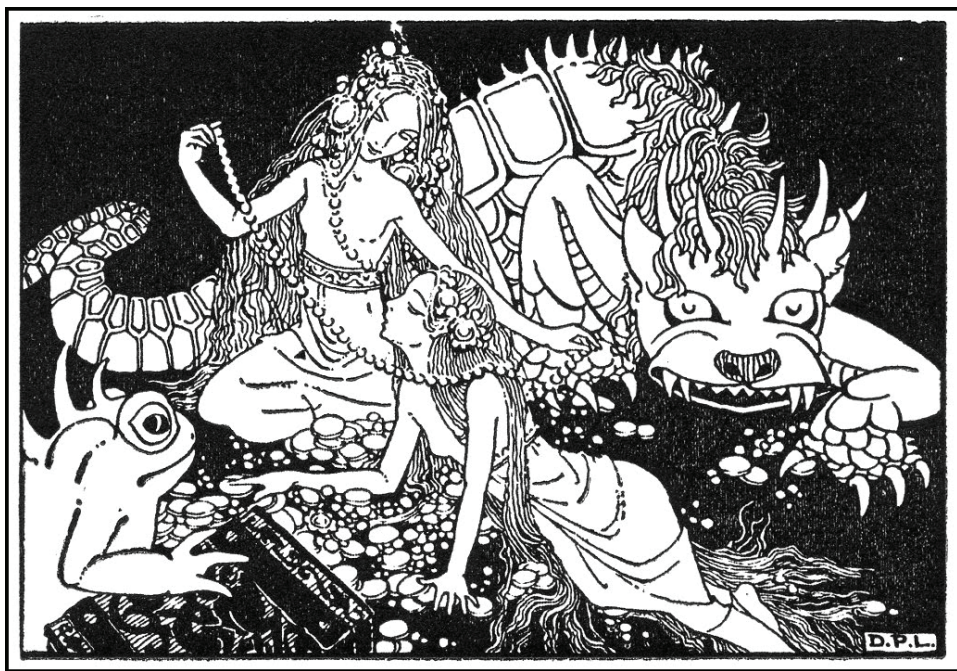


# The Warlock's Digest of Dungeon Dwelling Denizens

An Old School Monster Statistical Reference



THE  
WARLOCKS  
HOME BREW



## A

### **ANKHEG**

**Ankheg:** HD 3; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 14; CL/XP 4/120XP; Special: Spits acid 5d6 (1/day, save for half)

**Ankheg:** HD 4; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 13; CL/XP 5/240XP; Special: Spits acid 5d6 (1/day, save for half)

**Ankheg:** HD 5; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 12; CL/XP 6/400XP; Special: Spits acid 5d6 (1/day, save for half)

**Ankheg:** HD 6; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 11; CL/XP 7/600XP; Special: Spits acid 5d6 (1/day, save for half)

**Ankheg:** HD: 7; AC: 2[17] underside 4[15]; Atk: 1 bite (3d6); Move: 12 (burrow 6); Save: 9; CL/XP: 8/800XP; Special: Spits acid 5d6 (1/day, save for half)

**Ankheg:** HD: 8; AC: 2[17] underside 4[15]; Atk: 1 bite (3d6); Move: 12 (burrow 6); Save: 8; CL/XP: 9/1100XP; Special: Spits acid 5d6 (1/day, save for half).

### **ANTS**

**Giant Worker Ant:** HD 2; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None.

**Giant Warrior Ant:** HD 3; AC 3[16]; Atk Bite (1d6+ poison); Move 18; Save 14; CL/XP 4/120; Special: Poison 2d6 (save for 1d4 only).

**Giant Queen Ant:** HD 10; AC 3[16]; Atk Bite (1d6); Move 3; Save 3; CL/XP 8/800; Special: None. Gorilla: HD 4; AC 6[13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.

**Ape, Flying:** HD 5; AC 6[13]; Atk 2 hands (1d4), 1 bite (1d6); Move 9 (fly 18); Save 12; CL/XP 6/400; Special: Rend or carry

airborne.

**Ape, Gorilla:** HD 4; AC 6[13]; Atk 2 hands (1d3), 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Hug and rend.

## B

**Giant Badger:** HD 3; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.

**Banshee:** HD 7; AC 0[19]; Atk 1 claw (1d8); Move (fly 12); Save 9; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments

**Basilisk:** HD 6; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 11; CL/XP 8/800; Special: Petrifying gaze.

**Giant Bat:** HD 4; AC 7[12]; Atk 1 bite (1d10); Move 4 (fly 18); Save 13; CL/XP 5/240; Special: 10% chance of disease.

**Bat Monster:** HD 8; AC 6[13]; Atk 1 bite (2d8), 2 claws (1d6); Move 4 (fly 18); Save 8; CL/XP 9/1100; Special: None

**Black Bear:** HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

**Giant Fire Beetle:** HD 1+3; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: Light glands.

**Black Puddings:** HD 10; AC 6[13]; Atk 1 attack (3d8); Move 6; Save 5; CL/XP 11/1700; Special: Acidic surface, immune to cold, divides when hit with lightning.

**Blink Dog:** HD 4; AC 5[14]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 4/120; Special: Teleport.

**Wild Boar:** HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 2 rounds after death.

**Bugbear:** HD 3+1; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; CL/XP 3/120; Special: Surprise

opponents, 50% chance.

**Bulette:** HD 9; AC -1[20]; Atk 2 claws (2d6), 1 bite (3d12); Move 15 (Burrow 3); Save 6; CL/XP 11/1700; Special: Burrow.

## C

**Carrion Creeper:** HD 2+2; AC 7[12]; Atk Bite (1hp) and 6 tentacles; Move 12; Save 14; CL/XP 4/240; Special: Tentacles cause paralysis.

**Centaur:** HD 4; AC 5[14] or 4[15] with shield; Atk 2 kicks (1d6) and weapon; Move 18; Save 13; CL/XP 5/240; Special: None.

**Giant Centipede (small, lethal):** HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).

**Giant Centipede (small, non-lethal):** HD 1d2hp; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 1/15; Special: non-lethal poison bite (+4 save).

**Chimera:** HD 9; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; CL/XP 11/1700; Special: Breathes fire, flies.

**Normal Crocodile:** HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None.

**Giant Crocodile:** HD 6; AC 3[16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Save 11; CL/XP 6/400; Special: None.

**Crypt Crawler:** HD: 1d6; AC 9[10]; Atk 2 claws 1d3 or Atk 1 bite 1d6; Move 12; Save 18; CL/XP B10; Special: After 2 successful claw attacks in the same round will cling to victim and bite.

## D

### DEMONS

**Baalroch Demon:** HD 9; AC 2[17]; Atk 1 sword (1d12+2) and 1 whip (entangles);

Move 6 (15 fly); Save 6; CL/XP 13/2300; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

**Baalroch Demon:** HD 9; AC 2[17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (15 fly); Save 6; CL/XP 13/2300; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

**Erinyes Demon:** HD 6; AC 2[17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (Fly 24); Save 11; CL/XP 9/1100; Special: Magic resistance (25%), fear, immune to fire and cold, entangle.

**Third-Category Demon:** HD 10; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.

**Second-Category Demon:** HD 9; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

**Lemure Demon:** HD 3; AC 7[12]; Atk 1 claw (1d3); Move 3; Save 14; CL/XP 4/120; Special: Regenerate (1hp/round).

**Manes Demon:** HD 1; AC 5[14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; CL/XP 2/30; Special: Half damage from non-magic weapons.

**Fifth-category Demon:** HD 8; AC -3[22]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 8; CL/XP 13/2300; Special: Magic resistance (80%), +1 or better magic weapon required to hit, demonic magical powers.

**Fourth-category Demon:** HD 11; AC -1[20]; Atk 2 claws (1d4), 1 bite (1d6+2); Move 9 (Fly 14); Save 4; CL/XP 13/2300; Special: +1 or better magic weapon needed to hit, magic resistance (65%), +2 on to-hit rolls, immune to fire, magical

abilities.

**Quasit:** HD 3; AC 2[17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.

**Demon, Succubus:** HD 6 AC 9[10]; Atk 12 scratches (1d3); Move 12 (Fly 18); Save 11; CL/XP 9/1100; Special: Magic resistance (70%), Immune to non-magic weapons, cause darkness in a 10-foot diameter, level drain (1 level) with kiss, summon other demons, spells, change shape.

**Vrock Demon:** HD 8; AC 1[18]; Atk 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; CL/XP 9/1100; Special: Magic resistance (50%), darkness, immune to fire.

**Orcus:** HD 30 (125hp); AC -6[25]; Atk 1 staff (death – no save), tail (2d8), 1 claw (2d8); Move 9 (Fly 20); Save 3; CL/XP 35/6800; Special: Magic resistance (75%), +3 magic weapon required to hit, immune to fire and charm, death staff, spells, magical abilities, control undead, summon demon minions.

**Djinni:** HD 7+3; AC 4[15]; Atk 1 fist or weapon (1d10+1); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Magical powers, whirlwind.

**Doppelganger:** HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.

## **DRAGONS**

### ***Black Dragon***

**Adult Black Dragon:** HD 6 (24hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Spits acid.

**Adult Black Dragon:** HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Spits acid.

**Adult Black Dragon:** HD 8 (32hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits acid.

### ***Blue Dragon***

**Adult Blue Dragon:** HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: spits lightning.

**Adult Blue Dragon:** HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: spits lightning.

**Adult Blue Dragon:** HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: spits lightning.

### ***Brass Dragon***

**Adult Brass Dragon:** HD 6 (24hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 12 (Fly 24); Save 11; CL/XP 8/800; Special: Fear or sleep breath.

**Adult Brass Dragon:** HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 12 (Fly 24); Save 9; CL/XP 9/1100; Special: Fear or sleep breath.

**Adult Brass Dragon:** HD 8 (32hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 12 (Fly 24); Save 8; CL/XP 10/1400; Special: Fear or sleep breath.

### ***Bronze Dragon***

**Adult Bronze Dragon:** HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: spits lightning or misdirection gas.

**Adult Bronze Dragon:** HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: spits lightning or misdirection gas.

**Adult Bronze Dragon:** HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 5; CL/XP 12/2000;

Special: spits lightning or misdirection gas.

### *Copper Dragon*

**Adult Copper Dragon:** HD 7 (28hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Spit acid or breathe slowing gas.

**Adult Copper Dragon:** HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spit acid or breathe slowing gas.

**Adult Copper Dragon:** HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Spit acid or breathe slowing gas.

### *Gold Dragon*

**Adult Gold Dragon:** HD 10 (40hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 24); Save 5; CL/XP 13/2300; Special: fire or chlorine breath, magic-user spells.

**Adult Gold Dragon:** HD 11 (44hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 24); Save 4; CL/XP 14/2600; Special: fire or chlorine breath, magic-user spells.

**Adult Gold Dragon:** HD 12 (48hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (3d8); Move 12 (Fly 24); Save 3; CL/XP 15/2900; Special: fire or chlorine breath, magic-user spells.

### *Green Dragon*

**Adult Green Dragon:** HD 7 (28hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Breathes poison gas.

**Adult Green Dragon:** HD 8 (32hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Breathes poison gas.

**Adult Green Dragon:** HD 9 (36hp); AC 2[17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes poison gas.

### *Red Dragon*

**Adult Red Dragon:** HD 9 (36hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes fire.

**Adult Red Dragon:** HD 10 (40hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: Breathes fire.

**Adult Red Dragon:** HD 11 (44hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 4; CL/XP 13/2300; Special: Breathes fire.

### *Silver Dragon*

**Adult Silver Dragon:** HD 9 (36hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; CL/XP 11/1700; Special: Breathes frost or paralyzing gas, polymorph.

**Adult Silver Dragon:** HD 10 (40hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: Breathes frost or paralyzing gas, polymorph.

**Adult Silver Dragon:** HD 11 (44hp); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 4; CL/XP 13/2300; Special: Breathes frost or paralyzing gas, polymorph.

### *White Dragon*

**Adult White Dragon:** HD 5 (20hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 12; CL/XP 7/600; Special: Breathes frost.

**Adult White Dragon:** HD 6 (24hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 11; CL/XP 8/800; Special: Breathes frost.

**Adult White Dragon:** HD 7 (28hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 9; CL/XP 9/1100; Special: Breathes frost.

**Dragon Turtle:** HD 12; AC 0[19]; Atk 2 claws (2d6), 1 bite (4d6); Move 3 (Swim

12); Save 3; CL/XP 13/2300; Special: Breath weapon (steam).

**Dryad:** HD 2; AC 9[10]; Atk 1 wooden dagger (1d4); Move 12; Save 16; CL/XP 3/60; Special: Charm person (-2 save).

**Dwarf:** HD 1; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework



**Efreeti:** HD 10; AC 2[17]; Atk 1 fist or sword (1d8+5); Move 9 (Fly 24); Save 5; CL/XP 12/2000; Special: Wall of fire.

### ELEMENTALS

#### Air Elemental

**Air Elemental:** HD 8; AC 2[17]; Atk 1 strike (2d8); Move (Fly 36); Save 8; CL/XP 9/1100; Special: Whirlwind.

**Air Elemental:** HD 12; AC 2[17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; CL/XP 13/2300; Special: Whirlwind.

**Air Elemental:** HD 16; AC 2[17]; Atk 1 strike (3d8); Move (Fly 36); Save 3; CL/XP 17/3400; Special: Whirlwind.

#### Earth Elemental

**Earth Elemental:** HD 8; AC 2[17]; Atk 1 strike (3d6); Move 6; Save 8; CL/XP 9/1100; Special: Tear down stonework.

**Earth Elemental:** HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6; Save 3; CL/XP 13/2300; Special: Tear down stonework.

**Earth Elemental:** HD 16; AC 2[17]; Atk 1 strike (4d6); Move 6; Save 3; CL/XP 17/3400; Special: Tear down stonework.

#### Fire Elemental

**Fire Elemental:** HD 8; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials.

**Fire Elemental:** HD 12; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials.

**Fire Elemental:** HD 16; AC 2[17]; Atk 1 strike (3d6); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials.

#### Water Elemental

**Water Elemental:** HD 8; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats.

**Water Elemental:** HD 12; AC 2[17]; Atk 1 strike (3d6); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats.

**Water Elemental:** HD 16; AC 2[17]; Atk 1 strike (4d6); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats

**Elf:** HD 1+1; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.



#### GIANT FROGS

**Giant Frog (small):** HD 1; AC 7[12]; Atk 1 bite (1d3); Move 3 (or 150ft leap); Save 17; CL/XP 1/15; Special: Leap.

**Giant Frog (medium):** HD 2; AC 7[12]; Atk 1 bite (1d6); Move 3 (or 100ft leap); Save 16; CL/XP 2/30; Special: Leap.

**Giant Frog (large):** HD 3; AC 7[12]; Atk 1 bite (1d8); Move 3 (or 100ft leap); Save 14; CL/XP 4/120; Special: Leap, swallow whole.

**Giant Killer Frog:** HD 1+4; AC 7[12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 150ft leap); Save 17; CL/XP 2/30; Special: Leap.



**Gargoyle:** HD 4; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; CL/XP 6/400; Special: Fly.

**Gelatinous Cube:** HD 4; AC 8[11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

**Ghast:** HD 4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Stench, paralyzing touch.

**Ghoul:** HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.

### GIANTS

**Cloud Giant:** HD 12+3; AC 2[17]; Atk 1 weapon (6d6); Move 15; Save 3; CL/XP 13/2300; Special: Hurl boulders.

**Fire Giant:** HD 11+3; AC 3[16]; Atk 1 weapon (5d6); Move 12; Save 4; CL/XP 12/2000; Special: Hurl boulders, immune to fire.

**Frost Giant:** HD 10+3; AC 4[15]; Atk 1 weapon (4d6); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

**Hill Giant:** HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders. **Stone Giant:** HD 9+3; AC 0[19]; Atk 1 club (3d6); Move 12; Save 6; CL/XP 10/1400; Special: Throw boulders.

**Storm Giant:** HD 15+5; AC 1[18]; Atk 1 weapon (6d6); Move 15; Save 3; CL/XP 16/3200; Special: Throw boulders, control weather.

**Gnoll:** HD 2; AC 5[14]; Atk 1 bite (2d4) or weapon (1d10); Move 9; Save 16; CL/XP 2/30; Special: None.

**Goblin:** HD 1d6hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

### GOLEMS

**Clay Golem:** HD 12 (50hp); AC 7[12]; Atk 1 fist (3d10); Move 8; Save 5; CL/XP; 14/2700; Special: Immune to slashing and piercing weapons, Immune to most spells.

**Flesh Golem:** HD 10 (45hp); AC 9[10]; Atk 2 fists (2d8); Move 8; Save 5; CL/XP 12/2000; Special: Healed by lightning, hit

only by magic weapons, slowed by fire and cold, immune to most spells.

**Iron Golem:** HD 20 (80hp); AC 3[16]; Atk 1 weapon or fist (4d10); Move 6; Save 3; CL/XP 18/3800; Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic.

**Stone Golem:** HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.

**Wax Golem:** HD 4 (20 HP); AC 5[14]; Atk 2 fists (1d8+3); Move 6; Save 13; CL/XP 7/600; Special: Resistant to blunt weapons, Magic resistance (25%).

**Gorgon:** HD 8; AC 2[17]; Atk 1 gore (2d6); Move 12; Save 8; CL/XP 10/1400; Special: Breath turns to stone.

**Grey Ooze:** HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

**Griek:** HD 2; AC 4[15]; Atk 4 tentacles (1d3), 1 beak (1d2); Move 6; Save 16; CL/XP 4/120; Special: Immune to blunt weapons.

**Griffon:** HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.

### K

**Sea Hag:** HD 3; AC 6[13]; Atk 1 bite (1d4); Move 6 (Swim 18); Save 14; CL/XP 5/240; Special: Death gaze, weakness gaze.

**Harpy:** HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

**Hippogriff:** HD 3; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; CL/XP 4/120; Special: Flies.



### **HELL HOUND**

**Hell Hound:** HD 4; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 13; CL/XP 5/240; Special: Breathe fire (8hp).

**Hell Hound:** HD 5; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 12; CL/XP 6/400; Special: Breathe fire (10hp).

**Hell Hound:** HD 6; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Breathe fire (12hp).

**Hell Hound:** HD 7; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 9; CL/XP 8/800; Special: Breathe fire (14hp).

**Hippogriff:** HD 3; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; CL/XP 4/120; Special: Flies.

**Hobgoblin:** HD 1+1; AC 5[14]; Atk 1 weapon (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

### **HORSES**

**Riding Horse:** HD 2; AC 7[12]; Atk 1 bite (1d2); Move 18; Save 16; CL/XP 2/30; Special: None

**War Horse:** HD 3; AC 7[12]; Atk 1 bite (1d2), 2 hooves (1d3); Move 18; Save 15; CL/XP 3/60; Special: None.

### **HUMANS**

**Bandit:** HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

**Berserker:** HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit in berserk state.

**Human Sergeant:** HD 3; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 3/60; Special: None.

**Human Soldier:** HD 1; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.

### **HYDRA**

**Hydra (5 headed):** HD 5; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; CL/XP

7/600; Special: None.

**Hydra (6 headed):** HD 6; AC 5[14]; Atk 6 heads (1d6); Move 9; Save 11; CL/XP 8/800; Special: None.

**Hydra (7 headed):** HD 7; AC 5[14]; Atk 7 heads (1d6); Move 9; Save 9; CL/XP 10/1400; Special: None.

**Hydra (8 headed):** HD 8; AC 5[14]; Atk 8 heads (1d8); Move 9; Save 8; CL/XP 11/1700; Special: None.

**Hydra (9 headed):** HD 9; AC 5[14]; Atk 9 heads (1d8); Move 9; Save 6; CL/XP 12/2000; Special: None.

**Hydra (10 headed):** HD 10; AC 5[14]; Atk 10 heads (1d8); Move 9; Save 5; CL/XP 13/2300; Special: None.

**Hydra (11 headed):** HD 11; AC 5[14]; Atk 11 heads (1d10); Move 9; Save 4; CL/XP 14/2600; Special: None.

**Hyena:** HD 1; AC 7[12]; Atk 1 bite (1d3); Move 16; Save 17; CL/XP 1/15; Special: None.

**Giant Hyena:** HD 5; AC 6[13]; Atk 1 bite (2d6); Move 18; Save 12; CL/XP 5/240; Special: None.

## **G**

**Invisible Stalker:** HD 8; AC 3[16]; Atk 1 "bite" (4d4); Move 0 (Fly 12); Save 8; CL/XP 9/1100; Special: Invisible, flight.

**Imp:** HD 2; AC 2[17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire.

## **J**

**Jackal:** HD 1d4hp; AC 7[12]; Atk 1 bite (1d2); Move 14; Save 18; CL/XP A/15; Special: None.

**Jackal of Darkness:** HD 4; AC 4[15]; Atk 1 bite (1d6); Move 14; Save 13; CL/XP 5/240; Special: Black fire.

## K

**Kobold:** HD 1d4hp; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

**Kraken:** HD 20; AC 0[19]; Atk 6 tentacles (2d6), bite (3d6); Move (Swim 3) (Jet 21); Save 3; CL/XP 24/5600; Special: Ink cloud, constriction, control weather, create lights.

## L

### LEECH, GIANT

**Giant Leech:** HD 1; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 17; CL/XP 2/30; Special: Sucks blood (1hp/round).

**Giant Leech:** HD 2; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 16; CL/XP 3/60; Special: Sucks blood (2hp/round).

**Giant Leech:** HD 3; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 4/120; Special: Sucks blood (3hp/round).

**Giant Leech:** HD 4; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 13; CL/XP 5/240; Special: Sucks blood (4hp/round).

**Giant Leech:** HD 5; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 12; CL/XP 6/400; Special: Sucks blood (5hp/round).

**Giant Leech:** HD 6; AC 9[10]; Atk 1 bite (1d4); Move 3; Save 11; CL/XP 7/600; Special: Sucks blood (6hp/round).

**Leopard:** HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 16; Save 14; CL/XP 4/120; Special: None.

**Leprechaun:** HD 1; AC 8[11]; Atk 1 weapon (1d6); Move 18; Save 15; CL/XP 5/400; Special: Magic resistance (10%), magic abilities.

### LICH

**Lich:** HD 12; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes

automatic paralysis, spells.

**Lich:** HD 13; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 16/3200; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

**Lich:** HD 14; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 17/3500; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

**Lich:** HD 15; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 18/3800; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

**Lich:** HD 16; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 19/4100; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

**Lich:** HD 17; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 20/4400; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

**Lich:** HD 18; AC 0[19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

**Lion:** HD 5+2; AC 6[13]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 12; CL/XP 5/240; Special: None.

**Lizardman:** HD 2+1; AC 5[14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; CL/XP 2/30; Special: Breathe underwater.

**Ceiling Lurker:** HD 10; AC 6[13]; Atk 1 crush (1d6); Move 1 (Fly 7); Save 5; CL/XP 10/1400; Special: Smother.

### LYCANTHROPES

**Werebear:** HD 7+3; AC 2[17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9;

CL/XP 8/800; Special: Lycanthropy.

**Wereboar:** HD 5+2; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.

**Wererat:** HD 3; AC 6[13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise.

**Weretiger:** HD 6; AC 3[16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; CL/XP 7/600; Special: Lycanthropy.

**Werewolf:** HD 4+4; AC 5[14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy.

## Ⓜ

**Mammoth:** HD 12; AC 5[14]; Atk 1 trunk (1d10), 2 gore (1d10+4), 2 trample (2d6+4); Move 12; Save 3; CL/XP 13/2300; Special: None.

**Manticore:** HD 6+4; AC 4[15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; CL/XP 8/800; Special: Flies, tail spikes.

**Medusa:** HD 6; AC 5[14]; Atk 1 weapon (1d4); Move 9; Save 11; CL/XP 8/800; Special: Gaze turns to stone, poison

**Merman:** HD 1+3; AC 7[12]; Atk 1 weapon (1d6); Move 1 (Swim 18); Save 17; CL/XP 1/15; Special: Breathe water.

**Mimic:** HD 7; AC 6[13]; Atk 1 smash (2d6); Move 2; Save 9; CL/XP 8/800; Special: Mimicry, glue.

**Minotaur:** HD 6+4; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.

**Mummy:** HD 6+4; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 7/600; Special: Rot, hit only by magic weapons.

**Mushroom-Men:** HD 3, 2, or 1; AC 5[14]; Atk Fist (1d6) or weapon; Move 12; Save 14, 16, or 17; CL/XP 5, 3, or 1/240, 60, or

15; Special: Spores.

## N

### NAGAS

**Guardian Naga:** HD 11; AC 3[16]; Atk 1 bite (1d6 + poison), 1 constrict (1d8), 1 spit (poison); Move 18; Save 4; CL/XP 13/2300; Special: Poison, constriction, spells.

**Spirit Naga:** HD 9; AC 4[15]; Atk 1 bite (1d3 + poison); Move 12; Save 6; CL/XP 13/2300; Special: Poison, charm gaze, spells.

**Water Naga:** HD 7; AC 5[14]; Atk 1 bite (1d4 + poison); Move 12 (Swim 20); Save 9; CL/XP 10/1400; Special: Poison, spells.

**Nixie:** HD 1d4hp; AC 7[12]; Atk 1 weapon (1d6); Move 6 (Swim 12); Save 18; CL/XP 1/15; Special: Charm.

**Nymph:** HD 3; AC 9[10]; Atk none; Move 12; Save 14; CL/XP 5/240; Special: Sight causes blindness or death.

## O

**Ochre Jelly:** HD 6; AC 8[11]; Atk 1 acid-laden strike (3d4); Move 3; Save 11; CL/XP 6/400; Special: Lightning divides creature.

**Giant Octopus:** HD 7; AC 7[12]; Atk 8 tentacles (1d3); Move 2 (Swim 10); Save 9; CL/XP 10/1400; Special: constriction and pinioning.

**Ogre:** HD 4+1; AC 5[14]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: None.

**Ogre Mage:** HD 5+4; AC 4[15]; Atk 1 weapon (1d12); Move 12 (Fly 18); Save 12; CL/XP 7/600; Special: Magic use.

**Orc:** HD 1; AC 6[13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; CL/XP 1/15; Special: None.

**Owlbear:** HD 5+1; AC 5[14]; Atk 2 claws

(1d6), 1 bite (2d6); Move 12; Save 12; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

## P

**Pegasus:** HD 4; AC 6[13]; Atk 2 hooves (1d8); Move 24 (Fly 48); Save 13; CL/XP 4/120; Special: Flying.

### Piercer

**Piercer:** HD 1; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15; Special: None.

**Piercer:** HD 2; AC 3[16]; Atk 1 drop and pierce (2d6); Move 1; Save 16; CL/XP 2/30; Special: None.

**Piercer:** HD 3; AC 3[16]; Atk 1 drop and pierce (3d6); Move 1; Save 14; CL/XP 3/60; Special: None.

**Piercer:** HD 4; AC 3[16]; Atk 1 drop and pierce (4d6); Move 1; Save 13; CL/XP 4/120; Special: None.

**Pixie:** HD 1; AC 5[14]; Atk 1 dagger (1d4) or arrow; Move 6 (Fly 15); Save 17; CL/XP 5/240; Special: Arrows, magic resistance (25%), spell-like abilities.

**Purple Worm:** HD 15; AC 6[13]; Atk 1 bite (2d12), 1 sting (1d8 + poison); Move 9; Save 3; CL/XP 17/3500; Special: Poison sting, swallow whole.

## R

**Rakshasa:** HD 7; AC -4[23]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 9; CL/XP 12/2000; Special: Illusory appearance, special magic resistance, spells

**Giant Rat:** HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

**Monstrously Huge Giant Rat:** HD 3; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased.

**Roc:** HD 12; AC 4[15]; Atk 1 bite (3d12), 2 claws (3d6); Move 3 (Fly 30); Save 3; CL/XP 12/2000; Special: None

**Rust Monster:** HD 5; AC 2[17]; Atk 2 antennae (0); Move 12; Save 12; CL/XP 5/240; Special: Cause rust.

## S

**Sahuagin:** HD 2+1; AC 5[14]; Atk 1 weapon (1d8); Move 12 (Swim 18); Save 16; CL/XP 2/30; Special: None.

**Salamander:** HD 7; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

**Giant Scorpion:** HD 6; AC 3[16]; Atk 2 pincers (1d10), sting (1d4 + poison); Move 12; Save 11; CL/XP 8/800; Special: Lethal poison sting.

**Sea Serpent:** HD 30; AC2[17]; Atk 1 bite (4d10); Move 0 (Swim 18); Save 3; CL/XP 30/8400; Special: Swallow whole.

**Shadow:** HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.

### SHAMBLING MOUND

**Shambling Mound:** HD 7; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 9; CL/XP 10/1400; Special: Damage immunities, enfold and suffocate victims.

**Shambling Mound:** HD 8; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 8; CL/XP 11/1700; Special: Damage immunities, enfold and suffocate victims.

**Shambling Mound:** HD 9; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 6; CL/XP 12/2000; Special: Damage immunities, enfold and suffocate victims.

**Shambling Mound:** HD 10; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 5; CL/XP 13/2300; Special: Damage immunities, enfold and suffocate victims.

**Shambling Mound:** HD 11; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 4; CL/XP 14/2600; Special: Damage immunities, enfold and suffocate victims.

**Shambling Mound:** HD 12; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 3; CL/XP 15/2900; Special: Damage immunities, enfold and suffocate victims

**Shrieker:** HD 3; AC 7[12]; Atk None; Move 1; Save 14; CL/XP 3/60; Special: Shriek.

**Skeleton:** HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.

**Slithering Tracker:** HD 4; AC 5[14]; Atk None; Move 12; Save 13; CL/XP 6/400; Special: Transparent, paralysis.

**Giant Slug:** HD 12; AC 8[11]; Atk 1 bite (1d12) or acid squirt; Move 6; Save 3; CL/XP 13/2300; Special: Spit acid

### SNAKES

**Viper:** HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; CL/XP 2/30; Special: Lethal poison (+2 save).

**Cobra:** HD 1; AC 5[14]; Atk 1 bite (1hp + poison); Move 16; Save 17; CL/XP 3/60; Special: Lethal poison. Constrictor: HD 2; AC 6[13]; Atk 1 constriction (1d3); Move 12; Save 16; CL/XP 2/30; Special: Constriction.

**Giant Viper (or Cobra):** HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; CL/XP 6/400; Special: Lethal poison

**Giant Constrictor:** HD 6; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; CL/XP 7/600; Special: Constrict

**Amphisbaena:** HD 5; AC 5[14]; Atk 2 bite (1d3 + poison); Move 10; Save 12; CL/XP 7/600; Special: Lethal Poison Giant

**Spitting Snake:** HD 4; AC 5[14]; Atk 1 bite (1d3 + poison) or spit poison; Move 12; Save 11; CL/XP 6/400; Special: Spit or bite with lethal poison.

**Spectre:** HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

### GIANT SPIDERS

**Giant Spider (1ft diameter):** HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

**Giant Spider (4ft diameter):** HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

**Giant Spider (6ft diameter):** HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.

**Giant Phase Spider:** HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 6/400; Special: lethal poison (+1 save or die), dimension phasing.

**Giant Squid:** HD 12; AC 7[12] head and tentacles; 3[16] body; Atk 8 tentacles (1d8+1), 1 beak (5d4); Move 0 (Swim 20); Save 3; CL/XP 14/2600; Special: Constrict

**Stirge:** HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.



**Giant Tick:** HD 3; AC 4[15]; Atk 1 bite (1d4); Move 3; Save 14; CL/XP 3/60; Special: Drain blood.

**Tiger:** HD 6; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; CL/XP 7/600; Special: Rear claws

**Sabre-tooth Tiger:** HD 7; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (2d6); Move 12 (Swim 6); Save 10; CL/XP 8/800; Special: Rear claws

### **TITAN**

**Titan:** HD 17; AC 2[17]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 19/4100; Special: Spells.

**Titan:** HD 18; AC 1[18]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 20/4400; Special: Spells.

**Titan:** HD 19; AC 0[19]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 21/4700; Special: Spells.

**Titan:** HD 20; AC -1[20]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 22/5100; Special: Spells.

**Titan:** HD 21; AC -2[21]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 23/5400; Special: Spells. Titan (22HD) HD 22; AC -3[22]; Atk 1 weapon (2d8); Move 21; Save 3; CL/XP 24/5700; Special: Spells.

**Giant Toad:** HD 3; AC 6[13]; Atk 1 bite (1d8); Move 6 (Hop 30ft); Save 14; CL/XP 3/60; Special: Hop

### **TRAPPER BEAST**

**Trapper Beast:** HD 10; AC 3[16]; Atk 1 enfold; Move 1; Save 5; CL/XP 11/1700; Special: Enfold and suffocate prey.

**Trapper Beast:** HD 11; AC 3[16]; Atk 1 enfold; Move 1; Save 4; CL/XP 12/2000; Special: Enfold and suffocate prey.

**Trapper Beast:** HD 12; AC 3[16]; Atk 1 enfold; Move 1; Save 3; CL/XP 13/2300; Special: Enfold and suffocate prey.

### **TREANT**

**Treant:** HD 7; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; CL/XP 7/600; Special: Control trees.

**Treant:** HD 8; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 8; CL/XP 8/800; Special: Control trees.

**Treant:** HD 9; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 6; CL/XP 9/1100; Special: Control trees.

**Treant:** HD 10; AC 2[17]; Atk 2 strikes

(3d6); Move 6; Save 5; CL/XP 10/1400; Special: Control trees.

**Treant:** HD 11; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 4; CL/XP 11/1700; Special: Control trees.

**Treant:** HD 12; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 3; CL/XP 12/2000; Special: Control trees.

**Troll:** HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

## U

**Unicorn:** HD 5; AC 2[17]; Atk 2 hoofs (1d8), 1 horn (1d8); Move 24; Save 12; CL/XP 6/400; Special: double damage for charge, 25% magic resistance, teleport

## V

### **VAMPIRES**

**Vampire:** HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; CL/XP 10/1400; Special: See description.

**Vampire:** HD 8; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: See description.

**Vampire:** HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; CL/XP 12/2000; Special: See description.

## W

**Walking Slime:** HD 2; AC 9[11]; Atk 1 (1d6 + turn to slime); Move 6; Save 16; CL/XP 4/120; Special: Transform to slime.

**Giant Wasp:** HD 4; AC 4[15]; Atk 1 sting (1d4 + poison), 1 bite (1d8); Move 1 (Fly 20); Save 13; CL/XP 6/400; Special: Paralyzing poison, larvae.

**Giant Weasel:** HD 3+3; AC 6[13]; Atk 1 bite (2d6 + blood drain); Move 15; Save 14; CL/XP 5/240; Special: Drain blood.

**Wight:** HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

**Will-o-the-wisp:** HD 9; AC -8[27]; Atk 1 shock (2d6); Move 18; Save 6; CL/XP 10/1400; Special: None.

**Wolf:** HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

**Winter Wolf:** HD 5; AC 5[14]; Atk 1 bite (1d6+1); Move 18; Save 12; CL/XP 6/400; Special: Breathe frost (1/turn).

**Worg:** HD 4; AC 6[13]; Atk 1 bite (1d6+1); Move 18; Save 13; CL/XP 4/120; Special: None.

**Wraith:** HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; CL/XP 6/400; Special: drain 1 level with hit.

**Wyvern:** HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6); Move 6 (Fly 24); Save 8; CL/XP 10/1400; Special: poison sting, flies.

Y

**Yeti:** HD 5; AC 6[13]; Atk 2 fists (1d6); Move 14; Save 12; CL/XP 7/600; Special: Immune to cold, hug, fear.

**Yellow Mold:** Atk 1d6 damage if touched; Special: Poisonous spores

Z

**Zombie:** HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.



# The Warlock's Digest of Dungeon Dwelling Denizens

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