STR bonus, *Change Self*, *Command*, *Produce Flame*, *Pyrotechnics*, *Scare* (1/rd), *Summon Abishai* (25%, 1/day); SD Regenerate 1/rd; MR 40%; SZ M; Int Avg; AL LE; XP 320+ 5/hp (MM2)

- **White Abishai:** AC 3; MV 90'/150'; MC: C; HD 7; hp 7-56; THAC0 13; #AT 2; D 4-9/4-9; SA +2 STR bonus, *Change Self*, *Command*, *Produce Flame*, *Pyrotechnics*, *Scare* (1/rd), *Summon Abishai* (25%, 1/day); SD Regenerate 1/rd; MR 30%; SZ M; Int Avg; AL LE; XP 650+ 8/hp (MM2)
- **Barbed Devil:** AC 0; MV 120'; HD 8; hp 8-64; THAC0 12; #AT 3; D 2-8/2-8/3-12; SA *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); MR 35%; SZ M; Int Very; AL LE; XP 1,425+10/hp. (MM)
- **Bearded Devil:** AC 1; MV 150'; HD 6+6; hp 12-54; THAC0 13; #AT 1 or 3; D 1-8/1-2/1-2 or by wpn; SA *Poison Beard*, *Affect Normal Fires*, *Command*, *Fear* (touch), *Produce Flame*, *Summon Bearded Devil* (35%) (1/rd); SD Regenerate 1/rd; MR 45%; SZ M; Int Avg-Very; AL LE; XP 1,125+10/hp (MM2)
- **Bone Devil:** AC -1; MV 120'; HD 9; hp 9-81; THAC0 12; #AT 1; D 3-12; SA bone hook, tail (2-8 + 1-4 strength points lost), *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); MR 40%; SZ L; Int Very; AL LE; XP 2800+12/hp. (MM)
- **Erinyes:** AC 2; MV 60'/210'; MC: C; HD 6+6; hp 7-54; THAC0 13; #AT 1; D 2-8; SA *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); SD *Darkvision* 60'; MR 30%; SZ M; Int Avg; AL LE; XP 875+8/hp. (MM)
- **Horned Devil** (Malebranche): AC -5; MV 90'/180'; MC: D; HD 5+5; hp 10-45; THAC0 13; #AT 4 or 1+wpn; D 1-4/1-4/2-5/1-3 or 1-3/by wpn; SA *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); SD +1 wpn to-hit; MR 50%; SZ L; Int High; AL LE; XP 1,320+6/hp. (MM)
- **Ice Devil:** AC -4; MV 60'; HD 11; hp 11-88; THAC0 10; #AT 4; D 1-4/1-4/2-8/3-12; SA *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); SD +2 wpn to-hit, regeneration 1hp/rd; MR 55%; SZ L; Int High; AL LE; XP 4,400+16/hp. (MM)
- **Lemure:** AC 7; MV 30'; HD 3; hp 3-24; THAC0 16; #AT 1; D 13; SD regeneration 1hp/rd; SZ M; Int Semi; AL LE; XP 65+3/hp. (MM)
- **Nupperibo:** AC 9; MV 60'; HD 1; hp 1-8; THAC0 19; #AT 2 or 1; D 1-2/1-2 or by wpn; SD Regenerate 1/rd; SZ M; Int Non; AL LE; XP 18+ 1/hp (MM2)
- **Pit Fiend:** AC -3; MV 60'/150'; MC: D; HD 13; hp 13-104; THAC0 9; #AT 2; D 5-8/7-12; Str 18/00; SA *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); SD +2 wpn to-hit, regenerate 2hp/rd; MR 65%; SZ L; Int Exc; AL LE; XP 7,900+18/hp. (MM)
- **Spined Devil:** AC 3; MV 60'/180'; MC: C; HD 3+3; hp 6-27; THAC0 16; #AT 1 or 2; D 1-4/1-4 or by wpn; SA *Flaming Spines*, *Affect Normal Fires*, *Change Self*, *Command*, *Produce Flame*, *Scare* (1/rd), *Summon Barbed Devil* (5%, 1/day); MR 25%; SZ S; Int Low-Avg; AL LE; XP 240+ 4/hp (MM2)
- **Styx Devil:** AC -1; MV 60'/150'; MC: C; HD 6+6; hp 12-54; THAC0 13; #AT 1; D 2-8; SA *Imprisonment* touch, *Charm Person*, *Suggestion*, *Illusion*, *Infravision*, *Teleport*, *Know Align.*, *Fear*, *Animate Dead* (1/rd); SD +1 wpn to-hit; MR 50%; SZ M; Int High; AL LE; XP 1,275+8/hp. (FF)

DEVIL DOG: AC 6; MV 30'; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-8; SZ M; Int Avg; AL CE; XP 350+6/hp. (FF)

DIACK

- **Tall Diakk:** AC 0; MV 210'; HD 6+6; hp 12-54; THAC0 13; #AT 1; D 1-12; SA Audible Glamour, Weakness (touch) (1/day), Jump (2/day), Enfeeblement group dance; MR 30%; SZ L; Int Low-Avg; AL NE; XP 1,300+ 12/hp (MM2)
- **Broad Diakk:** AC 3; MV 120'; HD 8+8; hp 16-72; THAC0 12; #AT 2; D 2-8/2-8; SA Audible Glamour, Weakness (touch) (1/day), Jump (2/day), Enfeeblement group dance; MR 30%; SZ M; Int Low-Avg; AL NE; XP 1,300+ 12/hp (MM2)

DINOSAUR

- **Anatosaurus** (Trachodon): AC 5; MV 120'; HD 12; hp 12-96; THAC0 9; #AT 1; D 1-4; SZ L; Int Non; AL N; XP 1,300+16/hp. (MM)
- **Ankisauros:** AC 7; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-4; SD Climbing; SZ M; Int Non; AL N; XP 20+2/hp. (MM2)
- **Ankylosaurus:** AC 0; MV 60'; HD 9; hp 9-72; THAC0 12; #AT 1; D 3-18; SZ L; Int Non; AL N; XP 900+12/hp. (MM)
- **Antrodemus** (Allosaurus): AC 5; MV 150'; HD 15; hp 15-120; THAC0 8; #AT 3; D 1-4/1-4/6-24; SZ L; Int Non; AL N; XP 5,000+35/hp. (MM)
- **Apatosaurus** (Brontosaurus): AC 5; MV 60'; HD 30; hp 30-240; THAC0 7; #AT 1; D 3-18; SZ L; Int Non; AL N; XP 5,000+35/hp. (MM)
- **Archelon Ischyris:** AC 3; MV 30'/150'; HD 7; hp 7-48; THAC0 13; #AT 1; D 3-12; SZ L; Int Non; AL N; XP 225+8/hp. (MM)
- **Brachiosaurus:** AC 5; MV 60'; HD 36; hp 36-288; THAC0 7; #AT 1; D 5-20; SZ L; Int Non; AL N; XP 5,000+35/hp. (MM)
- **Camarasaurs:** AC 6; MV 60'; HD 20; hp 20-160; THAC0 7; #AT 1; D 3-12; SZ L; Int Non; AL N; XP 4,000+30/hp. (MM)
- **Camptosaurus:** AC 7; MV 90' (180'); HD 1-3; hp 1-24; THAC0 19-16; #AT -; D -; SZ S-L; Int Non; AL N; XP 6+1/hp. (MM2)
- **Ceratosaurus:** AC 5; MV 150'; HD 8; hp 8-64; THAC0 12; #AT 3; D 1-6/1-6/4-16; SZ L; Int Non; AL N; XP 600+12/hp. (MM)
- **Cetiosaurus:** AC 6; MV 60'; HD 24; hp 24-192; THAC0 7; #AT 1; D 3-18; SZ L; Int Non; AL N; XP 5,000+35/hp. (MM)
- **Compsognathus:** AC 5; MV 100'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1-3; SA Surprise on 1-3; SZ S; Int Non; AL N; XP 5+1/hp. (MM2)
- **Dacentrurus:** AC 3/6; MV 90'; HD 10; hp 10-80; THAC0 10; #AT 1; D 2-16; SD Active Defense; SZ L; Int Non; AL N; XP 900+14/hp. (MM2)
- **Deinonychus:** AC 2; MV 210' (10' jump); HD 4+1; hp 5-33; THAC0 15; #AT 3; D 1-2/1-2/2-8; SA Gutting talons (2-12); SZ L; Int Non; AL N; XP 130+5/hp. (MM2)
- **Dilophosaurus:** AC 5; MV 180' (10' jump); HD 8+2; hp 10-66; THAC0 12; #AT 3; D 2-12/2-12/1-6; SZ L; Int Non; AL N; XP 600+12/hp. (MM2)
- **Dimetrodon:** AC 4; MV 120'/60'; HD 3-5; hp variable; THAC0 16-15; #AT 1; D 6-15; SZ L; Int Non; AL N; XP 65+4/hp. (MM2)
- **Dinictys:** AC 7; MV 210'; HD 10; hp 10-80; THAC0 10; #AT 1; D 5-20; SA Swallow; SZ L; Int Non; AL N; XP 1,500+14/hp. (MM)
- **Diplodocus:** AC 6; MV 60'; HD 24; hp 24-192; THAC0 7; #AT 1; D 3-18; SZ L; Int Non; AL N; XP 5,000+35/hp. (MM)
- **Elasmosaurus:** AC 7; MV 150'; HD 15; hp 15-120; THAC0 8; #AT 1; D 4-24; SZ L; Int Non; AL N; XP 2,400+20/hp. (MM)
- **Euparkeria:** AC 5; MV 150'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 2-5; SZ S; Int Non; AL N; XP 20+2/hp. (MM2)

- **Gorgosaurus:** AC 5; MV 150'; HD 13; hp 13-104; THACO 9; #AT 3; D 1-3/1-3/7-28; SZ L; Int Non; AL N; XP 1,800+18/hp. (MM)
- **Iguanodon:** AC 4; MV 150'; HD 6; hp 6-48; THACO 13; #AT 3; D 1-3/1-3/2-8; SZ L; Int Non; AL N; XP 150+6/hp. (MM)
- **Kentrosaurus:** AC 2/6; MV 90'; HD 11; hp 11-88; THACO 10; #AT 1; D 4-16; SZ L; Int Non; AL N; XP 2,000+16/hp. (MM2)
- **Lambeosaurus:** AC 6; MV 120'; HD 12; hp 12-96; THACO 9; #AT 1; D 2-12; SZ L; Int Non; AL N; XP 1,300+16/hp. (MM)
- **Mamenchisaurus:** AC 7; MV 60'; HD 18; hp 18-144; THACO 7; #AT 1; D 2-16; SA Trample; SZ L; Int Non; AL N; XP 3,000+25/hp. (MM2)
- **Massopondylus:** AC 5; MV 150'; HD 7; hp 7-56; THACO 13; #AT 1; D 3-12; SZ L; Int Non; AL N; XP 225+8/hp. (MM2)
- **Megalosaurus:** AC 5; MV 120'; HD 12; hp 12-96; THACO 9; #AT 1; D 3-18; SZ L; Int Non; AL N; XP 1,300+16/hp. (MM)
- **Monoclonius:** AC 3/4; MV 60'; HD 8; hp 8-64; THACO 12; #AT 1; D 2-16; SZ L; Int Non; AL N; XP 550+8/hp. (MM)
- **Mosasaurus:** AC 7; MV 30'/150'; HD 12; hp 12-96; THACO 9; #AT 1; D 4-32; SZ L; Int Non; AL N; XP 1,300+18/hp. (MM)
- **Nothosaurus:** AC 8; MV 30'/180'; HD 14; hp 14-112; THACO 8; #AT 1+2; D 5-30(3-12/3-12); SZ L; Int Non; AL N; XP 1,800+18/hp. (MM2)
- **Ornitholestes:** AC 4; MV 240'; HD 2; hp 2-16; THACO 16; #AT 1; D 2-8; SZ M; Int Non; AL N; XP 20+2/hp. (MM2)
- **Paleoscincus:** AC -3; MV 30'; HD 9; hp 9-72; THACO 12; #AT 1; D 2-12; SZ L; Int Non; AL N; XP 1,300+12/hp. (MM)
- **Pentaceratops:** AC 2/6; MV 90'; HD 12; hp 12-96; THACO 9; #AT 3; D 1-6/1-10/1-10; SZ L; Int Non; AL N; XP 1,300+18/hp. (MM)
- **Phororhacos:** AC 6; MV 150'(10' jump); HD 7+7; hp 14-63; THACO 13; #AT 3; D 1-4/1-4/2-12; SZ L; Int Anim; AL N; XP 600+10/hp. (MM2)
- **Plateosaurus:** AC 5; MV 120'; HD 8; hp 8-64; THACO 12; #AT -; D -; SZ L; Int Non; AL N; XP 375+10/hp. (MM)
- **Plesiosaurus:** AC 7; MV 150'; HD 20; hp 20-160; THACO 7; #AT 1; D 5-20; SZ L; Int Non; AL N; XP 4,000+30/hp. (MM)
- **Podokesaurus:** AC 4; MV 210'; HD 2+2; hp 4-18; THACO 16; #AT 3; D 1/1/2-5; SZ S; Int Non; AL N; XP 35+3/hp. (MM2)
- **Pteranodon:** AC 7; MV 30'/150'; MC: D; HD 3+3; hp 6-27; THACO 16; #AT 1; D 2-8; SZ L; Int Non; AL N; XP 85+4/hp. (MM)
- **Pterosaur, Giant:** AC 5; MV 30'/120'; MC: D; HD 6+6; hp 12-54; THACO 13; #AT 1; D 3-12; SZ L; Int Non; AL N; XP 350+8/hp. (MM2)
- **Stegosaurus:** AC 2/5; MV 60'; HD 18; hp 18-144; THACO 7; #AT 1; D 5-20; SZ L; Int Non; AL N; XP 3,000+25/hp. (MM)
- **Styracosaurus:** AC 2/4; MV 60'; HD 10; hp 10-80; THACO 10; #AT 1; D 2-16; SZ L; Int Non; AL N; XP 1,950+14/hp. (MM)
- **Struthiomimus:** AC 6; MV 180'; HD 6+3; hp 9-51; THACO 13; #AT 3; D 1-2/1-2/2-8; SZ L; Int Anim; AL N; XP 225+8/hp. (MM2)
- **Tanystropheus:** AC 5; MV 60'/180'; HD 6+6; hp 12-54; THACO 13; #AT 1; D 5-12; SA Surprises 5 in 6; SZ L; Int Non; AL N; XP 375+10/hp. (MM2)
- **Teratosaurus:** AC 5; MV 180'; HD 10; hp 10-80; THACO 10; #AT 3; D 1-3/1-3/3-18; SZ L; Int Non; AL N; XP 900+14/hp. (MM)

- **Tennodontosaurus:** AC 4; MV 240'; HD 10; hp 10-80; THACO 10; #AT 1+1; D 5-20(2-12); SZ L; Int Non; AL N; XP 1,500+14/hp. (MM2)
- **Triceratops:** AC 2/6; MV 90'; HD 16; hp 16-128; THACO 7; #AT 3; D 1-8/1-12/1-12; SZ L; Int Non; AL N; XP 4,000+20/hp. (MM)
- **Tyrannosaurus Rex:** AC 5; MV 150'; HD 18; hp 18-144; THACO 7; #AT 3; D 1-6/1-6/5-40; SZ L; Int Non; AL N; XP 6,550+25/hp. (MM)

DIRE CORBY: AC 6; MV 120'; HD 2; hp 2-16; THACO 16; #AT 2; D 1-6/1-6; SZ M; Int Low; AL NE; XP 20+2/hp. (FF)

DISENCHANTER: AC 5; MV 120'; HD 5; hp 5-40; THACO 15; #AT 1; D disenchantment; SD +1 wpn to-hit; SZ M; Int Avg; AL N; XP 205+5/hp. (FF)

DISPLACER BEAST: AC 4; MV 150'; HD 6; hp 6-48; THACO 13; #AT 2; D 2-8/2-8; SD -2 on opponent's to-hit; MR +2 Save as F12; SZ L; Int Semi; AL N; XP 475+8/hp. (MM)

DJINNI: AC 4; MV 90'/240'; MC: A; HD 7+3; hp 10-57; THACO 13; #AT 1; D 2-16; SA Spells; SZ L; Int Avg~High; AL CG; XP 725+5/hp. (MM)

DOC CU'O'C: AC -3; MV 240'; HD 10; hp 10-80; #AT 2; D 1-8/1-8+special; THACO 10; SA See *Invisible, Invisibility (1/rd), Cure Disease, Remove Paralysis, Cure Blindness, Oath, Remove Curse (1/day), Control Weather, Astral travel (3/day)*; SZ M; Int Gen; AL CG; XP 3,600+14/hp (OA)

DOG

- **War Dog:** AC 6; MV 120'; HD 2+2; hp 4-18; THACO 16; #AT 1; D 2-8; SZ M; Int Semi; AL N; XP 35+3/hp. (MM)
- **Wild Dog:** AC 7; MV 150'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-4; SZ S; Int Semi; AL N; XP 20+2/hp. (MM)

DOLPHIN: AC 5; MV 30'; HD 2+2; hp 4-18; THACO 16; #AT 1; D 2-8; SD Save as F4; SZ M; Int Very; AL LG; XP 65+2/hp. (MM)

DOOMBAT: AC 4; MV 180'; MC: C; HD 6+3; hp 9-51; THACO 13; #AT 2; D 1-6/1-4; SA Shriek; SZ M; Int Anim; AL NE; XP 400+7/hp. (FF)

DOPPLEGANGER: AC 5; MV 90'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-12; SA Surprise on 1-4; SD ESP, immune to sleep/charm, save as F10; SZ M; Int Very; AL N; XP 330+4/hp. (MM)

DRACOLISK: AC 3; MV 90'/150'; MC: E; HD 7+3; hp 10-59; THACO 13; #AT 3; D 1-6/1-6/3-12; SA Acid Spit Breath Wpn (4-24), Petrifying Gaze, Cannot be subdued; SZ L; Int Low~Avg; AL CE; XP 2,200+12/hp. (MM2)

DRAGON

- **Black Dragon:** AC 3; MV 120'/240'; MC: E; HD 6-8; hp 6-48(small) 7-54(avg) 8-64(huge); THAC0 13/12; #AT 3; D 1-4/1-4/3-18; SA Acid Spittle Breath Weapon + Spells; SZ L; Int Avg; AL CE; XP variable. (MM)
- **Blue Dragon:** AC 2; MV 90'/240'; MC: E; HD 8-10; hp 8-64(small) 9-72(avg) 10-80 (huge); THAC0 12/10; #AT 3; D 1-6/1-6/3-24; SA *Lightning Bolt* Breath Weapon + Spells; SZ L; Int Very; AL LE; XP variable. (MM)
- **Brass Dragon:** AC 2; MV 120'/240'; MC: E; HD 6-8; hp 6-48(small) 7-54(avg) 8-64(huge); THAC0 13/12; #AT 3; D 1-4/1-4/4-16; SA *Sleep/Fear Gas Cloud* Breath Weapon + Spells; SZ L; Int High; AL CG; XP variable. (MM)
- **Bronze Dragon:** AC 0; MV 90'/240'; MC: E; HD 8-10; hp 8-64(small) 9-72(avg) 10-80(huge); THAC0 12/10; #AT 3; D 1-6/1-6/4-24; SA *LightningBolt/Repulsion Gas Cloud* Breath Weapon + Spells; SZ L; Int Exc; AL LG; XP variable. (MM)
- **Cloud Dragon:** AC 0/-3; MV 60'/390'; MC: E; HD 12-14; hp 12-96(small) 13-104(avg) 14-112(huge); THAC0 9/8; #AT 4; D 1-10/1-10/3-36/3-12; SA Air Blast Breath Weapon + Spells; MR 50%; SZ L; Int Gen; AL N; XP variable. (MM2)
- **Copper Dragon:** AC 1; MV 90'/240'; MC: E; HD 7-9; hp 7-54(small) 8-64(avg) 9-72(huge); THAC0 13/12; #AT 3; D 1-4/1-4/5-20; SA Acid Spittle/Slow Gas Cloud Breath Weapon + Spells; SZ L; Int High; AL CG; XP variable. (MM)
- **Faerie Dragon:** AC 5(1); MV 60'/240'; MC: A; HD 4; hp 1-5(small) 6-10(avg) 11-16 (huge); THAC0 15; #AT 1; D 1-2; SA Euphoria Gas Cloud Breath Weapon + Spells; SZ S; Int High-Gen; AL CG; XP 280+4/hp. (MM2)
- **Gold Dragon:** AC -2; MV 120'/300'; MC: E; HD 10-12; hp 10-80(small) 11-88(avg) 12-96(huge); THAC0 10/9; #AT 3; D 1-8/1-8/6-36; SA Cone of Fire /Chlorine Gas Cloud Breath Weapon + Spells; SZ L; Int Gen; AL LG; XP variable. (MM)
- **Green Dragon:** AC 2; MV 90'/240'; MC: E; HD 7-9; hp 7-54(small) 8-64(avg) 9-72(huge); THAC0 13/12; #AT 3; D 1-6/1-6/2-20; SA Chlorine Gas Cloud Breath Weapon + Spells; SZ L; Int Avg ~ Very; AL LE; XP variable. (MM)
- **Mist Dragon:** AC 1/-2; MV 60'/330'; MC: E; HD 9-11; hp 9-72(small) 10-80(avg) 11-88(huge); THAC0 12/10; #AT 4; D 1-4/1-4/2-24/2-8; SA Vapor Cloud Breath Weapon + Spells; MR 30%; SZ L; Int Exc; AL N; XP 3,450+5/hp+50/hp over 36. (MM2)
- **Red Dragon:** AC -1; MV 90'/240'; MC: E; HD 9-11; hp 9-72(small) 10-80(avg) 11-88(huge); THAC0 12/10; #AT 3; D 1-8/1-8/3-30; SA Cone of Fire Breath Weapon + Spells; SZ L; Int Exc; AL CE; XP variable. (MM)
- **Shadow Dragon:** AC -2; MV 180'/240'; MC: E; HD 4-6 +1; hp 5-33(small) 6-41(avg) 7-49(huge); THAC0 15/13; #AT 3; D 2-5/2-5/3-12; SA Darkness Cloud Breath Weapon + Spells; SZ L; Int Very-Gen; AL NE; XP 245+5/hp. (MM2)
- **Silver Dragon:** AC -1; MV 90'/240'; MC: E; HD 9-11; hp 9-72(small) 10-80(avg) 11-88(huge); THAC0 12/10; #AT 3; D 1-6/1-6/5-30; SA Cone of Frost/Paralyzing Gas Cloud Breath Weapon + Spells; SZ L; Int Exc; AL LG; XP variable. (MM)
- **White Dragon:** AC 3; MV 120'/300'; MC: D; HD 5-7; hp 5-40(small) 6-48(avg) 7-54(huge); THAC0 15/13; #AT 3; D 1-4/1-4/2-16; SA Cone of Frost Breath Weapon + Spells; SZ L; Int Avg; AL CE; XP variable. (MM)

ORIENTAL DRAGON

Chiang Lung: AC 2; MV 120'/180'/240'; MC: E; HD 10~12; hp 10-80(small)/11-88(avg)/12-96(huge); #AT 3; D 1-6/1-6/6-36; THAC0 10/9; SA *Polymorph, Bless, Curse, Omen, Fate, Dispel Evil, Control Weather, Remove Curse (1/rd), Major Creation, Reward (1/day), Raincloud Breath Wpn*; MR 10%; SZ L; Int High~Gen; AL LN; XP 10HD: 3,750+14hp, 11/12HD: 5,400+14/hp (OA)

Li Lung: AC 4, MV 90'/240'/60'; MC: E; HD 7-9; hp 7-56(small) 8-64 (avg) 9-72 (huge); THAC0 13/12; #AT 3; D 2-8/2-8/1-20; SA *Spells*; SZ L; Int Avg; AL N; XP 575 + 8/hp (small) 925+10/hp (avg) 1,400+12/hp (huge). (FF)

Lung Wang: AC 0, MV 30'/90'; HD 11-13; hp 11-88(small) 12-96 (avg) 13-102 (huge); THAC0 10/9; #AT 3; D 1-12/1-12/6-36; SA *Cone of Steam Breath Wpn + Spells*; SZ L; Int Very; AL N; XP 4,550 + 16/hp (small/avg) 6,350+18/hp (huge). (FF)

Pan Lung: AC 2, MV 120'/120'/90'; MC: E; HD 6-8; hp 6-48(small) 7-56 (avg) 8-64 (huge); THAC0 13/12; #AT 3; D 1-3/1-3/2-16; SA *Constriction + Spells*; SZ L; Int High; AL CN; XP 475 + 6/hp (small) 700+8/hp (avg) 1,100+10/hp (huge). (FF)

Shen Lung: AC 1, MV 120'/120'/90'; MC: E; HD 9-11; hp 9-72(small) 10-80 (avg) 11-88 (huge); THAC0 12/10; #AT 4; D 1-4/1-4/2-24/1-8; SA *Spells*; SD Immune to poison; SZ L; Int Exc; AL CN; XP 1,400 + 12/hp (small) 2,100+14/hp (avg) 3,000+16/hp (huge). (FF)

T'ien Lung: AC -2, MV 90'/480'/60'; MC: D; HD 11-13; hp 11-88(small) 12-96 (avg) 13-104 (huge); THAC0 10/9; #AT 3; D 1-6/1-6/4-40; SA *Cone of Fire Breath Wpn + Spells*; SZ L; Int Exc; AL LN; XP 4,550 + 16/hp (small~avg) 6,350+18/hp (huge). (FF)

Tun Mi Lung: AC -1; MV 90'/480'; HD 10~12; hp 10-80/11-88/12-96; #AT 3; D 1-3/1-3/2-20; THAC0 10/9; SA *Polymorph (1/rd), Divine Wind Breath Wpn*; SZ L; Int High~Gen; AL LN; XP 10HD: 3,000+14/hp, 11/12HD: 4,400+16/hp (OA)

Yu Lung: AC 3, MV 60'/180'; HD 5-7; hp 5-40(small) 6-48 (avg) 7-56 (huge); THAC0 15/13; #AT 3; D 1-4/1-4/2-16; SZ L; Int Low; AL N; XP 130 + 5/hp (small) 225+6/hp (avg) 350+8/hp (huge). (FF)

DRAGONFISH: AC 4, MV 60'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-6; SA *Poison*; SZ S; Int Non; AL N; XP 65 + 2/hp. (FF)

DRAGONFLY, Giant: AC 3; MV 10'/360'; MC: B; HD 7; hp 7-56; THAC0 13; #AT 1; D 3-12; SA +2 Initiative; SD -2 to-hit w/missile wpns; SZ M; Int Low; AL N; XP 525+8/hp. (MM2)

DRAGON TURTLE: AC 0; MV 30'/90'; HD 12-14; hp 12-96(small) 13-104(avg) 14-112(huge); THAC0 9/8; #AT 3; D 2-12/2-12/4-32; SA *Scalding Steam Cloud Breath Weapon*; SZ L; Int Very; AL N; XP 7,300+18/hp. (MM)

DRAGON HORSE: AC 0; MV 240'/480'; MC: B; HD 8; hp 8-64; THAC0 12; #AT 2; D 1-8/1-8; SA *Fog Cloud/Gust of Wind/Cone of Cold Breath Wpn (1/turn, as MU8)*; SD *Astral/Ethereal, Detect Alignment, Darkvision 180'/Ultravision 180'*; MR 25%; SZ L; Int Avg~Exc; AL NG; XP 1,275+10/hp. (MM2)

DRAGONNE: AC 6/2; MV 150'/90'; HD 9; hp 9-72; THAC0 12; #AT 3; D 1-8/1-8/3-18; SA *roar*; SZ L; Int Low; AL N; XP 1,400+14/hp. (MM)

DRAGONNEL: AC 3; MV 120'/180'; MC: C/D; HD 8+4; hp 12-68; THAC0 12; #AT 3; D 1-6/1-6/4-16; SZ L; Int Semi; AL NE; XP 600+12/hp. (MM2)

DRELB (Haunting Custodian): AC 2; MV 60'; HD 5+3; hp 8-43; THAC0 15; #AT 1; D 3-12; SA Chill; SD +1 wpn to-hit, Reflect Psionics; SZ M; Int Avg~Very; AL NE; XP 800+6/hp. (MM2)

DRIDER: AC 3; MV 120'; HD 6+6; hp 12-54; THAC0 13; #AT 1; D 1-4 or by wpn; SA Spells + Paralyzation; MR 15%; SZ L; Int High; AL CE; XP 875+8/hp. (MM2)

DROW (Dark Elf)

- **Normal Drow Male**: AC 1; MV 120'; F2 ; hp 2-16; THAC0 18; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness* (1/day); SD Surprised only 1 in 8, Save vs. Spells +2; MR 54%; AL LE; XP 50+3/hp; **+1 chainmail, +1 buckler, +1 dagger (2-5)/+1 short sword (2-7)**, hand crossbow + 10 poisoned bolts (1-3 + sleep) (FF)
- **Normal Drow Female**: AC 0; MV 150'; F3 ; hp 3-24; THAC0 17; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness*, *Clairvoyance*, *Detect Lie*, *Suggestion*, *Dispel Magic* (1/day); SD Surprised only 1 in 8, Save vs. Spells +2; MR 56%; AL LE; XP 50+3/hp; **+1 chainmail, +1 buckler, +1 dagger (2-5)/+1 short sword (2-7)**, hand crossbow + 10 poisoned bolts (1-3 + sleep) (FF)
- **Drow Male Leader**: AC -2; MV 120'; F3/MU3 ; hp 3-24; THAC0 18; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness* (1/day), ++MU Spells; SD Surprised only 1 in 8, Save vs. Spells +2; MR 56%; AL LE; XP 150+4/hp; **+2 chainmail, +2 buckler, +2 dagger (3-6)/+2 short sword (3-8)**, atlatl + 3 poisoned javelins (2-7 + sleep) (FF)
- **Drow Female Leader**: AC -3; MV 150'; F5 ; hp 5-50; THAC0 15; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness*, *Clairvoyance*, *Detect Lie*, *Suggestion*, *Dispel Magic*, *Detect Magic*, *Know alignment*, *Levitate* (1/day), ++C Spells; SD Surprised only 1 in 8, Save vs. Spells +2; MR 60%; AL LE; XP 225+6/hp; **+2 chainmail, +2 buckler, +2 dagger (3-6)/+2 short sword (3-8)**, atlatl + 3 poisoned javelins (2-7 + sleep) (FF)
- **Drow Female Commander**: AC -5; MV 150'; C7 ; hp 7-42; THAC0 15; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness*, *Clairvoyance*, *Detect Lie*, *Suggestion*, *Dispel Magic*, *Detect Magic*, *Know alignment*, *Levitate* (1/day), ++C Spells; SD Surprised only 1 in 8, Save vs. Spells +2; MR 64%; AL LE; XP 350+8/hp; **+3 chainmail, +3 buckler, +3 mace (3-11)** (FF)
- **Drow Male Commander**: AC -3; MV 120'; F5/MU4 ; hp 5-50; THAC0 15; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness* (1/day), ++MU Spells; SD Surprised only 1 in 8, Save vs. Spells +2; MR 60%; AL LE; XP 350+6/hp; **+2 chainmail, +2 buckler, +2 dagger (3-6)/+2 short sword (3-8)** (FF)
- **Drow Merchant**: AC -3; MV 120'; F4/C4 ; hp 4-32; THAC0 16; #AT 1; D by wpn; SA Move Silently/Hide in Shadows 75%, Darkvision 120', *Dancing Lights*, *Faerie Fire*, *Darkness* (1/day), ++C Spells; SD Surprised only 1 in 8, Save vs. Spells +2; MR 58%; AL LE; XP 130+5/hp; **+3 chainmail, +3 buckler, +3 dagger (4-7)/+3 short sword (4-9)** (FF)

DRYAD: AC 9; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 1; D dagger; SA Charm; SD *Dimension door* into tree; MR 50%; SZ M; Int High; AL N; XP 105+3/hp. (MM)

DUERGAR: AC 4; MV 60'; HD 1+2; hp 3-10; THAC0 18; #AT 1; D 1-8 or by wpn; SD Immune to paralysis, poison, Illusions/Phantasms, Save vs. Magic +4; Surprised 1 in 10 / surprise 3 in 6; SZ S; Int Avg; AL LE; XP 30 + 2/hp. (MM2)

DUNE STALKER: AC 3, MV 120'; HD 6; hp 6-48; THACO 13; #AT 1; D 2-12; SA Kiss of Death; SD +1 wpn to-hit; SZ M; Int High; AL NE; XP 400 + 6/hp. (FF)

DUSTDIGGER: AC 4; MV 30'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-8+victim's AC; SA Illusion/Mirage; SZ L; Int Semi; AL N; XP 165+4/hp. (MM2)

DWARF: AC 4, MV 60'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-8 or by wpn; SD Save vs. Magic +4; SZ S; Int Very; AL LG; XP variable. (MM)

E

EAGLE

- **Eagle:** AC 6; MV 10'/300'; MC: C; HD 1+3; hp 4-11; THACO 18; #AT 3; D 1-2/1-2/1-2; SA Dive; SZ M; Int Anim; AL N; XP 35+2/hp. (MM2)
- **Giant Eagle:** AC 7; MV 30'/480'; MC: D; HD 4; hp 4-32; THACO 15; #AT 3; D 1-6/1-6/2-12; SA Dive; SZ M; Int Avg; AL N; XP 150+4/hp. (MM)

EAR SEEKER: AC 9; MV 10'; HD ¼ ; hp 1; THACO 20; #AT 1; D *; SA Infestation; SZ S; Int Non; AL N; XP 0. (MM)

EBLIS (Stork-Man): AC 3; MV 120'; HD 4+4; hp 8-48; THACO 15; #AT 4; D 1-4; SD; SZ M; Int Low; AL NE; XP 165 + 5/hp. (MM2)

EEL

- **Electric Eel:** AC 9; MV 120'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-3; SA Electric Jolt; SZ M; Int Non; AL N; XP 65+2/hp. (MM)
- **Electric Marine Eel:** AC 6; MV 90'; HD 6-8; hp 6-48/7-56/8-64; THACO 13/12; #AT 1; D 2-8/3-12/4-16; SA Electric Jolt; SZ L; Int Non; AL N; XP 400+8/hp. (MM2)
- **Giant Eel:** AC 6; MV 90'; HD 5; hp 5-40; THACO 15; #AT 1; D 3-18; SZ M; Int Non; AL N; XP 49+1/hp. (MM)
- **Weed Eel:** AC 8; MV 150'; HD 1-1; hp 1-7; THACO 20; #AT 1; D 1; SA Poison; SZ S; Int Non; AL N; XP 150+6/hp. (MM)

EELKRAKE: AC 7; MV 90'/180'; HD 10; hp 10-80; THACO 10; #AT 1 or 2; D 2-12 or 1-8/1-8; SA Hold + Rend; SZ L; Int Anim; AL NE; XP 1,350+14/hp (MoM)

EFREETI: AC 2; MV 90'/240'; MC: B; HD 10; hp 10-80; THACO 10; #AT 1; D 3-24; SA Spells; SD Immune to normal fire; SZ L; Int Very ; AL NE; XP 1,950+14/hp. (MM)

EINHERIAR (Spirit Legionnaire): AC variable; MV 120'; HD variable; hp variable; THACO variable; #AT 2; D by wpn; SA abilities as per class/lvl; MR 5%; SZ M; Int Low~High; AL variable; XP variable (MoP)

ELEMENTAL

- **Air Elemental:** AC 2; MV 360'; MC: A; HD 8/12/16; hp 8-64 (small) 12-96 (avg) 16-128 (huge); THACO 12/9/7; #AT 1; D 2-20; SA Whirlwind, +1/+2 in aerial melee; SD +2 wpn to-hit; SZ L; Int Low; AL N; XP 2850+15/hp. (MM)
- **Earth Elemental:** AC 2; MV 60'; HD 8/12/16; hp 8-64 (small) 12-96 (avg) 16-128 (huge); THACO 12/9/7; #AT 1; D 4-32; SA Battering; SD +2 wpn to-hit; SZ L; Int Low; AL N; XP 2850+15/hp. (MM)
- **Fire Elemental:** AC 2; MV 120'; HD 8/12/16; hp 8-64 (small) 12-96 (avg) 16-128 (huge); THACO 12/9/7; #AT 1; D 3-24; SD +2 wpn to-hit; SZ L; Int Low; AL N; XP 2850+15/hp. (MM)

- **Water Elemental:** AC 2; MV 120'; HD 8/12/16; hp 8-64 (small) 12-96 (avg) 16-128 (huge); THACO 12/9/7; #AT 1; D 5-30; SD +2 wpn to-hit; SZ L; Int Low; AL N; XP 2850+15/hp. (MM)

ELEPHANT

- **Asiatic Elephant:** AC 6; MV 120'; HD 10; hp 10-80; THACO 10; #AT 5; D 2-12/2-12/2-12/2-12/2-12; SZ L; Int Semi; AL N; XP 1,500+14/hp. (MM)
- **Loxodont Elephant:** AC 6; MV 150'; HD 11; hp 11-88; THACO 10; #AT 5; D 2-16/2-16/2-12/2-12/2-12; SZ L; Int Semi; AL N; XP 2,125+16/hp. (MM)

ELF

- **Aquatic Elf:** AC 5; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to *Charm/Sleep*; SZ M; Int High; AL CG; XP variable. (MM)
- **Drow:** see Drow (Dark Elf)
- **Gray Elf:** AC 5; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to *Charm/Sleep*; SZ M; Int Exc; AL CG; XP variable. (MM)
- **Grugach** (Wild Elf): AC 6; MV 150'; HD 1+1; hp 2-9; THACO 18; #AT 1; D by wpn; SA +1 to-hit w/ normal bows/spears; SD Traps; MR 90% immune to *Sleep/Charm*; SZ M; Int Avg+; AL CN; XP 65+2/hp. (MM2)
- **Half-Elf:** AC 5; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to *Charm/Sleep*; SZ M; Int High; AL CG; XP variable. (MM)
- **Valley Elf:** AC 4; MV 120'; HD 1+2; hp 3-10; THACO 18; #AT 1; D 1-10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to *Charm/Sleep*; SZ M; Int High; AL CG; XP 65+2/hp. (MM2)
- **Wood Elf:** AC 5; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to *Charm/Sleep*; SZ M; Int Very; AL CG; XP variable. (MM)

ELFIN CAT: AC 4; MV 180'; HD 3+6; hp 9-30; THACO 16; #AT 3; D 1-2/1-2/1-3; SA *Enlarge, Pass without Trace, Trip* (1/day), *Tree, Reduce* (2/day) as MU7; SD Move Silently, Surprised only 1 in 20, Limited ESP; SZ M; Int Exc; AL CG; XP 135+4/hp. (MM2)

ENVELOPER: AC 4; MV 90'; HD 3/5/7; hp variable; THACO 16/15/13; #AT 2; D 1-8/1-8; SA *Assimilate flesh*; SZ L; Int Variable; AL Variable; XP variable. (FF)

ETTIN: AC 3; MV 120'; HD 10; hp 10-80; THACO 10; #AT 2; D 2-16/3-18; SD surprised only 1 in 6; SZ L; Int Low; AL CE; XP 1,950+14/hp. (MM)

ETTERCAP: AC 6; MV 120'; HD 5; hp 5-40; THACO 15; #AT 3; D 1-3/1-3/1-8; SA *Poison*; SD Traps; SZ M; Int Low; AL NE; XP 165+5/hp. (FF)

EXECUTIONER'S HOOD: AC 6; MV 60'; HD 2+2; hp 4-20; THACO 16; #AT 1; D 1-4; SA *Surprises on 1-3*; SD Immune to *Sleep*; SZ S; Int Semi; AL N; SA *Surprise on 1-3*; XP 320+8/hp. (MM2)

FLOATING EYE: AC 9; MV 30'; HD ½; hp 1-4; THACO 20; #AT -; D -; SA *Hypnotism*; SZ L; Int Non; AL N; XP 30+1/hp. (MM)

EYE KILLER: AC 4; MV 90'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-6; SA Death Stare; SZ M; Int Anim; AL CE; XP 150+4/hp. (FF)

EYE of FEAR & FLAME: AC 2; MV 90'; HD 12; hp 12-94; THAC0 9; #AT -; D -; SA *Fireball* (12HD), *Fear*; SD Spell reflection; SZ M; Int High; AL CE; XP 2,850+16/hp. (FF)

EYE of the DEEP: AC 5; MV 60'; HD 10-12; hp 10-80(small) 11-88 (large) 12-96 (huge); THAC0 10/9; #AT 3; D 2-8/2-8/1-6; SA Spells; SZ L; Int Very; AL LE; XP 3,700+16/hp. (MM)

F

FALCON (Hawk)

- **Small Falcon:** AC 5; MV 10'/360'; HD 1-1; hp 1-7; THAC0 20; #AT 3; D 1/1/1; SA Dive; SD Never Surprised; SZ S; Int Anim; AL N; XP 15+1/hp. (MM2)
- **Large Falcon:** AC 6; MV 10'/330'; HD 1; hp 1-8; THAC0 18; #AT 3; D 1-2/1-2/1; SA Dive; SD Never Surprised; SZ S; Int Anim; AL N; XP 25+1/hp. (MM2)

FENG HUANG (Eastern Phoenix): AC -4; MV 120'/480'; MC: E; HD 22; hp 22-176; THAC0 3; #AT 3; D 1-10/1-10/3-18; SA *Fireball* (+2 to-hit, 2-20, 2/rd), *Plane Shift*, *Invisibility*, *Affect Normal Fires*, *Control Temperature* (100'), *Animate Fire*, *Flame Lightning* (50', 3-30, 1/rd), *Fireshield*, *Fire Seeds*, *Heat Metal*, *Produce Fire*, *Pyrotechnics*, *Fire Rain* (3/day), *Firestorm*, *Fire Quench* (2/day), *Wall of Fire*, *Melt Metal*, *Incendiary Cloud* (1/day); SD *Detect Magic/evil/charm/protection from evil* (100'), *Dispel Illusion/Magic*, +3 wpn to-hit, Exorcise spirits as C40, Spells as MU20; SZ L; Int Exc; AL CN; XP 24,000+30/hp. (OA7)

FIRE Drake: AC 5; MV 30'/150'; MC: B; HD 1+4; hp 5-12; THAC0 19; #AT 1; D 2-8; SA *Cone of Fire Breath Wpn* (2-16); SZ S; Int Semi; AL N; XP 125+4/hp. (FF)

FIRE FRIEND (Giant Firefly): AC 3; MV 60'/180'; MC: C; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-2; SA *Light Beam Wpn* (5-20); SD Immune to Electricity/Fire; SZ S; Int Low; AL N; XP 36+2/hp. (MM2)

FIRE NEWT

- **Firenewt:** AC 5; MV 90'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D by wpn; SA *Fire Breath Wpn* (1-6); SD Resistant to fire; SZ M; Int Low; AL NE; XP 90+3/hp. (FF)
- **Elite Firenewt:** AC 3; MV 90'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D by wpn; SA *Fire Breath Wpn* (1-6); SD Resistant to fire; SZ M; Int Low; AL NE; XP 125+4/hp. (FF)
- **Firenewt Priest:** AC 5; MV 90'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D by wpn; SA *Druid Spells*; *Fire Breath Wpn* (1-6); SD Resistant to fire; SZ M; Int Low; AL NE; XP 190+4/hp. (FF)
- **Firenewt Overlord:** AC 3; MV 90'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D by wpn; SA *Fire Breath Wpn* (1-6); SD Resistant to fire; SZ M; Int Low; AL NE; XP 165+5/hp. (FF)

FIRE SNAKE: AC 6; MV 40'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-4; SA *Paralyzation*; SD Immune to fire; SZ S; Int Semi; AL N; XP 73+2/hp. (FF)

FIRE TOAD: AC 10; MV 60'; HD 4+1; hp 5-33; THAC0 15; #AT 1; D variable; SA *Fireball*; SZ S; Int Low; AL CN; XP 165+5/hp. (FF)

FLAIL SNAIL

- **Small Flail Snail:** AC 4; MV 30'; HD 4; hp 4-32; THAC0 15; #AT 4; D 1-8/1-8/1-8/1-8; SD Immune to fire/poison, Withdraw into shell; SZ L; Int Low; AL N; XP 150+4/hp. (FF)
- **Large Flail Snail:** AC 4; MV 30'; HD 5; hp 5-40; THAC0 15; #AT 5; D 1-8/1-8/1-8/1-8/1-8; SD Immune to fire/poison, Withdraw into shell; SZ L; Int Low; AL N; XP 205+5/hp. (FF)
- **Huge Flail Snail:** AC 4; MV 30'; HD 6; hp 6-48; THAC0 13; #AT 6; D 1-8/1-8/1-8/1-8/1-8/1-8; SD Immune to fire/poison, Withdraw into shell; SZ L; Int Low; AL N; XP 350+6/hp. (FF)

FLIGHTLESS BIRD

- **Small Flightless Bird:** AC 7; MV 180'; HD 1; hp 1-8; THAC0 19; #AT 1 or 1; D 1-4; SZ M; Int Anim; AL N; XP variable. (MM)
- **Large Flightless Bird:** AC 7; MV 180'; HD 3; hp 3-24; THAC0 16; #AT 1 or 1; D 2-8; SZ M; Int Anim; AL N; XP variable. (MM)

FLIND

- **Flind:** AC 5, MV 120'; HD 2+3; hp 5-19; THAC0 16; #AT 1; D 1-6 or 1-4; SA Disarm; SZ M; Int Avg; AL LE; XP 35+3/hp. (FF)
- **Flind Leader:** AC 5; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 1-6 or 1-4; SA Disarm; SZ M; Int Very; AL LE; XP 60+4/hp. (FF)

FLOATING EYE: AC 9; MV 30'; HD ½ ; hp 1-4; THAC0 20; #AT -; D -; SA Hypnotism; SZ L; Int Non; AL N; XP 30+1/hp. (MM)

FLUMPH: AC 0/8; MV 60'; MC: D; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-8 + 1-4(acid); SD Impalement; SZ S; Int Avg; AL LG; XP 36+2/hp. (FF)

FLY

- **Giant Bluebottle Fly:** AC 6; MV 90'/300'; MC: D; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-8; SA 10% Diseased bite; SD Jump; SZ M; Int Non; AL N; XP 35+3/hp. (MM2)
- **Giant Horsefly:** AC 5; MV 60'/270'; MC: D; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-16; SA Drain Blood (2-16); SD Jump; SZ L; Int Non; AL N; XP 150+6/hp. (MM2)

FOO CREATURE

- **Foo Dog:** AC 0; MV 270'; HD 7+7; hp 14-63; THAC0 13; #AT 3; D 2-5/2-5/1-12; SA +1/15HD vs. LE opponents, Bark summons 1-5 Foo Creatures (20%), Astral Travel, Invisibility; SD LE attackers -1/-1 ; MR 45%; SZ M; Int Very; AL CG; XP 1,200+12/hp. (MM2)
- **Foo Lion:** AC -1; MV 210'; HD 11+11; hp 22-99; THAC0 10; #AT 3; D 2-8/2-8/1-16; SA +1/15HD vs. LE opponents, Bark summons 1-5 Foo Creatures (20%), Astral Travel, Invisibility; SD LE attackers -1/-1 ; MR 55%; SZ L; Int Exc; AL CG; XP 2,850+16/hp. (MM2)

FORESTER'S BANE (Snapper Saw): AC 4/7/9; MV -; HD 5; hp 5-40; THAC0 15; #AT 3-6; D 2-5 each; SA Entrapment; SZ L; Int Non; AL N; XP 165+5/hp. (MM2)

FORLARREN: AC 2; MV 90'; HD 3; hp 3-24; THAC0 16; #AT 2; D 1-4/1-4; SD Heat metal; SZ M; Int Semi; AL NE; XP 90+3/hp. (FF)

FORMIAN (Centaur-Ant)

- **Myrmarch Formian:** AC 1; MV 150'; HD 6+6; hp 12-54; THAC0 13; #AT 2; D 2-8/1-2; SA Poison; SZ L; Int Exc; AL LN; XP 400+8/hp. (MM2)
- **Warrior Formian:** AC 1; MV 150'; HD 3+3; hp 6-27; THAC0 16; #AT 4; D 1-6/1-6/1-4/1; SA Poison; SZ M; Int Low; AL LN; XP 150+4/hp. (MM2)
- **Worker Formian:** AC 3; MV 180'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-4; SZ S; Int Low; AL LN; XP 20+2/hp. (MM2)

FROG

- **Giant Frog:** AC 7; MV 30'/90'; HD 1-3; hp 1-8(small) 2-16 (large) 3-24 (huge); THAC0 19/16; #AT 3; D 1-3/1-6/2-8; SA Swallow; SZ S~M; Int Non; AL N; XP 45+3/hp. (MM)
- **Killer Frog:** AC 8; MV 60'/120'; HD 1+4; hp 5-12; THAC0 16; #AT 3; D 1-2/1-2/2-5; SZ S; Int Non; AL N; XP 36+2/hp. (MM)
- **Poisonous Frog:** AC 8; MV 30'/90'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1; SA Poison (+4 to-Save vs.); SZ S; Int Non; AL N; XP 35+1/hp. (MM)

FROGHEMOTH: AC 2/4/6; MV 20'/80'; HD 16; hp 16-128; THAC0 7; #AT 1 or 4; D 5-50 or 5-8+4; SA Constricting Tongue, Swallow; SD Immune to normal fire/electricity; SZ L; Int Anim; AL N; XP 8,100+20/hp. (MM2)

FROST MAN: AC 5; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 1; D by wpn; SD Ice Blast; SZ M; Int Avg; AL LE; XP 125+4/hp. (FF)

FUNGHEMOTH: AC 7; MV 90'; HD 8; hp 8-64; THAC0 15; #AT 3; D 1-4/1-4/2-12; SA Attacks as 5HD, Cone of Fire/Ball of Lightning/Electrical Charge/Color Change/Emit Spores/Fungoid Phlegm Breath Wpn (1/rd, random); SZ L; Int Non; AL N; XP 550+10/hp (MoM)

FUNGI, Violet: AC 7; MV 10'; HD 3; hp 3-24; THAC0 16; #AT 1-4; D special; SA Rot flesh; SZ S~M; Int Non; AL N; XP 135+4/hp. (MM)

G

GAKI

- **Jiki-ketsu-gaki:** AC 2; MV 120'/60'; HD 8; hp 8-64; #AT 3; D 1-3/1-3/1-8; THACO 12; SA Drain Blood (1-10), *Invisibility*, *Polymorph Self* (1/rd), *Passwall* (3/day); SD Immune to *Charm/Sleep/Hold/Drowsy Insect*, +3 wpn to-hit, Regenerate 1/rd, Immune to Cold/Fire; SZ M; Int Very; AL CE; XP 1,075+10/hp (OA)
- **Jiki-niku-gaki:** AC 6; MV 120'/60'; HD 3; hp 3-24; #AT 3; D 1-4/1-4/1-8; THACO 16; SA *Invisibility*, *Polymorph Self* (1/rd), *Passwall* (3/day); SD Immune to *Charm/Sleep/Hold/Drowsy Insect*, Regenerate 1/turn; SZ M; Int Low; AL CE; XP 50+3/hp (OA)
- **Shikko-gaki:** AC 4; MV 120'/60'; HD 5; hp 5-40; #AT 2; D 1-4/1-4; THACO 15; SA *Invisibility*, *Polymorph Self* (1/rd), *Passwall* (3/day), *Cause Disease*; SD Immune to *Charm/Sleep/Hold/Drowsy Insect*, +1 wpn to-hit, Regenerate 2/turn, Immune to *Disease/Poison*; SZ M; Int Very; AL CE; XP 245+5/hp (OA)
- **Shinen-gaki:** AC 2; MV 120'/60'; HD 8; hp 8-64; #AT 3; D 1-3/1-3/1-8; THACO 12; SA *Ignite fire* (1-10), *Invisibility*, *Polymorph Self* (1/rd), *Passwall* (3/day); SD Immune to *Charm/Sleep/Hold/Drowsy Insect*, +3 wpn to-hit, Regenerate 3/turn, Immune to Fire; SZ M; Int Avg; AL CE; XP 135+4/hp (OA)

GALEB DUHR: AC -2; MV 60'; HD 8-10; hp 8-64/9-72/10-80; THACO 12/10; #AT 2; D 2-16, 3-18, 4-24; SA *Move Earth*, *Stone Shape*, *Passwall*, *Transmute Rock to Mud*, *Wall of Stone* (1/rd), *Animate boulders* (60'); SD Immune to *Lightning/Normal Fire*; MR 20%; SZ L; Int Very; AL N; XP 2,000+12/hp. (MM2)

GALLTRIT: AC 2; MV 30'/180'; MC: B; HD ¼; hp 2; THACO 20; #AT 1; D 1-2; SA *Drain blood*, *anti-coagulant*, *anaesthesia*; SZ S; Int Avg; AL CE; XP 32. (FF)

GAMBADO: AC 6; MV -; HD 4; hp 4-32; THACO 15; #AT 3; D 1-8/1-4/1-4; SZ M; Int Low; AL CN; XP 85+4/hp. (FF)

GAPING MAW: AC 3; MV 90'; HD 13; hp 13-104; THACO 9; #AT 1; D 5-30; SA *Pushing*; SZ L; Int Semi; AL N; XP 3,950+18/hp (MoM)

GAR, Giant: AC 3, MV 30'; HD 8; hp 8-64; THACO 12; #AT 1; D 5-20; SA *Swallow*; SZ L; Int Non; AL N; XP 550+10/hp. (MM)

GARBUG

- **Black Garbug:** AC 5; MV 60'/90'; MC: D; HD 2+2; hp 4-18; THACO 16; #AT 1 and 6; D 1-4 + special; SA *Paralyzation*; SZ L; Int Anim; AL N; XP 145+3/hp. (FF)
- **Violet Garbug:** AC 5; MV 60'/90'; MC: D; HD 3+1; hp 4-25; THACO 16; #AT 2 and 6; D 1-6/1-6 + special; SA *Paralyzation*; SZ L; Int Anim; AL N; XP 190+4/hp. (FF)

GARGANTUA

- **Humanoid Gargantua:** AC 4; MV 210'; HD 35; hp 35-280; #AT 2; D 4-40/4-40; THACO 2; SA Trample (10-100); SD Regenerate 4/rd; SZ L; Int Low; AL CN; XP 16,600+35/hp (OA)
- **Insectoid Gargantua:** AC 6; MV 60'/360'; MC: E; HD 20-30; hp variable; #AT 1; D 3-30; THACO 2; SA Silk strands, Create windstorm; SD Regenerate 4/rd; SZ L; Int Low; AL CN; XP 20HD: 11,000+30/hp 21+HD: 13,600+35/hp (OA)
- **Reptilian Gargantua:** AC 2; MV 180'/120'; HD 50; hp 50-400; #AT 3; D 3-30/3-30/6-60; THACO 2; SA Trample (10-100), Tail sweep (8-80); SD Regenerate 4/rd; SZ L; Int Low; AL CN; XP 22,600+35/hp (OA)

GARGOYLE

- **Gargoyle:** AC 5, MV 90'/150'; MC: C; HD 4+4; hp 8-36; THACO 15; #AT 4; D 1-3/1-3/1-6/1-4; SD +1 wpn to-hit; SZ M; Int Low; AL CE; XP 165+5/hp. (MM)
- **Kapoacinh** (Aquatic Gargoyle): AC 5, MV 90'; HD 4+4; hp 8-36; THACO 15; #AT 4; D 1-3/1-3/1-6/1-4; SD +1 wpn to-hit; SZ M; Int Low; AL CE; XP 165+5/hp. (MM)

GAS SPORE: AC 9, MV 30'; HD ¼ ; hp 1; THACO 20; #AT -; D -; SA Explode (6-36/20' radius); SZ L; Int Non; AL N; XP 33. (MM)

GELATINOUS CUBE: AC 8, MV 60'; HD 4; hp 4-32; THACO 15; #AT 1; D 2-8; SA Paralysis, Surprise on 1-3; SD Immune to cold/electricity/fear/hold/paralyzation/polymorph, sleep; SZ L; Int Non; AL N; XP 150+4/hp. (MM)

GENERAL of the ANIMAL KINGS

- **Tiger General:** AC -6; MV 360'/240'; MC: A; HD 30; hp 30-240; #AT 3; D 1-10/1-10/2-20; THACO 2; SA Invisibility, Ethereal/Astral, Shapechange, Teleport, ESP, Comprehend Languages, Tongues, Detect Magic, Know History (1/rd), Cloud Trapeze (1/day), Spells as MU29, Terrifying gaze, +3 to-hit bonus; SD +5 wpn to-hit, Regenerate 5/rd; MR 80%; SZ L; Int Genius; AL LN; XP 27,400+35/hp; **Vorpal Sword +5** (2-12+12) (OA)
- **Ox General:** AC -8; MV 180'/210'; MC: A; HD 36; hp 36-288; #AT 2; D 2-12/2-20; THACO 2; SA Invisibility, Ethereal/Astral, Shapechange, Teleport, ESP, Comprehend Languages, Tongues, Detect Magic, Know History (1/rd), Cloud Trapeze (1/day), Spells as MU29, Terrifying gaze, +4 to-hit bonus; SD +5 wpn to-hit, Regenerate 5/rd; MR 80%; SZ L; Int Genius; AL LN; XP 24,400+35/hp; **Mace +5** (1-10+9) (OA)
- **Monkey General:** AC -4; MV 480'/360'; MC: A; HD 24; hp 24-192; #AT 2; D 2-12/2-12; THACO 2; SA Invisibility, Ethereal/Astral, Shapechange, Teleport, ESP, Comprehend Languages, Tongues, Detect Magic, Know History (1/rd), Cloud Trapeze (1/day), Spells as MU29, Abilities as N20; Terrifying gaze, +4 to-hit/+5dmg bonus; SD +5 wpn to-hit, Regenerate 5/rd; MR 80%; SZ L; Int Genius; AL LN; XP 24,800+35/hp; **Rod of Lordly Might** (OA)

GHAIST: AC 4, MV 150'; HD 4; hp 4-32; THACO 15; #AT 3; D 1-4/1-4/1-8; SA Stench, Paralyzation; SD Immune to sleep/charm; SZ M; Int Very; AL CE; XP 190+4/hp. (MM)

GHOST: AC 0 (8); MV 90'; HD 10; hp 10-80; THACO 10; #AT 1; D Age 10-40 years; SA Age 10 years & panic, magic jar, ethereal vs. wpn & spells; Siz M; Int High; AL LE; XP 4050+14/hp. (MM)

GHOUL

- **Ghoul:** AC 6, MV 90'; HD 2; hp 2-16; THAC0 16; #AT 3; D 1-3/1-3/1-6; SA Paralyzation; SD Immune to sleep/charm; SZ M; Int Low; AL CE; XP 65+2/hp. (MM)
- **Lacedon (Aquatic Ghoul):** as above

GHOUL MONKEY: AC 8; MV 90'/120'; HD 1-1; hp 1-6; THAC0 20; #AT 1; D 1-6 or 1-4; SD Immune to Sleep/Charm/Hold/Cold; SZ S; Int Non; AL N; XP 7+1/hp (MoM)

GIANT

- **Cloud Giant:** AC 2, MV 150'; HD 12+2-7; hp 12-96+; THAC0 9; #AT 1; D 6-36; SA Hurl Rocks (2-24); SD Surprised only on 1; SZ L; Int Avg~Very; AL NE/NG; XP 4,250+16/hp. (MM)
- **Fire Giant:** AC 3, MV 120'; HD 11+2-5; hp 11-88+; THAC0 10/9; #AT 1; D 5-30; SA Hurl Rocks (2-20); SD Immune to fire; SZ L; Int Avg~Low; AL LE; XP 2,700+16/hp. (MM)
- **Fog Giant:** AC 1, MV 150'; HD 14; hp 14-112; THAC0 8; #AT 1; D 4-24; SA Hurl Rocks (2-20); SD Blend with fog; SZ L; Int Avg~High; AL NE/NG; XP 3,950+18/hp. (FF)
- **Formorian Giant:** AC 3, MV 90'; HD 13+1-3; hp 13-107; THAC0 9; #AT 1; D 4-32; SD Cannot be surprised; SZ L; Int Avg; AL NE; XP 2,750+18/hp. (MM2)
- **Firbolg:** AC 2, MV 150'; HD 13+2-7; hp 13-111; THAC0 9; #AT 1; D by wpn +10; SA Detect Magic, Diminuation, Fools Gold, Forget, Alter Self (1/day), x2 dmg w/2-H wpns; SD Ward off normal missiles; MR 15%; SZ L; Int Avg-Gen; AL CG; XP 3,650+18/hp. (MM2)
- **Frost Giant:** AC 4, MV 120'; HD 10+1-4; hp 10-80+; THAC0 10; #AT 1; D 4-24; SA Hurl Rocks (2-20); SD Immune to Cold; SZ L; Int Avg~Low; AL CE; XP 2,250+14/hp. (MM)
- **Hill Giant:** AC 4, MV 120'; HD 8+1-2; hp 8-64+; THAC0 12; #AT 1; D 2-16; SA Hurl Rocks (2-16); SZ L; Int Low; AL CE; XP 1,400+12/hp. (MM)
- **Mountain Giant:** AC 4, MV 120'; HD 12; hp 12-96; THAC0 9; #AT 1; D 4-40; SA Hurl Rocks (2-16); SZ L; Int High; AL CN; XP 2,850+16/hp. (FF)
- **Stone Giant:** AC 0, MV 120'; HD 9+1-3; hp 9-72+; THAC0 12; #AT 1; D 3-18; SA Hurl Rocks (3-30); SZ L; Int Avg; AL N; XP 1,800+14/hp. (MM)
- **Storm Giant:** AC 1, MV 150'; HD 15+2-7; hp 15-120+; THAC0 8/10; #AT 1; D 7-42; SA Lightning Bolt (8HD), Spells; SD Immune to Electricity; SZ L; Int Exc; AL CG; XP 5,850+20/hp. (MM)
- **Verbeeg** (Human Behemoth): AC 4, MV 180'; HD 5+5; hp 10-45; THAC0 15; #AT 2; D by wpn +3; SA Throw spears (1-6+3); SD Ward off normal missiles; SZ L; Int Avg~Very; AL NE; XP 275+6/hp. (MM2)

GIANT STRIDER: AC 4, MV 150'; HD 2; hp 2-16; THAC0 16; #AT 2; D 1-8/1-10; SA Fireball; SD Immune to fire, Saves +2; SZ L; Int Anim; AL NE; XP 73+2/hp. (FF)

GIBBERING MOUTHER: AC 1; MV 30'/60'; HD 4+3; hp 16-44; THAC0 15; #AT 6+; D 1+1/rnd; SA Spit, Babble, Save vs. Confusion; SD Control ground density 5' radius; Siz M; Int Semi; AL N; XP 210+5/hp. (MM2)

GIBBERLING: AC 10, MV 90'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-8; SA +1 to-hit; SZ S; Int Low; AL CN; XP 14+1/hp. (FF)

GITHYANKI

- **Githyanki Trainee:** AC 0; MV 90'; F1-3 ; hp variable; THAC0 20/19/18; #AT 1; D by wpn; SA Astral Travel, Psionics; AL NE; XP variable (FF)
- **Githyanki Apprentice:** AC 0; MV 90'; MU1-3 ; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Fighter/Magic User:** AC 0; MV 90'; F1-3/MU1-3 ; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki 'Gish':** AC 0; MV 90'; F4/MU4; hp 1-40; THAC0 15; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Sergeant:** AC 0; MV 90'; F3-7; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Warlock:** AC 0; MV 90'; MU4-7; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Illusionist:** AC 0; MV 90'; I4-7 ; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Knight:** AC 0; MV 90'; Anti-P8 ; hp 8-80; THAC0 12; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Captain:** AC 0; MV 90'; F8 or F7/MU6 ; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Supreme Leader:** AC 0; MV 90'; F11 or F7/MU8 ; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)
- **Githyanki Lich Queen:** AC 0; MV 90'; MU24+ ; hp variable; THAC0 variable; #AT 1; D by wpn; SA Astral Travel, Psionics, Spells; AL NE; XP variable (FF)

GITHZERAI

- **Githzerai Trainee:** AC 0; MV 90'; F1-2 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Apprentice:** AC 0; MV 90'; MU1-2 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Monk:** AC 0; MV 90'; M6-8 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai 'Zerth':** AC 0; MV 90'; F3/MU3 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Sergeant:** AC 0; MV 90'; F3-6; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Warlock:** AC 0; MV 90'; MU3-5; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Captain:** AC 0; MV 90'; F6 or F5/MU5 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Supreme Leader:** AC 0; MV 90'; F9 or F4/MU7 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)
- **Githzerai Wizard-King:** AC 0; MV 90'; F9 or F16/MU23 ; hp variable; THAC0 20/19; #AT 1; D by wpn; SA Astral Travel, Psionics; AL CN; XP variable (FF)

GLITTERING SLIME: AC 8; MV 10'/10'; HD 3+1; hp 4-25; THAC0 16; #AT 2 or 1; D AT 0/0 + slime or 1-8+slime; SA Slime; SD Toxic Smoke; SZ M; Int Non; AL N; XP 60+4/hp (MoM)

GLOOMWING: AC 1; MV 120'; HD 5+1; hp 10-45; THAC0 15; #AT 1; D by wpn; SA Pheromone; SD Confusion; Siz M; Int Anim; AL N; XP 525+6/hp (MM2)

GNOLL

- **Gnoll:** AC 5; MV 90'; HD 2; hp 2-16; THACO 16; #AT 1; D 2-8 or by wpn; SZ L; Int Low~Avg; AL CE; XP 28+2/hp (MM)
- **Gnoll Leader:** AC 5; MV 90'; HD 3; hp 16; THACO 15; #AT 1; D 2-8 or by wpn; SZ S; Int Low~Avg; AL CE; XP 60+4/hp (MM)
- **Gnoll Guard:** AC 4; MV 90'; HD 3; hp 20; THACO 15; #AT 1; D 3-9 or by wpn; SZ S; Int Low~Avg; AL CE; XP 60+4/hp (MM)
- **Gnoll Chieftain:** AC 3; MV 90'; HD 4; hp 22; THACO 15; #AT 1; D 3-9 or by wpn; SZ S; Int Low~Avg; AL CE; XP 90+5/hp (MM)

GNOME: AC 5; MV 60'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-6 or by wpn; SD Save as F4; SZ S; Int Very; AL N~LG; XP variable (MM)

GOAT

- **Goat:** AC 7; MV 150'; HD 1+2; hp 3-10; THACO 18; #AT 1; D 1-3; SA Charge; SZ M; Int Anim; AL N; XP 24+2/hp
- **Giant Goat:** AC 7, MV 180'; HD 3+1; hp 4-25; THACO 16; #AT 1; D 2-16; SA Charge; SZ L; Int Semi; AL N; XP 85+4/hp (MM)

GOBLIN

- **Goblin:** AC 6, MV 60'; HD 1-1; hp 1-7; THACO 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 10+1/hp (MM)
- **Goblin Leader/Assistant:** AC 6, MV 60'; HD 1; hp 7; THACO 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 17 (MM)
- **Goblin Sub-chief/Guard:** AC 5, MV 60'; HD 1+1; hp 8; THACO 18; #AT 1; D 1-8 or by wpn; SZ S; Int Low~Avg; AL LE; XP 36 (MM)
- **Goblin Chief/Bodyguard:** AC 4, MV 60'; HD 2; hp 9-14; THACO 16; #AT 1; D 2-8 or by wpn; SZ S; Int Low~Avg; AL LE; XP 35+3/hp (MM)

GOBLIN BATTLE-SPIRIT: AC 4; MV 10'; HD 4+1; hp 5-33; #AT -; D -; THACO -; SA Imbue with heroism; MR 10%; SZ S; Int Low; AL LE; XP 130+5/hp (MoM)

GOBLIN RAT: AC 9; MV 90'; HD 3; hp 3-24; #AT 1; D 1-8 or by wpn; THACO 16; SD Shapechange; MR 10%; SZ S; Int Low~Avg; AL LE; XP 1,000+10/hp (OA)

GOBLIN SPIDER

- **Small Goblin Spider:** AC 4; MV 180'; HD 6; hp 6-48; #AT 2; D 1-8/1-8; THACO 13; SA Mimicry, Surprise (1-4), Grasp; SD +1 wpn to-hit; MR 20%; SZ L; Int Low; AL NE; XP 575+6/hp (OA)
- **Medium Goblin Spider:** AC 4; MV 180'; HD 7; hp 7-56; #AT 2; D 1-8/1-8; THACO 13; SA Mimicry, Surprise (1-4), Grasp; SD +1 wpn to-hit; MR 20%; SZ L; Int Low; AL NE; XP 900+8/hp (OA)
- **Large Goblin Spider:** AC 4; MV 180'; HD 8; hp 8-64; #AT 2; D 1-8/1-8; THACO 12; SA Mimicry, Surprise (1-4), Grasp; SD +1 wpn to-hit; MR 20%; SZ L; Int Low; AL NE; XP 1,350+10/hp (OA)
- **Huge Goblin Spider:** AC 4; MV 180'; HD 9; hp 9-72; #AT 2; D 1-8/1-8; THACO 12; SA Mimicry, Surprise (1-4), Grasp; SD +1 wpn to-hit; MR 20%; SZ L; Int Low; AL NE; XP 2,200+12/hp (OA)

GOLDBUG: AC 9, MV 10'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-4; SA Poison; SZ S; Int Non; AL N; XP 45+1/hp. (FF)

GOLEM

- **Clay Golem:** AC 7, MV 70'; HD 11; hp 50; THACO 10; #AT 1; D 3-30; SA Haste; SD Immunity to sharp wpns, most magic; SZ L; Int Non; AL N; XP 3,600. (MM)
- **Flesh Golem:** AC 9, MV 80'; HD 9; hp 40; THACO 12; #AT 2; D 2-16/2-16; SA Smashing; SD +1 wpn to-hit, Immunity to most magic, Regenerate w/electricity; SZ L; Int Semi; AL N; XP 2,380. (MM)
- **Iron Golem:** AC 3, MV 60'; HD 18; hp 80; THACO 7; #AT 1; D 4-40; SA Poison Gas Cloud Breath Wpn; SD +3 wpn to-hit, Immunity to most magic; SZ L; Int Non; AL N; XP 14,550. (MM)
- **Stone Golem:** AC 5, MV 60'; HD 14; hp 60; THACO 9; #AT 1; D 3-24; SA Slow spell; SD +2 wpn to-hit, Immunity to most magic; SZ L; Int Non; AL N; XP 8,950. (MM)
- **Voudoun Golem:** AC 4; MV 90'; HD 5; hp 22; THACO 15; #AT 2; D 1-8/1-8; SD Sensitive skin; SZ M; Int Semi; AL N; XP 280+5/hp (MoM)

GORBEL: AC 3(10), MV 180'; HD 2; hp *; THACO 16; #AT 1; D 1-4 or 1-6; SZ S; Int Non; AL N; XP 32+2/hp. (FF)

GORGIMERA: AC 5/2; MV 120'/150'; HD 10; hp 10-80; THACO 10; #AT 5; D 1-3/1-3/2-8/2-12/3-12; SA Breath Weapon (2); Siz L; Int Semi; AL CE; XP 2557+14/hp. (MM2)

GORGON: AC 2, MV 120'; HD 8; hp 8-64; THACO 12; #AT 1; D 2-12; SA Petrifying Cloud Breath Wpn; SZ L; Int Anim; AL N; XP 1,750+10/hp. (MM)

GORILLA BEAR: AC 4, MV 90'; HD 4; hp 4-32; THACO 15; #AT 2; D 1-8/1-8; SA Hug (2-12); SZ L; Int Low; AL N; XP 85+4/hp. (FF)

GRAY OOZE: AC 8, MV 10'; HD 3+3; hp 6-27; THACO 16; #AT 1; D 2-16; SA Corrosion; SD Immunity to most magic; SZ M~L; Int Anim; AL N; XP 200+5/hp. (MM)

GREEN HAG: AC -2; MV 120'/120'; HD 9; hp 9-81; THACO 12; #AT 2; D 7-8/7-8; SA Spells; SD Move silently, Surprised only 1 in 20; SZ M; Int Low~Very; AL NE; XP 1600+12/hp. (MM2)

GRELL: AC 4, MV 120'; MC: D; HD 5; hp 5-40; THACO 15; #AT 11; D 10x1-4/1-6; SA Paralyzation; SD Immune to lightning; SZ M; Int Avg; AL NE; XP 840+5/hp. (FF)

GREEN SLIME: AC 9, MV 0'; HD 2; hp 2-16; THACO 16; #AT -; D -; SA Slime; SD Immunity to most magic; SZ S; Int Non; AL N; XP 610+2/hp. (MM)

GRIFFON: AC 3, MV 120'/300'; MC: C/D; HD 7; hp 7-54; THACO 13; #AT 3; D 1-4/1-4/2-16; SZ L; Int Semi; AL N; XP 375+10/hp. (MM)

GRIG: AC 2; MV 60'/120'; HD ½+1; hp 2-5; THACO 20; #AT 3 or 2; D by wpn; SA Spells; SD Spells; SZ S; Int Low~Avg; AL NG; XP 50+1/hp. (MM2)

GRIM: AC 0; MV 180'/360'; MC: C; HD 4+2; hp 6-34; THAC0 15; #AT 3, 1 or 3; D 1-2/1-2/1-4+raking (Black Cat form), 2-8 (Black Dog form), 2-8/2-8/2-5 (Black Owl form); SA Shapechange (1/day), Turn Undead as C8 (+2 vs. NE opponents); SD +1 wpn to-hit, *Protection from Evil* (10'), *Detect Evil* (7'), Never surprised, Surprises 1 in 10; SZ M; Int Avg; AL NG; XP 285+5/hp. (MM2)

GRIMLOCK

- **Grimlock Warrior:** AC 5; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 28+2/hp. (FF)
- **Grimlock Leader:** AC 4; MV 120'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 50+3/hp. (FF)
- **Grimlock Champion:** AC 3; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 85+4/hp. (FF)

GRIPPLI: AC 9; MV 90'/150'; HD 1+1; hp 2-9; THAC0 18; #AT 1 wpn; D 1-4/by wpn; SA Surprise on 1-4; SZ S; Int Very~Exc; AL N; XP 45+2/hp. (MM2)

GROANING SPIRIT (Banshee): AC 0, MV 150'; HD 7; hp 7-56; THAC0 13; #AT 1; D 1-8; SA Wail; SD +1 wpn to-hit; SZ M; Int Exc; AL CE; XP 2,450+10/hp. (MM)

GRUE

- **Elemental Chaggrin Grue** (Soil Beast): AC 4; MV 120' (30'); HD 5+5; hp 10-45; THAC0 15; #AT 2; D 3-6/3-6; SA Shapechange; SD +1 wpn to-hit, Immune to Earth-based magic; SZ S; Int Low~Avg; AL NE; XP 425+6/hp. (MM2)
- **Elemental Harginn Grue** (Flame Horror): AC 3; MV 150'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D 5-8; SA Blink, Shapechange; SD +1 wpn to-hit, Immune to Fire-based magic; SZ M; Int Avg~High; AL NE; XP 245+5/hp. (MM2)
- **Elemental Ildriss Grue** (Wind Terror): AC 2; MV 30'/240'; MC: A; HD 4; hp 4-32; THAC0 15; #AT 1; D 3-12; SA Invisible, Surprises 4 in 6; SD +2 wpn to-hit, Immune to Air-based magic; SZ M; Int Low~Very; AL NE; XP 245+5/hp. (MM2)
- **Elemental Varrdig Grue** (Fluid Brute): AC 5; MV 60'/180'; HD 6+6; hp 12-54; THAC0 13; #AT 2(1); D 1-4/1-4(4-16); SA Blinding jet of water (6'); SD +1 wpn to-hit, Immune to Water-based magic; SZ M; Int Semi~Avg; AL NE; XP 650+8/hp. (MM2)

GRYPH

- **Small Gryph:** AC 6; MV 210'; MC: B; HD 2; hp 2-16; THAC0 16; #AT 1; D 2-12; SA Inject eggs; SZ S; Int Anim; AL NE; XP 28+2/hp. (FF)
- **Large Gryph:** AC 6; MV 210'; MC: B; HD 3; hp 3-24; THAC0 16; #AT 1; D 2-12; SA Inject eggs; SZ S; Int Anim; AL NE; XP 50+3/hp. (FF)
- **Huge Gryph:** AC 6; MV 210'; MC: B; HD 4; hp 4-32; THAC0 15; #AT 1; D 2-12; SA Inject eggs; SZ S; Int Anim; AL NE; XP 85+4/hp. (FF)

GUARDIAN DAEMON: AC 1; MV 90'; HD 8; hp 8-64; THAC0 12; #AT 3; D 1-6/1-12/1-12; SA Cone of Fire Breath Wpn (5-30); SD Immune to sleep/charm/hold/polymorph/fear, +2 wpn to-hit; SZ S; Int Very; AL N; XP 1,275+10/hp. (FF)

GUARDIAN FAMILIAR: AC 8; MV 120'; HD 1(9); hp 1-8; THAC0 12; #AT 3; D 1-6/1-4/1-4; MR variable; SZ S; Int Anim; AL variable; XP 1,800+12/hp. (FF)

H

HAI NU

- **Hai Nu:** AC 7; MV 60'/150'; HD 1; hp 1-8; #AT 1; D by wpn; THACO 19;SD Immune to Water attacks; SZ M; Int Avg~High; AL LN; XP 14+1/hp (OA)
- **Hai Nu Warrior:** AC 7; MV 60'/150'; HD 2; hp 2-16; #AT 1; D by wpn; THACO 16;SD Immune to Water attacks; SZ M; Int Avg~High; AL LN; XP 28+2/hp (OA)
- **Hai Nu Subchief:** AC 7; MV 60'/150'; HD 3; hp 3-24; #AT 1; D by wpn; THACO 16;SD Immune to Water attacks; SZ M; Int Avg~High; AL LN; XP 50+3/hp (OA)
- **Hai Nu Chieftain:** AC 7; MV 60'/150'; HD 4; hp 4-32; #AT 1; D by wpn; THACO 15;SD Immune to Water attacks; SZ M; Int Avg~High; AL LN; XP 85+4/hp (OA)
- **Hai Nu Matriarch:** AC 5; MV 60'/150'; HD 6; hp 6-48; #AT 1; D by wpn; THACO 13;SD Immune to Water attacks; SZ M; Int Avg~High; AL LN; XP 28+2/hp (OA)

HALFLING: AC 7; MV 90'; HD 1-1; hp 1-6; THACO 20; #AT 1; D 1-6 or by wpn; SA +3 with bow/sling; SD Save as F4; SZ S; Int Very; AL LG; XP variable. (MM)

HANGMAN TREE: AC 3/5; MV -; hp 61/year; THACO 15; #AT 3; D 1-3/1-3/1-3; SA Constricting vines; SD Hallucinatory perfume; MR 1%/year; SZ L; Int Low; AL NE; XP 1,600+8/hp. (MM2)

HARPY: AC 7; MV 60'/150'; MC: C; HD 3; hp 3-24; THACO 16; #AT 3; D 1-3/1-3/1-6; SA Singing and Charm; SZ M; Int Low; AL CE; XP 145+3/hp. (MM)

HAUNT: AC 0; MV 60'; HD 5; hp 5-40; THACO 15; #AT 1; D by wpn; SA Drain DEX, Possession, Shapechange, Strangulation; SD +1 wpn or silver to-hit, Immune to Turning, wpn dmg 1 only; SZ M; Int Non; AL any; XP 165+5/hp (MM2)

HAWKTOAD: AC 7; MV 60'/120'; HD 2; hp 2-16; THACO 16; #AT 3; D 1/1/0; SA Strangulation; SZ S; Int Anim; AL N; XP 36+2/hp (MoM)

HELLCAT: AC 6; MV 120'; HD 7+2; hp 9-58; THACO 13; #AT 3; D 2-5/2-5/2-12; SD Invisiblity, Immune to sleep/charm/hold; MR 20%; SZ L; Int Avg; AL LE; XP 1,000+10/hp. (FF)

HELLHOUND

- **Hellhound Pup:** AC 4; MV 120'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-10; SA Fire Breath Wpn; SD Surprised only 1 in 6; SZ M; Int Low; AL LE; XP 250+8/hp. (MM)
- **Small Hellhound:** AC 4; MV 120'; HD 5; hp 5-40; THACO 15; #AT 1; D 1-10; SA Fire Breath Wpn; SD Surprised only 1 in 6; SZ M; Int Low; AL LE; XP 250+8/hp. (MM)
- **Large Hellhound:** AC 4; MV 120'; HD 6; hp 6-48; THACO 13; #AT 1; D 1-10; SA Fire Breath Wpn; SD Surprised only 1 in 6; SZ M; Int Low; AL LE; XP 250+8/hp. (MM)
- **Huge Hellhound:** AC 4; MV 120'; HD 7; hp 7-56; THACO 13; #AT 1; D 1-10; SA Fire Breath Wpn; SD Surprised only 1 in 6; SZ M; Int Low; AL LE; XP 250+8/hp. (MM)

HIPPOCAMPUS: AC 5; MV 240'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-4; SZ L; Int Avg; AL CG; XP 60+4/hp. (MM)

HIPPOGRIFF: AC 5; MV 180'/360'; MC: C/D; HD 3+3; hp 6-27; THAC0 16; #AT 3; D 1-6/1-6/1-10; SZ L; Int Semi; AL N; XP 60+4/hp. (MM)

HIPPOPOTAMUS: AC 6; MV 90'/120'; HD 8; hp 8-64; THAC0 12; #AT 1; D 2-8 or 3-18; SZ L; Int Anim; AL N; XP 375+6/hp. (MM)

HOAR FOX: AC 6; MV 150'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-6; SA Cone of Cold Breath Wpn (1-6); SZ S; Int Anim; AL N; XP 28+2/hp. (FF)

HOBGOBLIN

- **Hobgoblin:** AC 5; MV 90'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-8 or by wpn; SZ M; Int Avg; AL LE; XP 20+2/hp. (MM)
- **Hobgoblin Leader/Assistant:** AC 5; MV 90'; HD 1+1; hp 9; THAC0 18; #AT 1; D 1-8 or by wpn; SZ M; Int Avg; AL LE; XP 20+2/hp. (MM)
- **Hobgoblin Leader/Assistant:** AC 5; MV 90'; HD 1+1; hp 9; THAC0 18; #AT 1; D 1-8 or by wpn; SZ M; Int Avg; AL LE; XP 20+2/hp. (MM)
- **Hobgoblin Subchief/Bodyguard:** AC 3; MV 90'; HD 3; hp 16; THAC0 16; #AT 1; D 3-10 or by wpn; SZ M; Int Avg; AL LE; XP 35+4/hp. (MM)
- **Hobgoblin Chief:** AC 2; MV 90'; HD 4; hp 22; THAC0 15; #AT 1; D 2-11 or by wpn; SZ M; Int Avg; AL LE; XP 90+4/hp. (MM)
- **Koalinth** (Aquatic Hobgoblin): As normal hobgoblin

HOLLYPHAUNT: AC -4; MV 90'/420'; MC: B; HD 8+8; hp 16-72; THAC0 12; #AT 2; D 1-3/1-3; SA Blast/Deafening/Positive Energy Wpn, *Banish*, *Heal*, *Raise Dead*, *Flame Strike* (1/day), *Bless*, *Cure Serious Wounds*, *Protection from Evil* 10' (2/day), *Teleport*, *Detect Evil*, *Gate Hollyphaunt/Deva* (50%), Psionics, Astral/Ethereal; SD *Globe of Invulnerability*, Immune to Disease/Poison, +1 wpn to-hit; MR 60%; SZ S; Int Gen; AL LG; XP 3,750+14/hp. (MM2)

HOMONCULOUS: AC 6; MV 60'/180'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-3; SA Sleep bite; SD Save as creator's lvl; SZ S; Int as creator; AL as creator; XP 81+2/hp. (MM)

HOOK HORROR: AC 3; MV 90'; HD 5; hp 5-40; THAC0 15; #AT 2; D 1-8/1-8; SZ L; Int Low; AL N; XP 90+5/hp. (FF)

HORDLING

- **Least Hordling:** AC 3; MV 60'; MC: D; HD 6+3; hp 9-57; THAC0 13; #AT 1; D variable by type; SA variable; SD +1 wpn or silver to-hit, variable by type; SZ S; Int Semi; AL NE; XP 525+8/hp. (MM2)
- **Small Hordling:** AC 2; MV 90'; MC: D; HD 7+2; hp 9-58; THAC0 13; #AT 1; D variable by type; SA variable; SD +1 wpn or silver to-hit, variable by type; MR 5%; SZ S; Int Low; AL NE; XP 825+10/hp. (MM2)
- **Medium Hordling:** AC 1; MV 120'; MC: D; HD 8+1; hp 9-65; THAC0 12; #AT 1; D variable by type; SA variable; SD +1 wpn or silver to-hit, variable by type; MR 15%; SZ M; Int Avg; AL NE; XP 1,300+12/hp. (MM2)
- **Large Hordling:** AC 0; MV 150'; MC: D; HD 9; hp 9-72; THAC0 12; #AT 1; D variable by type; SA variable; SD +1 wpn or silver to-hit, variable by type; MR 30%; SZ L; Int Very; AL NE; XP 1,400+12/hp. (MM2)

HORNET, Giant: AC 2/4; MV 240'; MC: B; HD 5; hp 5-40; THACO 15; #AT 1; D 1-4; SA Poison, Incapacitation; SZ M; Int Semi; AL N; XP 165+5/hp. (FF)

HORSE

- **Draft Horse:** AC 7; MV 120'; HD 3; hp 3-24; THACO 16; #AT 1; D 1-3; SZ L; Int Anim; AL N; XP 35+3/hp. (MM)
- **Heavy Warhorse:** AC 7; MV 150'; HD 3+3; hp 6-27; THACO 16; #AT 3; D 1-8/1-8/1-3; SZ L; Int Anim; AL N; XP 35+3/hp. (MM)
- **Light Warhorse:** AC 7; MV 240'; HD 2; hp 2-16; THACO 16; #AT 2; D 1-4/1-4; SZ L; Int Anim; AL N; XP 20+2/hp. (MM)
- **Medium Warhorse:** AC 7; MV 180'; HD 2+2; hp 4-18; THACO 16; #AT 3; D 1-6/1-6/1-3; SZ L; Int Anim; AL N; XP 20+2/hp. (MM)
- **Pony:** AC 7; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 1; D 1-2; SZ L; Int Anim; AL N; XP 20+2/hp. (MM)
- **Wild Horse:** AC 7; MV 240'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-3; SZ L; Int Anim; AL N; XP 20+2/hp. (MM)

HOUND of ILL OMEN: AC -; MV -; HD -; hp -; THACO -; #AT 1; D special; SZ M; Int Non; AL N; XP -. (FF)

HSING SING: AC 6; MV 60'/90'; HD 2+1; hp 3-17; #AT 1; D 1-6 or by wpn; THACO 16; SZ M; Int Avg; AL N; XP 35+3/hp (OA)

HUECUVA: AC 3; MV 90'; HD 2; hp 2-18; THACO 16; #AT 1; D 1-6; SA Disease; SD +1 or silver wpn to-hit; SZ M; Int Semi; AL CE; XP 81+1/hp. (FF)

HU HSIEN: AC 7; MV 150'; HD 6; hp 6-48; #AT 1; D 1-6 or by wpn; THACO 13; SA *Shapeshifting, Invisibility, Polymorph Self, Disguise, Chameleon, Know History, Hypnotism, Read Magic, Comprehend Languages, Ventriloquism, Apparition, ESP, Hypnotic Pattern (1/rd), Possess, Servant Horde, Major Creation (1/day), Reward, Ancient Curse (1/wk), Fascination (CHA25)*; SD +3 wpn to-hit, Regeneration (2/hr), Immune to fire, ½ dmg from Cold; SZ M; Int Avg; AL N; XP 35+3/hp (OA)

HYBSIL: AC 7; MV 150'; HD 1-1; hp 1-7; THACO 20; #AT 1; D 1-4 or by wpn (*Sleep poison*); SD +4 to all Saving Throws; SZ S; Int Avg~Very; AL LG; XP 22+1/hp. (MM2)

HYDRA

- **5-headed Hydra:** AC 5, MV 90'; HD 5; hp 40; THACO 15; #AT 5; D 1-6 each; SZ L; Int Semi; AL N; XP 165+5/hp. (MM)
- **6-headed Hydra:** AC 5, MV 90'; HD 6; hp 48; THACO 13; #AT 6; D 1-6 each; SZ L; Int Semi; AL N; XP 250+6/hp. (MM)
- **7-headed Hydra:** AC 5, MV 90'; HD 7; hp 56; THACO 13; #AT 7; D 1-8 each; SZ L; Int Semi; AL N; XP 400+8/hp. (MM)
- **8-headed Hydra:** AC 5, MV 90'; HD 8; hp 64; THACO 12; #AT 8; D 1-8 each; SZ L; Int Semi; AL N; XP 650+10/hp. (MM)
- **9-headed Hydra:** AC 5, MV 90'; HD 9; hp 72; THACO 12; #AT 9; D 1-8 each; SZ L; Int Semi; AL N; XP 1,000+12/hp. (MM)
- **10-headed Hydra:** AC 5, MV 90'; HD 10; hp 80; THACO 10; #AT 10; D 1-8 each; SZ L; Int Semi; AL N; XP 1,500+14/hp. (MM)

- **11-headed Hydra:** AC 5, MV 90'; HD 11; hp 88; THAC0 10; #AT 11; D 1-10 each; SZ L; Int Semi; AL N; XP 2,150+16/hp. (MM)
- **12-headed Hydra:** AC 5, MV 90'; HD 12; hp 96; THAC0 9; #AT 12; D 1-10 each; SZ L; Int Semi; AL N; XP 2,850+16/hp. (MM)
- **Lernaean Hydra:** SA Regenerate 2 new head 1-4/rds
- **Pyrohydra:** SA Fire Cone Breath Wpn ($\frac{1}{2}'$ /1'/2' , 2/day, D 8)

HYENA

- **Hyena:** AC 7; MV 120'; HD 3; hp 3-24; THAC0 16; #AT 1; D 2-8; SZ M; Int Anim; AL N; XP 35+3/hp. (MM)
- **Giant Hyena:** AC 7; MV 120'; HD 5; hp 5-40; THAC0 15; #AT 1; D 3-12; SZ L; Int Anim; AL N; XP 90+5/hp. (MM)

HYEENOCH: AC 7; MV 150'; HD 6; hp 6-48; THAC0 13; #AT 2; D 1-6/1-12; SZ L; Int Low; AL NE; XP 150+6/hp (MoM)

I

IACCA (Marzelbane)

- **Small lacca:** AC 4; MV 30'; HD 3; hp 3-24; THACO 16; #AT 1; D 1-6; SA Blinds on 20; SD Cannot be surprised; SZ M; Int Semi; AL N; XP 50+3/hp (MoM)
- **Medium lacca:** AC 4; MV 30'; HD 4; hp 4-32; THACO 15; #AT 2; D 1-6/1-6; SA Blinds on 20; SD Cannot be surprised; SZ M; Int Semi; AL N; XP 85+4/hp (MoM)
- **Large lacca:** AC 4; MV 30'; HD 5; hp 5-40; THACO 15; #AT 3; D 1-6/1-6/1-6; SA Blinds on 20; SD Cannot be surprised; SZ L; Int Low; AL N; XP 130+5/hp (MoM)
- **Huge lacca:** AC 4; MV 30'; HD 6; hp 6-48; THACO 13; #AT 4; D 1-6/1-6/1-6/1-6; SA Blinds on 20; SD Cannot be surprised; SZ L; Int Low; AL N; XP 300+6/hp (MoM)

IKIRYO: AC -; MV -; HD -; hp -; #AT 1; D -; THACO -; SA Ability Drain; SD Invisible; SZ -; Int Very; AL CE; XP 3,500 (OA)

IMORPH: AC 5; MV 60'; HD 5; hp ; THACO 15; #AT 2; D 1-4/1-4; SD Imorphism; SZ M; Int Anim; AL N; XP 130 + 5/hp. (FF)

IMP: AC 2; MV 120'; HD 2+2; hp ; THACO 16; #AT 1; D 1-4; SA Poison, Spells; SD +1 wpn to-hit, Regeneration, Immunity to some magic, Save as F7; MR 25%, SZ S; Int Avg; AL LE; XP 275 + 3/hp. (MM)

INTELLECT DEVOURER: AC 4; MV 150'; HD 6+6; hp 12-54; THACO 13; #AT 4; D 1-4/1-4/1-4/1-4; SA Possession, Psionics; SD +3 wpn to-hit, Immunity to most magic; SZ M; Int Very; AL CE; XP 1,510+8/hp. (MM)

INVISIBLE STALKER: AC 3; MV 120'; HD 8; hp 8-64; THACO 12; #AT 1; D 4-16; SA Surprise on 1-5; SD Invisibility; MR 30%; SZ L; Int High; AL N; XP 1,090+10/hp. (MM)

IRISH DEER: AC 7; MV 180'; HD 4; hp 4-32; THACO 15; #AT 1(2); D 2-12(2-12); SZ L; Int Anim; AL N; XP 60+4/hp. (MM)

IRON COBRA: AC 0; MV 120'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-3; SA Poison; SD Immune to Sleep/Charm/Web, Hide in Shadows/Backstab as T8, Save as MU12; SZ S; Int Non; AL N; XP 88+1/hp. (FF)

ISHABTI: AC 4; MV 90'; HD 4+2; hp 6-34; THACO 15; #AT 1; D 1-8 or by wpn; SD +1 wpn to-hit, Regenerate 1/rd, Immune to Sleep/Paralysis/Poison/Charm; SZ M; Int Semi; AL LE; XP 170+5/hp (MoM)

IXITXACHITL

- **Ixitxachitl:** AC 6; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 3-12; SZ M; Int Avg~High; AL CE; XP 28+2/hp. (MM)
- **Ixitxachitl Acolyte:** AC 6; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 3-12; SA spells as C2; SZ M; Int Avg~High; AL CE; XP 28+2/hp. (MM)
- **Ixitxachitl Priest:** AC 6; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 3-12; SA spells as C3; SZ M; Int Avg~High; AL CE; XP 28+2/hp. (MM)
- **Ixitxachitl High Priest:** AC 6; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 3-12; SA spells as C5; SZ M; Int Avg~High; AL CE; XP 73+2/hp. (MM)
- **Ixitxachitl Leader:** AC 6; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 3-12; SA spells as C8; SZ M; Int Avg~High; AL CE; XP 75+4/hp. (MM)
- **Ixitxachitl Guard:** AC 6; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 3-12; SA spells as C6; SZ M; Int Avg~High; AL CE; XP 85+4/hp. (MM)
- **Vampiric Ixitxachitl:** THAC0 16; SD Regenerate 3hp/rd, Drain lvl w/hit; XP 290+3/hp.

J

JACKAL: AC 7; MV 120'; HD ½ ; hp 1-4; THACO 20; #AT 1; D 1-2; SZ L; Int Semi; AL N; XP 5+1/hp. (MM)

JACKALWERE: AC 4; MV 120'; HD 4; hp 4-32; THACO 15; #AT 1; D 2-8; SA Sleep Gaze; SD +1 wpn or silver to-hit; SZ S (M); Int Very; AL CE; XP 800+4/hp. (MM)

JACULI: AC 6; MV 90'(510'); HD 1 ; hp 1-8; THACO 19; #AT 1; D 1-6; SD Camouflage, surprises 1 in 4; SZ L; Int Anim; AL N; XP 10+1/hp. (FF)

JAGUAR: AC 6; MV 150'; HD 4+1 ; hp 5-33; THACO 15; #AT 3; D 1-3/1-3/1-8; SA Grapple w/rear claws 2-5/2-5; SD Surprised only on 1; SZ L; Int Semi; AL N; XP 205+5/hp. (MM)

JANN

- **Jannee:** AC 5; MV 120'/300'; MC: A; HD 6+2; hp 8-50; THACO 12; #AT 1; D by wpn+3; SA Growth/Reduction (2/day), Invisibility (3/day), Etherealness, Create Food & Water (1/day); MR 20%; SZ M; Int Very~Exc; AL NG; XP 975+8/hp. (MM2)
- **Jannee Sheik:** AC 1; MV 120'; MC: D; HD 11; hp 11-88; THACO 12; #AT 1; D by wpn+3; SA Growth/Reduction (2/day), Invisibility (3/day), Etherealness, Create Food & Water (1/day); MR 25%; SZ M; Int Gen; AL NG; XP 975+8/hp. (MM2)
- **Jannee Amir:** AC 1; MV 120'; MC: D; HD 12; hp 12-96; THACO 12; #AT 1; D by wpn+3; SA Growth/Reduction (2/day), Invisibility (3/day), Etherealness, Create Food & Water (1/day); MR 30%; SZ M; Int Gen; AL NG; XP 975+8/hp. (MM2)
- **Jannee Vizier:** AC 1; MV 120'; MC: D; HD 12; hp 12-96; THACO 12; #AT 1; D by wpn+3; SA Growth/Reduction (2/day), Augury, Detect Magic, Divination, Invisibility (3/day), Etherealness, Create Food & Water (1/day); MR 40%; SZ M; Int Gen~S-Gen; AL NG; XP 975+8/hp. (MM2)

JELLY, Mustard: AC 4; MV 90'; HD 7+14; hp 21-70; THACO 13; #AT 1 or 2; D 5-20 or 2-8/2-8; SA Poison Vapour, Divide Self; SD immune to normal wpns, Electricity/Magic Missile causes hp growth, ½ dmg Cold; MR 10%; SZ L; Int Avg; AL N; XP 825+18/hp. (MM2)

JERMLAINE (Jinxkin)

- **Jermlaine:** AC 7; MV 150'; HD ½ ; hp 1-4; THACO 20; #AT 1; D 1-2 or 1-4; SA Traps; SD Save as F4; SZ S; Int Avg; AL NE; XP 7+1/hp. (FF)
- **Jermlaine Elder:** AC 7; MV 150'; HD ½ ; hp 1-4; THACO 20; #AT 1; D 1-2 or 1-4; SA Traps, Drain Magic Items; SD Save as F4; SZ S; Int Avg; AL NE; XP 32+1/hp. (FF)

JISHIN MUSHI: AC 3; MV 90'/30'; HD 5+4; hp 9-44; #AT 1; D 2-16; THACO 15; SA Tremor; SZ L; Int Anim; AL N; XP 275+6/hp (OA)

K

KALA

- **Cave Kala:** AC -1; MV 90'; HD 8; hp 8-64; #AT 2; D 1-8/1-8; THACO 12; SA Pain; SZ M; Int Low; AL N; XP 825+10/hp (OA)
- **Earth Kala:** AC 2; MV 120'; HD 6; hp 6-48; #AT 2; D 1-6/1-6; THACO 13; SA Disease; SZ M; Int Low; AL N; XP 275+6/hp (OA)

KAMADAN: AC 4; MV 180'; HD 4+2; hp 6-34; THACO 15; #AT 3+4-7; D 1-3/1-3/1-6+1-4/snake head; SA Cone of Sleep Breath Wpn; SZ L; Int Low; AL CE; XP 240+5/hp. (FF)

KAMPFULT (Sinewy Mugger): AC 4; MV 30'; HD 2; hp 2-16; THACO 16; #AT 6; D 1; SA Surprises on 1-3; SZ S; Int Low; AL NE; XP 36+2/hp. (MM2)

KAPOACINTH (Aquatic Gargoyle): See Gargoyle

KAPPA

- **Common Kappa:** AC 3/-2; MV 60'/180'; HD 4; hp 4-32; #AT 2; D 5-10/5-10; THACO 15; SA +3 to-hit/dmg, Disease; SD Immune to Water-based magic, Regeneration 1/rd; SZ S; Int Low~Avg; AL CE; XP 135+4/hp (OA)
- **Vampiric Kappa:** AC 0/-2; MV 90'/180'; HD 7+7; hp 14-63; #AT 3; D 5-10/5-10/1-6; THACO 13; SA +3 to-hit/dmg, Disease, Drain STR; SD Immune to Water-based magic, Regeneration 1/rd; SZ S; Int Avg; AL CE; XP 1,000+10/hp (OA)

KECH: AC 4; MV 150'; HD 5; hp 5-40; THACO 15; #AT 3; D 2-5/2-5/1-6; SA Surprises 5 in 6; SD Camouflage; SZ M; Int Avg; AL NE; XP 205+5/hp. (MM2)

KELPIE: AC 5; MV 90'/120'; HD 5; hp 5-40; THACO 15; #AT -; D -; SA Charm (1/day, -2 save); SZ M; Int Low-Avg; AL NE; XP 165+5/hp. (FF)

KENKU

- **Kenku:** AC 5; MV 60'/180'; MC: D; HD 2; hp 2-16; THACO 16; #AT 3 or 1; D 1-4/1-4/1-6 or by wpn; SD assume human disguise (50%); SZ M; Int Avg; AL N; XP 28+2/hp. (FF)
- **Kenku Warrior:** AC 5; MV 60'/180'; MC: D; HD 3; hp 3-24; THACO 16; #AT 3 or 1; D 1-4/1-4/1-6 or by wpn; SA *Magic Missile* (1/day) *Shapechange* (1/30days); SD assume human disguise (50%); SZ M; Int Avg; AL N; XP 120+3/hp. (FF)
- **Kenku Leader:** AC 5; MV 60'/180'; MC: D; HD 4; hp 4-32; THACO 15; #AT 3 or 1; D 1-4/1-4/1-6 or by wpn; SA *Call Lightning*, *Invisibility* (1/rd), *Shocking Grasp*, *Magic Missile* (1/day) *Shapechange* (1/30days); SD assume human disguise (50%); SZ M; Int Avg; AL N; XP 240+4/hp. (FF)
- **Kenku Supreme Leader:** AC 5; MV 60'/180'; MC: D; HD 4; hp 4-32; THACO 15; #AT 3 or 1; D 1-4/1-4/1-6 or by wpn; SA *Invisibility* (1/rd), *Mirror Image*, *Shocking Grasp*, *Magic Missile* (1/day) *Shapechange* (1/30days); SD assume human disguise (50%); SZ M; Int Avg; AL N; XP 420+5/hp (FF)

KHARGRA: AC -3; MV 30'/150'; HD 6; hp 6-48; THAC0 15; #AT 1; D 3-18; SA Surprise on 1-5; SD Immune to metal; SZ S; Int Low; AL N; XP 300+6/hp (FF)

KHEPH

- **Kheph Warrior:** AC 2; MV 120'; HD 8; hp 8-64; THAC0 12; #AT 2; D by wpn +2; SZ M; Int Very~Gen; AL LE; XP 650+10/hp (MoM)
- **Kheph Priest:** AC 0; MV 120'; HD 9; hp 9-72; THAC0 12; #AT 2; D by wpn +2; SA Spells as C9, *Symbol: Pain, Plane Shift* (1/day); SZ M; Int Very~Gen; AL LE; XP 1,700+12/hp (MoM)
- **Kheph Magi:** AC 0; MV 120'; HD 10; hp 10-80; THAC0 10; #AT 2; D by wpn +2; SA Spells as MU10, *Symbol: Fear, Plane Shift* (1/day); SZ M; Int Very~Gen; AL LE; XP 1,700+12/hp (MoM)
- **Kheph Elder:** AC -1; MV 120'; HD 11; hp 11-88; THAC0 10; #AT 2; D by wpn +2; SA Spells as C10/MU10, *Symbol: Death, Plane Shift* (1/day); SZ M; Int Very~Gen; AL LE; XP 3,450+16/hp (MoM)

KILLMOULIS: AC 6; MV 150'; HD ½ ; hp 1-4; THAC0 20; #AT -; D -; SD Camouflage (90%); SZ S; Int Avg; AL CG; XP 9+1/hp (FF)

KI-RIN: AC -5; MV 240'/480'; MC: B; HD 12; hp 12-96; THAC0 9; #AT 3; D 2-8/2-8/3-18; SA Spells, Psionics; SD +3 wpn to-hit; MR 90%; SZ L; Int Sgen; AL LG; XP 8,500+16/hp (MM)

KOALINTH (Aquatic Hobgoblin): See Hobgoblin

KOBOLD

- **Kobold:** AC 7; MV 60'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-4 or by wpn; SZ S; Int Low~Avg; AL LE; XP 5+1/hp (MM)
- **Kobold Guard/Leader:** AC 6; MV 60'; HD 1-1 ; hp 4; THAC0 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 10+1/hp (MM)

KORRED: AC 5; MV 90'; HD 6+1; hp 7-49; THAC0 15; #AT 1 or by wpn; D 1-2+4 or by wpn; SA Hurl rocks (2-8); SD Laugh (60'); MR 25%; SZ S; Int Very; AL CN; XP 900+8/hp (MM2)

KRAKEN: AC 5/0; MV 30'(210'); HD 20; hp 20-160; THAC0 7; #AT 2 + 4-6 and 1; D 2-12(x2), 2-8 (x4-6), 5-20; SA *Airy Water sphere* (128'/240'), *Faerie Fire*, *Control Temperature* (1/rd, effects last 1 day), *Control Winds*, *Weather Summoning* (1/day, effects last 1 day), *Animal (Fish) Summoning III* (3/day), *Constriction*; SD Ink Cloud SZ L; Int Gen; AL NE; XP 16,900+30/hp (MM2)

KRAKENTUA

- **Male Krakentua:** AC 4; MV 180'/120'; MC: E; HD 50; hp 200-250; THAC0 1; #AT 9; D 1-4(x7) 1-10 (x2); SA Trample (1-100), Spit Blinding Cherry Milk (100'), Red Mist Cloud Breath Wpn (50', 1 pt dmg); SZ L; Int Gen; AL CE; XP 45,000/hp (OA7)
- **Female Krakentua:** AC 4; MV 180'/120'/120'; MC: E; HD 50; hp 300-350; THAC0 1; #AT 9; D 1-8+2-12(x7) 1-10 (x2); SA Trample (1-100), Spit Blinding Cherry Milk (100'), Red Mist Cloud Breath Wpn (50', 1 pt dmg), *ESP*, *Clairaudience*, *Detect Lie/Evil/Good*, *Induce Dreams*, *Limited Levitation/Flight*; SZ L; Int Gen; AL CE; XP 45,000/hp (OA7)

KUEI (Eastern Ghost)

- **Least Kuei:** AC -4; MV 180'; HD 3; hp 3-24; #AT 1; D 1-6; THACO 16; SA Ethereal (1/rd), Possession (3/day); SD +1 wpn to-hit, Immune to ESP/ Illusion/ Enchantment/ Charm/ Water/ Psionics/ Cold/ Normal Fire; SZ M; Int Avg~Very; AL variable; XP 180+3/hp (OA)
- **Lesser Kuei:** AC -4; MV 180'; HD 4; hp 4-32; #AT 1; D 1-8; THACO 15; SA Ethereal (1/rd), Possession (3/day); SD +2 wpn to-hit, Immune to ESP/ Illusion/ Enchantment/ Charm/ Water/ Psionics/ Cold/ Normal Fire; SZ M; Int Avg~Very; AL variable; XP 275+4/hp (OA)
- **Kuei:** AC -4; MV 180'; HD 5; hp 5-40; #AT 1; D 1-10; THACO 15; SA Ethereal (1/rd), Possession (3/day); SD +3 wpn to-hit, Immune to ESP/ Illusion/ Enchantment/ Charm/ Water/ Psionics/ Cold/ Normal Fire; SZ M; Int Avg~Very; AL variable; XP 405+5/hp (OA)
- **Greater Kuei:** AC -4; MV 180'; HD 6; hp 6-48; #AT 1; D 1-12; THACO 13; SA Ethereal (1/rd), Possession (3/day); SD +4 wpn to-hit, Immune to ESP/ Illusion/ Enchantment/ Charm/ Water/ Psionics/ Cold/ Normal Fire; SZ M; Int Avg~Very; AL variable; XP 725+6/hp (OA)

KUO-TOA (Man Fish, Goggler)

- **Kuo-Toan Fighter:** AC 4; MV 90'/180'; F2; hp 2-20; THACO 18; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', Detect Invisible, Immune to poison/paralysis, *charm/hold/sleep*; SZ M; Int Low~Avg; AL N(C)E; XP 28+2/hp. (FF)
- **Kuo-Toan Leader:** AC 4; MV 90'/180'; F4; hp 4-40; THACO 16; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*; SZ M; Int Low~Avg; AL N(C)E; XP 130+5/hp. (FF)
- **Kuo-Toan 'Whip':** AC 4; MV 90'/180'; F4-5/A4-5; hp variable; THACO variable; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*, Assassin abilities; SZ M; Int Low~Avg; AL N(C)E; XP 205+5/hp. (FF)
- **Kuo-Toan 'Chief Whip':** AC 4; MV 90'/180'; F6/A6; hp variable; THACO variable; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*, Assassin abilities; SZ M; Int Low~Avg; AL N(C)E; XP 350+6/hp. (FF)
- **Kuo-Toan 'Eye':** AC 4; MV 90'/180'; C6-8/A6-8; hp variable; THACO variable; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*, Cleric spells, Assassin abilities; SZ M; Int Low~Avg; AL N(C)E; XP 825+10/hp. (FF)
- **Kuo-Toan Priest-Prince:** AC 4; MV 90'/180'; C10/A10; hp variable; THACO variable; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*, Assassin abilities, Cleric spells; SZ M; Int Low~Avg; AL N(C)E; XP 1,950+14/hp. (FF)
- **Kuo-Toan Priest-Duke:** AC 4; MV 90'/180'; C11/A11; hp variable; THACO variable; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*, Assassin abilities, Cleric spells; SZ M; Int Low~Avg; AL N(C)E; XP 2,850+16/hp. (FF)
- **Kuo-Toan Priest-King:** AC 4; MV 90'/180'; C12/A12; hp variable; THACO variable; #AT 1 or 2; D 2-5 or by wpn+1/+1; SD Skin secretion, 180° darkvision 60', detect invisible, Immune to poison/paralysis, *charm/hold/sleep*, Assassin abilities, Cleric spells; SZ M; Int Low~Avg; AL N(C)E; XP 2,850+16/hp. (FF)

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LACEDON (Aquatic Ghoul): See Ghoul

LACING MOTH: AC 4; MV 20'/120'; HD 4; hp 4-32; THACO 15; #AT 1; D 1-8; SA Cause Sleep; SZ M; Int Anim; AL N; XP 165+5/hp (MoM)

LAMIA

- **Lamia:** AC 3; MV 240'; HD 9; hp 9-72; THACO 12; #AT 1; D 1-4; SA Spells as MU1-3, Drain WIS; SZ M; Int High; AL CE; XP 1,700+12/hp. (MM)
- **Lamia Noble:** AC 6; MV 90'; HD 10+1; hp 11-81; THACO 10; #AT 1; D 1-6; SA Drain WIS, Charm Person, Mirror Image, Suggestion, Illusion, other spells as MU1-6; SZ M; Int High; AL CE; XP 2,550+14/hp. (FF)

LAMMASU

- **Lammasu:** AC 6; MV 120'/240'; MC: C; HD 7+7; hp 14-63; THACO 12; #AT 2; D 1-6/1-6; SA Invisibility, Dimension Door (1/rd), Spells as C4; SD Protection from Evil (10'rad/-2/+2) Empathy, Telepathy; MR 30%; SZ L; Int Gen; AL LG; XP 850+10/hp (MM)
- **Greater Lammasu:** AC 6; MV 150'/300'; MC: B; HD 12+7; hp 19-103; THACO 9; #AT 2; D 2-12/2-12; SA Invisibility, Dimension Door, Teleport (1/rd), Spells as C5; SD Protection from Evil (20'rad/-4/+4), Empathy, Telepathy; MR 40%; SZ L; Int S-Gen; AL LG; XP 3,950+18/hp (MM2)

LAMPREY

- **Lamprey:** AC 7; MV 120'; HD 1+2; hp 3-10; THACO 18; #AT 1; D 1-2; SA Drain blood (2/rd); SZ S; Int Non; AL N; XP 28+2/hp (MM)
- **Giant Lamprey:** AC 6; MV 90'; HD 5; hp 5-40; THACO 15; #AT 1; D 1-6; SA Drain blood (10/rd); SZ M; Int Non; AL N; XP 165+5/hp (MM)
- **Land Lamprey:** AC 7; MV 120'; HD 1+2; hp 3-10; THACO 18; #AT 1; D 1; SA Drain blood (1/rd), Encumber; SZ S; Int Non; AL N; XP 36+2/hp (MM2)

LARVA: AC 7; MV 60'; HD 1; hp 1-8; THACO 19; #AT 1; D 2-5; SZ M; Int Low; AL LE; XP 10+1/hp (MM)

LAVA CHILDREN

- **Lava Children:** AC 4; MV 90'; HD 4; hp 4-32; THACO 15; #AT 3; D 1-6/1-6/2-12; SD Immune to metal, fire/earth magic; SZ M; Int Avg; AL N; XP 150+4/hp (FF)
- **Lava Children Warrior:** AC 4; MV 90'; HD 5; hp 5-40; THACO 15; #AT 3; D 1-6/1-6/2-12; SA +1 to-hit; SD Immune to metal, fire/earth magic; SZ M; Int Avg; AL N; XP 205+5/hp (FF)
- **Lava Children Mage:** AC 4; MV 90'; HD 5; hp 5-40; THACO 15; #AT 3; D 1-6/1-6/2-12; SA Affect Normal Fires, Burning Hands, Feather Fall, Light, Fools Gold, Pyrotechnics, Fireball, Slow (1/day as MU6); SD Immune to metal, fire/earth magic; SZ M; Int Avg; AL N; XP 280+5/hp (FF)
- **Lava Children Cleric:** AC 4; MV 90'; HD 5; hp 5-40; THACO 15; #AT 3; D 1-6/1-6/2-12; SA Cure Light Wounds, Light, Remove Fear, Find Traps (x2), Slow Poison, Continual Light,

Dispel Magic (1/day as C6); SD Immune to metal, fire/earth magic; SZ M; Int Avg; AL N; XP 280+5/hp (FF)

- **Lava Children Leader:** AC 4; MV 90'; HD 6; hp 6-48; THAC0 13; #AT 3; D 1-6/1-6/2-12; SA *Affect Normal Fires, Burning Hands, Feather Fall, Light, Fools Gold, Pyrotechnics, Fireball, Slow* (1/day as MU6), +1 to-hit; SD Immune to metal, fire/earth magic; SZ M; Int Avg; AL N; XP 475+6/hp (FF)
- **Lava Children Chieftain:** AC 4; MV 90'; HD 7; hp 7-56; THAC0 12; #AT 3; D 1-6/1-6/2-12; SA *Affect Normal Fires, Burning Hands, Feather Fall, Light, Fools Gold, Pyrotechnics, Fireball, Slow* (1/day as MU6), *Cure Light Wounds, Light, Remove Fear, Find Traps (x2), Slow Poison, Continual Light, Dispel Magic* (1/day as C6), +1 to-hit; SD Immune to metal, fire/earth magic; SZ M; Int Avg; AL N; XP 700+7/hp (FF)

LEECH, Giant

- **Leech, Giant, Small:** AC 9; MV 30'; HD 1-4; hp 1-8; THAC0 19; #AT 1; D 1-4; SA Drain blood (1/rd), 50% chance to cause disease; SD 1% chance of detection/rd; SZ S; Int Non; AL N; XP 160+4/hp (MM)
- **Leech, Giant, Medium:** AC 9; MV 30'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-4; SA Drain blood (2/rd), 50% chance to cause disease; SD 1% chance of detection/rd; SZ S; Int Non; AL N; XP 160+4/hp (MM)
- **Leech, Giant, Large:** AC 9; MV 30'; HD 3; hp 3-24; THAC0 15; #AT 1; D 1-4; SA Drain blood (3/rd), 50% chance to cause disease; SZ M; Int Non; AL N; XP 160+4/hp (MM)
- **Leech, Giant, Huge:** AC 9; MV 30'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-6; SA Drain blood (2/rd), 50% chance to cause disease; SZ M; Int Non; AL N; XP 160+4/hp (MM)

LEOPARD

- **Normal Leopard:** AC 6; MV 120'; HD 3+2; hp 5-26; THAC0 16; #AT 3; D 1-3/1-3/1-6; SA Rear claws 2-5/2-5; SD Surprised only on 1; SZ L; Int Semi; AL N; XP 150+4/hp (MM)
- **Giant Leopard:** AC 6; MV 120'; HD 9; hp 9-72; THAC0 12; #AT 3; D 1-6/1-6/2-20; SA Rear Claws 1-6/1-6 + Pin; SD Surprised only on 1; SZ L; Int Anim; AL N; XP 900+12/hp (MoM)

LEPRECHAUN: AC 8; MV 150'; HD 1-1; hp 2-5; THAC0 -; #AT -; D -; SA Spells; MR 80%; SZ S; Int Exc; AL N; XP 80+1/hp (MM)

LEUCROTTA: AC 4; MV 180'; HD 6+1; hp 7-49; THAC0 13; #AT 1; D 3-18; SA Imitation, Back kick (1-6); SZ L; Int Avg; AL CE; XP 475+8/hp (MM)

LICH: AC 0; MV 60'; HD 11; hp 11-88; THAC0 10; #AT 1; D 1-10; SA Spells as MU18, Paralyzing Touch, Cause Fear; SD +1 wpn to-hit, Immune to *Sleep/Charm/Enfeeblement/Polymorph*, cold, electricity, insanity or death magics; SZ M; Int S-Gen; AL NE; XP 10,500+16/hp. (MM)

LITHONNITE: AC 2/6; MV 90'; HD 8+1; hp 9-65; THAC0 12; #AT 2; D 2-16/2-16; SD Immune to Blunt Wpns; SZ L; Int Anim; AL N; XP 1,000+12/hp (MoM)

LION

- **African Lion:** AC 5/6; MV 120'; HD 5+2; hp 7-42; THAC0 15; #AT 3; D 1-4/1-4/1-10; SA Rear claws (2-7/2-7); SD Surprised only on a 1; SZ L; Int Semi; AL N; XP 300+6/hp. (MM)
- **Mountain Lion:** AC 6; MV 150'; HD 3+1; hp 4-25; THAC0 16; #AT 3; D 1-3/1-3/1-6; SA Rear claws (1-4/1-4); SD Surprised only on a 1; SZ L; Int Semi; AL N; XP 110+4/hp. (MM)

- **Spotted Lion:** AC 5/6; MV 120'; HD 6+2; hp 8-50; THAC0 13; #AT 3; D 1-4/1-4/1-12; SA Rear claws (2-8/2-8); SD Surprised only on a 1; SZ L; Int Semi; AL N; XP 300+6/hp. (MM)

LIZARD

- **Ice Lizard:** AC 1; MV 90'/150'; MC: C/E; HD 3+3; hp 6-27; THAC0 16; #AT 3; D 1-6/1-3/1-3; SA Sleep, Fear (2/day), Cone of Cold Breath Wpn (2-16); SD Polymorph Self (2xday/2hrs~white dragon); MR 80% (-2 save vs. Charm/Hold); SZ S; Int Low; AL CE; XP 255+4/hp. (FF)
- **Fire Lizard:** AC 3; MV 90'; HD 10; hp 10-80; THAC0 10; #AT 3; D 1-8/1-8/2-16; SA Cone of Fire Breath Wpn (2-12); SD Immune to fire; SZ L; Int Animal; AL N; XP 1,350+14/hp. (MM)
- **Giant Lizard:** AC 5; MV 150'; HD 3+1; hp 4-25; THAC0 16; #AT 1; D 1-8; SA Swallow; SZ L; Int Non; AL N; XP 125+4/hp. (MM)
- **Minotaur Lizard:** AC 5; MV 60'; HD 8; hp 8-64; THAC0 12; #AT 3; D 2-12/2-12/3-18; SA Grip; SZ L; Int Non; AL N; XP 875+10/hp. (MM)
- **Subterranean Lizard:** AC 5; MV 120'; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-12; SA x2 dmg on a 20, move on walls/ceilings; SZ L; Int Animal; AL N; XP 350+6/hp. (MM)

LIZARD KING: AC 3; MV 150'/120'; HD 8; hp 8-64; THAC0 12; #AT 1; D 5-20; SD Skewering; MR 20%; SZ L; Int Avg; AL CE; XP 550+10/hp. (FF)

LIZARD MAN: AC 5; MV 60'/120'; HD 2+1; hp 3-17; THAC0 16; #AT 3; D 1-2/1-2/1-8; SZ M; Int Low~Avg; AL N; XP 35+3/hp. (MM)

LOCATHAH: AC 6; MV 120'; HD 2; hp 2-16; THAC0 variable; #AT 1; D by wpn; SZ M; Int Very; AL N; XP 20+2/hp. (MM)

LUCK EATER: AC 7; MV 150'; HD 4; hp 4-32; THAC0 15; #AT -; D -; SA Purring; SZ S; Int Low; AL N; XP 125+4/hp (MM2)

LURKER ABOVE: AC 6; MV 10'/90'; HD 10; hp 10-80; THAC0 10; #AT 1; D 1-6; SA Smothering, Constriction; SZ L; Int Non; AL N; XP 1,500+14/hp. (MM)

LYCANTHROPE

- **Foxwoman:** AC 2/4/6; MV 240'/180'/120'; HD 8+1; hp 9-65; THAC0 12; #AT 1; D 1-2, 2-12 or by wpn; SA Charm, Spells; SD +1 or silver wpn to-hit; SZ M; Int Avg~Exc; AL CE; XP 1,700+12/hp. (MM2)
- **Greater Seawolf:** AC 5; MV 90'/270'; HD 9+2; hp 11-74; THAC0 12; #AT 1 or 2; D 3-12, 1-2 + by wpn; SD +1 or silver/iron wpn to-hit; SZ L; Int Low~High; AL CE; XP 900+12/hp. (MM2)
- **Lesser Seawolf:** AC 6(7); MV 30'/120'; HD 2+2; hp 4-18; THAC0 16; #AT 1(3); D 1-2/1-2/1-4; SZ M; Int Avg; AL NE; XP 50+3/hp. (MM2)
- **Werebear:** AC 2; MV 90'; HD 7+3; hp 10-59; THAC0 13; #AT 3; D 1-3/1-3/2-8; SA Hug (2-16); SD +1 or silver wpn to-hit; SZ L; Int Exceptional; AL CG; XP 825+10/hp. (MM)
- **Wereboar:** AC 4; MV 120'; HD 5+2; hp 7-42; THAC0 15; #AT 1; D 2-12; SA Hug (2-16); SD +1 or silver wpn to-hit; SZ L; Int Avg; AL N; XP 275+6/hp. (MM)
- **Wererat:** AC 6; MV 120'; HD 3+1; hp 4-25; THAC0 16; #AT 1; D 1-8 or by wpn; SA Surprise on 1-4; SD +1 or silver wpn to-hit; SZ S~M; Int Very; AL LE; XP 150+4/hp. (MM)
- **Wereshark:** AC 0; MV 120'/210'; HD 10+3; hp 13-83; THAC0 10; #AT 1; D 5-20; SD +1 or silver/iron wpn to-hit; SZ L; Int Low~Exc; AL NE; XP 1,500+14/hp. (MM2)

- **Weretiger:** AC 3; MV 120'; HD 6+2; hp 8-50; THACO 13; #AT 3; D 1-4/1-4/1-12; SA Rake 2-5/2-5; SD +1 or silver wpn to-hit; SZ L; Int Avg; AL N; XP 525+8/hp. (MM)
- **Werewolf:** AC 5; MV 150'; HD 4+3; hp 7-35; THACO 15; #AT 1; D 2-8; SA Surprise on 1-3; SD +1 or silver wpn to-hit; SZ M; Int Avg; AL CE; XP 205+5/hp. (MM)

LYNX, Giant: AC 6; MV 120'; HD 2+2; hp 4-18; THACO 16; #AT 3; D 1-2/1-2/1-4; SA Rear claws 1-3/1-3; SZ M; Int Very; AL N; XP 120+3/hp. (MM)

M

MAGMAN: AC 6; MV 90'/60'; HD 2; hp 2-16; THAC0 16; #AT 1; D 3-24; SA Combustion touch; SD +1 wpn to-hit, Immune to Fire; SZ S; Int Low; AL CN; XP 97+2/hp. (MM2)

MAGNESIUM SPIRIT: AC 0; MV 360'; HD 6+1; hp 7-49; THAC0 13; #AT 1; D 3-12; SA Energy + Strength Drain; SD +1 wpn or silver to-hit, Immune to *Sleep/Hold/Paralysis/Fear*; MR 50%; SZ M; Int Very; AL LE; XP 1,300+8/hp. (FF)

MAMMOTH: AC 5; MV 120'; HD 13; hp 13-104; THAC0 9; #AT 5; D 3-18/3-18/2-16/2-12/2-12; SZ L; Int Semi; AL N; XP 3,000+18/hp. (MM)

MANDRAGORA: AC 5; MV 120'/60'; HD 1+1/ 2+2; hp 2-9/4-18; THAC0 18/16; #AT 2; D 1-4/1-4; SA Strangulation; SD Immune to Sleep, ½ dmg from fire; MR 20%; SZ S; Int Low~Avg; AL NE; XP variable/hp. (MM2)

MAN, Normal: AC variable, MV 120', NM, hp 1-6, THAC0 20; #AT 1, D by wpn; S3-18, I3-18, W3-18, D3-18, C3-18, Ch3-18; AL LE; XP 10+1/hp (MM)

MANTARI: AC 9; MV 180'; MC: C; HD 1; hp 1-8; THAC0 19; #AT 1; D special; SZ S; Int Anim; AL NE; XP 65+2/hp. (FF)

MANTICORE: AC 4; MV 120'/180'; MC: E; HD 6+3; hp 9-51; THAC0 13; #AT 3; D 1-3/1-3/1-8; SA Tail spikes; SZ L; Int Low; AL LE; XP 525+8/hp. (MM)

MANTIS, Giant: AC 3; MV 60'/120'; MC: D; HD 10; hp 10-80; THAC0 10; #AT 1 or 1; D 2-12 or 3-12; SA STR 19, Surprises 4 in 6; SD Camouflage; SZ L; Int Non; AL N; XP 1,350+14/hp. (MM2)

MANTRAP: AC 6; MV -; HD 4-9; hp variable; THAC0 variable; #AT 2-5; D special; SA Acid Secretion; SZ L; Int Non; AL N; XP 275+6/hp. (MM2)

MARGOYLE: AC 2; MV 60'/120'; MC: C; HD 6; hp 6-48; THAC0 13; #AT 4; D 1-6/1-6/2-8/2-8; SD +1 wpn to-hit, Camouflage; SZ ML; Int Low; AL CE; XP 350+6/hp. (MM2)

MARID: AC 5; MV 90'/150'/240'; MC: B; HD 13; hp 13-104; THAC0 9; #AT 1; D 8-32; SA *Detect Evil/Good, Invisible/Magic, Become Invisible, Liquid form, Polymorph Self, Purify Water (2/day), Gaseous Form, Lower/Part Water, Wall of Fog, Water Breathing (7/day), Create Water, Water Walk (1/rd), Alter Reality (1/yr), ESP*; SD Immune to Water-based magic, Resistant to Cold; SZ L; Int High~Gen; AL C*; XP 5000 (MM2)

MARUT : AC 0; MV 150'/240'; HD 15; hp 15-120; THAC0 7; #AT 1; D 8-80; SA *Earthquake, Lightning Bolt (15HD), Control Winds (1/hr)*; MR 10%; SZ L; Int High; AL LG; XP 3,650+20/hp (MoP)

MASHER: AC 0; MV 90'; HD 8; hp 8-64; THAC0 12; #AT 1; D 5-20; SD Poison spines; SZ L; Int Non; AL N; XP 1,090+10/hp. (MM)

MASTIFF, Shadow: AC 6; MV 180'(90'); HD 4; hp 4-32; THAC0 15; #AT 1; D 2-8; SA Baying causes Panic; SD Hide in Shadows; SZ M; Int Semi; AL NE; XP 185+4/hp. (MM2)

MASTODON: AC 6; MV 150'; HD 12; hp 12-96; THAC0 9; #AT 5; D 2-16/2-16/2-12/2-12/2-12; SZ L; Int Semi; AL N; XP 2,000+16/hp. (MM)

MEAZEL: AC 8; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 2; D 1-4/1-4 ; SA Strangulation; SD abilities as T4; SZ M; Int Low; AL CE; XP 85+4/hp. (FF)

MEDUSA: AC 6; MV 90'; HD 6; hp 6-48; THAC0 13; #AT 1; D 1-4; SA Petrifying Gaze, Poison; SZ M; Int Very; AL LE; XP 725+6/hp. (MM)

MEENLOCK: AC 7; MV 90'; HD 4; hp 4-32; THAC0 15; #AT 2; D 1-4/1-4 ; SA Paralyzation; SD *Dimension Door*; SZ S; Int Very; AL LE; XP 240+4/hp. (FF)

MEN: see Bandit, Berserker, Brigand, Buccaneer, Caveman, Dervish, Merchant, Nomad, Pilgrim, Tribesman, Wako

MEPHIT

- **Fire Mephit:** AC 5; MV 120'/240'; MC: B; HD 3+1; hp 4-25; THAC0 16; #AT 2; D 1-3/1-3 ; SA Jet/Blanket of Flame Breath Wpn (1-8, 3/day), *Heat Metal/Magic Missile* (1/day), Gate 1-2 Mephits (25%, 1/hr); SD Immune to fire; SZ M; Int Avg; AL *E; XP 150+4/hp. (FF)
- **Lava Mephit:** AC 6; MV 120'/240'; MC: B; HD 3; hp 3-24; THAC0 16; #AT 2; D 1-8/1-8 ; SA Lava Breath Wpn (1-6, 1/3rds), *Dissolve Wood/Metal*, *Shapechange* (1/rd), Gate 1-2 Mephits (25%, 1/hr); SD Immune to fire; SZ M; Int Avg; AL *E; XP 105+3/hp. (FF)
- **Smoke Mephit:** AC 4; MV 120'/240'; MC: B; HD 3+1; hp 4-25; THAC0 16; #AT 2; D 1-2/1-2 ; SA Ball of Smoke Breath Wpn (1-4,3/day), *Invisibility/Dancing Lights* (1/day), Gate 1-2 Mephits (25%, 1/hr); SD Immune to fire; SZ M; Int Avg; AL *E; XP 105+3/hp. (FF)
- **Steam Mephit:** AC 7; MV 120'/240'; MC: B; HD 3+3; hp 6-27; THAC0 16; #AT 2; D 1-4/1-4 ; SA Scalding Water Breath Wpn (1-3,1/2rds), *Boiling Rainstorm* (2-12,1/day), *Contaminate Water* (1/hr), Gate 1-2 Mephits (30%, 1/hr); SD Immune to fire; SZ M; Int Avg; AL *E; XP 175+4/hp. (FF)

MERCHANT (Men)

- **Merchant:** AC 10; MV 120'; NM; hp 1-6; THAC0 20; #AT 1; D by wpn; Int Very-High; AL N; XP 7 + 1/hp (MM)
- **Caravan Guard:** AC 8; MV 120'; F2; hp 2-20; THAC0 19; #AT 1; D by wpn; Int Avg-Very; AL N; XP 35+3/hp (MM)
- **Caravan Guard Lieutenant:** AC 4; MV 120'; F5-10; hp variable; THAC0 variable; #AT 1; D by wpn; Int Very-High; AL N; XP variable (MM)
- **Caravan Guard Captain:** AC 2; MV 120'; F6-11; hp variable; THAC0 variable; #AT 1; D by wpn; Int Very-High; AL N; XP variable (MM)
- **Caravan Wizard:** AC 8; MV 120'; MU6-8; hp variable; THAC0 variable; #AT 1; D by wpn; SA Spells; Int High-Exc; AL N; XP variable (MM)
- **Caravan Priest:** AC 6; MV 120'; C5-7; hp variable; THAC0 variable; #AT 1; D by wpn; SA Spells; Int Avg-Exc; AL N; XP variable (MM)
- **Caravan Thief:** AC 6; MV 120'; T8-10; hp variable; THAC0 variable; #AT 1; D by wpn; SA Backstab; SD Thieving Abilities; Int Avg-High; AL N; XP variable (MM)

- **Caravan Cutpurses:** AC 8; MV 120'; T3-7; hp variable; THACO variable; #AT 1; D by wpn; SA Backstab; SD Thieving Abilities; Int Low-Very; AL N; XP variable (MM)

MERMAN (Mermaid): AC 7; MV 10'/180'; HD 1+1; hp 2-9; THACO 18; #AT 1; D by wpn; SA Grappling; SZ M; Int Avg~Very; AL N; XP 20+2/hp. (MM)

MIHSTU: AC -2; MV 60'/60'; MC: B; HD 8+2; hp 10-66; THACO 12; #AT 4; D 1-7 each; SA CON drain; SD +2 wpn to-hit; SZ M; Int High; AL NE; XP 1,700+12/hp. (MM2)

MIMIC

- **Small Mimic:** AC 7; MV 30'; HD 7; hp 7-56; THACO 13; #AT 1; D 3-12; SA Glue; SD Camouflage; SZ L; Int Semi~Avg; AL N; XP 1,000+10/hp. (MM)
- **Medium Mimic:** AC 7; MV 30'; HD 8; hp 8-64; THACO 12; #AT 1; D 3-12; SA Glue; SD Camouflage; SZ L; Int Semi~Avg; AL N; XP 1,000+10/hp. (MM)
- **Large Mimic:** AC 7; MV 30'; HD 9; hp 9-72; THACO 12; #AT 1; D 3-12; SA Glue; SD Camouflage; SZ L; Int Semi~Avg; AL N; XP 1,300+12/hp. (MM)
- **Huge Mimic:** AC 7; MV 30'; HD 10; hp 10-80; THACO 10; #AT 1; D 3-12; SA Glue; SD Camouflage; SZ L; Int Semi~Avg; AL N; XP 1,300+12/hp. (MM)

MIND FLAYER (Illithid): AC 5; MV 120'; HD 8+4; hp 12-68; THACO 12; #AT 4; D 2 each; SA Mind Blast, Psionics; MR 90%; SZ M; Int Genius; AL LE; XP 1,800+12/hp. (MM)

MIND SCARAB: AC 3; MV 60'; HD 7+1; hp 8-57; THACO 13; #AT 1; D 1-6; SA Charm Monster, Confusion, Detect Thoughts, Heat Metal, Telekinesis, True Seeing (1/rd), Ethereal, Psionics; SZ M; Int Gen; AL LE; XP 825+10/hp (MoM)

MINER: AC 4; MV 30'/60'; HD 10; hp 10-80; THACO 10; #AT 1; D 3-12; SA Poison Barbs (paralyzation 2-40 turns); SD Camouflage; SZ L; Int High; AL N; XP 1,000+14/hp. (MM2)

MINIMAL

- **Minimal Gorilla:** AC 8; MV 80'; HD 1; hp 1-8; THACO 19; #AT 3; D 1/1/1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Low; AL CN; XP 10+1/hp (MM2)
- **Minimal Carnivorous Ape:** AC 8; MV 80'; HD 1+2; hp 3-10; THACO 19; #AT 3; D 1/1/1-3; SA Rending 1-2, Surprise only on 1; SD +2 saves, +4 save vs. spells (charm); SZ L; Int Low; AL CN; XP 30+2/hp. (MM2)
- **Minimal Baboon:** AC 9; MV 120'; HD 1/4; hp 1-2; THACO 20; #AT 1; D 1; SA Climbing; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Low; AL CN; XP 5+1/hp. (MM2)
- **Minimal Badger:** AC 6; MV 40'/20'; HD 1/4+1; hp 2-4; THACO 20; #AT 1; D 1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 7+1/hp. (MM2)
- **Minimal Black Bear:** AC 9; MV 80'; HD 1-1; hp 1-7; THACO 20; #AT 3; D 1/1/1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 12+1/hp. (MM2)
- **Minimal Brown Bear:** AC 8; MV 120'; HD 1+3; hp 4-11; THACO 19; #AT 3; D 1-2/1-2/1-2; SA Hug (1-3); SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 28+2/hp. (MM2)
- **Minimal Cave Bear:** AC 8; MV 80'; HD 2+2; hp 4-18; THACO 18; #AT 3; D 1-2/1-2/1-3; SA Hug (2-5); SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 50+3/hp. (MM2)
- **Minimal Wild Boar:** AC 8; MV 100'; HD 1-1; hp 1-7; THACO 20; #AT 1; D 1-4; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim; AL CN; XP 10+1/hp. (MM2)

- **Minimal Warthog:** AC 9; MV 80'; HD 1-1; hp 1-7; THAC0 20; #AT 2; D 1-2/1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim; AL CN; XP 10+1/hp. (MM2)
- **Minimal Buffalo:** AC 9; MV 100'; HD 1+2; hp 3-10; THAC0 19; #AT 2; D 1-2/1-2; SA Charge; SD Head AC 3; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 20+2/hp (MM2)
- **Minimal Bull:** AC 9; MV 100'; HD 1; hp 1-8; THAC0 19; #AT 2; D 1-2/1-2; SA Charge; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 10+1/hp (MM2)
- **Minimal Wild Camel:** AC 5; MV 140'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1; SA Spitting; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim~Semi; AL CN; XP 10+1/hp (MM2)
- **Minimal War Dog:** AC 8; MV 80'; HD ½ +1; hp 2-5; THAC0 20; #AT 1; D 1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 7+1/hp (MM2)
- **Minimal Wild Dog:** AC 9; MV 100'; HD ¼ ; hp 1-2; THAC0 20; #AT 1; D 1; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 5+1/hp (MM2)
- **Minimal Asian Elephant:** AC 8; MV 80'; HD 2+4; hp 6-20; THAC0 18; #AT 5; D 1-4/1-4/1-3/1-2/1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 90+3/hp.(MM2)
- **Minimal Loxodont Elephant:** AC 8; MV 100'; HD 2+6; hp 8-22; THAC0 18; #AT 5; D 2-5/2-5/1-4/1-3/1-3; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 125+3/hp (MM2)
- **Minimal Hippopotamus:** AC 8; MV 60'/80'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-4 or 3-6; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim; AL CN; XP 20+2/hp. (MM2)
- **Minimal Wild Horse:** AC 9; MV 160'; HD ½ +1; hp 2-5; THAC0 20; #AT 1; D 1; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim; AL CN; XP 5+1/hp. (MM2)
- **Minimal Hyena:** AC 9; MV 80'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim; AL CN; XP 10+1/hp. (MM2)
- **Minimal Jaguar:** AC 8; MV 100'; HD 1 ; hp 1-8; THAC0 19; #AT 3; D 1/1/1-2; SA Grapple w/rear claws 1/1; SD Surprised only on 1 in 12, +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 45+2/hp. (MM2)
- **Minimal Leopard:** AC 8; MV 80'; HD 1; hp 1-8; THAC0 19; #AT 3; D 1/1/1-2; SA Rear claws 1/1; SD Surprised only on 1 in 12, +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 45+2/hp (MM2)
- **Minimal Lion:** AC 7; MV 80'; HD 1+3; hp 4-11; THAC0 19; #AT 3; D 1/1/1-3; SA Rear claws 1/1; SD Surprised only on a 1 in 12, +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 65+2/hp. (MM2)
- **Minimal Mountain Lion:** AC 8; MV 100'; HD 1-1; hp 1-7; THAC0 20; #AT 3; D 1/1/1-2; SA Rear claws 1/1; SD Surprised only on a 1 in 12, +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 25+2/hp. (MM2)
- **Minimal Lynx:** AC 8; MV 80'; HD ¼ ; hp 1-2; THAC0 20; #AT 1; D 1; SA Surprises 10 in 12; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 5+1/hp. (MM2)
- **Minimal Mammoth:** AC 7; MV 80'; HD 3+4; hp 7-28; THAC0 16; #AT 5; D 3-6/3-6/2-5/1-3/1-3; SD +2 saves, +4 save vs. spells (charm); SZ M; Int Semi; AL CN; XP 125+4/hp. (MM2)
- **Minimal Rhinoceros:** AC 8; MV 80', HD 2+1; hp 3-17; THAC0 18; #AT 1; D 1-2 or 1-4; SA Charge 2-4/2-8; SD +2 saves, +4 save vs. spells (charm); SZ M; Int Anim; AL CN; XP 90+3/hp (MM2)
- **Minimal Stag:** AC 9; MV 160'; HD 1-1; hp 1-7; THAC0 20; #AT 1 or 2; D 1-2 or 1/1; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Anim; AL CN; XP 7+1/hp (MM2)
- **Minimal Tiger:** AC 8; MV 80'; HD 2+1; hp 3-17; THAC0 18; #AT 3; D 1-2/1-2/1-3; SA Rear Claws 1-2/1-2; SD Surprised only 1 in 12, +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 50+3/hp (MM2)

- **Minimal Wolf:** AC 9; MV 120'; HD ½ ; hp 1-4; THACO 20; #AT 1; D 1-2; SD +2 saves, +4 save vs. spells (charm); SZ S; Int Semi; AL CN; XP 5+1/hp (MM2)

MINOTAUR: AC 6; MV 120'; HD 6+3; hp 9-51; THACO 13; #AT 2; D 2-8/1-4 or by wpn; SD Surprised only on 1; SZ M; Int Low; AL CE; XP 400+8/hp (MM)

MISTWEIRD: AC 6; MV 60'; HD 4; hp 4-32; THACO 15; #AT 1-4/rd; D 1-6; SD Immune to Sleep/Charm/ Electricity/ Acid/ Poison, ½ dmg from Cold/Fire; SZ L; Int Low; AL N; XP 125+4/hp (MoM)

MITE: AC 8; MV 30'; HD 1-1; hp 1-7; THACO 20; #AT 1; D 1-3; SZ S; Int Low; AL LE; XP 5+1/hp (FF)

MODRON

Base Modrons

- **Monodrone:** AC 7; MV 60'/60' or 60'/180'; MC: D; HD 1+1 or 1-1; hp 2-9 or 1-7; THACO 20; #AT 1 or nil; D 1-4 or by wpn; SD Immune to Illusion/mind control, Darkvision 30'; SZ S; Int Semi; AL LN; XP 28+2/hp (MM2)
- **Duodrone:** AC 6; MV 90'/90'/90'; MC: E; HD 2+2; hp 4-18; THACO 16; #AT 2; D 2-5/2-5 or by wpn; SD Immune to Illusion/mind control, Darkvision 90'; SZ S; Int Low; AL LN; XP 50+3/hp (MM2)
- **Tridrone:** AC 5; MV 120'; HD 3+3; hp 6-27; THACO 16; #AT 3; D 3-6/3-6/3-6; SD Immune to Illusion/mind control, Darkvision 90'; SZ M; Int Avg; AL LN; XP 85+4/hp (MM2)
- **Quadrone:** AC 4; MV 150'/150'; MC: D; HD 4+4; hp 8-36; THACO 15; #AT 4 or 2; D 4-7 (x4) or 6-9 (x2) or by wpn; SA Attacks as 8HD; SD Immune to Illusion/mind control, Darkvision/Ultravision 180'/180'; SZ M; Int Very; AL LN; XP 165+5/hp (MM2)
- **Pentadrone:** AC 3; MV 180'/60'; HD 5+5; hp 10-45; THACO 15; #AT 5; D 5-8 (x5); SA Paralysis Gas, Levitate; SD +1 wpn to-hit, Resistant to cold/fire/acid, Immune to Illusion/mind control, Darkvision/Ultravision 180'/180'; SZ M; Int Very; AL LN; XP 165+5/hp (MM2)

Heirarch Modrons

- **Decatron:** AC 2; MV 150'/30'/90'; MC: E; HD 10+10; hp 20-90; THACO 10; #AT 10; D 1-4 (x10); SA Spells as C10; SD +2 wpn to-hit, Immune to Illusion/mind control, Darkvision/Ultravision 180'/180'; MR 10%; SZ M; Int High; AL LN; XP 2,550+14/hp (MM2)
- **Nonatron:** AC 0; MV 180'/180'; HD 11+11; hp 22-99; THACO 10; #AT 9; D 1-6(x9); SA Spells as C12, *ESP*, *Mirror Image*, *Slow*, *Web*, *Detect Good/Evil*, *Decect Lie/Charm* (1/rd), *Power Word Stun* (1/day); SD +2 wpn to-hit, Immune to Illusion/mind control, Darkvision/Ultravision 180'/180'; MR 20%; SZ L; Int High; AL LN; XP 5,250+16/hp (MM2)
- **Octon:** AC 1; MV 90'/90'/90'; MC: B; HD 12+12; hp 24-108; THACO 9; #AT 8; D 1-8 (x8); SA Spells as C14, *Water Walking*, *Haste*, *Detect Good/Evil*, *Telekinesis* (1/rd); SD +2 wpn to-hit, Immune to Illusion/mind control/Psionics, Darkvision/Ultravision 180'/180'; MR 30%; SZ M; Int Exc; AL LN; XP 5,250+16/hp (MM2)
- **Septon:** AC -1; MV 90'/90'; HD 13+13; hp 26-117; THACO 9; #AT 7; D 1-10 (x7); SA Spells as C16/MU12, *ESP* (30'), *Detect Magic*; SD +2 wpn to-hit, Immune to Illusion/mind control/Psionics, Darkvision/Ultravision 180'/180'; MR 40%; SZ M; Int Exc; AL LN; XP 8,250+18/hp (MM2)
- **Hexton:** AC -2; MV 120'/120'/120'; MC: C; HD 14+14; hp 28-126; THACO 8; #AT 6; D 2-13 (x6); SA Spells as C18; SD +3 wpn to-hit, Immune to Illusion/mind control, Darkvision/Ultravision 180'/180'; MR 50%; SZ L; Int Gen; AL LN; XP 8,250+18/hp (MM2)

- **Quinton:** AC -3; MV 60'/60'/60'; MC: C; HD 15+15; hp 30-135; THAC0 8; #AT 5; D 3-17 (x5); SA Spells as C20, *Legend Lore*, *Detect Good/Evil/Magic* (1/rd); SD +3 wpn to-hit, Immune to Illusion/mind control/Psionics, Darkvision/Ultravision 180'/180'; MR 60%; SZ L; Int Gen; AL LN; XP 10,950+20/hp (MM2)
- **Quarton:** AC -4; MV 120'/240'/120'; MC: B; HD 16+16; hp 32-144; THAC0 7; #AT 4; D 4-26 (x4); SA Spells as C22; SD +3 wpn to-hit, Immune to Illusion/mind control/Psionics, Darkvision/Ultravision 180'/180'; MR 70%; SZ L; Int S-gen; AL LN; XP 10,950+20/hp (MM2)
- **Tertian:** AC -5; MV 120'; HD 17+17; hp 34-153; THAC0 7; #AT 3; D 5-40 (x3); SA Tail Sting (paralysis), Spells as C24/MU20; SD +4 wpn to-hit, Immune to Illusion/mind control/Psionics, Darkvision/Ultravision 180'/180'; MR 80%; SZ L; Int S-Gen; AL LN; XP 16,200+26/hp (MM2)
- **Secundus:** AC -6; MV 180'/180'/180'; MC: B; HD 18+18; hp 36-162; THAC0 7; #AT 2; D 6-72 (x2)+ stun; SA Spells as C26/MU22, Abilities as M13; SD +4 wpn to-hit, Immune to Illusion/mind control/Psionics, Darkvision/Ultravision 180'/180'; MR 90%; SZ L; Int Godlike; AL LN; XP 15,200+25/hp (MM2)

MOLD

- **Brown Mold:** AC 9; MV 0'; HD -; hp -; THAC0 -; #AT -; D -; SA Freezing; SD Immune to most magic; SZ S~L; Int Non; AL N; XP - (MM)
- **Russet Mold:** AC 9; MV 0'; HD -; hp 12-16/10' patch; THAC0 -; #AT -; D -; SA Spores (5-20 + poison); SD Immune to Wpns/Fire/Cold; SZ S~L; Int Non; AL N; XP - (MM2)
- **Yellow Mold:** AC 9; MV 0'; HD -; hp -; THAC0 -; #AT 1; D 1-8; SA Poison spores; SD Immune to most magic; SZ S~L; Int Non; AL N; XP - (MM)

MONGRELMAN

- **Mongrelman:** AC 5; MV 90'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-4or by wpn; SD Camouflage, Mimicry; SZ M; Int Low~Avg; AL LN; XP 20+1/hp. (MM2)
- **Mongrelman Warrior:** AC 5; MV 90'; HD 2; hp 2-16; THAC0 19; #AT 1; D 1-6 or by wpn; SD Camouflage, Mimicry; SZ M; Int Low~Avg; AL LN; XP 35+2/hp. (MM2)
- **Mongrelman Sergeant:** AC 5; MV 90'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-8 or by wpn; SD Camouflage, Mimicry; SZ M; Int Avg; AL LN; XP 65+3/hp. (MM2)
- **Mongrelman Lieutenant/Bodyguard:** AC 5; MV 90'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-10 or by wpn; SD Camouflage, Mimicry; SZ M; Int Avg; AL LN; XP 110+4/hp. (MM2)
- **Mongrelman Leader:** AC 4; MV 120'; HD 5; hp 5-40; THAC0 15; #AT 1; D 1-12+1 or by wpn +1; SD Camouflage, Mimicry; SZ M; Int Avg; AL LN; XP 225+5/hp. (MM2)

MONKEY: AC 6; MV 90'/120'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-2; SA Disease; SZ M; Int Semi; AL N; XP 7+1/hp (MoM)

MOON DOG (Black Hound, Night Prowler): AC 2/0/-2; MV 300'; HD 8+16; hp 24-80; THAC0 12; #AT 1; D 3-12; SA Surprises 3 in 6, Baying turns evil, *Change Self*, *Dancing Lights*, *Darkness*, *Improved Invisibility*, *Light*, *Mirror Image*, *Non-Detection*, *Shades* (1/rd), *Wall of Fog* (1/day), *Ethereal/Astral*; SD +2 wpn to-hit, Immune to fear, Resistant to cold/fire/electricity, Detect evil/illusion/ invisibility/ magic/ snares&pits, Create hypnotic pattern in shadows, Never surprised, Lick to *Cure disease/light wounds/slow poison*; SZ M; Int High~Exc; AL NG; XP 2,000+12/hp. (MM2)

MORKOTH (Morlock, Wraith of the Deep): AC 3; MV 180'; HD 7; hp 7-56; THAC0 13; #AT 1; D 1-10; SA Hypnosis; SD Spell reflection; SZ M; Int Exc; AL CE; XP 1,050+8/hp. (MM)

MORTAI: AC -5; MV 480'; HD 20; hp 20-160; THACO 5; #AT 1; D 10-60; SA Legend Lore, All Air/Wind/Weather/Cloud spells; MR 50%; SZ L; Int S-Gen; AL NG; XP 8,600+30/hp (MoP)

MUCKDWELLER: AC 6; MV 30'/120'; HD ½; hp 1-4; THACO 20; #AT 1; D 1-2; SA Blinding water jet; SZ S; Int Avg; AL LE; XP 7+1/hp. (MM2)

MUD-MAN: AC 10; MV 30'; HD 2; hp 2-16; THACO 18; #AT 1; D -; SA Mud-throwing; SD +1 wpn to-hit, Immune to some spells, poison; SZ S; Int Non; AL N; XP 28+2/hp. (MM2)

MULE: AC 7; MV 120'; HD 3; hp 3-24; THACO 16; #AT 1 or 2; D 1-2/1-6; SZ L; Int Semi; AL N; XP 60+4/hp. (MM)

MUMMY: AC 3; MV 60'; HD 6+3; hp 9-51; THACO 13; #AT 1; D 1-12; SA Fear, Cause Disease; SD +1 wpn to-hit; Immune to *sleep/charm/hold*; SZ M; Int Low; AL LE; XP 1,150+8/hp. (MM)

MYCONID (Fungus Man)

- **Myconid:** AC 10; MV 90'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-4; SA Spore Cloud: *Distress* (1/day); SD Poisonous skin; SZ S; Int Avg; AL LN; XP 14+1/hp. (MM2)
- **Myconid Warrior:** AC 10; MV 90'; HD 2; hp 2-16; THACO 19; #AT 1; D 2-8; SA Spore Cloud: *Distress, Reproducer* (2/day); SD Poisonous Skin; SZ S; Int Avg; AL LN; XP 28+2/hp. (MM2)
- **Myconid Leader:** AC 10; MV 90'; HD 3; hp 3-24; THACO 19; #AT 1; D 3-12; SA Spore Cloud: *Distress, Reproducer, Rapport* (3/day); SD Poisonous Skin; SZ S; Int Avg; AL LN; XP 50+3/hp. (MM2)
- **Myconid Hero:** AC 10; MV 90'; HD 4; hp 4-32; THACO 19; #AT 1; D 4-16; SA Spore Cloud: *Distress, Reproducer, Rapport, Pacifier* (4/day); SD Poisonous Skin; SZ S; Int Avg; AL LN; XP 150+4/hp. (MM2)
- **Myconid Elder:** AC 10; MV 90'; HD 5; hp 5-40; THACO 19; #AT 1; D 5-20; SA Spore Cloud: *Distress, Reproducer, Rapport, Pacifier, Hallucinator* (5/day); SD Poisonous Skin; SZ S; Int Avg; AL LN; XP 205+5/hp. (MM2)
- **Myconid King:** AC 10; MV 90'; HD 6; hp 6-48; THACO 19; #AT 1; D 6-24; SA Spore Cloud: *Distress, Reproducer, Rapport, Pacifier, Hallucinator, Animator* (6/day); SD Poisonous Skin; SZ S; Int Avg; AL LN; XP 425+6/hp. (MM2)
- **Purple Fungus Zombie:** AC 10; MV 90'; HD 1; hp 4; THACO 20; #AT 2; D 1-3/1-3; SZ M; Int Non; AL N; XP 7+1/hp. (MM2)

MYNAKH: AC 3; MV 120'; HD 6+6; hp 12-54; THACO 13; #AT 2; D 1-8 or by wpn; SA Spells as MU6, *Plane Shift* (1/day), *Summoning Vulchlings/Cockatrice/Type I~Manes Demon*; SZ M; Int Exc; AL NE; XP 750+8/hp (MoM)

N

NAGA

- **Guardian Naga:** AC 3; MV 150'; HD 11-12; hp 11-88/12-96; THACO 10/9; #AT 2; D 1-6/2-8; SA Spit poison, spells as C6; SZ L; Int Exceptional; AL LG; XP 3,550+16/hp. (MM)
- **Hanu-Naga:** AC 5; MV 120'/90'; HD 5-6; hp 5-40/6-48; THACO 15/13; #AT 2; D 1-8/1-6; SA Constriction, Poison; SZ M; Int Avg; AL LE; XP 245+5/hp or 425+6/hp (MoM)
- **Spirit Naga:** AC 4; MV 120'; HD 9-10; hp 9-72/10-80; THACO 12/10; #AT 1; D 1-3; SA Charming gaze, spells as MU5/C4; SZ L; Int High; AL CE; XP 2,700+14/hp. (MM)
- **Water Naga:** AC 5; MV 90'/180'; HD 7-8; hp 7-56/8-64; THACO 13/12; #AT 1; D 1-4; SA Spells as MU4; SZ M; Int Very; AL N; XP 1,325+10/hp. (MM)

NARWHALE: AC 6; MV 210'; HD 6; hp 6-48; THACO 15; #AT 1; D 2-24, 6-24 or 7-28; SZ L; Int Anim; AL N; XP 190+6/hp (MM2)

NAT

- **Einsaung Nat:** AC 2; MV 120'; HD 2; hp 2-16; #AT 1; D 1-6; THACO 16; SA *Invisibility, Levitate, ESP, Comprehend Languages, Deflection, Dream Vision, Possess Animal, Detect Shapechanger, Quickgrowth, Passwall, Dancing Blade, Ethereal, Beneficence, Know History, Slow Poison, Detect Curse, Protection from Evil (10'), Polymorph Self (1/rd), Omen, Cure Disease (1/day), Dispel Evil, Possession (1/wk), Aura of Blessing*; SD +1 wpn to-hit, Immune to Poison/Disease, ½ dmg Electricity/Fire; MR 10%; SZ S; Int Very; AL CG; XP 113+2/hp (OA)
- **Hkum Yeng Nat:** AC 0; MV 120'/120'; HD 4; hp 4-32; #AT 2; D 1-6/1-6; THACO 15; SA *Invisibility, Levitate, ESP, Comprehend Languages, Deflection, Dream Vision, Possess Animal, Detect Shapechanger, Quickgrowth, Passwall, Dancing Blade, Ethereal, Purify Food/Drink, Create Spring, Snake Summon, Dispel Magic, Castigate, Oath, Hail of Stones, Fire Rain, Elemental Burst (1/rd), Animate Fire, Animate Wood (3/day), Quell, Remove Curse (1/day), Ancient Curse (1/wk)*; SD +2 wpn to-hit, Immune to Poison/Disease, ½ dmg Electricity/Fire, *Aura of Fear (10')*; MR 30%; SZ M; Int Avg; AL N; XP 405+4/hp (OA)
- **Lu Nat:** AC -2; MV 90'; HD 8; hp 8-64; #AT 3; D 1-8/1-8/1-4; THACO 12; SA *Invisibility, Levitate, ESP, Comprehend Languages, Deflection, Dream Vision, Possess Animal, Detect Shapechanger, Quickgrowth, Passwall, Dancing Blade, Apparition, Transfix, Melt, Fire Shuriken, Stinking Cloud (1/rd), Curse, Creeping Darkness (3/day), Water to Poison, Wood Rot (1/day), Cloud of Disease (10')*; SD +3 wpn to-hit, Immune to Poison/Disease, ½ dmg Electricity/Fire; MR 10%; SZ M; Int Low; AL CE; XP 2,250+10/hp (OA)

NATURE SPIRIT

- **Lesser Nature Spirit:** AC 7; MV 120'; HD 2~7; hp variable; #AT 1; D 1-8; THACO variable; SA *Invisibility, Polymorph Self, Detect Evil/Good/Magic/Harmony* (1/rd); MR 20%; SZ M; Int Very~Gen; AL variable; XP variable/hp (OA)
- **Greater Nature Spirit:** AC 2; MV 120'; HD 8~15; hp variable; #AT 2; D 1-10/1-10; THACO variable; SA *Invisibility, Polymorph Self, Detect Evil/Good/Magic/Harmony, Know History, Aura* (1/rd), *Shapechange* (5/day), *Reward, Ancient Curse* (1/wk), Wu Jen spells (1 element, 1/day); SD +4 wpn to-hit, Immune to 1 element; MR 70%; SZ M; Int Gen; AL variable; XP variable/hp (OA)

NECROPHIDIUS (Death Worm): AC 2; MV 90'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-8; SA Paralyzation; SD Immune to poison; SZ L; Int Avg; AL N; XP 118+2/hp. (FF)

NEEDLEMAN: AC 6; MV 90'; HD 3+4; hp 7-28; THACO 16; #AT 1-6; D 1-2; SA *Surprise*; SD Camouflage (75%) in woodlands; SZ M; Int Low; AL N; XP 85+3/hp. (FF)

NEO-OTYUGH

- **Small Neo-Otyugh:** AC 0; MV 60'; HD 9; hp 9-72; THACO 12; #AT 3; D 2-12/2-12/1-3; SA Disease; SD never surprised; SZ L; Int Avg~Very; AL N; XP 1,500+15/hp. (MM)
- **Medium Neo-Otyugh:** AC 0; MV 60'; HD 10; hp 10-80; THACO 12; #AT 3; D 2-12/2-12/1-3; SA Disease; SD never surprised; SZ L; Int Avg~Very; AL N; XP 1,500+15/hp. (MM)
- **Large Neo-Otyugh:** AC 0; MV 60'; HD 11; hp 11-88; THACO 10; #AT 3; D 2-12/2-12/1-3; SA Disease; SD never surprised; SZ L; Int Avg~Very; AL N; XP 1,500+15/hp. (MM)
- **Huge Neo-Otyugh:** AC 0; MV 60'; HD 12; hp 12-96; THACO 9; #AT 3; D 2-12/2-12/1-3; SA Disease; SD never surprised; SZ L; Int Avg~Very; AL N; XP 1,500+15/hp. (MM)

NEREID: AC 10; MV 120'; HD 4; hp 4-32; THACO 15; #AT -; D -; SA *Blinding Spit, Control Water in lair, Drowning Kiss, Mesmerize Men*; SZ M; Int Very; AL C*; XP 200+4/hp (MM2)

NIGHT HAG: AC 9; MV 90'; HD 8; hp 8-64; THACO 12; #AT 1; D 2-12; SA *Sleep, Spells*; SD Immunity to some magic, +3 wpn to-hit; MR 65%; SZ M; Int Exceptional; AL NE; XP 1,750+10/hp. (MM)

NIGHTMARE (Demon Horse, Hell Horse): AC -4; MV 150'/360'; HD 6+6; hp 12-54; THACO 13; #AT 3; D 2-8/4-10/4-10; SD Smoke cloud (-2 to-hit); SZ L; Int High; AL NE; XP 600+8/hp. (MM)

NILBOG: AC 6; MV 60'; HD 1-1; hp 1-7+; THACO 20; #AT 1; D 1-6 or by wpn; SD Gains hp when struck; SZ S; Int Avg; AL LE; XP 53+1/hp. (FF)

NINGYO

- **Least Ningyo:** AC 7; MV 180'; HD 2; hp 2-16; #AT 1; D by wpn; THACO 16; SA Spells as WJ2/Shk2; SZ M; Int Very; AL CG; XP 73+2/hp (OA)
- **Lesser Ningyo:** AC 7; MV 180'; HD 3; hp 3-24; #AT 1; D by wpn; THACO 16; SA Spells as WJ3/Shk3; SZ M; Int Very; AL CG; XP 105+3/hp (OA)
- **Ningyo:** AC 7; MV 180'; HD 4; hp 4-32; #AT 1; D by wpn; THACO 15; SA Spells as WJ4/Shk4; SZ M; Int Very; AL CG; XP 150+4/hp (OA)
- **Greater Ningyo:** AC 7; MV 180'; HD 5; hp 5-40; #AT 1; D by wpn; THACO 15; SA Spells as WJ5/Shk5; SZ M; Int Very; AL CG; XP 205+5/hp (OA)

NIXIE: AC 7; MV 60'/120'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D by wpn; SA Charm; MR 25%; SZ S; Int Very; AL N; XP 32+1/hp. (MM)

NOMAD (Men)

- **Nomad:** AC 8; MV 120'; NM; hp 1-6; THAC0 20; #AT 1; D by wpn; Int Avg-Very; AL LG; XP 10+1/hp (MM)
- **Nomad Guards:** AC 8; MV 120'; F2; hp 2-20; THAC0 20; #AT 1; D by wpn; Int Avg-Very; AL LG; XP 20+2/hp (MM)
- **Nomad Subcommander:** AC 8; MV 120'; F6-8; hp variable; THAC0 15-13; #AT 1; D by wpn; Int Avg-Very; AL LG; XP variable /hp (MM)
- **Nomad Leader:** AC 8; MV 120'; F8-10; hp variable; THAC0 13-11; #AT 1; D by wpn; Int Avg-Very; AL LG; XP variable /hp (MM)
- **Nomad Shaman:** AC 8; MV 120'; C3; hp 3-18; THAC0 20; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL LG; XP 50+3/hp (MM)
- **Nomad Cleric:** AC 8; MV 120'; C4-7; hp variable; THAC0 18/16; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL LG; XP variable /hp (MM)
- **Nomad Apprentice:** AC 8; MV 120'; MU4; hp 4-16; THAC0 20; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL LG; XP 85+4/hp (MM)
- **Nomad Wizard:** AC 8; MV 120'; MU5-8; hp variable; THAC0 variable; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL LG; XP variable /hp (MM)

NONAFEL (Cat O'Nine Tails): AC 5/6; MV 90'/120'; HD 9; hp 9-72; THAC0 12; #AT 1; D 2-20 or 1-8; SD Blink; SZ L; Int Low; AL CE; XP 1,400+12/hp (FF)

NORKER: AC 3; MV 90'; HD 1+2; hp 3-10; THAC0 18; #AT 2; D 1-3/1-6; SZ S; Int Avg; AL CE; XP 20+2/hp (FF)

NYMPH: AC 9; MV 120'; HD 3 ; hp 3-24; THAC0 -; #AT -; D -; SA Sight causes blindness/death, Spell use; MR 50%; SZ M; Int Exceptional; AL NG; XP 350+3/hp. (MM)

O

OBLIVIA (Memory Moss): AC 10; MV -; HD ¼ ; hp 1-2 ; THAC0 20; #AT -; D -; SA Steal Memories; SZ S; Int Avg; AL NE; XP 30+1/hp (MM2)

OCHRE JELLY: AC 8; MV 30'; HD 6; hp 6-48; THAC0 13; #AT 1; D 3-12; SD Immune to lightning; SZ M; Int Non; AL N; XP 150+6/hp (MM)

OCTOPUS, Giant: AC 7; MV 30'/120'; HD 8; hp 8-64; THAC0 12; #AT 7; D 1-4(x6)/2-12; SA Constriction; SZ L; Int Animal; AL N(E); XP 550 + 10/hp. (MM)

OCULETHE: AC 3; MV 10'/60'; HD 7+6; hp 13-62; THAC0 13; #AT 1; D 1-8; SA Sleep Gaze; MR 35%; SZ M; Int Very; AL N; XP 650+10/hp (MoM)

OGRE

- **Ogre**: AC 5; MV 90'; HD 4+1; hp 5-33; THAC0 15; #AT 1; D 1-10 or by wpn; SZ L; Int Low; AL CE; XP 90+5. (MM)
- **Ogre Leader**: AC 3; MV 90'; HD 7; hp 30-33; THAC0 13; #AT 1; D 2-12 or by wpn; SZ L; Int Low; AL CE; XP 225+8/hp. (MM)
- **Ogre Chieftain**: AC 4; MV 90'; HD 7; hp 34-37; THAC0 13; #AT 1; D 4-14 or by wpn; SZ L; Int Low; AL CE; XP 225+8/hp. (MM)

OGRE, Aquatic (Marrow)

- **Aquatic Ogre**: AC 4; MV 60'/120'; HD 4+4 ; hp 8-36 ; THAC0 15; #AT 3 or 1; D 1-6/1-6/2-8 or by wpn; SA Surprises 4 in 6; SZ L; Int Low~Avg; AL CE; XP 130+6/hp (MM2)
- **Aquatic Ogre Sub-chief**: AC 3; MV 60'/120'; HD 5+5 ; hp 10-45 ; THAC0 15; #AT 3 or 1; D 1-6/1-6/2-8 or by wpn; SA Surprises 4 in 6, +1 dmg; SZ L; Int Low~Avg; AL CE; XP 130+6/hp (MM2)
- **Aquatic Ogre Chief**: AC 3; MV 60'/120'; HD 6+6 ; hp 12-54 ; THAC0 13; #AT 3 or 1; D 1-6/1-6/2-8 or by wpn; SA Surprises 4 in 6, +2 dmg; SZ L; Int Low~Avg; AL CE; XP 250+6/hp (MM2)
- **Aquatic Ogre Shaman**: AC 4; MV 60'/120'; HD 4+4 ; hp 8-36 ; THAC0 15; #AT 3 or 1; D 1-6/1-6/2-8 or by wpn; SA Surprises 4 in 6, Spells as C3; SZ L; Int Low~Avg; AL CE; XP 130+6/hp (MM2)
- **Aquatic Ogre Female**: AC 5; MV 60'/120'; HD 3+3 ; hp 6-27 ; THAC0 15; #AT 3 or 1; D 1-2/1-2/1-6 or by wpn; SA Surprises 4 in 6; SZ L; Int Low~Avg; AL CE; XP 130+6/hp (MM2)
- **Aquatic Ogre Young**: AC 6; MV 60'/120'; HD 2+2 ; hp 4-18 ; THAC0 16; #AT 3 or 1; D 1-2/1-2/1-4 or by wpn; SA Surprises 4 in 6; SZ L; Int Low~Avg; AL CE; XP 130+6/hp (MM2)

OGRE MAGE (Japanese Ogre)

- **Ogre Mage:** AC 4; MV 90'/150'; HD 5+2; hp 7-42; THACO 15; #AT 1; D 1-12 or by wpn; SA Spells; SD Regeneration; SZ L; Int Avg~Exceptional; AL LE; XP 900+6/hp. (MM)
- **Ogre Mage Chieftain:** AC 4; MV 90'/150'; HD 5+2(+2); hp 9-44; THACO 12; #AT 1; D 3-14 or by wpn; SA Spells; SD Regeneration; SZ L; Int Avg~Exceptional; AL LE; XP 1,300+10/hp. (MM)

OGRILLON: AC 6; MV 120'; HD 2; hp 2-16; THACO 16; #AT 2; D 2-7/2-7; SZ M; Int Low; AL CE; XP 28+2/hp (FF)

OLIPHANT: AC 4; MV 150'; HD 8+4 ; hp 12-68 ; THACO 12; #AT 4; D 3-12/3-12/3-12/3-12; SZ L; Int Low; AL N; XP 600+12/hp (MM2)

ONI

- **Common Oni:** AC 9; MV 90'; HD 8; hp 8-64; #AT 2; D 3-10/3-10; THACO 12; SA *Polymorph Self, Fly* (3/day), *Invisibility* (2/day), *Cloud Trapeze* (1/day), *Cause Fear* (1/rd); SZ L; Int Avg; AL LE; XP 650+10/hp (OA)
- **Go-zu Oni:** AC 0; MV 90'; HD 12+8; hp 20-104; #AT 3; D 6-16/6-16/1-10; THACO 9; SA *Polymorph Self, Fly, Cause Fear, Invisibility, Fire Shuriken, Detect Invisible* (1/rd), *Cloud Trapeze* (2/day); SD Regenerate 3/rd; MR 20%; SZ L; Int High; AL LN; XP 5,250+16/hp (OA)
- **Me-zu Oni:** AC 2; MV 120'; HD 10+5; hp 15-85; #AT 2; D 3-18/3-18; THACO 10; SA *Polymorph Self, Fly, Cause Fear, Invisibility* (1/rd), *Ethereal/Astral* (2/day), *Cloud Trapeze* (3/day), *Spells as WJ12, True Seeing*; SD Regenerate 3/rd; MR 40%; SZ L; Int High; AL LN; XP 3,150+14/hp (OA)

OPHIDIAN (Snake Men): AC 5; MV 90'/180'; HD 3~4; hp 3-24/4-32; THACO 16/15; #AT 1+1; D 1-3 + by wpn; SA Poison; SZ M; Int Low~Very; AL CE; XP 125+4/hp (MM2)

OPINICUS: AC -2; MV 210'/300'; MC: B; HD 7+7 ; hp 14-63 ; THACO 13; #AT 4; D 1-3/1-3/1-6/1-6; SA *Spells as C7, Heal* (3/day), *Dimension Door* (2/day), *Holy Word* (1/day), *Undead Turning Gaze, Ethereal/Astral, Psionics*; SD Never surprised, *Surprises 5 in 6*; MR 35%; SZ M; Int Very~Exc; AL CG; XP 2,300+12/hp (MM2)

ORC

- **Orc:** AC 6; MV 90'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-8 or by wpn; SZ M; Int Low~Avg; AL LE; XP 10+1/hp. (MM)
- **Orc Leader/Assistant:** AC 6; MV 90'; HD 1; hp 8; THACO 19; #AT 1; D 1-8 or by wpn; SZ M; Int Low~Avg; AL LE; XP 10+1/hp. (MM)
- **Orc Subchief/Guard:** AC 4; MV 90'; HD 2; hp 11; THACO 16; #AT 1; D 2-7 or by wpn; SZ M; Int Low~Avg; AL LE; XP 20+2/hp. (MM)
- **Orc Chief/Bodyguard:** AC 4; MV 90'; HD 3; hp 13-16; THACO 16; #AT 1; D 2-8 or by wpn; SZ M; Int Low~Avg; AL LE; XP 20+2/hp. (MM)

OSQUIP: AC 7; MV 120'; HD 3+1; hp 4-25; THACO 16; #AT 1; D 2-12; SZ S; Int Anim; AL N; XP 60+4/hp (FF)

OTTER

- **Offer:** AC 5; MV 120'/180'; HD 1-1; hp 1-7; THACO 20; #AT 1; D 1-2; SZ S; Int Anim; AL N; XP 5+1/hp (MM2)
- **Giant Offer:** AC 5; MV 90'/150'; HD 5; hp 5-40; THACO 15; #AT 1; D 3-18; SZ L; Int Semi; AL N; XP 90+5/hp (MM)

OTYUGH

- **Small Otyugh:** AC 3; MV 60'; HD 6; hp 6-48; THACO 13; #AT 3; D 1-8/1-8/2-5; SA Disease; SD Never surprised; SZ M; Int Low; AL N; XP 300+6/hp (MM)
- **Large Otyugh:** AC 3; MV 60'; HD 7; hp 7-56; THACO 13; #AT 3; D 1-8/1-8/2-5; SA Disease; SD Never surprised; SZ M; Int Low; AL N; XP 550+10/hp (MM)
- **Huge Otyugh:** AC 3; MV 60'; HD 8; hp 8-64; THACO 12; #AT 3; D 1-8/1-8/2-5; SA Disease; SD Never surprised; SZ M; Int Avg; AL N; XP 900+12/hp (MM)

OWL

- **Owl:** AC 5; MV 10'/270'; MC: D; HD 1; hp 1-8; THACO 19; #AT 3; D 1-2/1-2/1; SD Surprises 5 in 6; SZ S; Int Anim; AL N; XP 30+1/hp (MM2)
- **Giant Owl:** AC 6; MV 30'/180'; HD 4; hp 4-32; THACO 15; #AT 3; D 2-8/2-8/2-5; SA Surprise on 1-5; SZ M; Int Very; AL N; XP 90+5/hp (MM)

OWLBEAR: AC 5; MV 120'; HD 5+2; hp 7-42; THACO 15; #AT 3; D 1-6/1-6/2-12; SA Hug (2-16); SZ L; Int Low; AL N; XP 225+6/hp (MM)

P

PARA-ELEMENTAL

- **Ice** (Cold) **Para-elemental**: AC 3; MV 60'; HD 8/12/16; hp 8-64/12-96/16-128; THAC0 12/9/7; #AT 1; D 3-36; SA Cold (10', 1-4); SD +1 wpn to-hit; SZ L; Int Low; AL N; XP 2,850+15/hp (MM2)
- **Smoke** **Para-elemental**: AC 3; MV 60'/180'; HD 8/12/16; hp 8-64/12-96/16-128; THAC0 12/9/7; #AT all within 10'; D 2-16 + blinding; SA Cold (10', 1-4); SD +1 wpn to-hit; SZ L; Int Low; AL N; XP 2,850+15/hp (MM2)
- **Magma** (Heat) **Para-elemental**: AC 3; MV 60'; HD 8/12/16; hp 8-64/12-96/16-128; THAC0 12/9/7; #AT 1; D 4-24; SA *Heat Metal* (20'); SD +1 wpn to-hit; SZ L; Int Low; AL N; XP 2,850+15/hp (MM2)
- **Ooze** (Mud) **Para-elemental**: AC 3; MV 360'; MC: A; HD 8/12/16; hp 8-64/12-96/16-128; THAC0 12/9/7; #AT 1; D 2-16; SA Constriction; SD +1 wpn to-hit; SZ L; Int Low; AL N; XP 2,850+15/hp (MM2)

PECH: AC 3; MV 90'; HD 4; hp 4-32; THAC0 15; #AT 1; D by wpn +3; SA Stone Shape, Stone Tell (4/day), Group spell-casting; SD Immune to Petrification; MR 25%; SZ S; Int Avg~Exc; AL NG; XP 240+4/hp (MM2)

PEDIPALP (Whip Scorpion)

- **Large Pedipalp**: AC 7; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-8; SZ S; Int Non; AL N; XP 20+2/hp (MM2)
- **Huge Pedipalp**: AC 4; MV 90'; HD 2+2; hp 4-18; THAC0 16; #AT 3; D 1-6/1-6/1-8; SA Grip; SZ S; Int Non; AL N; XP 50+3/hp (MM2)
- **Giant Pedipalp**: AC 2; MV 60'; HD 4+4; hp 8-36; THAC0 15; #AT 3; D 1-8/1-8/2-8; SA Poison Gas, Grip; SZ L; Int Non; AL N; XP 170+5/hp (MM2)

PEGASUS: AC 6; MV 240'/480'; MC: C/D; HD 4; hp 4-32; THAC0 15; #AT 3; D 1-8/1-8/1-3; SZ L; Int Avg; AL CG; XP 130+5/hp (MM)

PĚNANGGLAN: AC 10/8; MV 120'/120'; MC: D; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-6 or by wpn; SA Blood Drain, *Feeblemind/Fear*; SD Immune to Holy Symbols/Turning; SZ M; Int Avg; AL LE; XP 290+5/hp (FF)

PERNICON: AC 3; MV 120'; HD ½; hp 1-4; THAC0 20; #AT 1; D 1-3; SA Drain CON; SZ S; Int Semi; AL N; XP 7+1/hp (FF)

PERYTON: AC 7; MV 120'/210'; MC: C; HD 4; hp 4-32; THAC0 15; #AT 1; D 4-16; SA +2 to-hit; SD +1 wpn to-hit; SZ M; Int Avg; AL CE; XP 130+5/hp. (MM)

PHANTOM: AC -; MV 90'; HD -; hp -; THAC0 -; #AT -; D -; SA Fear; SZ M; Int -; AL any; XP - (MM2)

PHANTOM STALKER: AC 3; MV 120'/240'; HD 6; hp 6-48; THAC0 13; #AT 2; D 1-4/1-4; SA Ethereal, *Polymorph Self, Fly*, 6HD Dying Fireball; SD Immune to Fire; SZ L; Int Semi; AL N; XP 375+6/hp (FF)

PHOENIX: AC -3; MV 60'/390'; MC: D; HD 20; hp 20-160; THAC0 4; #AT 1 or 2; D 2-12 or 1-8/1-8; SA +3 Initiative, Affect Normal Fires, Audible Glamer, Blink, Blindness, Blur, Call Woodland Beings, Dancing Lights, Duo-Dimension, Find the Path, Find Traps, Fire Charm, Fire Quench, Fire Seeds, Misdirection, Neutralize Poison, Produce Fire, Pyrotechnics, Reincarnate, Remove Curse, Remove Fear (10'), Snake Charm, Veil, Wall of Fire (1/day), Polymorph Self, Fire Shield, Fire Storm, Control Temperature (10'), Heat Metal, Continual Light, Color Spray (3/day), Improved Invisibility, Incendiary Cloud (1/wk); SD Dispel Illusion/Magic (1/rd), Exorcise, Detect Charm/Evi/Magic, Protection from Evil (10'), Ethereal/Astral, Darkvision/Ultravision 120', Immune to Psionics; SZ M; Int Gen; AL NG; XP 8,600+30/hp (MM2)

PHYCOMID: AC 5; MV 30'; HD 4; hp 4-32; THAC0 15; #AT 2; D 3-6/3-6; SA Infection; SD Immune to mental magics, Resistant to Fire (save +4 for ½/no dmg); SZ S; Int Non; AL NE; XP 280+5/hp (MM2)

PIERCER

- **Small Piercer:** AC 3; MV 10'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-6; SA 95% to surprise; SZ S; Int Non; AL N; XP 10+1/hp. (MM)
- **Medium Piercer:** AC 3; MV 10'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-6; SA 95% to surprise; SZ S; Int Non; AL N; XP 35+3/hp. (MM)
- **Large Piercer:** AC 3; MV 10'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-6; SA 95% to surprise; SZ M; Int Non; AL N; XP 40+3/hp. (MM)
- **Huge Piercer:** AC 3; MV 10'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-6; SA 95% to surprise; SZ M; Int Non; AL N; XP 60+4/hp. (MM)

PIKE, Giant: AC 5; MV 360'; HD 4; hp 4-32; THAC0 15; #AT 1; D 4-16; SA Surprise on 1-4; SZ L; Int Non; AL N; XP 60+4/hp. (MM)

PILGRIM (Men)

- **Pilgrim:** AC 10; MV 120'; NM; hp 1-6; THAC0 20; #AT 1; D by wpn; Int Avg-Very; AL variable; XP 10+1/hp (MM)
- **Pilgrim Adept/Ovate:** AC variable; MV 120'; C2 (or D if N); hp 2-12; THAC0 20; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL variable; XP 28+2/hp (MM)
- **Pilgrim Curate/Initiate:** AC variable; MV 120'; C4 (or D if N); hp 4-24; THAC0 18; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL variable; XP 85+4/hp (MM)
- **Pilgrim Canon/Initiate:** AC variable; MV 120'; C6 (or D if N); hp 6-36; THAC0 18; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL variable; XP 225+6/hp (MM)
- **Pilgrim Patriarch/Initiate:** AC variable; MV 120'; C8 (or D if N); hp 8-48; THAC0 16; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL variable; XP 600+12/hp (MM)
- **Mendicant Monk:** AC 7/6; MV 200'/210'; M5-6; hp variable; THAC0 16/15; #AT variable; D 2-7 or 2-8; SD Monkish Abilities; Int Avg-Very; AL N; XP 350+6/hp (MM)
- **Pilgrim Guard/Paladin/Ranger:** AC variable; MV 120'; F1-8 (or P1-8 if LG, R1-8 if CG); hp variable; THAC0 variable; #AT 1; D by wpn; Int Avg-Very; AL variable; XP variable (MM)
- **Pilgrim Thief/Assassin:** AC variable; MV 120'; T2-7 (or A2-7 if CE); hp variable; THAC0 20/19; #AT 1; D by wpn; SD Thief/Assassin Abilities; Int Avg-Very; AL variable; XP variable (MM)
- **Pilgrim Wizard:** AC variable; MV 120'; MU6-9; hp variable; THAC0 19; #AT 1; D by wpn; SA Spells; Int Avg-Very; AL variable; XP variable/hp (MM)

PIRANHA: AC 2; MV 240'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-2; SA Attk as 5HD; SZ S; Int Anim; AL N; XP 30+1/hp (MoM) (MoM)

PIRATE: see Buccaneer (MM)

PIXIE: AC 5; MV 60'/120'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D by wpn; SA +4 to-hit, Spell use; SD -4 to-hit; MR 25%; SZ S; Int Exceptional; AL N; XP 105+3/hp. (MM)

PLANETAR (Greater Angel): AC -7; MV 150'/480'/240'; MC: B; HD 18 ; hp 144; THAC0 5; #AT 3; D by wpn +7; SA Spells as C7/D7, *Dispel Illusion*, *Wind Walk* (7/day), *Blade Barrier*, *Dispel Evil*, *Dispel Magic*, *Flame Strike*, *Heal*, *Polymorph Self*, *Raise Dead*, *Teleport*, *True Seeing* (3/day), *Animate Object*, *Control Weather*, *Continual Light* (10'), *Earthquake*, *Etherealness*, *Feeblemind*, *Limited Wish*, *Polymorph Object*, *Fire Storm*, *Holy Word*, *Improved Invisibility* (10'), *Insect Plague*, *Read Magic*, *Remove Curse*, *Remove Fear*, *Resist Cold/Fire* (x2), *Restoration*, *Shapechange*, *Speak With Dead*, *Symbol* (any), *Weather Summoning*, *Gate Deva* (1/day), *Psionics* ; SD *Globe of Protection from Evil* (40'), *Cure/Know Alignment/Detect Evil/Illusion/Invisibility/Lie/Magic/Traps* by touch, *ESP/Tongues*, *Darkvision/Ultravision* 120', +4 wpn to-hit, Never surprised, Immune to Charm/Death, Regenerate 4/rd; MR 75%; SZ L; Int S-Gen; AL LG; XP 60,000+35/hp. (MM2)

POD-MAN: AC 9; MV 60'; HD 3+1; hp 4-25; #AT 2; D 1-6/1-6; THAC0 16; SA Grab + Hold (opp -4 attk); SZ M; Int Semi; AL N; XP 105+3/hp (MoM)

P'OH: AC 4; MV 60'; HD 5; hp 5-40; #AT 1; D 1-6 or by wpn; THAC0 15; SA Drought; SD +1 wpn to-hit; SZ S; Int High; AL CE; XP 280+5/hp (OA)

POLTERGEIST: AC 10; MV 60'; HD ½ ; hp 1-4; THAC0 20; #AT -; D -; SA Fear; SD *Invisibility*, +1 wpn or silver to-hit; ; SZ M; Int Low; AL LE; XP 34+1/hp (FF)

PORCUPINE, Giant: AC 5; MV 60'; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-8; SA Shoot Quills (1-8 quills, 30' rng/dmg 1-4); SD Quills; SZ L; Int Animal; AL N; XP 350+6/hp. (MM)

PORTUGUESE MAN-O-WAR

- **Small Portuguese Man-o-War:** AC 9; MV 10'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-10; SA Paralyzation; SD Transparent (90% invisible); SZ S; Int Non; AL N; XP 185+4/hp. (MM)
- **Medium Portuguese Man-o-War:** AC 9; MV 10'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-10; SA Paralyzation; SD Transparent (90% invisible); SZ M; Int Non; AL N; XP 185+4/hp. (MM)
- **Large Portuguese Man-o-War:** AC 9; MV 10'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-10; SA Paralyzation; SD Transparent (90% invisible); SZ L; Int Non; AL N; XP 185+4/hp. (MM)
- **Huge Portuguese Man-o-War:** AC 9; MV 10'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-10; SA Paralyzation; SD Transparent (90% invisible); SZ L; Int Non; AL N; XP 185+4/hp. (MM)

PROTEIN POLYMORPH

- **Small Protein Polymorph:** AC 2; MV 90'; HD 6; hp 6-48; THAC0 13; #AT variable; D 6-36 or by wpn; SA Envelop; SZ L; Int Avg; AL CN; XP 400+6/hp (FF)
- **Medium Protein Polymorph:** AC 2; MV 90'; HD 7; hp 7-56; THAC0 13; #AT variable; D 6-36 or by wpn; SA Envelop; SZ L; Int Avg; AL CN; XP 400+6/hp (FF)
- **Large Protein Polymorph:** AC 2; MV 90'; HD 8; hp 8-64; THAC0 12; #AT variable; D 6-36 or by wpn; SA Envelop; SZ L; Int Avg; AL CN; XP 400+6/hp (FF)

PSEUDO-DRAGON: AC 2; MV 60'/240'; MC: B; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-3; SA Poison sting, +4 to-hit; SD Chameleon; MR 35%; SZ S; Int Avg; AL NG; XP 200+2/hp. (MM)

PSEUDO-UNDEAD

- **Pseudo-Ghast:** AC 4, MV 150'; HD 4; hp 4-32; THAC0 15; #AT 3; D 1-4/1-4/1-8; SA Stench; SD Darkvision 60'; SZ M; Int Low~Avg; AL NE; XP 130+5/hp. (MM2)
- **Pseudo-Ghoul:** AC 6, MV 90'; HD 2; hp 2-16; THAC0 16; #AT 3; D 1-3/1-3/1-6; SZ M; SD Darkvision 60'; Int Low~Avg; AL NE; XP 35+3/hp. (MM2)
- **Pseudo-Lich:** AC 0; MV 60'; HD 11; hp 11-88; THAC0 10; #AT 1; D 1-10; SD Darkvision 60'; SZ M; Int Low~Avg; AL NE; XP 1,300+16/hp. (MM)
- **Pseudo-Mummy:** AC 3; MV 60'; HD 6+3; hp 9-51; THAC0 13; #AT 1; D 1-12; SZ M; SD Darkvision 60'; Int Low~Avg; AL NE; XP 225+8/hp. (MM)
- **Pseudo-Spectre:** AC 2; MV 120'; HD 7+3; hp 10-57; THAC0 13; #AT 1; D 1-8; SZ M; SD Darkvision 60'; Int Low~Avg; AL NE; XP 225+8/hp (MM2)
- **Pseudo-Vampire:** AC 1; MV 120'/180'; HD 8+3; hp 11-51; THAC0 12; #AT 1; D 5-10; SD Darkvision 60'; SZ M; Int Low~Avg; AL NE; XP 375+10/hp (MM)
- **Pseudo-Wight:** AC 5; MV 120'; HD 4 + 3; hp 7-35; THAC0 15; #AT 1; D 1-4; SD Darkvision 60'; SZ M; AL NE; Int Low~Avg; XP 60+4/hp (MM)
- **Pseudo-Wraith:** AC 4; MV 120'/240'; HD 5+3; hp 8-43; THAC0 15; #AT 1; D 1-6; SD Darkvision 60'; SZ M; Int Low~Avg; AL NE; XP 150+6/hp (MM)
- **Pseudo-Zombie:** AC 8; MV 60'; HD 2; hp 2-16; THAC0 16; #AT 2; D by wpn; SD Darkvision 60'; SZ M; Int Low~Avg; AL NE; XP 35+3/hp (MM)

PUDDING, Deadly

- **Alien Pudding:** AC 5; MV 60'; HD 12; hp 12-96; #AT 1; D 2-12; THAC0 9; SA Destroy Mind; SD Immune to Cold; SZ L; Int ANim; AL CE; XP 2,000+16/hp (MoM)
- **Black Pudding:** AC 10; MV 60'; HD 10; hp 10-80; THAC0 10; #AT 1; D 3-24; SA Dissolve wood/metal; SD Immunity to blows/cold/lightning/acid/poison; SZ S~L; Int Non; AL N; XP 1,350+14/hp (MM)
- **Brown Pudding:** AC 5; MV 60'; HD 11; hp 11-88; THAC0 10; #AT 1; D 5-20; SA Dissolve leather/wood; SD Immunity to blows/cold/lightning/acid/poison; SZ S~L; Int Non; AL N; XP 1,600+16/hp (MM2)
- **Dun Pudding:** AC 7; MV 120'; HD 8+1; hp 9-65; THAC0 12; #AT 1; D 4-24; SA Dissolve leather/wood/metal; SD Immunity to blows/cold/lightning/acid/poison; SZ S~L; Int Non; AL N; XP 1,000+12/hp (MM2)
- **White Pudding:** AC 8; MV 90'; HD 9; hp 9-72; THAC0 12; #AT 1; D 7-28; SA Dissolve leather/wood/plants; SD Immunity to blows/cold/lightning/acid/poison; SZ S~L; Int Non; AL N; XP 1,200+12/hp (MM2)

PURPLE WORM: AC 6; MV 90'; HD 15; hp 15-120; THAC0 8; #AT 1+1; D 2-24/2-8; SA Swallow, Poison stinger; SZ L; Int Non; AL N; XP 4,900+20/hp. (MM)

PYROLISK: AC 6; MV 60'/180'; MC: C; HD 4+3; hp 7-35; THAC0 15; #AT 1; D 1-4; SA Combustion Gaze; SD Immune to fire; SZ S; Int Low; AL NE; XP 240+5/hp (MM2)

Q

QUAGGOTH

- **Quaggoth Warrior:** AC 6; MV 120'; HD 1+2; hp 3-10; THAC0 18; #AT 2 or 1; D 1-4/1-4 or by wpn; SA Berserking (+2/+2); SD Immune to poison; SZ L; Int Low; AL N; XP 28+2/hp (FF)
- **Quaggoth Leader:** AC 4; MV 120'; HD 3; hp 15; THAC0 16; #AT 2 or 1; D 1-4/1-4 or by wpn (battle-axe/2H-sword); SA Berserking (+2/+2); SD Immune to poison; SZ L; Int Low; AL N; XP 50+3/hp (FF)

QUASI-ELEMENTAL LIGHTNING: AC 2; MV 180'; HD 6/9/12; hp 6-48/9-72/12-96; THAC0 13/12/9; #AT 1; D 1-6+6/1-6+9/1-6+12; SA Ball Lightning; SD +1 wpn to-hit, Immune to Electricity, Resistant to fire/acid (½ dmg); SZ S; Int Low; AL N; XP 1,000+15/hp (MM2)

QUASIT: AC 2; MV 150'; HD 3; hp 3-24; THAC0 16; #AT 3; D 1-2/1-2/1-4; SA poison (DEX loss), Invisibility, cause Fear; SD Regenerate 1/rd, +1 wpn or iron to-hit, Immune to cold/fire/lightning, save vs. magic as 7HD, Darkvision 60'; SZ S; Int Low; AL CE; XP 325+3/hp. (MM)

QUICKLING

- **Quickling:** AC -3; MV 960'; HD 1+4; hp 5-12; THAC0 18; #AT 3; D as wpn (dagger); SA *Ventriloquism, Forget, Levitate, Shatter, Dig, Fire Charm* (1/day); SD Invisibility, Save as C19, Never surprised; SZ S; Int High~Gen; AL CE; XP 200+3/hp (MM2)
- **Quickling Warrior:** AC -3; MV 960'; HD 3; hp 3-24; THAC0 16; #AT 3; D as wpn (dagger); SA *Ventriloquism, Forget, Levitate, Shatter, Dig, Fire Charm* (1/day); SD Invisibility, Save as C19, Never surprised; SZ S; Int High~Gen; AL CE; XP 350+3/hp (MM2)
- **Quickling Leader:** AC -3; MV 960'; HD 4+4; hp 8-36; THAC0 15; #AT 3; D as wpn (dagger); SA *Ventriloquism, Forget, Levitate, Shatter, Dig, Fire Charm* (1/day); SD Invisibility, Save as C19, Never surprised; SZ S; Int High~Gen; AL CE; XP 900+5/hp (MM2)

QUICKWOOD (Spy Tree): AC 5; MV 10'/30'; HD 5~10; hp 5/hp HD; THAC0 variable; #AT variable; D special; SD Never surprised; SZ L; Int Very; AL N; XP 350+10/hp (MM2)

QUIPPER: AC 8; MV 90'; HD ½ ; hp 1-4; THAC0 20; #AT 1; D 1-2; SZ S; Int Non; AL N; XP 5+1/hp (FF)

QULLAN: AC 10; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 1; D 5-11; SA Vorpal swords (+3/+3); SD Radiate Confusion (5'); SZ L; Int Low; AL CE; XP 73+2/hp (FF)

R

RAJKAMI: AC 3; MV 120'; HD 7; hp 7-56; #AT 3; D 1-4/1-4/1-6; THAC0 13; SA Create Magical Gem; SD Immune to Spells <3lvl, Immune to Charm; SZ M; Int Very; AL LE; XP 745+8/hp (MoM)

RAKSHASA: AC -4; MV 150'; HD 7; hp 7-56; THAC0 13; #AT 3; D 1-3/1-3/2-5; SA ESP, Illusions, MU+C spells; SD Immune to spells <8th lvl, <+3 wpn ½ dmg; SZ M; Int Very; AL LE; XP 925+8/hp (MM)

RAM

- **Ram:** AC 6; MV 150'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-2; SA Charge; SZ M; Int Anim; AL N; XP 28+2/hp (MM2)
- **Giant Ram:** AC 6; MV 150'; HD 4; hp 4-32; THAC0 15; #AT 1, D 2-12; SA Charge; SZ L; Int Anim; AL N; XP 85+4/hp (MM)

RAT

- **Ordinary Rat:** AC 7; MV 150'; HD ¼ ; hp 1-2; THAC0 20; #AT 1; D 1; SZ S; Int Anim; AL N; XP 2+1/hp (MM2)
- **Giant Rat:** AC 7; MV 60'; HD ½; hp 1-4; THAC0 20; #AT 1; D 1-3 + disease; SZ S; Int Anim; AL N; XP 7 + 1/hp (MM)
- **Vapor Rat:** AC 6; MV 120'/60'; HD 2 ; hp 2-16; THAC0 16; #AT 1; D 1-2; SA Stinking Cloud; SD Gaseous Form; SZ S; Int Low; AL CN; XP 62+2/hp (MM2)

RAVEN (Crow)

- **Normal Raven:** AC 7; MV 10'/360'; MC: B; HD ¼ ; hp 1-2; THAC0 20; #AT 1; D 1; SA 1 in 10 chance of eye attack; SD Never surprised; SZ S; Int Anim; AL N; XP 1+1/hp (MM2)
- **Huge Raven:** AC 6; MV 10'/270'; MC: B; HD 1-1 ; hp 1-7; THAC0 20; #AT 1; D 1-2; SA 1 in 10 chance of eye attack; SD Never surprised; SZ M; Int Semi; AL NE; XP 30+1/hp (MM2)
- **Giant Raven:** AC 4; MV 30'/180'; MC: C; HD 3+2 ; hp 5-26; THAC0 16; #AT 1; D 3-6; SA 1 in 10 chance of eye attack; SD Never surprised; SZ M~L; Int Low; AL NE; XP 60+4/hp (MM2)
- **Murder of Ravens (Crows):** AC 7; MV 10'/180'; HD 3; hp 3-24; THAC0 16; #AT variable; D 1-2 automatic; SD Immune to piercing wpns; SZ L; Int Anim; AL N; XP 95+3/hp

RAY

- **Small Manta Ray:** AC 6; MV 180'; HD 8; hp 8-64; THAC0 12; #AT 1+1, D 3-12/2-20; SA Swallow; SZ L; Int Non; AL N; XP 1,200+16/hp (MM)
- **Large Manta Ray:** AC 6; MV 180'; HD 9; hp 9-72; THAC0 12; #AT 1+1, D 3-12/2-20; SA Swallow; SZ L; Int Non; AL N; XP 1,200+16/hp (MM)
- **Huge Manta Ray:** AC 6; MV 180'; HD 10; hp 10-80; THAC0 10; #AT 1+1, D 3-12/2-20; SA Swallow; SZ L; Int Non; AL N; XP 1,200+16/hp (MM)
- **Giant Manta Ray:** AC 6; MV 180'; HD 11; hp 11-88; THAC0 10; #AT 1+1, D 3-12/2-20; SA Swallow; SZ L; Int Non; AL N; XP 1,200+16/hp (MM)
- **Pungi Ray:** AC 7; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 1-12, D 1-4 each; SD 90% Camouflage; SZ L; Int Non; AL N; XP 410+4/hp (MM)

- **Sting Ray:** AC 7; MV 90'; HD 1; hp 1-8; THACO 19; #AT 1; D 1-3; SD 90% invisible; SZ L; Int Non; AL N; XP 90+1/hp (MM)

REMORHAZ (Polar Worm): AC 0/2/4; MV 120', HD 7-14, hp 7-56, THACO variable; #AT 1; D 6-36; SA Swallow; SD Heat (10-100); MR 75%; SZ L; Int Anim; AL N; XP 1,700+16/hp (MM)

RETCH PLANT (Globe Palm): AC 8; MV -; HD 5~8; hp variable; THACO -; #AT -; D -; SA Nauseating Globes; SD 20% 2-5 falling globes; SZ L; Int Non; AL N; XP 160+6/hp (MM2)

RETRIEVER: AC -2; MV 180'; HD 10; hp 10-80; THACO 10; #AT 4; D 3-18/3-18/3-18/3-18; SA Eye Rays (*Fire/Cold/Lightning/Transmutation*); SZ L; Int Low; AL CE; XP 4,950+14/hp (FF)

REVENANT: AC 10; MV 90'; HD 8; hp 8-64; THACO 12; #AT 1; D 2-16; SA Paralyzation, Spells; SD Regenerate (3/rd), Reform limbs; SZ M; Int Very-Exc; AL N; XP 1,275+10/hp (FF)

RHINOCEROS

- **Rhinoceros:** AC 6; MV 120', HD 8-9; hp 8-64/9-72; THACO 12; #AT 1; D 2-8 or 2-12; SA Charge; SZ L; Int Anim; AL N; XP 900+12/hp (MM)
- **Wooly Rhinoceros:** AC 5; MV 120', HD 10; hp 10-80; THACO 10; #AT 1; D 2-12; SA Charge; SZ L; Int Anim; AL N; XP 1,350+14/hp (MM)

RIMMESERKER: AC 5; MV 120'; HD 3; hp 3-24; THACO 15; #AT 2; D by wpn; SA Aura of Cold; SD Immune to Sleep/Charm/Cold, heal w/Fire; SZ L; Int Semi; AL CE; XP 65+2/hp (MoM)

ROC: AC 4; MV 30'/130'; MC: E; HD 18; hp 18-144; THACO 7; #AT 2 or 1; D 3-18/3-18 or 4-24; SZ L; Int Anim; AL N; XP 5,000+25/hp (MM)

ROCK REPTILE: AC 3; MV 60'; HD 5+1/ft of length ; hp 6-41; THACO 15; #AT 1; D 1-4 + 1/ft of length; SA Surprises 1 in 3; SD Chameleon; SZ M~L; Int Anim; AL N; XP 400+7/hp (MM2)

ROCKROACH: AC 5; MV 120'/240'; HD 2; hp 2-16; THACO 16; #AT 1; D 1-6; SA Gelatinous stone (2-8); SD Immune to metal/stone wpns; SZ S; Int Anim; AL N; XP 65+2/hp (MoM)

ROKURO-KUBI: AC 8; MV 120'; HD 4; hp 4-32; THACO 15; #AT 2; D 1-4/1-4 or by wpn; SA Constriction; SZ M; Int Avg; AL CE; XP 85+4/hp (OA1)

ROPER: AC 0; MV 30'; HD 10-12; hp 10-80/11-88/12-96; THACO 10/9; #AT 1; D 5-20; SA Charge; SD Immune to lightning, ½ dmg cold; SZ L; Int Exc; AL CE; XP 2,750+16/hp (MM)

ROT GRUB: AC 9; MV 10'; HD ¼ ; hp 1; THACO -; #AT -; D -; SA Burrow (1-6 + 1-3 till death); SZ S; Int Non; AL N; XP - (MM)

ROTHÈ: AC 7; MV 90'; HD 2; hp 2-16; THACO 16; #AT 3; D 1-3/1-3/1-8; SZ M; Int Anim; AL N; XP 20+2/hp (FF)

RUST MONSTER: AC 2; MV 180', HD 5; hp 5-40; THACO 15; #AT 2; D -; SA Corrode metals; SZ M; Int Anim; AL N; XP 185+4/hp (MM)

S

SAHUAGIN (Sea Devil, Devil Man of the Deep)

- **Sahuagin:** AC 5; MV 120'/240'; HD 2+2; hp 4-18; THAC0 16; #AT 1, 3 or 5; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 35+3/hp (MM)
- **Sahuagin Chief:** AC 5; MV 120'/240'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 130+5/hp (MM)
- **Sahuagin Lieutenant/Guard:** AC 5; MV 120'/240'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 85+4/hp (MM)
- **Sahuagin Female:** AC 5; MV 120'/240'; HD 2; hp 2-16; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 20+2/hp (MM)
- **Sahuagin Hatchling:** AC 5; MV 120'/240'; HD 1; hp 1-8; THAC0 19; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 10+1/hp (MM)
- **Sahuagin Baron/Noble Guard:** AC 5; MV 120'/240'; HD 6+6; hp 12-54; THAC0 13; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 350+8/hp (MM)
- **Sahuagin Priestess:** AC 5; MV 120'/240'; HD 3+3; hp 4-18; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SA Spells as C5-8; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP variable (MM)
- **Sahuagin Asst. Priestess:** AC 5; MV 120'/240'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SA Spells as C3-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP variable (MM)
- **Sahuagin Prince:** AC 5; MV 120'/240'; HD 8+8; hp 16-72; THAC0 12; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 600+12/hp (MM)
- **Sahuagin King:** AC 5; MV 120'/240'; HD 10+10; hp 20-90; THAC0 10; #AT 1; D by wpn or 1-2/1-2/1-4 or 1-4/1-4; SD Keen Underwater sight/hearing; SZ M; Int High; AL LE; XP 1,350+14/hp (MM)

SALAMANDER: AC 5/3; MV 90'; HD 7+7; hp 14-63; THAC0 13; #AT 2; D by wpn/2-12; SA Heat; SD +1 wpn to-hit; SZ M; Int High; AL CE; XP 825+10/hp (MM)

SANDLING: AC 3; MV 120'; HD 4; hp 4-32; THAC0 15; #AT 1; D 2-18; SD Immune to *Sleep/Hold/Charm*; SZ L; Int Non; AL N; XP 85+4/hp (MM2)

SANDMAN: AC 3; MV 90'; HD 4; hp 4-32; THAC0 15; #AT -; D -; SA *Sleep*; SD *Protection from Normal Missiles*; MR 20%; SZ M; Int Avg; AL NE; XP 215+5/hp (FF)

SAND NEWT

- **Sand Newt:** AC 5; MV 90'/20'; HD 2; hp 2-16; THACO 16; #AT 1; by wpn/spear (1-6); SD Swim through sand; SZ M; Int Avg; AL LE; XP 65+2/hp (MoM)
- **Sand Newt Warrior:** AC 5; MV 90'/20'; HD 3; hp 3-24; THACO 16; #AT 1; by wpn/spear (1-6); SD Swim through sand; SZ M; Int Avg; AL LE; XP 65+2/hp (MoM)
- **Sand Newt Champion/Bodyguard:** AC 5; MV 90'/20'; HD 4; hp 4-32; THACO 15; #AT 1; by wpn/spear (1-6); SA Spells as MU3; SD Swim through sand; SZ M; Int Avg; AL LE; XP 65+2/hp (MoM)
- **Sand Newt Apprentice:** AC 5; MV 90'/20'; HD 2; hp 2-16; THACO 16; #AT 1; by wpn/spear (1-6); SA Spells as MU3; SD Swim through sand; SZ M; Int Avg; AL LE; XP 105+3/hp (MoM)
- **Sand Newt Mage:** AC 5; MV 90'/20'; HD 2; hp 2-16; THACO 16; #AT 1; by wpn/spear (1-6); SA Spells as MU5; SD Swim through sand; SZ M; Int Avg; AL LE; XP 205+6/hp (MoM)
- **Sand Newt Chief:** AC 5; MV 90'/20'; HD 5; hp 5-40; THACO 15; #AT 1; by wpn/spear (1-6); SD Swim through sand; SZ M; Int Avg; AL LE; XP 110+4/hp (MoM)

SATYR (Faun): AC 5; MV 180'; HD 5; hp 5-40; THACO 15; #AT 1; D 2-8; SD Pan-Pipes of Charm/Sleep/Fear (60'); SZ M; Int Very; AL N; XP 280+5/hp (MM)

SCARECROW: AC 6; MV 60'; HD 5; hp 5-40; THACO 15; #AT 1; D 1-6; SA Charm; SZ M; Int Non; AL *E; XP 165+5/hp (FF)

SCORPION

- **Giant Scorpion:** AC 3; MV 150'; HD 5+5; hp 10-45; THACO 15; #AT 3; D 1-10/1-10/1-4; SA Poison sting; SZ M; Int Non; AL N; XP 650+6/hp (MM)
- **Huge Scorpion:** AC 4; MV 120'; HD 4+4; hp 8-36; THACO 15; #AT 3; D 1-8/1-8/1-3; SA Poison sting; SZ M; Int Non; AL N; XP 165+5/hp (MM2)
- **Large Scorpion:** AC 5; MV 90'; HD 2+2; hp 4-18; THACO 16; #AT 3; D 1-4/1-4/1; SA Poison sting; SZ S; Int Non; AL N; XP 90+3/hp (MM2)

SCREAMING DEVILKIN: AC 2; MV 120'; HD 3; hp 3-24; THACO 16; #AT 1; D 1-6; SA Scream; SZ S; Int Low; AL LE; XP 90+3/hp (FF)

SCUM CREEPER: AC 8; MV 30'; HD 1; hp 2-8; THACO 19; #AT 1; D -; SA Leech 1/rd; SZ S; Int Non; AL N; XP 14+1/hp (MM2)

SEA HAG: AC 7; MV 150'; HD 3; hp 3-24; THACO 16; #AT 1; D 1-6; SA Death Gaze, *Fright* STR loss; MR 50%; SZ M; Int Avg; AL CE; XP 600+3/hp (MM)

SEA HORSE: AC 7; MV 210'; HD 2-4; hp 2-16/3-24-4-32; THACO 16/15; #AT 1; D 1-4/2-5/2-8; SZ L; Int Semi; AL N; XP 205+4/hp (MM)

SEA LION: AC 5/3; MV 180'; HD 6; hp 6-48; THACO 13; #AT 3; D 1-6/1-6/2-12; SZ L; Int Semi; AL N; XP 150+6/hp (MM)

SELKIE

- **Selkie:** AC 6; MV 120'/360'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 1-6 or by wpn; SZ M; Int Avg~Exc; AL NG; XP 75+4/hp (MM2)
- **Selkie Leader:** AC 6; MV 120'/360'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 1-6 or by wpn; SA *Augury, Cure Light Wounds, Cure Disease (1/day), Weather Summoning, Control Weather (1/wk)*; SZ M; Int Avg~Exc; AL NG; XP 75+4/hp (MM2)

SERPENT, Earth: AC 4; MV 60'; HD 12; hp 12-96; THAC0 9; #AT 1; 1-12; SA Toss Opponents; SZ L; Int Anim; AL N; XP 2,000+16/hp (MoM)

SHADE: AC as original; MV as original; HD as original; hp as original; THAC0 as original; #AT as original; D by wpn; MR variable; SZ as original; Int Low~Gen; AL any; XP variable/hp (MM2)

SHADOW: AC 7; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 2-5; SA Drain STR; SD +1 wpn to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE; XP 225+4/hp (MM)

SHADOW CAT DEMON: AC 3; MV 120'/240'; HD 10+4; hp 14-84; THAC0 10; #AT 3; D 2-8/2-8/2-12; SA Darkness (10'), Cone of Cold Breath Wpn (10-60, 3/day), *Create Illusion, Detect Magic, Polymorph Self, Plane Shift, Teleport, Mirror Image, Telekinesis, Gate Demon Type I~III (50%) (1/rd)*; SD +1 wpn to-hit; SZ M; Int Gen; AL CE; XP 3,750+14/hp (MoM)

SHADOW DEMON: AC 9/5/1; MV 120'; HD 7+3; hp 10-59; THAC0 13; #AT 3; D 1-8/1-6/1-6; SA Melee Bonus in Darkness; SD Immune to Fire/Cold/Lightning; SZ M; Int Very High; AL CE; XP 825+10+2/hp (FF)

SHADOW VETCH: AC 3; MV 30'; HD 6; hp 6-48; THAC0 13; #AT 1; D 1-4; SA Drain Life (1-4/rd); SD +1 or silver to-hit; SZ M; Int Semi; AL NE; XP 420+6/hp (MoM)

SHAMBLING MOUND (Shambler): AC 8-11; MV 60'; HD 8-11; hp variable; THAC0 12/10; #AT 2; D 2-16/2-16; SA Suffocation; SD Immune to fire/lightning, ½ dmg cold/wpns; SZ L; Int Low; AL N; XP 1,800+10/hp (MM)

SHAN SHAO

- **Lesser Shan Shao:** AC 4; MV 60'/150'; MC: A; HD 2; hp 2-16; #AT 1; D 1-6; THAC0 16; SA Polymorph (3/day), Disease; SD Summon tigers, Immune to Fear; SZ S; Int Avg; AL CN; XP 36+2/hp (OA)
- **Shan Shao:** AC 4; MV 60'/150'; MC: A; HD 3; hp 3-24; #AT 1; D 1-6; THAC0 16; SA Polymorph (3/day), Disease; SD Summon tigers, Immune to Fear; SZ S; Int Avg; AL CN; XP 65+3/hp (OA)
- **Greater Shan Shao:** AC 4; MV 60'/150'; MC: A; HD 4; hp 4-32; #AT 1; D 1-6; THAC0 15; SA Polymorph (3/day), Disease; SD Summon tigers, Immune to Fear; SZ S; Int Avg; AL CN; XP 110+4/hp (OA)

SHARK

- **Shark:** AC 6; MV 120'; HD 5; hp 5-40; THAC0 15; #AT 1; D 2-5 or 2-8; SZ M; Int Non; AL N; XP 90+5/hp (MM)
- **Giant Shark:** AC 5; MV 180'; HD 10-15; hp variable; THAC0 variable; #AT 1; D 4-16 or 5-20; SZ L; Int Non; AL N; XP variable (MM)

SHEDU

- **Shedu:** AC 4; MV 120'/240'; MC: C; HD 9+9; hp 18-81; THAC0 12; #AT 2; D 1-6/1-6; SA Ethereal/Astral, Telepathy, Psionics; MR 25%; SZ L; Int Exc; AL LG; XP 1,950+14/hp (MM)
- **Greater Shedu:** AC 2; MV 150'/300'; MC: B; HD 14+14; hp 28-112; THAC0 9; #AT 2; D 3-18/3-18; SA Ethereal/Astral, Protection from Evil (10'), Psionics; MR 50%; SZ L; Int Gen; AL LG; XP 5,250+20/hp (MM2)

SHEET GHOUL: AC 2; MV 90'; HD 4+2; hp 6-34; THAC0 15; #AT 3; D 1-3/1-3/1-6; SA Acid Squirt (2-7); SD Immune to *Sleep/Charm*; SZ M; Int Avg; AL CE; XP 170+5/hp (FF)

SHEET PHANTOM: AC 3; MV 60'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-4; SA Suffocation; SZ M-L; Int Avg; AL CE; XP 105+4/hp (FF)

SHIROKINUKATSUKAMI: AC -2; MV 180'/180'; MC: A; HD 12; hp 12-96; #AT 3; D 2-5/2-5/3-18; THAC0 9; SA *Detect Evil/Shapechanger/Charm/Harmony, ESP, Invisibility, Astral, Dream Sight/Vision, Protection from Evil (10'), Teleport, Smoke Form (1/rd), Dispel Evil, Cloud Trapeze, Pacify, Exorcise, Obedience (3/day), Restore Spirit, Heal (1/day)*; SD +3 wpn to-hit, Regenerate 2/rd, Immune to Air-based atk/Poison, ½ dmg Fire; MR 50%; SZ L; Int Gen; AL LG; XP 7,200+16/hp (OA)

SHOCKER: AC 0/10; MV 90'; HD 1+2; hp 3-10; THAC0 18; #AT 11; D 10 each; SA Electrical Discharge; SD +1 wpn to-hit, Immune to electricity/poison/paralysis/sleep/charm; SZ M; Int Semi; AL N; XP 65+2/hp (FF)

SHREIKER: AC 7; MV 10'; HD 3; hp 3-24; THAC0 -; #AT -; D -; SD Noise; SZ S~L; Int Non; AL N; XP 60+4/hp (MM)

SHROOM: AC 6; MV 90'; HD 6+1; hp 7-49; THAC0 13; #AT 1; D by wpn; SA Spells; SD Spells; SZ L; Int Gen; AL NE; XP 545+8/hp (MoM)

SIRINE: AC 3; MV 120'/240'; HD 4-7; hp variable; THAC0 12; #AT 1; D by wpn; SA *Charming Song (30')*, *Polymorph Self, Fog Cloud, Improved Invisibility (1/day)*, Touch causes insanity; SD Immune to Gas, Save as MU11+2; MR 20%; SZ M; Int High~Gen; AL any; XP 350+10/hp (MM2)

SKELETON

- **Skeleton:** AC 7; MV 120'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-6; SD Immune to *sleep/charm/cold/sleep*, ½ edged wpns; SZ M; Int Non; AL CE; XP20+1/hp. (MM)
- **Altered Equine Skeleton:** AC 6; MV 120'/240'; HD 3+3; hp 6-27; THAC0 16; #AT 2 or by wpn; D 1-6/1-6 or by wpn; SD Immune to *sleep/charm/cold/sleep*, ½ edged wpns; SZ L; Int Non; AL N; XP 105+3/hp (MoM)
- **Altered Tauran Skeleton:** AC 6; MV 120'/240'; HD 3+3; hp 6-27; THAC0 16; #AT 2 + 1 or by wpn; D 1-8/1-8/1-6 or by wpn; SD Immune to *sleep/charm/cold/sleep*, ½ edged wpns; SZ L; Int Non; AL N; XP 135+3/hp (MoM)
- **Animal Skeleton:** AC 8; MV 60'; HD 1-1 ; hp 1-7; THAC0 20; #AT 1; D 1-4; SD Immune to *sleep/charm/cold/sleep*, ½ edged wpns; SZ S~M; Int Non; AL N; XP 10+1/hp (MM2)

SKELETON WARRIOR: AC 2; MV 60'; HD 9+2 to 9+12; hp variable; THAC0 12; #AT 1; D by wpn; SA +3 to-hit with wpn; SD Immune to *Sleep/Charm/Hold*; SZ M; Int Exc; AL NE; XP 2,550+14/hp (10th-12th lvl), 3,700+16/hp (13th-15th lvl) (FF)

SKULK: AC 7; MV 120'; HD 2; hp 2-16; THAC0 20; #AT 1; D by wpn; SD Camouflage; SZ M; Int Avg; AL CE; XP36+2/hp. (FF)

SKUNK

- **Skunk:** AC 8; MV 120'; HD ¼ ; hp 1-2; THAC0 20; #AT 1; D 1; SA Squirt musk; SD squirt musk; SZ S; Int Anim; AL N; XP 4+1/hp (MM2)
- **Giant Skunk:** AC 7; MV 90'; HD 5; hp 5-40; THAC0 15; #AT 1; D 1-6; SA Squirt musk; SD squirt musk; SZ M; Int Anim; AL N; XP 165+5/hp(MM)

SLAAD

- **Blue Slaad:** AC 5; MV 70'; HD 8+4; hp 12-68; THAC0 12; #AT 5; D 2-16/2-12/2-12/2-12/2-12; SA *Telekinesis, Hold, Passwall (1/rd), Gate Slaad (40%, 4/day)*, Psionics; MR 40%; SZ L; Int Low; AL CN; XP 2,000+12/hp. (FF)
- **Death Slaad:** AC -4; MV 120'; HD 15+7; hp 22-127; THAC0 8; #AT 3 or 2; D 3-18/3-18 or 2 swords (1-8+7); SA *Astral Projection, ESP, Fear, Darkness (15'), Detect Invisibility/Magic, Invisibility, Advanced Illusion, Cloudkill, Wind Walk, Locate Object, Shapechange, Flame Strike, Weakness, Gate Slaad (90%) (1/rd), Symbol, Power Word Stun, Unholy Word, 8HD Fireball, Phantasmal Killer (1/day)*, Psionics; SD +2 wpn to-hit; MR 75%; SZ M; Int Genius; AL CN; XP 2,000+12/hp. (FF)
- **Green Slaad:** AC 3; MV 90'; HD 9+3; hp 12-75; THAC0 12; #AT 3; D 2-16/3-8/3-8; SA *Polymorph Self, Fear, Continual Darkness (15'), ESP, Detect Invisibility/Magic, Locate Object, Produce Flame (1/rd), Gate Slaad (50%, 1/hr), 12HD Delayed Blast Fireball (1/day)*, Psionics; SD +1 wpn to-hit; MR 50%; SZ L; Int Avg; AL CN; XP 4,350+14/hp. (FF)
- **Grey Slaad:** AC 1; MV 120'; HD 10+6; hp 16-86; THAC0 10; #AT 3 or 2; D 2-16/4-10/4-10 or 2 swords (1-8+6); SA *Fear, Darkness (15'), Know Alignment, Create Illusion, Flame Strike, Wind Walk, Shapechange, Invisibility, 8HD Lightning (1/rd), Symbol of Pain/Fear, Power Word Blind, Enchant Item, Gate Grey Slaad (60%) (1/day)*; SD +1 wpn to-hit, Darkvision 60', Immune to cold/disintegration; MR 55%; SZ M; Int High; AL CN; XP 6,200+16/hp. (FF)
- **Red Slaad:** AC 6; MV 60'/90' hop; HD 7; hp 7-56; THAC0 13; #AT 3; D 1-4/1-4/2-16; SA *Power Word Stun (1/day), Gate Red Slaad (35%, 2/day), Poison pellets; SD Regeneration (3/rd)*; MR 35%; SZ L; Int Low; AL CN; XP 875+8/hp. (FF)

SLIME CREATURE

- **Lesser Slime Creature:** AC 9; MV 60'; HD 3+2; hp 5-26; THAC0 16; #AT 1; D 1-4; SA Olive Slime; SD Vulnerable to acid/cold/fire/Magic Missile/plant magic only; SZ S; Int Anim; AL N; XP 110+4/hp (MM2)
- **Common Slime Creature:** AC 9; MV 60'; HD 5+2; hp 7-42; THAC0 15; #AT 1; D 2-8; SA Olive Slime; SD Vulnerable to acid/cold/fire/Magic Missile/plant magic only; SZ M; Int Anim; AL N; XP 300+6/hp (MM2)
- **Greater Slime Creature:** AC 9; MV 60'; HD 8+2; hp 10-66; THAC0 12; #AT 1; D 4-16; SA Olive Slime; SD Vulnerable to acid/cold/fire/Magic Missile/plant magic only; SZ L; Int Anim; AL N; XP 1,200+12/hp (MM2)

SLIME, Olive: AC 9; MV 0'; HD 2+2; hp 4-18; THAC0 -; #AT -; D -; SA Poisonous Parasite (Save vs. Poison); SD Vulnerable to acid/cold/fire/Cure Disease/plant magic only; SZ S; Int Non; AL N; XP 330+3/hp (MM2)

SLIME SKELETON (Jelloton): AC 4; MV 60'; HD 4+1; hp 5-33; THACO 15; #AT 2; D 1-8/1-8; SD Immune to piercing wpns, ¼ dmg blunt/slashing wpns; SZ M; Int Non; AL N; XP 165+5/hp (MoM)

SLITHERING HIVE: AC 3; MV 10'; HD 5; hp 5-40; THACO 15; #AT 1; D 1-8; SA Insect Plague; SZ S; Int Semi; AL N; XP 190+4/hp (MoM)

SLITHERING TRACKER: AC 5; MV 120'; HD 5; hp 5-40; THACO 15; #AT -; D -; SA Paralyzation; SD Transparency; SZ S; Int Avg; AL N; XP 280+5/hp (MM)

SLUG, Giant: AC 8; MV 60'; HD 12; hp 12-96; THACO 9; #AT 1; D 1-12; SA Spit acid; SD Immune to blunt wpns; SZ L; Int Non; AL N; XP 2,000+16/hp (MM)

SNAGWORT, Hanging: AC 6; MV 5'; HD 3; hp 3-24; THACO 16; #AT 1; D -; SA Glue + Smash (1-6); SZ M; Int Anim; AL N; XP 65+3/hp (MoM)

SNAKE

- **Amphisbaena:** AC 3; MV 120'; HD 6; hp 6-48; THACO 13; #AT 2; D 1-3/1-3; SA Poison; SD Immune to cold; SZ M; Int Anim; AL N; XP 475+6/hp (MM)
- **Condor Serpent:** AC 5; MV 90'/120'; HD 5+1; hp 6-41; THACO 15; #AT 2; D 1-4/2-6; SA Constriction; SZ L; Int Anim; AL N; XP 230+6/hp (MoM)
- **Giant Constrictor:** AC 5; MV 90'; HD 6+1; hp 7-49; THACO 13; #AT 2; D 1-4/2-8; SA Constriction; SZ L; Int Anim; AL N; XP 225+8/hp (MM)
- **Constrictor Snake:** AC 6; MV 90'; HD 3+2; hp 5-26; THACO 16; #AT 2; D 1/1-3; SA Constriction; SZ M; Int Anim; AL N; XP 85+4/hp (MM2)
- **Giant Poisonous Snake:** AC 5; MV 150'; HD 4+2; hp 6-34; THACO 15; #AT 1; D 1-3; SA Poison; SZ L; Int Anim; AL N; XP 390+5/hp (MM)
- **Poisonous Snake:** AC 6; MV 150'; HD 2+1; hp 3-17; THACO 16; #AT 1; D 1; SA Poison; SZ S; Int Anim; AL N; XP 255+3/hp (MM2)
- **Giant Sea Snake:** AC 5; MV 120'; HD 8-10; hp 8-64/9-72/10-80; THACO 12/10; #AT 2; D 1-6/3-18; SA Constriction; SZ L; Int Anim; AL N; XP 1,000+12/hp (MM)
- **Spitting Giant Snake:** AC 5; MV 120'; HD 4+2; hp 6-34; THACO 15; #AT 1; D 1-3; SA Spit Poison; SZ M; Int Anim; AL N; XP 390+5/hp (MM)
- **Winged Viper:** AC 4; MV 120'/180'; HD 2+2; hp 4-18; THACO 16; #AT 1; D 1; SA Poison; SZ S; Int Semi; AL NE; XP 125+2/hp (MoM)

SNYAD (Pestie): AC -4; MV 210'; HD 1-1; hp 1-7; THACO 20; #AT -; D -; SA Steal; SZ S; Int Low; AL N; XP 7+1/hp (FF)

SOLAR (Archangel): AC 9; MV 180'/400'/180'; HD 25; hp 177; THACO 3; #AT 4; D by wpn +12; SA Spells as C/D/MU/112+, Psionics, many innate spells (see MM2, p111); SD *Protection from Evil/Minor Globe of Invulnerability/Protection from Normal Missiles* (70'), ESP, Know Alignment, Commune, Darkvision 240'/Ultravision 180', Summon Ki-rin/Phoenix/Titan or Gate Planetary/Deva, Never surprised, +5 wpn to-hit, Immune to Acid/Draining/Mental or Death magics; MR 85%; SZ L; Int S-Gen; AL *G; XP 95,000+35/hp; **+5 2-H Sword of Dancing/Sharpness** (MM2)

SOLIFUGID (False Spider, Camel Spider, Sun Spider)

- **Large Solifugid:** AC 6; MV 90'; HD 3+3; hp 6-27; THAC0 16; #AT 2 or 1; D 2-8; SA Grip; SZ M; Int Non; AL N; XP 85+4/hp (MM2)
- **Huge Solifugid:** AC 5; MV 90'; HD 5+5; hp 10-45; THAC0 15; #AT 2 or 1; D 3-12; SA Grip; SZ M; Int Non; AL N; XP 225+6/hp (MM2)
- **Giant Solifugid:** AC 4; MV 120'; HD 6+6; hp 12-54; THAC0 13; #AT 2 or 1; D 4-16; SA Grip; SZ L; Int Non; AL N; XP 350+8/hp (MM2)

SON of KYUSS: AC 4; MV 90'; HD 4; hp 4-32; THAC0 15; #AT 1; D 1-8; SA Disease, Burrowing Worms; SD Regenerate (2/rd); SZ M; Int Low; AL CE; XP 215+4/hp (FF)

SPECTATOR: AC 4/7; MV 100'; MC: B; HD 4+4 hp 8-36; THAC0 15; #AT 1; D 1; SA Create Food/Water, Cause Serious Wounds, Paralyzation Ray, Telepathy; SD Magical reflection, Sense psionics, Surprised only 1 in 12; MR 5%; SZ L; Int Very~High; AL LN; XP 350+9/hp (MM2)

SPECTRE: AC 2; MV 120'; HD 7+3; hp 10-57; THAC0 13; #AT 1; D 1-8; SA Energy drain (2 lvs); SD +1 wpn to-hit, Immune to some magic; SZ M; Int High; AL LE; XP 1650+10/hp (MM)

SPHINX

- **Androsphinx:** AC -2; MV 180'/300'; MC: D; HD 12; hp 12-96; THAC0 9; #AT 2; D 2-12/2-12; SA Fear/Paralyzation/Drain STR Roar (3/day); SZ L; Int Exc; AL CG; XP 2,850+16/hp (MM)
- **Criosphinx:** AC 0; MV 120'/240'; MC: D; HD 10; hp 10-80; THAC0 10; #AT 3; D 2-8/2-8/3-18; SZ L; Int Avg; AL N; XP 1,350+14/hp (MM)
- **Gynosphinx:** AC -1; MV 150'/240'; MC: D; HD 8; hp 8-64; THAC0 12; #AT 2; D 2-8/2-8; SA Detect Magic/Invisible, Read Magic/Languages, Locate Object, Dispel Magic, Clairaudience, Clairvoyance, Remove Curse, Legend Lore (1/day), Symbol (1/week each); SZ L; Int Gen; AL N; XP 1,550+10/hp (MM)
- **Heiracosphinx:** AC 1; MV 90'/360'; MC: D; HD 9; hp 9-72; THAC0 12; #AT 3; D 2-8/2-8/1-10; SZ L; Int Low; AL CE; XP 600+12/hp (MM)

SPIDER

- **Giant Spider:** AC 4; MV 30'/120'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D 2-8; SA Poison, Webs; SZ L; Int Low; AL CE; XP 315+5/hp (MM)
- **Giant Marine Spider:** AC 4; MV 150'; HD 7+7; hp 14-63; THAC0 13; #AT 1; D 3-12; SA Poison; SZ L; Int Semi; AL N; XP 650+12/hp (MM2)
- **Huge Spider:** AC 6; MV 180'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D 1-6; SA Poison (Save +1), Surprise on 1-5; Int Animal; SZ M; AL N; XP 145+3/hp (MM)
- **Large Spider:** AC 8; MV 60'/150'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1; SA Poison (Save +2, Webs; SZ L; Int Low; AL N; XP 65+2/hp (MM)
- **Phase Spider:** AC 7; MV 60'/150'; HD 5+5; hp 10-45; THAC0 15; #AT 1; D 1-6; SA Poison (Save -2); SD Phase Shift; SZ L; Int Low; AL N; XP 700+6/hp (MM)
- **Giant Water Spider:** AC 5; MV 150'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 1-4; SA Poison; SZ M; Int Semi; AL N; XP 190+4/hp (MM)

SPINY HORROR: AC 6; MV 60'; HD 1-1; hp 1-6; THAC0 20; #AT 5; D 1-2/1-2/1-2/1-2/2-5; SZ S; Int Anim; AL N; XP 11+1/hp (MoM)

SPRIGGAN

- **Spriggan:** AC 3; MV 90'; HD 4; hp 4-32; THAC0 15; #AT 2; D by wpn; SA *Affect Normal Fires, Assume Giant-size, Scare, Shatter* (1/rd), Abilities as T8; SZ S; Int Avg~Exc; AL CE; XP 1,000+10/hp (MM2)
- **Giant-sized Spriggan:** AC 5; MV 150'; HD 8+4; hp 12-68; THAC0 12; #AT 2; D 2-8/2-8; SZ L; Int Avg~Exc; AL CE; XP 1,000+10/hp (MM2)

SPRITE: AC 6; MV 90'/180'; MC: B; HD 1; hp 1-8; THAC0 19; #AT 1; D by wpn; SA *Invisibility, Detect Good/Evil*; SD *Move Silently*, -4 to-hit when invisible; SZ S; Int Very; AL N; XP 80+1/hp (MM)

SQUEALER: AC 6; MV 120'/90'; HD 12; hp 12-96; THAC0 9; #AT 3; D 7-12/1-3/1-3; SA *Ambush*; SD *Camouflage*; SZ L; Int Semi; AL N; XP 3,000+16/hp (MM2)

SQUID, Giant: AC 7/3; MV 30'/180'; HD 12; hp 12-96; THAC0 9; #AT 9; D 1-6(x8)/5-20; SA *Constriction*; SD *Ink Cloud*; SZ L; Int Non; AL N; XP 2,000+16/hp (MM)

SQUIRREL

- **Squirrel:** AC 8; MV 90'; HD ¼; hp 1; THAC0 20; #AT 1; D 1; SZ S; Int Anim; AL N; XP - (MM2)
- **Carnivorous Flying Squirrel:** AC 7; MV 90'/150'; MC: E; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1-2; SA *Surprises 4 in 6*; SZ S; Int Anim; AL N; XP 10+1/hp (MM2)
- **Giant Black Squirrel:** AC 6; MV 120'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-3; SZ S; Int Semi; AL N; XP 20+2/hp (MM2)

STAG

- **Stag:** AC 7; MV 240'; HD 3; hp 3-24; THAC0 16; #AT 1 or 2; D 2-8 or 1-3/1-3; SZ L; Int Anim; AL N; XP 35+3/hp (MM)
- **Giant Stag:** AC 7; MV 210'; HD 5; hp 5-40; THAC0 15; #AT 1 or 2; D 4-16 or 1-4/1-4; SZ L; Int Anim; AL N; XP 90+5/hp (MM)

STEGOCENTPEDE: AC 3/6; MV 150'; HD 9; hp 9-72; THAC0 12; #AT 1+1; D 2-8 + 3-12; SA *Poison*; SD *Spine armor*; SZ L; Int Non; AL N; XP 1,700+12/hp (MM2)

STENCH KOW: AC 2; MV 150'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 2-8; SA *Charge* (2-12); SD *Stinking Cloud*; SZ L; Int Anim; AL N; XP 150+4/hp (MM2)

STIRGE: AC 8; MV 30'/180'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-3; SA *Drain blood* (1-4hp/rd); Int Animal; AL N; XP 36+2/hp (MM)

STONEFISH

- **Normal Stonefish:** AC 9; MV 60'; HD 1-1; hp 1-6; THAC0 20; #AT 1; D 1; SD *Surprise 1-5*; SZ S; Int Anim; AL N; XP 35+1/hp (MoM)
- **Giant Stonefish:** AC 7; MV 180'; HD 3+1; hp 4-25; THAC0 16; #AT 1; D 1-6; SA *Poison*; SD *Surprise 1-5*; SZ M; Int Anim; AL N; XP 190+4/hp (MoM)

STONE GUARDIAN: AC 2; MV 100'; HD 4+4; hp 8-36; THAC0 15; #AT 2; D 2-9/2-9; SD ½ dmg from Cold/Fire/Electricity, ¼ dmg from Edged Wpns, Immune to Missiles/ Poison/ Charm/ Paralyzation/ Fear; SZ M~L; Int Non; AL N; XP 550+8/hp (MM2)

STOROPER (Stone Roper, Tar Roper): AC 0; MV 10'; HD 6; hp 6-48; THAC0 13; #AT 1; D 1-10; SD 6x Petrifying Tentacles, Hit causes weakness (STR-50%) SD Immune to normal missiles; SZ M; Int High; AL CE; XP 500+6/hp (MM2)

STRANGLEWEED: AC 6; MV -; HD 2-4; hp 2-16/3-24/4-32; THAC0 16/15; #AT 1; D special; SA Constriction; SZ S; Int Anim; AL N; XP 35+3/hp (MM)

STUNJELLY: AC 8; MV 30'; HD 4; hp 4-32; THAC0 15; #AT 1; D 2-8; SA Paralyzation; SZ L; Int Anim; AL N; XP 125+4/hp (FF)

STYGIAN SERPENT

- **Young Stygian Serpent**: AC -1; MV 90'; HD 5+1; hp 6-41; THAC0 15; #AT 2; D 1-8/2-16; SA Constriction, Poison, Paralyzing Gaze; MR 50%; SZ L; Int Very; AL LE; XP 540+6/hp (MoM)
- **Mature Stygian Serpent**: AC -1; MV 90'; HD 10+1; hp 11-81; THAC0 10; #AT 2; D 1-8/2-16; SA Constriction, Poison, Paralyzing Gaze; MR 50%; SZ L; Int Very; AL LE; XP 3,100+14/hp (MoM)
- **Old Stygian Serpent**: AC -1; MV 90'; HD 15+1; hp 16-121; THAC0 8; #AT 2; D 1-8/2-16; SA Constriction, Poison, Paralyzing Gaze; MR 50%; SZ L; Int Very; AL LE; XP 8,100+20/hp (MoM)

SU-MONSTER: AC 6; MV 90'; HD 5+5; hp 10-45; THAC0 15; #AT 5; D 1-4(x4)/2-8; SA Psionics; SZ M; Int Avg; AL CE; XP 225+6/hp (MM)

SUNDEW, Giant: AC 7; MV 10'; HD 8; hp 8-64; THAC0 12; #AT special; D 1-3; SA Constriction/Suffocation; SD ½ dmg Missiles/Cold; SZ M; Int Semi; AL N; XP 1,075+10/hp (MM2)

SUSSURUS: AC 4; MV 150'; HD 8; hp 8-32; THAC0 12; #AT 2; D 1-8/1-8; SA Hug (3-24); SD Dronesong; SZ L; Int Low; AL N; XP 550+10/hp (FF)

SVIRFNEBLIN (Deep Gnome)

- **Svirfneblin**: AC 2; MV 90'; HD 3+6; hp 9-30; THAC0 16; #AT 1 or 2; D by wpn; SA *Blindness, Blur, Change Shape*(1/day); SD Immune to Illusions/Phantasm, Non-detection Aura, Darkvision 120', 60% Hide, Surprised only 1 in 12, Surprise 90%, +3 Saves (+2 vs. poison); MR 20%; SZ S; Int Exc; AL NG; XP 325+5/hp (FF)
- **Svirfneblin Sergeant**: AC 1; MV 90'; HD 4+7; hp 11-39; THAC0 15; #AT 1 or 2; D by wpn; SA *Blindness, Blur, Change Shape*(1/day); SD Immune to Illusions/Phantasm, Non-detection Aura, Darkvision 120', 60% Hide, Surprised only 1 in 12, Surprise 90%, +3 Saves (+2 vs. poison); MR 25%; SZ S; Int Exc; AL NG; XP 575+6/hp (FF)
- **Svirfneblin Asst Warden**: AC 0; MV 90'; HD 5+8; hp 13-48; THAC0 15; #AT 1 or 2; D by wpn; SA *Blindness, Blur, Change Shape*(1/day); SD Immune to Illusions/Phantasm, Non-detection Aura, Darkvision 120', 60% Hide, Surprised only 1 in 12, Surprise 90%, +3 Saves (+2 vs. poison); MR 30%; SZ S; Int Exc; AL NG; XP 1,025+8/hp (FF)
- **Svirfneblin Burrow Warden**: AC 0; MV 90'; HD 6+9; hp 15-57; THAC0 13; #AT 1 or 2; D by wpn; SA *Blindness, Blur, Change Shape*(1/day) Summon Earth Elemental (1/day) ; SD Immune to Illusions/Phantasm, Non-detection Aura, Darkvision 120', 60% Hide, Surprised only 1 in 12, Surprise 90%, +3 Saves (+2 vs. poison); MR 35%; SZ S; Int Exc; AL NG; XP 1,800+10/hp (FF)
- **Svirfneblin Illusionist**: AC 0; MV 90'; HD 6+9; hp 15-57; THAC0 13; #AT 1 or 2; D by wpn; SA *Blindness, Blur, Change Shape*(1/day) Spells as Illusionist 5~7 ; SD Immune to

Illusions/Phantasm, Non-detection Aura, Darkvision 120', 60% Hide, Surprised only 1 in 12, Surprise 90%, +3 Saves (+2 vs. poison); MR 35%; SZ S; Int Exc; AL NG; XP 1,800+10/hp (FF)

SWAN: AC 7; MV 30'/180'; MC: D; HD 1+2; hp 3-10; THAC0 18; #AT 3; D 1/1/1-2; SA Leaping + Blinding attk; SD Surprised only 1 in 10; SZ M; Int Anim; AL N; XP 1+1/hp (MM2)

SWANMAY: AC 7; MV 30'/150'/180'; MC: D; HD 2+; hp variable; THAC0 variable; #AT As swan or human; D As swan or by wpn; SA Shapechange; SD Surprised only 1 in 10; MR 2%/HD; SZ M; Int High~Gen; AL As Ranger; XP Variable (MM2)

SWORDFISH

- **Small Swordfish:** AC 6; MV 240'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 2-12; SZ M; Int Anim; AL N; XP 35+3/hp (MM2)
- **Medium Swordfish:** AC 6; MV 240'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D 2-12; SZ L; Int Anim; AL N; XP 35+3/hp (MM2)
- **Large Swordfish:** AC 6; MV 240'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 2-12; SZ L; Int Anim; AL N; XP 35+3/hp (MM2)

SYLPH: AC 9; MV 120'/360'; MC: B; HD 3; hp 3-24; THAC0 16; #AT -; D -; SA Spells as MU7, *Invisibility* (1/rd), *Conjuring Air Elemental* (1/week); SZ M; Int Exc; AL NG; XP 325+3/hp (MM)

SYMBIOTIC JELLY: AC 8; MV 10'; HD 2; hp 2-16; THAC0 16; #AT -; D -; SA Drain energy ; SD Illusion, Charm; SZ S; Int Very; AL N; XP 65+2/hp (FF)

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TABAXI (Cat-man): AC 6; MV 150'; HD 2; hp 2-16; THAC0 16; #AT 3 or by wpn; D 1-3/1-3/1-3 or by wpn; SZ M; Int Avg; AL CN; XP 20+2/hp (FF)

TAER: AC4; MV 180'; HD 3+6; hp 9-30; THAC0 16; #AT 3 or 1; D 1-6/1-4/1-4 or by wpn; SA Stench; SD Immune to Cold; SZ M; Int Low; AL N; XP 150+4/hp (MM2)

TARRASQUE: AC -3; MV 90'; HD 38; hp 300; THAC0 1; #AT 6; D 1-12/1-12/2-24/5-50/1-10/1-10; SA Sharpness bite, Terror; SD Total regeneration; SZ L; Int Anim; AL N; XP 37,500 (MM2)

TASLOI: AC5; MV 90'/150'; HD 1; hp 1-8; THAC0 19; #AT 1; D by wpn; SA surprise on a 1-4, hide in shadows 75%; SZ S; Int Low-Average; AL CE; XP 10+1/hp (MM2)

TENGU

- **Crow Tengu:** AC 9; MV 90'/240'; MC: C; HD 2~5; hp variable; #AT 1; D 1-8; THAC0 variable; SA Polymorph, Shout (3/day); SZ S; Int Low~Avg; AL CE; XP variable/hp (OA)
- **Humanoid Tengu:** AC 4; MV 120'/150'; MC: C; HD 2~5; hp variable; #AT 2; D 1-6/1-6 or by wpn; THAC0 variable; SA Invisibility, Ghost Light (1/rd), Misdirection (1/turn), Polymorph, Shout, Phantasmal Force (3/day), Reward, Ancient Curse (1/wk), Mimicry, Spells as ShkHD, Attk as KenHD; SZ S; Int High~Very; AL CN; XP variable/hp (OA)

TENTAMORT: AC 3/3/1; MV 10'; HD 2/2/4; hp 2-16/2-16/4-32(8-64); THAC0 16; #AT 2; D 1-6/1-6; SA Constriction/Paralyzation ; SZ S; Int Non; AL N; XP 475+6/hp (FF)

TERITHRAN: AC 3(6); MV 150'/180'; HD 5+1; hp 6-41; THAC0 15; #AT 2; D 2-5/2-5; SA Detect Magic (1/rd), Stunning Blast, Drain Power, Cause Serious Wounds, Transportation (6/day), Ethereal ; SD +1 or silver wpn to-hit; MR 50%; SZ S; Int Low~Avg; AL N; XP 575+6/hp (FF)

TERMITE

- **Giant Harvester Termite Worker:** AC 2/10; MV 90'; HD 1+2; hp 3-10; THAC0 18; #AT 1; D 1-2; SZ S; Int Anim; AL N; XP 20+2/hp (MM2)
- **Giant Harvester Termite Soldier:** AC 2/8; MV 90'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D 1-4; SA Blinding Spit (1/turn); SZ M; Int Anim; AL N; XP 50+3/hp (MM2)
- **Giant Harvester Termite King:** AC 5; MV 60'; HD 6+6; hp 30-54; THAC0 13; #AT 2; D 3-18/3-18; SA x2 Blinding Spit (1/2rds); SZ L; Int Anim; AL N; XP 500+10/hp (MM2)
- **Giant Harvester Termite Queen:** AC 4; MV 30'; HD 8+8; hp 40-72; THAC0 12; #AT 2; D 5-30/5-30; SA x2 Blinding Spit (1/2rds); SZ L; Int Anim; AL N; XP 900+13/hp (MM2)

THESSALHYDRA: AC 0; MV 120'; HD 12; hp 12-96; THAC0 9; #AT up to 10; D 1-6(x8)/1-12/1-20; SA Acid Saliva + Spit; SD immune to Acid; SZ L; Int Low; AL N; XP 5,800+16/hp (MM2)

THRI-KREEN (Mantis Warrior): AC 5; MV 180'; HD 6+3; hp 9-51; THAC0 13; #AT 5 or 3; D 1-4(x4)/2-5/2-5 or by wpn +2; SD Dodge missiles 9+; SZ M; Int High; AL CN; XP 800+8/hp (MM2)

THOQQUA (Rockworm): AC 2; MV 120'/30'; HD 3; hp 3-24; THAC0 16; #AT 1 + 1; D 4-32/2-12; SA Heat ; SD Fire attacks heal dmg; SZ S; Int Low; AL N; XP 65+3/hp (FF)

THORK (Boiler Bird): AC 3; MV 60'/60'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-6; SA Boiling Water Breath Wpn (4-32); SZ L; Int Anim; AL N; XP 90+3/hp (FF)

THOUGHT EATER: AC 9; MV 60'; HD 3; hp 3-24; THAC0 16; #AT -; D -; SA Ethereal, Drain psionic energy; SZ S; Int Non; AL N; XP 255+3/hp. (MM)

THROAT LEECH: AC 10; MV 10'/10'; HD 1/8; hp 1; THAC0 20; #AT 1; D 1-3; SA Choke ; SZ S; Int Non; AL N; XP 6 (FF)

THUNDER BEAST: AC 4; MV 90'/180' charge; HD 4-9, +1/HD; hp variable; THAC0 variable; #AT 1; D 2-12; SA Trampling Charge, Fog Cloud Breath Wpn; SZ L; Int Anim; AL N; XP 650+10/hp (MM2)

THUNDERHERDER: AC 3; MV 200'/90'; HD 7; hp 7-56; THAC0 13; #AT 1; D -; SA Earthquake; SZ L; Int Semi; AL N; XP 350+8/hp (MM2)

TICK, Giant: AC 3; MV 30'; HD 2-4; hp 2-16/3-24/4-32; THAC0 16/15; #AT 1; D 1-4; SA Blood Drain (1-6); SZ S; Int Non; AL N; XP 105+2/hp. (MM)

TIGER

- **Tiger:** AC 6; MV 120'; HD 5+5; hp 10-45; THAC0 15; #AT 3; D 2-5/2-5/1-10; SA Rear Claws (2-8/2-8); SD Surprised only 1 in 6; SZ L; Int Semi; AL N; XP 225+6/hp. (MM)
- **Sabre-tooth Tiger:** AC 6; MV 120'; HD 7+2; hp 9-58; THAC0 13; #AT 3; D 2-5/2-5/2-12; SA Rear Claws (2-8/2-8); SD Surprised only 1 in 6; SZ L; Int Semi; AL N; XP 550+10/hp. (MM)

TIGER FLY

- **Tiger Fly Male:** AC 4; MV 60'/180'; HD 6; hp 6-48; THAC0 13; #AT 2+1; D 1-8/1-8 + 4-24; SA Poison ; SZ M; Int Non; AL N; XP 275+6/hp (FF)
- **Tiger Fly Female:** AC 9; MV 60'/180'; HD 4; hp 4-32; THAC0 15; #AT 1; D 4-16; SA Paralyzation; SZ M; Int Non; AL N; XP 125+4/hp (FF)
- **Tiger Fly Larva:** AC 9; MV 60'/180'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 2-8; SZ S; Int Non; AL N; XP 10+1/hp (FF)

TIME ELEMENTAL

- **Common Time Elemental:** AC 2; MV 10'; HD 12; hp 12-96; THAC0 9; #AT 1; D 3-12; SA Time travel; SD +3 wpn to-hit; SZ S; Int Very~Exc; AL N; XP 3,000+20/hp (MM2)
- **Noble Time Elemental:** AC 2; MV 10'; HD 16; hp 16-128; THAC0 7; #AT 1; D 4-16; SA Time travel, Time Stop (1/day); SD +3 wpn to-hit; SZ S; Int Gen~S-Gen; AL N; XP 3,000+20/hp (MM2)
- **Royal Time Elemental:** AC 2; MV 10'; HD 24/28; hp 24-192/28-224; THAC0 1; #AT 1; D 6-24/7-28; SA Time travel, Time Stop (2/day), Summon Time Elemental (1/day); SD +3 wpn to-hit; SZ S; Int S-Gen; AL N; XP 3,000+20/hp (MM2)

TIRAPHEG: AC 10; MV 30'; HD 2; hp 2-16; THAC0 16; #AT 3; D 11-4/1-4/1-4; SA Strangle (+1-4); SD Illusion (phantasmal force); SZ M; Int Avg; AL N; XP 73+2/hp (FF)

TITAN

- **Minor Titan:** AC 2; MV 210'/150'; HD 17; hp 17-136; THAC0 7; #AT 1; D 7-42/8-48; SA *Invisibility* (1/rd), *Levitate*, *Become Ethereal* (2/day), C/MU spells, Psionics; SD *Protection from Evil* 2x vs. LE; SZ L; Int Gen~S-Gen; AL CG; XP 7,000+25/hp. (MM)
- **Lesser Titan:** AC 1; MV 210'/150'; HD 18; hp 18-144; THAC0 7; #AT 1; D 7-42/8-48; SA *Invisibility* (1/rd), *Levitate*, *Become Ethereal* (2/day), C/MU spells, Psionics; SD *Protection from Evil* 2x vs. LE; SZ L; Int Gen~S-Gen; AL CG; XP 7,000+25/hp. (MM)
- **Major Titan:** AC 0; MV 210'/150'; HD 19; hp 19-152; THAC0 7; #AT 1; D 7-42/8-48; SA *Invisibility* (1/rd), *Levitate*, *Become Ethereal* (2/day), C/MU spells, Psionics; SD *Protection from Evil* 2x vs. LE; SZ L; Int Gen~S-Gen; AL CG; XP 9,000+30/hp. (MM)
- **Greater Titan:** AC -1; MV 210'/150'; HD 20; hp 20-160; THAC0 7; #AT 1; D 7-42/8-48; SA *Invisibility* (1/rd), *Levitate*, *Become Ethereal* (2/day), C/MU spells, Psionics; SD *Protection from Evil* 2x vs. LE; SZ L; Int Gen~S-Gen; AL CG; XP 9,000+30/hp. (MM)
- **Elder Titan:** AC -2; MV 210'/150'; HD 21; hp 21-168; THAC0 7; #AT 1; D 7-42/8-48; SA *Invisibility* (1/rd), *Levitate*, *Become Ethereal* (2/day), C/MU spells, Psionics; SD *Protection from Evil* 2x vs. LE; SZ L; Int Gen~S-Gen; AL CG; XP 11,000+35/hp. (MM)
- **Greatest Titan:** AC -3; MV 210'/150'; HD 22; hp 22-170; THAC0 7; #AT 1; D 7-42/8-48; SA *Invisibility* (1/rd), *Levitate*, *Become Ethereal* (2/day), C/MU spells, Psionics; SD *Protection from Evil* 2x vs. LE; SZ L; Int Gen~S-Gen; AL CG; XP 11,000+35/hp. (MM)

TITANOTHERE: AC 6; MV 120'; HD 12; hp 12-96; THAC0 9; #AT 1; D 2-16; SA *Charge/ Trample*; SZ L; Int Anim; AL N; XP 2,000+16/hp. (MM)

TOAD

- **Giant Toad:** AC 6; MV 60'/60' hop; HD 2+4; hp 6-20; THAC0 16; #AT 1; D 2-8; SZ M; Int Anim; AL N; XP 50+3/hp. (MM)
- **Ice Toad:** AC 4; MV 90'; HD 5; hp 5-40; THAC0 15; #AT 1; D 3-12; SA *Radiate cold* 10' (dmg 3-18, 1/2rd); SZ L; Int Avg; AL N; XP 205+5/hp. (MM)
- **Poisonous Toad:** AC 7; MV 60'/60' hop; HD 2; hp 2-16; THAC0 16; #AT 1; D 2-5; SA *Poison*; SZ M; Int Anim; AL N; XP 155+2/hp. (MM)

TRAPPER: AC 3; MV 30'; HD 12; hp 12-96; THAC0 9; #AT 4+; D *Smother*; SD *Resistant to cold/fire*; SZ L; Int High; AL N; XP 2,850+16/hp. (MM)

TRANSPOSER: AC 7; MV 150'; HD 6; hp 6-48; THAC0 13; #AT 2; D 1-6/1-6; SA *Transpose dmg*, *Change Self*; SZ M; Int Low; AL N; XP 525+7/hp. (MM2)

TREANT

- **Sapling Treant:** AC 0; MV 120'; HD 7/8; hp 7-56/8-64; THAC0 13/12; #AT 2; D 2-16/2-16; SA *Animate trees*; SD *Never surprised*; SZ L; Int Very; AL CG; XP 1,200+10/hp. (MM)
- **Treant:** AC 0; MV 120'; HD 9/10; hp 9-72/10-80; THAC0 12/10; #AT 2; D 3-18/3-18; SA *Animate trees*; SD *Never surprised*; SZ L; Int Very; AL CG; XP 1,950+14/hp. (MM)
- **Grandfather Treant:** AC 0; MV 120'; HD 11/12; hp 11-88/12-96; THAC0 10/9; #AT 2; D 4-24/4-24; SA *Animate trees*; SD *Never surprised*; SZ L; Int Very; AL CG; XP 2,850+16/hp. (MM)

TRIBESMAN (Men)

- **Tribesman:** AC 7; MV 120'; HD 1; hp 1-8; THAC0 19; #AT 1; D by wpn; SZ M; Int Avg; AL N; XP 10+1/hp. (MM)
- **Tribal Champion:** AC 8, MV 120', F3, hp 3-30, THAC0 18; #AT 1, D by wpn; Int Avg; AL N; XP 35+3/hp (MM)
- **Tribal Subchief:** AC 8, MV 120', F4, hp 4-40, THAC0 17; #AT 1, D by wpn; Int Avg; AL N; XP 85+4/hp (MM)
- **Tribal Chief:** AC 8, MV 120', F5, hp 5-50, THAC0 16; #AT 1, D by wpn; Int Avg; AL N; XP 150+6/hp (MM)
- **Tribal Shaman:** AC 8, MV 120', C3-6, hp variable, THAC0 variable; #AT 1, D by wpn; SA Spells; Int Avg; AL N; XP 165+5/hp (MM)
- **Tribal Witch Doctor:** AC 8, MV 120', C8, hp 8-48, THAC0 variable; #AT 1, D by wpn; SA Spells; Int Avg; AL N; XP 375+10/hp (MM)

TRI-FLOWER FROND: AC 9; MV -; HD 2+8; hp 10-24; THAC0 16; #AT 2-8; D 2-8 each; SA Dissolving enzyme; SZ M; Int Non; AL N; XP 120+3/hp. (MM2)

TRILLOCH: AC -; MV 120'; HD -; hp -; THAC0 -; #AT -; D -; SA -; SD Normally undetectable; SZ -; Int Anim; AL N; XP - (FF)

TRITON

- **Triton:** AC 5; MV 150'; HD 3; hp 3-24; THAC0 16; #AT 1; D by wpn; SZ M; Int High; AL NG; XP 105+3/hp. (MM)
- **Triton Warrior:** AC 5; MV 150'; HD 4-6; hp variable; THAC0 15/13; #AT 1; D by wpn; SZ M; Int High; AL NG; XP 105+3/hp. (MM)
- **Triton Champion:** AC 5; MV 150'; HD 7-8; hp variable; THAC0 13/12; #AT 1; D by wpn; SZ M; Int High; AL NG; XP 375+10/hp. (MM)
- **Triton Mage:** AC 5; MV 150'; HD 4-6; hp variable; THAC0 15/13; #AT 1; D by wpn; SA Spells as MU7-10; SZ M; Int High; AL NG; XP 350+6/hp. (MM)
- **Triton Priest:** AC 5; MV 150'; HD 7-8; hp variable; THAC0 13/12; #AT 1; D by wpn; SA Spells as C8-11; SZ M; Int High; AL NG; XP 650+10/hp. (MM)
- **Triton Adept:** AC 5; MV 150'; HD 4-6; hp variable; THAC0 15/13; #AT 1; D by wpn; SA Spells as C2-5; SZ M; Int High; AL NG; XP 225+6/hp. (MM)

TROGLODYTE

- **Troglodyte:** AC 5; MV 120'; HD 2; hp 2-16; THACO 16; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 36+2/hp (MM)
- **Troglodyte Leader/Guard:** AC 5; MV 120'; HD 3; hp 3-24; THACO 16; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 65+3/hp (MM)
- **Troglodyte Subchief:** AC 5; MV 120'; HD 4; hp 4-32; THACO 15; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 65+3/hp (MM)
- **Troglodyte Chieftain:** AC 5; MV 120'; HD 6; hp 6-48; THACO 13; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 110+4/hp (MM)
- **Troglodyte Female:** AC 5; MV 120'; HD 1+1; hp 2-9; THACO 18; #AT 3 or 1; D 1-3/1-3/2-5 or by wpn; SA Revulsion Odor; SD Chameleon; SZ M; Int Low; AL CE; XP 280+2/hp (MM)

TROLL

- **Troll:** AC 4; MV 120'; HD 6+6; hp 12-54; THACO 13; #AT 3; D 15-8/5-8/2-12; SD Regeneration 3/rd, Darkvision 60'; SZ L; Int Low; AL CE; XP 525+8/hp (MM)
- **Giant Troll:** AC 4; MV 120'; HD 8; hp 8-64; THACO 12; #AT 1; D 2-16; SD Regeneration 2/rd, Darkvision 60'; SZ L; Int Low; AL CE; XP 725+10/hp (FF)
- **Giant 2-headed Troll:** AC 4; MV 120'; HD 10; hp 10-80; THACO 10; #AT 4; D 1-6/1-6/1-10/1-10; SD Regeneration 1/rd, Surprised only 1 in 6, Darkvision 60'; SZ L; Int Avg; AL CE; XP 1,800+14/hp (FF)
- **Ice Troll:** AC 8; MV 90'; HD 2; hp 2-16; THACO 16; #AT 2; D 1-8/1-8; SD +1 wpn to-hit, Regeneration 2/rd, Immune to Cold, Surprised only 1 in 6, Darkvision 90'; SZ L; Int Semi; AL CE; XP 44+2/hp (FF)
- **Marine Freshwater Troll (Scrag):** AC 3; MV 30'/150'; HD 5+5; hp 10-45; THACO 15; #AT 3; D 2-5/2-5/3-12; SA Attk multiple opponents; SD Regenerate 3/rd; SZ M; Int Semi~Low; AL CE; XP 400+8/hp (MM2)
- **Marine Saltwater Troll (Scrag):** AC 2; MV 30'/120'; HD 6+12; hp 18-60; THACO 13; #AT 3; D 1-4/1-4/9-16; SA Attk multiple opponents; SD Regenerate 3/rd; SZ L; Int Low~Avg; AL CE; XP 900+12/hp. (MM2)
- **Spirit Troll:** AC 2; MV 150'; HD 5+5; hp 10-45; THACO 15; #AT 3; D 1-6/1-3/1-3; SA Drain STR; SD Invisible, Regeneration 3/rd, Surprised only 1 in 6, Darkvision 120'; SZ L; Int Very; AL CE; XP 575+6/hp (FF)

TUNNEL PRAWN: AC 4; MV 60'; HD 1; hp 1-8; THACO 19; #AT 2; D 1-2/1-2; SZ S; Int Anim; AL N; XP 10+1/hp (MoM)

TURTLE

- **Giant Sea Turtle:** AC 2/5; MV 10'/150'; HD 15; hp 15-120; THACO 8; #AT 1; D 4-16; SZ L; Int Non; AL N; XP 900+10/hp (MM)
- **Giant Snapping Turtle:** AC 0/5; MV 30'/20'; HD 10; hp 10-80; THACO 10; #AT 1; D 6-24; SA Surprises 4 in 6; SZ L; Int Non; AL N; XP 1,950+14/hp (MM)

TWEEN: AC 10; MV variable; HD 1; hp 1-8; THACO 19; #AT 1; D by wpn; SD Ethereal; SZ M; Int Very; AL N; XP 14+1/hp (FF)

TWILIGHT BLOOM: AC 8; MV -; HD 3+8; hp 11-32; THACO 16; #AT -; D -; SA Sticky Poison Sap; SZ L; Int Non; AL N; XP 125+4/hp (MM2)

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ULYULENG: AC 0; MV 10'/120'; HD 5+1; hp 6-41; THAC0 15; #AT 4; D 21-6/1-6/1-6/1-6; SA Cause temporary insanity; SD Immune to Charm/Cold; SZ M; Int Semi; AL CE; XP 350+6/hp (MoM)

UMBER HULK: AC 2; MV 60'; HD 8+8; hp 16-72; THAC0 15; #AT 3; D 3-12/3-12/2-10; SA Confusion; SZ L; Int Avg; AL CE; XP 315+5/hp (MM)

UMPLEBY: AC 4; MV 90'; HD 6; hp 6-48; THAC0 13; #AT 1; D 1-4; SA Electric Shock (9-16); SD Immune to Electricity; SZ L; Int Low; AL N; XP 350+6/hp (FF)

UNICORN: AC 2; MV 240'; HD 4+4; hp 8-36; THAC0 15; #AT 3; D 1-6/1-6/1-12; SA Charge, Teleport (1/day); SD Save as MU11, Immune to *Charm/Hold/Death* magic; SZ L; Int Avg; AL CG; XP 400+5/hp (MM)

URCHIN

- **Black Urchin:** AC 4; MV 90'/150'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-6; SZ S; Int Semi; AL N; XP 28+2/hp (FF)
- **Green Urchin:** AC 3; MV 90'/180'; HD 2+1; hp 3-17; THAC0 16; #AT 2; D 2-7/2-7; SZ S; Int Semi; AL N; XP 50+3/hp (FF)
- **Land Urchin:** AC 3; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 2-12; D 1-2; SA Paralysis; SD Smoke Cloud; SZ S; Int Anim; AL N; XP 150+4/hp (MM2)
- **Red Urchin:** AC 2; MV 90'/180'; HD 3+1; hp 4-25; THAC0 16; #AT 3; D 2-5/2-5/2-5; SA Venom; SZ S; Int Semi; AL N; XP 85+4/hp (FF)
- **Silver Urchin:** AC 0; MV 120'/210'; HD 5+3; hp 8-43; THAC0 15; #AT 5; D 2-5/2-5/2-5/2-5/2-5; SA Venom; SZ S; Int Semi; AL N; XP 400+6/hp (FF)
- **Yellow Urchin:** AC 1; MV 120'/180'; HD 4+2; hp 6-34; THAC0 15; #AT 4; D 1-6/1-6/1-6/1-6; SA Venom; SZ S; Int Semi; AL N; XP 205+5/hp (FF)

USTILAGOR: AC 5; MV 90'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 2-5 + Poison; SA Psionics; SD Immune to mental attk; SZ S; Int Non; AL NE; XP 135+4/hp (MM2)

UTOYASUKATA: AC 6; MV 30'/180'; MC: B; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-4; SA Poison; SD Surprised only 1 in 6; SZ S; Int Anim; AL N; XP 105+3/hp (OA1)

V

VAGABOND: AC As form; MV As form; HD As form; hp As form; THAC0 As form; #AT As form; D As form; SD As form; SZ As form; Int Gen~S-Gen; AL N; XP variable (MM2)

VAMPIRE

- **Western Vampire:** AC 1; MV 120'/180'; HD 8+3; hp 11-51; THAC0 12; #AT 1; D 5-10; SA Energy Drain, Change Form (Bat/Gaseous), Hypnotic Gaze; SD +1 wpn to-hit, Regenerate 3/rd, Immune to *Sleep/Hold/Charm*, Resistant to Cold/Electricity; SZ M; Int Exc; AL CE; XP 3,800+12/hp (MM)
- **Eastern Vampire:** AC 1; MV 120'/180'; HD 8+3; hp 11-51; THAC0 12; #AT 1; D 5-10; SA Energy Drain, Invisibility, Change Form (Bat), Hypnotic Gaze; SD +1 wpn to-hit, Regenerate 3/rd, Immune to *Sleep/Hold/Charm*, Resistant to Cold/Electricity; SZ M; Int Exc; AL CE; XP 3,800+12/hp (MM)

VAMPIRE MOSS: AC 4; MV 20'; HD 3; hp 3-24; THAC0 16; #AT 1; D 1-4; SA Drain Blood (1-4); SZ L; Int Non; AL N; XP 80+2/hp (MoM)

VARGOUILLE: AC 8; MV 120'; MC: B; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-4; SA Permanent hp loss; SD Darkvision 60', Ultravision 60'; SZ S; Int Low; AL NE; XP 118+2/hp (MM2)

VEGEPYGMY: AC 4; MV 120'; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-6 or by wpn; SD ½ damage from pointed/edged weapons, Immune to Electricity/*Charm/Enchantment*; SZ S; Int Low; AL N; XP 53 + 1/hp (MM2)

VERME: AC 3/5; MV 180'; HD 18+18; hp 36-162; THAC0 6; #AT 1; D 7-28; SA Swallow; SD 1 pt dmg from edged wpns, ½ dmg from fire; SZ L; Int Anim; AL N; XP 8,550+25/hp (MM2)

VERMINVINE: AC -; MV -; HD -; hp -; THAC0 -; #AT -; D -; SA Drain Blood ½ hours; SZ L; Int Non; AL N; XP - (MoM)

VERMITH: AC 2; MV 60'; HD 5; hp 5-40; THAC0 15; #AT 7; D 1-6(x6)+1-10; SA Surprises on 1 to 3; SD ½ dmg blunt wpns; SZ M; Int Anim; AL N; XP 200+4/hp (MoM)

VILSTRAK (Marl Mugger, Tunnel Thug): AC 2; MV 90'; HD 1-1; hp 1-6; THAC0 20; #AT 2; D 2-5/2-5; SA Surprises on 1 to 4; SZ M; Int Low; AL NE; XP 7+1/hp (MM2)

VISION: AC 0(10); MV 150'; HD 8; hp 8-64; THAC0 12; #AT -; D -; SA Ageing; SD Semi-ethereal, +1 wpn to-hit; MR 75%; SZ M; Int High; AL LE; XP 825+10/hp (FF)

VODYANOI: AC 2; MV 60'; HD 8; hp 8-64; THAC0 12; #AT 3; D 3-12/3-12/1-10; SD Summon 1-20 electric eels (1/day, 50%); SZ L; Int Avg; AL CE; XP 650+10/hp (FF)

VOLT: AC 3; MV 60'; HD 2+1; hp 3-17; THAC0 16; #AT 1+1; D 1-4/2-12; SD Immune to Electricity; SZ S; Int Anim; AL N; XP 50+3/hp (FF)

VORTEX: AC 0; MV 150'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D special; SA Whirlwind; SZ Variable; Int Non; AL CN; XP 50+3/hp (FF)

VULCHLING: AC 7; MV 60'/30'; MC: C; HD 1; hp 1-8; THAC0 19; #AT 1 or 2; D 2-5 or 1-4/1-4; SZ M; Int Low; AL CE; XP 10+1/hp (MM2)

VULTURE

- **Ordinary Vulture:** AC 6; MV 30'/270'; MC: E; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-2; SZ M; Int Anim; AL N; XP 3+5/hp (MM2)
- **Giant Vulture:** AC 7; MV 30'/240'; MC: D; HD 2+1; hp 3-17; THAC0 16; #AT 1; D 1-4; SZ L; Int Anim; AL N; XP 20+2/hp (MM2)

W

WAKO (Oriental Pirate / Men)

- **Wako Pirate:** AC 9; MV 120'; HD 1; hp 2-7; #AT 1; D by wpn; THACO 19; SZ M; Int Avg; AL LE; XP 14+1/hp (OA)
- **Wako Veteran:** AC 8; MV 120'; B5; hp 5-50; THACO 18; #AT 1; D by wpn; AL N/CE; XP 150+6/hp (OA)
- **Wako Mate:** AC 8; MV 120'; B6; hp 6-60; THACO 17; #AT 1; D by wpn; AL N/CE; XP 225+8/hp (OA)
- **Wako Sergeant:** AC 8; MV 120'; Br7; hp 7-70; THACO 17; #AT 1; D by wpn; AL N/CE; XP 375+10/hp (OA)
- **Wako Lieutenant:** AC 8; MV 120'; Br8; hp 8-80; THACO 17; #AT 1; D by wpn; AL N/CE; XP 600+12/hp (OA)
- **Wako Mage:** AC 8; MV 120'; WJ6-9; hp variable; THACO variable; #AT 1; D by wpn; SA Wu Jen Spells; AL N/CE; XP variable/hp (OA)
- **Wako Chief:** AC 8; MV 120'; Sam10; hp 10-100; THACO 17; #AT 1; D by wpn; AL N/CE; XP 900+14/hp (OA)

WASP, Giant: AC 4; MV 60'/210'; MC: B; HD 4; hp 4-32; THACO 15; #AT 2; D 2-8/1-4; SA Paralyzing Poison; SZ M; Int Non; AL N; XP 320+4/hp. (MM)

WATER WEIRD: AC 4; MV 120'; HD 3+3; hp 6-27; THACO 16; #AT -; D -; SA Drowning; SD Resistant to Cold/Fire; SZ L; Int Very; AL CE; XP 370+4/hp. (MM)

WEASEL

- **Weasel:** AC 6; MV 150'; HD ¼ ; hp 1-2; THACO 20; #AT 1; D 1; SZ S; Int Anim; AL N; XP 2+1/hp (MM2)
- **Giant Weasel:** AC 6; MV 150'; HD 3+3; hp 6-27; THACO 16; #AT 1; D 2-12; SA Drain blood (2-12); SZ M; Int Anim; AL N; XP 125+4/hp. (MM)

WEBBIRD: AC 8; MV 30'/180'; HD ½ ; hp 1-4; THACO 20; #AT 1; D 1; SA Webs, Egg Insertion; SZ S; Int Semi; AL N; XP 7+1/hp (MM2)

WEMIC

- **Wemic:** AC 6; MV 120'; HD 5+8; hp 13-48; THACO 15; #AT 3; D 1-4/1-4 + by wpn; SD never surprised; SZ L; Int Avg; AL N; XP 200+7/hp (MM2)
- **Wemic Chief:** AC 5; MV 120'; HD 6+4; hp 10-52; THACO 13; #AT 3; D 1-6/1-6 + by wpn +1; SD never surprised; SZ L; Int Avg; AL N; XP 200+7/hp (MM2)
- **Wemic King:** AC 3; MV 120'; HD 9; hp 9-72; THACO 12; #AT 3; D 1-8/1-8 + by wpn +2; SD never surprised; SZ L; Int Avg; AL N; XP 200+7/hp (MM2)
- **Wemic Witch Doctor:** AC 3; MV 120'; HD 5+8; hp 13-48; THACO 15; #AT 3; D 1-4/1-4 + by wpn; SA Spells as C7/MU4; SD never surprised; SZ L; Int Avg; AL N; XP 200+7/hp (MM2)

WHALE: AC 4; MV 180'~240'; HD 12~36; hp variable; THACO variable; #AT 1 or 1; D 5-20 to 15-60 or 1-8 to 5-40; SZ Variable; Int Low; AL N; XP variable (MM)

WHIPWEED: AC 6/4; MV 30'; HD 2+4; hp 6-20; THAC0 16; #AT 2; D 1-10/1-10; SZ Variable; Int Semi; AL N; XP 120+4/hp (FF)

WIGHT: AC 5; MV 120'; HD 4 + 3; hp 7-35; THAC0 15; #AT 1; D 1-4; SA Energy drain; SD +1 wpn or silver to-hit; SD Immune to *sleep/charm/hold*; SZ M; AL CE; Int Avg; XP 540+5/hp (MM)

WILLOW, Black: AC 2; MV ¼'; HD 12-19; hp variable; THAC0 variable; #AT 7-12; D 1-4 each; Sa Acidic Sap; SD Undetectable; SZ L; Int Low~Very; AL NE; XP 2,400+20/hp (MM2)

WILL-O-WISP: AC -8; MV 180'; HD 9; hp 9-72; THAC0 12; #AT 1; D 2-16; SA Drain life; SD Immune to most magic; SZ S; Int Exc; AL CE; XP 1,200+12/hp (MM)

WIND WALKER: AC 7; MV 150'/300'; HD 6+3; hp 9-51; THAC0 13; #AT 1; D 3-18; SA Wind Blast (10'), Ethereal; SD Immune to most magic; SZ L; Int Very; AL N; XP 575+8/hp (MM)

WITHERSTENCH (Skunk Beast): AC 7; MV 60'; HD 2+2; hp 4-18; THAC0 16; #AT 2; D 1-6/1-6; SD Nauseating Musk (30'); SZ S; Int Semi; AL N; XP 65+3/hp (FF)

WITHERWEED

- **Small Patch of Witherweed:** AC 8; MV -; HD 3; hp 3-24; THAC0 16; #AT 1-12 fronds; D -; SA Drain DEX (1-4), Toxic smoke; SZ S; Int Non; AL N; XP 90+3/hp (FF)
- **Medium Patch of Witherweed:** AC 8; MV -; HD 4; hp 4-32; THAC0 16; #AT 13-24 fronds; D -; SA Drain DEX (1-4), Toxic smoke; SZ M; Int Non; AL N; XP 125+4/hp (FF)
- **Large Patch of Witherweed:** AC 8; MV -; HD 5; hp 5-40; THAC0 16; #AT 25-50 fronds; D -; SA Drain DEX (1-4), Toxic smoke; SZ L; Int Non; AL N; XP 165+5/hp (FF)
- **Huge Patch of Witherweed:** AC 8; MV -; HD 6; hp 6-48; THAC0 16; #AT 50-100 fronds; D -; SA Drain DEX (1-4), Toxic smoke; SZ L; Int Non; AL N; XP 275+6/hp (FF)

WOLF

- **Wolf:** AC 7; MV 180'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D 2-5; SZ S; Int Semi; AL N; XP 35+3/hp (MM)
- **Dire Wolf:** AC 6; MV 180'; HD 3+3; hp 6-27; THAC0 16; #AT 1; D 2-8; SZ M; Int Semi; AL N; XP 60+4/hp (MM)
- **Worg:** AC 6; MV 180'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D 2-8; SZ M; Int Low; AL NE; XP 90+5/hp (MM)
- **Winter Wolf:** AC 5; MV 180'; HD 6; hp 6-48; THAC0 13; #AT 1; D 2-8; SA Frost Breath Wpn (6-24, 1/10rd); SD Immune to Cold; SZ L; Int Avg; AL NE; XP 245+5/hp (MM)

WOLF-IN-SHEEP'S-CLOTHING: AC 3/5/7; MV 10'; HD 9; hp 9-72; THAC0 12; #AT 1-3; D 1-4; SA Constriction, Surprises 90%; SZ S; Int Low; AL N; XP 900+14/hp (MM2)

WOLFWERE: AC 3; MV 150'; HD 5+1; hp 6-41; THAC0 15; #AT 1 or 2; D 2-12 + by wpn; SA Lethargic singing; SD +1 or iron wpn to-hit; MR 10%; SZ M; Int High~Exc; AL CE; XP 550+6/hp (MM2)

WOLVERINE

- **Wolverine:** AC 5; MV 120'; HD 3; hp 3-24; THAC0 16; #AT 3; D 1-4/1-4/2-5; SA Musk; SZ S; Int Semi; AL N; XP 125+3/hp (MM)
- **Giant Wolverine:** AC 4; MV 150'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D 2-5/2-5/2-8; SA Musk; SZ M; Int Semi; AL N; XP 205+5/hp (MM)

WORM

- **Tenebrous Worm:** AC 1; MV 10'; HD 10; hp 10-80; THAC0 10; #AT 1; D 2-20; SA Acid; SD Poison Bristles; SZ M; Int Anim; AL N; XP 2,400+20/hp (MM2)
- **Tunnel Worm:** AC 4; MV 60'; HD 9+3; hp 12-75; THAC0 12; #AT 1; D 2-16; SA +2 Lunge; SZ L; Int Non; AL N; XP 1,350+14/hp (MM2)

WRAITH: AC 4; MV 120'/240'; HD 5+3; hp 8-43; THAC0 15; #AT 1; D 1-6; SA Energy Drain; SD +1 wpn or silver to-hit, Immune to *Sleep/Charm/Hold/Cold*; SZ M; Int Very; AL LE; XP 575+6/hp (MM)

WYVERN: AC 3; MV 60'/240'; MC: E; HD 7+7; hp 14-63; THAC0 13; #AT 2; D 2-16/2-16; SA Poison; SZ L; Int Low; AL NE; XP 925+10/hp (MM)

X

XAG-YA & XEG-YI: AC 0; MV 60'; HD 5~8; hp variable; THAC0 variable; #AT 1; D 7-12; SA Energy Blast or Drain; SD +1 wpn to-hit; MR 15%; SZ M; Int High; AL N; XP 1,100+10/hp (MM2)

XAREN: AC 1; MV 90'; HD 5+5; hp 10-45; THAC0 15; #AT 4; D 1-3/1-3/1-3; SA Surprise 5 in 6; SD Immune to Fire/Cold, Resistant to Electricity; SZ M; Int Avg; AL N; XP 325+6/hp (MM2)

XILL: AC 0; MV 150'; HD 5; hp 5-40; THAC0 15; #AT 4; D 1-4/1-4/1-4/1-4 or by wpn; SA +3 to-hit (DEX), *Ethereal*, Grappling/Subdual/Paralyzation, Surprises 90%; MR 70%; SZ M; Int Very; AL LE; XP 325+5/hp (FF)

XORN: AC -2; MV 90'; HD 7+7; hp 14-63; THAC0 13; #AT 4; D 1-3/1-3/1-3, 6-24; SA Surprise 5 in 6; SD Immune to Fire/Cold, Resistant to Electricity; SZ M; Int Avg; AL N; XP 1,275+10 (MM)

XVART

- **Xvart:** AC 7; MV 60'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 2-5 or by wpn; SZ S; Int Avg; AL CE; XP 5+1/hp (FF)
- **Xvart Shaman:** AC 7; MV 60'; HD 1-1; hp 8-11; THAC0 20; #AT 1; D 2-5 or by wpn; SA MU Spells (1st – 2nd lvl); SZ S; Int Avg; AL CE; XP 15+1/hp (FF)
- **Xvart Leader:** AC 7; MV 60'; HD 2; hp 8-11; THAC0 18; #AT 1; D 2-5 or by wpn; SZ S; Int Avg; AL CE; XP 20+2/hp (FF)

Y

YAO-MOR: AC 4; MV 60'/240'; HD 7+2; hp 9-58; THACO 13; #AT 2; D 1-8/1-8; SA Fire Breath Wpn (3-18, 1/3rds); SD Immune to fire; SZ L; Int Low; AL NE; XP 525+10/hp (OA5)

YELLOW MUSK CREEPER: AC 7; MV -; HD 3; hp 3-24; THACO 16; #AT 2-12; D -; SA Drain INT; SZ L; Int Non; AL N; XP 65+3 (FF)

YETH HOUND: AC 0; MV 150'/270'; MC: B; HD 3+3; hp 6-27; THACO 16; #AT 1; D 2-8; SA Fear; SD +1 or silver wpn to-hit; SZ L; Int Low; AL NE; XP 235+4/hp (MM2)

YETI: AC 6; MV 150'; HD 4+4; hp 8-36; THACO 15; #AT 2; D 1-6/1-6; SA Hug (2-16); SD Immune to Cold; SZ L; Int Avg; AL N; XP 435+5 (MM)

YOCHLOL (Handmaiden of Lolth): AC -10 gaseous/10 material; MV 120'; HD 6(d10); hp 6-60; THACO 13; #AT/D 2 (humanoid F6+psionics, wpns)/(amorphous 5-8(x8)+psionics)/(giant spider 2-8+poison); SA *Stinking Cloud* touch; SD +1 wpn to-hit when gaseous, Immune to some spells; MR 50%; SZ M; Int High; AL CE; XP 1,275+10/hp (MM2)

YOX: AC 6; MV 120'; HD 8; hp 8-64; THACO 12; #AT 2 or 1; D 1-10/1-10 or 3-18; SZ L; Int Anim; AL N; XP 350+10/hp (MoM)

YUAN-TI

- **Yuan-Ti Pureblood:** AC 4/0; MV 120'; HD 6; hp 6-48; THACO 15; #AT 2; D by wpn; SA *Cause Fear*, *Darkness* (15'), *Snake Charm*, *Sticks to Snakes*, *Neutralize Poison*, *Suggestion*, *Polymorph Other* (1/day), Psionics; MR 20%; SZ M; Int Gen; AL CE; XP 350+8/hp (MM2)
- **Yuan-Ti Halfbreed:** AC 4/0; MV 120'; HD 7~8; hp 7-56/8-64; THACO 13/12; #AT 2; D 1-10, 1-6 or 1-4 or by wpn; SA *Cause Fear*, *Darkness* (15'), *Snake Charm*, *Sticks to Snakes*, *Neutralize Poison*, *Suggestion*, *Polymorph Other* (1/day), Psionics; MR 20%; SZ M; Int Gen; AL CE; XP 525+10/hp or 900+12/hp (MM2)
- **Yuan-Ti Abomination:** AC 4/0; MV 120'; HD 9; hp 9-72; THACO 12; #AT 2; D 1-10 + by wpn; SA *Cause Fear*, *Darkness* (15'), *Snake Charm*, *Sticks to Snakes*, *Neutralize Poison*, *Suggestion*, *Polymorph Other* (1/day), Psionics; MR 20%; SZ M; Int Gen; AL CE; XP 900+12/hp (MM2)

YUKI-ON-NA: AC 1; MV 120'; HD 8; hp 8-64; THACO 12; #AT 1; D 1-10; SA *Surprises* 1-3, *Paralyzing Gaze*, *ESP*, *Disguise*, *Know History*, *Comprehend Languages* (1/rd), *Lose the Path* (1/day); SD Immune to cold; SZ M; Int High; AL CE; XP 175+10/hp (OA1)

YUUN, Riders of: AC 0; MV 60'/240'; HD 5; hp 5-40; THACO 15; #AT 1; D 5-19 (flail); SD bad Luck, Regenerate after death; SZ M; Int Semi; AL NE; XP 280+4/hp (MoM)

YUUNSTEED: AC 1; MV 240' HD 6; hp 6-54; THACO 13; #AT 2 or 1; D 1-12/1-12 or 1-6; SA Drain Blood (1-6/rd); SD +2 wpn to-hit, ½ dmg Cold/Fire; SZ L; Int Exc; AL NE; XP 350+6/hp

Z

ZOMBIE

- **Zombie:** AC 8; MV 60'; HD 2; hp 2-16; THAC0 16; #AT 2; D by wpn; SD ½ dmg from blunt wpn; SZ M; Int Non; AL N; XP 20+2/hp (MM)
- **Ju-Ju Zombie:** AC 6; MV 90'; HD 3+12; hp 15-36; THAC0 15; #AT 1; D 3-12; Sa Climb as T6; SD Immune to *Charm/Hold/Illusion/Sleep/Poison/Electricity/Cold/Magic Missiles/Death*, ½ dmg from blunt wpn/fire, +1 wpn to-hit; SZ by host; Int Low; AL NE; XP 110+4/hp (MM2)
- **Monster Zombie:** AC 6; MV 90'; HD 6; hp 6-48; THAC0 15; #AT 1; D 4-16; SD Immune to *Charm/Hold/Illusion/Sleep/Death Magic*, ½ dmg from blunt wpn; SZ by host; Int Non; AL NE; XP 150+6/hp (MM2)
- **Yellow Musk Zombie:** AC variable; MV 120'; HD 2; hp 2-16; THAC0 16; #AT 1; D by wpn; SD Immune to *Charm/Hold/Illusion/Sleep*; SZ M; Int Non; AL NE; XP 28+2/hp (FF)

ZORBO: AC 10; MV 150'/90'; HD 4+2; hp 6-34; THAC0 15; #AT 2; D 1-2/1-2; SA Absorption; SD Absorption; MR 20%; SZ S; Int Semi; AL N; XP 280+5/hp (MM2)

ZUUL-KOAR: AC 2; MV 90'; HD 10+3; hp 13-83; THAC0 10; #AT 1; D 1-10; SA Touch Lvl Drain, *Death Spell*, *Summon Wights/Wraiths* (2/day), *Planeshift*; SD +1 or silver (1/2 dmg) wpn to-hit, Immune to *Cold/Sleep/Hold/Charm/* spells <3rd lvl ; SZ M; Int Very; AL NE; XP 3,700+14/hp (MoM)

ZYGOM: AC 8; MV 10' (or host's); HD 3 (or as host); hp 3-24; THAC0 16; #AT by host type; D by host; SA Milky Glue; SD Immune to *Charm/Hold/Illusion/Sleep*; SZ by host; Int Non; AL NE; XP 85+4/hp (MM2)

APPENDIX

MONSTER THACO CHART

<1-1	1-1	1	1+	2-3+	4-5+	6-7+	8-9+	10-11+	12-13+	14-15+	16-17+
20	20	19	18	16	15	13	12	10	9	8	7

WEAPON & ARMOR LIST

WEAPONS

battle axe (1-8)	footman's pick (2-7)	broad sword (2-8)
hand axe (1-6)	horseman's pick (2-5)	falchion (2-7)
bo stick (1-6)	awl pike (1-6)	longsword (1-8)
club (1-6)	bardiche (2-8)	scimitar (1-8)
composite bow (1-10)	bec de corbin (1-8)	shortbow (1-6)
dagger (1-4)	bill-guisarme (2-8)	shortsword (1-4)
dart (1-3)	fauchard (1-6)	2H sword (1-10)
bare fist, open hand,	fauchard-fork (1-8)	trident (2-7)
unarmed (1-2)	military fork (1-8)	
mailed fist (1-3)	glaive (1-6)	
footman's flail (2-7)	glaive-guisarme (2-8)	
horseman's flail (2-5)	guisarme (2-8)	
bare foot or soft boot (1-3)	guisarme-voulge (2-8)	
hard boot (1-4)	halberd (1-10)	
warhammer (2-5)	hook fauchard (1-4)	
javelin (1-6)	lucern hammer (2-8)	
jo stick (1-6)	partisian (1-6)	
hvy horse lance (3-9)	ranseur (2-8)	
lt horse lance (1-6)	spetum (2-7)	
med horse lance (2-7)	voulge (2-8)	
footman's mace (2-7)	quarter staff (1-6)	
horseman's mace (1-6)	lt crossbow (1-4)	
longbow (1-8)	hvy crossbow (2-7)	
maul (1-8)	sling bullet (2-5)	
morning star (2-8)	sling stone (1-4)	
	spear (1-6)	
	bastard sword (2-8)	

ARMOR

banded mail (AC4)
 chainmail (AC5)
 Elfin chainmail (AC5)
 leather armor (AC8)
 padded armor (AC8)
 plate mail (AC3)
 ring mail (AC7)
 scale mail (AC6)
 buckler
 large shield
 medium shield
 small shield
 small wood shield
 splint mail (AC4)
 studded leather (AC7)

TEMPLATES

For monsters:

Name (Alternate Name): AC X; MV X'; HD X; hp X-XX; THAC0 XX; #AT X; D X-X; SA ; SD ; SZ ; Int ; AL ; XP X+X/hp (Source)

For humans, humanoids, & demi-humans by class:

Name: AC X; MV X'; Class/Lvl; hp X-XX; THAC0 XX; #AT X; D X-X; S, I, W, D, C, Ch; AL LE; XP X+X/hp (Source)

ABBREVIATIONS USED

A	Assassin	MoM	<u>Monsters of Myth</u>
AC	Armor Class	MoP	<u>Manual of the Planes</u>
AL	Alignment	MM	<u>Monster Manual</u>
Anim	Animal	MM2	<u>Monster Manual 2</u>
AT	Attacks	MR	Magic Resistance
Avg	Average	MU	Magic User
B	Bard/Bushi	MV	Movement Rate
Bb	Barbarian	N	Neutral
C	Chaotic/Cleric	Nj	Ninja
Cha	Charisma	Non	Non-intelligent
Com	Comeliness	OA	<u>Oriental Adventures</u>
Con	Constitution	R	Ranger
D	Damage/Druid	S	Small
Dex	Dexterity	SA	Special Attacks
Dmg	Damage	Sam	Samurai
E	Evil	SD	Special Defenses
Exc	Exceptional	S-Gen	Supra-genius
F	Fighter	Shk	Shukenja
FF	<u>Fiend Folio</u>	So	Sohei
G	Good	Str	Strength
Gen	Genius	SV	Save versus
HD	Hit Dice	SZ	Size
Hp	Hit Points	T	Thief
I	Illusionist	THAC0	To-hit Armor Class Zero
Int	Intelligence	Wis	Wisdom
L	Large/Lawful	Wpn	Weapon
Lvl	Level	WJ	Wu Jen
M	Medium/Monk	XP	Experience Points
MC	Maneuverability Class		

Sample Monster Roster Template

Monster	Number	Stats	Spells/Items	Hp	Treasure Carried
Goblin Guards	3	AC 6, MV 60'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 10+1/hp. (MM)	dagger (1-4)	2 5 7	2sp 7cp, 1sp 6sp, 1gp
Medusa	1	AC 6; MV 90'; HD 6; hp 6-48; THAC0 13; #AT 1; D 1-4; SA Petrifying Gaze, Poison; SZ M; Int Very; AL LE; XP 725+6/hp. (MM)	Nil	27	185sp 65gp <i>Potion of Gaseous Form</i>
Zombie	7	AC 8; MV 60'; HD 2; hp 2-16; THAC0 16; #AT 1; D 1-8 (claws); SD Immune to some magic; SZ M; Int Non; AL CE; XP 20+2/hp. (MM)	Nil	2 5 5 9 11 12 17	Nil

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