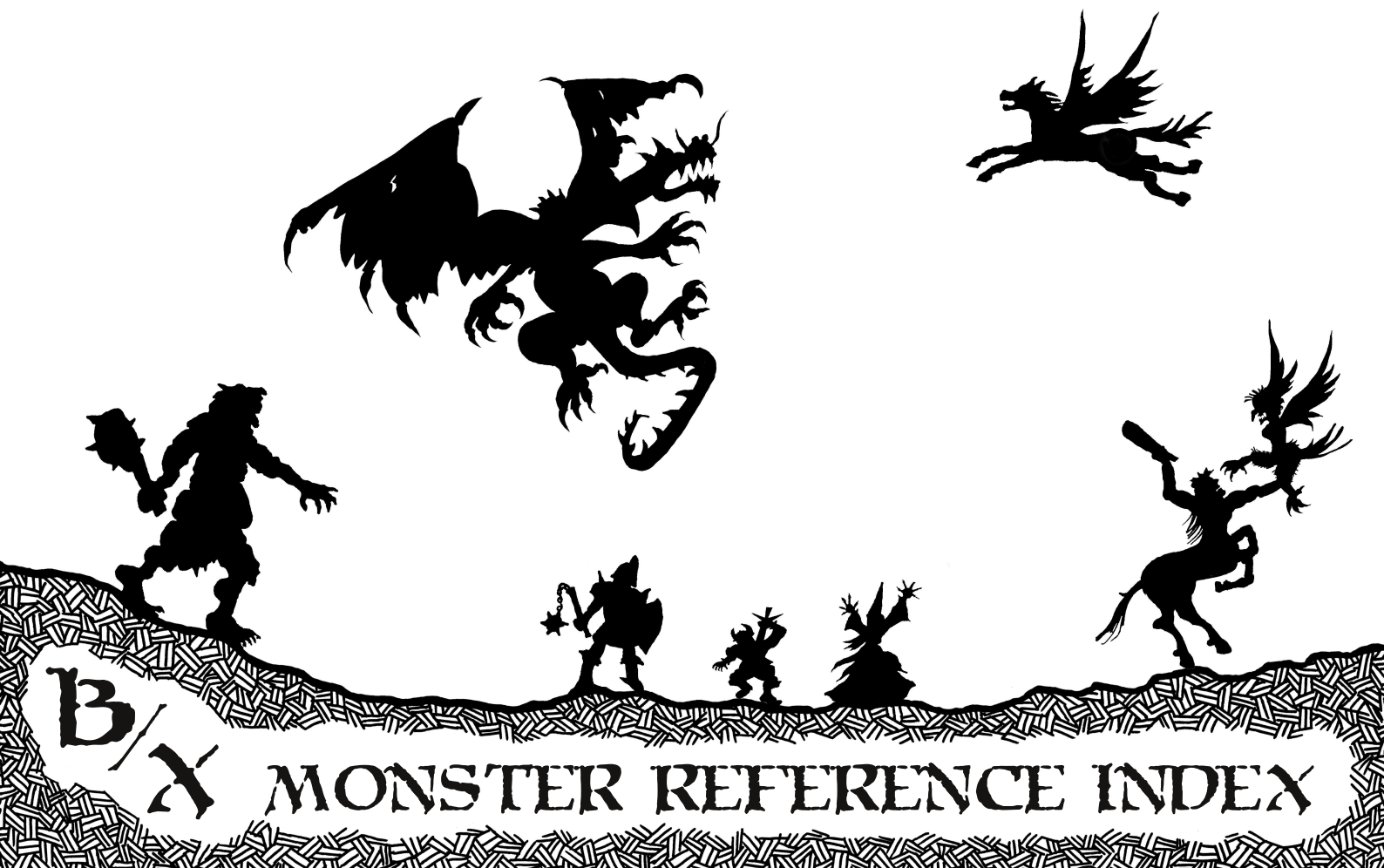




B/X

MONSTER REFERENCE INDEX

## Key:

**Monster:** The names of creatures listed in alphabetical order. There are some breaks from strict order in groups of similar creatures that have traditionally been listed by size/power. The source of each creature is shown with an abbreviated superscript code as follows:

L1/L2/M1/M2/FF/CC/ToH. For an explanation of the source codes please visit [www.fossilrpg.blogspot.com](http://www.fossilrpg.blogspot.com) and look at the entry dated 22<sup>nd</sup> November, 2015.

**#Enc.:** The typical quantity of a given creature which may be encountered. Where two differing values are given, the first value represents how many creatures might be met in a random encounter, whilst the second value shows the number of creatures that might be encountered in a lair or nest. Where only a single number encountered figure is given in the source material, it has simply been repeated for both entries.

**Move:** The first number is the number of feet per turn that the creature may move. The second number is the number of feet per round that the creature may move during an encounter. Where a capital letter appears before the rate, it represents a mode of movement other than ground movement as follows: B (Burrowing), F (Flying), J (Jumping), S (Swimming), and W (Web). If a creature has multiple movement modes, the main mode of movement is listed. If space allows, any secondary movement modes are included in the Notes column.

**AC:** The creature's armour class. The first figure is the standard B/X AC. The figure in brackets is for rulesets which use the ascending AC system. A conversion table is included in the supplemental tables section at the back of this index.

**HD:** The creature's Hit Dice typically representing the number of d8 rolls required to generate hit points (hp) for the creature. Some weaker creatures use a single d4 for their HD. This is shown by an entry of ½ in the table. Some even weaker creatures are simply given a hit point value (1hp or 1-2hp) instead of an HD. In most cases, where creatures have a range of possible HD, separate entries have been made for each HD value.

**Attacks:** The number and type of attacks a creature may make. Special attacks are detailed in the Notes column.

**Damage:** The damage range for each attack listed in the previous column. Where space allows, this column also shows additional effects (e.g. poison). Further details of any effects are included in the Notes column.

**Save:** The equivalent Fighter (F) level at which the creature makes saving throws. Several creatures make saving throws on different tables as follows: C (Cleric), D (Dwarf), E (Elf), H (Halfling), and M (Magic-user). The saving throw matrix for fighters is included in the supplemental tables section at the back of this index.

**Morale:** The number that must be rolled (under or equal to) on 2d6 when making a morale check for the creature/s.

**XP:** The experience point value (XP) that may be awarded to players when they defeat (or possibly deal with in another way) a creature. The reference table for calculating XP is included in the supplemental tables section at the back of this Index.

**Notes:** Additional information about the creature's attacks, abilities, immunities and vulnerabilities. As much information as possible is included, but, for some creatures, not everything is listed due to space constraints. When dealing with complex creatures that you are unfamiliar with, always check the main rules ahead of a game.

Here is a guide to the shorthand used in the notes:

**(SNeg)** Making a saving throw will negate the effect.

**(NS)** No saving throw permitted.

**(S½)** Making a saving throw will halve the damage/effect.

**(S+1)** When making a saving throw apply a +1 bonus.

**(S-1)** When making a saving throw apply a -1 penalty.

**(SorFlee)** Make a saving throw or flee in fear.

**(SorD)** Make a saving throw or die!

**(SorComa)** Make a saving throw or fall into a coma.

**R30'** A range of 30 feet.

**R30'x10'** Covers an area 30 feet long by 10 feet wide.

**10'R** A radius of 10 feet.

**Dam** Damage.

**rd** Round (a 10 second combat round).

**≤** Less than or equal to.

**<** Less than.

**STR** Strength.

**INT** Intelligence.

**DEX** Dexterity.

**CON** Constitution.

| Monster                            | # Enc.      | Move       | AC    | HD  | Attacks           | Damage          | Save | Morale | XP    | Notes                                                          |
|------------------------------------|-------------|------------|-------|-----|-------------------|-----------------|------|--------|-------|----------------------------------------------------------------|
| Aboleth <sup>M2</sup>              | 1d4(1d4)    | S180'(60') | 4(15) | 8   | 4 tentacles       | 1d6/1d6/1d6/1d6 | F8   | 10     | 2,060 | Slime and enslavement abilites. Ground movement 30'(10').      |
| Adherer <sup>FF</sup>              | 1d4(1d6)    | 90'(30')   | 3(16) | 4   | 1 fists           | 1d3             | F4   | 7      | 190   | Creatures and weapons stick to skin.                           |
| Aerial Servant <sup>L2</sup>       | 1(1)        | 240'(80')  | 3(16) | 16  | 1 slam            | 8d4             | F10  | 10     | 3,300 | Surprises on 1-4. May pin human-sized creatures.               |
| Afanc <sup>M2</sup>                | 1(1)        | S150'(50') | 6(13) | 15  | 1/2 bite/flippers | 5d4/3d4/3d4     | F15  | 10     | 2,400 | Create whirlpool in 5-8rds.                                    |
| Algoid <sup>FF</sup>               | 1d6(1d6)    | 60'(20')   | 5(14) | 5   | 2 fists           | 1d10/1d10       | F5   | 10     | 800   | Mind Blast. Immune to edged weapons, fireballs and lightning.  |
| Ankheg 3HD <sup>L2</sup>           | 1d6(1d6)    | 120'(40')  | 3(16) | 3   | 1 bite            | 3d6+1d4         | F3   | 9      | 80    | Spit acid 1/day R30' 8d4Dam (S½). Burrows at 60'/rd.           |
| Ankheg 4HD <sup>L2</sup>           | 1d6(1d6)    | 120'(40')  | 3(16) | 4   | 1 bite            | 3d6+1d4         | F4   | 9      | 190   | Spit acid 1/day R30' 8d4Dam (S½). Burrows at 60'/rd.           |
| Ankheg 5HD <sup>L2</sup>           | 1d6(1d6)    | 120'(40')  | 3(16) | 5   | 1 bite            | 3d6+1d4         | F5   | 9      | 500   | Spit acid 1/day R30' 8d4Dam (S½). Burrows at 60'/rd.           |
| Ankheg 6HD <sup>L2</sup>           | 1d6(1d6)    | 120'(40')  | 3(16) | 6   | 1 bite            | 3d6+1d4         | F6   | 9      | 820   | Spit acid 1/day R30' 8d4Dam (S½). Burrows at 60'/rd.           |
| Ankheg 7HD <sup>L2</sup>           | 1d6(1d6)    | 120'(40')  | 3(16) | 7   | 1 bite            | 3d6+1d4         | F7   | 9      | 1,140 | Spit acid 1/day R30' 8d4Dam (S½). Burrows at 60'/rd.           |
| Ankheg 8HD <sup>L2</sup>           | 1d6(1d6)    | 120'(40')  | 3(16) | 8   | 1 bite            | 3d6+1d4         | F8   | 9      | 2,800 | Spit acid 1/day R30' 8d4Dam (S½). Burrows at 60'/rd.           |
| Ant, Giant <sup>L1</sup>           | 2d4(4d6)    | 180'(60')  | 3(16) | 4   | 1 bite            | 2d6             | F2   | 7      | 80    | Will never retreat if defending the nest.                      |
| Ant Lion <sup>M2</sup>             | 1(1)        | 90'(30')   | 2(17) | 8   | 1 bite            | 5d4             | F4   | 9      | 1,560 | Recurring damage after a hit until dead.                       |
| Ape, Albino <sup>L1</sup>          | 1d6(2d4)    | 120'(40')  | 6(13) | 4   | 2 claws           | 1d4/1d4         | F2   | 7      | 80    | Throw rocks 1d6Dam.                                            |
| Ape, Chimpanzee <sup>L2</sup>      | 1d4(3d4)    | 120'(40')  | 6(13) | 3   | 3 fists/bite      | 1d3/1d3/1d6     | F3   | 9      | 50    |                                                                |
| Ape, Gorilla <sup>L2</sup>         | 1d4(3d4)    | 120'(40')  | 6(13) | 4+1 | 3 fists/bite      | 1d3/1d3/1d6     | F4   | 8      | 80    |                                                                |
| Ape, Man-Eating <sup>L2</sup>      | 2d4(3d4)    | 120'(40')  | 6(13) | 5   | 3 fists/bite      | 1d4/1d4/1d8     | F5   | 10     | 350   | Only surprised on 1. +1d8Dam if both fists hit.                |
| Apparition <sup>FF</sup>           | 1d4(1d4)    | F240'(80') | 0(19) | 8   | 1 fear            | Special         | F8   | 12     | 2,060 | Mental suggestion (roll under INT on 3d6 for immunity).        |
| Archer Bush <sup>CC</sup>          | 0(1d20)     | 3'(1')     | 7(12) | 2   | 1 thorn spray     | 1d4             | F1   | 12     | 20    | May fire thorns up to 3 times per day.                         |
| Ascomoid(8'diameter) <sup>M2</sup> | 1(1)        | 120'(40')  | 3(16) | 6+6 | 1 slam            | 1d8             | F3   | 12     | 80    | Knock down, spore jet, 50% resistant to fire and electricity.  |
| Assassin Bug, Giant <sup>FF</sup>  | 2(2)        | F180'(60') | 5(14) | 1+1 | 1 bite            | 1d4             | F2   | 7      | 21    | Male's bite paralyzes (S+2). Female implants eggs.             |
| Axe Beak <sup>L2</sup>             | 1d6(2d4)    | 180'(60')  | 6(13) | 3   | 3 claws/bite      | 1d3/1d3/2d4     | F3   | 8      | 50    |                                                                |
| Babbler <sup>FF</sup>              | 1d4(1d4)    | 120'(40')  | 6(13) | 5   | 3 claws/bite      | 1d6/1d6/1d8     | F3   | 9      | 500   | Surprises on 1-4. Surprise bite attack at +4 to hit and 2xDam. |
| Baboon <sup>L2</sup>               | 2d4(1d4x10) | 120'(40')  | 7(12) | 1+1 | 1 bite            | 1d4             | F1   | 7      | 15    |                                                                |
| Baboon, Higher <sup>L1</sup>       | 2d6(5d6)    | 120'(40')  | 6(13) | 2   | 2 bite/club       | 1d3/1d6         | F2   | 8      | 20    |                                                                |
| Badger <sup>L2</sup>               | 1d2(1d4+1)  | 60'(20')   | 4(15) | 1+2 | 3 claws/bite      | 1d2/1d2/1d3     | F1   | 8      | 15    |                                                                |
| Badger, Giant <sup>L2</sup>        | 1d2(1d4+1)  | 60'(20')   | 4(15) | 3   | 3 claws/bite      | 1d3/1d3/1d6     | F3   | 8      | 50    |                                                                |
| Banderlog <sup>M2</sup>            | 4d8(4d8)    | 120'(40')  | 6(13) | 4   | 1 bite            | 1d4+1           | F4   | 9      | 80    | Throw coconuts R30', 1d4+1Dam.                                 |
| Basilisk <sup>L1</sup>             | 1d6(1d6)    | 60'(20')   | 4(15) | 6+1 | 2 bite/gaze       | 1d10/petrify    | F6   | 9      | 570   | Gaze turns to stone (SNeg). Not immune to its own gaze.        |
| Basilisk, Greater <sup>M2</sup>    | 1d2(1d2)    | 60'(20')   | 2(17) | 10  | 4 claws/bite/gaze | 1d6/1d6/2d8     | F10  | 10     | 2,400 | As regular basilisk + poisonous claws/breath (SorD+4/+2).      |

| Monster                              | # Enc.         | Move      | AC     | HD  | Attacks           | Damage        | Save | Morale | XP    | Notes                                                                     |
|--------------------------------------|----------------|-----------|--------|-----|-------------------|---------------|------|--------|-------|---------------------------------------------------------------------------|
| Bat <sup>L1</sup>                    | 1d00(1d00)     | F120(40') | 6(13)  | 1hp | 1 swarm           | 0             | F0   | 6      | 6     | Swarm attack victims get -2 to hit and on saves.                          |
| Bat, Giant <sup>L1</sup>             | 1d10(1d10)     | F180(60') | 6(13)  | 2   | 1 bite            | 1d4           | F1   | 8      | 20    | Vampiric variety cause paralysis and drain blood (1d4/rd).                |
| Bat, Mobat <sup>M2</sup>             | 1d8(1d8)       | F150(50') | 7(12)  | 6   | 1 bite or screech | 2d4           | F3   | 9      | 135   | Screech causes victims to cover ears.                                     |
| Bear, Black <sup>L1</sup>            | 1d4(1d4)       | 120(40')  | 6(13)  | 4   | 3 claws/bite      | 1d3/1d3/1d6   | F2   | 7      | 80    | +2d4Dam if both claws hit.                                                |
| Bear, Grizzly <sup>L1</sup>          | 1(1d4)         | 120(40')  | 6(13)  | 5   | 3 claws/bite      | 1d4/1d4/1d8   | F2   | 8      | 200   | +2d6Dam if both claws hit.                                                |
| Bear, Polar <sup>L1</sup>            | 1(1d2)         | 120(40')  | 6(13)  | 6   | 3 claws/bite      | 1d6/1d6/1d10  | F3   | 8      | 320   | +2d6Dam if both claws hit.                                                |
| Bear, Cave <sup>L1</sup>             | 1d2(1d2)       | 120(40')  | 5(14)  | 7   | 3 claws/bite      | 1d8/1d8/1d12  | F3   | 9      | 440   | +2d8Dam if both claws hit.                                                |
| Bee, Giant Killer <sup>L1</sup>      | 1d6(5d6)       | F150(50') | 7(12)  | ½   | 1 sting           | 1d3+poison    | F1   | 9      | 7     | Poisonous sting (SorD). Bee dies after using sting.                       |
| Beetle, Gt.Boring <sup>L2</sup>      | 3d6(3d6)       | 60(20')   | 3(16)  | 5   | 1 bite            | 5d4           | F5   | 7      | 200   |                                                                           |
| Beetle, Gt.Carnivorous <sup>L1</sup> | 1d6(2d4)       | 150(50')  | 3(16)  | 3+1 | 1 bite            | 2d6           | F1   | 9      | 65    |                                                                           |
| Beetle, Gt.Deathwatch <sup>M2</sup>  | 1(1)           | 120(40')  | 3(16)  | 9   | 1 bite            | 3d4           | F9   | 9      | 1,700 | Sonic Vibration attack 1/day (SorD) 30'R.                                 |
| Beetle, Gt.Fire <sup>L1</sup>        | 1d8(2d6)       | 120(40')  | 4(15)  | 1+2 | 1 bite            | 2d4           | F1   | 7      | 15    | Light emitting organs 10'R.                                               |
| Beetle, Gt.Rhinoceros <sup>L2</sup>  | 1d6(1d6)       | 60(20')   | 2(17)  | 12  | 2 bite/horn       | 3d6/2d8       | F12  | 8      | 1,200 |                                                                           |
| Beetle, Gt.Slicer <sup>M2</sup>      | 1d3(1d3)       | 60(30')   | 3(16)  | 6   | 1 bite            | 2d8           | F6   | 8      | 570   | On a to hit roll of 19 or 20 it severs a limb.                            |
| Beetle, Gt.Spitting <sup>L1</sup>    | 1d8(2d6)       | 120(40')  | 4(15)  | 2   | 1 bite            | 1d6           | F1   | 8      | 38    | Toxic spray R5', target gets -2 to hit penalty.                           |
| Beetle, Gt.Stag <sup>L2</sup>        | 2d6(2d6)       | 60(20')   | 3(16)  | 7   | 3 horns/bite      | 1d10/1d10/4d4 | F7   | 8      | 440   |                                                                           |
| Beetle, Gt.Water <sup>M1</sup>       | 1d12(1d12)     | S120(40') | 3(16)  | 4   | 1 bite            | 3d6           | F4   | 8      | 80    |                                                                           |
| Black Pudding <sup>L1</sup>          | 1(0)           | 60(20')   | 6(13)  | 10  | 1 corrosion       | 3d8           | F5   | 12     | 3,100 | Only damaged by fire. Normal blows cause it to split.                     |
| Blindheim <sup>FF</sup>              | 1d4(1d4)       | 90(30')   | 1(18)  | 4+2 | 1 bite            | 1d8           | F4   | 8      | 215   | Blinding eye beams R30'. AC3 if resistant to bright light.                |
| Blink Dog <sup>L1</sup>              | 1d6(1d6)       | 120(40')  | 5(14)  | 4   | 1 bite            | 1d6           | F4   | 6      | 135   | Teleports in to attack and teleports away immediatley afterwards.         |
| Blood Hawk <sup>FF</sup>             | 1d12+3(1d12+3) | F240(80') | 7(12)  | 1+1 | 3 claws/bite      | 1d4/1d4/1d6   | F1   | 12     | 15    |                                                                           |
| Boalisk <sup>M2</sup>                | 1d3(1d3)       | 120(40')  | 5(14)  | 5+1 | 2 bite/constrict  | 1d3/1d6+1     | F5   | 8      | 460   | Gaze causes rotting disease.                                              |
| Boar <sup>L1</sup>                   | 1d6(1d6)       | 150(50')  | 7(12)  | 3   | 1 tusk            | 2d4           | F2   | 9      | 50    |                                                                           |
| Boar, Giant <sup>L1</sup>            | 1d4(1d4+1)     | 120(40')  | 6(13)  | 5   | 1 tusk            | 3d4           | F5   | 9      | 200   |                                                                           |
| Boar, Warthog <sup>L2</sup>          | 1d6(1d6)       | 120(40')  | 7(12)  | 3+3 | 2 tusks           | 2d4/2d4       | F3   | 9      | 65    |                                                                           |
| Boggart <sup>M2</sup>                | 1d4+1(1d4+1)   | 180(60')  | -6(25) | 6   | 1 touch           | 2d6           | F6   | 8      | 2,070 | Invisibility, energy bolt R10' 2d6Dam (S½), confusion, magic resistance.  |
| Bonesnapper <sup>FF</sup>            | 1d3(1d3)       | 60(20')   | 4(15)  | 4   | 2 bite/tail       | 1d8/1d4       | F4   | 12     | 80    |                                                                           |
| Brown Pudding <sup>M2</sup>          | 1(1d4)         | 60(20')   | 5(14)  | 11  | 1 corrosion       | 5d4           | F11  | 12     | 3,100 | Only damaged by fire. Normal blows cause it to split.                     |
| Brownie <sup>L2</sup>                | 4d4(4d4)       | 120(40')  | 3(16)  | ½   | 1 weapon          | 1d3           | M1   | 7      | 12    | Spells (confusion, continual light, dancing lights, dimnesion door etc.). |
| Bugbear <sup>L1</sup>                | 2d4(5d4)       | 90(30')   | 5(14)  | 3+1 | 1 weapon          | Weapon +1     | F3   | 9      | 100   | Surprises on 1-3.                                                         |

| Monster                              | # Enc.     | Move       | AC     | HD  | Attacks             | Damage              | Save | Morale | XP    | Notes                                                            |
|--------------------------------------|------------|------------|--------|-----|---------------------|---------------------|------|--------|-------|------------------------------------------------------------------|
| Bulette <sup>L2</sup>                | 1d2(1d2)   | 150'(50')  | -2(21) | 9   | 3 claws/bite        | 3d6/3d6/4d12        | F9   | 9      | 1,000 | May use rear claws instead of bite, which exposes AC6 underside. |
| Camel <sup>L1</sup>                  | 0(2d4)     | 150'(50')  | 7(12)  | 2   | 2 bite/hoof         | 1/1d4               | F1   | 7      | 20    | May travel for 2 weeks without water.                            |
| Carbuncle <sup>FF</sup>              | 1(1)       | 30'(10')   | 2(17)  | 1   | 0                   | 0                   | F1   | 12     | 13    | Empathy, telepathy and prophecy powers.                          |
| Carcass Scavenger <sup>L1</sup>      | 1d3(1d3)   | 120'(40')  | 7(12)  | 3+1 | 8 tentacles         | Paralysis           | F2   | 9      | 135   | Paralysis lasts for 2d4turns (SNeg).                             |
| Caryatid Column <sup>FF</sup>        | 1d12(1d12) | 60'(20')   | 5(14)  | 5   | 1 sword             | 2d4                 | F10  | 12     | 500   | All have 22hp. Non-magical weapons only do half damage.          |
| Cat, Cheetah <sup>M2</sup>           | 1d4(1d4)   | 150'(50')  | 5(14)  | 3   | 3 claws/bite        | 1d2/1d2/2d4         | F2   | 8      | 65    | May sprint at 450'/rd for upto 3rds.                             |
| Cat, Lion <sup>L1</sup>              | 1d4(1d8)   | 150'(50')  | 6(13)  | 5   | 3 claws/bite        | 1d4+1/1d4+1/1d10    | F3   | 9      | 200   |                                                                  |
| Cat, Mountain Lion <sup>L1</sup>     | 1d4(1d4)   | 150'(50')  | 6(13)  | 3+2 | 3 claws/bite        | 1d3/1d3/1d6         | F2   | 8      | 65    |                                                                  |
| Cat, Panther <sup>L1</sup>           | 1d2(1d6)   | 210'(70')  | 4(15)  | 4   | 3 claws/bite        | 1d4/1d4/1d8         | F2   | 8      | 80    | Same stats also apply for Leopards.                              |
| Cat, Sabre-tooth Tiger <sup>L1</sup> | 1d4(1d4)   | 150'(50')  | 6(13)  | 8   | 3 claws/bite        | 1d8/1d8/2d8         | F4   | 10     | 560   |                                                                  |
| Cat, Tiger <sup>L1</sup>             | 1(1d3)     | 150'(50')  | 6(13)  | 6   | 3 claws/bite        | 1d6/1d6/2d6         | F3   | 9      | 570   | Surprises on 1-4 in woodlands.                                   |
| Cave Fisher <sup>M2</sup>            | 1d4(1d4)   | 10'(3')    | 4(15)  | 3   | 2 pincers           | 2d4/2d4             | F2   | 9      | 65    | 60' sticky filament, +3 to hit, reels in prey at 15'/rd.         |
| Cave Moray <sup>M2</sup>             | 4d4(4d4)   | 10'(3')    | 0(19)  | 4+4 | 1 bite              | 2d8                 | F3   | 9      | 290   | Surprises on 1-5. Only 5% chance of hitting AC5 body.            |
| Centaur <sup>L1</sup>                | 0(2d10)    | 180'(60')  | 5(14)  | 4   | 3 hooves/weapon     | 1d6/1d6/weapon      | F4   | 8      | 80    |                                                                  |
| Centipede, Giant <sup>L1</sup>       | 2d4(1d8)   | 60'(20')   | 9(10)  | ½   | 1 bite              | Poison              | F0   | 7      | 6     | Poison causes sickness for 10 days (SNeg).                       |
| Centipede, Megalo- <sup>M2</sup>     | 1d4(1d4)   | 180'(60')  | 5(14)  | 3   | 1 bite              | 1d3+poison          | F2   | 8      | 65    | Poison (SorD), 1d8Dam if save is made.                           |
| Centipede, Stega- <sup>M2</sup>      | 1(1)       | 150'(50')  | 3(16)  | 9   | 2 bite/tail         | 2d4/3d4+poison      | F5   | 9      | 1,700 | Poison bite and tail attacks (SorD).                             |
| Chimera <sup>L1</sup>                | 1d2(1d4)   | F180'(60') | 4(15)  | 9   | 5 claws/bites/horns | 1d3/1d3/2d4/2d4/3d4 | F9   | 9      | 1,700 | See Dragon Sub-table. Ground movement 120'(40').                 |
| Clubneck <sup>FF</sup>               | 2d4(2d4)   | 120'(40')  | 8(11)  | 2   | 3 claws/bite        | 1d6/1d6/1d8         | F2   | 8      | 20    | May run at upto 2x speed 1rd in 5.                               |
| Cockatrice <sup>L1</sup>             | 1d4(1d8)   | F180'(60') | 6(13)  | 5   | 1 bite              | 1d6+petrify         | F5   | 7      | 350   | Touch turns to stone (SNeg). Ground movement 90'(30').           |
| Coffer Corpse <sup>FF</sup>          | 1(1)       | 60'(20')   | 8(11)  | 2   | 1 hands or weapon   | 1d6/weapon          | F2   | 12     | 38    | Magic weapons to hit. Hands do ongoing 1d6Dam.                   |
| Cooshee <sup>M2</sup>                | 1d8(1d8)   | 150'(50')  | 5(14)  | 3+3 | 1 bite              | 1d4+6               | F2   | 9      | 100   | Will try to knock down opponents then bite at +2 to hit.         |
| Couatl <sup>L2</sup>                 | 1d4(1d4)   | F180'(60') | 5(14)  | 9   | 2 bite/constrict    | 1d3/2d4             | M9   | 8      | 3,100 | Bite is poisonous (SorD). Polymorph at will. Spell use.          |
| Crab, Giant <sup>L1</sup>            | 1d2(1d6)   | 60'(20')   | 2(17)  | 3   | 2 pincers           | 2d6/2d6             | F2   | 7      | 50    |                                                                  |
| Crabman <sup>FF</sup>                | 2d6(2d6)   | 90'(30')   | 4(15)  | 3   | 2 pincers           | 1d4/1d4             | F3   | 8      | 50    |                                                                  |
| Crayfish, Giant <sup>L2</sup>        | 1d4(1d4)   | S120'(40') | 4(15)  | 4+4 | 2 pincers           | 2d6/2d6             | F4   | 9      | 140   | Surprises on 1-3 when in water. Ground movement 60'(20').        |
| Crocodile <sup>L1</sup>              | 0(1d8)     | S90'(30')  | 5(14)  | 2   | 1 bite              | 1d8                 | F1   | 7      | 20    | Ground movement 90'(30').                                        |
| Crocodile, Large <sup>L1</sup>       | 0(1d4)     | S90'(30')  | 3(16)  | 6   | 1 bite              | 2d8                 | F3   | 7      | 320   | Ground movement 90'(30').                                        |
| Crocodile, Giant <sup>L1</sup>       | 0(1d3)     | S90'(30')  | 1(18)  | 15  | 1 bite              | 3d8                 | F8   | 9      | 1,500 | Ground movement 90'(30').                                        |
| Crypt Thing <sup>FF</sup>            | 1(1)       | 120'(40')  | 3(16)  | 6   | 1 claw              | 1d8                 | F6   | 12     | 820   | Magic weapons to hit. Teleport party away.                       |

| Monster                              | # Enc.     | Move        | AC     | HD     | Attacks              | Damage                | Save | Morale | XP     | Notes                                                                      |
|--------------------------------------|------------|-------------|--------|--------|----------------------|-----------------------|------|--------|--------|----------------------------------------------------------------------------|
| Crystal Ooze <sup>M2</sup>           | 1d2(1d2)   | S30'(10')   | 8(11)  | 4      | 1 poison             | 4d4+paralysis         | F4   | 12     | 190    | 75% invisible in water. Weapons do 1Dam. Paralysis (SNeg).                 |
| Cyclops <sup>L1</sup>                | 1(1d4)     | 90'(30')    | 5(14)  | 13     | 1 club               | 3d10                  | F13  | 9      | 2,400  | Attacks at -2 to hit. Throw rocks (200') 3d6Dam.                           |
| Daemon, Charon <sup>M2</sup>         | 1(1)       | 180'(60')   | -5(24) | 22     | 1 pole               | 2d4+paralysis         | F22  | 10     | 12,250 | 140hp. Gaze causes fear (SNeg). Summon lesser daemons.                     |
| Daemon, Chama <sup>-M2</sup>         | 1(1)       | 180'(60')   | -1(20) | 10+20  | 1 pole               | 2d4                   | F10  | 10     | 2,400  | Gaze causes fear (SNeg). Summon lesser daemons.                            |
| Daemon, Dergho <sup>-M2</sup>        | 1d4(1d4)   | 120'(40')   | 0(19)  | 11+22  | 5 claws              | 1d4+8each             | F11  | 10     | 3,600  | 2 hits "grabs" an opponent. Spell-like abilities.                          |
| Daemon, Guardian <sup>FF</sup>       | 1d3(1d3)   | 90'(30')    | 1(18)  | 8      | 3 claws/bite         | 1d12/1d12/1d6         | F8   | 10     | 1,560  | Fire breath R30' 5d6Dam (S½). Spell-like abilities.                        |
| Daemon, Hydro <sup>-M2</sup>         | 2d4(2d4)   | 60'(20')    | 2(17)  | 9+36   | 3 claws/bite         | 1d8/1d8/1d10          | F9   | 10     | 3,100  | Glides at 4x speed. Bite drains 1 level. Spell-like abilities.             |
| Daemon, Oino <sup>-M2</sup>          | 1(1)       | 180'(60')   | -6(25) | 23     | 2 claws              | 2d6/2d6+disease       | F23  | 10     | 13,500 | 233hp. Gaze transfixes. Disease (SNeg). Spell-like abilities.              |
| Daemon, Pisco <sup>-M2</sup>         | 3d4(3d4)   | S180'(60')  | -1(20) | 6      | 2 pincers            | 2d8/2d8               | F6   | 10     | 820    | Never surprised. Poison tentacles if both pincers hit (SorD).              |
| Dakon <sup>FF</sup>                  | 10d6(10d6) | 60'(20')    | 5(14)  | 1+1    | 2 claws              | 1d10/1d10             | F1   | 8      | 21     | Intelligent ape, speaks some common. Attacks at +2 to hit.                 |
| Dark Creeper <sup>FF</sup>           | 1(20d4)    | 90'(30')    | 0(19)  | 1+1    | 1 dagger             | 1d4                   | F1   | 8      | 33     | 4 <sup>th</sup> level thief. Detect magic items R15'. Create darkness 50R. |
| Dark Stalker <sup>FF</sup>           | 1(1)       | 90'(30')    | 0(19)  | 2+1    | 1 short sword        | 1d6                   | F2   | 8      | 83     | As Dark Creeper + create wall of fog 2/day.                                |
| Death Dog <sup>FF</sup>              | 5d10(5d10) | 120'(40')   | 7(12)  | 2+1    | 2 bites              | 1d10/1d10             | F2   | 8      | 59     | Knock over opponent on a 19/20. Bites causes disease (SorD).               |
| Demodand, Shaggy <sup>M2</sup>       | 1(1d8)     | F180'(60')  | -3(22) | 15     | 3 claws/bite         | 1d8+1/1d8+1/5d4       | F15  | 10     | 6,000  | +3 weapons to hit. Spell-like abilities. Several immunities.               |
| Demodand, Slime <sup>M2</sup>        | 1(1d10)    | F240'(60')  | -2(21) | 13     | 3 claws/bite         | 2d4/2d4/4d4           | F13  | 10     | 5,100  | +2 weapons to hit. Spell-like abilities. Several immunities.               |
| Demodand, Tarry <sup>M2</sup>        | 1(2d6)     | F300'(100') | -1(20) | 11     | 3 claws/bite         | 1d6+1/1d6+1/3d4       | F11  | 10     | 4,000  | +1 weapons to hit. Spell-like abilities. Several immunities.               |
| Demon, Alu <sup>-M2</sup>            | 1(1)       | 120'(40')   | 5(14)  | 6+2    | 1 weapon             | Weapon                | F6   | 7      | 980    | +1 weapons to hit. Grasp drains 1d8hp. Spell-like abilities.               |
| Demon, Astarot <sup>L2</sup>         | 1(1)       | 150'(50')   | -7(26) | 23     | 3 tentacles/tail     | 1d6/1d6/2d6           | F23  | 12     | 17,000 | +2 weapons to hit. 2 gaze + 1 breath attacks. Spell-like abilities.        |
| Demon, Babau <sup>L2</sup>           | 1d3(1d6)   | 150'(50')   | -3(22) | 7+10   | 3 claws/horn         | 1d4+1/1d4+1/2d4       | F7   | 10     | 1,700  | Edged weapons do half damage. Gaze and spell-like abilities.               |
| Demon, Balor <sup>L2</sup>           | 1d3(1d6)   | F150'(50')  | -2(21) | 8+7    | 1 sword or whip      | 1d8+1/1d6             | F8   | 10     | 1,820  | +1 weapons to hit. Whip+3d6 fire damage. Spell-like abilities.             |
| Demon, Baphomet <sup>M2</sup>        | 1(1)       | 240'(80')   | -4(23) | 21     | 3 butt/bite/weapon   | 2d6/1d4+1/3d4+8       | F21  | 12     | 11,000 | 106hp. +2 weapons to hit. Bellow R300'. Spell-like abilities.              |
| Demon, Cambion (Major) <sup>M2</sup> | 1(1)       | 150'(50')   | 6(13)  | 5-8    | 1 weapon             | Weapon+STR            | F5-8 | 9      | Varies | Immune to silver weapons. Possible MU/Thief abilities.                     |
| Demon, Demogorgon <sup>M1</sup>      | 1(1)       | 150'(50')   | -8(27) | 22     | 3 tentacles/tail     | 1d6/1d6/energy drain  | F22  | 11     | 17,000 | 200hp. +2 weapons to hit. Gazes. Rot. Spell-like abilities.                |
| Demon, Fraz-urb'luu <sup>M2</sup>    | 1(1)       | F180'(60')  | -2(21) | 23     | 3 fists/tail         | 1d6+12/1d6+12/1d12    | F23  | 12     | 9,000  | 233hp. Tail hit allows bite attack (3d6Dam). Spell-like abilities.         |
| Demon, Glabrezu <sup>L2</sup>        | 1d3(1d6)   | 90'(30')    | -4(23) | 10     | 5 pincers/claws/bite | 2d6/2d6/1d3/1d3/1d4+1 | F10  | 9      | 3,100  | Darkness 10'R, fear, levitate, polymorph, pyros, telekinesis.              |
| Demon, Hezrou <sup>L2</sup>          | 1d3(1d6)   | 120'(40')   | -2(21) | 9      | 3 claws/bite         | 1d3/1d3/4d4           | F9   | 10     | 3,100  | Darkness 10'R, detect invisibility, fear, levitate, telekinesis.           |
| Demon, Jubilex <sup>L2</sup>         | 1(1)       | 30'(10')    | -7(26) | 21     | 1 acid               | 4d10                  | F21  | 10     | 7,000  | 100hp. +2 weapons to hit. Slime spittle. Spell-like abilities.             |
| Demon, Kostchtchie <sup>M2</sup>     | 1(1)       | 60'(20')    | -3(22) | 21     | 1 weapon             | 2d6+10                | F21  | 12     | 9,000  | 96hp. Stuns on a hit for 1 round (SNeg). Spell-like abilities.             |
| Demon, Marilith <sup>L2</sup>        | 1d3(1d6)   | 120'(40')   | -6(25) | 7+6    | 7 weapons/tail       | Weapons/2d4           | F7   | 9      | 1,700  | +1 weapons to hit. Spell-like abilities.                                   |
| Demon, Nabassu <sup>M2</sup>         | 1(1)       | F150'(50')  | Varies | 5+2d10 | 3 claws/bite         | 2d4/2d4/3d4           | F5   | 9      | Varies | Extra HP and AC. Death Steal gaze. Spell-like abilities.                   |

| Monster                             | # Enc.     | Move        | AC     | HD   | Attacks           | Damage              | Save | Morale | XP     | Notes                                                                      |
|-------------------------------------|------------|-------------|--------|------|-------------------|---------------------|------|--------|--------|----------------------------------------------------------------------------|
| Demon, Nalfeshnee <sup>L2</sup>     | 1d3(1d6)   | F120'(40')  | -1(20) | 11   | 3 claws/bite      | 1d4/1d4/2d4         | F11  | 10     | 4,400  | Spell-like abilities.                                                      |
| Demon, Orcus <sup>L2</sup>          | 1(1)       | F180'(60')  | -6(25) | 22   | 2 fist/tail       | 2d6+1/2d4+poison    | F22  | 10     | 13,000 | 125hp. +3 weapons to hit. Poison tail (SorD). Spell-like abilities.        |
| Demon, Pazuzu <sup>M2</sup>         | 1(1)       | F240'(80')  | -9(28) | 23   | 1 weapon          | Weapon+8            | F23  | 12     | 16,000 | 155hp. +2 weapons to hit. Turn clerics. Spell-like abilities.              |
| Demon, Quasit <sup>L2</sup>         | 1(0)       | 150'(50')   | 2(17)  | 3    | 3 claws/bite      | 1d2/1d2/1d4         | F3   | 10     | 95     | Magic weapons to hit. Regenerate 1hp/rd. Spell-like abilities.             |
| Demon, Shadow <sup>FF</sup>         | 1(1)       | 120'(40')   | 1(18)  | 7+3  | 3 claws/bite      | 1d6/1d6/1d8         | F7   | 9      | 1,300  | AC9 daylight, AC5 torchlight, AC1 darkness. Spell-like abilities.          |
| Demon, Succubus <sup>L2</sup>       | 1(1)       | F180'(60')  | 0(19)  | 6    | 2 claws           | 1d3/1d3             | F6   | 7      | 1,320  | Magic weapons to hit. Level drain. Spell-like abilities.                   |
| Demon, Vrock <sup>L2</sup>          | 1d3(1d6)   | F180'(60')  | 0(19)  | 8    | 5 claws/beak      | 1d4/1d4/1d8/1d8/1d6 | F8   | 11     | 2,060  | Spell-like abilities, darkness 10R. Detect invisibility, telekinesis.      |
| Demon Boar <sup>L1</sup>            | 1d4(1d4)   | 180'(60')   | 3(16)  | 9    | 1 gore            | 2d6                 | F9   | 10     | 3,800  | Silver weapons to hit. Charm Person (SNeg-2).                              |
| Deva, Monadic <sup>M2</sup>         | 1d4(1d4)   | F360'(120') | -4(23) | 8+32 | 2 rod             | 3d4+4/3d4+4         | F8   | 10     | 3,020  | +1 weapons to hit. Spell-like abilities.                                   |
| Deva, Movanic <sup>M2</sup>         | 1d6(1d6)   | F300'(100') | -5(24) | 7+28 | 3 sword           | 1d8+6/1d8+6/1d8+6   | F7   | 10     | 2,100  | +1 weapons to hit. Spell-like abilities.                                   |
| Devil, Amon <sup>L2</sup>           | 1(1)       | 180'(60')   | -2(21) | 22   | 1 bite/weapon     | 3d4/weapon+4        | F22  | 10     | 13,000 | 132hp. +4mace(1d6+8Dam). Regenerate 1hp/rd. Spell-like abilities.          |
| Devil, Bael <sup>L2</sup>           | 1(1)       | 120'(40')   | -3(22) | 21   | 2 weapon          | Weapon+6            | F21  | 10     | 11,000 | 110hp. +2m.star(1d6+8Dam). Regenerate 1hp/rd. Spell-like abilities.        |
| Devil, Barbed <sup>L2</sup>         | 1d2(3d4)   | 120'(40')   | 0(19)  | 8    | 3 claws/tail      | 2d4/2d4/3d4         | F8   | 10     | 2,560  | Never surprised. Hits cause fear (SNeg). Spell-like abilities.             |
| Devil, Bone <sup>L2</sup>           | 1d2(2d4)   | 150'(50')   | -1(20) | 9    | 1 hook or tail    | 3d4/2d4             | F9   | 10     | 3,100  | Tail hit drains 1d4STR for 2d6rds (SNeg). Spell-like abilities.            |
| Devil, Erinyes <sup>L2</sup>        | 1d3(4d4)   | F210'(70')  | 2(17)  | 6+5  | 1 dagger          | 2d4+poison          | F6   | 10     | 1,280  | Poison paralyzes (SNeg). Rope of entanglement. Spell-like abilities.       |
| Devil, Geryon <sup>L2</sup>         | 1(1)       | F180'(60')  | -3(22) | 23   | 3 claws/sting     | 3d6/3d6/2d4         | F23  | 10     | 13,000 | 135hp. +2 weapons to hit. Poison sting (SorD-4). Spell-like abilities.     |
| Devil, Horned <sup>L2</sup>         | 1d2(1d4+1) | F180'(60')  | -5(24) | 5+5  | 4 claws/bite/tail | 1d4/1d4/1d4+1/1d3   | F5   | 9      | 1,260  | +1 weapons to hit. Tail hit does +1Dam/rd. Spell-like abilities.           |
| Devil, Hutijin <sup>M2</sup>        | 1(1)       | F180'(60')  | -4(23) | 21   | 2 trident/net     | 1d8+11/ensnare      | F21  | 10     | 7,000  | 111hp. Voice fear R30' (SNeg). Spell-like abilities.                       |
| Devil, Ice <sup>L2</sup>            | 1(1d4)     | 60'(20')    | -4(23) | 11   | 4 claws/bite/tail | 1d4/1d4/1d4/3d4     | F11  | 11     | 4,800  | +2 weapons to hit. Regenerate 1hp/rd. Spell-like abilities.                |
| Devil, Imp <sup>L2</sup>            | 1(1)       | F180'(60')  | 2(17)  | 2+2  | 1 tail            | 1d4+poison          | F2   | 8      | 83     | Magic weapons to hit. Poison (SorD). Regenerates 1hp/rd.                   |
| Devil, Lemure <sup>L2</sup>         | 0(5d6)     | 30'(10')    | 7(12)  | 3    | 1 claw            | 1d4                 | F3   | 6      | 95     | Regenerate 1hp/rd. Only permanently killed by Holy Water.                  |
| Devil, Moloch <sup>M2</sup>         | 1(1)       | 120'(40')   | -3(22) | 22   | 3 claws/bite      | 1d4+7/1d4+7/4d4     | F22  | 10     | 7,750  | 126hp. Breath causes fear R30' (SNeg). Spell-like abilities.               |
| Devil, Pit Fiend <sup>L2</sup>      | 1(1d3)     | F150'(50')  | -3(22) | 13   | 2/1 weapons/tail  | 1d6+6/1d6+6/2d4     | F13  | 10     | 5,100  | +2 weapons to hit. Regenerate 2hp/rd. Spell-like abilities.                |
| Devil, Titivilus <sup>M2</sup>      | 1(1)       | F300'(100') | -2(21) | 21   | 1 weapon          | Weapon+3            | F21  | 10     | 7,000  | 86hp. Touch causes fear (SNeg). Spell-like abilities.                      |
| Devil Dog <sup>FF</sup>             | 4d4(4d4)   | 300'(100')  | 6(13)  | 6    | 1 bite            | 2d4                 | F6   | 8      | 820    | Baying causes fear ≤3 <sup>rd</sup> level (SNeg-4). Special throat attack. |
| Dinosaur, Pteranodon <sup>L1</sup>  | 0(1d4)     | F240'(80')  | 6(13)  | 5    | 1 bite            | 1d12                | F3   | 8      | 350    | Wingspan upto 50'.                                                         |
| Dinosaur, Pterodactyl <sup>L1</sup> | 0(1d4)     | F180'(60')  | 7(12)  | 1    | 1 bite            | 1d3                 | F1   | 7      | 13     | Wingspan 7'-10'. Attacks upto halfling-sized creatures.                    |
| Dinosaur, Stegosaurus <sup>L1</sup> | 0(1d4)     | 60'(20')    | 3(16)  | 11   | 1 tail or trample | 2d8/2d6             | F6   | 7      | 1,200  |                                                                            |
| Dinosaur, Triceratops <sup>L1</sup> | 0(1d4)     | 90'(30')    | 2(17)  | 11   | 1 gore or trample | 3d6/3d6             | F6   | 8      | 1,200  |                                                                            |
| Dinosaur, T.Rex <sup>L1</sup>       | 0(1)       | 120'(40')   | 3(16)  | 20   | 1 bite            | 6d6                 | F10  | 11     | 2,250  | Generally ignores prey smaller than halfling-sized.                        |

| Monster                         | # Enc.     | Move         | AC     | HD  | Attacks           | Damage             | Save | Morale | XP    | Notes                                                                 |
|---------------------------------|------------|--------------|--------|-----|-------------------|--------------------|------|--------|-------|-----------------------------------------------------------------------|
| Dire Corby <sup>FF</sup>        | 1d12(1d12) | 120'(40')    | 6(13)  | 2   | 2 claws           | 1d6/1d6            | F2   | 9      | 20    |                                                                       |
| Disenchanter <sup>FF</sup>      | 1d2(1d2)   | 120'(40')    | 5(14)  | 5   | 1 snout           | Drain magic        | F5   | 6      | 500   | Magic weapons to hit. Snout hits drain magic from items.              |
| Djinni <sup>L1</sup>            | 1(1)       | F240'(80')   | 5(14)  | 7+1 | 1 fist            | 2d8                | F14  | 12     | 1,700 | Magic weapons to hit. Whirlwind 2d6Dam. Spel-like abilities.          |
| Dog, War <sup>L2</sup>          | 0(0)       | 120'(40')    | 6(13)  | 2+2 | 1 bite            | 2d4                | F2   | 11     | 35    |                                                                       |
| Dog, Wild <sup>L2</sup>         | 4d4(4d4)   | 150'(50')    | 7(12)  | 1+1 | 1 bite            | 1d4                | F1   | 7      | 15    |                                                                       |
| Doppelganger <sup>L1</sup>      | 1d6(1d6)   | 90'(30')     | 5(14)  | 4   | 1 fist            | 1d12               | F10  | 10     | 190   | Polymorph self. Immune to sleep and charm spells.                     |
| Dracolisk <sup>M2</sup>         | 1d2(1d2)   | F150'(50')   | 3(16)  | 7+3 | 3 claws/bite      | 1d6/1d6/3d4        | F7   | 9      | 1,300 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Black <sup>L1</sup>     | 1d4(1d4)   | F240'(80')   | 2(17)  | 7   | 3 claws/bite      | 1d4+1/1d4+1/2d10   | F7   | 8      | 1,490 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Blue <sup>L1</sup>      | 1d4(1d4)   | F240'(80')   | 0(19)  | 9   | 3 claws/bite      | 1d6+1/1d6+1/3d10   | F9   | 9      | 3,100 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Brass <sup>L2</sup>     | 1d4(1d4)   | F240'(80')   | 2(17)  | 7   | 3 claws/bite      | 1d4/1d4/4d4        | F7   | 9      | 1,490 | See Dragon Sub-table. Ground movement 120'(40').                      |
| Dragon, Bronze <sup>L2</sup>    | 1d4(1d4)   | F240'(80')   | 0(19)  | 9   | 3 claws/bite      | 1d6/1d6/4d6        | F9   | 9      | 3,100 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Chromatic <sup>L2</sup> | 1(1)       | F180'(60')   | 0(19)  | 18  | 6 bites/tail      | As head/1d6+poison | F18  | 10     | 5,250 | See Dragon Sub-table. Ground movement 60'(20'). Poison (SorD).        |
| Dragon, Cloud <sup>M2</sup>     | 1d2(1d2)   | F390'(130')  | 0(19)  | 13  | 4 claws/bite/tail | 1d10/1d10/3d12/3d4 | F13  | 10     | 4,200 | See Dragon Sub-table. Ground movement 60'(20'). AC-3 gaseous.         |
| Dragon, Copper <sup>L2</sup>    | 1d4(1d4)   | F240'(80')   | 1(18)  | 8   | 3 claws/bite      | 1d4/1d4/5d4        | F8   | 9      | 2,060 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Faerie <sup>M2</sup>    | 1d6(1d6)   | F240'(80')   | 5(14)  | 4   | 1 bite            | 1d2                | F4   | 7      | 300   | 1-16hp. See Dragon Sub-table. Ground movement 60'(20'). Invisibility. |
| Dragon, Gold <sup>L1</sup>      | 1d4(1d4)   | F240'(80')   | -2(21) | 11  | 3 claws/bite      | 2d4/2d4/6d6        | F11  | 10     | 3,600 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Green <sup>L1</sup>     | 1d4(1d4)   | F240'(80')   | 1(18)  | 8   | 3 claws/bite      | 1d6/1d6/3d8        | F8   | 9      | 2,060 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Mist <sup>M2</sup>      | 1d2(1d2)   | F330'(110')  | 1(18)  | 10  | 4 claws/bite/tail | 1d4/1d4/2d12/2d4   | F10  | 10     | 3,100 | See Dragon Sub-table. Ground movement 60'(20'). AC-2 as mist.         |
| Dragon, Red <sup>L1</sup>       | 1d4(1d4)   | F240'(80')   | -1(20) | 10  | 3 claws/bite      | 1d8/1d8/4d8        | F10  | 10     | 3,100 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, Sea <sup>L1</sup>       | 0(1d4)     | F/S180'(60') | 1(18)  | 8   | 1 bite            | 3d8                | F8   | 9      | 2,060 | See Dragon Sub-table.                                                 |
| Dragon, Silver <sup>L2</sup>    | 1d4(1d4)   | F240'(80')   | -1(20) | 10  | 3 claws/bite      | 1d6/1d6/5d6        | F10  | 10     | 3,100 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon, White <sup>L1</sup>     | 1d4(1d4)   | F240'(80')   | 3(16)  | 6   | 3 claws/bite      | 1d4/1d4/2d8        | F6   | 8      | 1,070 | See Dragon Sub-table. Ground movement 90'(30').                       |
| Dragon Fish <sup>FF</sup>       | 1(1)       | S60'(20')    | 4(15)  | 2   | 1 bite            | 1d6                | F2   | 7      | 38    | Only 15% chance of spotting. Poison spines (SorD-2).                  |
| Dragon Horse <sup>M2</sup>      | 1(1d3)     | F480'(160')  | 0(19)  | 8   | 2 hooves          | 1d8/1d8            | F8   | 9      | 1,560 | Never surprised. Ground movement 240'(80'). 3x breath weapons.        |
| Dragon Turtle <sup>L1</sup>     | 0(1)       | S90'(30')    | -2(21) | 30  | 3 claws/bite      | 1d8/1d8/10d6       | F15  | 10     | 9,500 | See Dragon Sub-table. Ground movement 30'(10').                       |
| Dragonfly, Giant <sup>M2</sup>  | 1d6(1d6)   | F360'(120')  | 3(16)  | 7   | 1 bite            | 3d4                | F4   | 9      | 1,140 | +2 Initiative. With initiative immune to hand weapons (missiles-4).   |
| Dragonne <sup>L2</sup>          | 1(1)       | 150'(50')    | 2(17)  | 9   | 3 claws/bite      | 1d8/1d8/3d6        | F9   | 9      | 2,900 | Roar R30'/120' deafness/weakness (SNeg). Flies at 90'(30').           |
| Dragonnel <sup>M2</sup>         | 1d4(1d4)   | F180'(60')   | 3(16)  | 8+4 | 3 claws/bite      | 1d6/1d6/4d4        | F8   | 8      | 620   | Ground movement 120'(40').                                            |
| Drake, Fire <sup>FF</sup>       | 2d4(2d4)   | F180'(60')   | 5(14)  | 4   | 1 bite            | 2d4                | F4   | 8      | 135   | See Dragon Sub-table. Ground movement 60'(20').                       |
| Drake, Ice <sup>FF</sup>        | 1d4(1d4)   | F150'(50')   | 1(18)  | 3+3 | 3 claws/bite      | 1d3/1d3/1d6        | F3   | 8      | 135   | See Dragon Sub-table. Ground movement 90'(30'). Spell-like abilities. |

Dragons Sub-table

| Monster                         | Habitat             | Sleeping | Speech | Breath Range, Shape & Type***                                                              | Spells/Level*         |                 |                 |                 |                 |
|---------------------------------|---------------------|----------|--------|--------------------------------------------------------------------------------------------|-----------------------|-----------------|-----------------|-----------------|-----------------|
|                                 |                     |          |        |                                                                                            | 1 <sup>st</sup>       | 2 <sup>nd</sup> | 3 <sup>rd</sup> | 4 <sup>th</sup> | 5 <sup>th</sup> |
| Chimera <sup>L1</sup>           | -                   | 0%       | 0%     | 50'long x 10'wide cone of fire 3d6Dam.                                                     | -                     | -               | -               | -               | -               |
| Dracolisk <sup>M2</sup>         | Marshes/Swamps      | 40%      | 0%     | 30'long x 5'wide stream of acid 4d6Dam. Gaze petrifies R20' (SNeg).                        | -                     | -               | -               | -               | -               |
| Dragon, Black <sup>L1</sup>     | Marshes/Swamps      | 40%      | 20%    | 60'long x 5'wide linear jet of acid.                                                       | 5                     | -               | -               | -               | -               |
| Dragon, Blue <sup>L1</sup>      | Plains/Deserts      | 20%      | 40%    | 100'long x 5'wide linear bolt of lightning.                                                | 5                     | 4               | -               | -               | -               |
| Dragon, Brass <sup>L2</sup>     | Deserts             | 50%      | 30%    | 70'long x 20'wide cone of sleep <b>or</b> 40'long x 50'wide cloud of fear.                 | 3                     | 2               | -               | -               | -               |
| Dragon, Bronze <sup>L2</sup>    | Lakes/Seas          | 25%      | 60%    | 100'long x 5'wide linear boly of lightning <b>or</b> 20'long x 30'wide cloud of repulsion. | 2                     | 2               | 1               | -               | -               |
| Dragon, Chromatic <sup>L2</sup> | All                 | 0%       | -      | Each of the 5 heads listed below may use its breath weapon once per day.                   | -                     | -               | -               | -               | -               |
| Black Head**                    | -                   | -        | 100%   | 60'long x 5'wide linear jet of acid.                                                       | 2                     | -               | -               | -               | -               |
| Blue Head**                     | -                   | -        | 100%   | 100'long x 5'wide linear bolt of lightning.                                                | -                     | 2               | -               | -               | -               |
| Green Head**                    | -                   | -        | 100%   | 50'long x 40'wide cloud of chlorine gas.                                                   | -                     | -               | 2               | -               | -               |
| Red Head**                      | -                   | -        | 100%   | 90'long x 30'wide cone of fire.                                                            | -                     | -               | -               | 2               | -               |
| White Head**                    | -                   | -        | 100%   | 80'long x 30'wide cone of cold.                                                            | -                     | -               | -               | -               | 2               |
| Dragon, Cloud <sup>M2</sup>     | Clouds              | 0%       | 100%   | 120'long x 30'wide blast of air.                                                           | Varies by dragon age. |                 |                 |                 |                 |
| Dragon, Copper <sup>L2</sup>    | Rocky/Arid          | 40%      | 45%    | 60'long x 5'wide linear jet of acid <b>or</b> 30'long x 20'wide cloud of slow.             | 3                     | 2               | -               | -               | -               |
| Dragon, Faerie <sup>M2</sup>    | Forests             | 0%       | 100%   | 2'diameter cloud of euphoria gas (Save or wander blissfully about for 3d4rds).             | Varies by dragon age. |                 |                 |                 |                 |
| Dragon, Gold <sup>L1</sup>      | All                 | 5%       | 100%   | 90'long x 30'wide cone of fire <b>or</b> 50'long x 40'wide cloud of chlorine gas.          | 5                     | 5               | 4               | -               | -               |
| Dragon, Green <sup>L1</sup>     | Wooded              | 30%      | 30%    | 50'long x 40'wide cloud of chlorine gas.                                                   | 4                     | 3               | -               | -               | -               |
| Dragon, Mist <sup>M2</sup>      | Coastal/Rainforests | 0%       | 100%   | 90'long x 30'wide cloud of vapors, blinds for 1d4rds (NS) +3d4Dam/rd in cloud (S1/3).      | Varies by dragon age. |                 |                 |                 |                 |
| Dragon, Red <sup>L1</sup>       | Mountainous         | 10%      | 50%    | 90'long x 30'wide cone of fire.                                                            | 4                     | 4               | 3               | -               | -               |
| Dragon, Sea <sup>L1</sup>       | Seas                | 40%      | 20%    | 20'diameter gob of poison spittle (SorD).                                                  | 4                     | 3               | -               | -               | -               |
| Dragon, Silver <sup>L2</sup>    | Mountainous         | 15%      | 75%    | 80'long x 30'wide cone of cold <b>or</b> 40'long x 50'wide cloud of paralyze.              | 2                     | 2               | 2               | 1               | -               |
| Dragon, White <sup>L1</sup>     | Cold                | 50%      | 10%    | 80'long x 30'wide cone of cold.                                                            | 4                     | -               | -               | -               | -               |
| Dragon Turtle <sup>L1</sup>     | Seas                | 0%       | 0%     | 90'long x 30'wide cloud of steam.                                                          | -                     | -               | -               | -               | -               |
| Drake, Fire <sup>FF</sup>       | Rocky               | 0%       | 0%     | 60'long x 10'wide cone of fire 2d8Dam (S½) may use 5 times/day.                            | -                     | -               | -               | -               | -               |
| Drake, Ice <sup>FF</sup>        | Cold                | 0%       | 0%     | 80'long x 30'wide cone of cold 2d8Dam (S½) may use 3 times/day.                            | Spell-like abilities. |                 |                 |                 |                 |

**Notes:** \*If a dragon is able to speak then it may also cast spells as listed.

\*\*Each head has 18hp. If a head is killed it will regenerate after one day provided some part of the dragon still lives.

\*\*\*Unless otherwise stated dragon breath weapons deal damage equal to the dragon's current hit points (halved if a save is made). Dragons may use their breath weapons 3 times per day.  
Dragons are immune to their own breath weapon effects and similar effects from other sources.

| Monster                            | # Enc.        | Move        | AC     | HD  | Attacks           | Damage      | Save | Morale | XP    | Notes                                                        |
|------------------------------------|---------------|-------------|--------|-----|-------------------|-------------|------|--------|-------|--------------------------------------------------------------|
| Drelb <sup>M2</sup>                | 1(1)          | 60'(20')    | 2(17)  | 5+3 | 1 touch           | 3d4+chill   | F5   | 10     | 1,060 | Magic weapons to hit. Chill causes victim to drop for 1rd.   |
| Dryad <sup>L1</sup>                | 0(1d6)        | 120'(40')   | 5(14)  | 2   | 1 charm           | 0           | F4   | 6      | 29    | Charm person (SNeg).                                         |
| Dun Pudding <sup>M2</sup>          | 1(1d3)        | 120'(40')   | 7(12)  | 8+1 | 1 corrosion       | 4d6         | F8   | 12     | 2,420 | Only harmed by fire. Normal blows cause it to split.         |
| Dust Digger <sup>M2</sup>          | 1d20(1d20)    | 30'(10')    | 4(15)  | 4   | 1 crush           | 1d8         | F2   | 10     | 135   | Closes around victim and does 1d8Dam/rd.                     |
| Dwarf <sup>L1</sup>                | 1d6(5d8)      | 60'(20')    | 4(15)  | 1   | 1 weapon          | Weapon      | D1   | 8      | 10    | In a group of 20+ there will be a 1d6+2 level leader.        |
| Dwarf, Duergar <sup>L2</sup>       | 2d4(1d00+100) | 60'(20')    | 4(15)  | 1+2 | 1 weapon          | Weapon      | F1   | 8      | 21    | Surprises on 1-3. -2 to hit in bright light.                 |
| Eagle, Giant <sup>L2</sup>         | 1d6(1d20)     | F480'(160') | 7(12)  | 4   | 3 claws/bite      | 1d6/1d6/2d6 | F4   | 8      | 80    | Dive 2d6Dam/claw but no bite. Ground movement 30'(10).       |
| Ear Seeker <sup>L2</sup>           | 1d4(1d4)      | 10'(3')     | 9(10)  | 1hp | 0                 | 0           | F1   | NA     | 5     | Lay eggs in host 90% fatal. Cure disease removes.            |
| Eel, Electric <sup>L2</sup>        | 1d3(1d3)      | S120'(40')  | 9(10)  | 2   | 1 bite            | 1d4         | F2   | 7      | 29    | Shock 1/turn 5' 3d8Dam, 5-10' 2d8Dam, 10-15' 1d8Dam.         |
| Eel, Giant <sup>L2</sup>           | 1d4(1d4)      | S90'(30')   | 6(13)  | 5   | 1 bite            | 3d6         | F5   | 8      | 200   |                                                              |
| Eel, Sea <sup>L2</sup>             | 0(1d6x10)     | S150'(50')  | 8(11)  | 1-1 | 1 bite            | 1+poison    | F1   | 7      | 6     | Poison (SorD).                                               |
| Efreeti <sup>L1</sup>              | 1(1)          | F240'(80')  | 3(16)  | 10  | 1 sword           | 2d8         | F15  | 12     | 4,500 | Pillar of flame 5'R 1d8Dam upto 3rds. Spell-like abilities.  |
| Elemental, Air8HD <sup>L1</sup>    | 1(1)          | F360'(120') | 2(17)  | 8   | 1 blast           | 1d8         | F8   | 10     | 1,570 | Magic weapons to hit. Carry away creatures <2HD +1d8Dam.     |
| Elemental, Air12HD <sup>L1</sup>   | 1(1)          | F360'(120') | 0(19)  | 12  | 1 blast           | 2d8         | F12  | 10     | 2,800 | Magic weapons to hit. Carry away creatures <2HD +1d8Dam.     |
| Elemental, Air16HD <sup>L1</sup>   | 1(1)          | F360'(120') | -2(21) | 16  | 1 blast           | 3d8         | F16  | 10     | 3,300 | Magic weapons to hit. Carry away creatures <2HD +1d8Dam.     |
| Elemental, Earth8HD <sup>L1</sup>  | 1(1)          | 60'(20')    | 2(17)  | 8   | 1 fist            | 1d8         | F8   | 10     | 1,570 | Magic weapons to hit. +1d8Dam against victims on ground.     |
| Elemental, Earth12HD <sup>L1</sup> | 1(1)          | 60'(20')    | 0(19)  | 12  | 1 fist            | 2d8         | F12  | 10     | 2,800 | Magic weapons to hit. +1d8Dam against victims on ground.     |
| Elemental, Earth16HD <sup>L1</sup> | 1(1)          | 60'(20')    | -2(21) | 16  | 1 fist            | 3d8         | F16  | 10     | 3,300 | Magic weapons to hit. +1d8Dam against victims on ground.     |
| Elemental, Fire8HD <sup>L1</sup>   | 1(1)          | 120'(40')   | 2(17)  | 8   | 1 flames          | 1d8         | F8   | 10     | 1,570 | Magic weapons to hit. +1d8Dam against cold-based victims.    |
| Elemental, Fire12HD <sup>L1</sup>  | 1(1)          | 120'(40')   | 0(19)  | 12  | 1 flames          | 2d8         | F12  | 10     | 2,800 | Magic weapons to hit. +1d8Dam against cold-based victims.    |
| Elemental, Fire16HD <sup>L1</sup>  | 1(1)          | 120'(40')   | -2(21) | 16  | 1 flames          | 3d8         | F16  | 10     | 3,300 | Magic weapons to hit. +1d8Dam against cold-based victims.    |
| Elemental, Time12HD <sup>M2</sup>  | 1(1)          | 10'(3')     | 2(17)  | 12  | 1 dust spray      | 3d4         | F12  | 10     | 3,600 | +3 weapons to hit. 1d4 attacks from other times.             |
| Elemental, Time16HD <sup>M2</sup>  | 1(1)          | 10'(3')     | 2(17)  | 16  | 1 dust spray      | 4d4         | F16  | 10     | 4,200 | +3 weapons to hit. 1d4 attacks from other times.             |
| Elemental, Water8HD <sup>L1</sup>  | 1(1)          | S180'(60')  | 2(17)  | 8   | 1 water jet       | 1d8         | F8   | 10     | 1,570 | Magic weapons to hit. +1d8Dam against victims in water.      |
| Elemental, Water12HD <sup>L1</sup> | 1(1)          | S180'(60')  | 0(19)  | 12  | 1 water jet       | 2d8         | F12  | 10     | 2,800 | Magic weapons to hit. +1d8Dam against victims in water.      |
| Elemental, Water16HD <sup>L1</sup> | 1(1)          | S180'(60')  | -2(21) | 16  | 1 water jet       | 3d8         | F16  | 10     | 3,300 | Magic weapons to hit. +1d8Dam against victims in water.      |
| Elephant <sup>L1</sup>             | 0(1d20)       | 120'(40')   | 5(14)  | 9   | 2/1 tusks/trample | 2d4/2d4/4d8 | F5   | 8      | 2,400 | 75% likely to trample at +4 to hit vs ≤ human-sized targets. |
| Elf <sup>L1</sup>                  | 1d4(2d12)     | 120'(40')   | 5(14)  | 1+1 | 1 weapon          | Weapon      | E1   | 8      | 15    | In a group of 20+ there will be a 1d6+1 level leader.        |
| Elf, Deep <sup>L2</sup>            | 1d10(4d12)    | 120'(40')   | 5(14)  | 1   | 1 weapon          | Weapon      | F1   | 7      | 10    | -2 to hit in bright light.                                   |
| Elf, Drow <sup>L2</sup>            | 2d4(5d10)     | 120'(40')   | 4(15)  | 2   | 1 weapon          | Weapon      | F2   | 10     | 38    | -2 to hit in bright light. Spell-like abilities.             |

| Monster                             | # Enc.     | Move        | AC     | HD    | Attacks            | Damage           | Save   | Morale | XP    | Notes                                                             |
|-------------------------------------|------------|-------------|--------|-------|--------------------|------------------|--------|--------|-------|-------------------------------------------------------------------|
| Etlin <sup>L1</sup>                 | 1d2(1d4)   | 120'(40')   | 3(16)  | 10    | 2 clubs            | 2d8/3d6          | F10    | 9      | 1,700 | Only surprised on 1.                                              |
| Executioner's Hood2HD <sup>M2</sup> | 1(1)       | 60'(20')    | 6(13)  | 2+2   | 1 strangle         | 1d4              | F2     | 12     | 71    | Surprises on 1-3. Ongong 1d4Dam/rd. Immune to sleep.              |
| Executioner's Hood4HD <sup>M2</sup> | 1(1)       | 60'(20')    | 6(13)  | 4+4   | 1 strangle         | 1d4              | F4     | 12     | 365   | Surprises on 1-3. Ongong 1d4Dam/rd. Immune to sleep.              |
| Executioner's Hood6HD <sup>M2</sup> | 1(1)       | 60'(20')    | 6(13)  | 6+6   | 1 strangle         | 1d4              | F6     | 12     | 1,280 | Surprises on 1-3. Ongong 1d4Dam/rd. Immune to sleep.              |
| Eye, Floating <sup>L2</sup>         | 1d12(1d12) | S300'(100') | 9(10)  | ½     | 1 gaze             | 0                | F1     | 6      | 6     | Eye hypnotizes (stuns) creatures (SNeg).                          |
| Eye of the Deep <sup>L2</sup>       | 1(1)       | S60'(20')   | 5(14)  | 10-12 | 3 pincers/bite     | 2d4/2d4/1d6      | F10-12 | 8      | 3,800 | 2 eye rays. Spell-like effects.                                   |
| Eye, Tentacled <sup>L2</sup>        | 1(1)       | 90'(30')    | 4(15)  | 14-16 | 8/1 tentacles/bite | 1d8each/2d6      | F14-16 | 10     | 4,200 | Each tentacle has 2d6+4hp.Tentacle hits entangle victims.         |
| Eye of Terror <sup>L2</sup>         | 1(1)       | F60'(20')   | 0(19)  | 10-12 | 3 tentacles/bite   | 1d6/1d6/2d4      | F10-12 | 9      | 7,300 | Poison tentacles (SorD). 8 eye stalks with spell-like effects.    |
| False Spider, Large <sup>M2</sup>   | 1d6(1d6)   | 90'(30')    | 6(13)  | 3+3   | 2/1 legs/bite      | 0/0/2d4          | F2     | 8      | 100   | Legs do 0Dam but hold victims to give +3 to hit with bite.        |
| False Spider, Huge <sup>M2</sup>    | 1d6(1d6)   | 90'(30')    | 5(14)  | 5+5   | 2/1 legs/bite      | 0/0/3d4          | F3     | 8      | 460   | Legs do 0Dam but hold victims to give +3 to hit with bite.        |
| False Spider, Giant <sup>M2</sup>   | 1d4(1d4)   | 120'(40')   | 4(15)  | 6+6   | 2/1 legs/bite      | 0/0/4d4          | F4     | 8      | 680   | Legs do 0Dam but hold victims to give +3 to hit with bite.        |
| Ferret, Giant <sup>L1</sup>         | 1d8(1d12)  | 150'(50')   | 5(14)  | 1+1   | 1 bite             | 1d8              | F1     | 8      | 15    |                                                                   |
| Fire Snake <sup>FF</sup>            | 1d6(1d6)   | 40'(13')    | 6(13)  | 2     | 1 bite             | 1d4+paralysis    | F2     | 8      | 38    | Surprises on 1-4. Bite paralysis 2d4turns (SNeg).                 |
| Fish, Gt.Catfish <sup>L1</sup>      | 0(1d2)     | S90'(30')   | 4(15)  | 8+3   | 5 feelers/bite     | 1d4each/2d8      | F4     | 8      | 620   |                                                                   |
| Fish, Gt.Piranha <sup>L1</sup>      | 0(2d4)     | S150'(50')  | 6(13)  | 3+3   | 1 bite             | 1d8              | F2     | 7      | 65    | Morale increases to 12 if they catch the scent of blood.          |
| Fish, Gt.Rockfish <sup>L1</sup>     | 0(2d4)     | S180'(60')  | 7(12)  | 5+5   | 4 spines           | 1d4each+poison   | F3     | 8      | 460   | Poison spines (SorD).                                             |
| Fish, Gt.Sturgeon <sup>L1</sup>     | 0(1)       | S180'(60')  | 0(19)  | 10+2  | 1 bite             | 2d10             | F5     | 9      | 1,700 | To hit roll of 18+ swallows whole ongoing 2d6Dam/rd.              |
| Flail Snail4HD <sup>FF</sup>        | 1(1)       | 30'(10')    | 4(15)  | 4     | 4 tentacles        | 1d8each          | F4     | 10     | 245   | Tentacles have 1d8hp. Anti-magic shell(AC-8). Immune to fire.     |
| Flail Snail5HD <sup>FF</sup>        | 1(1)       | 30'(10')    | 4(15)  | 5     | 5 tentacles        | 1d8each          | F5     | 10     | 650   | Tentacles have 1d8hp. Anti-magic shell(AC-8). Immune to fire.     |
| Flail Snail6HD <sup>FF</sup>        | 1(1)       | 30'(10')    | 4(15)  | 6     | 6 tentacles        | 1d8each          | F6     | 10     | 1,070 | Tentacles have 1d8hp. Anti-magic shell(AC-8). Immune to fire.     |
| Flightless Bird1HD <sup>L2</sup>    | 2d10(2d10) | 180'(60')   | 7(12)  | 1     | 1 bite/claws       | 1d4              | F1     | 8      | 10    | Smaller birds including the rhea.                                 |
| Flightless Bird2HD <sup>L2</sup>    | 2d10(2d10) | 180'(60')   | 7(12)  | 2     | 1 bite/claws       | 1d6              | F2     | 8      | 20    | Medium birds including the emu.                                   |
| Flightless Bird3HD <sup>L2</sup>    | 2d10(2d10) | 180'(60')   | 7(12)  | 3     | 1 bite/claws       | 2d4              | F3     | 8      | 50    | Larger birds including the ostrich.                               |
| Flind <sup>FF</sup>                 | 2d12(2d12) | 120'(40')   | 5(14)  | 2+3   | 1 club             | 1d6              | F2     | 8      | 47    | +1 to hit bonus. 25% have iron bars 1d4Dam and disarm (SNeg).     |
| Flumph <sup>FF</sup>                | 2d8(2d8)   | F60'(20')   | 0(19)  | 2     | 1 spikes           | 1d8+acid         | F2     | 7      | 29    | Acid +1d4Dam. Foul spray R20'. Underside AC8.                     |
| Fly, Gt.Carnivorous <sup>L1</sup>   | 1d6(2d6)   | F180'(60')  | 6(13)  | 2     | 1 bite             | 1d8              | F1     | 8      | 29    | Surprises on 1-4. Ground movement 90'(30').                       |
| Foo Dog <sup>M2</sup>               | 2d4(2d4)   | 270'(90')   | 0(19)  | 7+7   | 3 claws/bite       | 1d4+1/1d4+1/1d12 | F7     | 9      | 1,900 | Invisibility. Become ethereal. Roar 20% chance of summoning more. |
| Foo Lion <sup>M2</sup>              | 1d4(1d4)   | 210'(70')   | -1(20) | 11+11 | 3 claws/bite       | 2d4/2d4/2d8      | F11    | 9      | 5,000 | Invisibility. Become ethereal. Roar 20% chance of summoning more. |
| Forester's Bane <sup>M2</sup>       | 1d2(1d2)   | 0'(0')      | 4(15)  | 5     | 3-6 stalks         | 1d4+1each        | F5     | NA     | 350   | Stalks AC4, leaves AC7, bush AC9. Roll under STR to break free.   |
| Frog, Giant1HD <sup>L2</sup>        | 5d8(5d8)   | S90'(30')   | 7(12)  | 1     | 1 bite             | 1d3              | F1     | 7      | 13    | Surprises on 1-4. 60' leap+attack. Tounge grabs at +4.            |

| Monster                          | # Enc.    | Move       | AC    | HD   | Attacks            | Damage          | Save | Morale | XP    | Notes                                                                    |
|----------------------------------|-----------|------------|-------|------|--------------------|-----------------|------|--------|-------|--------------------------------------------------------------------------|
| Frog, Giant2HD <sup>L2</sup>     | 5d8(5d8)  | S90'(30')  | 7(12) | 2    | 1 bite             | 1d6             | F2   | 7      | 29    | Surprises on 1-4. 60' leap+attack. Tongue grabs at +4.                   |
| Frog, Giant3HD <sup>L2</sup>     | 5d8(5d8)  | S90'(30')  | 7(12) | 3    | 1 bite             | 2d4             | F3   | 7      | 65    | Surprises on 1-4. 60' leap+attack. Tongue grabs at +4.                   |
| Frog, Gt.Killer <sup>L2</sup>    | 3d6(3d6)  | S120'(40') | 8(11) | 1+4  | 3 claws/bite       | 1d2/1d2/1d4+1   | F1   | 7      | 21    | Ground movement 60'(20').                                                |
| Frog, Gt.Poisonous <sup>L2</sup> | 2d6(2d6)  | S90'(30')  | 8(11) | 1    | 1 bite             | 1+poison        | F1   | 7      | 13    | Poison (SorD+4). Ground movement 30'(10').                               |
| Froghemoth <sup>M2</sup>         | 1(1)      | 40'(13')   | 2(17) | 16   | 4/1 tentacles/bite | 1d4+4each/5d10  | F16  | 10     | 4,200 | Tentacles AC2, body AC4, tongue AC6. Swallow whole on 19+.               |
| Frost Man <sup>FF</sup>          | 1(1)      | 120'(40')  | 5(14) | 4    | 1 weapon           | Weapon          | F4   | 8      | 135   | Ice blast 3/day R35'x10' 3d6Dam (S½).                                    |
| Fungi, Violet <sup>L2</sup>      | 1d4(1d4)  | 10'(3')    | 7(12) | 3    | 1-4 tentacles      | Rot             | F3   | 8      | 80    | Slime on tentacles rots victim to a corpse in 1 round (SNeg).            |
| Gambado <sup>FF</sup>            | 1d8(1d8)  | J120'(40') | 6(13) | 4    | 3 claws/bite       | 1d4/1d4/1d8     | F4   | 8      | 80    | First surprise attack from its pit is bite only.                         |
| Gargoyle <sup>L1</sup>           | 1d6(2d4)  | F150'(50') | 5(14) | 4    | 4 claws/bite/gore  | 1d3/1d3/1d6/1d4 | F8   | 11     | 500   | Magic weapons to hit. Ground Movement 90'(30').                          |
| Gargoyle 4-Armed <sup>ToH</sup>  | 1d4(1d6)  | F150'(50') | 3(16) | 6    | 4 claws/bite/gore  | 1d4x4/1d6/1d4   | F12  | 11     | 820   | Magic weapons to hit. Ground Movement 90'(30').                          |
| Gas Spore <sup>L2</sup>          | 1d3(1d3)  | F30'(10')  | 9(10) | 1hp  | 1 spores           | Infection       | F1   | 12     | 6     | Dies after attacking. Victim dies in 24hours. Explodes if struck 6d6Dam. |
| Gelatinous Cube <sup>L1</sup>    | 1(0)      | 60'(20')   | 8(11) | 4    | 1 slam             | 2d4+paralysis   | F2   | 12     | 245   | Surprises on 1-4. Paralysis lasts 2d4turns (SNeg).                       |
| Ghast <sup>L2</sup>              | 1d6(1d6)  | 150'(50')  | 4(15) | 4    | 3 claws/bite       | 1d4/1d4/1d8     | F4   | 9      | 190   | Bite paralyzes for 2d4turns (SNeg). Sickening stench 10R (SNeg).         |
| Ghost <sup>L2</sup>              | 1(1)      | 90'(30')   | 0(19) | 10   | 1 fear             | Ageing          | F10  | 10     | 3,100 | Immune to attacks. A hit ages a victim 1d4x10 years.                     |
| Ghoul <sup>L1</sup>              | 1d6(2d8)  | 90'(30')   | 6(13) | 2    | 3 claws/bite       | 1d3/1d3/1d3     | F2   | 9      | 47    | Any hit paralyzes for 2d4turns (SNeg). Turns as 3HD.                     |
| Giant, Hill <sup>L1</sup>        | 1d4(2d4)  | 120'(40')  | 4(15) | 8    | 1 weapon           | 2d8             | F8   | 8      | 560   |                                                                          |
| Giant, Stone <sup>L1</sup>       | 1d2(1d6)  | 120'(40')  | 4(15) | 9    | 1 weapon           | 3d6             | F9   | 9      | 1,700 | Throw rocks R300' 3d6Dam.                                                |
| Giant, Frost <sup>L1</sup>       | 1d2(1d4)  | 120'(40')  | 4(15) | 10+1 | 1 weapon           | 4d6             | F10  | 9      | 1,700 | Throw rocks R200' 3d6Dam. Immune to cold.                                |
| Giant, Fire <sup>L1</sup>        | 1d2(1d3)  | 120'(40')  | 4(15) | 11+2 | 1 weapon           | 5d6             | F11  | 9      | 2,000 | Throw rocks R200' 3d6Dam. Immune to heat.                                |
| Giant, Cloud <sup>L1</sup>       | 1d2(1d3)  | 120'(40')  | 4(15) | 12+3 | 1 weapon           | 6d6             | F12  | 10     | 2,000 | Only surprised on 1. Throw rocks R200' 3d6Dam.                           |
| Giant, Storm <sup>L1</sup>       | 1(1d3)    | 150'(50')  | 2(17) | 15   | 1 weapon           | 8d6             | F15  | 10     | 3,300 | In thunder storms Lightning bolt 1/5rds Dam—to giant's hp.               |
| Gloomwing <sup>M2</sup>          | 1(1)      | F120'(40') | 1(18) | 5+1  | 3 claws/bite       | 1d3/1d3/1d8     | F5   | 8      | 860   | Surprises on 1-3. Causes confusion. Pheromones cause weakness.           |
| Gnoll <sup>L1</sup>              | 1d6(3d6)  | 90'(30')   | 5(14) | 2    | 1 weapon           | Weapon+1        | F2   | 8      | 29    | In a group of 20+ there will be a 3HD 16hp leader.                       |
| Gnome <sup>L1</sup>              | 1d8(5d8)  | 60'(20')   | 5(14) | 1    | 1 weapon           | Weapon          | D1   | 8      | 10    | Extended infravision 90'.                                                |
| Goblin <sup>L1</sup>             | 2d4(6d10) | 60'(20')   | 6(13) | 1-1  | 1 weapon           | Weapon          | F0   | 7      | 5     | Extended infravision 90'. -1 to hit in sunlight.                         |
| Golem, Amber <sup>L1</sup>       | 1(1)      | 180'(60')  | 6(13) | 10   | 3 claws/bite       | 2d6/2d6/2d10    | F5   | 12     | 3,100 | Magic weapons to hit. Immune to hold, charm, sleep, poison, gas.         |
| Golem, Bone <sup>L1</sup>        | 1(1)      | 120'(40')  | 2(17) | 8    | 4 weapons          | Weapons         | F4   | 12     | 2,065 | As Amber golem above + immune to electricity, fire, cold.                |
| Golem, Bronze <sup>L1</sup>      | 1(1)      | 240'(80')  | 0(19) | 20   | 1 fist             | 3d10            | F10  | 12     | 4,250 | As Amber golem + edged weapon hits 2d6Dam to wielder (SNeg).             |
| Golem, Clay <sup>L2</sup>        | 1(0)      | 60'(20')   | 7(12) | 11   | 1 fist             | 3d10            | F11  | 12     | 3,000 | As Amber golem + immune to edged weapons. Non-healing wounds.            |
| Golem, Flesh <sup>L2</sup>       | 1(0)      | 90'(30')   | 9(10) | 9    | 2 fists            | 2d8/2d8         | F9   | 12     | 2,400 | As Amber golem + electrical damage regenerates 1hp/dice.                 |

| Monster                       | # Enc.       | Move        | AC    | HD  | Attacks        | Damage              | Save | Morale | XP    | Notes                                                                  |
|-------------------------------|--------------|-------------|-------|-----|----------------|---------------------|------|--------|-------|------------------------------------------------------------------------|
| Golem, Iron <sup>L2</sup>     | 1(0)         | 60'(20')    | 3(16) | 18  | 1 fist         | 4d10                | F18  | 12     | 5,250 | +3 weapons to hit. Gas breath 10 <sup>3</sup> (SorD). Fire repairs it. |
| Golem, Stone <sup>L2</sup>    | 1(0)         | 60'(20')    | 5(14) | 14  | 1 fist         | 3d8                 | F14  | 12     | 4,200 | +2 weapons to hit. May cast Slow 1/2rds R10'. Many immunities.         |
| Golem, Wood <sup>L1</sup>     | 1(1)         | 120'(40')   | 7(12) | 2+2 | 1 fist         | 1d8                 | F1   | 12     | 59    | As Amber golem + clumsy -1 initiative, -2 to fire saves.               |
| Gorbel <sup>FF</sup>          | 1d20(1d20)   | 180'(60')   | 3(16) | 2   | 1 claws        | 1d4                 | F2   | 12     | 38    | Edged weapon hit bursts it 1d4Dam 5R. Claws ongoing 1d6Dam.            |
| Gorgon <sup>L1</sup>          | 1d2(1d4)     | 120'(40')   | 2(17) | 8   | 1 gore         | 2d6                 | F8   | 8      | 1,060 | Breath turns to stone R60x10' (SNeg).                                  |
| Gorgimera <sup>M2</sup>       | 1(1)         | 150'(50')   | 2(17) | 10  | 5 claws/bites  | 1d3/1d3/2d4/2d6/3d4 | F10  | 10     | 2,400 | Lion AC5. Breath 2/day petrify R30'x10', fire R50'x20 3d8Dam.          |
| Gorilla Bear <sup>FF</sup>    | 1d6+1(1d6+1) | 90'(30')    | 4(15) | 4   | 2 claws        | 1d8/1d8             | F4   | 8      | 190   | A claw hit of 18+ adds 2d6Dam hug.                                     |
| Gray Ooze <sup>L1</sup>       | 1(1)         | 10'(3')     | 8(11) | 3   | 1 acid slam    | 2d8                 | F2   | 12     | 80    | Damage is against unarmoured victims. Acid dissolves armour in 1 turn. |
| Gray Worm <sup>L1</sup>       | 1d3(1d3)     | 60'(20')    | 6(13) | 6   | 1 bite         | 1d8                 | F3   | 9      | 570   | Surprised on 1. A hit of 19+ swallows whole 1d8Dam/rd.                 |
| Green Slime <sup>L1</sup>     | 1(0)         | 3'(1')      | N/A   | 2   | 1 slime        | Digestion           | F1   | 12     | 38    | Digests clothes/armour in 6rds, flesh in 1d4rds. Only fire kills.      |
| Griffon <sup>L1</sup>         | 0(2d8)       | F360'(120') | 5(14) | 7   | 3 claws/bite   | 1d4/1d4/2d8         | F4   | 8      | 440   | Ground movement 120'(40').                                             |
| Grippli <sup>M2</sup>         | 1d10(5d6)    | 90'(30')    | 9(10) | 1+1 | 1 weapon       | 1d4                 | F1   | 7      | 21    | Surprises on 1-4. Movement in trees 150'(50'). Ultravision 100'.       |
| Groaning Spirit <sup>L2</sup> | 1(1)         | 150'(50')   | 0(19) | 7   | 1 touch        | 1d8 cold            | F7   | 10     | 1,490 | Sighting causes fear (SNeg). Immune to sleep and charm.                |
| Gryph2HD <sup>FF</sup>        | 1d6(1d6)     | F210'(70')  | 6(13) | 2   | 1 bite         | 2d6                 | F2   | 8      | 20    | Females use a 0Dam grapple attack to pin victim and inject eggs.       |
| Gryph3HD <sup>FF</sup>        | 1d6(1d6)     | F210'(70')  | 6(13) | 3   | 1 bite         | 2d6                 | F3   | 8      | 50    | Females use a 0Dam grapple attack to pin victim and inject eggs.       |
| Gryph4HD <sup>FF</sup>        | 1d6(1d6)     | F210'(70')  | 6(13) | 4   | 1 bite         | 2d6                 | F4   | 8      | 80    | Females use a 0Dam grapple attack to pin victim and inject eggs.       |
| Halfling <sup>L1</sup>        | 3d6(5d8)     | 90'(30')    | 7(12) | 1-1 | 1 weapon       | Weapon              | H1   | 7      | 5     | Village (3d10x10) 1d6+1 level leader + 5d4 2HD militia.                |
| Harpy <sup>L1</sup>           | 1d6(2d4)     | F150'(50')  | 7(12) | 3   | 3 claws/weapon | 1d4/1d4/weapon      | F3   | 7      | 80    | Song charms (SNeg). Harpies get +2 to all saves.                       |
| Haunt <sup>M2</sup>           | 1(1)         | 60'(20')    | 0(19) | 5   | 1 strangle     | Special             | F5   | 8      | 650   | Drains 2DEX/rd possess victim at 0. Strangle 1,2,4,8etc.Dam.           |
| Hawk <sup>L1</sup>            | 0(1d6)       | F480'(160') | 8(11) | ½   | 1 bite         | 1d2                 | F0   | 7      | 5     | May swoop at a surprised opponent doing 2xDam on a hit.                |
| Hawk, Giant <sup>L1</sup>     | 0(1d3)       | F450'(150') | 6(13) | 3+3 | 1 bite         | 1d6                 | F2   | 8      | 65    | May swoop at a surprised opponent doing 2xDam on a hit.                |
| Hell Hound3HD <sup>L1</sup>   | 2d4(2d4)     | 120'(40')   | 4(15) | 3   | 1 bite         | 1d6                 | F3   | 9      | 80    | Breathe fire R10' 3d6Dam (S½). Detect invisible R60' 75%.              |
| Hell Hound4HD <sup>L1</sup>   | 2d4(2d4)     | 120'(40')   | 4(15) | 4   | 1 bite         | 1d6                 | F4   | 9      | 190   | Breathe fire R10' 4d6Dam (S½). Detect invisible R60' 75%.              |
| Hell Hound5HD <sup>L1</sup>   | 2d4(2d4)     | 120'(40')   | 4(15) | 5   | 1 bite         | 1d6                 | F5   | 9      | 500   | Breathe fire R10' 5d6Dam (S½). Detect invisible R60' 75%.              |
| Hell Hound6HD <sup>L1</sup>   | 2d4(2d4)     | 120'(40')   | 4(15) | 6   | 1 bite         | 1d6                 | F6   | 9      | 820   | Breathe fire R10' 6d6Dam (S½). Detect invisible R60' 75%.              |
| Hell Hound7HD <sup>L1</sup>   | 2d4(2d4)     | 120'(40')   | 4(15) | 7   | 1 bite         | 1d6                 | F7   | 9      | 1,140 | Breathe fire R10' 7d6Dam (S½). Detect invisible R60' 75%.              |
| Herd Animal1HD <sup>L1</sup>  | 0(3d10)      | 240'(80')   | 7(12) | 1   | 1 butt         | 1d4                 | F1   | 5      | 10    | Smaller species including the caribou.                                 |
| Herd Animal2HD <sup>L1</sup>  | 0(3d10)      | 240'(80')   | 7(12) | 2   | 1 butt         | 1d4                 | F1   | 5      | 20    | Small-medium species including cattle.                                 |
| Herd Animal3HD <sup>L1</sup>  | 0(3d10)      | 240'(80')   | 7(12) | 3   | 1 butt         | 1d6                 | F2   | 5      | 50    | Medium-larger species including the buffalo.                           |
| Herd Animal4HD <sup>L1</sup>  | 0(3d10)      | 240'(80')   | 7(12) | 4   | 1 butt         | 1d8                 | F2   | 5      | 80    | Largest species including the moose.                                   |

| Monster                         | # Enc.           | Move        | AC    | HD  | Attacks       | Damage       | Save   | Morale | XP    | Notes                                                                |
|---------------------------------|------------------|-------------|-------|-----|---------------|--------------|--------|--------|-------|----------------------------------------------------------------------|
| Hippocampus <sup>L2</sup>       | 2d4(2d4)         | S240'(80')  | 5(14) | 4   | 1 kick        | 1d4          | F4     | 8      | 80    |                                                                      |
| Hippogriff <sup>L1</sup>        | 0(2d8)           | F360'(120') | 5(14) | 3+1 | 3 claws/bite  | 1d6/1d6/1d10 | F2     | 8      | 65    | Ground movement 180'(60').                                           |
| Hoar Fox <sup>FF</sup>          | 1d6(1d6)         | 150'(50')   | 6(13) | 2   | 1 bite        | 1d6          | F2     | 7      | 38    | Cold breath R30' 2d6Dam(S½). Immune to cold, fire does x2.           |
| Hobgoblin <sup>L1</sup>         | 1d6(4d6)         | 90'(30')    | 6(13) | 1+1 | 1 weapon      | Weapon       | F1     | 8      | 15    | King 5HD 22hp, 1d4 bodyguards 4HD 3d6hp, all morale 10.              |
| Homunculus <sup>L2</sup>        | 1(0)             | F180'(60')  | 6(13) | 2   | 1 bite        | 1d3+sleep    | Varies | 11     | 38    | Bite causes sleep for 5d6turns (SNeg). Ground movement 60'(20').     |
| Hornet, Giant <sup>FF</sup>     | 1(1)             | F240'(80')  | 2(17) | 5   | 1 sting       | 1d4+poison   | F5     | 10     | 350   | Poison incapacitates for 2d6turns + 5d6Dam (SNeg).                   |
| Horse, Riding <sup>L1</sup>     | 0(1d10x10)       | 240'(80')   | 7(12) | 2   | 2 hooves      | 1d4/1d4      | F1     | 7      | 20    | Carries upto 300lbs or upto 600lbs at half movement.                 |
| Horse, War <sup>L1</sup>        | 0(0)             | 120'(40')   | 7(12) | 3   | 2 hooves      | 1d6/1d6      | F2     | 9      | 50    | Carries upto 400lbs or upto 800lbs at half movement.                 |
| Horse, Draft <sup>L1</sup>      | 0(0)             | 90'(30')    | 7(12) | 3   | 0             | 0            | F2     | 6      | 50    | Carries upto 450lbs or upto 900lbs at half movement.                 |
| Hound of Ill Omen <sup>FF</sup> | 1(1)             | 0'(0')      | NA    | NA  | 1 howl        | Special      | NA     | NA     | NA    | Victim takes 4xDam from next 1d10 hits (SNeg).                       |
| Huecuva <sup>FF</sup>           | 1d10(1d10)       | 90'(30')    | 3(16) | 2   | 1 fist        | 1d6+disease  | F2     | 12     | 47    | Silver weapons to hit. Polymorph self. Turns as 3HD. Disease (SNeg). |
| Hydra5HD <sup>L1</sup>          | 1(1)             | 120'(40')   | 5(14) | 5   | 5 bites       | 1d10each     | F5     | 9      | 200   | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra6HD <sup>L1</sup>          | 1(1)             | 120'(40')   | 5(14) | 6   | 6 bites       | 1d10each     | F6     | 9      | 320   | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra7HD <sup>L1</sup>          | 1(1)             | 120'(40')   | 5(14) | 7   | 7 bites       | 1d10each     | F7     | 9      | 440   | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra8HD <sup>L1</sup>          | 1(1)             | 120'(40')   | 5(14) | 8   | 8 bites       | 1d10each     | F8     | 9      | 560   | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra9HD <sup>L1</sup>          | 1(1)             | 120'(40')   | 5(14) | 9   | 9 bites       | 1d10each     | F9     | 9      | 1,000 | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra10HD <sup>L1</sup>         | 1(1)             | 120'(40')   | 5(14) | 10  | 10 bites      | 1d10each     | F10    | 9      | 1,000 | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra11HD <sup>L1</sup>         | 1(1)             | 120'(40')   | 5(14) | 11  | 11 bites      | 1d10each     | F11    | 9      | 1,200 | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hydra12HD <sup>L1</sup>         | 1(1)             | 120'(40')   | 5(14) | 12  | 12 bites      | 1d10each     | F12    | 9      | 1,200 | 8hp/head. Hydra dies when all heads reach 0hp.                       |
| Hyena <sup>L2</sup>             | 2d6(2d6)         | 120'(40')   | 7(12) | 3   | 1 bite        | 2d4          | F3     | 9      | 50    |                                                                      |
| Hyena, Giant <sup>L2</sup>      | 2d4(2d4)         | 120'(40')   | 7(12) | 5   | 1 bite        | 3d4          | F5     | 9      | 200   |                                                                      |
| Insect Swarm2HD <sup>L1</sup>   | 1(3)             | F60'(20')   | 7(12) | 2   | 1 bites       | 2            | F0     | 11     | 29    | Always hits. Immune to weapons. Torch does 1d4Dam.                   |
| Insect Swarm3HD <sup>L1</sup>   | 1(3)             | F60'(20')   | 7(12) | 3   | 1 bites       | 2            | F0     | 11     | 65    | Always hits. Immune to weapons. Torch does 1d4Dam.                   |
| Insect Swarm4HD <sup>L1</sup>   | 1(3)             | F60'(20')   | 7(12) | 4   | 1 bites       | 2            | F0     | 11     | 135   | Always hits. Immune to weapons. Torch does 1d4Dam.                   |
| Invisible Stalker <sup>L1</sup> | 1(1)             | 120'(40')   | 3(16) | 8   | 1 fist        | 4d4          | F8     | 12     | 1,060 | Surprises on 1-5.                                                    |
| Iron Cobra <sup>FF</sup>        | 1(1)             | 120'(40')   | 0(19) | 1   | 1 bite        | 1d3+poison   | F1/M12 | 12     | 16    | Poison (SorD-2). Makes spell saves as M12.                           |
| Jackal <sup>L2</sup>            | 1d6(2d4)         | 150'(50')   | 7(12) | ½   | 1 bite        | 1d2          | F1     | 7      | 5     |                                                                      |
| Jackalwere <sup>L2</sup>        | 1d4(1d4)         | 120'(40')   | 4(15) | 4   | 1 bite/weapon | 2d4/weapon   | F4     | 9      | 190   | +1/iron weapons to hit. Sleep gaze (SNeg).                           |
| Jaculi <sup>FF</sup>            | 1d10+10(1d10+10) | 90'(30')    | 6(13) | 1   | 1 impale      | 1d6          | F1     | 8      | 13    | Surprises on 1-4. Only gets 1 attack from its perch.                 |
| Kamadan <sup>FF</sup>           | 1(1)             | 180'(60')   | 4(15) | 4+2 | 3 claws/bite  | 1d3/1d3/1d6  | F4     | 8      | 235   | +4-7 snake heads 1d4Dam. Sleep breath R30'x10' ≤4HD(NS).             |

| Monster                                    | # Enc.       | Move       | AC     | HD    | Attacks          | Damage          | Save | Morale | XP     | Notes                                                                  |
|--------------------------------------------|--------------|------------|--------|-------|------------------|-----------------|------|--------|--------|------------------------------------------------------------------------|
| Kampful <sup>M2</sup>                      | 1(1)         | 30'(10')   | 4(15)  | 2     | 6 vines          | 1each           | F2   | 12     | 29     | Surprises on 1-3. Ongoing 1Dam/rd from each vine that hits.            |
| Kech <sup>M2</sup>                         | 2d4(2d4)     | 150'(50')  | 4(15)  | 5     | 3 claws/bite     | 1d4+1/1d4+1/1d6 | F5   | 8      | 650    | Surprises on 1-5. Camouflage. Move silently 50%.                       |
| Kelpie <sup>FF</sup>                       | 1d4(1d4)     | S120'(40') | 3(16)  | 5     | 0                | 0               | F5   | 7      | 350    | Charm 1/day causes a male victim to drown himself.                     |
| Khargra <sup>FF</sup>                      | 1d6(1d6)     | B150'(50') | -3(22) | 6     | 1 bite           | 3d6             | F6   | 10     | 1,070  | Surprises on 1-5. Must hit with 1 of 3 arms (0Dam) to bite.            |
| Killmoulis <sup>FF</sup>                   | 1d3(1d3)     | 150'(50')  | 6(13)  | ½     | 0                | 0               | F0   | 5      | 6      | Hiding 90% chance of success.                                          |
| Kobold <sup>L1</sup>                       | 4d4(6d10)    | 60'(20')   | 7(12)  | ½     | 1 weapon         | Weapon-1        | F0   | 6      | 5      | Extended infravision R90'.                                             |
| Korred <sup>M2</sup>                       | 1d4(1d4)     | 90'(30')   | 5(14)  | 6+1   | 1 weapon         | Weapon+4        | F6   | 10     | 1,880  | Throw rocks R100' 2d8Dam. Laugh R60'. Spell-like abilities.            |
| Lamia <sup>L2</sup>                        | 1(1)         | 240'(80')  | 3(16)  | 9     | 1 weapon         | Weapon          | F9   | 9      | 4,500  | Touch drains 1WIS. Spell-like abilities.                               |
| Lammasu <sup>L2</sup>                      | 2d4(2d4)     | F240'(80') | 6(13)  | 7+7   | 2 claws          | 1d6/1d6         | F7   | 9      | 1,300  | Constant protection from evil 10'R. Cleric spells.                     |
| Land Lamprey <sup>M2</sup>                 | 2d6(2d6)     | 120'(40')  | 7(12)  | 1+2   | 1 bite           | 1               | F1   | 12     | 21     | Drains blood 1Dam/rd(max 3rds). Death/fire removes.                    |
| Lava Child <sup>FF</sup>                   | 3d6(3d6)     | 90'(30')   | 4(15)  | 4     | 3 claws/bite     | 1d6/1d6/2d6     | F4   | 9      | 190    | Immune to fire. Immune to metal and ignore armour.                     |
| Leech, Giant <sup>L1</sup>                 | 0(1d4)       | S120'(40') | 7(12)  | 6     | 1 blood drain    | 1d6/round       | F3   | 10     | 570    | Once a leech hits blood drain damage is 1d6/round.                     |
| Leprechaun <sup>L2</sup>                   | 1(1d20)      | 150'(50')  | 8(11)  | 2-5hp | 0                | 0               | M1   | 6      | 6      | Spell-like abilities.                                                  |
| Lich <sup>L2</sup>                         | 1(1)         | 60'(20')   | 0(19)  | 12+   | 1 touch          | 1d10cold        | M18+ | 9      | 4,400+ | Magic weapons to hit. Touch paralyzes (SNeg). Spell use.               |
| Lizard, Gt.Draco <sup>L1</sup>             | 1d4(1d8)     | 120'(40')  | 5(14)  | 4+2   | 1 bite           | 1d10            | F3   | 7      | 215    | Able to glide at 210'(70').                                            |
| Lizard, Gt.Gecko <sup>L1</sup>             | 1d6(1d10)    | 120'(40')  | 5(14)  | 3+1   | 1 bite           | 1d8             | F2   | 7      | 100    | May climb sheer surfaces.                                              |
| Lizard, Gt.Horned(Chameleon) <sup>L1</sup> | 1d3(1d6)     | 120'(40')  | 2(17)  | 5     | 2 bite/horn      | 2d4/1d6         | F3   | 7      | 800    | Surprises on 1-5. Sticky tongue R5'. Tails knocks victims down.        |
| Lizard, Gt.Tuatara <sup>L1</sup>           | 1d2(1d4)     | 90'(30')   | 4(15)  | 6     | 3 claws/bite     | 1d4/1d4/2d6     | F4   | 6      | 570    | Extended infravision R90'.                                             |
| Lizard, Gt.Fire <sup>M1</sup>              | 1d4(1d4)     | 90'(30')   | 3(16)  | 10    | 3 claws/bite     | 1d6/1d6/2d8     | F10  | 8      | 1,700  | Fire breath R15'x10' 2d6Dam (S½).                                      |
| Lizardfolk <sup>L1</sup>                   | 2d4(6d6)     | S120'(40') | 5(14)  | 2+1   | 1 weapon         | Weapon+1        | F2   | 12     | 47     | Ground movement 60'(20').                                              |
| Locathah <sup>L2</sup>                     | 3d4(2d10x10) | S120'(40') | 6(13)  | 2     | 1 weapon         | Weapon          | F2   | 9      | 20     | In a group of 30+ 1 4HD leader and 1d4 3HD captains.                   |
| Locust, Subterranean <sup>L1</sup>         | 2d10(1d10)   | F180'(60') | 4(15)  | 2     | 1 bite/slam/spit | 1d2/1d4/special | F2   | 5      | 38     | Spit R10' incapacitates for 1turn (SNeg). Noise attracts monsters.     |
| Lurker Above <sup>L2</sup>                 | 1(1d4)       | F90'(30')  | 6(13)  | 10    | 1 crush          | 1d6             | F10  | 12     | 1,700  | Surprises on 1-4. Victims suffocate in 1d4+1rds.                       |
| Lycanthrope, Werebear <sup>L1</sup>        | 1d4(1d4)     | 120'(40')  | 2(17)  | 6     | 3 claws/bite     | 2d4/2d4/2d8     | F6   | 10     | 1,070  | Silver weapons to hit. +2d8Dam if both claws hit.                      |
| Lycanthrope, Wereboar <sup>L1</sup>        | 1d4(2d4)     | 150'(50')  | 4(15)  | 4+1   | 1 tusks          | 2d6             | F4   | 9      | 365    | Silver weapons to hit. +2 to hit and morale 12 if enraged.             |
| Lycanthrope, Wererat <sup>L1</sup>         | 1d8(2d6)     | 120'(40')  | 7(12)  | 3     | 1 bite/weapon    | 1d4/weapon      | F3   | 8      | 95     | Silver weapons to hit. Surprises on 1-4.                               |
| Lycanthrope, Wereshark <sup>M2</sup>       | 1(1)         | S210'(70') | 0(19)  | 10    | 1 bite           | 5d4             | F10  | 10     | 2,400  | Silver weapons to hit. Ground movement 120'(40').                      |
| Lycanthrope, Weretiger <sup>L1</sup>       | 1d4(1d4)     | 150'(50')  | 3(16)  | 5     | 3 claws/bite     | 1d6/1d6/2d6     | F5   | 9      | 650    | Silver weapons to hit. Surprises on 1-4.                               |
| Lycanthrope, Werewolf <sup>L1</sup>        | 1d6(2d6)     | 180'(60')  | 5(14)  | 4     | 1 bite           | 2d4             | F4   | 8      | 190    | Silver weapons to hit.                                                 |
| Magnesium Spirit <sup>FF</sup>             | 1(1)         | 360'(120') | 0(19)  | 6+1   | 1 slam           | 3d4+level drain | F6   | 9      | 1,580  | Silver weapons to hit. Blinding flash R20'. Merge with victim in 2rds. |

| Monster                       | # Enc.      | Move       | AC     | HD    | Attacks       | Damage      | Save | Morale | XP    | Notes                                                                  |
|-------------------------------|-------------|------------|--------|-------|---------------|-------------|------|--------|-------|------------------------------------------------------------------------|
| Mandragora1+1HD <sup>M2</sup> | 3d6(3d6)    | 120'(40')  | 5(14)  | 1+1   | 2 tentacles   | 1d4/1d4     | F1   | 8      | 21    | On a 20 hits throat ongoing 1d4Dam/rd. Fire resistance 50%.            |
| Mandragora2+2HD <sup>M2</sup> | 3d6(3d6)    | 120'(40')  | 5(14)  | 2+2   | 2 tentacles   | 1d4/1d4     | F2   | 8      | 47    | On a 20 hits throat ongoing 1d4Dam/rd. Fire resistance 50%.            |
| Mantari <sup>FF</sup>         | 1d3(1d3)    | F180'(60') | 9(10)  | 1+1   | 1 tail        | Special     | F1   | 8      | 21    | A hit does 19 minus victim's CON. A 2 <sup>nd</sup> rd hit does 4xDam. |
| Manticore <sup>L1</sup>       | 1d2(1d4)    | F180'(60') | 4(15)  | 6+1   | 3 claws/bite  | 1d4/1d4/2d4 | F6   | 9      | 980   | May shoot 6 (out of 24) tail spikes R180' 1d6Dam each.                 |
| Marid <sup>M2</sup>           | 1(1)        | F240'(80') | 0(19)  | 13    | 1 fist        | 4d8         | F13  | 9      | 5,100 | Spell-like abilities. Water jet R60' 1d6Dam+blindness (SNeg).          |
| Mastodon <sup>L1</sup>        | 0(2d8)      | 120'(40')  | 3(16)  | 15    | 2 tusks       | 2d6/2d6     | F8   | 8      | 3,300 | 2xDam if charging. May trample at +4 to hit, 4d8Dam.                   |
| Medusa <sup>L1</sup>          | 1d3(1d4)    | 90'(30')   | 8(11)  | 4     | 1 bite        | 1d6+poison  | F4   | 8      | 245   | Poison (SorD). Gaze petrifies (SNeg).                                  |
| Memory Moss <sup>M2</sup>     | 2d6(2d6)    | 0'(0')     | 9(10)  | 1-2hp | 0             | 0           | F0   | NA     | 7     | Steals 24 hours of memories from 1 victim R60' (SNeg).                 |
| Men, Berserker <sup>L1</sup>  | 1d6(3d10)   | 120'(40')  | 7(12)  | 1+1   | 1 weapon      | 1d6/weapon  | F1   | NA     | 21    | +2 to hit against all humanoid opponents.                              |
| Men, Brigand <sup>L1</sup>    | 0(1d4x10)   | 120'(40')  | Varies | 1     | 1 weapon      | 1d6/weapon  | F1   | 8      | 10    | 50% Leather+shield(AC7), 50% Chain+shield(AC4).                        |
| Men, Merchant <sup>L1</sup>   | 0(1d20)     | 90'(30')   | 9(10)  | 1     | 1 weapon      | 1d6/weapon  | F1   | Varies | 10    | Most ride mounts. Travel with guards(fighters).                        |
| Men, Nomad <sup>L1</sup>      | 0(1d4x10)   | 120'(40')  | Varies | 1     | 1 weapon      | 1d6/weapon  | F1   | 8      | 10    | Travel on mounts.                                                      |
| Men, Pirate <sup>L1</sup>     | 0(1d8ships) | 120'(40')  | Varies | 1     | 1 weapon      | 1d6/weapon  | F1   | 6      | 10    | Most wear Leather armour(AC8).                                         |
| Mephit, Fire <sup>FF</sup>    | 1(1)        | F240'(80') | 5(14)  | 3+1   | 2 claws       | 1d3+1/1d3+1 | F3   | 8      | 205   | Touch causes 1Dam. Fire Breath R15x1' 1d8+1Dam (S¼).                   |
| Mephit, Lava <sup>FF</sup>    | 1(1)        | F240'(80') | 6(13)  | 3     | 2 claws       | 1d8+1/1d8+1 | F3   | 8      | 125   | Touch causes 1d8Dam. Spit lava R10' always hits 1d6Dam.                |
| Mephit, Smoke <sup>FF</sup>   | 1(1)        | F240'(80') | 4(15)  | 3     | 2 claws       | 1d2/1d2     | F3   | 8      | 95    | Soot ball R20' always hits 1d4Dam+1d2rds blindness. Invisibility.      |
| Mephit, Steam <sup>FF</sup>   | 1(1)        | F240'(80') | 7(12)  | 3+3   | 2 claws       | 1d4/1d4     | F3   | 8      | 240   | Touch causes 1Dam. Water jet R20' always hits 1d3Dam+1rd stun.         |
| Merfolk <sup>L1</sup>         | 0(1d20)     | S120'(40') | 6(13)  | 1     | 1 weapon      | 1d6/weapon  | F1   | 8      | 10    | 2HD leader in a group of 10+, 4HD in a group of 50+.                   |
| Mimic7HD <sup>L2</sup>        | 1(1)        | 30'(10')   | 7(12)  | 7     | 1 smash       | 3d4         | F7   | 8      | 790   | Any creature touching it sticks to it until the mimic is slain.        |
| Mimic8HD <sup>L2</sup>        | 1(1)        | 30'(10')   | 7(12)  | 8     | 1 smash       | 3d4         | F8   | 8      | 1,060 | Any creature touching it sticks to it until the mimic is slain.        |
| Mimic9HD <sup>L2</sup>        | 1(1)        | 30'(10')   | 7(12)  | 9     | 1 smash       | 3d4         | F9   | 8      | 1,700 | Any creature touching it sticks to it until the mimic is slain.        |
| Mimic10HD <sup>L2</sup>       | 1(1)        | 30'(10')   | 7(12)  | 10    | 1 smash       | 3d4         | F10  | 8      | 1,700 | Any creature touching it sticks to it until the mimic is slain.        |
| Minotaur <sup>L1</sup>        | 1d6(1d8)    | 120'(40')  | 6(13)  | 6     | 2 gore/bite   | 1d6/1d6     | F6   | 12     | 820   | May also use any weapon with +2 to damage rolls.                       |
| Mite <sup>FF</sup>            | 6d4(6d4)    | 30'(10')   | 8(11)  | 1-1   | 1 bite        | 1d3         | F0   | 6      | 5     |                                                                        |
| MongrelmanHD1 <sup>M2</sup>   | 1d00(1d00)  | 90'(30')   | 5(14)  | 1     | 1 bite/weapon | 1d4/weapon  | F1   | 7      | 19    | Camouflage, mimicry, pick pockets(70%).                                |
| MongrelmanHD2 <sup>M2</sup>   | 1d00(1d00)  | 90'(30')   | 5(14)  | 2     | 1 bite/weapon | 1d6/weapon  | F2   | 7      | 47    | Camouflage, mimicry, pick pockets(70%).                                |
| MongrelmanHD3 <sup>M2</sup>   | 1d00(1d00)  | 90'(30')   | 5(14)  | 3     | 1 bite/weapon | 1d8/weapon  | F3   | 8      | 95    | Camouflage, mimicry, pick pockets(70%).                                |
| MongrelmanHD4 <sup>M2</sup>   | 1d00(1d00)  | 90'(30')   | 5(14)  | 4     | 1 bite/weapon | 1d10/weapon | F4   | 8      | 245   | Camouflage, mimicry, pick pockets(70%).                                |
| Moon Dog <sup>M2</sup>        | 1(2d4)      | 300'(100') | 2(17)  | 8+16  | 1 bite        | 3d4         | F8   | 10     | 4,560 | +2 weapons to hit. AC0/shadows, AC-2/dark. Spell-like abilities.       |
| Morlock <sup>L1</sup>         | 1d12(5d10)  | 120'(40')  | 8(11)  | 1     | 1 weapon      | Weapon      | F1   | 9      | 10    | -2 to hit in sunlight. Extended infravision R90'.                      |

| Monster                          | # Enc.       | Move        | AC     | HD    | Attacks             | Damage          | Save   | Morale | XP    | Notes                                                                                         |
|----------------------------------|--------------|-------------|--------|-------|---------------------|-----------------|--------|--------|-------|-----------------------------------------------------------------------------------------------|
| Muckdweller <sup>M2</sup>        | 5d4(5d4)     | S120'(40')  | 6(13)  | ½     | 1 bite              | 1d2             | F0     | 5      | 6     | Water jet R10' blinds (NS if surprised). +2 to hit if successful.                             |
| Mud-Man <sup>M2</sup>            | 2d6(2d6)     | 30'(10')    | 9(10)  | 2     | 1 throw mud         | 0               | F2     | NA     | 29    | Charm person (SNeg).                                                                          |
| Mule <sup>L1</sup>               | 1d8(2d6)     | 120'(40')   | 7(12)  | 2     | 1 kick/bite         | 1d4/1d3         | F0     | 8      | 20    | Carries upto 200lbs or upto 400lbs at half movement.                                          |
| Mummy <sup>L1</sup>              | 1d4(1d12)    | 60'(20')    | 3(16)  | 5+1   | 1 fist              | 1d12            | F5     | 12     | 860   | Paralyze with fear (SNeg). Touch causes mummy rot (NS).                                       |
| Mustard Jelly <sup>M2</sup>      | 1(1)         | 90'(30')    | 4(15)  | 7+14  | 1 pod               | 5d4             | F7     | 12     | 1,590 | +1 weapons to hit. Vapor cloud 10R slows (Sneg). May split in 2.                              |
| Naga, Guardian <sup>L2</sup>     | 1d2(0)       | 150'(50')   | 3(16)  | 11-12 | 2 bite/constrict    | 1d6/2d4         | F11-12 | 11     | 2,800 | Spit poison R30' (SorD). Spellcasting as 6 <sup>th</sup> lvl cleric.                          |
| Naga, Spirit <sup>L2</sup>       | 1d3(0)       | 120'(40')   | 4(15)  | 9-10  | 1 bite              | 1d3+poison      | F9-10  | 8      | 2,400 | Poison (SorD). Charm gaze. Spellcasting as 3 <sup>rd</sup> lvl MU/2 <sup>nd</sup> lvl cleric. |
| Naga, Water7HD <sup>L2</sup>     | 1d4(0)       | S180'(60')  | 5(14)  | 7     | 1 bite              | 1d4+poison      | F7     | 8      | 1,140 | Poison (SorD). Spellcasting as 5 <sup>th</sup> lvl MU. Ground movement 90'(30').              |
| Naga, Water8HD <sup>L2</sup>     | 1d4(0)       | S180'(60')  | 5(14)  | 8     | 1 bite              | 1d4+poison      | F8     | 8      | 1,560 | Poison (SorD). Spellcasting as 5 <sup>th</sup> lvl MU. Ground movement 90'(30').              |
| Neanderthal <sup>L1</sup>        | 1d10(4d10)   | 120'(40')   | 8(11)  | 2     | 1 weapon            | 2d4/weapon      | F2     | 7      | 20    | Leaders have 6HD.                                                                             |
| Necrophidius <sup>FF</sup>       | 1(1)         | 90'(30')    | 2(17)  | 2     | 1 bite              | 1d8+paralysis   | F2     | 12     | 56    | Surprises on 1-3. Death dance. Bite paralyzes 1d4turns (SNeg).                                |
| Night Hag <sup>L2</sup>          | 1(1)         | 90'(30')    | 9(10)  | 8     | 1 claw              | 2d6             | F8     | 8      | 1,560 | Spell-like abilities. Constitution drain.                                                     |
| Nightmare <sup>L2</sup>          | 1(0)         | F360'(120') | -4(23) | 6+6   | 3 hooves/bite       | 1d6+4/1d6+4/2d4 | F6     | 10     | 980   | Smoke breath -2 to hit (SNeg). Ground movement 150'(50').                                     |
| Nilbog <sup>FF</sup>             | 4d10(4d10)   | 60'(20')    | 6(13)  | 1-1   | 1 weapon            | Weapon          | F0     | 10     | 7     | A reverse goblin. Wounds add hp, healing harms it.                                            |
| Nixie <sup>L1</sup>              | 0(2d20)      | S120'(40')  | 7(12)  | 1     | 1 weapon            | 1d4             | E1     | 6      | 16    | Charm (10 nixies required). Water breathing (lasts 24hours).                                  |
| Nymph <sup>L2</sup>              | 0(1d4)       | 120'(40')   | 9(10)  | 3     | 0                   | 0               | F3     | 6      | 80    | Spell-like abilities.                                                                         |
| Ochre Jelly <sup>L1</sup>        | 1(0)         | 30'(10')    | 8(11)  | 5     | 1 slime             | 2d6             | F3     | 12     | 500   | Splits into 1d4+1 2HD versions. Dissolves wood/leather in 1rd.                                |
| Octopus, Giant <sup>L1</sup>     | 0(1d2)       | S90'(30')   | 7(12)  | 8     | 8 tentacles or bite | 1d3each/1d6     | F4     | 7      | 2,060 | Ongoing 1d3Dam. -1 to hit per tentacle hit. Ink cloud 40'R.                                   |
| Ogre <sup>L1</sup>               | 1d6(2d6)     | 90'(30')    | 5(14)  | 4+1   | 1 club              | 1d10            | F4     | 10     | 215   |                                                                                               |
| Ogre Mage <sup>L2</sup>          | 1d6(1d6)     | F150'(50')  | 4(15)  | 5+2   | 1 weapon            | 1d12            | M5     | 9      | 660   | Ground movement 90'(30'). Regenerates 1hp/rd. Spell-like abilities.                           |
| Ogrillon <sup>FF</sup>           | 1d4(5d6)     | 120'(40')   | 6(13)  | 2     | 2 fists             | 1d6+1/1d6+1     | F2     | 9      | 20    | Orc/ogre crossbreed.                                                                          |
| Olive Slime <sup>M2</sup>        | 1d4(1d4)     | 0'(0')      | 9(10)  | 2+2   | 0                   | 0               | F2     | 12     | 47    | Touching the slime causes it to attach and slowly spread.                                     |
| Orc <sup>L1</sup>                | 2d4(1d6x10)  | 120'(40')   | 6(13)  | 1     | 1 weapon            | 1d6/weapon      | F1     | 8      | 10    | -1 to hit in sunlight. Chief 4HD 15hp +2Dam.                                                  |
| Otyugh6HD <sup>L2</sup>          | 1(2)         | 60'(20')    | 3(16)  | 6     | 3 tentacles/bite    | 1d8/1d8/1d4+1   | F6     | 10     | 820   | Never surprised. Bite causes disease 1d3Dam/day (SNeg).                                       |
| Otyugh7HD <sup>L2</sup>          | 1(2)         | 60'(20')    | 3(16)  | 7     | 3 tentacles/bite    | 1d8/1d8/1d4+1   | F7     | 10     | 1,140 | Never surprised. Bite causes disease 1d3Dam/day (SNeg).                                       |
| Otyugh8HD <sup>L2</sup>          | 1(2)         | 60'(20')    | 3(16)  | 8     | 3 tentacles/bite    | 1d8/1d8/1d4+1   | F8     | 10     | 1,560 | Never surprised. Bite causes disease 1d3Dam/day (SNeg).                                       |
| Otyugh, Adv9-10HD <sup>L2</sup>  | 1(1)         | 60'(20')    | 0(19)  | 9-10  | 3 tentacles/bite    | 2d6/2d6/2d4     | F9-10  | 9      | 2,400 | Never surprised. Bite causes disease 1d3Dam/day (SNeg).                                       |
| Otyugh, Adv11-12HD <sup>L2</sup> | 1(1)         | 60'(20')    | 0(19)  | 11-12 | 3 tentacles/bite    | 2d6/2d6/2d4     | F11-12 | 9      | 2,800 | Never surprised. Bite causes disease 1d3Dam/day (SNeg).                                       |
| Owl Bear <sup>L1</sup>           | 1d4(1d4)     | 120'(40')   | 5(14)  | 5     | 3 claws/bite        | 1d8/1d8/1d8     | F3     | 7      | 350   | +2d8Dam if both claws hit.                                                                    |
| Owl, Giant <sup>L2</sup>         | 1d4+1(1d4+1) | F180'(60')  | 6(13)  | 4     | 3 claws/bite        | 2d4/2d4/1d4+1   | F4     | 8      | 80    | In lair 25% chance of 1d4 eggs and 25% chance of 1d4 chicks.                                  |

| Monster                                      | # Enc.      | Move        | AC     | HD  | Attacks        | Damage         | Save | Morale | XP    | Notes                                                                       |
|----------------------------------------------|-------------|-------------|--------|-----|----------------|----------------|------|--------|-------|-----------------------------------------------------------------------------|
| Pedipalp, Large <sup>M2</sup>                | 1d4(1d4)    | 120'(40')   | 7(12)  | 1+1 | 1 bite         | 1d8            | F1   | 7      | 15    |                                                                             |
| Pedipalp, Huge <sup>M2</sup>                 | 1d4(1d4)    | 90'(30')    | 4(15)  | 2+2 | 3 pincers/bite | 1d6/1d6/1d8    | F2   | 8      | 47    | Pincers grip on a hit ongoing 2d6Dam/rd.                                    |
| Pedipalp, Giant <sup>M2</sup>                | 1d2(1d2)    | 60'(20')    | 2(17)  | 4+4 | 3 pincers/bite | 1d8/1d8/2d4    | F4   | 9      | 290   | Pincers grip on a hit ongoing 2d8Dam/rd. Gas 20R -3 to hit (SNeg).          |
| Pegasus <sup>L1</sup>                        | 0(1d10)     | F480'(160') | 6(13)  | 2+2 | 2 hooves       | 1d6/1d6        | F2   | 8      | 47    | Ground movement 240'(80').                                                  |
| Phantom <sup>M2</sup>                        | 1(1)        | 90'(30')    | NA     | NA  | 0              | 0              | NA   | NA     | 0     | Cause fear (SNeg-2).                                                        |
| Phantom Stalker <sup>FF</sup>                | 1d2(1d2)    | F240'(80')  | 3(16)  | 6   | 2 claws        | 1d4/1d4        | F6   | 12     | 1,070 | Polymorph. Immune to fire. Explodes at death 6d6 fireball.                  |
| Phase Tiger <sup>L1</sup>                    | 1d4(1d4)    | 150'(50')   | 4(15)  | 6   | 2 tentacles    | 2d4/2d4        | F6   | 8      | 570   | +2 to all saves. Opponents attack at -2 to hit.                             |
| Phoenix <sup>M2</sup>                        | 1(1d4)      | F390'(130') | -3(22) | 20  | 1/2 bite/claws | 2d6/1d8/1d8    | F20  | 10     | 8,250 | Never surprised. +3 to initiative. +3 weapons to hit. Spell-like abilities. |
| Phycomid <sup>M2</sup>                       | 1d4(1d4)    | 30'(10')    | 5(14)  | 4   | 2 globules     | 1d4+2/1d4+2    | F4   | NA     | 190   | Infection kills in 1d4+4turns (SNeg). Some fire immunity.                   |
| Piercer1HD <sup>L2</sup>                     | 3d6(3d6)    | 10'(3')     | 3(16)  | 1   | 1 drop         | 1d6            | F1   | 10     | 10    | Detect movement and bodyheat to target prey.                                |
| Piercer2HD <sup>L2</sup>                     | 3d6(3d6)    | 10'(3')     | 3(16)  | 2   | 1 drop         | 2d6            | F2   | 10     | 20    | Detect movement and bodyheat to target prey.                                |
| Piercer3HD <sup>L2</sup>                     | 3d6(3d6)    | 10'(3')     | 3(16)  | 3   | 1 drop         | 3d6            | F3   | 10     | 50    | Detect movement and bodyheat to target prey.                                |
| Piercer4HD <sup>L2</sup>                     | 3d6(3d6)    | 10'(3')     | 3(16)  | 4   | 1 drop         | 4d6            | F4   | 10     | 80    | Detect movement and bodyheat to target prey.                                |
| Pixie <sup>L1</sup>                          | 2d4(1d4x10) | F180'(60')  | 3(16)  | 1   | 1 dagger       | 1d4            | E1   | 7      | 16    | Always surprises. Improved invisibility. Ground movement 90'(30').          |
| Potergeist <sup>FF</sup>                     | 1d8(1d8)    | 60'(20')    | 9(10)  | ½   | 0              | 0              | F0   | 12     | 8     | Silver weapons to hit. Invisible. Causes fear (SNeg).                       |
| Pseudo-dragon <sup>L2</sup>                  | 1(1)        | F240'(80')  | 2(17)  | 2   | 1 bite/tail    | 1d3/poison     | F2   | 7      | 38    | Poison (SorComa 1d6days). Tail +4 to hit. Hiding 80% chance.                |
| Purple Worm <sup>L1</sup>                    | 1d2(1d4)    | 60'(20')    | 6(13)  | 15  | 2 bite/sting   | 2d8/1d8+poison | F8   | 10     | 3,300 | Poison (SorD). On 4+ over to hit swallows whole 3d6Dam/rd.                  |
| Pyrolisk <sup>M2</sup>                       | 1d4(1d4)    | F180'(60')  | 6(13)  | 4+3 | 1 bite         | 1d4            | F4   | 7      | 375   | Gaze petrifies (SNeg but 1d12+Dam). Immune to fire.                         |
| Quasi-Elemental, Lightning6HD <sup>M2</sup>  | 1(1)        | F180'(60')  | 2(17)  | 6   | 1 shock        | 1d6+6          | F6   | 10     | 1,570 | +1 weapons to hit. 1d4Dam if striking with metal. Water2xDam, Fire½Dam.     |
| Quasi-Elemental, Lightning9HD <sup>M2</sup>  | 1(1)        | F180'(60')  | 2(17)  | 9   | 1 shock        | 1d6+9          | F9   | 10     | 4,500 | +1 weapons to hit. 1d4Dam if striking with metal. Water2xDam, Fire½Dam.     |
| Quasi-Elemental, Lightning12HD <sup>M2</sup> | 1(1)        | F180'(60')  | 2(17)  | 12  | 1 shock        | 1d6+12         | F12  | 10     | 5,200 | +1 weapons to hit. 1d4Dam if striking with metal. Water2xDam, Fire½Dam.     |
| Quickling <sup>M2</sup>                      | 4d4(4d4)    | 960'(320')  | -3(22) | 1½  | 3 dagger       | 1d2/1d2/1d2    | C19  | 7      | 33    | Never surprised. Spell-like abilities.                                      |
| Quickwood5HD <sup>M2</sup>                   | 1(1d2+2)    | 10'(3')     | 5(14)  | 5   | 1 bite         | 3d4            | F5   | 12     | 500   | 1d6+12 roots grab victims R90'. May possess 2d4 oak trees.                  |
| Quickwood6HD <sup>M2</sup>                   | 1(1d2+2)    | 10'(3')     | 5(14)  | 6   | 1 bite         | 3d4            | F6   | 12     | 820   | 1d6+12 roots grab victims R90'. May possess 2d4 oak trees.                  |
| Quickwood7HD <sup>M2</sup>                   | 1(1d2+2)    | 10'(3')     | 5(14)  | 7   | 1 bite         | 3d4            | F7   | 12     | 1,140 | 1d6+12 roots grab victims R90'. May possess 2d4 oak trees.                  |
| Quickwood8HD <sup>M2</sup>                   | 1(1d2+2)    | 10'(3')     | 5(14)  | 8   | 1 bite         | 3d4            | F8   | 12     | 1,560 | 1d6+12 roots grab victims R90'. May possess 2d4 oak trees.                  |
| Quickwood9HD <sup>M2</sup>                   | 1(1d2+2)    | 10'(3')     | 5(14)  | 9   | 1 bite         | 3d4            | F9   | 12     | 2,400 | 1d6+12 roots grab victims R90'. May possess 2d4 oak trees.                  |
| Quickwood10HD <sup>M2</sup>                  | 1(1d2+2)    | 10'(3')     | 5(14)  | 10  | 1 bite         | 3d4            | F10  | 12     | 2,400 | 1d6+12 roots grab victims R90'. May possess 2d4 oak trees.                  |
| Rakshasa <sup>L2</sup>                       | 1d4(1d4)    | 150'(50')   | -4(23) | 7   | 3 claws/bite   | 1d3/1d3/1d4+1  | F7   | 9      | 1,840 | Magic weapons to hit (¼Dam only). Spells and spell-like abilities.          |
| Rat <sup>L1</sup>                            | 5d10(2d10)  | 60'(20')    | 9(10)  | 1hp | 1 bite(group)  | 1d6(group)     | F0   | 5      | 6     | Disease (SNeg) lasts 30days, 25% fatality rate. Swim 30(10').               |

| Monster                            | # Enc.      | Move        | AC    | HD    | Attacks        | Damage          | Save | Morale | XP    | Notes                                                                 |
|------------------------------------|-------------|-------------|-------|-------|----------------|-----------------|------|--------|-------|-----------------------------------------------------------------------|
| Rat, Giant <sup>L1</sup>           | 3d6(3d10)   | 120'(40')   | 7(12) | ½     | 1 bite         | 1d3             | F1   | 8      | 6     | Disease (SNeg) lasts 30days, 25% fatality rate. Swim 60'(20').        |
| Raven <sup>M2</sup>                | 4d8(4d8)    | F360'(120') | 7(12) | 1-2hp | 1 bite         | 1               | F0   | 6      | 7     | Never surprised. 10% chance that a hit will take out an eye.          |
| Raven, Huge <sup>M2</sup>          | 2d4(2d4)    | F270'(90')  | 6(13) | 1-1   | 1 bite         | 1d2             | F0   | 7      | 7     | Never surprised. 10% chance that a hit will take out an eye.          |
| Raven, Giant <sup>M2</sup>         | 4d4(4d4)    | F180'(60')  | 4(15) | 3+2   | 1 bite         | 1d4+2           | F3   | 8      | 135   | Never surprised. 10% chance that a hit will take out an eye.          |
| Remorhaz7HD <sup>L2</sup>          | 1(1)        | 120'(40')   | 0(19) | 7     | 1 bite         | 6d6             | F7   | 10     | 1,140 | Belly AC4, Head AC2. Heat melts weapons.                              |
| Remorhaz8HD <sup>L2</sup>          | 1(1)        | 120'(40')   | 0(19) | 8     | 1 bite         | 6d6             | F8   | 10     | 1,560 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Remorhaz9HD <sup>L2</sup>          | 1(1)        | 120'(40')   | 0(19) | 9     | 1 bite         | 6d6             | F9   | 10     | 2,400 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Remorhaz10HD <sup>L2</sup>         | 1(1)        | 120'(40')   | 0(19) | 10    | 1 bite         | 6d6             | F10  | 10     | 2,400 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Remorhaz11HD <sup>L2</sup>         | 1(1)        | 120'(40')   | 0(19) | 11    | 1 bite         | 6d6             | F11  | 10     | 2,800 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Remorhaz12HD <sup>L2</sup>         | 1(1)        | 120'(40')   | 0(19) | 12    | 1 bite         | 6d6             | F12  | 10     | 2,800 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Remorhaz13HD <sup>L2</sup>         | 1(1)        | 120'(40')   | 0(19) | 13    | 1 bite         | 6d6             | F13  | 10     | 3,300 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Remorhaz14HD <sup>L2</sup>         | 1(1)        | 120'(40')   | 0(19) | 14    | 1 bite         | 6d6             | F14  | 10     | 3,300 | Belly AC4, Head AC2. Heat melts weapons. Swallow whole.               |
| Rhagodessa, Giant <sup>L1</sup>    | 1d4(1d6)    | 150'(50')   | 5(14) | 4+2   | 1 leg/bite     | 0/2d8           | F2   | 9      | 215   | A leg hit traps victim and bite auto hits next round.                 |
| Rhinoceros <sup>L1</sup>           | 0(1d12)     | 120'(40')   | 5(14) | 6     | 1 butt/trample | 2d4/2d8         | F3   | 6      | 570   | 2xDam if charging.                                                    |
| Rhinoceros, Wooly <sup>L1</sup>    | 0(1d8)      | 120'(40')   | 4(15) | 8     | 1 butt/trample | 2d6/2d12        | F4   | 6      | 1,060 | 2xDam if charging.                                                    |
| Roc, Small <sup>L1</sup>           | 0(1d12)     | F480'(160') | 4(15) | 6     | 3 claws/bite   | 1d4+1/1d4+1/2d6 | F3   | 8      | 320   | 50% chance of nest having 1d6 eggs or 1d4 young.                      |
| Roc, Large <sup>L1</sup>           | 0(1d8)      | F480'(160') | 2(17) | 12    | 3 claws/bite   | 1d8/1d8/2d10    | F6   | 9      | 1,200 | 50% chance of nest having 1d6 eggs or 1d4 young.                      |
| Roc, Giant <sup>L1</sup>           | 0(1)        | F480'(160') | 0(19) | 36    | 3 claws/bite   | 3d6/3d6/8d6     | F9   | 10     | 6,750 | 50% chance of nest having 1d6 eggs or 1d4 young.                      |
| Rock Reptile(8'long) <sup>M2</sup> | 1d2(1d2)    | 60'(20')    | 3(16) | 5+8   | 1 bite         | 1d4+8           | F5   | 8      | 660   | Surprises on 1-3. Camouflage. Initial rush (1rd) at 2x speed.         |
| Roper10HD <sup>L2</sup>            | 1d3(1d3)    | 30'(10')    | 0(19) | 10    | 1 bite         | 5d4             | F10  | 8      | 2,400 | 6 strands grab R50' (open doors to free) and pull to mouth at 10'/rd. |
| Roper11HD <sup>L2</sup>            | 1d3(1d3)    | 30'(10')    | 0(19) | 11    | 1 bite         | 5d4             | F11  | 8      | 2,800 | 6 strands grab R50' (open doors to free) and pull to mouth at 10'/rd. |
| Roper12HD <sup>L2</sup>            | 1d3(1d3)    | 30'(10')    | 0(19) | 12    | 1 bite         | 5d4             | F12  | 8      | 2,800 | 6 strands grab R50' (open doors to free) and pull to mouth at 10'/rd. |
| Roper, Stone <sup>M2</sup>         | 1(1)        | 10'(3')     | 0(19) | 6     | 1 bite         | 1d10            | F6   | 8      | 1,070 | As roper above. May also drug 2 victims to fight for it (NS).         |
| Rot Grub <sup>L1</sup>             | 0(5d4)      | 10'(2')     | 9(10) | 1hp   | 0              | 0               | F0   | NA     | 5     | Burrow in flesh to heart in 1d3x10mins. Fire/Cure disease removes.    |
| Rust Monster <sup>L1</sup>         | 1d4(1d4)    | 120'(40')   | 2(17) | 5     | 1 antennae     | Rust            | F3   | 7      | 500   | Immune to metal weapons. Drain magic weapons -1/touch.                |
| Sahuagin <sup>L2</sup>             | 4d4(3d4x10) | S240'(80')  | 5(14) | 2+2   | 5 claws/bite   | 1d2each/1d4     | F2   | 8      | 47    | 50% use tridents and nets. Ground movement 120'(40').                 |
| Salamander, Flame <sup>L1</sup>    | 1d4+1(2d4)  | 120'(40')   | 2(17) | 8     | 3 claws/bite   | 1d4/1d4/1d8     | F8   | 8      | 2,060 | Emits heat 20'R 1d8/dam/rd. Immune to sleep, charm, fire.             |
| Salamander, Frost <sup>L1</sup>    | 1d3(1d3)    | 120'(40')   | 3(16) | 12    | 5 claws/bite   | 1d6each/2d6     | F12  | 9      | 3,600 | Emits cold 20'R 1d8/dam/rd. Immune to sleep, charm, cold.             |
| Sandling <sup>M2</sup>             | 1(1)        | 120'(40')   | 3(16) | 4     | 1 pod          | 2d8             | F4   | 12     | 135   | Immune to sleep, charm, hold, and other mind spells.                  |
| Sandman <sup>FF</sup>              | 1d6(1d6)    | 90'(30')    | 3(16) | 4     | 0              | 0               | F4   | 12     | 190   | Sleep 20'R and every touch (SNeg). Immune to normal missiles.         |

| Monster                               | # Enc.    | Move        | AC    | HD    | Attacks       | Damage         | Save | Morale | XP    | Notes                                                                 |
|---------------------------------------|-----------|-------------|-------|-------|---------------|----------------|------|--------|-------|-----------------------------------------------------------------------|
| Satyr <sup>L2</sup>                   | 2d4(2d4)  | 180'(60')   | 5(14) | 5     | 1 horns       | 2d4            | F5   | 7      | 350   | Surprised on 1. 10% have pipes R60' charm, sleep, fear (SNeg).        |
| Scarecrow <sup>FF</sup>               | 1d6(1d6)  | 60'(30')    | 6(13) | 5     | 1 touch       | 1d6            | F5   | 12     | 350   | Charm gaze (SNeg).                                                    |
| Scorpion, Giant <sup>L1</sup>         | 1d6(1d6)  | 150'(50')   | 2(17) | 4     | 3 claws/sting | 1d10/1d10/1d4  | F2   | 11     | 190   | Claw hit gives sting +2. Poison sting (SorD).                         |
| Screaming Devilkin <sup>FF</sup>      | 1d4(1d4)  | F120'(40')  | 2(17) | 3     | 1 tail        | 1d6            | F3   | 12     | 65    | Scream R60' save every round else actions are limited.                |
| Sea Hag <sup>L2</sup>                 | 1d4(1d4)  | S150'(50')  | 7(12) | 3     | 1 dagger      | 1d4            | F3   | 7      | 95    | Death gaze R30' (SorD).                                               |
| Sea Serpent <sup>L1</sup>             | 0(2d6)    | S150'(50')  | 5(14) | 6     | 1 bite        | 2d6            | F3   | 8      | 570   | May also constrict and crush boats upto 30' in length.                |
| Shadow <sup>L1</sup>                  | 1d8(1d12) | 90'(30')    | 7(12) | 2+2   | 1 fist        | 1d4+STR drain  | F2   | 12     | 83    | Surprises on 1-5. Magic weapons to hit. A hit drains 1STR for 8turns. |
| Shambling Mound8HD <sup>L2</sup>      | 1d3(1d3)  | 60'(20')    | 0(19) | 8     | 2 fists       | 2d8/2d8        | F8   | 12     | 1,560 | 2 fist hits smother victim in 2d4rds. Weapons do ½Dam.                |
| Shambling Mound9HD <sup>L2</sup>      | 1d3(1d3)  | 60'(20')    | 0(19) | 9     | 2 fists       | 2d8/2d8        | F9   | 12     | 2,400 | 2 fist hits smother victim in 2d4rds. Weapons do ½Dam.                |
| Shambling Mound10HD <sup>L2</sup>     | 1d3(1d3)  | 60'(20')    | 0(19) | 10    | 2 fists       | 2d8/2d8        | F10  | 12     | 2,400 | 2 fist hits smother victim in 2d4rds. Weapons do ½Dam.                |
| Shambling Mound11HD <sup>L2</sup>     | 1d3(1d3)  | 60'(20')    | 0(19) | 11    | 2 fists       | 2d8/2d8        | F11  | 12     | 2,800 | 2 fist hits smother victim in 2d4rds. Weapons do ½Dam.                |
| Shark, Bull <sup>L1</sup>             | 0(3d6)    | S180'(60')  | 4(15) | 2     | 1 bite        | 2d4            | F1   | 7      | 29    | Sharks can smell blood in water upto 300' away.                       |
| Shark, Mako <sup>L1</sup>             | 0(2d6)    | S180'(60')  | 4(15) | 4     | 1 bite        | 2d6            | F2   | 7      | 135   | Sharks can smell blood in water upto 300' away.                       |
| Shark, Great White <sup>L1</sup>      | 0(1d4)    | S180'(60')  | 4(15) | 8     | 1 bite        | 2d10           | F4   | 7      | 1,060 | Sharks can smell blood in water upto 300' away.                       |
| Shark, Giant10HD <sup>L2</sup>        | 1d3(1d3)  | S180'(60')  | 5(14) | 10    | 1 bite        | 4d4            | F10  | 10     | 1,700 | 4+ over to hit swallows whole, victim dies in 6 rounds.               |
| Shark, Giant11HD <sup>L2</sup>        | 1d3(1d3)  | S180'(60')  | 5(14) | 11    | 1 bite        | 4d4            | F11  | 10     | 2,000 | 4+ over to hit swallows whole, victim dies in 6 rounds.               |
| Shark, Giant12HD <sup>L2</sup>        | 1d3(1d3)  | S180'(60')  | 5(14) | 12    | 1 bite        | 5d4            | F12  | 10     | 2,000 | 4+ over to hit swallows whole, victim dies in 6 rounds.               |
| Shark, Giant13HD <sup>L2</sup>        | 1d3(1d3)  | S180'(60')  | 5(14) | 13    | 1 bite        | 5d4            | F13  | 10     | 2,400 | 4+ over to hit swallows whole, victim dies in 6 rounds.               |
| Shark, Giant14HD <sup>L2</sup>        | 1d3(1d3)  | S180'(60')  | 5(14) | 14    | 1 bite        | 6d4            | F14  | 10     | 2,400 | 4+ over to hit swallows whole, victim dies in 6 rounds.               |
| Shark, Giant15HD <sup>L2</sup>        | 1d3(1d3)  | S180'(60')  | 5(14) | 15    | 1 bite        | 6d4            | F15  | 10     | 2,400 | 4+ over to hit swallows whole, victim dies in 6 rounds.               |
| Shedu <sup>M1</sup>                   | 2d4(2d4)  | F240'(80')  | 4(15) | 9+9   | 2 hooves      | 1d6/1d6        | F9   | 10     | 1,700 | Telepathy. Psionics. Ground movement 120'(40').                       |
| Shedu, Greater <sup>M2</sup>          | 1d2(1d2)  | F300'(100') | 2(17) | 14+14 | 2 hooves      | 3d6/3d6        | F14  | 10     | 3,300 | Telepathy. Psionics. Spell-like abilities. Ground movement 150'(50'). |
| Shrew, Giant <sup>L1</sup>            | 1d4(1d8)  | 180'(60')   | 4(15) | 1     | 2 bites       | 1d6/1d6        | F1   | 10     | 19    | +1 to initiative rolls. Echolocation R60'. Intimidate ≤3HD (SorFlee). |
| Shrieker <sup>L1</sup>                | 1d8(0)    | 9'(3')      | 7(12) | 3     | 0             | 0              | F1   | 12     | 65    | Screams for 1d3rds if it senses movement R30' or light R60'.          |
| Skeleton <sup>L1</sup>                | 3d4(3d10) | 120'(40')   | 7(12) | 1     | 1 weapon      | 1d6/weapon     | F1   | 12     | 13    | Immune to charm and sleep.                                            |
| Skeleton Warrior10thLv <sup>lFF</sup> | 1(1)      | 60'(20')    | 2(17) | 9+2   | 1 weapon      | 1 weapon       | F10  | 12     | 3,100 | Magic weapons to hit. +3 to hit bonus. Panic ≤5HD (SorFlee).          |
| Skulk <sup>FF</sup>                   | 1d8(1d8)  | 120'(40')   | 7(12) | 2     | 1 weapon      | Weapon         | F2   | 6      | 38    | Camouflage 90%. Backstab +4 to hit 3xDam.                             |
| Slithering Tracker <sup>L2</sup>      | 1(1)      | 120'(40')   | 5(14) | 5     | 0             | 0              | F5   | 10     | 500   | Paralyzes a sleeping victim and digests him in 6turns.                |
| Slug, Giant <sup>L2</sup>             | 1(1)      | 60'(20')    | 8(11) | 12    | 1 bite        | 1d12           | F12  | 10     | 2,000 | Immune to blunt weapons. Spit acid R60' 5d8Dam (S½).                  |
| Snake, Amphisbaena <sup>M1</sup>      | 1d3(1d3)  | 120'(40')   | 3(16) | 6     | 2 bites       | 1d3/1d3+poison | F6   | 8      | 570   | 2 poisonous bites (SorD).                                             |

| Monster                                | # Enc.     | Move        | AC     | HD  | Attacks          | Damage          | Save | Morale | XP    | Notes                                                                                  |
|----------------------------------------|------------|-------------|--------|-----|------------------|-----------------|------|--------|-------|----------------------------------------------------------------------------------------|
| Snake, Gt.Python <sup>L1</sup>         | 1d3(1d3)   | 90'(30')    | 6(13)  | 5   | 2 bite/constrict | 1d4/2d4         | F3   | 8      | 350   | Ongoing constriction damage after bite attack hits.                                    |
| Snake, Gt.Ratler <sup>L1</sup>         | 1d4(1d4)   | 120'(40')   | 5(14)  | 4   | 2 bites          | 1d4/1d4+poison  | F2   | 8      | 135   | 2 poisonous bites (SorD in 1d6turns).                                                  |
| Snake, Pit Viper <sup>L1</sup>         | 1d8(1d8)   | 90'(30')    | 6(13)  | 2   | 1 bite           | 1d4+poison      | F1   | 7      | 38    | Always gets initiative. Poison (SorD). Sense heat R60'.                                |
| Snake, Sea <sup>L1</sup>               | 1d8(1d8)   | S90'(30')   | 6(13)  | 3   | 1 bite           | 1+poison        | F2   | 7      | 65    | Poison (SorD in 1d4+2turns) 50% chance bite goes unnoticed.                            |
| Snake, Spitting Cobra <sup>L1</sup>    | 1d6(1d6)   | 90'(30')    | 7(12)  | 1   | 1 bite           | 1d3+poison      | F1   | 7      | 13    | Poison (SorD in 1d10turns). Spit blinding venom R5' (SNeg).                            |
| Spectre <sup>L1</sup>                  | 1d4(1d8)   | F300'(100') | 2(17)  | 6   | 1 touch          | 1d8+level drain | F6   | 11     | 1,070 | Magic weapons to hit. A hit drains 2 levels/HD.                                        |
| Sphinx, Andro- <sup>L2</sup>           | 1(1)       | F300'(100') | -2(21) | 12  | 2 claws          | 2d6/2d6         | F12  | 9      | 3,600 | Spellcasting as 6 <sup>th</sup> lvl cleric. Roar has multiple effects.                 |
| Sphinx, Crio- <sup>L2</sup>            | 1d4(1d4)   | F240'(80')  | 0(19)  | 10  | 3 claws/butt     | 2d4/2d4/3d6     | F10  | 9      | 1,700 | Ground movement 120'(40').                                                             |
| Sphinx, Gyna- <sup>L2</sup>            | 1(1)       | F240'(80')  | -1(20) | 8   | 2 claws          | 2d4/2d4         | F8   | 9      | 1,560 | Ground movement 150'(50'). Many spell-like abilities.                                  |
| Sphinx, Hieraco- <sup>L2</sup>         | 1d6(1d6)   | F360'(120') | 1(18)  | 9   | 3 claws/bite     | 2d4/2d4/1d10    | F9   | 10     | 1,700 | Ground movement 90'(30'). Many spell-like abilities.                                   |
| Spider, Gt.Black Widow <sup>L1</sup>   | 1d3(1d3)   | W120'(40')  | 6(13)  | 3   | 1 bite           | 2d6+poison      | F2   | 8      | 80    | Poison (SorD in 1turn). Webs as spell. Ground movement 60'(20').                       |
| Spider, Gt.Crab <sup>L1</sup>          | 1d4(1d4)   | 120'(40')   | 7(12)  | 2   | 1 bite           | 1d8+poison      | F1   | 7      | 38    | Surprises on 1-4. Poison (SorD+2) in 1d4turns.                                         |
| Spider, Gt.Phase <sup>L2</sup>         | 1d4(1d4)   | W150'(50')  | 7(12)  | 5+5 | 1 bite           | 1d6+poison      | F5   | 8      | 660   | Poison (SorD). Webs as spell. Immune to attack when out of phase.                      |
| Spider, Gt.Tarantula <sup>L1</sup>     | 1d3(1d3)   | 120'(40')   | 5(14)  | 4   | 1 bite           | 1d8+poison.     | F2   | 8      | 135   | Poison (SorSpasm for 2d4turns) -4 to hit penalty + infects onlookers.                  |
| Spriggan(small form) <sup>M2</sup>     | 3d4(3d4)   | 90'(30')    | 3(16)  | 4   | 2 weapons        | 2d4/2d4         | F8   | 8      | 1,820 | 8 <sup>th</sup> lvl thief abilities. Assume giant-size and other spell-like abilities. |
| Spriggan(giant form) <sup>M2</sup>     | 3d4(3d4)   | 150'(50')   | 5(14)  | 8+4 | 2 weapons        | 2d4/2d4         | F8   | 8      | 1,820 | Assume small-size.                                                                     |
| Sprite <sup>L1</sup>                   | 3d6(3d6)   | F180'(60')  | 5(14)  | ½   | 0                | 0               | E1   | 7      | 6     | 5 sprites may pool energy and inflict a curse.                                         |
| Squealer <sup>M2</sup>                 | 1(1d3+1)   | 120'(40')   | 6(13)  | 12  | 3 claws/bite     | 1d3/1d3/1d6+6   | F12  | 9      | 2,800 | Surprises on 1-3. Surprise adds +2 to hit and to damage.                               |
| Squid, Giant <sup>L1</sup>             | 0(1d4)     | S120'(40')  | 7(12)  | 6   | 9 tentacles/bite | 1d4each/1d10    | F3   | 7      | 1,070 | Ongoing constriction damage. Ink cloud 30R.                                            |
| Statue, Animated Crystal <sup>L1</sup> | 1d6(1d6)   | 90'(30')    | 4(15)  | 3   | 2 fists          | 1d6/1d6         | F3   | 11     | 65    |                                                                                        |
| Statue, Animated Iron <sup>L1</sup>    | 1d4(1d4)   | 30'(10')    | 4(15)  | 4   | 2 fists          | 1d8/1d8         | F4   | 11     | 190   | Normal weapons get stuck on a hit (SNeg).                                              |
| Statue, Animated Stone <sup>L1</sup>   | 1d3(1d3)   | 60'(20')    | 4(15)  | 5   | 2 fists          | 2d6/2d6         | F5   | 11     | 500   | Damage from fist attacks is burn damage from molten lava.                              |
| Stench Kow <sup>M2</sup>               | 15d4(15d4) | 150'(50')   | 2(17)  | 3+3 | 1 butt           | 2d4             | F3   | 7      | 135   | 2xDam when charging. Stinking cloud 10'R causes nausea (SNeg).                         |
| Stone Guardian <sup>M2</sup>           | 1d4(1d4)   | 100'(33')   | 2(17)  | 4+4 | 2 fists          | 1d8+1/1d8+1     | F4   | 12     | 290   | Immune to missiles. Edged weapons ¼Dam. Fire, cold, electric ½Dam.                     |
| Stirge <sup>L1</sup>                   | 1d10(3d12) | F180'(60')  | 7(12)  | 1   | 1 proboscis      | 1d3             | F2   | 9      | 16    | +2 to hit. Ongoing 1d3Dam/rd blood drain. Ground movement 30(10).                      |
| Stangleweed2HD <sup>L2</sup>           | 3d4(3d4)   | 0'(0')      | 6(13)  | 2   | 1+ fronds        | 1+              | F2   | NA     | 29    | 3d4 fronds each with 4d4STR. Dam = FrondSTR-VictimSTR.                                 |
| Stangleweed3HD <sup>L2</sup>           | 3d4(3d4)   | 0'(0')      | 6(13)  | 3   | 1+ fronds        | 1+              | F3   | NA     | 65    | 3d4 fronds each with 4d4STR. Dam = FrondSTR-VictimSTR.                                 |
| Stangleweed4HD <sup>L2</sup>           | 3d4(3d4)   | 0'(0')      | 6(13)  | 4   | 1+ fronds        | 1+              | F4   | NA     | 135   | 3d4 fronds each with 4d4STR. Dam = FrondSTR-VictimSTR.                                 |
| Symbiotic Jelly <sup>FF</sup>          | 1(1)       | 10'(3')     | 8(11)  | 2   | 0                | 0               | F2   | 12     | 38    | Charm monster. Create illusion.                                                        |
| Tabaxi <sup>FF</sup>                   | 2d4(2d4)   | 150'(50')   | 6(13)  | 2   | 3 claws/bite     | 1d3/1d3/1d3     | F2   | 7      | 38    | May also use weapons. Camouflage. Move silently.                                       |

| Monster                             | # Enc.           | Move       | AC     | HD  | Attacks          | Damage          | Save | Morale | XP    | Notes                                                                    |
|-------------------------------------|------------------|------------|--------|-----|------------------|-----------------|------|--------|-------|--------------------------------------------------------------------------|
| Taer <sup>M2</sup>                  | 1d20+10(1d20+10) | 180'(60')  | 4(15)  | 3+6 | 3 kick/fist/bite | 1d4/1d4/1d6     | F3   | 8      | 135   | 50% use spears +1 to hit +3Dam. Odor, nausea 10'R (SNeg).                |
| Temebrous Worm <sup>M2</sup>        | 1(1)             | 10'(3')    | 1(18)  | 10  | 1 bite           | 2d10            | F10  | 9      | 2,400 | Acid, bite does 2xDam (S-3Neg). Bristles 1d4Dam+paralysis (SNeg).        |
| Tentamort <sup>FF</sup>             | 1d10(1d10)       | 10'(3')    | 3(16)  | 8   | 2 tentacles      | 1d6/1d6         | F4   | 12     | 245   | Tentacles2HD, Body4HD. 1tentacle constricts, the other paralyzes (SNeg). |
| Thessalhydra <sup>M2</sup>          | 1(1)             | 120'(40')  | 0(19)  | 12  | 10 bites/tail    | 1d6x8/1d20/1d12 | F12  | 10     | 3,600 | All bites do 2xDam from acid (SNeg). Spit acid R30' 12d6Dam.             |
| Throat Leech <sup>FF</sup>          | 1d6(1d6)         | 10'(3')    | 9(10)  | 1hp | 1 bite           | 1d3             | F0   | 12     | 7     | Ongoing blood drain 1d3Dam. 50% chance of choking 1d4Dam.                |
| Throghrin <sup>L1</sup>             | 1d6(1d10)        | 120'(40')  | 6(13)  | 3   | 2/1 claws/weapon | 1d3/1d3/weapon  | F3   | 10     | 80    | Claws paralyze 2d4turns (SNeg). Regenerates 1hp/rd.                      |
| Thunder Beast4+4HD <sup>M2</sup>    | 5d4(5d4)         | 90'(30')   | 4(15)  | 4+4 | 1 bite           | 2d6             | F4   | 9      | 290   | Trample from 20'+ at 2x speed 4d4Dam. Fog cloud.                         |
| Thunder Beast5+5HD <sup>M2</sup>    | 5d4(5d4)         | 90'(30')   | 4(15)  | 5+5 | 1 bite           | 2d6             | F5   | 9      | 660   | Trample from 20'+ at 2x speed 5d4Dam. Fog cloud.                         |
| Thunder Beast6+6HD <sup>M2</sup>    | 5d4(5d4)         | 90'(30')   | 4(15)  | 6+6 | 1 bite           | 2d6             | F6   | 9      | 980   | Trample from 20'+ at 2x speed 6d4Dam. Fog cloud.                         |
| Thunder Beast7+7HD <sup>M2</sup>    | 5d4(5d4)         | 90'(30')   | 4(15)  | 7+7 | 1 bite           | 2d6             | F7   | 9      | 1,300 | Trample from 20'+ at 2x speed 7d4Dam. Fog cloud.                         |
| Thunder Beast8+8HD <sup>M2</sup>    | 5d4(5d4)         | 90'(30')   | 4(15)  | 8+8 | 1 bite           | 2d6             | F8   | 9      | 1,820 | Trample from 20'+ at 2x speed 8d4Dam. Fog cloud.                         |
| Thunder Beast9+9HD <sup>M2</sup>    | 5d4(5d4)         | 90'(30')   | 4(15)  | 9+9 | 1 bite           | 2d6             | F9   | 9      | 2,400 | Trample from 20'+ at 2x speed 9d4Dam. Fog cloud.                         |
| Tick, Giant2HD <sup>L2</sup>        | 3d4(3d4)         | 30'(10')   | 3(16)  | 2   | 1 bite           | 1d4             | F2   | 8      | 29    | Ongoing blood drain 1d6Dam/rd.                                           |
| Tick, Giant3HD <sup>L2</sup>        | 3d4(3d4)         | 30'(10')   | 3(16)  | 3   | 1 bite           | 1d4             | F3   | 8      | 65    | Ongoing blood drain 1d6Dam/rd.                                           |
| Tick, Giant4HD <sup>L2</sup>        | 3d4(3d4)         | 30'(10')   | 3(16)  | 4   | 1 bite           | 1d4             | F4   | 8      | 135   | Ongoing blood drain 1d6Dam/rd.                                           |
| Titan17HD <sup>L2</sup>             | 1d2(1d2)         | 210'(70')  | 2(17)  | 17  | 1 fist           | 7d6             | F17  | 10     | 4,250 | Spell-like abilities: invisibility, levitate, ethereal. Spellcasting.    |
| Titan18HD <sup>L2</sup>             | 1d2(1d2)         | 210'(70')  | 1(18)  | 18  | 1 fist           | 7d6             | F18  | 10     | 4,250 | Spell-like abilities: invisibility, levitate, ethereal. Spellcasting.    |
| Titan19HD <sup>L2</sup>             | 1d2(1d2)         | 210'(70')  | 0(19)  | 19  | 1 fist           | 7d6             | F19  | 10     | 4,250 | Spell-like abilities: invisibility, levitate, ethereal. Spellcasting.    |
| Titan20HD <sup>L2</sup>             | 1d2(1d2)         | 210'(70')  | -1(20) | 20  | 1 fist           | 7d6             | F20  | 10     | 4,250 | Spell-like abilities: invisibility, levitate, ethereal. Spellcasting.    |
| Titan21HD <sup>L2</sup>             | 1d2(1d2)         | 150'(50')  | -2(21) | 21  | 1 fist           | 8d6             | F21  | 10     | 7,000 | Spell-like abilities: invisibility, levitate, ethereal. Spellcasting.    |
| Titan22HD <sup>L2</sup>             | 1d2(1d2)         | 150'(50')  | -3(22) | 22  | 1 fist           | 8d6             | F22  | 10     | 7,000 | Spell-like abilities: invisibility, levitate, ethereal. Spellcasting.    |
| Titanother <sup>L1</sup>            | 0(1d6)           | 120'(40')  | 5(14)  | 12  | 1 butt/trample   | 2d6/2d8         | F6   | 7      | 2,000 | 2xDam if charging.                                                       |
| Toad, Giant <sup>L1</sup>           | 1d4(1d4)         | 90'(30')   | 7(12)  | 2+2 | 1 bite           | 1d4+1           | F1   | 6      | 71    | Surprises on 1-3. Tongue R15' grabs ≤ dwarf-sized victims for bite.      |
| Toad, Giant Ice <sup>L2</sup>       | 1d4(1d4)         | 90'(30')   | 4(15)  | 5   | 1 bite           | 3d4             | F5   | 7      | 500   | Tongue R20' grabs ≤ human-sized victims for bite. Icy blast 10'R 3d6Dam. |
| Toad, Giant Poisonous <sup>L2</sup> | 1d4(1d4)         | 90'(30')   | 7(12)  | 2+2 | 1 bite           | 1d4+1+poison    | F1   | 6      | 83    | As regular giant toad + poison bite (SorD).                              |
| Transposer <sup>M2</sup>            | 1(1)             | 150'(50')  | 7(12)  | 6   | 2 suckers        | 1d6/1d6         | F6   | 8      | 820   | After a hit any damage the victim deals adds to the transposer's hp.     |
| Trapper <sup>L2</sup>               | 1(1)             | 30'(10')   | 3(16)  | 12  | 4 crushes        | 1d6each         | F12  | 10     | 2,000 | 95% undetectable. Ongoing crushing Dam. Immune to heat/cold.             |
| Treant <sup>L1</sup>                | 0(1d8)           | 60'(20')   | 2(17)  | 8   | 2 branches       | 2d6/2d6         | F8   | 6      | 1,560 | Surprises on 1-3. Animate 1 or 2 trees R60'.                             |
| Tri-Flower Frond <sup>M2</sup>      | 1d10(1d10)       | 0'(0')     | 9(10)  | 2+8 | 3 flowers        | Special         | F2   | 12     | 71    | Each flower has a different incapacitating attack/effect.                |
| Triton <sup>L2</sup>                | 3d4(2d6x10)      | S150'(50') | 5(14)  | 3   | 1 weapon         | Weapon          | F3   | 7      | 50    | 90% will be riding underwater mounts.                                    |

| Monster                              | # Enc.        | Move       | AC    | HD  | Attacks        | Damage            | Save | Morale | XP     | Notes                                                            |
|--------------------------------------|---------------|------------|-------|-----|----------------|-------------------|------|--------|--------|------------------------------------------------------------------|
| Troglodyte <sup>L1</sup>             | 1d8(5d8)      | 120'(40')  | 5(14) | 2   | 3 claws/bite   | 1d4/1d4/1d4       | F2   | 9      | 38     | Surprises on 1-4. Smell gives -2 to hit penalty (SNeg).          |
| Troll <sup>L1</sup>                  | 1d8(1d8)      | 120'(40')  | 4(15) | 6+3 | 3 claws/bite   | 1d6/1d6/1d10      | F6   | 10     | 980    | After 3rds regenerates 3hp/rd. Only killed by fire or acid.      |
| Troll, Giant 2-Headed <sup>FF</sup>  | 1d3(1d3)      | 120'(40')  | 4(15) | 10  | 4 claws/bites  | 1d6/1d6/1d10/1d10 | F10  | 10     | 2,400  | Surprised on 1. After 3rds regenerates 3hp/rd.                   |
| Troll, Ice <sup>FF</sup>             | 1d6(1d6)      | 90'(30')   | 8(11) | 2   | 2 claws        | 1d8/1d8           | F2   | 9      | 47     | Magic weapons to hit. Regenerates 2hp/rd. Fire does 2xDam.       |
| Tunnel Worm <sup>M2</sup>            | 1d6(1d6)      | 60'(20')   | 4(15) | 9+3 | 1 bite         | 2d8               | F9   | 7      | 1,700  | first attack is at +2 to hit.                                    |
| Turtle, Giant Sea <sup>L2</sup>      | 1d3(1d3)      | S150'(50') | 2(17) | 15  | 1 bite         | 4d4               | F15  | 6      | 1,500  | Head and flippers AC5. May capsize boats.                        |
| Turtle, Giant Snapping <sup>L2</sup> | 1d4(1d4)      | S120'(40') | 0(19) | 10  | 1 bite         | 6d4               | F10  | 9      | 1,700  | Surprises on 1-4. 10' long neck. head, neck and flippers AC5.    |
| Unicorn <sup>L1</sup>                | 1d6(1d8)      | 240'(80')  | 2(17) | 4   | 3 hooves/horn  | 1d8/1d8/1d8       | F8   | 7      | 135    | Teleport ability 1/day.                                          |
| Vampire7HD <sup>L1</sup>             | 1d4(1d6)      | F180'(60') | 2(17) | 7   | 1 fist         | 1d10+energy drain | F7   | 11     | 3,150  | Touch drains 2 levels. Regenerates 3hp/rd. Gaseous form.         |
| Vampire8HD <sup>L1</sup>             | 1d4(1d6)      | F180'(60') | 2(17) | 8   | 1 fist         | 1d10+energy drain | F8   | 11     | 5,060  | Touch drains 2 levels. Regenerates 3hp/rd. Gaseous form.         |
| Vampire9HD <sup>L1</sup>             | 1d4(1d6)      | F180'(60') | 2(17) | 9   | 1 fist         | 1d10+energy drain | F9   | 11     | 7,300  | Touch drains 2 levels. Regenerates 3hp/rd. Gaseous form.         |
| Vapor Rat <sup>M2</sup>              | 2d8(2d8)      | 120'(40')  | 6(13) | 2   | 1 bite         | 1d2               | F2   | 6      | 38     | May assume gaseous form. Stinking cloud 8'R as it dies.          |
| Vegypygmy1HD <sup>M2</sup>           | 30d10(30d10)  | 120'(40')  | 4(15) | 1   | 1 fist/weapon  | 1d6/weapon        | F1   | 7      | 19     | Piercing weapons 1Dam only. Camouflage. Immune to charm.         |
| Vegypygmy2HD <sup>M2</sup>           | 30d10(30d10)  | 120'(40')  | 4(15) | 2   | 1 fist/weapon  | 1d6/weapon        | F2   | 7      | 47     | Piercing weapons 1Dam only. Camouflage. Immune to charm.         |
| Vegypygmy3HD <sup>M2</sup>           | 30d10(30d10)  | 120'(40')  | 4(15) | 3   | 1 fist/weapon  | 1d6/weapon        | F3   | 7      | 95     | Piercing weapons 1Dam only. Camouflage. Immune to charm.         |
| Vegypygmy4HD <sup>M2</sup>           | 30d10(30d10)  | 120'(40')  | 4(15) | 4   | 1 fist/weapon  | 1d6/weapon        | F4   | 7      | 245    | Piercing weapons 1Dam only. Camouflage. Immune to charm.         |
| Vegypygmy5HD <sup>M2</sup>           | 30d10(30d10)  | 120'(40')  | 4(15) | 5   | 1 fist/weapon  | 1d6/weapon        | F5   | 7      | 650    | Piercing weapons 1Dam only. Camouflage. Immune to charm.         |
| Vegypygmy6HD <sup>M2</sup>           | 30d10(30d10)  | 120'(40')  | 4(15) | 6   | 1 fist/weapon  | 1d6/weapon        | F6   | 7      | 1,070  | Piercing weapons 1Dam only. Camouflage. Immune to charm.         |
| Vegypygmy Dog(Thorny) <sup>M2</sup>  | 2d6(3d6)      | 150'(50')  | 3(16) | 4   | 1 bite         | 1d4+1             | F4   | 8      | 135    | In close combat they deal +3d4 ripping damage on a hit.          |
| Vilstrak <sup>M2</sup>               | 2d10(2d10)    | 90'(30')   | 2(17) | 1d6 | 2 fists        | 1d4+1/1d4+1       | F0   | 8      | 6      | May merge with stone, 75% undetectable.                          |
| Volt <sup>FF</sup>                   | 2d12(2d12)    | F60'(20')  | 3(16) | 2+1 | 1+1 bite/jolt  | 1d4/2d6           | F2   | 8      | 47     | A bite hit leads to ongoing jolts 2d6Dam/rd.                     |
| Vulching <sup>M2</sup>               | 2d8(2d8)      | 60'(20')   | 7(12) | 1   | 1/2 bite/claws | 1d4+1/1d4/1d4     | F1   | 7      | 10     | 1st attack with talons only, subsequent attacks are bite only.   |
| Vulture <sup>M2</sup>                | 4d6(4d6)      | 270'(90')  | 6(13) | 1+1 | 1 bite         | 1d2               | F1   | 6      | 15     | Ground movement 30'(10).                                         |
| Vulture, Giant <sup>M2</sup>         | 2d6(2d6)      | 240'(80')  | 7(12) | 2+1 | 1 bite         | 1d4               | F2   | 7      | 35     | Ground movement 30'(10).                                         |
| Wasp, Giant <sup>L2</sup>            | 1d20(1d20+20) | F210'(70') | 4(15) | 4   | 2 bite/sting   | 2d4/1d4+poison    | F4   | 10     | 135    | Poison sting paralyzes permanently (SNeg).                       |
| Weasel, Giant <sup>L1</sup>          | 1d4(1d6)      | 150'(50')  | 7(12) | 4+4 | 1 bite         | 2d4               | F3   | 8      | 290    | Ongoing blood drain 2d4Dam/rd.                                   |
| Whale, Killer <sup>L1</sup>          | 0(1d6)        | S240'(80') | 6(13) | 6   | 1 bite         | 1d20              | F3   | 10     | 570    | On a 20 creatures ≤ halfling-size are swallowed whole 1d6Dam/rd. |
| Whale, Narwhal <sup>L1</sup>         | 0(1d4)        | S180'(60') | 7(12) | 12  | 2 bite/horn    | 2d6/1d8           | F12  | 8      | 1,200  | Horn value 1d6x1,000gp.                                          |
| Whale, Sperm <sup>L1</sup>           | 0(1d3)        | S180'(60') | 6(13) | 36  | 1 bite         | 3d20              | F15  | 7      | 12,500 | Swallows prey whole on a to hit roll 4+ more than required.      |
| Wight <sup>L1</sup>                  | 1d6(1d8)      | 90'(30')   | 5(14) | 3   | 1 touch        | Energy drain      | F3   | 12     | 110    | Touch drains 1 level. Immune to sleep and charm.                 |

| Monster                                | # Enc.   | Move        | AC     | HD   | Attacks          | Damage           | Save | Morale | XP    | Notes                                                                    |
|----------------------------------------|----------|-------------|--------|------|------------------|------------------|------|--------|-------|--------------------------------------------------------------------------|
| Will-O-Wisp <sup>L2</sup>              | 1(1d3)   | F180'(60')  | -8(27) | 9    | 1 shock          | 2d8              | F9   | 7      | 3,100 | Invisibility. Immune to most spells.                                     |
| Wind Walker <sup>L2</sup>              | 1d3(1d3) | F300'(100') | 7(12)  | 6+3  | 1 slam           | 3d6              | F6   | 9      | 680   | Only harmed by ethereal attacks Ground movement 150'(50').               |
| Witherstench <sup>FF</sup>             | 3d4(3d4) | 60'(20')    | 7(12)  | 2+2  | 2 claws          | 1d6/1d6          | F2   | 7      | 47    | Odour 30'R causes crippling nausea (SNeg).                               |
| Witherweed3HD <sup>FF</sup>            | 1(1)     | 0'(0')      | 8(11)  | 3    | Varies           | Special          | F3   | 12     | 80    | 13-24 fronds, hits drain 1d4DEX (S¼). Incapacitates at 3DEX, kills at 0. |
| Witherweed4HD <sup>FF</sup>            | 1(1)     | 0'(0')      | 8(11)  | 4    | Varies           | Special          | F4   | 12     | 190   | 13-24 fronds, hits drain 1d4DEX (S¼). Incapacitates at 3DEX, kills at 0. |
| Witherweed5HD <sup>FF</sup>            | 1(1)     | 0'(0')      | 8(11)  | 5    | Varies           | Special          | F5   | 12     | 500   | 13-24 fronds, hits drain 1d4DEX (S¼). Incapacitates at 3DEX, kills at 0. |
| Witherweed6HD <sup>FF</sup>            | 1(1)     | 0'(0')      | 8(11)  | 6    | Varies           | Special          | F6   | 12     | 820   | 13-24 fronds, hits drain 1d4DEX (S¼). Incapacitates at 3DEX, kills at 0. |
| Wolf <sup>L1</sup>                     | 2d6(3d6) | 180'(60')   | 7(12)  | 2+2  | 1 bite           | 1d6              | F1   | 8      | 35    | Morale 6 if ≤3 encountered or 50%+ of total are slain.                   |
| Wolf, Dire <sup>L1</sup>               | 1d4(2d4) | 150'(50')   | 6(13)  | 4+1  | 1 bite           | 2d4              | F2   | 8      | 140   |                                                                          |
| Wolf, Winter <sup>L2</sup>             | 2d4(2d4) | 180'(60')   | 5(14)  | 6    | 1 bite           | 2d4              | F6   | 10     | 820   | Frost breath R10' 6d4Dam (S¼). Immune to cold.                           |
| Wolf-in-Sheep's-Clothing <sup>M2</sup> | 1(1)     | 10'(3')     | 3(16)  | 9    | 1-3 tentacles    | 1d4each          | F9   | 12     | 1,700 | Tentacles drag victims to mouth for 1d6+6Dam bite.                       |
| Wolverine <sup>L2</sup>                | 1(1d3)   | 120'(40')   | 5(14)  | 3    | 3 claws/bite     | 1d4/1d4/1d4+1    | F3   | 10     | 80    | +4 to hit. Musk R40'x15' blinds for 1d8hours (SNeg).                     |
| Wolverine, Giant <sup>L2</sup>         | 1(1d3)   | 150'(50')   | 4(15)  | 4+4  | 3 claws/bite     | 1d4+1/1d4+1/2d4  | F4   | 11     | 290   | +4 to hit. Musk R60'x20' blinds for 1d8hours (SNeg).                     |
| Wraith <sup>L1</sup>                   | 1d4(1d6) | F240'(80')  | 3(16)  | 4    | 1 touch          | 1d6+energy drain | F4   | 12     | 300   | Touch drains 1 level. Victim dies at 0 and becomes a wraith.             |
| Wyvern <sup>L1</sup>                   | 1d2(1d6) | F240'(80')  | 3(16)  | 7    | 2 bite/sting     | 2d8/2d8+poison   | F4   | 9      | 1,140 | Poison sting (SorD). Ground movement 90'(30').                           |
| Xorn <sup>L2</sup>                     | 1d4(1d4) | 90'(30')    | -2(21) | 7+7  | 4 claws/bite     | 1d3/1d3/1d3/6d4  | F7   | 10     | 1,700 | Surprises on 1-3. Immune to heat/cold and 50% electricity.               |
| Yellow Mold <sup>L1</sup>              | 1d4(1d8) | 0'(0')      | NA     | 2    | 1 spores         | 1d6+poison       | F2   | NA     | 38    | Spores 10'cubed (SorD in 6rds). Only harmed by fire.                     |
| Yellow Musk Creeper <sup>FF</sup>      | 1(1)     | 0'(0')      | 7(12)  | 3    | 2-12 dust puffs  | Trance           | F3   | 12     | 65    | Victims hit by dust walk into plant -1d4INT/rd (SNeg).                   |
| Yellow Musk Zombie <sup>FF</sup>       | 1d2(1d2) | 120'(60')   | 8(11)  | 2    | 1 weapon         | Weapon           | F2   | 12     | 29    | Victims of a yellow musk creeper that have been drained to 1or2INT.      |
| Yeti <sup>L2</sup>                     | 1d6(2d4) | 150'(50')   | 6(13)  | 4+4  | 2 claws          | 1d6/1d6          | F4   | 8      | 365   | A to hit roll of 20 does +2d8Dam. Gaze paralyzes 3rds (SNeg).            |
| Yuan Ti, Pureblood <sup>M2</sup>       | 1d4(1d4) | 120'(40')   | 4(15)  | 6    | 1 weapon         | Weapon           | F6   | 8      | 570   | 1 minor reptilian feature. Spellcasting.                                 |
| Yuan Ti, Halfbreed7HD <sup>M2</sup>    | 1d4(1d4) | 120'(40')   | 4(15)  | 7    | 2 bite/weapon    | 1d10/weapon      | F7   | 9      | 440   | Snake head AC0. No spellcasting.                                         |
| Yuan Ti, Halfbreed7HD <sup>M2</sup>    | 1d4(1d4) | 120'(40')   | 4(15)  | 7    | 1 weapon         | Weapon           | F7   | 9      | 790   | 1 reptilian feature. Human head allows spellcasting.                     |
| Yuan Ti, Halfbreed8HD <sup>M2</sup>    | 1d4(1d4) | 120'(40')   | 4(15)  | 8    | 2 bite/weapon    | 1d10/weapon      | F8   | 9      | 560   | Snake head AC0. No spellcasting.                                         |
| Yuan Ti, Halfbreed8HD <sup>M2</sup>    | 1d4(1d4) | 120'(40')   | 4(15)  | 8    | 1 weapon         | Weapon           | F8   | 9      | 1,060 | 1 reptilian feature. Human head allows spellcasting.                     |
| Yuan Ti, Abomination <sup>M2</sup>     | 1d4(1d4) | 90'(30')    | 0(19)  | 9    | 2 bite/constrict | 1d10/1d4         | F9   | 10     | 1,000 | Mostly snake features including head AC0. No spellcasting.               |
| Yuan Ti, Abomination <sup>M2</sup>     | 1d4(1d4) | 90'(30')    | 0(19)  | 9    | 1 constrict      | 1d4              | F9   | 10     | 1,700 | Mostly snake features but a human head allows spellcasting.              |
| Zombie <sup>L1</sup>                   | 2d4(4d6) | 60'(20')    | 8(11)  | 2    | 1 weapon         | 1d8/weapon       | F1   | 12     | 29    | Always attacks last. Immune to charm and sleep.                          |
| Zombie, Jujū <sup>M2</sup>             | 1d4(1d4) | 90'(30')    | 6(13)  | 3+12 | 1 fist           | 3d4              | F3   | 12     | 205   | +1 weapons to hit. Attack as 6HD. Piercing and blunt weapons 1Dam only.  |

## Monster Experience Points Table

| Monster HD  | Base XP | Bonus XP* |
|-------------|---------|-----------|
| less than 1 | 5       | 1         |
| 1           | 10      | 3         |
| 1+          | 15      | 6         |
| 2           | 20      | 9         |
| 2+          | 35      | 12        |
| 3           | 50      | 15        |
| 3+          | 65      | 35        |
| 4           | 80      | 55        |
| 4+          | 140     | 75        |
| 5           | 200     | 150       |
| 5+          | 260     | 200       |
| 6           | 320     | 250       |
| 6+          | 380     | 300       |
| 7           | 440     | 350       |
| 7+          | 500     | 400       |
| 8           | 560     | 500       |
| 8+          | 620     | 600       |
| 9-10+       | 1,000   | 700       |
| 11-12+      | 1,200   | 800       |
| 13-16+      | 1,500   | 900       |
| 17-20+      | 2,250   | 1,000     |
| 21+**       | 3,000   | 2,000     |

\*Add the bonus for each special ability that a creature has.

\*\*For monsters 22HD+, add 250 per additional HD to both the Base and Bonus values.

## Monster Reaction Table

| Roll(2d6) | Reaction                  |
|-----------|---------------------------|
| 2         | Friendly, helpful         |
| 3-5       | Indifferent, uninterested |
| 6-8       | Neutral, uncertain        |
| 9-11      | Unfriendly, may attack    |
| 12        | Hostile, attacks          |

## AC Conversion Table

| Descending AC (base 9) | Ascending AC |
|------------------------|--------------|
| 9                      | 10           |
| 8                      | 11           |
| 7                      | 12           |
| 6                      | 13           |
| 5                      | 14           |
| 4                      | 15           |
| 3                      | 16           |
| 2                      | 17           |
| 1                      | 18           |
| 0                      | 19           |
| -1                     | 20           |
| -2                     | 21           |
| -3                     | 22           |
| -4                     | 23           |
| -5                     | 24           |
| -6                     | 25           |

## Fighter Saving Throw Table

| Fighter Level | Breath Attacks | Poison or Death | Petrify or Paralyze | Wands | Spells or Spell-like Devices |
|---------------|----------------|-----------------|---------------------|-------|------------------------------|
| 0             | 17             | 14              | 16                  | 15    | 18                           |
| 1-3           | 15             | 12              | 14                  | 13    | 16                           |
| 4-6           | 13             | 10              | 12                  | 11    | 14                           |
| 7-9           | 9              | 8               | 10                  | 9     | 12                           |
| 10-12         | 7              | 6               | 8                   | 7     | 10                           |
| 13-15         | 5              | 4               | 6                   | 5     | 8                            |
| 16-18         | 4              | 4               | 5                   | 4     | 7                            |
| 19+           | 4              | 3               | 4                   | 3     | 6                            |

## Average Hit Points by Hit Dice

|   |       |   |       |    |       |    |       |
|---|-------|---|-------|----|-------|----|-------|
| 1 | 4/5   | 5 | 22-23 | 9  | 40-41 | 13 | 58-59 |
| 2 | 9     | 6 | 27    | 10 | 45    | 14 | 63    |
| 3 | 13/14 | 7 | 31-32 | 11 | 49-50 | 15 | 67-68 |
| 4 | 18    | 8 | 36    | 12 | 54    | 16 | 72    |

## Turning Undead Table

| Undead HD | Turning Roll (equal or higher on 2d6) for Cleric Level |    |    |    |    |    |    |    |   |   |   |   |   |   |
|-----------|--------------------------------------------------------|----|----|----|----|----|----|----|---|---|---|---|---|---|
| 1         | 7                                                      | 5  | 3  | T  | T  | D  | D  | D  | D | D | D | D | D | D |
| 2         | 9                                                      | 7  | 5  | 3  | T  | T  | D  | D  | D | D | D | D | D | D |
| 3         | 11                                                     | 9  | 7  | 5  | 3  | T  | T  | D  | D | D | D | D | D | D |
| 4         | -                                                      | 11 | 9  | 7  | 5  | 3  | T  | T  | D | D | D | D | D | D |
| 5         | -                                                      | -  | 11 | 9  | 7  | 5  | 3  | T  | T | D | D | D | D | D |
| 6         | -                                                      | -  | -  | 11 | 9  | 7  | 5  | 3  | T | T | D | D | D | D |
| 7         | -                                                      | -  | -  | -  | 11 | 9  | 7  | 5  | 3 | T | T | D | D | D |
| 8         | -                                                      | -  | -  | -  | -  | 11 | 9  | 7  | 5 | 3 | T | T | D | D |
| 9         | -                                                      | -  | -  | -  | -  | -  | 11 | 9  | 7 | 5 | 3 | T | T | D |
| Infernal  | -                                                      | -  | -  | -  | -  | -  | -  | 11 | 9 | 7 | 5 | 3 | T | T |

| <b>Weapons</b>      | <b>Damage</b> |
|---------------------|---------------|
| Axe, battle*        | 1d8           |
| Axe, hand           | 1d6           |
| Club                | 1d4           |
| Dagger              | 1d4           |
| Flail               | 1d6           |
| Flail, heavy*       | 1d8           |
| Hammer, light       | 1d4           |
| Hammer, war*        | 1d6           |
| Mace                | 1d6           |
| Morningstar*        | 1d6           |
| Pick, heavy*        | 1d8           |
| Pick, light         | 1d6           |
| Pole arm*           | 1d10          |
| Quarterstaff*       | 1d6           |
| Scimitar            | 1d8           |
| Spear               | 1d6           |
| Sword, long         | 1d8           |
| Sword, bastard (1h) | 1d8           |
| Sword, bastard (2h) | 2d4           |
| Sword, short        | 1d6           |
| Sword, 2-handed*    | 1d10          |
| Trident*            | 1d6           |

| <b>Armour</b>   | <b>AC</b> |
|-----------------|-----------|
| Banded mail     | 4         |
| Chain mail      | 5         |
| Leather         | 8         |
| Padded          | 8         |
| Plate mail      | 3         |
| Scale mail      | 6         |
| Shield          | 1 less    |
| Splint mail     | 4         |
| Studded leather | 7         |
| Unarmoured      | 9         |

| <b>Missile Weapons</b> | <b>Damage</b> | <b>Short +1</b> | <b>Med</b> | <b>Long -1</b> |
|------------------------|---------------|-----------------|------------|----------------|
| Axe                    | 1d6           | up to 10'       | ...to 20'  | ...to 30'      |
| Bow, long              | 1d8           | up to 70'       | ...to 140' | ...to 210'     |
| Bow, short             | 1d6           | up to 50'       | ...to 100' | ...to 150'     |
| Crossbow, heavy**      | 1d8           | up to 80'       | ...to 160' | ...to 240'     |
| Crossbow, light**      | 1d6           | up to 80'       | ...to 160' | ...to 240'     |
| Dagger                 | 1d4           | up to 10'       | ...to 20'  | ...to 30'      |
| Dart                   | 1d4           | up to 15'       | ...to 30'  | ...to 45'      |
| Holy Water***          | 1d8           | up to 10'       | ...to 30'  | ...to 50'      |
| Javelin                | 1d6           | up to 20'       | ...to 40'  | ...to 60'      |
| Flaming Oil****        | 1d8           | up to 10'       | ...to 30'  | ...to 50'      |
| Sling                  | 1d4           | up to 40'       | ...to 80'  | ...to 160'     |
| Spear                  | 1d6           | up to 20'       | ...to 40'  | ...to 60'      |

\*2-handed weapons. \*\*1 round to load. \*\*\*Only damages undead creatures.

\*\*\*\*Causes another 1d8 damage to a victim in the following round.

# FOSSIL

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## Combat Sequence

- 1) Players announce character movements and actions.
- 2) Each side rolls 1d6 for the initiative.
- 3) The winning side acts first.
- 4) The winning side make their moves.
- 5) The winning side make missile attacks.
- 6) The winning side casts spells.
- 7) The winning side make their melee attacks.
- 8) The side that lost initiative acts through steps 4-7.
- 9) The round ends and the sequence begins anew for the next round.

| Attacking<br>Monster HD | To Hit Roll (1d20) Required Against Armour Class |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-------------------------|--------------------------------------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                         | -8                                               | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  |
| 1 or less               | 20                                               | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| >1 to 2                 | 20                                               | 20 | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  |
| >2 to 3                 | 20                                               | 20 | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  |
| >3 to 4                 | 20                                               | 20 | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  |
| >4 to 5                 | 20                                               | 20 | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  |
| >5 to 6                 | 20                                               | 20 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  |
| >6 to 7                 | 20                                               | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  |
| >7 to 9                 | 20                                               | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  |
| >9 to 11                | 19                                               | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  |
| >11 to 13               | 18                                               | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 2  |
| >13 to 15               | 17                                               | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 2  | 2  |
| >15 to 17               | 16                                               | 15 | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 2  | 2  | 2  |
| >17 to 19               | 15                                               | 14 | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 2  | 2  | 2  | 2  |
| >19 to 21               | 14                                               | 13 | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 2  | 2  | 2  | 2  | 2  |
| >21 and up              | 13                                               | 12 | 11 | 10 | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 2  | 2  | 2  | 2  | 2  | 2  |

[illegible]

DESIGNATION OF PRODUCT IDENTITY

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