

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Monsters

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**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.

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: acolyte, bandit, berserker, brigand, buccaneer, bugbear, dervish, dwarf, elf, gnoll, gnome, goblin, halfling, hobgoblin, kobold, lizard man, medium, merchant, neanderthal, nixie, noble, normal human, ogre, orc, pirate, pixie, sprite, trader, troglodyte, veteran.

Less than 1 HD

Bat, normal
Centipede, giant
Goblin
Halfling
Hawk
Killer bee
Kobold
Normal human
Rat
Rat, giant
Sprite

1 HD

Acolyte
Bandit
Beetle, giant fire
Berserker
Brigand
Buccaneer
Dervish
Dwarf
Elf
Ferret, giant
Gnome
Hobgoblin
Medium
Merchant
Mermen
Nixie
Nomad
Orc
Pirate
Pixie
Pterodactyl
Shrew, giant
Skeleton
Snake, spitting cobra
Stirge
Termite, swamp
Trader
Veteran

2 HD

Bat, giant
Bat, giant vampire
Beetle, giant oil
Camel
Cave locust
Crocodile
Dryad
Fish, giant bass
Fly, robber
Ghoul
Gnoll
Golem, wood
Green slime
Herd animal, small
Horse, riding
Insect swarm
Lizard man
Mule
Neanderthal
Pegasus
Rock baboon
Shadow
Shark, bull
Snake, pit viper
Spider, giant crab
Termite, freshwater
Toad, giant
Troglodyte
Veteran
Wolf
Yellow mould
Zombie

3 HD

Beetle, giant tiger
Boar
Bugbear
Carcass crawler
Cat, mountain lion
Crab, giant
Fish, giant piranha
Grey ooze
Harpy
Hawk, giant
Hellhound
Herd animal, medium
Hippogriff
Horse, draft
Horse, war
Insect swarm
Living statue, crystal
Lizard, giant gecko
Lycanthrope, wererat
Noble
Shrieker
Snake, sea snake
Spider, giant black widow
Thoul
Veteran
Wight

4 HD

Ape, white
Bear, black
Blink dog
Cat, panther
Centaur
Doppelgänger
Driver ant
Gargoyle
Gelatinous cube
Hellhound

4 HD Continued...

Insect swarm
Living statue, iron
Lizard, giant draco
Lycanthrope, wer-eboar
Lycanthrope, werewolf
Medusa
Ogre
Rhagodessa
Scorpion, giant
Shark, mako
Snake, giant rattler
Spider, giant tarantella
Termite, sea
Unicorn
Weasel, giant
Wolf, dire
Wraith

5 HD

Bear, grizzly
Cat, lion
Cockatrice
Fish, giant rockfish
Hellhound
Hydra
Hydra, sea
Living statue, rock
Lizard, giant horned chameleon
Lycanthrope, weretiger
Mummy
Ochre jelly
Owl bear
Pteranodon
Rust monster
Snake, rock python

6 HD

Basilisk
Bear, polar
Caecilia
Cat, tiger
Crocodile, Large
Dragon, white
Hellhound
Hydra
Hydra, sea
Leech, giant
Lizard, giant
tuatara
Lycanthrope, wer-
ebear
Manticore
Minotaur
Rhinoceros, nor-
mal
Roc, small
Sea serpent (less-
er)
Spectre
Squid, giant
Troll
Warp beast
Whale, killer

7 HD

Bear, cave
Djinni (lesser)
Dragon, black
Griffon
Hellhound
Hydra
Hydra, sea
Vampire
Wyvern

8 HD

Cat, sabre-toothed
tiger
Dragon, green
Dragon, sea
Elemental, air
(lesser)
Elemental, earth
(lesser)
Elemental, fire
(lesser)
Elemental, water
(lesser)
Fish, giant catfish
Giant, hill
Golem, bone
Gorgon
Hydra
Hydra, sea
Invisible stalker
Octopus, giant
Rhinoceros,
woolly
Salamander, flame
Shark, great white
Treant
Vampire

9 HD

Chimera
Dragon, blue
Elephant
Giant, stone
Hydra
Hydra, sea
Lycanthrope, devil
swine
Vampire

10 HD

Black pudding
Dragon, red
Efreeti (lesser)
Fish, giant stur-
geon
Giant, frost
Golem, amber
Hydra
Hydra, sea

11 HD

Dragon, gold
Giant, fire
Hydra
Hydra, sea
Stegosaurus
Triceratops

12 HD

Elemental, air
Elemental, earth
Elemental, fire
Elemental, water
Giant, cloud
Hydra
Hydra, sea
Roc, large
Salamander, frost
Titanothera
Whale, narwhal

13 HD

Cyclops

15 HD

Crocodile, giant
Giant, storm
Mastodon
Purple worm

16 HD

Elemental, air
(greater)
Elemental, earth
(greater)
Elemental, fire
(greater)
Elemental, water
(greater)

20 HD

Golem, bronze
Tyrannosaurus rex

30 HD

Dragon turtle

36 HD

Roc, giant
Whale, sperm