

**MONSTER REFERENCE TABLE by HD**

| MONSTER         | HD     | DMG×AT     | AC  | MV  | AL   | TT    | SPECIAL CHARACTERISTICS                                    | HABITS                  | d12  |
|-----------------|--------|------------|-----|-----|------|-------|--|-------------------------|------|
| Giant Centipede | ¼      | 0          | 9   | 150 | nil  | nil   | Bite: Save vs Poison at +4; 1' long                        | Aggressive, rushes      | 1-1  |
| Giant Rat       | ½      | 1-3        | 7   | 120 | nil  | C     | Bite: 5%/disease; Swim ½×MV; Fears fire                    | Rubbish, scavengers     | 1-2  |
| Kobold          | ½      | 1-4        | 7   | 120 | LE   | J     | Saves at +3; Leaders equal to gnolls                       | Ambush, traps           | 1-3  |
| Skeleton        | ½      | 1-6        | 8   | 60  | N    | nil   | Immune Charm/Sleep; Silent MV                              | Undead, guards          | 1-4  |
| Goblin          | 1-1    | 1-6        | 6   | 60  | LE   | L     | Attacks at -1 in sun; Leaders equal to hobgoblins          | Attack dwarves          | 1-5  |
| Bandit          | 1      | 1-6        | 6   | 120 | N/E  | A     | >30=Leader F4 AC4 20% magic armor/shield/sword             | Take prisoners          | 1-6  |
| Dwarf           | 1      | 1-8        | 4   | 60  | N/LG | G     | >40=Leader F2-7 with magic arms/armor                      | Sturdy fighters         | 1-7  |
| Gnome           | 1      | 1-6        | 5   | 60  | CG/N | C     | Favor crossbows  | Hill burrows            | 1-8  |
| Nixie           | 1      | 1-4        | 7   | 60  | N    | B     | Swim 2×MV; 1 Charm Person/10 nixies; 10d10 fierce fish     | Water sprites           | 1-9  |
| Orc             | 1      | 1-6        | 7   | 90  | CE   | D     | Attacks at -1 in sun                                       | Tribal, hostile         | 1-10 |
| Pixie           | 1      | 1-4        | 3   | 90  | N/CG | R+S   | Invisible attack = auto. surprise; Fly 2×MV for 3 trn      | Elf-friends, invisible  | 1-11 |
| Stirge          | 1      | 1-3        | 7   | 180 | N    | Q     | Attacks at +2; Hit: -d4 HP/rnd                             | Flying bloodsucker      | 1-12 |
| Berserker       | 1+1    | 1-8        | 7   | 120 | N    | J     | Attack humanoids at +2; Never surrender or retreat         | No prisoners            | 2-1  |
| Elf             | 1+1    | 1-10       | 5   | 120 | CG/N | E     | >50=Leader F/MU 2-4/2-8                                    | Magical fighters        | 2-2  |
| Hobgoblin       | 1+1    | 1-8        | 6   | 90  | LE   | D     | Saves vs Fear at +1; Leaders equal to ogres                | Strong morale           | 2-3  |
| Large Spider    | 1+1    | 1          | 8   | 60  | nil  | J-N   | Bite: Save vs Poison at +2                                 | Large webs              | 2-4  |
| Fire Beetle     | 1+2    | 2-8        | 4   | 120 | nil  | nil   | Two glands shed light 10' radius/1-6 days                  | Nocturnal, unintell.    | 2-5  |
| Giant Ant       | 2      | 1-6        | 3   | 180 | nil  | Q×3   | 10% near nest w/5-50; treasure in egg chamber + type S     | Nest builders           | 2-6  |
| Ghoul           | 2      | 1-3×3      | 6   | 90  | CE   | B     | Touch: Save vs Paralyzation/Elves immune                   | Bestial scavengers      | 2-7  |
| Gnoll           | 2      | 2-8        | 5   | 90  | CE   | D     | Leaders are 3 HD/16 HP                                     | Dislike work            | 2-8  |
| Green Slime     | 2      | 0          | nil | 0   | nil  | nil   | Can always be hit but only hurt by fire/cold               | Immobile, drops         | 2-9  |
| Troglodyte      | 2      | 1-4×3      | 5   | 120 | CE   | A     | Surprise 1-4; Save vs Poison or -d6 STR/1 per rnd          | Loathe humans           | 2-10 |
| Yellow Mold     | 2*     | 0          | nil | 0   | nil  | nil   | 2 HD/10' sq; If hit: 50% chance of spores/Save vs Poison   | Immobile, asphyxiates   | 2-11 |
| Zombie          | 2      | 1-8×½      | 8   | 120 | N    | nil   | 1 attack per 2 rnd; Immune Charm/Sleep; Silent MV          | Undead, guards          | 2-12 |
| Lizard Man      | 2+1    | 1-8        | 5   | 60  | N    | D     | Swim 2×MV; Fight with spears/clubs                         | Aquatic, tribal         | 3-1  |
| Huge Spider     | 2+2    | 1-6        | 6   | 180 | nil  | J-N,Q | Bite: Save vs Poison at +1; Surprise 1-5 in 6; Leap 30'    | Trap-door hunters       | 3-2  |
| Pegasus         | 2+2    | 1-8×2      | 6   | 240 | LG   | nil   | Fly 2×MV; Will serve only LG                               | Wild, shy               | 3-3  |
| Shadow          | 2+2    | 1-4        | 7   | 90  | LE   | F     | Hit: -1 STR; Magic to hit; Immune Charm/Sleep              | Intelligent, immaterial | 3-4  |
| Horse           | 2-3    | 1-6×2,1-4  | 7   | 240 | nil  | nil   | Lt:2HD Med:2+1/180 Hv:3/120 Dff/Mule:2+1/120               | Pack animals            | 3-5  |
| Giant Tick      | 3      | 1-4        | 4   | 30  | nil  | nil   | Bite: -4 HP/rnd + disease fatal in 2-8d                    | Ambulatory, drops       | 3-6  |
| Gray Ooze       | 3      | 2-16       | 8   | 10  | nil  | nil   | Immune heat/cold; Hurt by weapons/lightning                | Stone-like, seeps       | 3-7  |
| Harpy           | 3      | 1-4×3      | 7   | 60  | CE   | C     | Fly 2.5×MV; Save vs Spells or charmed                      | Sings, lures            | 3-8  |
| Shrieker        | 3      | nil        | 7   | 10  | nil  | nil   | Shriek 1-3 rnd/light 30'/motion 10'/50% of monster         | Mindless, ambulatory    | 3-9  |
| Wererat         | 3      | 1-6        | 7   | 120 | N/LE | C     | Silver/magic to hit; Summon 10-100 G. Rats; See Werewolf   | Ratman, sly             | 3-10 |
| Wight           | 3      | 0          | 5   | 90  | LE   | B     | Hit: Drain 1 level; Silver/magic to hit                    | Undead, barrows         | 3-11 |
| Hydra           | varies | 1-6        | 5   | 120 | N    | B     | 1 HD/6 HP/1 AT per head (3 HD=18 HP/3 AT)                  | Unyielding beast        | 3-12 |
| Bugbear         | 3+1    | 2-8        | 5   | 90  | CE   | B     | Surprise on -3 due to stealth                              | Large, stealthy         | 4-1  |
| Carrion Crawler | 3+1    | 0×8        | 7   | 120 | N    | nil   | Tentacle: Save vs Paralyzation                             | Wall crawlers           | 4-2  |
| Hippogriff      | 3+1    | 1-6×2,1-10 | 5   | 180 | N    | nil   | Fly 2×MV; Always attack pegasi                             | Fierce steeds           | 4-3  |
| Blink Dog       | 4      | 1-6        | 5   | 120 | LG   | C     | Blink 1-4'/rnd and attack                                  | Intelligent, packs      | 4-4  |
| Doppelganger    | 4      | 1-12       | 5   | 90  | CE/N | E     | Mimic humanoids; Immune Sleep/Charm; Improved saves        | Mutable, deceitful      | 4-5  |
| Gargoyle        | 4      | 1-4×4      | 5   | 60  | LE   | C     | Fly 2.5×MV; Magic to hit                                   | Ferocious, cunning      | 4-6  |
| Gelatinous Cube | 4      | 2-8        | 8   | 60  | nil  | *     | Hit: Save vs Paralyzation; Immune to cold/lightning/spells | Roving cleaner          | 4-7  |
| Medusa          | 4      | 1-6        | 8   | 90  | LE   | F     | Gaze: save vs T. to Stone; Hit: Save vs Poison (snakes)    | Beguiles victims        | 4-8  |
| Werewolf        | 4      | 2-8        | 5   | 150 | N/LE | C     | Silver/magic to hit; Wolfsbane repels; Bite: Lycanthropy   | Pack hunter             | 4-9  |
| Wraith          | 4      | 1-6        | 3   | 120 | LE   | E     | Hit: Drain 1 level; Magic to hit/Silver ½ dmg; Fly 2×MV    | Undead, immaterial      | 4-10 |
| Unicorn         | 4      | 1-8        | 2   | 240 | LG   | nil   | Dimension Door 360 feet 1/day; Save vs Magic at 8          | Fierce, elusive         | 4-11 |
| Ogre            | 4+1    | 1-10       | 6   | 90  | CE   | C     | In lair: C+1000 GP; Out: Sack with 100-600 GP              | Fearsome, disgusting    | 4-12 |
| Wereboar        | 4+1    | 2-12       | 4   | 120 | N/CG | C     | Silver/magic to hit; See also Werewolf                     | Solitary, ill-temper    | 5-1  |
| Giant Spider    | 4+4    | 2-8        | 4   | 30  | CE   | C     | Bite: Save vs Poison at +1; Web: same as spell             | Dim intelligence        | 5-2  |
| Hell Hound      | 3-7    | 1-6        | 4   | 120 | LE   | C     | Breath: HD×d6 fire/5' range/requires attack roll           | Detect invisible        | 5-3  |
| Cockatrice      | 5      | 1-6        | 6   | 90  | N    | D     | Touch: save vs T. to Stone; Fly 2×MV                       | Small, unintelligent    | 5-4  |
| Ochre Jelly     | 5      | 2-12       | 8   | 30  | nil  | nil   | Fire/cold to hit; Weapons make smaller jellies             | Amoeba, seeps           | 5-5  |
| Owl Bear        | 5      | 1-8×3      | 5   | 120 | N    | C     | Attacks are beak/claw/bear-hug                             | Ugly disposition        | 5-6  |
| Rust Monster    | 5      | 0          | 2   | 120 | N    | nil   | Hit: rusts metal inc. magic                                | Inoffensive looking     | 5-7  |
| Weretiger       | 5      | 3-18       | 3   | 120 | N/CE | C     | Silver/magic to hit; See also Werewolf                     | Tiger-like, packs       | 5-8  |
| Mummy           | 5+1    | 1-12       | 5   | 60  | LE   | D     | Fear: Save vs Spells; Hit: Rots; Magic/fire to hit=½ dmg   | Undead, frightful       | 5-9  |
| White Dragon    | 5-7    | 1-6×2,4-24 | 2   | 90  | N/CE | H     | 5-7 HP/1-8 age; breath 80×60ft cone of cold 3×day          | Ice caves               | 5-10 |
| Displacer Beast | 6      | 2-8×2      | 4   | 150 | N(E) | D     | All saves at +2; -2 to be hit due to displacing            | Hateful packs           | 5-11 |
| Minotaur        | 6      | 1-6×3      | 6   | 120 | LE   | C     | Always attacks   | Maze, pursues           | 5-12 |
| Spectre         | 6      | 1-8        | 2   | 150 | LE   | E     | Touch: Drains 2 LVLs; Magic to hit; Fly 2×MV               | Undead, Nazgul-like     | 6-1  |
| Werebear        | 6      | 3-24       | 2   | 90  | N/CG | C     | Silver/magic to hit; See also Werewolf                     | Solitary, helpful       | 6-2  |
| Basilisk        | 6+1    | 1-10       | 4   | 60  | N    | F     | Gaze/Touch: Save vs T. to Stone                            | Slow, reptilian         | 6-3  |
| Manticore       | 6+1    | 1-6×3      | 4   | 120 | LE   | D     | Fly 1.5×MV; Tail: 24 spikes; Fires 6/rnd; Range 180'       | Huge man-eater          | 6-4  |
| Troll           | 6+3    | 1-6×3      | 6   | 120 | CE   | D     | Regenerates 3 HP/turn except fire/acid                     | Loathsome, rubbery      | 6-5  |
| Black Dragon    | 6-8    | 1-6×2,4-24 | 2   | 90  | CE/N | H     | 6-8 HP/d8 age; Breath 60×5ft line of acid/3×day            | Swamp caves             | 6-6  |
| Brass Dragon    | 6-8    | 1-6×2,4-24 | 2   | 90  | N/CG | H     | 6-8 HP/d8 age; 70×20ft sleep or 80×60 fear/3×day           | Selfish, talkative      | 6-7  |
| Griffon         | 7      | 1-4×2,2-16 | 5   | 120 | N    | E     | Fly 2.5×MV, Steeds but will attack horse in 360'           | Fierce, swift           | 6-8  |
| Djinni          | 7+1    | 2-16       | 5   | 90  | N    | nil   | Fly 240 ft/tn; Carry 6000 GP; 2d6 whirlwind; Illusions     | Free-willed elemental   | 6-9  |
| Vampire         | 7-9    | 1-10       | 2   | 120 | LE   | F     | Hit: Drains 2 LVLs; Magic to hit; Regenerate as troll      | Nocturnal, charms       | 6-10 |
| Hill Giant      | 8      | 2-16       | 4   | 120 | N/CE | E*    | 12'; 1 rock/5 rnd for 2-12/200' range/20' impact area      | Hill caves              | 6-11 |
| Chimera         | 9      | 1-3×2*     | 4   | 120 | CE   | F     | +2-8×2 (goat/lion)/3-12 (dragon) or 3-24 fire 3×day        | Three minds             | 6-12 |
| Stone Giant     | 9      | 3-18       | 4   | 120 | N    | E*    | 14'; Rocks have 240' range/ 30' area                       | Mountain caves          | 7-1  |
| Black Pudding   | 10     | 3-24       | 6   | 60  | nil  | nil   | Fire hurts; Attacks split; dissolves wood/metal not stone  | Always hungry           | 7-2  |
| Frost Giant     | 10+1   | 4-24       | 4   | 120 | N/CE | E*    | 16'; Impervious to cold [*all giants E+5000 GP]            | Ice castles             | 7-3  |
| Red Dragon      | 9-11   | 1-6×2,4-24 | 2   | 90  | CE   | H     | 9-11 HP/1-8 age; breath 90×30ft cone of fire 3×day         | Greedy, mountains       | 7-4  |
| Fire Giant      | 11+3   | 5-30       | 4   | 120 | N/LE | E*    | 12'; Impervious to fire                                    | Fire castles            | 7-5  |
| Cloud Giant     | 12+2   | 6-63       | 4   | 120 | N    | E*    | 18'; Keen sense of smell                                   | Cloud castles           | 7-6  |
| Purple Worm     | 15     | 2-12×2     | 6   | 60  | N    | D     | Tail: Save vs Poison; Mouth: Swallowed if hit by over 2    | Always attack           | 7-7  |
| Storm Giant     | 15     | 7-42       | 4   | 120 | N/CG | E*    | 24'; Weather Control=Cause Storm                           | Mountain castles        | 7-8  |

## USING THE MONSTER REFERENCE TABLE

1. Print the table for reference during the game, possibly as part of a custom DM screen.
2. Use the last column to randomly select monsters for wandering monsters or for dungeon stocking. The monsters are ordered by Hit Dice, with roughly 12 monsters per level. For a completely random selection, roll a d8 (re-roll 8s) and a d12. For low-level monsters, roll a d3 (or d4) and a d12. For # appearing, the total HD of monsters should roughly equal the total levels of the party.
3. Generate new monsters by rolling independently in each column. Use the results for inspiration; change or re-roll anything that doesn't fit the others.

### Example

#### **Column: Roll = Result**

Type: 5-7 = Mummy/Undead

HD: 6-11 = 9

DMG × AT: 3-1 = 1-6 × 1 [I doubled the damage below]

AC: 5-6 = 3

MV: 2-11 = 120

AL: 4-4 = LE

TT: 1-11 = Q [I added B below]

Characteristics: (roll twice; pick one from each. Re-roll if it doesn't make sense):

3-8 = Shrieking

6-1 = Silver/magic to hit

Habits (roll twice, take 1<sup>st</sup> listed and then 2<sup>nd</sup> listed, if applicable):

6-7 = fierce; 1-1 = rushes

### **Caterwauling Corpse-worm**

*Move:* 120 feet/turn

*Hit Dice:* 9

*Armor Class:* 3

*Treasure Type:* Q, B

*Alignment:* lawful evil

*Attacks:* 1 bite

*Damage:* 2-12

The undead corpse of a purple worm animated by evil spirits of the deep. The lower hit dice than a living worm reflects desiccation and decay. When a corpse-worm spots a living creature it will burst forward at unnatural speed (triple movement), producing a hideous sound as air rushes through small holes in its body. A character that hears this must Save vs. Turned to Stone or be frozen with fear. As with living worms, a victim is swallowed by any hit that is 2 over the minimum required. However, the lack of a working digestive system means the victim is not further harmed but is trapped inside the worm. Escape is not possible without a silver or magic weapon (requiring three successful attack rolls by the victim) or unless the worm is killed. They are filled with the bones and possessions of victims who were swallowed and could not escape. The tail stinger has atrophied and is not used for attack. Turned as a vampire; only damaged by silver or magic weapons.