

# MONSTERS



**Swords  
&  
Wizardry**

*John Raby*



# MONSTERS

Author: Matthew J. Finch

Project Manager: Zach Glazar

Editor: Jeff Harkness

Art Director: Casey W. Christofferson

Graphic Design: Elizabeth Stewart

Layout and Cover Design: Suzy Moseby

Front Cover Art: Michael Syrigos

Interior Art: Sid Quade, Ed Bickford, Adrian Landeros, Casey Christofferson, Ala Fedorova, Michael Syrigos, David Day, Terry Pavlet, Brian LeBlanc, Del Teigeler, Quentin Soubrouillard, Eric Lofgren, Vintage Bundle © Nomad Visuals via Creative Market, brusheezy.com

©2020 Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo is a trademark of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Product Identity: The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.

**FROG GOD GAMES**

**ISBN: 978-1-6656-0101-6**

**PDF**

# TABLE OF CONTENTS

<b>Monster Descriptions</b> .....	<b>5</b>	Djinni .....	17
Reading the Monster Descriptions .....	5	Doppelganger .....	17
Ant, Giant (Worker) .....	6	Dragons .....	18
Ant, Giant (Warrior) .....	6	Dragon, Black .....	19
Ant, Giant (Queen) .....	6	Dragon, Blue .....	19
Badger, Giant .....	6	Dragon, Gold .....	19
Banshee .....	6	Dragon, Green .....	20
Basilisk .....	7	Dragon, Red .....	20
Bat, Giant (Vampire Bat) .....	7	Dragon, White .....	21
Bat, Giant (Greater Bat) .....	7	Dragon Turtle .....	21
Bat, Giant (Bat Monster) .....	7	Dryad .....	22
Bear .....	7	Dwarf .....	22
Beetle, Giant (Fire) .....	8	Efreeti .....	22
Black Pudding .....	8	Elementals .....	22
Blink Dog .....	8	Elemental, Air .....	22
Boar, Wild .....	8	Elemental, Earth .....	23
Bugbear .....	8	Elemental, Fire .....	23
Bulette .....	9	Elemental, Water .....	23
Carrion Creeper .....	9	Elf .....	24
Centaur .....	9	Fish, Giant .....	24
Centipede, Giant .....	10	Gargoyle .....	24
Centipede, Giant .....	10	Gelatinous Cube .....	24
Centipede, Giant .....	10	Ghost .....	25
Centipede, Giant (Large, 20 ft long) .....	10	Ghoul .....	25
Chimera .....	11	Giants .....	25
Cockatrice .....	11	Giant, Cloud .....	25
Crocodile, Normal .....	11	Giant, Fire .....	25
Crocodile, Giant or Sea .....	11	Giant, Frost .....	25
Demons .....	12	Giant, Hill .....	27
Demon, Baalroch (Balor) .....	12	Giant, Stone .....	27
Demon, Dretch .....	12	Giant, Storm .....	27
Demon, Erinyes .....	12	Gnoll .....	27
Demon, Glabrezu .....	13	Goblin .....	27
Demon, Hezrou.....	13	Golems .....	28
Demon, Lemure .....	13	Golem, Clay .....	28
Demon, Manes .....	14	Golem, Flesh .....	28
Demon, Marilith .....	14	Golem, Iron .....	28
Demon, Nalfeshnee .....	14	Golem, Stone .....	28
Demon, Quasit .....	14	Gorgon .....	29
Demon, Succubus .....	15	Green Slime .....	29
Demon, Vrock .....	15	Grey Ooze .....	29
Demon Prince, Orcus .....	16	Griffon .....	29

Harpy .....	29	Purple Worm .....	40
Hell Hound .....	30	Rakshasa .....	41
Hippogriff .....	30	Rat, Giant .....	41
Hobgoblin .....	30	Rat, Giant .....	41
Horse .....	30	Roc .....	41
Humans .....	31	Salamander .....	41
Human, Bandit .....	31	Sea Monster .....	42
Human, Berserker .....	31	Sea Serpent .....	42
Human, Normal .....	31	Shadow .....	42
Human, Sergeant-at-Arms .....	31	Shambling Mound .....	42
Human, Soldier .....	31	Shrieker .....	43
Hydra .....	32	Skeleton .....	43
Invisible Stalker .....	33	Slithering Tracker .....	43
Kobold .....	33	Slug, Giant .....	44
Leech, Giant .....	33	Spectre .....	44
Lich .....	33	Spider, Giant .....	44
Lion .....	34	Spider, Giant .....	44
Lizardman .....	34	Spider, Giant .....	45
Lurker, Ceiling .....	34	Spider, Phase .....	45
Lycanthrope .....	35	Squid, Giant .....	45
Lycanthrope, Werebear .....	35	Stirge .....	45
Lycanthrope, Wereboar .....	35	Tick, Giant .....	46
Lycanthrope, Wererat .....	35	Titan .....	46
Lycanthrope, Weretiger .....	35	Trapper Beast .....	46
Lycanthrope, Werewolf .....	35	Treant .....	47
Manticore .....	36	Troll .....	47
Medusa .....	37	Unicorn .....	47
Merman .....	37	Vampire .....	48
Minotaur .....	37	Wight .....	48
Mummy .....	37	Will-o'-the-Wisp .....	49
Naga, Guardian .....	37	Wolf .....	49
Naga, Spirit .....	38	Worg .....	49
Naga, Water .....	38	Wraith .....	49
Nixie .....	38	Wyvern .....	49
Ochre Jelly .....	38	Yellow Mold .....	50
Octopus, Giant .....	39	Yeti .....	50
Ogre .....	39	Zombie .....	50
Ogre Mage .....	39	Monsters by Challenge Level .....	51
Orc .....	39	Creating Monsters .....	55
Owlbear .....	40		
Pegasus .....	40		
Piercer .....	40		





## MONSTER ATTACK TABLES

		Target Armor Class [or Ascending Armor Class]																											
		9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9									
		[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]									
Hit Dice		Attack Roll (d20) Required to hit opponent's Armor Class1																											
< 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28										
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27										
2 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26										
3 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25										
4 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24										
5 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23										
6 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22										
7 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21										
8 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20										
9 HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19										
10 HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18										
11 HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17										
12 HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16										
13 HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15										
14 HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14										
15+ HD	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13										



# MONSTER DESCRIPTIONS

## READING THE MONSTER DESCRIPTIONS

The following is a quick reference guide for how to read monster descriptions:

**Armor Class** is explained in the rules for combat. If you are using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you are using the ascending system (where a high AC is better), use the numbers in brackets.

**Hit Dice** is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8, and then add one more hit point.

**Attacks** includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on the table below. Note: if you are using the "ascending AC system," do not bother using the chart, because there is a quicker way: Roll to hit, add the monster's hit dice, and if the result is equal to or greater than the character's armor class, the attack hits.

**Saving Throw** means the target number (on a d20) the monster needs to meet or exceed in order to make a successful saving throw.

**Special** is usually just a "flag" for the Referee, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description.

**Move** is the monster's movement rate, and it is handled just as movement rates are handled for characters.

**Challenge Level** is used to separate the monsters into "difficulty levels," so when you are creating an adventure you have some guidelines about what the characters can handle and what they cannot.

**XP** tells how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it. Circumventing a monster by creative means, or capturing it to bring home, are two examples of when such an award might be made.

A short stat block after each monster description offers relevant details of the creature listed in a smaller form. It includes all of the information presented in the larger entry, including special attacks. These descriptions are often used in adventures to describe a monster quickly so you can keep playing without having to look them up. More monster descriptions and similar stat blocks can be found in **Monstrosities by Frog God Games**.

## ANT, GIANT (WORKER)

**Hit Dice:** 2

**Armor Class:** 3[16]

**Attacks:** Bite (1d6)

**Saving Throw:** 16

**Special:** None

**Move:** 18

**Alignment:** Neutrality

**Challenge Level/XP:** 2/30

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 5:1. A hive also contains one giant queen ant.

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

## ANT, GIANT (WARRIOR)

**Hit Dice:** 3

**Armor Class:** 3[16]

**Attacks:** Bite (1d6 + poison)

**Saving Throw:** 14

**Special:** Poison

**Move:** 18

**Alignment:** Neutrality

**Challenge Level/XP:** 4/120

The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, or 1d4 points of damage if the saving throw succeeds.

**Giant Warrior Ant:** HD 3; AC 3[16]; Atk bite (1d6 + poison); Move 18; Save 14; AL N; CL/XP 4/120; Special: poison (2d6 damage, or save for 1d4 damage).

## ANT, GIANT (QUEEN)

**Hit Dice:** 10

**Armor Class:** 3[16]

**Attacks:** Bite (1d6)

**Saving Throw:** 5

**Special:** None

**Move:** 3

**Alignment:** Neutrality

**Challenge Level/XP:** 10/1400

The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

**Giant Queen Ant:** HD 10; AC 3[16]; Atk bite (1d6); Move 3; Save 5; AL N; CL/XP 10/1,400; Special: none.

## BADGER, GIANT

**Hit Dice:** 3

**Armor Class:** 4[15]

**Attacks:** 2 claws (1d3), bite (1d6)

**Saving Throw:** 14

**Special:** None

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.

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



## BANSHEE

**Hit Dice:** 7

**Armor Class:** 0[19]

**Attacks:** Claw (1d8)

**Saving Throw:** 9

**Special:** +1 or better magic or silver weapons to hit, immune to enchantments, magic resistance (49%), shriek of death

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 11/1700

Banshees are horrid undead creatures that live in swamps and other desolate places. Banshees are damaged only by magic or silver weapons, they have a magic resistance of 49%, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw ver-

sus death or the hearer dies in 2d6 rounds. One particularly unusual thing about banshees is that they often associate with living faerie creatures of the less savory variety; they might even be an undead form of faerie.

A banshee can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. Banshees look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. They are considered Type 9 undead for turning purposes.

**Banshee:** HD 7; AC 0[19]; Atk claw (1d8); Move 12 (fly); Save 9; AL C; CL/XP 11/1700; Special: +1 or better magic or silver weapons to hit, immune to enchantments, magic resistance (49%), shriek of death (1/day, save or die in 2d6 rounds).

## BASILISK

**Hit Dice:** 6

**Armor Class:** 4[15]

**Attacks:** Bite (2d6)

**Saving Throw:** 11

**Special:** Petrifying gaze

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye. (One way of resolving this: fighting without looking incurs a -4 penalty to hit.) If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

**Basilisk:** HD 6; AC 4[15]; Atk bite (2d6); Move 6; Save 11; AL N; CL/XP 8/800;

## BAT, GIANT (VAMPIRE BAT)

**Hit Dice:** 1

**Armor Class:** 8[11]

**Attacks:** Bite (1d6)

**Saving Throw:** 17

**Special:** Sucks blood

**Move:** 4/18 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

These bats suck blood for automatic damage of 1d6 after a successful bite. They are the size of a falcon.

**Giant Bat (Vampire Bat):** HD 1; AC 8[11]; Atk bite (1d6); Move 4 (fly 18); Save 17; AL N; CL/XP 3/60; Special: sucks blood (automatic 1d6 damage after bite).

## BAT, GIANT (GREATER BAT)

**Hit Dice:** 4

**Armor Class:** 7[12]

**Attacks:** Bite (1d10)

**Saving Throw:** 13

**Special:** 10% chance of disease

**Move:** 4/18 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 5/240

These massive, man-sized cousins of the bat do not suck blood, but nonetheless their bite can be deadly. Their bite has a 10% chance of being diseased.

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

## BAT, GIANT (BAT MONSTER)

**Hit Dice:** 8

**Armor Class:** 6[13]

**Attacks:** Bite (2d8), 2 claws (1d6)

**Saving Throw:** 8

**Special:** None

**Move:** 4/18 (flying)

**Alignment:** Neutrality unless intelligent (Chaos)

**Challenge Level/XP:** 9/1,100

These creatures attack with claws as well as a bite. They are twice the size of a man, with a tremendous wingspan. Fearful peasants might even mistake them for small dragons when the bats fly by at night.

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

## BEAR

**Hit Dice:** 4+1

**Armor Class:** 7[12]

**Attacks:** 2 claws (1d3) and bite (1d6)

**Saving Throw:** 13

**Special:** Hug

**Move:** 9

**Alignment:** Neutrality

**Challenge Level/XP:** 4/120

If a bear hits with both claws, it hugs for an additional 1d8 hit points of damage. Larger bears are to be found in mountains, caves, and arctic regions, with more hit dice and inflicting more damage with the hug.

**Black Bear:** HD 4+1; AC 7[12]; Atk 2 claws (1d3), bite (1d6); Move 9; Save 13; AL N; CL/XP 4/120; Special: hug (if both claws hit, additional 1d8 damage).





## BEETLE, GIANT (FIRE)

**Hit Dice:** 1+3

**Armor Class:** 4[15]

**Attacks:** Bite (1d4+2)

**Saving Throw:** 17

**Special:** light glands

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 1/15

A giant fire beetle's oily light-glands glow a reddish color. If they are removed, they continue to give off light for 1d6 days, shedding light in a 10-foot radius.

**Giant Fire Beetle:** HD 1+3; AC 4[15]; Atk bite (1d4+2); Move 12; Save 17; AL N; CL/XP 1/15; Special: light glands (give off light for 1d6 days in 10ft radius).

## BLACK PUDDING

**Hit Dice:** 10

**Armor Class:** 6[13]

**Attacks:** Slam (3d8)

**Saving Throw:** 5

**Special:** Acidic surface, immune to cold, divides when hit with lightning

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 12/2,000

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per magical +1 before being dissolved.

**Black Pudding:** HD 10; AC 6[13]; Atk slam (3d8); Move 6; Save 5; AL N; CL/XP 12/2000; Special: acidic surface (dissolve weapons, armor, etc.), immune to cold, divides when hit with lightning (splits into two puddings with equal hit points).

## BLINK DOG

**Hit Dice:** 4

**Armor Class:** 5[14]

**Attacks:** Bite (1d6)

**Saving Throw:** 13

**Special:** Teleport without error

**Move:** 12

**Alignment:** Law

**Challenge Level/XP:** 5/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn — in most cases (75%), a blink dog is able to teleport behind an opponent and attack from the rear, with appropriate bonuses.

**Blink Dog:** HD 4; AC 5[14]; Atk bite (1d6); Move 12; Save 13; AL L; CL/XP 5/240; Special: teleport (75% chance to attack in same turn).

## BOAR, WILD

**Hit Dice:** 3+3

**Armor Class:** 7[12]

**Attacks:** Gore (3d4)

**Saving Throw:** 14

**Special:** Continues attacking 2 rounds after being "killed"

**Move:** 15

**Alignment:** Neutrality

**Challenge Level/XP:** 4/120

Wild boars continue to attack for two rounds after they reach zero hit points before they finally drop dead. These stats might also be used for any similar creature that is unique to a campaign, such as "the blue tusken-hogs of the Ymar Plains."

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

## BUGBEAR

**Hit Dice:** 3+1

**Armor Class:** 5[14]

**Attacks:** Bite (2d4) or by weapon (1d8+1)

**Saving Throw:** 14

**Special:** Surprise opponents

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, even always getting the chance to surprise even alert opponents with a roll of 1–3 on a d6 (50%).

**Bugbear:** HD 3+1; AC 5[14]; Atk bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: surprise opponents (1–3 on d6).

## BULETTE

**Hit Dice:** 7 to 10

**Armor Class:** -2[21]

**Attacks:** Bite (4d12) and 2 claws (3d6)

**Saving Throw:** 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD)

**Special:** Leaping, surprise

**Move:** 15

**Alignment:** Neutrality

**Challenge Level/XP:** 7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700), 10 HD (12/2,000)

Roughly 10 feet in height, a bulette (boo-LAY) is covered in natural armor plating like that of an armadillo, and has a beak-like head that opens to show wicked, serrated teeth. These creatures can leap to the attack, in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature's armor. These voracious hunters eat horses and halflings with gusto, although they will devour anything from badgers to plowshares if their preferred foods are not readily available. Although bulettes burrow, they do not venture farther underground, for they are surface predators. When the dorsal crest of the bulette is raised (during combat this is usually only after the thing has been wounded), the area underneath is AC 6[13], and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

**Bulette (7HD):** HD 7; AC -2[21]; Atk bite (4d12) and 2 claws (3d6); Move 15 (burrow 3); Save 9; AL N; CL/XP 9/1100; Special: leaping (30ft leap), surprise (1-4 on d6 from below).

**Bulette (8HD):** HD 8; AC -2[21]; Atk bite (4d12) and 2 claws (3d6); Move 15 (burrow 3); Save 8; AL N; CL/XP 10/1400; Special: leaping (30ft leap), surprise (1-4 on d6 from below).

**Bulette (9HD):** HD 9; AC -2[21]; Atk bite (4d12) and 2 claws (3d6); Move 15 (burrow 3); Save 6; AL N; CL/XP 11/1700; Special: leaping (30ft leap), surprise (1-4 on d6 from below).

**Bulette (10HD):** HD 10; AC -2[21]; Atk bite (4d12) and 2 claws (3d6); Move 15 (burrow 3); Save 5; AL N; CL/XP 12/2000; Special: leaping (30ft leap), surprise (1-4 on d6 from below).

## CARRION CREEPER

**Hit Dice:** 2+4

**Armor Class:** 7[12]

**Attacks:** Bite (1 hp) and 6 tentacles (paralysis)

**Saving Throw:** 14

**Special:** Paralysis

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 4/120

This caterpillar-like creature has 6 waving tentacles which, when they score a hit, require the target to make a saving throw or be paralyzed for 2d6 turns. These underground scavengers can be aggressive when they are hungry, and pursue prey unless distracted. They are good climbers, but when crossing water they are unable to do much more than float with the current.

**Carrion Creeper:** HD 2+4; AC 7[12]; Atk bite (1 hp) and 6 tentacles (paralysis); Move 12; Save 14; AL N; CL/XP 4/120; Special: paralysis (save or paralysis for 2d6 turns).



## CENTAUR

**Hit Dice:** 4

**Armor Class:** 5[14] or 4[15] with shield

**Attacks:** 2 kicks (1d6) and weapon (1d8)

**Saving Throw:** 13

**Special:** None

**Move:** 18

**Alignment:** Any (usually Neutrality)

**Challenge Level/XP:** 4/120

Half-man, half-horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from myth or folklore for the campaign: some are evil, some aloof, and some are soothsayers.

**Centaur:** HD 4; AC 5[14] or 4[15] with shield; Atk 2 kicks (1d6) and weapon (1d8); Move 18; Save 13; AL Any; CL/XP 4/120; Special: none.

## CENTIPEDE, GIANT

(Small, Lethal)

**Hit Dice:** 1d2 hit points

**Armor Class:** 9[10]

**Attacks:** Bite (lethal poison)

**Saving Throw:** 18

**Special:** Lethal poison (+4 save)

**Move:** 13

**Alignment:** Neutrality

**Challenge Level/XP:** 1/15

Lethal giant centipedes of the small size inflict a deadly bite (+4 bonus to saving throw), but cause no damage if the saving throw is successful.

**Giant Centipedes (small, lethal):** HD 1d2 hp; AC 9[10]; Atk bite (lethal poison); Move 13; Save 18; AL N; CL/XP 1/15; Special: lethal poison (+4 save or die).

## CENTIPEDE, GIANT

(Small, Non-lethal)

**Hit Dice:** 1d2 hit points

**Armor Class:** 9[10]

**Attacks:** Bite (non-lethal poison)

**Saving Throw:** 18

**Special:** Non-lethal poison (+4 save)

**Move:** 13

**Alignment:** Neutrality

**Challenge Level/XP:** B/10

The non-lethal variety of giant centipede has a painful bite but its poison is only crippling, not lethal. Failing a saving throw (at a +4 bonus) against the poison of this centipede causes 1d4 rounds of crippling pain (the victim is helpless, as when asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot wield a weapon or shield; a crippled sword arm attacks at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1 foot per minute (prone, dragging oneself by the arms).

**Giant Centipedes (small, non-lethal):** HD 1d2hp; AC 9[10]; Atk bite (non-lethal poison); Move 13; Save 18; AL N; CL/XP B/10; Special: non-lethal poison (+4 save, 1d4 rounds crippling pain, limb useless for 2d4 days; leg, movement halved; arm, cannot hold shield, weapon and attacks with -4 penalty).

## CENTIPEDE, GIANT

(Man-sized)

**Hit Dice:** 2

**Armor Class:** 5[14]

**Attacks:** Bite (1d8 + poison)

**Saving Throw:** 16

**Special:** Lethal poison (+6 save)

**Move:** 15

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

The man-sized giant centipede is a deadly predator with armored segments, a strong bite, and a lethal (though relatively weak) poison.

**Man-sized Giant Centipede (7ft):** HD 2; AC 5[14]; Atk bite (1d8 + lethal poison); Move 15; Save 16; AL N; CL/XP 3/60; Special: poison bite (+6 save or die).

## CENTIPEDE, GIANT (LARGE, 20 FT LONG)

**Hit Dice:** 4

**Armor Class:** 0[19]

**Attacks:** Bite (3d8 + lethal poison)

**Saving Throw:** 13

**Special:** Lethal poison (+4 save)

**Move:** 18

**Alignment:** Neutrality

**Challenge Level/XP:** 6/400

A 20-foot-long horror of chitin, multiple legs, and clashing pincers dripping with venom.

**Large Giant Centipede (20ft):** HD 4; AC 0[19]; Atk bite (3d8 + lethal poison); Move 18; Save 13; AL N; CL/XP 6/400; Special: poison bite (+4 save or die).



## CHIMERA

**Hit Dice:** 9

**Armor Class:** 4[15]

**Attacks:** 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), and dragon bite (3d4)

**Saving Throw:** 6

**Special:** Breathes fire

**Move:** 9/18 (flying)

**Alignment:** Chaos (sometimes Neutrality)

**Challenge Level/XP:** 11/1,700

The chimera has three heads: one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

**Chimera:** HD 9; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), lion bite (2d4), dragon bite (3d4); Move 9 (fly 18); Save 6; AL C; CL/XP 11/1700; Special: breathes fire (3/day, 50ft range, 3d8 damage, save for half).

## COCKATRICE

**Hit Dice:** 5

**Armor Class:** 6[13]

**Attacks:** Bite (1d6 + turn to stone)

**Saving Throw:** 12

**Special:** Bite turns to stone

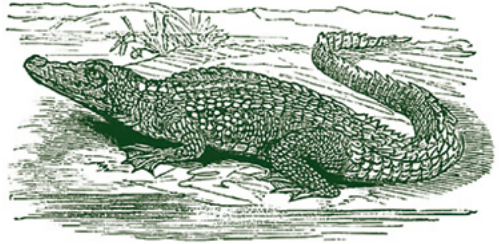
**Move:** 6/18 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 8/800

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.

**Cockatrice:** HD 5; AC 6[13]; Atk bite (1d6 + turn to stone); Move 6 (fly 18); Save 12; CL/XP 8/800; Special: bite turns to stone (save avoids).



## CROCODILE, NORMAL

**Hit Dice:** 3

**Armor Class:** 4[15]

**Attacks:** Bite (1d6)

**Saving Throw:** 14

**Special:** None

**Move:** 9/12 (swimming)

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well.

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

## CROCODILE, GIANT OR SEA

**Hit Dice:** 6

**Armor Class:** 3[16]

**Attacks:** Bite (4d6) and tail (3d4)

**Saving Throw:** 11

**Special:** None

**Move:** 9/12 (swimming)

**Alignment:** Neutrality

**Challenge Level/XP:** 6/400

The smallest of giant crocodiles are about 20 feet long (normal crocodiles can grow to be as long as 15 feet).

**Giant Crocodile:** HD 6; AC 3[16]; Atk bite (4d6), tail (3d4); Move 9 (swim 12); Save 11; AL N; CL/XP 6/400; Special: none.

# DEMONS

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-Users or evil Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils; all are creatures of the lower planes.

## DEMON, BAALROCH (BALOR)

**Hit Dice:** 10

**Armor Class:** 2[17]

**Attacks:** Sword (1d12+2) and whip (entangle)

**Saving Throw:** 5

**Special:** +1 or better magic weapons to hit, entangle, immune to spells from casters lower than 6th level, magic resistance (75%), surrounded by flame

**Move:** 6/15 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 17/3,500

The baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs. (The aurochs was a bull that stood 12 feet tall at the shoulder, and Baal is an ancient and evil pagan deity.) These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters, they are still 75% immune to all spells.

In combat, a baalroch uses whip and sword. The whip can be used to reach great distances; on a successful hit, the victim is pulled close to the baalroch and burned by the fires of the demon's body (3d6 hit points). Baalrochs are sometimes referred to in ancient texts as balor or baolor, which may be the name of a single demon rather than a term for all of them. A baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Baalrochs may attempt to gate in an ally with a 70% chance of success. The responding demon will usually be a third-category demon (01–80 on 1d100) but an unusually successful summoning might call a fourth-category demon (81–00 on 1d100).

**Baalroch Demon:** HD 10; AC 2[17]; Atk sword (1d12+2) and whip (entangle); Move 6 (fly 15); Save 5; AL C; CL/XP 17/3500; Special: +1 or better magic weapons to hit, entangle (pulled close on hit for 3d6 damage, save for half), immune to spells from casters lower than 6th level, magic resistance (75%), surrounded by flame (3d6 damage to anyone within 5ft, save for half).

## DEMON, DRETCH

**Hit Dice:** 4

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d4), bite (1d6)

**Special:** Spell-like abilities

**Move:** 9

**Saving Throw:** 13

**Alignment:** Chaos

**Challenge Level/XP:** 6/400

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, with slobbering jaws and folds of fat. Dretch demons have some weak demonic powers. Although they are not particularly intelligent, they can cause a horrible stinking cloud once per day, can teleport once per day, can cause darkness (10-foot diameter) once per day, and can summon 1d4 giant rats once per day. The stinking cloud has a radius of 20 feet and requires anyone caught within it to make a saving throw or be rendered helpless from nausea for 1d4+1 rounds.

**Dretch Demon:** HD 4; AC 2[17]; Atk 2 claws (1d4), bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; **Special:** spell-like abilities.

**Spell-like abilities:** 1/day—darkness 15ft radius, stinking cloud (20ft radius, save or nauseated for 1d4+1 rounds), summon 1d4 giant rats.

## DEMON, ERINYES

**Hit Dice:** 6

**Armor Class:** 2[17]

**Attacks:** bronze sword (1d6 + paralysis)

**Special:** Entangle, fear, immune to fire and cold, magic resistance (25%), paralysis, spell-like abilities

**Move:** 12/24 (flying)

Save: 11

**Alignment:** Chaos

**Challenge Level/XP:** 10/1,400

The erinyes, the "Furies" of Ancient Greek mythology, are female demons who pursue those guilty of crimes against the order of the gods. Their appearance is so terrible as to cause fear (saving throw). They are able to see invisible things and locate objects at will, so it is impossible to hide from them. Each fury carries a whip which, if it hits, entangles the victim (saving throw) until the Fury releases it. The Furies are immune to fire and cold, and have a magic resistance of 25%. The blade of a Fury's sword causes paralysis (saving throw).





**Erinyes Demon:** HD 6; AC 2[17]; Atk bronze sword (1d6 + paralysis); Move 12 (fly 24); Save 11; AL C; CL/XP 10/1400; Special: entangle (held until freed), fear (appearance causes fear as spell, save resists), immune to fire and cold, magic resistance (25%), paralysis (save avoids), spell-like abilities.

**Spell-like abilities:** at will—detect invisibility, locate object.

## DEMON, GLABREZU

(Third-Category Demon)

**Hit Dice:** 10

**Armor Class:** -4[23]

**Attacks:** 2 pincers (2d6), 2 claws (1d3), bite (1d6)

**Special:** Immune to fire, magic resistance (60%), spell-like abilities

**Move:** 9

**Saving Throw:** 5

**Alignment:** Chaos

**Challenge Level/XP:** 15/2,900

The third-category demons, glabrezu, are massive and horrible, standing 10 feet high or more. They have goat horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crab-pincers, and two much shorter arms with claws. Glabrezu can cause darkness in a 10-foot radius, are immune to fire, can cause fear at will, can levitate at will, can polymorph themselves, and are 60% resistant to magic.

These demons have a 30% chance to gate in an ally (roll 1d4 to determine the category of demon that responds).

**Glabrezu Demon (Third-Category Demon):** HD 10; AC -4[23]; Atk 2 pincers (2d6), 2 claws (1d3), bite (1d6); Move 9; Save 5; AL C; CL/XP 15/2900; Special: immune to fire, magic resistance (60%), spell-like abilities, summon demon (30% chance, roll 1d4 for type: 1—vrock; 2—hezrou; 3—glabrezu; 4—nalfeshnee).

**Spell-like abilities:** at will—darkness 15ft radius, fear, levitate, polymorph self.

## DEMON, HEZROU

(Second-Category Demon)

**Hit Dice:** 9

**Armor Class:** -2[21]

**Attacks:** 2 claws (1d3), bite (4d4)

**Special:** Immune to fire, magic resistance (50%), spell-like abilities, summon demons

**Move:** 6/12 (flying)

**Saving Throw:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 11/1,700

Toad-like demons with bat wings, the hezrou have magic resistance of 50%. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness in a 15-foot radius. They are immune to fire.

Hezrou have a 20% chance to succeed at summoning another second-category demon to their aid.

**Hezrou Demon (Second-Category Demon):** HD 9; AC -2[21]; Atk 2 claws (1d3), bite (4d4); Move 6 (fly 12); Save 6; AL C; CL/XP 11/1700; Special: immune to fire, magic resistance (50%), spell-like abilities, summon demons (20% chance, hezrou).

**Spell-like abilities:** at will—darkness 15ft radius, detect invisibility, fear.

## DEMON, LEMURE

**Hit Dice:** 3

**Armor Class:** 7[12]

**Attacks:** Claw (1d3)

**Saving Throw:** 14

**Special:** Regenerate (1 hp/round)

**Move:** 3

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. (This amorphous form allows them to regenerate 1 hp per round.) Lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can be permanently destroyed only by sprinkling their disgusting bodies with holy water.

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



## DEMON, MANES

**Hit Dice:** 1

**Armor Class:** 5[14]

**Attacks:** 2 claws (1d2), bite (1d4)

**Special:** Half damage from non-magic weapons

**Move:** 5

**Saving Throw:** 18

**Alignment:** Chaos

**Challenge Level/XP:** 2/30

Pathetic, damned souls, manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

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

## DEMON, MARLITH

(Fifth-Category Demon)

**Hit Dice:** 7

**Armor Class:** 7[12]

**Attacks:** 6 weapons (1d8), tail (1d8)

**Special:** +1 or better magic weapon required to hit, immune to fire, magic resistance (80%), spell-like abilities, summon demons

**Move:** 12

**Saving Throw:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 13/2,300

Mariliths appear as a cruel-eyed beautiful woman with a six-armed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once, and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons — as much, even, as the mighty baalrochs. They can, at will, cast charm person, levitate, and polymorph self, and are 80% resistant to magic. Fire does not affect them.

They have a 50% chance of success when attempting to gate in allies; if the attempt succeeds, roll 1d12 to determine the result. (1–3) First-category, (4–6) Second-category, (7–8) Third-category, (9–10) Fourth-category, (11) Sixth-category, (12) a demon lord or demon prince.

**Marilith Demon (Fifth-Category Demon):** HD 7; AC 7[12]; Atk 6 weapons (1d8), tail (1d8); Move 12; Save 9; AL C; CL/XP 13/2,300; Special: +1 or better magic weapons to hit, immune to fire, magic resistance (80%), spell-like abilities, summon demons (50% chance, see description).

**Spell-like abilities:** at will—charm person, levitate, polymorph self.

## DEMON, NALFESHNEE

(Fourth-Category Demon)

**Hit Dice:** 7d10

**Armor Class:** 4[15]

**Attacks:** 2 claws (1d4), bite (2d4)

**Special:** +1 or better magic weapon needed to hit, +2 on to-hit rolls, immune to fire, magic resistance (65%), spell-like abilities, summon demons

**Move:** 9/14 (flying)

**Saving Throw:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 12/2,000

Nalfeshnee demons have the body of an enormous gorilla, the head of a boar, and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The very size of a nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful (+2 to hit) and have various demonic powers in addition to being immune to fire. At will, they can cast fear, dispel magic, and polymorph self. They can also create a symbol of discord once per day.

A nalfeshnee demon has a 60% chance to gate in an ally (roll 1d6 to determine which category of demon responds).

**Nalfeshnee Demon (Fourth-Category Demon):** HD 7d10; AC 4[15]; Atk 2 claws (1d4), bite (2d4); Move 9 (fly 14); Save 9; AL C; CL/XP 12/2000; Special: +1 or better magic weapons to hit, +2 on to-hit rolls, immune to fire, magic resistance (65%), spell-like abilities, summon demons (60% chance, roll 1d6 for category).

**Spell-like abilities:** at will—dispel magic, fear, polymorph self; 1/day—symbol of discord.

## DEMON, QUASIT

**Hit Dice:** 3

**Armor Class:** 2[17]

**Attack:** 2 claws (1d2 + non-lethal poison), bite (1d3)

**Special:** magic resistance (25%), non-lethal poison, regenerate (1 hp/round), spell-like abilities

**Move:** 14

**Saving Throw:** 14

**Alignment:** Chaos

**Challenge Level/XP:** 7/600

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are 25% resistant to magic, regenerate at 1 hp per round, can become invisible at will, and once per day can cast a fear spell. The qua-



sif's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point (saving throw applies, lasts for 2d6 rounds).

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

**Spell-like abilities:** at will—invisibility; 1/day—fear.



## DEMON, SUCCUBUS

**Hit Dice:** 6

**Armor Class:** 9 [10]

**Attacks:** 2 scratches (1d3)

**Saving Throw:** 11

**Special:** +1 or better magic weapons to hit, level drain (with kiss), magic resistance (70%), shapechange, spell-like abilities, summon demons

**Move:** 12/18 (flying)

**Alignment:** Chaotic

**Challenge Level/XP:** 9/1,100

A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals who fall into the trap of her deadly embraces: each kiss drains one level of experience. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged, the pupils of her eyes contract and shift into those of a vicious serpent.

A succubus can "cast" charm person whenever desired, as well as ESP, clairaudience, and suggestion. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (40% chance to succeed), but seldom

does so, for the price to be paid afterward is generally significant and unpleasant. However, a succubus can summon a baalroch demon or a nalfeshnee (fourth-category demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent is a demon prince, and if not, there is a 75% chance that the demon is of the fourth category, a nalfeshnee.

Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

**Demon, Succubus:** HD 6; AC 9 [10]; Atk 2 scratches (1d3); Move 12 (fly 18); Save 11; AL C; CL/XP 9/1100; **Special:** +1 or better magic weapons to hit, level drain (drain 1 level with kiss), magic resistance (70%), shapechange (at will), spell-like abilities, summon demons (40% chance, baalroch or nalfeshnee).

**Spell-like abilities:** at will—charm person, clairaudience, darkness 15ft radius, ESP, suggestion.

## DEMON, VROCK

(First-Category Demon)

**Hit Dice:** 8

**Armor Class:** 0 [19]

**Attacks:** beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d8)

**Special:** immune to fire, magic resistance (50%), spell-like abilities, summon demon

**Move:** 12/18 (flying)

**Saving Throw:** 8

**Alignment:** Chaos

**Challenge Level/XP:** 11/1,700

These demons are vulture-headed, with feathered humanoid bodies, and huge dark-feathered wings. All can create darkness in a radius of five feet and are immune to fire. They use their wings to bring their arms and legs into combat, along with their beaked bite. Vrock demons are quite stupid, though like most demons they consider themselves to be tremendously intelligent.

A vrock has a 10% chance to gate another first-category demon to its assistance.

**Vrock Demon:** HD 8; AC 0 [19]; Atk beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d6); Move 12 (fly 18); Save 8; AL C; CL/XP 11/1700; **Special:** immune to fire, magic resistance (50%), spell-like abilities, summon demon (10% chance, vrock).

**Spell-like abilities:** at will—darkness 15ft radius.



## DEMON PRINCE, ORCUS

**Hit Dice:** 30 (125hp)

**Armor Class:** -6[25]

**Attacks:** Wand of Orcus (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison)

**Special:** +3 or better magic weapons to hit, command undead, fear aura, immune to electricity and poison, magic resistance (75%), spells, spell-like abilities, telepathy (100ft)

**Move:** 18/24 (flying)

**Saving Throw:** 3

**Alignment:** Chaos

**Challenge Level/XP:** 40/10,400

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. Known as the Prince of the Undead, he fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to lead his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

Orcus is a squat, bloated humanoid standing 15 feet tall and weighing 3 tons. His goat-like head sports large, spiraling ram-like horns, and his legs are covered in thick brown fur and end in hooves. Two large, black, bat-like wings protrude from his back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a gate and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in the demon lord's armies.

## COMBAT

Orcus prefers to fight using his wand. His tail sting delivers a virulent poison (save or die). Orcus can command or banish undead as a 15th-level cleric, controlling up to 150 HD worth of undead at one time. He casts spells as a 15th-level Cleric and 12th-level Magic-user, and can use the following magical abilities at will: animate dead, charm monster, darkness, dispel magic, ESP, fear, lightning bolt, speak with the dead, symbol (any) and wall of fire. He can use feeblemind once per day.

Orcus radiates a 60-foot-radius aura of fear (as the spell). A creature in the area must succeed at a saving throw or be affected as though by a fear spell.

Three times per day, Orcus can summon one balor, 1d3 halfeshnees, or 1d4 mariliths. As their prince, Orcus can summon up to 100 HD of any type of undead each day.

**Wand of Orcus:** Mighty Orcus wields a huge, black, skull-tipped rod that functions as a +3 heavy mace. It slays any living creature it touches if the target fails a saving throw. Further, the wand has the following magical powers: 3/day—animate dead, darkness, fear; 2/day—unholy word. Orcus occasionally allows his wand to pass into the Material Plane, usually into the hands of one of his servants.

**Orcus:** HD 30; HP 125; AC -6[25]; Atk Wand of Orcus (2d6 or death) or 2 fists (3d6) and tail sting (2d6 + poison); Move 18 (fly 24); Save 3; AL C; CL/XP 40/10,400; Special: +3 or better magic weapons to hit, command undead, fear aura (60ft radius, save or as fear spell), immune to electricity and poison, magic resistance (75%), spells (MU 4/4/4/4/4/1; Clr 7/6/5/4/4/3/2), spell-like abilities, telepathy (100ft).

**Spell-like abilities:** at will—animate dead, charm monster, darkness 15ft radius, dispel magic, ESP, fear, lightning bolt, speak with the dead, symbol (any), wall of fire; 1/day—feeblemind.

**Equipment:** Wand of Orcus (+3 heavy mace, slays living creatures it touches [save or die], 3/day—animate dead, darkness 15ft radius, fear; 2/day—unholy word).



## DJINNI

**Hit Dice:** 7+3

**Armor Class:** 5[14]

**Attacks:** Fist or weapon (2d8)

**Saving Throw:** 9

**Special:** spell-like abilities, whirlwind

**Move:** 9/24 (flying)

**Alignment:** Any

**Challenge Level/XP:** 9/1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight and have a number of magical powers. A djinni can create food and water as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically-created metals disappear in time. Djinn can call up illusions, and although these are quite excellent, they disappear when touched. A djinni can turn into a gaseous form (cannot attack or be attacked, can enter any area that is not airflight) and can become invisible at will. Finally, a djinni can turn itself into a whirlwind, sweeping away any creature with one or fewer hit dice. (The diameter of the whirlwind is 10 feet.) More powerful types of djinn might be capable of granting limited wishes or even true wishes.

**Djinni:** HD 7+3; AC 5[14]; Atk fist or weapon (2d8); Move 9 (fly 24); Save 9; CL/XP 9/1100; **Special:** spell-like abilities, whirlwind (10ft diameter, fewer than 1HD swept away).

**Spell-like Abilities:** at will—create objects, gaseous form, invisibility.



## DOPPELGANGER

**Hit Dice:** 4

**Armor Class:** 5[14]

**Attacks:** Claw (1d12)

**Saving Throw:** 13 (+5 against any magic)

**Special:** Immune to sleep and charm spells, mimics shape

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard lock and similar spells. They have a very good saving throw (5) against magic of all kinds.

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





## DRAGONS

The size of a dragon is roughly 5 feet of body length per age category, up to the adult size of 20 feet. Dragons have double normal treasure (that is, a gold piece value of four times the dragon's XP value).

Do not roll hit points for dragons as normal. Instead, determine the number of hit dice and the age category of the dragon. The age category indicates the dragon's hit points per die and how much damage the dragon's breath weapon inflicts, given as points per hit die:

- 1. Very young dragon:** 1 hit point per hit die; 1 hit point per die inflicted by breath weapon.
- 2. Young:** 2 hit points per hit die; 2 hit points per die inflicted by breath weapon.
- 3. Immature:** 3 hit points per hit die; 3 hit points per die inflicted by breath weapon.
- 4. Adult:** 4 hit points per hit die; 4 hit points per die inflicted by breath weapon.
- 5. Old:** 5 hit points per hit die; 5 hit points per die inflicted by breath weapon.
- 6. Very old (100 years old):** 6 hit points per hit die; 6 hit points per die inflicted by breath weapon.
- 7. Aged (101–400 years old):** 7 hit points per die; 7 hit points per die inflicted by breath weapon.
- 8. Ancient (401+ years old):** 8 hit points per die; 8 hit points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than godlike creatures of legend — so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more "mythical" conception of dragons. Since dice are not rolled for dragon hit points, it is possible for a truly mythical dragon to have more points per die than it is actually possible to roll on a hit die.

**Breath Weapons:** All dragons have a breath weapon of some kind that can be used three times in a day. The Referee chooses when a dragon uses its breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. When used, breath weapons appear in three different shapes:

1. Cloud-shape for gaseous exhalations
2. A line, for spitting dragons
3. Cone shape for any others.

The dimensions of a dragon's breath differ according to the dragon's type.

If a dragon is beaten down by subdual damage (see rules for Combat), the dragon surrenders and serves its conquerors, even to the point of allowing itself to be sold. However, subdued dragons are loyal only while they are impressed by and frightened of their masters; signs of weakness may cause the dragon to escape or even attack its master.

A standard-colored dragon generally has a challenge level based on its hit points:  $CL=(hp/4) +2$ .

## DRAGON, BLACK

**Hit Dice:** 6–8

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d4), bite (3d6)

**Saving Throw:** 11, 9, or 8

**Special:** Spits acid

**Move:** 9/24 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** Challenge Level = (hit points/4) +2

Black dragons spit a deadly, corrosive acid that covers everything in a line 5 feet wide and 60 feet long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 1st-level Magic-User spells.

**Adult Black Dragon (6HD):** HD 6; HP 24; AC 2[17]; Atk 2 claws (1d4), bite (3d6); Move 9 (fly 24); Save 11; AL C; CL/XP 8/800; Special: spits acid (3/day, 60ft line, 24 damage, save for half).

**Adult Black Dragon (7HD):** HD 7; HP 28; AC 2[17]; Atk 2 claws (1d4), bite (3d6); Move 9 (fly 24); Save 9; AL C; CL/XP 9/1100; Special: spits acid (3/day, 60ft line, 28 damage, save for half).

**Adult Black Dragon (8HD):** HD 8; HP 32; AC 2[17]; Atk 2 claws (1d4), bite (3d6); Move 9 (fly 24); Save 8; AL C; CL/XP 10/1400; Special: spits acid (3/day, 60ft line, 32 damage, save for half).

## DRAGON, BLUE

**Hit Dice:** 8–10

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d6), bite (2d12)

**Saving Throw:** 8, 6, or 5

**Special:** Spits lightning

**Move:** 9/24 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** Challenge Level = (hit points/4) +2

Blue dragons spit a blast of lightning in a line 5 feet wide and 100 feet long, affecting everything in its path. A saving throw indicates half damage. Blue dragons have a 65% chance of being able to talk; talking blue dragons have a 15% chance of being able to cast 1d4 1st-level Magic-User spells and 1d3 2nd-level Magic-User spells.

**Adult Blue Dragon (8HD):** HD 8; HP 32; AC 2[17]; Atk 2 claws (1d6), bite (3d8); Move 9 (fly 24); Save 8; AL C; CL/XP 10/1400; Special: spits lightning (3/day, 100ft line, 32 damage, save for half).

**Adult Blue Dragon (9HD):** HD 9; HP 36; AC 2[17]; Atk 2 claws (1d6), bite (3d8); Move 9 (fly 24); Save 6; AL C; CL/XP 11/1700; Special: spits lightning (3/day, 100ft line, 36 damage, save for half).

**Adult Blue Dragon (10HD):** HD 10; HP 40; AC 2[17]; Atk 2 claws (1d6), bite (3d8); Move 9 (fly 24); Save 5; AL C; CL/XP 12/2000; Special: spits lightning (3/day, 100ft line, 40 damage, save for half).

## DRAGON, GOLD

**Hit Dice:** 10–12

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d8), bite (3d12)

**Saving Throw:** 5, 4, or 3

**Special:** Breathes poisonous gas or fire

**Move:** 9/24 (flying)

**Alignment:** Law

**Challenge Level/XP:** Challenge Level = (hit points/4) +2

Gold dragons are the noble wyrms of story and song. They can breathe either a 50-foot-diameter cloud of poisonous gas (a successful saving throw indicates half damage), or they can breathe fire in a 90-foot-long cone shape that is roughly 30 feet wide at the base. Gold dragons have a 100% chance of being able to talk and a 25% chance of being able to cast Magic-User spells: 1d4 1st-level, 1d3 2nd-level, 1d2 3rd-level, and 1 4th-level spell.

**Adult Gold Dragon (10HD):** HD 10; HP 40; AC 2[17]; Atk 2 claws (1d6), bite (3d8); Move 12 (fly 24); Save 5; AL L; CL/XP 13/2300; Special: fire or chlorine breath (3/day, 90ft long [fire] or 50ft diameter cloud [chlorine], 40 damage, save for half), magic-user spells.

**Adult Gold Dragon (11HD):** HD 11; HP 44; AC 2[17]; Atk 2 claws (1d6), bite (3d8); Move 12 (fly 24); Save 4; AL L; CL/XP 14/2600; Special: fire or chlorine breath (3/day, 90ft long [fire] or 50ft-diameter cloud [chlorine], 44 damage, save for half), magic-user spells.

**Adult Gold Dragon (12HD):** HD 12; HP 48; AC 2[17]; Atk 2 claws (1d6), bite (3d8); Move 12 (fly 24); Save 3; AL L; CL/XP 15/2900; Special: fire or chlorine breath (3/day, 90ft long [fire] or 50ft-diameter cloud [chlorine], 48 damage, save for half), magic-user spells.



## DRAGON, GREEN

**Hit Dice:** 7–9

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d6), bite (2d10)

**Saving Throw:** 9, 8, or 6

**Special:** Breathes poisonous gas

**Move:** 9/24 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** Challenge Level = (hit points/4) +2

Green dragons breathe a 50-foot-diameter cloud of poisonous gas (a successful saving throw indicates half damage). Green dragons have a 55% chance of being able to talk; talking green dragons have a 10% chance of being able to cast 1d4 1st-level Magic-User spells and 1d2 2nd-level Magic-User spells.

**Adult Green Dragon (7HD):** HD 7; HP 28; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 9; AL C; CL/XP 9/1100; Special: breathes poison gas (3/day, 28 damage, save for half).

**Adult Green Dragon (8HD):** HD 8; HP 32; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 8; AL C; CL/XP 10/1400; Special: breathes poison gas (3/day, 32 damage, save for half)

**Adult Green Dragon (9HD):** HD 9; HP 36; AC 2[17]; Atk 2 claws (1d6), bite (2d10); Move 9 (fly 24); Save 6; AL C; CL/XP 11/1700; Special: breathes poison gas (3/day, 36 damage, save for half).

## DRAGON, RED

**Hit Dice:** 9–11

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d8), bite (3d10)

**Saving Throw:** 6, 5, or 4

**Special:** Breathes fire

**Move:** 9/24 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** Challenge Level = (hit points/4) +2

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a 90-foot-long cone shape that is roughly 30 feet wide at the base. Red dragons have a 75% chance of being able to talk; talking red dragons have a 20% chance of being able to cast 1d4 1st-level Magic-User spells, 1d3 2nd-level Magic-User spells, and 1d2 3rd-level Magic-User spells.

**Adult Red Dragon (9HD):** HD 9; HP 36; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 6; AL C; CL/XP 11/1700; Special: breathes fire (3/day, 90ft cone, 36 damage, save for half).

**Adult Red Dragon (10HD):** HD 10; HP 40; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 5; AL C; CL/XP 12/2000; Special: breathes fire (3/day, 90ft cone, 40 damage, save for half).

**Adult Red Dragon (11HD):** HD 11; HP 44; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 9 (fly 24); Save 4; AL C; CL/XP 13/2300; Special: breathes fire (3/day, 90ft cone, 44 damage, save for half).



## DRAGON, WHITE

**Hit Dice:** 5–7

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d4), bite (2d8)

**Saving Throw:** 12, 11, or 9

**Special:** Breathes cold

**Move:** 9/24 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** Challenge Level = (hit points/4) +2

White dragons are usually found in cold regions where they camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 feet and a base of 30 feet. White dragons are not able to talk or cast spells.

**Adult White Dragon (5HD):** HD 5; HP 20; AC 2[17]; Atk 2 claws (1d4), bite (2d8); Move 9 (fly 24); Save 12; AL C; CL/XP 7/600; Special: breathes frost (3/day, 70ft cone, 20 damage, save for half).

**Adult White Dragon (6HD):** HD 6; HP 24; AC 2[17]; Atk 2 claws (1d4), bite (2d8); Move 9 (fly 24); Save 11; AL C; CL/XP 8/800; Special: breathes frost (3/day, 70ft cone, 20 damage, save for half).

**Adult White Dragon (7HD):** HD 7; HP 28; AC 2[17]; Atk 2 claws (1d4), bite (2d8); Move 9 (fly 24); Save 9; AL C; CL/XP 9/1100; Special: breathes frost (3/day, 70ft cone, 28 damage, save for half).

## DRAGON TURTLE

**Hit Dice:** 11 to 14

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d8), bite (3d10)

**Saving Throw:** 4 (11HD) or 3

**Special:** Break ships, breathe steam

**Move:** 3/9 (swimming)

**Alignment:** Neutrality or Chaos

**Challenge Level/XP:** 11 HD (13/2,300); 12 HD (14/2,600); 13 HD (15/2,900); 14 HD (16/3,200)

These shell-backed monsters breathe scalding steam in a 90-foot-long cone shape roughly 30 feet wide at the base that inflicts as many hit points of damage as the monster has (when at full hp). Dragon turtles have a 75% chance of being able to talk, and these have a 20% chance of being able to cast 1d4 1st-level Magic-User spells, 1d3 2nd-level Magic-User spells, and 1d2 3rd-level Magic-User spells. A dragon turtle that rises beneath all but the largest ship can lift it, possibly making it capsize (roughly 50% chance).

**Dragon Turtle (11HD):** HD 11; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 3 (swim 9); Save 4; AL N; CL/XP 13/2300; Special: break ships (50% chance to capsize), breathe steam (1/day, 90ft-long cone, damage equal to full creature's hit points).

**Dragon Turtle (12HD):** HD 12; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 3 (swim 9); Save 3; AL N; CL/XP 14/2600; Special: break ships (50% chance to capsize), breathe steam (1/day, 90ft-long cone, damage equal to full creature's hit points).

**Dragon Turtle (13HD):** HD 13; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 3 (swim 9); Save 3; AL N; CL/XP 15/2900; Special: break ships (50% chance to capsize), breathe steam (1/day, 90ft-long cone, damage equal to full creature's hit points).

**Dragon Turtle (14HD):** HD 14; AC 2[17]; Atk 2 claws (1d8), bite (3d10); Move 3 (swim 9); Save 3; AL N; CL/XP 16/3200; Special: break ships (50% chance to capsize), breathe steam (1/day, 90ft-long cone, damage equal to full creature's hit points).

## DRYAD

**Hit Dice:** 2

**Armor Class:** 9[10]

**Attacks:** Wooden dagger (1d4)

**Saving Throw:** 16

**Special:** Charm person (-2 save)

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

Dryads are beautiful female tree spirits who do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a charm person spell with a -2 penalty to the saving throw. Those who are charmed seldom return or might be kept for a hundred years and a day within the dryad's tree.

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



## DWARF

**Hit Dice:** 1

**Armor Class:** 4[15]

**Attacks:** War hammer (1d4+1)

**Saving Throw:** 17

**Special:** Darkvision (60ft), detects attributes of stonework

**Move:** 6

**Alignment:** Law

**Challenge Level/XP:** 1/15

Statistics above are for the common Dwarf with no particular unusual characteristics. A dwarf-at-arms would usually have a full 8 hit points, reflecting skill and general toughness. Stronger Dwarfs (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to hit, or even magical abilities if such is possible (Norse myths are a good example of this.) Do not

bother to treat more-powerful NPC dwarfs as Fighters or other character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.

**Dwarf:** HD 1; AC 4[15]; Atk weapon (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: darkvision (60ft), detect attributes of stonework.

## EFREETI

**Hit Dice:** 10

**Armor Class:** 2[17]

**Attacks:** Fist or sword (2d8)

**Saving Throw:** 5

**Special:** Wall of fire

**Move:** 9/24 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 12/2,000

Efreets are a type of genie associated with fire (in contrast to the djinn, who have powers over the air). Efreets can carry up to 1,000 pounds of weight, and under the right circumstances they can be forced to serve as a slave until they figure out how to free themselves. An efreets can create a wall of fire (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

**Efreets:** HD 10; AC 2[17]; Atk fist or sword (1d8+5); Move 9 (fly 24); Save 5; AL C; CL/XP 12/2000; Special: wall of fire (as spell).

## ELEMENTALS

Elementals are living manifestations of the basic forms of matter: air, earth, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

## ELEMENTAL, AIR

**Hit Dice:** 8, 12, or 16

**Armor Class:** 2[17]

**Attacks:** Strike (2d8)

**Saving Throw:** 8, 3, or 3

**Special:** +1 or better magic weapons to hit, whirlwind

**Move:** 36 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 8 HD (9/1,100), 12 HD (13/2,300), 16 HD (17/3,500)

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 feet in height.

**Air Elemental:** HD 8; AC 2[17]; Atk strike (2d8); Move 36 (fly); Save 8; AL N; CL/XP 9/1100;



**Special:** +1 or better magic weapons to hit, whirlwind.

**Air Elemental:** HD 12; AC 2[17]; Atk strike (2d8); Move 36 (fly); Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, whirlwind.

**Air Elemental:** HD 16; AC 2[17]; Atk strike (2d8); Move 36 (fly); Save 3; AL N; CL/XP 17/3500; **Special:** +1 or better magic weapons to hit, whirlwind.

## ELEMENTAL, EARTH

**Hit Dice:** 8, 12, or 16

**Armor Class:** 2[17]

**Attacks:** Fist (4d8)

**Saving Throw:** 8, 3, or 3

**Special:** +1 or better magic weapons to hit, tear down stone

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 8 HD (9/1,100), 12 HD (13/2,300), 16 HD (17/3,500)

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, and are able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

**Earth Elemental:** HD 8; AC 2[17]; Atk strike (4d8); Move 6; Save 3; AL N; CL/XP 9/1100; **Special:** +1 or better magic weapon to hit, tear down stonework (tear down walls in 1d4+4 minutes).

**Earth Elemental:** HD 12; AC 2[17]; Atk strike (4d8); Move 6; Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapon to hit, tear down stonework (tear down walls in 1d4+4 minutes).

**Earth Elemental:** HD 16; AC 2[17]; Atk strike (4d8); Move 6; Save 3; AL N; CL/XP 17/3500; **Special:** +1 or better magic weapon to hit, tear down stonework (tear down walls in 1d4+4 minutes).

## ELEMENTAL, FIRE

**Hit Dice:** 8, 12, or 16

**Armor Class:** 2[17]

**Attacks:** Strike (3d8)

**Saving Throw:** 8, 3, or 3

**Special:** +1 or better magic weapons to hit, ignite materials

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 8 HD (9/1,100), 12 HD (13/2,300), 16 HD (17/3,500)

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the Referee).

**Fire Elemental:** HD 8; AC 2[17]; Atk strike (3d8); Move 12; Save 8; AL N; CL/XP 9/1100; **Special:** +1 or better magic weapons to hit, ignite materials (save to resist).

**Fire Elemental:** HD 12; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, ignite materials (save to resist).

**Fire Elemental:** HD 16; AC 2[17]; Atk strike (3d8); Move 12; Save 3; AL N; CL/XP 17/3500; **Special:** +1 or better magic weapons to hit, ignite materials (save to resist).

## ELEMENTAL, WATER

**Hit Dice:** 8, 12, or 16

**Armor Class:** 2[17]

**Attacks:** Strike (3d10)

**Saving Throw:** 8, 3, or 3

**Special:** +1 or better magic weapons to hit, can overturn boats

**Move:** 6/18 (swimming)

**Alignment:** Neutrality

**Challenge Level/XP:** 8 HD (9/1,100), 12 HD (13/2,300), 16 HD (17/3,500)

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc.). These powerful beings can overturn small boats and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted.

**Water Elemental:** HD 8; AC 2[17]; Atk strike (3d10); Move 6 (swim 18); Save 8; AL N; CL/XP 9/1100; **Special:** +1 or better magic weapons to hit, overturn boats (sink vessel in 1d4+4 rounds).

**Water Elemental:** HD 12; AC 2[17]; Atk strike (3d10); Move 6 (swim 18); Save 3; AL N; CL/XP 13/2300; **Special:** +1 or better magic weapons to hit, overturn boats (sink vessel in 1d4+4 rounds).

**Water Elemental:** HD 16; AC 2[17]; Atk strike (3d10); Move 6 (swim 18); Save 3; AL N; CL/XP 17/3500; **Special:** +1 or better magic weapons to hit, overturn boats (sink vessel in 1d4+4 rounds).

## ELF

**Hit Dice:** 1+1

**Armor Class:** 5[14]

**Attacks:** Sword (1d8) or longbow x2 (1d6)

**Saving Throw:** 17

**Special:** None

**Move:** 12

**Alignment:** Law (sometimes Neutrality)

**Challenge Level/XP:** 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 9 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high elves of the Lord of the Rings, or might be the faerie folk of Irish legend. In any case, the Referee should not bother trying to fit an idea of "advanced" elves into the constraints of character classes — just assign their attributes to fit the concept. Non-player characters are not subject to the rules that govern building a player character; they are tools for good fantasy.

**Elf:** HD 1+1; AC 5[14]; Atk sword (1d8) or longbow x2 (1d6); Move 12; Save 17; AL L (or N); CL/XP 1/15; Special: darkvision (60ft), find secret doors (4-in-6 chance), immune to ghoul paralysis.



## FISH, GIANT

**Hit Dice:** Varies (see below)

**Armor Class:** 7[12]

**Attacks:** Bite (1d6 per 5 feet in length)

**Saving Throw:** Varies (see below)

**Special:** None (or swallow whole: see below)

**Move:** Varies (roll 1d4+1 + 10)

**Alignment:** Neutrality (usually)

**Challenge Level/XP:** varies

Giant fish can range from something barely larger than a shark to something as large as a whale. In general, these creatures will be at least 11 feet long and have 1HD per 2 feet of length. Thus, if rolling randomly for a giant fish, roll 1d10+10 feet to determine the length, and the hit dice will be half that number. If the roll is a "10" (i.e., the fish would be 20 feet long), then it is a REALLY giant fish; roll 1d20 for additional feet

in length. Thus, the maximum size for a giant fish is 40 feet, and for some unknown reason giant fish never seem to be exactly 20 feet in length; a matter for philosophers to puzzle upon. The truly giant fish can most likely swallow people whole on a natural roll of 18–20. Use the rules for creating monsters to determine the saving throws and experience point values of the varying sizes of giant fish. Giant fish might be intelligent (5% chance), in which case they might have an alignment other than Neutrality.

**Fish (15ft):** HD 7; AC 7[12]; Atk bite (3d6); Move 15 (swim); Save 9; AL N; CL/XP 7/600; Special: none.

**Fish (36ft):** HD 18; AC 7[12]; Atk bite (7d6); Move 12 (swim); Save 3; AL N; CL/XP 18/3800; Special: swallow whole (natural roll of 18–20).

## GARGOYLE

**Hit Dice:** 4

**Armor Class:** 5[14]

**Attacks:** 2 claws (1d3), bite (1d4), horn (1d6)

**Saving Throw:** 13

**Special:** +1 or better magic weapons to hit

**Move:** 9/15 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 6/400

Gargoyles are winged beings resembling the carved **monstrosities** that bedeck the walls of cathedrals and many subterranean dungeons. They are terribly vicious predators.

**Gargoyle:** HD 4; AC 5[14]; Atk 2 claws (1d3), bite (1d4), horn (1d6); Move 9 (fly 15); Save 13; AL C; CL/XP 6/400; Special: +1 or better magic weapon to hit.

## GELATINOUS CUBE

**Hit Dice:** 4

**Armor Class:** 8[11]

**Attacks:** Engulf (2d4)

**Saving Throw:** 13

**Special:** Immune to lightning and cold, paralysis

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic; if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

**Gelatinous Cube:** HD 4; AC 8[11]; Atk engulf (2d4); Move 6; Save 13; AL N; CL/XP 5/240; **Special:** immune to lightning and cold, paralysis (save or paralyzed, 6 turns).



## GHOST

Ghosts can form in all manner of ways, with widely varied strengths and abilities. There is not a "standard" form of ghost; it is up to the Referee to create the specific attributes of a particular ghost for the adventurers to encounter. Two examples are present below, one for a strangling ghost and one with a spectral touch.

**Ghost:** HD 5; AC 0[19]; Atk spectral touch (1d6); Move 12 (fly); Save 12; AL C; CL/XP 7/600; **Special:** +1 or better magic or silver weapon to hit, magic resistance (50%).

**Strangling Ghost:** HD 5; AC 0[19]; Atk strangulation (save or die in 14+1 rounds); Move 12 (fly); Save 12; AL usually C; CL/XP 7/600; **Special:** +1 or better magic or silver weapon to hit, magic resistance (50%), strangles (if hit, save or die in 1d4+1 rounds).

## GHOUL

**Hit Dice:** 2

**Armor Class:** 6[13]

**Attacks:** 2 claws (1d3 + paralysis), bite (1d4)

**Saving Throw:** 16

**Special:** Immunities, paralyzing touch

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 3/60

Ghouls are pack-hunting undead corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: Any hit from a ghoul requires a saving throw or the victim is paralyzed for 3d6 turns.

**Ghoul:** HD 2; AC 6[13]; Atk 2 claws (1d3 + paralysis), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities (charm and sleep), paralyzing touch (3d6 turns, save avoids).

## GIANTS

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

## GIANT, CLOUD

**Hit Dice:** 12 + 1d4 hit points

**Armor Class:** 4[15]

**Attacks:** Weapon (6d6)

**Saving Throw:** 3

**Special:** Hurl boulders

**Move:** 15

**Alignment:** Chaos (sometimes Neutrality)

**Challenge Level/XP:** 13/2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

**Cloud Giant:** HD 12 + 1d4hp; AC 4[15]; Atk weapon (6d6); Move 15; Save 3; AL Usually C; CL/XP 13/2300; **Special:** hurl boulders (6d6 damage).

## GIANT, FIRE

**Hit Dice:** 11 + 1d4 hit points

**Armor Class:** 4[15]

**Attacks:** Weapon (5d6)

**Saving Throw:** 4

**Special:** Hurl boulders, immune to fire

**Move:** 12

**Alignment:** Chaos (sometimes Neutrality)

**Challenge Level/XP:** 12/2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points.

**Fire Giant:** HD 11 + 1d4hp; AC 4[15]; Atk weapon (5d6); Move 12; Save 4; AL C; CL/XP 12/2000; **Special:** hurl boulders (5d6 damage), immune to fire.

## GIANT, FROST

**Hit Dice:** 10 + 1d4 hit points

**Armor Class:** 4[15]

**Attacks:** Weapon (4d6)

**Saving Throw:** 5

**Special:** Hurl boulders, immune to cold

**Move:** 12

**Alignment:** Chaos (sometimes Neutrality)

**Challenge Level/XP:** 11/1,700

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

**Frost Giant:** HD 10 + 1d4hp; AC 4[15]; Atk weapon (4d6); Move 12; Save 5; AL C; CL/XP 11/1700; **Special:** hurl boulders (4d6 damage), immune to cold.





## GIANT, HILL

**Hit Dice:** 8+2

**Armor Class:** 4[15]

**Attacks:** Weapon (2d8)

**Saving Throw:** 8

**Special:** Hurl boulders

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 9/1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

**Hill Giant:** HD 8+2; AC 4[15]; Atk weapon (2d8); Move 12; Save 8; AL C; CL/XP 9/1100; Special: throw boulders (2d8 damage).

## GIANT, STONE

**Hit Dice:** 9

**Armor Class:** 0[19]

**Attacks:** Club (3d6)

**Saving Throw:** 6

**Special:** Hurl boulders

**Move:** 12

**Alignment:** Chaos (sometimes Neutrality)

**Challenge Level/XP:** 10/1,400

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return.

**Stone Giant:** HD 9; AC 0[19]; Atk club (3d6); Move 12; Save 6; AL C or N; CL/XP 10/1400; Special: hurl boulders (3d6 damage).

## GIANT, STORM

**Hit Dice:** 15

**Armor Class:** 1[18]

**Attacks:** Weapon (7d6)

**Saving Throw:** 3

**Special:** Control weather, throw boulders

**Move:** 15

**Alignment:** Neutral (sometimes Law or Chaos)

**Challenge Level/XP:** 16/3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage and have the power to control weather (as per the spell).

**Storm Giant:** HD 15; AC 1[18]; Atk weapon (7d6); Move 15; Save 3; AL Any; CL/XP 16/3200; Special: control weather (as spell), throw boulders (7d6).

## GNOLL

**Hit Dice:** 2

**Armor Class:** 5[14]

**Attacks:** Bite (2d4) or weapon (1d10)

**Saving Throw:** 16

**Special:** None

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 2/30

Gnolls are tall humanoids with hyena-like heads. They may be found aboveground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

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



## GOBLIN

**Hit Dice:** 1d6 hit points

**Armor Class:** 6[13]

**Attacks:** Weapon (1d6)

**Saving Throw:** 18

**Special:** -1 to hit in sunlight

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** B/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

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

## GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

### GOLEM, CLAY

**Hit Dice:** 10 (45 hit points)

**Armor Class:** 7[12]

**Attacks:** fist (3d10)

**Saving Throw:** 5

**Special:** +1 or better magic weapons to hit, immune to slashing and piercing weapons, immune to most spells.

**Move:** 8

**Alignment:** Neutrality

**Challenge Level/XP:** 14/2,600

The "original" golem of folklore, clay golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters' commands. For each round of combat, a clay golem has a 1% chance (cumulative) to go berserk, leaving its master's control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects — with one exception. An earthquake spell may be used to utterly destroy a clay golem.

**Clay Golem:** HD 10; HP 45; AC 7[12]; Atk fist (3d10); Move 8; Save 5; AL N; CL/XP 14/2600; **Special:** +1 or better magic weapons to hit, immune to slashing and piercing weapons, immune to most spells (harmd only by spells that affect earth; earthquake destroys).

### GOLEM, FLESH

**Hit Dice:** 8 (40 hit points)

**Armor Class:** 9[10]

**Attacks:** 2 fists (2d8)

**Saving Throw:** 8

**Special:** +1 or better magic weapons to hit, healed by lightning, immune to most spells, slowed by fire and cold

**Move:** 8

**Alignment:** Neutrality

**Challenge Level/XP:** 12/2,000

A creation stitched together from human limbs and other parts, a flesh golem is similar to Frankenstein's monster. Only +1 or better magic weapons can harm a flesh golem, and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage

that it would normally inflict. No other type of spell affects a flesh golem.

**Flesh Golem:** HD 8; HP 40; AC 9[10]; Atk 2 fists (2d8); Move 8; Save 8; AL N; CL/XP 12/2000; **Special:** +1 or better magic weapons to hit, healed by lightning, immune to most spells, slowed by fire and cold.

### GOLEM, IRON

**Hit Dice:** 16 (80 hit points)

**Armor Class:** 3[16]

**Attacks:** Weapon or fist (4d10)

**Saving Throw:** 3

**Special:** +2 or better magic weapons to hit, healed by fire, immune to most spells, poison gas, slowed by lightning

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10-foot-radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect iron golems. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

**Iron Golem:** HD 16; HP 80; AC 3[16]; Atk weapon or fist (4d10); Move 6; Save 3; AL N; CL/XP 17/3500; **Special:** +2 or better magic weapons to hit, healed by fire, immune to most magic, poison gas (10ft radius cloud, save or die), slowed by lightning.

### GOLEM, STONE

**Hit Dice:** 12 (60 hit points)

**Armor Class:** 5[14]

**Attacks:** Fist (3d8)

**Saving Throw:** 3

**Special:** +2 or better magic weapons to hit, immune to most spells

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 16/3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, damaged by rock-to-mud spells, and healed by the reverse. Spells that affect rock, and fire spells, are the only ones that affect stone golems. They can be hit only by +2 or better weapons.

**Stone Golem:** HD 12; HP 60; AC 5[14]; Atk fist (3d8); Move 6; Save 3; CL/XP 16/3200; **Special:** +2 or better magic weapon to hit, immune to most magic (slowed by fire, damaged by rock to mud).



## GORGON

**Hit Dice:** 8

**Armor Class:** 2[17]

**Attacks:** Gore (2d6)

**Saving Throw:** 8

**Special:** Breath turns creatures to stone

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 10/1,400

Gorgons are bull-like creatures with scales like dragons. Their breath turns creatures to stone (60-foot range, saving throw applies).

**Gorgon:** HD 8; AC 2[17]; Atk gore (2d6); Move 12; Save 8; AL C; CL/XP 10/1400; **Special:** breath turns to stone (60ft range, save avoids).

## GREEN SLIME

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease spell.

## GREY OOZE

**Hit Dice:** 3

**Armor Class:** 8[11]

**Attacks:** Strike (2d6)

**Saving Throw:** 14

**Special:** Acid, immunities

**Move:** 1

**Alignment:** Neutrality

**Challenge Level/XP:** 5/240

Grey ooze is almost identical in appearance to wet rock, but it is a slimy, formless substance that devours prey and carrion with its acidic secretions, and can lash out to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze — it is impervious to blunt or crushing attacks.

**Grey Ooze:** HD 3; AC 8[11]; Atk strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; **Special:** acid (dissolve metal [save resists]), immunities (blunt weapons, heat, cold, spells).

## GRIFFON

**Hit Dice:** 7

**Armor Class:** 3[16]

**Attacks:** 2 claws (1d4), bite (2d8)

**Saving Throw:** 9

**Special:** None

**Move:** 12/27 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 8/800

Griffons have the body of a lion, with the head, foreclaws, and wings of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities or to noble lords and wizards.

**Griffon:** HD 7; AC 3[16]; Atk 2 claws (1d4), bite (2d8); Move 12 (fly 27); Save 9; AL N; CL/XP 8/800; **Special:** none.



## HARPY

**Hit Dice:** 3

**Armor Class:** 7[12]

**Attacks:** 2 talons (1d3) and weapon (1d6)

**Saving Throw:** 14

**Special:** Charm person, siren-song

**Move:** 6/18 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

**Harpy:** HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (fly 18); Save 14; AL C; CL/XP 4/120; **Special:** charm person (touch, as spell, save avoids), siren-song (drawn toward harpy, save avoids).

## HELL HOUND

**Hit Dice:** 4–7

**Armor Class:** 4[15]

**Attacks:** Bite (1d6)

**Saving Throw:** 13, 12, 11, or 9

**Special:** Breathe fire

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 hp damage per hit die (10-foot range, saving throw for half damage).

**Hell Hound (4HD):** HD 4; AC 4[15]; Atk bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; **Special:** breathe fire (1/round, 10ft range, 8 damage, save for half).

**Hell Hound (5HD):** HD 5; AC 4[15]; Atk bite (1d6); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** breathe fire (1/round, 10ft range, 10 damage, save for half).

**Hell Hound (6HD):** HD 6; AC 4[15]; Atk bite (1d6); Move 12; Save 11; AL C; CL/XP 7/600; **Special:** breathe fire (1/round, 10ft range, 12 damage, save for half).

**Hell Hound (7HD):** HD 7; AC 4[15]; Atk bite (1d6); Move 12; Save 9; AL C; CL/XP 8/800; **Special:** breathe fire (1/round, 10ft range, 14 damage, save for half).

## HIPPOGRIFF

**Hit Dice:** 3+1

**Armor Class:** 5[14]

**Attacks:** 2 claws (1d6), bite (1d10)

**Saving Throw:** 14

**Special:** None

**Move:** 18/24 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 4/120

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written by the poet Ludovico Ariosto in 1516) suggests that the hippogriff is the offspring of a griffon and a horse — but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons — again, from *Orlando Furioso* (Canto IV): "Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole ..."

**Hippogriff:** HD 3+1; AC 5[14]; Atk 2 claws (1d6), bite (1d10); Move 18 (fly 24); Save 14; AL N; CL/XP 4/120; **Special:** none.

## HOBGOBLIN

**Hit Dice:** 1+1

**Armor Class:** 5[14]

**Attacks:** Weapon (1d8)

**Saving Throw:** 17

**Special:** None

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the Referee decides. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

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

## HORSE

	Riding	War
<b>Hit Dice:</b>	2	3
<b>Armor Class:</b>	7[12]	7[12]
<b>Attacks:</b>	Bite (1d2)	Bite (1d2), 2 hooves (1d3)
<b>Saving Throw:</b>	16	14
<b>Special:</b>	None	None
<b>Move:</b>	18	18
<b>Alignment:</b>	Neutrality	Neutrality
<b>Challenge Level/XP:</b>	2/30	3/60

Riding horses are normal horses found on farms or that serve as mounts. Warhorses are bred for battle.

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

**Warhorse:** HD 3; AC 7[12]; Atk bite (1d2), 2 hooves (1d3); Move 18; Save 14; AL N; CL/XP 3/60; **Special:** none.

## HUMANS

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters." Don't try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

## HUMAN, BANDIT

**Hit Dice:** 1

**Armor Class:** 7[12]

**Attacks:** Weapon (1d8)

**Saving Throw:** 17

**Special:** None

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

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

## HUMAN, BERSERKER

**Hit Dice:** 1

**Armor Class:** 7[12]

**Attacks:** Weapon (1d8)

**Saving Throw:** 17

**Special:** Berserking

**Move:** 12

**Alignment:** Neutrality or Chaos

**Challenge Level/XP:** 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

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

## HUMAN, NORMAL

**Hit Dice:** 1d6

**Armor Class:** 9[10]

**Attacks:** Weapon (1d6)

**Saving Throw:** 18

**Special:** None

**Move:** 12

**Alignment:** Any

**Challenge Level/XP:** B/10

Normal humans are untrained peasants or townfolk.

**Normal Human:** HD 1d6hp; AC 9[10]; Atk weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none.

## HUMAN, SERGEANT-AT-ARMS

**Hit Dice:** 3

**Armor Class:** 5[14]

**Attacks:** Weapon (1d8)

**Saving Throw:** 14

**Special:** None

**Move:** 12

**Alignment:** Any

**Challenge Level/XP:** 3/60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

**Human Sergeant-at-Arms:** HD 3; AC 5[14]; Atk weapon (1d8); Move 12; Save 14; AL Any; CL/XP 3/60; **Special:** none.

## HUMAN, SOLDIER

**Hit Dice:** 1

**Armor Class:** 7[12]

**Attacks:** Weapon (1d8)

**Saving Throw:** 17

**Special:** None

**Move:** 12

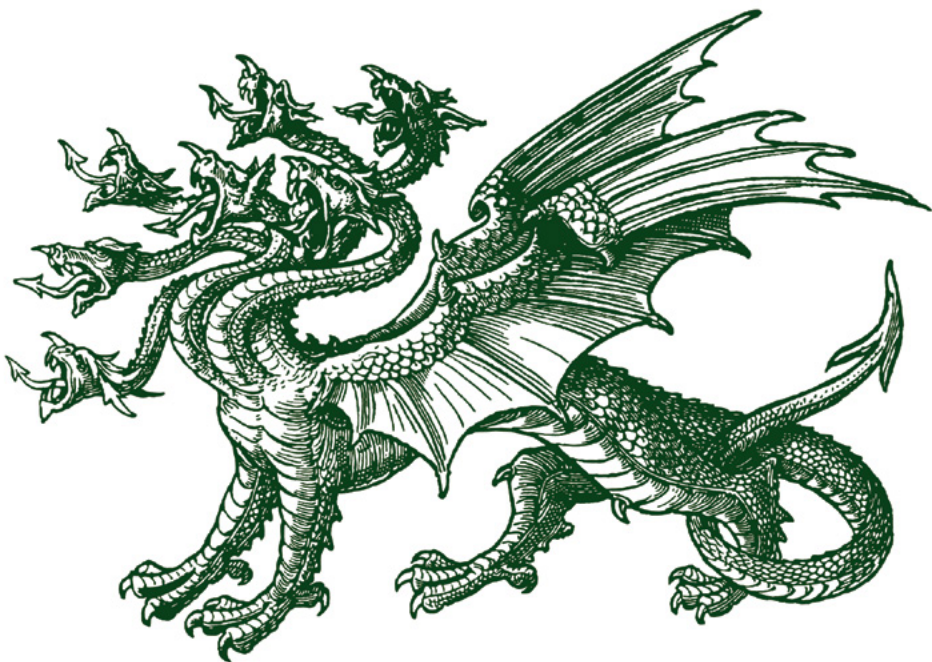
**Alignment:** Any

**Challenge Level/XP:** 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear.

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





## HYDRA

**Hit Dice:** 5–12 (equal to the number of heads)

**Armor Class:** 5[14]

**Attacks:** 5–12 bites (1d6)

**Saving Throw:** 12, 11, 9, 8, 6, 5, 4, or 3

**Special:** None

**Move:** 9

**Alignment:** Neutrality

**Challenge Level/XP:** 5 HD (7/600), 6 HD (8/800), 7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700), 10 HD (12/2,000), 11 HD (13/2,300), 12 HD (14/2,600)

Hydras are great lizard-like or snake-like creatures with multiple heads. Each head has one hit die of its own, and when an individual head takes that much damage, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead, the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydras that breathe fire or regenerate their heads are also known to exist.

**Hydra (5 headed):** HD 5; AC 5[14]; Atk 5 heads (1d6); Move 9; Save 12; AL N; CL/XP 7/600; Special: none.

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

**Hydra (7 headed):** HD 7; AC 5[14]; Atk 7 heads (1d6); Move 9; Save 9; AL N; CL/XP 9/1100; Special: none.

**Hydra (8 headed):** HD 8; AC 5[14]; Atk 8 heads (1d6); Move 9; Save 8; AL N; CL/XP 10/1400; Special: none.

**Hydra (9 headed):** HD 9; AC 5[14]; Atk 9 heads (1d6); Move 9; Save 6; AL N; CL/XP 11/1700; Special: none.

**Hydra (10 headed):** HD 10; AC 5[14]; Atk 10 heads (1d6); Move 9; Save 5; AL N; CL/XP 12/2000; Special: none.

**Hydra (11 headed):** HD 11; AC 5[14]; Atk 11 heads (1d6); Move 9; Save 4; AL N; CL/XP 13/2300; Special: none.

**Hydra (12 headed):** HD 12; AC 5[14]; Atk 12 heads (1d6); Move 9; Save 3; AL N; CL/XP 14/2600; Special: none.

## INVISIBLE STALKER

**Hit Dice:** 8

**Armor Class:** 3 [16]

**Attacks:** "Bite" (4d4)

**Saving Throw:** 8

**Special:** Invisible

**Move:** 12 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 9/1,100

Invisible stalkers are generally found only as a result of the spell invisible stalker. They are invisible flying beings created to follow a single command made by the caster.

**Invisible Stalker:** HD 8; AC 3[16]; Atk "bite" (4d4); Move 0 (fly 12); Save 8; AL N; CL/XP 9/1100; Special: invisible (per spell).

## KOBOLD

**Hit Dice:** 1d4 hp

**Armor Class:** 7[12]

**Attacks:** Weapon (1d6)

**Saving Throw:** 18

**Special:** None

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** A/5

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 penalty when fighting aboveground. Many use slings or shortbows, and they fight with short swords or spiked clubs in melee combat.

**Kobolds (1d6):** HD 1d4 hp; AC 7[12]; Atk weapon (1d6); Move 6; Save 18; AL C; CL/XP A/5; Special: none.

## LEECH, GIANT

**Hit Dice:** 2

**Armor Class:** 3[16]

**Attacks:** bite (2d6)

**Saving Throw:** 16

**Special:** Suck blood

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 5/240

If a giant leech hits with its attack, it drains a level of experience on the following round. Anyone reduced below a level of 0 dies. Lost levels of experience most likely return at a rate of 1 per day, if the character rests. Freshwater leeches might simply drain hit points.

**Giant Leech:** HD 2; AC 3[16]; Atk bite (2d6); Move 6; Save 16; AL N; CL/XP 5/240; Special: sucks blood (1 level/round).

## LICH

**Hit Dice:** 12+

**Armor Class:** 0[19]

**Attacks:** Hand (1d10 + automatic paralysis)

**Saving Throw:** 3

**Special:** spells, terrifying appearance causes paralytic fear, stouch causes automatic paralysis

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 12 HD (15/2,900), 13 HD (16/3,200), 14 HD (17/3,500), 15 HD (18/3,800), 16 HD (19/4,100), 17 HD (20/4,400), 18 HD (21/4,700)

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same number of hit dice as the original Magic-User and the same spell-casting powers. A lich's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes any being of 4 HD or below to flee in abject terror. Liches are highly intelligent and totally malign.

**Lich:** HD 12; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; Special: paralysis (no save), spells (4/4/4/4/4/1), terrifying appearance (up to 4HD creatures flee as fear spell).

**Lich:** HD 13; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 16/3200; Special: paralysis (no save), spells (5/5/5/4/4/2), terrifying appearance (up to 4HD creatures flee as fear spell).





**Lich:** HD 14; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 17/3500; Special: paralysis (no save), spells (5/5/5/4/4/3/1), terrifying appearance (up to 4HD creatures flee as fear spell).

**Lich:** HD 15; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 18/3800; Special: paralysis (no save), spells (5/5/5/5/4/4/2), terrifying appearance (up to 4HD creatures flee as fear spell).

**Lich:** HD 16; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 19/4100; Special: paralysis (no save), spells (5/5/5/5/5/2/1), terrifying appearance (up to 4HD creatures flee as fear spell).

**Lich:** HD 17; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 20/4400; Special: paralysis (no save), spells (6/6/6/5/5/5/2/2), terrifying appearance (up to 4HD creatures flee as fear spell).

**Lich:** HD 18; AC 0[19]; Atk strike (1d10 + paralysis); Move 6; Save 3; AL C; CL/XP 21/4700; Special: paralysis (no save), spells (6/6/6/6/6/5/2/2/1), terrifying appearance (up to 4HD creatures flee as fear spell).

## LION

**Hit Dice:** 5+2

**Armor Class:** 6[13]

**Attacks:** 2 claws (1d4), bite (1d8)

**Saving Throw:** 12

**Special:** None

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 5/240

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts found leading a pride only in their prime. The lioness, while smaller and having an AC of 7[12], is an indisputably skillful hunter — far faster and more agile than the male lion. Lionesses often coordinate with others in their pride to bring down prey.

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

## LIZARDMAN

**Hit Dice:** 2+1

**Armor Class:** 5[14]

**Attacks:** 2 claws (1d3), bite (1d8)

**Saving Throw:** 16

**Special:** Underwater

**Move:** 6/12 (swimming)

**Alignment:** Usually Chaos

**Challenge Level/XP:** 2/30

Lizardmen are reptilian humanoids, both male and female, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater.

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

## LURKER, CEILING

**Hit Dice:** 10

**Armor Class:** 6[13]

**Attacks:** hEnfold (1d6)

**Saving Throw:** 5

**Special:** Crush, smother, surprise

**Move:** 1/7 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 12/ 2,000

Lurkers resemble floating manta rays, with a rough, stone-like undersurface. They levitate to the ceiling and wait for prey to walk underneath, whereupon they drop and enfold the victim in their thick “wings” (to-hit roll). Anyone trapped inside a lurker’s clutches takes 1d6 points of damage per round from crushing and suffocates within 1d4+1 rounds unless the lurker is killed. There is normally only a 10% chance to detect a lurker’s presence visually before it attacks, and it has a 65% chance to gain initiative automatically (unless a “surprise roll” system is being used, in which case the lurker has a 4-in-6 chance to gain surprise).

**Ceiling Lurker:** HD 10; AC 6[13]; Atk enfold (1d6 + crush + smother); Move 1 (fly 7); Save 5; AL N; CL/XP 12/2,000; Special: crush (automatic 1d6 damage after enfold attack), smother (death in 1d4+1 rounds), surprise (1–4 chance on d6).







## LYCANTHROPES

Lycanthropes are were-creatures, particularly those in whom the disease lycanthropy permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons: only silver and magical weapons affect them. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person becomes a lycanthrope himself.

### LYCANTHROPE, WEREBEAR

**Hit Dice:** 7+3

**Armor Class:** 2[17]

**Attacks:** 2 claws (1d3), bite (2d4)

**Saving Throw:** 9

**Special:** +1 or better magic or silver weapons to hit, hug, lycanthropy.

**Move:** 9

**Alignment:** Neutrality or Chaos

**Challenge Level/XP:** 8/800

Werbears are often found in temperate forests. On an attack roll of 18+ (natural roll) with its claws, the werbear grabs its victim and hugs it for an additional 2d8 points of damage.

**Werbear:** HD 7+3; AC 2[17]; Atk 2 claws (1d3), bite (2d4); Move 9; Save 9; AL N or C; CL/XP 8/800; Special: +1 or better magic or silver weapons to hit, hug, lycanthropy.

### LYCANTHROPE, WEREBOAR

**Hit Dice:** 5+2

**Armor Class:** 4[15]

**Attacks:** Bite (2d6)

**Saving Throw:** 12

**Special:** +1 or better magic or silver weapons to hit, lycanthropy

**Move:** 12

**Alignment:** Neutrality or Chaos

**Challenge Level/XP:** 6/400

Wereboars are often found in the remote wilderness.

**Wereboar:** HD 5+2; AC 4[15]; Atk bite (2d6); Move 12; Save 12; AL N or C; CL/XP 6/400; Special: +1 or better magic or silver weapons to hit, lycanthropy.

## LYCANTHROPE, WERERAT

**Hit Dice:** 3

**Armor Class:** 6[13]

**Attacks:** Bite (1d3), weapon (1d6)

**Saving Throw:** 14

**Special:** +1 or better magic or silver weapons to hit, control rats, lycanthropy, surprise

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

Wererats are often found in cities, lurking in shadowy alleyways. Wererats can control rats and are extremely stealthy, surprising opponents on 1–4 on a d6.

**Wererat:** HD 3; AC 6[13]; Atk bite (1d3), weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: +1 or better magic or silver weapons to hit, control rats, lycanthropy, surprise (1–4 on d6).

## LYCANTHROPE, WERETIGER

**Hit Dice:** 6

**Armor Class:** 3[16]

**Attacks:** 2 claws (1d4), bite (1d10)

**Saving Throw:** 11

**Special:** +1 or better magic or silver weapons to hit, lycanthropy

**Move:** 12

**Alignment:** Neutrality or Chaos

**Challenge Level/XP:** 7/600

Weretigers are often found in tropical cities and ancient jungle ruins, but appear in more temperate climates as well, if tigers live in the surrounding wilderness.

**Weretiger:** HD 6; AC 3[16]; Atk 2 claws (1d4), bite (1d10); Move 12; Save 11; AL N or C; CL/XP 7/600; Special: +1 or better magic or silver weapons to hit, lycanthropy.

## LYCANTHROPE, WEREWOLF

**Hit Dice:** 4+4

**Armor Class:** 5[14]

**Attacks:** Bite (1d6+1)

**Saving Throw:** 13

**Special:** +1 or better magic or silver weapons to hit, lycanthropy

**Move:** 12

**Alignment:** Usually Chaos

**Challenge Level/XP:** 5/240

Werewolves are the traditional lycanthropes seen in horror movies. They can turn into a wolf or into a wolf-man. Wolfsbane keeps them at bay.

**Werewolf:** HD 4+4; AC 5[14]; Atk bite (1d6+1); Move 12; Save 13; AL C; CL/XP 5/240; Special: +1 or better magic or silver weapons to hit, lycanthropy.



## MANTICORE

**Hit Dice:** 6+4

**Armor Class:** 4[15]

**Attacks:** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6)

**Saving Throw:** 11

**Special:** Tail spikes

**Move:** 12/18 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 8/800

This horrid monster has bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

**Manticore:** HD 6+4; AC 4[15]; Atk 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); Move 12 (fly 18); Save 11; AL C; CL/XP 8/800; Special: tail spikes (6 spikes per round, 180ft range).

## MEDUSA

**Hit Dice:** 6

**Armor Class:** 8[11]

**Attacks:** Weapon (1d4) and snake-hair

**Saving Throw:** 11

**Special:** Gaze turns to stone, lethal poison

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 8/800

The terrifying medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively-weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but inflicting a lethal poison with a successful hit (saving throw applies).

**Medusa:** HD 6; AC 8[11]; Atk weapon (1d4) and snake-hair (lethal poison); Move 9; Save 11; AL C; CL/XP 8/800; Special: gaze turns to stone, lethal poison (save or die).

## MERMAN

**Hit Dice:** 1

**Armor Class:** 7[12]

**Attacks:** Weapon (1d6)

**Saving Throw:** 17

**Special:** Breathe water

**Move:** 1/18 (swimming)

**Alignment:** Any

**Challenge Level/XP:** 1/15

Mermen have the torso of a human and the lower body of a fish. Although the race is called "mermen," there are female members as well.

**Merman:** HD 1; AC 7[12]; Atk weapon (1d6); Move 1 (swim 18); Save 17; AL Any; CL/XP 1/15; Special: breathe water.

## MINOTAUR

**Hit Dice:** 6

**Armor Class:** 6[13]

**Attacks:** Head butt (2d4), bite (1d3) and weapon (1d8)

**Saving Throw:** 11

**Special:** Never get lost in labyrinths

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 6/400

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

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

## MUMMY

**Hit Dice:** 5+1

**Armor Class:** 3[16]

**Attacks:** Fist (1d12)

**Saving Throw:** 12

**Special:** +1 or better magic weapons to hit, rot

**Move:** 6

**Alignment:** Chaos

**Challenge Level/XP:** 7/600

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, their touch also inflicts a rotting disease that prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A cure disease spell can increase healing rate to one-half normal, but a remove curse spell is required to completely lift the mummy's curse.

**Mummy:** HD 5+1; AC 3[16]; Atk strike (1d12); Move 6; Save 12; AL C; CL/XP 7/600; Special: +1 or better magic weapons to hit, rot (prevents magical healing, wounds heal at one-tenth normal rate, remove curse lifts curse).

## NAGA, GUARDIAN

**Hit Dice:** 11

**Armor Class:** 5[14]

**Attacks:** Bite (1d6 + poison), coils (1d8 + constrict), spit (lethal poison)

**Saving Throw:** 4

**Special:** Constriction, lethal poison, spells

**Move:** 18

**Alignment:** Law

**Challenge Level/XP:** 13/2,300

The largest and noblest of the naga, guardian nagas are from 20 to 25 feet in length. They do not necessarily have a human-like head, but some characteristic (a flowing mane of hair, for instance) immediately sets their appearance apart from normal serpents. They can bite or spit with lethal poison, and if they hit with their coils, they automatically cause 1d8 points of constriction damage per round thereafter. Guardian nagas cast clerical spells (2/2/1/1). A sample selection of spells for a guardian naga might include: 1st—cure light wounds (x2); 2nd—hold person, silence 15-foot radius; 3rd—cure disease; 4th—cure serious wounds.

**Guardian Naga:** HD 11; AC 5[14]; Atk bite (1d6 + poison), coils (1d8 + constrict), spit (lethal poison); Move 18; Save 4; AL L; CL/XP 13/2300; Special: constrict (automatic 1d8 damage after coils hit), lethal poison (save or die), spells (Clr 2/2/1/1).

## NAGA, SPIRIT

**Hit Dice:** 9

**Armor Class:** 5[14]

**Attacks:** Bite (1d3 + poison)

**Saving Throw:** 6

**Special:** Charm gaze, lethal poison, spells

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 13/2,300

Spirit nagas are malicious, evil creatures. Their gaze has the effect of a charm person spell, their bite is poison, and they cast both Magic-User spells (4/2/1) and Cleric spells (2/1). A sample spell selection for a spirit naga might be: Magic-User spells: 1st—charm person (x2), magic missile, sleep; 2nd—mirror image, web; 3rd—protection from normal missiles. Cleric spells: 1st—cure light wounds (x2); 2nd—silence 15-foot radius. Such nagas are from 10 to 20 feet in length, and have a human head.

**Spirit Naga:** HD 9; AC 5[14]; Atk bite (1d3 + poison); Move 12; Save 6; AL C; CL/XP 13/2300; Special: charm gaze (as charm person), lethal poison (save or die), spells (MU 4/2/1; Clr 2/1).

## NAGA, WATER

**Hit Dice:** 7

**Armor Class:** 5[14]

**Attacks:** Bite (1d4 + poison)

**Saving Throw:** 9

**Special:** Lethal poison, spells

**Move:** 12/20 (swimming)

**Alignment:** Any

**Challenge Level/XP:** 10/1,400

Water nagas might be of any alignment. They do not ordinarily have human heads, but like the guardian nagas, they have some physical attributes that clearly separates them from normal serpents. In the case of water nagas, this might be the color of the scales or the presence of flowing beard-like fins, perhaps. Water nagas are from 10 to 15 feet long. Water nagas cast Magic-User spells (4/2/1). A sample spell selection for a water naga might be: 1st—charm person (x2), magic missile, sleep; 2nd—mirror image, web; 3rd—protection from normal missiles.

**Water Naga:** HD 7; AC 5[14]; Atk bite (1d4 + lethal poison); Move 12 (swim 20); Save 9; AL Any; CL/XP 10/1400; **Special:** lethal poison (save or die), spells (MU 4/2/1).

## NIXIE

**Hit Dice:** 1

**Armor Class:** 7[12]

**Attacks:** Weapon (1d6)

**Saving Throw:** 18

**Special:** Charm person

**Move:** 6/12 (swimming)

**Alignment:** Neutrality

**Challenge Level/XP:** 1/15

Nixies are weak water fey creatures. One in 10 of them has the power to cast a powerful charm person (–2 penalty to saving throw) that causes the victim to walk into the water and join the nixies as their slave for a year. Casting dispel magic against the curse has only a 75% chance of success, and once the victim is actually in the water, the chance drops to 25%. Nixies are ordinarily friendly, but they are capricious.

**Nixie:** HD 1d4 hp; AC 7[12]; Atk weapon (1d6); Move 6 (swim 12); Save 18; AL N; CL/XP 1/15; Special: charm person (–2 save or walk into water and serve nixie for a year).

## OCHRE JELLY

**Hit Dice:** 6

**Armor Class:** 8[11]

**Attacks:** Acid-laden strike (3d4)

**Saving Throw:** 11

**Special:** Lightning divides creature

**Move:** 3

**Alignment:** Neutrality

**Challenge Level/XP:** 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

**Ochre Jelly:** HD 6; AC 8[11]; Atk acid-laden strike (3d4); Move 3; Save 11; AL N; CL/XP 6/400; Special: division (lightning splits creature into 2 jellies with equal hit points).



## OCTOPUS, GIANT

**Hit Dice:** 4

**Armor Class:** 7[12]

**Attacks:** 8 tentacles (1d3 + constrict)

**Saving Throw:** 13

**Special:** Constrict, ink, jet

**Move:** 3/9 (swimming) or 27 (jet)

**Alignment:** Neutrality

**Challenge Level/XP:** 6/400

After a giant octopus hits with a tentacle, it automatically does 1d6 points of damage per round instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant octopus can jet water out to achieve a movement rate of up to 27 and can also release a huge cloud of ink to obscure its location. Some giant octopi might be able to move onto land for short periods of time.

**Giant Octopus:** HD 4; AC 7[12]; Atk 8 tentacles (1d3 + constrict); Move 3/9 (swimming) or 27 (jet); Save 13; AL N or C; CL/XP 6/400; Special: constrict (after tentacle hits, automatic 1d6 damage per round; 25% chance limb is immobilized), ink (as darkness 15ft radius), jet (move 27).

## OGRE

**Hit Dice:** 4+1

**Armor Class:** 5[14]

**Attacks:** Weapon (1d10)

**Saving Throw:** 13

**Special:** None

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

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

## OGRE MAGE

**Hit Dice:** 5+4

**Armor Class:** 4[15]

**Attacks:** Weapon (1d12)

**Saving Throw:** 12

**Special:** regenerate (1hp/round), spell-like abilities

**Move:** 12/18 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10-foot-radius circle of magical darkness, change into human form, cast sleep and charm person once per day, and cast a cone of frost with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

**Ogre Mage:** HD 5+4; AC 4[15]; Atk weapon (1d12); Move 12 (fly 18); Save 12; AL C; CL/XP 7/600; **Special:** regenerate (1hp/round), spell-like abilities.

**Spell-like Abilities:** at will—darkness 15ft radius, invisibility, polymorph self; 1/day—charm person, cone of frost (60ft range, 20ft diameter blast, 8d6 damage to all, save for half), sleep.

## ORC

**Hit Dice:** 1

**Armor Class:** 6[13]

**Attacks:** Weapon, usually spear (1d6) or scimitar (1d8)

**Saving Throw:** 17

**Special:** None

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other and fight savagely unless restrained by a powerful and feared commander, such as a Chaotic high priest or an evil sorcerer.

**Orc:** HD 1; AC 6[13]; Atk spear (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.



## OWLBEAR

**Hit Dice:** 5

**Armor Class:** 5[14]

**Attacks:** 2 claws (1d6), bite (2d6)

**Saving Throw:** 12

**Special:** Hug for additional 2d8 if to-hit roll is 18+  
**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 5/240

Owlbears have the body of a bear but the beak of an owl, with some feathers on the head and places on the body as well. On an attack roll of 18+ (natural roll) with its claws, the owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

**Owlbear:** HD 5; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special: hug (additional 2d8 if to-hit roll is 18+).



## PEGASUS

**Hit Dice:** 4

**Armor Class:** 6[13]

**Attacks:** 2 hooves (1d8)

**Saving Throw:** 13

**Special:** None

**Move:** 24/48 (flying)

**Alignment:** Law

**Challenge Level/XP:** 5/240

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil — at the Referee's discretion.

**Pegasus:** HD 4; AC 6[13]; Atk 2 hooves (1d8); Move 24 (fly 48); Save 13; AL L; CL/XP 5/240; **Special:** flying.

## PIERCER

**Hit Dice:** 1 to 4

**Armor Class:** 3[16]

**Attacks:** 1 drop/pierce (1d6 damage per HD)

**Saving Throw:** 17, 16, 14, or 13

**Special:** Drop from ceiling

**Move:** 1

**Alignment:** Neutrality

**Challenge Level/XP:** 1 HD (1/15), 2 HD (2/30), 3 HD (3/60), 4 HD (4/120)

Piercers resemble stalactites and drop from cavern ceilings to pierce their victims. After falling (and feeding), they crawl slowly back to the ceiling in order to attack again. Note that the damage inflicted by a piercer is 1d6 per hit die of the creature.

**Piercer (1HD):** HD 1; AC 3[16]; Atk drop and pierce (1d6); Move 1; Save 17; AL N; CL/XP 1/15; Special: drop (fall from cavern to impale creatures).

**Piercer (2HD):** HD 2; AC 3[16]; Atk drop and pierce (2d6); Move 1; Save 16; AL N; CL/XP 2/30; Special: drop (fall from cavern to impale creatures).

**Piercer (3HD):** HD 3; AC 3[16]; Atk drop and pierce (3d6); Move 1; Save 14; AL N; CL/XP 3/60; Special: drop (fall from cavern to impale creatures).

**Piercer (4HD):** HD 4; AC 3[16]; Atk drop and pierce (4d6); Move 1; Save 13; AL N; CL/XP 4/120; Special: drop (fall from cavern to impale creatures).

## PURPLE WORM

**Hit Dice:** 15

**Armor Class:** 6[13]

**Attacks:** Bite (2d12), sting (1d8 + poison)

**Saving Throw:** 3

**Special:** Poison sting, swallow whole

**Move:** 9

**Alignment:** Neutrality

**Challenge Level/XP:** 17/3,500

Purple worms are massive annelids that grow 40 feet and more in length, and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. In addition, the poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted with such natural weaponry (or perhaps still do, in deep places), must have been terrifying indeed. Aquatic versions of the purple worm might also exist.



**Purple Worm:** HD 15; AC 6[13]; Atk bite (2d12), sting (1d8 + poison); Move 9; Save 3; AL N; CL/XP 17/3500; **Special:** poison sting (save or die), swallow whole (if to-hit roll is 4 higher than needed).

## RAKSHASA

**Hit Dice:** 7

**Armor Class:** -4[23]

**Attacks:** 2 claws (1d3), bite (1d6)

**Saving Throw:** 9

**Special:** +1 or better magic weapons to hit, illusory appearance, special magic resistance, spells, vulnerability (blessed crossbow bolts)

**Move:** 15

**Alignment:** Chaos

**Challenge Level/XP:** 12/2,000

Rakshasas are evil spirits from Indian mythology. Their true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can be affected only by the most powerful of spells (level 8 or 9), and they can be hit only with magical weapons. Crossbow bolts that have been blessed by a Cleric are the bane of the rakshasa — such bolts are treated as +3 weapons against them. Rakshasas are minor spellcasters, able to cast Magic-User spells (3/2/1) and Cleric spells (1). Typical spells for a rakshasa might be:

**Magic-User:** 1st—magic missile (x3); 2nd—mirror image, web; 3rd—fly.

**Cleric:** 1st—cure light wounds.

**Rakshasa:** HD 7; AC -4[23]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 9; AL N; CL/XP 12/2000; **Special:** +1 or better magic weapons to hit, illusory appearance (always appears non-threatening), special magic resistance (immune to magic below 8th level, spells (MU 3/2/1; Cr 1), vulnerability (blessed crossbow bolts, treated as +3 weapons).

## RAT, GIANT

**Hit Dice:** 1d4 hit points

**Armor Class:** 7[12]

**Attacks:** Bite (1d3)

**Saving Throw:** 18

**Special:** 5% are diseased

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** A/5

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1-in-20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

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

## RAT, GIANT

(Monstrously Huge)

**Hit Dice:** 3

**Armor Class:** 6[13]

**Attacks:** 2 claws (1d3), bite (1d6)

**Saving Throw:** 14

**Special:** 5% are diseased

**Move:** 12

**Alignment:** Neutrality unless intelligent (Chaos)

**Challenge Level/XP:** 4/120

Giant rats (monstrously huge) are often found in dungeons, and are vicious predators the size of a wolf. The bite of some (1-in-20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

**Monstrously Huge Giant Rat:** HD 3; AC 6[13]; Atk 2 claws (1d3), bite (1d6); Move 12; Save 14; AL N; CL/XP 4/120; **Special:** 5% are diseased.

## ROC

**Hit Dice:** 12

**Armor Class:** 4[15]

**Attacks:** Bite (3d6), 2 claws (2d6)

**Saving Throw:** 3

**Special:** None

**Move:** 3/30 flying)

**Alignment:** Neutrality or Law

**Challenge Level/XP:** 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

**Roc:** HD 12; AC 4[15]; Atk bite (3d6), 2 claws (2d6); Move 3 (fly 30); Save 3; AL N or L; CL/XP 12/2000; **Special:** none.

## SALAMANDER

**Hit Dice:** 7

**Armor Class:** 5[14] (torso); 3[16] (serpent body)

**Attacks:** Touch and constrict (2d8 + 1d6 heat), weapon (1d6 + 1d6 heat)

**Saving Throw:** 9

**Special:** Constrict, heat

**Move:** 9

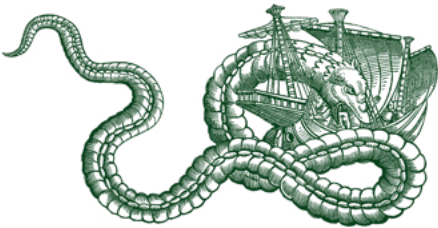
**Alignment:** Chaos

**Challenge Level/XP:** 8/800

Salamanders are intelligent creatures of the Elemental Planes of Fire. They have the upper body of a human and the lower body of a

snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils. The salamander's human torso is AC 5[14], and the armored serpent-tail is AC 3[16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

**Salamander:** HD 7; AC 5[14] (torso), 3[16] serpent body; Atk touch (2d8 + constrict + 1d6 heat),



weapon (1d6 + 1d6 heat); Move 9; Save 9; AL C; CL/XP 8/800; Special: constrict (automatic 2d8 damage per round after hit, save avoids), heat (additional 1d6 heat damage)

## SEA MONSTER

**Hit Dice:** 30

**Armor Class:** 2[17]

**Attacks:** Bite (4d10)

**Saving Throw:** 3

**Special:** Swallow whole

**Move:** 0/18 (swimming)

**Alignment:** Neutrality

**Challenge Level/XP:** 31/7,700

Sea monsters generally resemble bizarre fish, long-necked monsters with seal-like bodies, or massive eels, although virtually all have a hide of incredibly tough scales. In general, their appearance is quite varied, for there does not appear to be a particular "species" of sea monster. Sea monsters swallow their prey whole, like sea serpents: if the attack roll is 4 over the required number (or a natural 20), the victim is swallowed, dies in an hour, and is fully digested within a day. Sea monsters are not generally venomous. They are generally encountered underwater; unlike sea serpents, they seldom venture to the surface.

**Sea Monster:** HD 30; AC 2[17]; Atk bite (4d10); Move 18 (swim); Save 3; AL N; CL/XP 31/7700; Special: swallow whole (to-hit roll is 4 over required number or natural 20).

## SEA SERPENT

**Hit Dice:** 15

**Armor Class:** 6[13]

**Attacks:** Bite (2d12)

**Saving Throw:** 3

**Special:** Swallow whole

**Move:** 0/20 (swimming)

**Alignment:** Neutrality

**Challenge Level/XP:** 16/3,200

A fully-grown sea serpent is approximately 50 feet in length and swallows a person whole on any attack roll in which the die rolled is 4 or more over the required number, and always if the die roll is a 20. Swallowed victims will be dead within an hour and fully digested within one day. Some sea serpents are also venomous, in which case the CL/XP is 19/4,100.

**Sea Serpent:** HD 15; AC 6[13]; Atk bite (2d12); Move 20 (swim); Save 3; AL N; CL/XP 16/3200; Special: swallow whole (to-hit roll is 4 over required number or natural 20).

## SHADOW

**Hit Dice:** 2+2

**Armor Class:** 7[12]

**Attacks:** touch (1d4 + Strength drain)

**Saving Throw:** 16

**Special:** +1 or better magical weapons to hit, drains 1 Strength with hit

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

Shadows may or may not be undead creatures; they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing: a manifestation, perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble actual shadows, though they may be even darker in coloration. They are not corporeal and can be harmed only with magical weapons or by spells. Their chill touch drains one point of Strength with a successful hit, and if a victim is brought to a Strength attribute of 0, he or she transforms into a new shadow. If the person does not come to such a dark ending, then Strength points return after 90 minutes (9 turns).

**Shadow:** HD 2+2; AC 7[12]; Atk touch (1d4 + strength drain); Move 12; Save 16; AL C; CL/XP 4/120; Special: +1 or better magic weapons to hit, strength drain (lose 1 point strength with hit).

## SHAMBLING MOUND

**Hit Dice:** 7 to 12

**Armor Class:** 1[18]

**Attacks:** 2 fists (2d8)

**Saving Throw:** 9, 8, 6, 5, 4, or 3

**Special:** Enfold and suffocate victims, immunities

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** HD 7 (10/1400); HD 8 (11/1700); HD 9 (12/2000); HD 10 (13/2300); HD 11 (14/2600); HD 12 (15/2900)

Shambling mounds are moving plants, huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape, with two "legs" and two "arms."

Shambling mounds are immune to fire because of their slimy, wet bodies. They take only half damage from cold, and half damage from weapons of any kind. Electricity causes a shambling mound to gain one hit die. If a shambling mound hits with both arms, the victim is enfolded into the slimy body and suffocates in 2d4 melee rounds unless freed.

**Shambling Mound:** HD 7; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 9; AL N; CL/XP 10/1400; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage).

**Shambling Mound:** HD 8; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 8; AL N; CL/XP 11/1700; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage).

**Shambling Mound:** HD 9; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 6; AL N; CL/XP 12/2000; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage).

**Shambling Mound:** HD 10; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 5; AL N; CL/XP 13/2300; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage).

**Shambling Mound:** HD 11; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 4; AL N; CL/XP 14/2600; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage).

**Shambling Mound:** HD 12; AC 1[18]; Atk 2 fists (2d8 + enfold); Move 6; Save 3; AL N; CL/XP 15/2900; **Special:** enfold (if two fists hit, save or suffocate in 2d4 rounds), resists cold and weapons (50% damage).

## SHRIEKER

**Hit Dice:** 3

**Armor Class:** 7[12]

**Attacks:** None

**Saving Throw:** 14

**Special:** Shriek

**Move:** 1

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack,

but if light shines on them (or within about 30 feet) or if anything moves near them (within about 10 feet), they emit a high-pitched shrieking noise. This noise causes 1 hp damage per round (saving throw applies) to anyone nearby (within 30 feet). The true danger of shriekers is



that they tend to summon wandering monsters. If they are attacked with missile weapons, they attempt to shuffle away, although they do not move very fast.

**Shrieker:** HD 3; AC 7[12]; Atk none; Move 1; Save 14; AL N; CL/XP 3/60; **Special:** shriek (1 point of damage per round to all within 30ft).

## SKELETON

**Hit Dice:** 1

**Armor Class:** 8[11], with shield 7[12]

**Attacks:** Weapon or strike (1d6)

**Saving Throw:** 17

**Special:** Immune to sleep and charm spells

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 1/15

Skeletons are animated bones of the dead, usually under the control of some evil master.

**Skeleton:** HD 1; AC 8[11] or 7[12] with shield; Atk weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** immune to sleep and charm spells.

## SLITHERING TRACKER

**Hit Dice:** 4

**Armor Class:** 5[14]

**Attacks:** No normal attack

**Saving Throw:** 13

**Special:** Drain fluids, paralysis, transparent

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 6/400

Perhaps the most dangerous of wandering monsters, slithering trackers are a form of transparent slug and may be related to gelatinous cubes. They are difficult to see (10% chance for a person to spot it, and he may lose sight of it again in the next round). Unless they are starving, they do not attack moving prey (5%

chance to be starving). Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a barricaded room with a closed door is probably not safe. When it attacks, the victim must make a saving throw or be paralyzed by the slitherer's secretions. A paralyzed victim is sucked dry of all body fluids in 5 turns (50 minutes), losing 20% of hit points each 10 minutes.

**Slithering Tracker:** HD 4; AC 5[14]; Atk none; Move 12; Save 13; AL N; CL/XP 6/400; Special: drain fluids (complete in 5 turns, creature loses 20% of hit points every 10 minutes), paralysis (save or paralyzed), transparent (10% chance to spot).

## SLUG, GIANT

**Hit Dice:** 12

**Armor Class:** 8[11]

**Attacks:** Bite (1d12) or acid

**Saving Throw:** 3

**Special:** Immune to blunt weapons, spit acid (6d6)

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva at one target at a time. The base range for spitting is 60 feet, and within this range the slug's spittle is 50% likely to hit (no other to-hit roll required). For every additional 10 feet of range, the chance to hit decreases by 10%. On its first spitting attack, the slug has only a 10% chance to hit within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity, thus changing the damage inflicted.

**Giant Slug:** HD 12; AC 8[11]; Atk bite (1d12) or acid; Move 6; Save 3; AL N; CL/XP 13/2300; Special: immune to blunt weapons, spit acid (60ft range, 6d6 damage, 1st spit attack has 10% chance to hit within range with no to-hit roll needed and 50% thereafter, automatic hit decreases by 10% per 10 feet of distance).

## SPECTRE

**Hit Dice:** 6

**Armor Class:** 2[17]

**Attacks:** Spectral weapon or touch (1d8 + level drain)

**Saving Throw:** 11

**Special:** +1 or better magic weapons to hit, level drain (2 levels) with hit

**Move:** 15/30 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 9/1,100

Spectres are wraith-like undead creatures without corporeal bodies. When a spectre hits an

opponent, with either hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a spectre. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a spectre becomes a spectre as well, a pitiful thrall to its creator.

**Spectre:** HD 6; AC 2[17]; Atk spectral weapon or touch (1d8 + level drain); Move 15 (fly 30); Save 11; AL C; CL/XP 9/1100; Special: +1 or better magic weapons to hit, level drain (2 levels with hit). (**Monstrosities** 445)



## SPIDER, GIANT

(Smaller)

**Hit Dice:** 1+1

**Armor Class:** 8[11]

**Attacks:** Bite (1 hp + lethal poison)

**Saving Throw:** 17

**Special:** Lethal poison (+2 save or die)

**Move:** 9

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

Giant spiders are aggressive hunters. The smaller variety pounce on prey and do not spin webs.

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

## SPIDER, GIANT

(Man-sized, 4-foot diameter)

**Hit Dice:** 2+2

**Armor Class:** 6[13]

**Attacks:** Bite (1d6) + poison  
**Saving Throw:** 16  
**Special:** Poison (+1 save or die), surprise  
**Move:** 18  
**Alignment:** Neutrality unless intelligent (Chaos)  
**Challenge Level/XP:** 5/240  
Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows. Most are not web-spinners.

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

## SPIDER, GIANT

(Greater, 6-foot diameter)

**Hit Dice:** 4+2  
**Armor Class:** 4[15]  
**Attacks:** Bite (1d6+2 + lethal poison)  
**Saving Throw:** 13  
**Special:** Lethal poison (save or die), webs  
**Move:** 4  
**Alignment:** Chaos  
**Challenge Level/XP:** 7/600

The greater giant spiders are all web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 feet per round) through the webs. The webs are flammable.

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

## SPIDER, PHASE

**Hit Dice:** 5  
**Armor Class:** 6[13]  
**Attacks:** Bite (1d6 + lethal poison)  
**Saving Throw:** 12  
**Special:** dimensional phasing, lethal poison (+1 save or die)  
**Move:** 18  
**Alignment:** Neutrality  
**Challenge Level/XP:** 6/400

Phase spiders can shift out of phase with their surroundings (so they can be attacked only by ethereal creatures), only to come back into phase later for an attack.

**Phase Spider:** HD 5; AC 6[13]; Atk bite (1d6 + poison); Move 18; Save 12; AL N; CL/XP 6/400; **Special:** dimensional phasing (attacked only by ethereal creatures), lethal poison (+1 save or die).

## SQUID, GIANT

**Hit Dice:** 6

**Armor Class:** 3[16] (body shell), 7[12] tentacles and head  
**Attacks:** 10 tentacles (1d3)  
**Saving Throw:** 11  
**Special:** constrict, ink, jet  
**Move:** 9 (swimming) or 27 (jet)  
**Alignment:** Neutrality  
**Challenge Level/XP:** 11/1,700

After a giant squid hits with a tentacle, it automatically does 1d6 points of damage per round, instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant squid can jet water out to achieve a movement rate of up to 27 and can also release a huge cloud of ink to obscure its location. If a giant squid wraps its tentacles around a ship, the ship is crushed in 10 rounds, taking damage throughout that time.

**Giant Squid:** HD 6; AC 7[12] head and tentacles; 3[16] body; Atk 10 tentacles (1d3); Move 0 (swim 9 or jet 27); Save 11; AL N; CL/XP 11/1700; **Special:** constrict (after tentacle hits, automatic 1d6 damage, 25% chance to pinion random limb), ink cloud (as darkness 15ft radius), jet (move 27).



## STIRGE

**Hit Dice:** 1+1  
**Armor Class:** 7[12]  
**Attacks:** Proboscis sting (1d3 + blood drain)  
**Saving Throw:** 17  
**Special:** +2 to-hit bonus, blood drain (1d4/round)  
**Move:** 3/18 (when flying)  
**Alignment:** Neutrality  
**Challenge Level/XP:** 2/30

Resembling small, feathered, bat-winged ant-eaters, stirges have a proboscis that they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 hp per round.

**Stirge:** HD 1+1; AC 7[12]; Atk proboscis sting (1d3 + blood drain); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** +2 to-hit bonus, blood drain (automatic 1d4 after hit).

## TICK, GIANT

**Hit Dice:** 3

**Armor Class:** 4[15]

**Attacks:** Bite (1d4 + drain blood + disease)

**Saving Throw:** 14

**Special:** Disease, drain blood

**Move:** 3

**Alignment:** Neutrality

**Challenge Level/XP:** 4/120

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which kills the victim in 2d4 days (cure disease removes the infection). A giant tick can be forced off a victim by fire or by simply killing it.

**Giant Tick:** HD 3; AC 4[15]; Atk bite (1d4 + drain blood + disease); Move 3; Save 14; AL N; CL/XP 4/120; Special: disease (save or death in 2d4 days, cure disease ends infection), drain blood (automatic 4 damage after hit).



## TITAN

**Hit Dice:** 16 HD +1d6 HD

**Armor Class:** 2[17] to -3[22]

**Attacks:** Weapon (7d6)

**Saving Throw:** 3

**Special:** Spells

**Move:** 21

**Alignment:** Any

**Challenge Level/XP:** 17 HD (19/4,100), 18+ HD (Add 1 challenge level and 300 XP per additional HD over 17)

Titans are mythological creatures almost as powerful as gods. A titan has 2 Magic-User

spells of each spell level from 1st-level spells to 7th-level spells, and 2 Cleric spells of each spell level from 1st to 7th. The Referee might choose to substitute other magical abilities for spells — these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following Magic-User and Cleric spells:

**Magic-User:** 1st—charm person, sleep; 2nd— invisibility, mirror image; 3rd—fireball, fly; 4th— confusion, polymorph other.; 5th—conjunction of elementals, feeblemind; 6th—anti-magic shell, stone to flesh; 7th—limited wish, power word stun.

**Cleric:** 1st—light, protection from evil; 2nd—hold person, speak with animals; 3rd—cure disease, dispel magic; 4th—cure serious wounds, neutralize poison; 5th—finger of death, quest; 6th— blade barrier, word of recall; 7th—earthquake, resurrection.

**Titan:** HD 17; AC 2[17]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 19/4100; Special: spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

**Titan:** HD 18; AC 1[18]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 20/4400; Special: spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

**Titan:** HD 19; AC 0[19]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 21/4700; Special: spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

**Titan:** HD 20; AC -1[20]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 22/5000; Special: spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

**Titan:** HD 21; AC -2[21]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 23/5300; Special: spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

**Titan:** HD 22; AC -3[22]; Atk weapon (7d6); Move 21; Save 3; AL Any; CL/XP 24/5600; Special: spells (MU 2/2/2/2/2/2/2; Clr 2/2/2/2/2/2/2).

## TRAPPER BEAST

**Hit Dice:** 10 to 12

**Armor Class:** 3[16]

**Attacks:** Enfold

**Saving Throw:** 5, 4, or 3

**Special:** Enfold and suffocate, immune to cold, resist fire

**Move:** 1

**Alignment:** Neutrality

**Challenge Level/XP:** 10 HD (11/1,700), 11 HD (12/2,000), 12 HD (13/2,300)

Trapper beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the trapper's body, it whips up its wings to enfold and smother its victims (to a maximum of four). Death occurs in 7 melee rounds. Cold does not damage them, and fire inflicts only half damage.



**Trapper Beast (10HD):** HD 10; AC 3[16]; Atk enfold (smother); Move 1; Save 5; AL N; CL/XP 11/1700; Special: enfold and suffocate prey (death in 7 rounds), immune to cold, resist fire (50%).

**Trapper Beast (11HD):** HD 11; AC 3[16]; Atk enfold; Move 1; Save 4; AL N; CL/XP 12/2000; Special: enfold and suffocate prey (death in 7 rounds), immune to cold, resist fire (50%).

**Trapper Beast (12HD):** HD 12; AC 3[16]; Atk enfold; Move 1; Save 3; AL N; CL/XP 13/2300; Special: enfold and suffocate prey (death in 7 rounds), immune to cold, resist fire (50%).

## TREANT

**Hit Dice:** 6 HD + 1d6 HD

**Armor Class:** 2[17]

**Attacks:** 2 strikes (2d6, 3d6, or 4d6)

**Saving Throw:** 9, 8, 6, 5, 4, or 3

**Special:** Control trees

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 7 HD (7/600), 8 HD (8/800), 9 HD (9/1,100), 10 HD (10/1,400), 11 HD (11/1,700), 12 HD (12/2,000)

Treants are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and do different amounts of damage: Treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands; treants of 9–10 hit dice inflict 3d6 points; and treants of 11–12 hit dice inflict 4d6 points. All treants can "wake" trees within 60 feet, allowing them to walk at a rate of 3, and possibly to attack. (No more than two trees at a time can be awake at the behest of a single treant.)

**Treant (7HD):** HD 7; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 9; AL L; CL/XP 7/600; Special: control trees (60ft range, 2 trees animated, move 3, strike 1d6).

**Treant (8HD):** HD 8; AC 2[17]; Atk 2 strikes (2d6); Move 6; Save 8; AL L; CL/XP 8/800; Special: control trees (60ft range, 2 trees animated, move 3, strike 1d6).

**Treant (9HD):** HD 9; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 6; AL L; CL/XP 9/1100; Special: control trees (60ft range, 2 trees animated, move 3, strike 1d6).

**Treant (10HD):** HD 10; AC 2[17]; Atk 2 strikes (3d6); Move 6; Save 5; AL L; CL/XP 10/1400; Special: control trees (60ft range, 2 trees animated, move 3, strike 1d6).

**Treant (11HD):** HD 11; AC 2[17]; Atk 2 strikes (4d6); Move 6; Save 4; AL L; CL/XP 11/1700; Special: control trees (60ft range, 2 trees animated, move 3, strike 1d6).

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

Special: control trees (60ft range, 2 trees animated, move 3, strike 1d6).

## TROLL

**Hit Dice:** 6+3

**Armor Class:** 4[15]

**Attacks:** 2 claws (1d4), bite (1d8)

**Saving Throw:** 11

**Special:** Regenerate (3hp/round)

**Move:** 12

**Alignment:** Chaos

**Challenge Level/XP:** 8/800

Trolls are as tall as ogres, and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even regrow lopped-off heads and limbs.

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



## UNICORN

**Hit Dice:** 4

**Armor Class:** 2[17]

**Attacks:** 2 hooves (1d8), horn (1d8)

**Saving Throw:** 13

**Special:** Double damage for charge, magic resistance (25%), teleport

**Move:** 24

**Alignment:** Law

**Challenge Level/XP:** 5/240

Unicorns are generally shy and benevolent creatures that allow only a chaste maiden to

approach them. They can teleport once per day to a distance of 360 feet with a rider. According to legend, the unicorn's horn has healing properties (the details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

**Unicorn:** HD 4; AC 2[17]; Atk 2 hoofs (1d8), horn (1d8); Move 24; Save 13; AL L; CL/XP 5/240; Special: double damage for charge, magic resistance (25%), teleport.



## VAMPIRE

**Hit Dice:** 7–9

**Armor Class:** 2[17]

**Attacks:** Bite (1d10 + level drain)

**Saving Throw:** 9, 8, or 6

**Special:** +1 or better magic weapon to hit, charm gaze, gaseous form, killed only in coffin, level drain, regenerate (3hp/round), shapeshift, summon rats or wolves

**Move:** 12/18 (flying)

**Alignment:** Chaos

**Challenge Level/XP:** 7 HD (10/1,400), 8 HD (11/1,700), 9 HD (12/2,000)

Vampires are some of the most powerful of undead creatures. They can be hit only with magic weapons, and when "killed" in this way, they turn into a gaseous form and return to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into a gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out of the night. Looking into a vampire's eyes necessitates a saving throw at –2 or the character is charmed (per the charm person spell). Most terrifyingly, a vampire's bite drains 2 levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (though these are the only known methods) by immersing them in running water, exposing them to sunlight, or by driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.

This description will be recognized easily as the "Dracula" type of vampire. Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created; how about an ancient Egyptian mummified vampire, or an Aztec vampire?

**Vampire:** HD 7; AC 2[17]; Atk bite (1d10 + level drain); Move 12 (fly 18); Save 9; AL C; CL/XP 10/1400; Special: +1 or better magic weapon to hit, charm gaze (as charm person, –2 save), gaseous form, killed only in coffin, level drain (2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves.

**Vampire:** HD 8; AC 2[17]; Atk bite (1d10 + level drain); Move 12 (fly 18); Save 8; AL C; CL/XP 11/1700; Special: +1 or better magic weapon to hit, charm gaze (as charm person, –2 save), gaseous form, killed only in coffin, level drain (2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves.

**Vampire:** HD 9; AC 2[17]; Atk bite (1d10 + level drain); Move 12 (fly 18); Save 6; AL C; CL/XP 12/2000; Special: +1 or better magic weapon to hit, charm gaze (as charm person, –2 save), gaseous form, killed only in coffin, level drain (2 levels with hit), regenerate (3hp/round), shapeshift, summon rats or wolves.

## WIGHT

**Hit Dice:** 3

**Armor Class:** 5[14]

**Attacks:** Claw (1 hp + level drain)

**Saving Throw:** 14

**Special:** +1 or better magic or silver weapons to hit, level drain (1 level) with hit

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 6/400

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

**Wight:** HD 3; AC 5[14]; Atk claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 6/400; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit).

## WILL-O'-THE-WISP

**Hit Dice:** 9

**Armor Class:** -8[27]

**Attacks:** Shock (2d6)

**Saving Throw:** 6

**Special:** Change appearance, lightning

**Move:** 18

**Alignment:** Chaos

**Challenge Level/XP:** 10/1,400

Will-o'-the-wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence and change their shapes as well to appear as a group of lights, a wisp of light, or in the glowing wraith-like shape of a human (often female). They generally depart if the attempt to lead victims into danger fails, but if they are attacked, they defend themselves with violent shocks of lightning-like power. These creatures are intelligent and can be forced to reveal the location of their treasure hoards.

**Will-o'-the-wisp:** HD 9; AC -8[27]; Atk shock (2d6); Move 18; Save 6; AL C; CL/XP 10/1400; **Special:** lights (brighten or dim, or form wraith-like form).



## WOLF

**Hit Dice:** 2+2

**Armor Class:** 7[12]

**Attacks:** Bite (1d4+1)

**Saving Throw:** 16

**Special:** None

**Move:** 18

**Alignment:** Neutrality

**Challenge Level/XP:** 2/30

Wolves are pack hunters and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

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

## WORG

**Hit Dice:** 4

**Armor Class:** 6[13]

**Attacks:** Bite (1d6+1)

**Saving Throw:** 13

**Special:** None

**Move:** 18

**Alignment:** Chaos

**Challenge Level/XP:** 4/120

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.

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

## WRAITH

**Hit Dice:** 4

**Armor Class:** 3[16]

**Attacks:** Touch (1d6 + level drain)

**Saving Throw:** 13

**Special:** +1 or better magic or silver weapons to hit, level drain (1 level) with hit

**Move:** 9

**Alignment:** Chaos

**Challenge Level/XP:** 8/800

Wraiths are powerful wights that are immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

**Wraith:** HD 4; AC 3[16]; Atk touch (1d6 + level drain); Move 9 (fly 24); Save 13; AL C; CL/XP 8/800; **Special:** +1 or better magic or silver weapons to hit, level drain (1 level with hit).

## WYVERN

**Hit Dice:** 8

**Armor Class:** 3[16]

**Attacks:** Bite (2d8) or sting (1d6 + poison)

**Saving Throw:** 8

**Special:** Poison sting

**Move:** 6/24 (flying)

**Alignment:** Neutrality

**Challenge Level/XP:** 10/1,400

A wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Each wyvern has a poisonous sting at the end of its tails. However, they are not coordinated enough to attack with both bite and sting in a single round. In any given round, a wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

**Wyvern:** HD 8; AC 3[16]; Atk bite (2d8) or sting (1d6 + poison); Move 6 (fly 24); Save 8; AL N; CL/XP 10/1400; **Special:** poison sting (save or die).

## YELLOW MOLD

**Attacks:** 1d6 damage if touched

**Special:** Poisonous spores

**Challenge Level/XP:** 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud (roughly 10 feet in diameter) of poisonous spores. Failing a saving throw against the spores means that the character dies a rather horrible death. Even just touching yellow mold inflicts 1d6 points of acid damage on the creature doing the touching. These growths can be destroyed with fire.

## YETI

**Hit Dice:** 5

**Armor Class:** 6[13]

**Attacks:** 2 fists (1d6)

**Saving Throw:** 12

**Special:** fear, hug, immune to cold

**Move:** 14

**Alignment:** Chaos

**Challenge Level/XP:** 7/600

Yetis are the "Bigfoot" creatures of the arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d8 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds, during which time the yeti hits automatically. Yetis are very intelligent and can be quite malevolent. They are immune to normal and magical cold.

**Yeti:** HD 5; AC 6[13]; Atk 2 fists (1d6 + hug); Move 14; Save 12; AL C; CL/XP 7/600; **Special:** fear (anyone held in its arms is paralyzed with fear for 1d3 rounds, save avoids), hug (if both fists hit, additional 2d8 damage), immune to cold.



## ZOMBIE

**Hit Dice:** 2

**Armor Class:** 8[11], or 7[12] with shield

**Attacks:** Weapon or strike (1d8)

**Saving Throw:** 16

**Special:** Immune to sleep and charm spells

**Move:** 6

**Alignment:** Neutrality

**Challenge Level/XP:** 2/30

Zombies are mindless creatures, the walking dead. (These are merely animated corpses, not carriers of any sort of undead contagion as are ghouls.) If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease, they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

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

# MONSTERS BY CHALLENGE LEVEL

## CHALLENGE LEVEL (CL) A TO I

---

Beetle, Giant (Fire)  
Centipede, Giant (Small, lethal)  
Centipede, Giant (Small, non-lethal) (B)  
Dwarf  
Elf  
Goblin (B)  
Hobgoblin  
Human, Bandit  
Human, Normal (B)  
Human, Soldier  
Kobold (A)  
Merman  
Nixie (B)  
Orc  
Piercer (1 HD)  
Rat, Giant (A)  
Skeleton

## CHALLENGE LEVEL (CL) 2

---

Ant, Giant (Worker)  
Demon, Mane  
Gnoll  
Horse, Riding  
Human, Berserker  
Lizardman  
Piercer (2 HD)  
Stirge  
Wolf  
Zombie

## CHALLENGE LEVEL (CL) 3

---

Badger, Giant  
Bat, Giant (Vampire Bat)  
Centipede, Giant (Man-sized)  
Crocodile, Normal  
Dryad  
Ghoul  
Horse, War  
Human, Sergeant-at-arms  
Piercer (3 HD)  
Shrieker  
Spider, Giant (Smaller)  
Yellow Mold

## CHALLENGE LEVEL (CL) 4

---

Ant, Giant (Warrior)  
Bear  
Boar, Wild  
Bugbear  
Carrion Creeper  
Centaur  
Demon, Lemure  
Harpy  
Hippogriff  
Lycanthrope, Wererat  
Ogre  
Piercer (4 HD)  
Rat, Giant (Monstrously Huge)  
Shadow  
Tick, Giant  
Worg



## CHALLENGE LEVEL (CL) 5

---

Bat, Giant (Greater Bat)  
Blink Dog  
Doppelganger  
Gelatinous Cube  
Grey Ooze  
Hell Hound (4HD)  
Leech, Giant  
Lion  
Lycanthrope, Werewolf  
Owlbear  
Pegasus  
Spider, Giant (Man-sized)  
Unicorn

## CHALLENGE LEVEL (CL) 6

---

Centipede, Giant (Large)  
Crocodile, Giant or Sea  
Demon, Dretch  
Gargoyle  
Hell Hound (5HD)  
Lycanthrope, Wereboar  
Minotaur  
Ochre Jelly  
Octopus, Giant  
Slithering Tracker  
Spider, Giant (Phase)  
Wight

## CHALLENGE LEVEL (CL) 7

---

Demon, Quasit  
Hell Hound (6HD)  
Hydra (5HD)  
Lycanthrope, Weretiger  
Mummy  
Ogre Mage  
Spider, Giant (Greater)  
Treat (7HD)  
Yeti

## CHALLENGE LEVEL (CL) 8

---

Basilisk  
Cockatrice  
Griffon  
Hell Hound (7HD)  
Hydra (6HD)  
Lycanthrope, Werebear  
Manticore  
Medusa  
Salamander  
Treat (8HD)  
Troll  
Wraith



## CHALLENGE LEVEL (CL) 9

---

Bat, Giant (Bat Monster)  
Bulette (7HD)  
Demon, Succubus  
Djinn  
Elemental, Air (8HD)  
Elemental, Earth (8HD)  
Elemental, Fire (8HD)  
Elemental, Water (8HD)  
Giant, Hill  
Hydra (7HD)  
Invisible Stalker  
Spectre  
Treant (9HD)

## CHALLENGE LEVEL (CL) 10

---

Ant, Giant (Queen)  
Bulette (8HD)  
Demon, Erinyes  
Giant, Stone  
Gorgon  
Hydra (8HD)  
Naga, Water  
Shambling Mound (7HD)  
Treant (10HD)  
Vampire (7HD)  
Will-o'-the-Wisp  
Wyvern

## CHALLENGE LEVEL (CL) 11

---

Banshee  
Bulette (9HD)  
Chimera  
Demon, Hezrou  
(Second-Category Demon)  
Demon, Vrock (First-Category Demon)  
Giant, Frost  
Hydra (9HD)  
Shambling Mound (8HD)  
Squid, Giant  
Trapper Beast (10 HD)  
Treant (11HD)  
Vampire (8HD)

## CHALLENGE LEVEL (CL) 12

---

Black Pudding  
Bulette (10HD)  
Efreet  
Giant, Fire  
Golem, Flesh  
Hydra (10HD)  
Lurker, Ceiling  
Rakshasa  
Roc  
Shambling Mound (9HD)  
Trapper Beast (11 HD)  
Treant (12HD)  
Vampire (9HD)

## CHALLENGE LEVEL (CL) 13

---

Demon, Marilith  
(Fifth-Category Demon)

Demon, Nalfeshnee  
(Fourth-Category Demon)

Dragon Turtle (11HD)

Elemental, Air (12HD)

Elemental, Earth (12HD)

Elemental, Fire (12HD)

Elemental, Water (12HD)

Giant, Cloud

Hydra (11HD)

Naga, Guardian

Naga, Spirit

Shambling Mound (10 HD)

Slug, Giant

Trapper Beast (12 HD)

## CHALLENGE LEVEL (CL) 14–16

---

Dragon Turtle (12HD)

Dragon Turtle (13HD)

Dragon Turtle (14HD)

Giant, Storm

Golem, Clay

Golem, Stone

Hydra (12HD)

Lich (12–13HD)

Sea Serpent

Shambling Mound (11HD)

Shambling Mound (12 HD)

## CHALLENGE LEVEL (CL) 17 PLUS

---

Demon, Baalroch (Sixth-Category Demon)

Demon Prince, Orcus

Elemental, Air (16HD)

Elemental, Earth (16HD)

Elemental, Fire (16HD)

Elemental, Water (16HD)

Golem, Iron

Lich (14–18HD)

Demon, Glabrezu  
(Third-Category Demon)

Purple Worm

Sea Monster

Titan (17+ HD)

# CREATING MONSTERS

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters — not even the stats for races that can be player characters, such as Dwarves. The Referee decides a monster's abilities and does not have to follow any rules about that! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules are not responsible for the quality of the swords and sorcery in your game, you are! Do not try to develop monsters according to any sort of power formula; create them based on how they feel and how they play at the gaming table. Make them challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you are "allowed" to do.

Creating monsters entirely from scratch is not only fun, but it offers new and exciting challenges to your players. It is not hard to do, either. The tables below give you some guidelines (not rules) for determining a monster's saving throw and challenge level.

## EXPERIENCE POINT VALUES BY CHALLENGE LEVEL

Challenge Level	XP Value
A (1d4 hit points or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/HD level

## MONSTER SAVING THROWS

Hit Dice	Saving Throw
< 1 HD	18
1 HD	17
2 HD	16
3 HD	14
4 HD	13
5 HD	12
6 HD	11
7 HD	9
8 HD	8
9 HD	6
10 HD	5
11 HD	4
12+ HD	3*

\* Saving throw does not continue to improve beyond 12 HD

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. A monster's base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Challenge Levels table shows the XP value for each Challenge Level. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice based on special abilities.

## CHALLENGE LEVEL MODIFICATIONS

Special Ability	Effect on Challenge Level
4+ attacks per round (minimum d6 or saving throw each)	+1 CL
AC 0[19] or better	+1 CL
Automatic damage after hit	+1 CL
Breath weapon (25 points max or below)	+1 CL
Breath weapon (26 points max or more)	+2 CL
Disease	+1 CL
Drains level with no save	+3 CL
Drains level with save	+2 CL
Flies or breathes water	+1 CL
Greater than human intelligence	+1 CL
Immune to blunt/piercing weapons (including half damage)	+1 CL
Immune to energy type (acid, fire, etc.)	+1 CL
Immune to non-magic weapons	+1 CL
Magic resistance 50% or below	+1 CL
Magic resistance higher than 50%	+2 CL
Massive attack for 20+ hit points damage	+1 CL
Paralysis, swallows whole, immobilizes enemies (web, etc.)	+1 CL
Petrification, poison, or death magic	+2 CL
Regenerates	+1 CL
Undead (subject to banishment but immune to sleep, charm, hold)	+0 CL
Uses a spell-like power level 3 equivalent or above	+2 CL
Uses multiple spells level 2 or lower	+1 CL
Uses multiple spells level 3 or above	+2 CL
Uses multiple spells level 5 or above	+3 CL
Poison (nonlethal)	+1 CL
Miscellaneous other	+1 CL





NOTES:



**Product Identity:** The following items are hereby identified as Frog God Games LLC's Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories; storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, persons, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity. Previously released Open Game Content is excluded from the above list.

**Notice of Open Game Content:** This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

**Designation of Open Game Content:** Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released Open Game Content. (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content. (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text. (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), paratext, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment, or other form in which an existing work may be recast, transformed, or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit, or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes, and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos, and identifying marks including trade dress; artifacts; creatures and characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes, and graphic, photographic, and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, persons, likenesses, and special abilities; places, locations, environments, creatures, equipment, magic or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used", or "Using" means to use, Distribute, copy, edit, format, modify, translate, and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying, or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content, You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify, and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provisions of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010-2020, Matthew J. Finch

#### END OF LICENSE

