

# OLD-SCHOOL ESSENTIALS

## ADVANCED FANTASY

# Monsters

*pre-release v0.15*

This PDF contains the endpapers from the printed edition of this book. These pages are provided to PDF customers for use as reference sheets.



## NECROTIC GNOME

## Attack Matrix by Monster HD or THACO

Monster HD	THACO	Attack Roll to Hit AC												
		-3	-2	-1	0	1	2	3	4	5	6	7	8	9
Normal H	20 [-1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or >	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

## Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
Normal Human	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

## Monster Morale: Roll 2d6

**Result:** Higher than morale score: monster surrenders or flees.

**When to check:** First death on side; side half incapacitated.

**Morale scores of 2 or 12:** Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

## Monster Reactions: Roll 2d6

**CHA modifier:** Of interacting PC applies.

### Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

## Game Statistics

### Armour Class (AC)

The monster's ability to avoid damage.

**Ascending AC:** The optional AAC score is listed afterwards in square brackets.

### Hit Dice (HD)

The number of d8s rolled to determine an individual's hit points.

**Asterisks:** The number of special abilities the monster has, for XP calculation.

**Modifiers:** Modifiers to the HD (e.g. +3, -1) are applied after rolling hit points.

**Fractional Hit Dice:** Some monsters are listed as having less than one HD, either as  $\frac{1}{2}$  (roll 1d4) or as a fixed number of hp.

**Average hit points:** The average hit point value is listed in parentheses.

### Attacks Usable Per Round (Att)

The attacks that the monster can use each round, with the inflicted damage in parentheses.

**Alternative attack routines:** Square brackets are used to distinguish between alternative attack routines that a monster may choose from.

### Saving Throw Values (SV)

The monster's saving throw values: **D:** Death/poison; **W:** Wands; **P:** Paralysis/petrification; **B:** Breath attacks; **S:** Spells/rods/staves.

**Save as HD:** The HD at which the monster saves is listed in parentheses (NH indicates that it saves as a normal human).

### Attack Roll "to Hit AC 0" (THACO)

The monster's ability to hit in combat, indicating which row of the attack matrix it uses when attacking.

**Attack bonus:** The monster's attack bonus (required when using the optional rule for Ascending AC) is listed afterwards in square brackets.

### Movement Rate (MV)

The speed at which the monster can move. (Encounter movement rate noted in parentheses.)

**Modes of movement:** If the monster has multiple modes of movement (e.g. walking, flying, climbing), they are listed individually, separated by slashes.

### Morale Rating (ML)

The monster's likelihood to flee in battle.

### Alignment (AL)

The monster's affiliation to Law, Neutrality, or Chaos.

### XP Award (XP)

Pre-calculated XP award for the monster.

### Number Appearing (NA)

The number of monsters encountered in the dungeon or wilderness/lairs.

### Treasure Type (TT)

The letter code used to determine the treasure possessed by the monster(s).

## Infravision

All non-human monsters have infravision to 60' (unless specified otherwise).

## Languages

20% of intelligent monsters speak Common (unless specified otherwise).

## Persons

The following monsters in this book are classified as "persons", for the sake of magical effects: brownie, dark creeper, deep one, drow, duergar, gullygug, sea hag, homunculus, leprechaun, mutoid, mycelian, sahuagin, svirfneblin, triton.

## Less than 1 HD

Brownie  
Gas spore  
Leprechaun  
Rot grub

## 1 HD

Dark creeper  
Dog, hunting  
Drow  
Duerger  
Frog, giant mutant  
Frog, giant poisonous  
Gullygug  
Mutoid  
Mycelian  
Piercer  
Svirfneblin

## 2 HD

Brown mould\*  
Coffer corpse\*  
Dog, war  
Dog, wild  
Fish, giant electric eel  
Homunculus  
Locathah  
Necrophidius  
Piercer  
Poltergeist\*  
Pseudo-dragon  
Sahuagin  
Toad, giant poisonous

## 3 HD

Ankheg  
Deep one  
Fish, giant swordfish  
Hag, sea  
Piercer  
Seahorse, giant  
Spider, giant aquatic  
Spider, giant aranea  
Strangle weed  
Triton  
Violet fungus  
Water fiend

## 4 HD

Ankheg  
Fish, giant pike  
Flail snail  
Ghost  
Gibbering moulder  
Gorilla  
Hippocampus  
Jackalwere\*  
Jellyfish, giant  
Marrow  
Peryton\*  
Piercer  
Spawn of the worm  
Wasp, giant  
Yeti

## 5 HD

Ankheg  
Caryatid column  
Disenchanter\*  
Hook beast  
Krell  
Lamprey, giant  
Satyr  
Slithering tracker  
Spider, giant phase  
Toad, giant frost

## 6 HD

Amphisbaena  
Ankheg  
Drider  
Leucrocotta  
Lizard, giant subterranean  
Mantid  
Nightmare  
Otyugh  
Snake person  
Will-o'-the-wisp\*  
Winter wolf

## 7 HD

Ankheg  
Banshee\*  
Catablepas  
Dragon, brass  
Lizard, giant flame  
Otyugh  
Rakshasa\*  
Remorhaz  
Xorn

## 8 HD

Ankheg  
Dragon, copper  
Dragonne  
Hag, black  
Hippopotamus, normal  
Lizard, giant monitor  
Mind lasher  
Otyugh  
Remorhaz  
Revenant\*  
Scorpionoid

## 9 HD

Bulette  
Couatl  
Dragon, bronze  
Golem, flesh\*  
Lamia  
Malfyr\*  
Mimic  
Remorhaz  
Shambling mound

## 10 HD

Demonic knight  
Dragon, silver  
Ettin  
Ghost\*  
Hippopotamus,  
  behemoth  
Hulker  
Lurker above  
Mantis, giant  
Remorhaz  
Turtle, giant snapping

## 11 HD

Eye of terror  
Golem, clay\*  
Lich\*  
Remorhaz

## 12 HD

Remorhaz  
Roper\*  
Slug, giant  
Sphinx\*  
Trapper

## 13 HD

Eye of the deep  
Remorhaz

## 14 HD

Golem, stone\*  
Remorhaz  
Sea serpent (greater)

## 15 HD

Djinni (greater)\*  
Turtle, giant sea

## 16 HD

Dragon, multichromatic

## 18 HD

Golem, iron\*

## 20 HD

Efreeti (greater)\*  
Phoenix\*  
Titan

## 36 HD

Tarrasque\*

\* Monster cannot be harmed by mundane weapons. Magic or silver required.

