Animal Badger: HD 1d8+2 (6 hp), AC 15, Claw +4 (1d2-1) Black Bear: HD 3d8+6 (19 hp), AC 13, Claw +6 (1d4+4) or bite +1 (1d6+2)Brown Bear: HD 6d8+24 (51 hp), AC 15, Claw +11 (1d8+8) or bite +6 (2d6+4)Boar: HD 3d8+12 (25 hp), AC 16, Gore +4 (1d8+3) Cat: HD $\frac{1}{2}$ d8 (2 hp), AC 14, Claw +4 (1d2-4) Crocodile: HD 3d8+9 (22 hp), AC 16, Bite +6 (1d8+6) or tail slap +6 (1d12+6) Dog: HD 1d8+2 (6 hp), AC 15, Bite +2 (1d4+1) Donkey: HD 2d8+2 (11 hp), AC 13, Bite +1 (1d2) Eagle: HD 1d8+1 (5 hp), AC 14, Talons +3 (1d4) Giant Crocodile: HD 7d8+28 (59 hp), AC 16, Bite +11 (2d8+12) or tail slap +11 (1d12+12)Horse (heavy): HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1)Mule: HD 3d8+9 (22 hp), AC 13, Hoof +4 (1d4+3) Pony: HD 3d8+6 (19 hp), AC 13, Hoof -1 (1d6+1) Snake (constrictor): HD 3d8+6 (19 hp), AC 15, Bite +5 (1d3+4), constrict (1d3+4) Snake (giant constrictor): HD 11d8+14 (63 hp), AC 15, Bite +13 (1d8+10), constrict (1d8+10) Snake (small viper): HD 1d8 (4 hp), AC 17, Bite +4 (1d2-2 plus poison) Snake (large viper): HD 3d8+6 (19 hp), AC 15, Bite +4 (1d4 plus poison) Snake (huge viper): HD 6d8+6 (33 hp), AC 15, Bite +6 (1d6+4 plus poison) War Dog: HD 2d8+4 (13 hp), AC 16, Bite +3 (1d6+3)

Warhorse (light): HD 3d8+9 (22 hp), AC 14, Hoof +4

Warpony: HD 2d8+4 (13 hp), AC 13, Hoof +3 (1d3+2) Wolf: HD 2d8+4 (13 hp), AC 14, Bite +3 (1d6+1)

Ankheg: HD 3d10+12 (28hp), AC 18, Bite +7 (2d6+7 plus 1d4 acid)

Assassin Vine: HD 4d8+12 (30 hp), AC 15, Slam +7 (1d6+7), constrict (1d6+7)

Bugbear: HD 3d8+3 (16 hp), AC 17, Morningstar +5 (1d8+2) or javelin +3 (1d6+2)

Choker: HD 3d8+3 (16 hp), AC 17, Tentacle +6 (1d3+3)

Cockatrice: HD 5d10 (27 hp), AC 14, Bite +9 (1d4-2 plus petrification, DC 12 phys+STR to negate)

Dinosaur

Deinonychus: HD 4d8+16 (34 hp), AC 16, Talons +6 (2d6+4) or bite +1 (2d4+2)Megaraptor: HD 8d8+43 (79 hp), AC 16, Talons +9 (2d8+5) or bite +4 (2d6+2)Triceratops: HD 16d8+124 (196 hp), AC 18, Gore +20 (2d8+15)Tyrannosaurus: HD 18d8+99 (180 hp), AC 14, Bite +20 (3d6+13)

Dire Animal: Dire Bear: HD 12d8+51 (105 hp), AC

17, Claw +19 (2d4+10) and bite +13 (2d8+5) Dire Rat: HD 1d8+1 (5 hp), AC 15, Bite +4 (1d4 plus Dire Wolf: HD 6d8+18 (45 hp), AC 14, Bite +11

(1d8+10)

Young Red: HD 13d12+39 (123 hp), AC 21, Bite +20 (2d6+7) or Breath 10d10 DC24 phys+DEX to dodge

Very Old Red: HD 31d12+248 (449 hp), AC 36, Bite +40 (4d6+13) or breath 18d10 fire. DC 33 phys+DEX to dodge for half

Adult Gold: HD 23d12+115 (264 hp), AC 30, Bite +32 (2d8+11) or breath 12d10 fire, DC 26 phys+DEX to dodge for half

Young Adult Silver: HD 19d12+79 (202 hp), AC 28, Bite +24 (2d6+6) or breath 10d8 cold, DC 23 phys+DEX to dodge for half

Dwarf: HD 1d8+2 (6 hp), AC 16, Waraxe +3 (1d10+1) or shortbow +1 (1d6)

Earth Elemental (large): HD 8d8+32 (68 hp), AC 18, Slam +12 (2d8+7)

Elf: HD 1d8 (4 hp), AC 15, Longsword +2 (1d8+1) or longbow +3 (1d8)

Gargoyle: HD 4d8+19 (37 hp), AC 16, Claw +6 (1d4+2)

Gelatinous Cube: HD 4d10+32 (54 hp), AC 3, Slam +1 (1d6 +1d6 acid) plus engulf (paralysis + 1d6 acid/round, DC 13 phys+DEX to negate)

Ghoul: HD 2d12 (13 hp), AC 14, Bite +2 (1d6+1 plus paralysis) or claws +0 (1d3 plus paralysis)

Gnoll: HD 2d8+2 (11 hp), AC 15, Battleaxe +3 (1d8+2) or shortbow +1 (1d6)

Goblin: HD 1d8+1 (5 hp), AC 15, Morningstar +2 (1d6) or javelin +3 (1d4)

Griffon: HD 7d10+21 (59 hp). AC 17. Bite +11

Halfling: HD 1d8+1 (5 hp), AC 16, Shortsword +3 (1d6) or light crossbow +3 (1d6)

Hellhound: HD 4d8+4 (22 hp), AC 16, Bite +5 (1d8+1 plus 1d6 fire)

Hill Giant: HD 12d8+48 (102 hp), AC 20, Greatclub +16 (2d8+10) or rock +8 (2d6+7)

Donuses to suit. intelligent critter, +3 bonus to one skill. Add stat and skill level = number of Hit Dice. If it's an things, d12 for Dragons and Undead). Attack bonus Create your own: Assign Hit Dice (d8 for most

Warhorse (heavy): HD 4d8+12 (30 hp), AC 14, Hoof

+6 (1d6+4)

Rogue, Mage or Cleric as required. Start with the base Hit Dice and add levels of Fighter, Alternatively, add class levels to intelligent monsters.

>qe, de->d8, etc). the Hit Dice, increase the dice size for attacks (ie, d4their skill and combat bonuses. For each doubling of add more Hit Dice; each additional HD adds one to Monster Advancement: lo make a tougher monster,

Communication and give levels of Mage or Cleric (see spell-caster assign the +3 to knowledge or Subterfuge; if a warrior, give +3 to Physical; for a need a sneaky bugbear, assign the +3 bonus to logic dictates. This is intentionally kept open - if you add +3 to one skill. Add stat bonuses to suit and as their number of Hit Dice. If the creature is intelligent, Subterfuge, Knowledge and Communication) equal to **ZKIIIS**: All creatures have a bonus to all skills (Physical,

Microlite20 MONSTER LIST

(1d6+1) or club +2 melee (1d6+1) Zombie: HD 2d12+3 (16 hp), AC 11, Slam +2

01+ 91i8 no (4+8b2) 01+ nolaT no (nozioq zulq 4+8b1) **Wyvern:** HD 7d12+14 (59 hp), AC 18, Sting +10

+5 (1d4 plus -1d6 STR, DC 14 phys+STR to negate) Wraith: HD 5d12 (32 hp), AC 15, Incorporeal touch

bins energy drain) Wight: HD 4d12 (26 hp), AC 15, Slam +3 (1d4+1

Hybrid Form: HD 3d8+7 (20 hp), AC 16, Claw +4 Wolf Form: HD 3d8+7 (20 hp), AC 16, Bite +5 (1d6+3) Longsword +3 (148+1) or light crossbow +2 (148) Werewolf: Human Form: HD 3d8+7 (20 hp), AC 17,

Bite +9 (2d6+6 plus poison) Monstrous Spider (huge): HD 8d8+16 (52 hp), AC 16, Bite +4 (148+3 plus poison) Monstrous Spider (large): HD 448+4 (22 hp), AC 14, (nosiog sulg 2-4b1) 4+ Monstrous Spider (small): HD 1d8 (4 hp), AC 14, Bite

20, Claw+11 (1d8+6) or sting +6 (2d4+3 plus poison) Monstrous Scorpion (huge): HD 10d8+30 (75 hp), AC 16, Claw+6 (1d6+4) or sting +1 (1d6+2 plus poison) Monstrous Scorpion (large): HD 5d8+10 (32 hp), AC Claw+1 (1d3-1) or sting -4 (1d3-1 plus poison)

Monstrous Scorpion (small): HD 1d8+2 (6 hp), AC 14, Claw+2 (1d2-4) or sting -3 (1d2-4 plus poison) Monstrous Scorpion (tiny): HD 1/248+2 (4 hp), AC 14,

negate) or blood drain (-144 STR) (146+4 plus energy drain -1 level, DC 14 phys+5TR to Vampire: HD 4d12+3 (29 hp), AC 15, Slam +5

Troll: HD 648+36 (63 hp), AC 16, Claw +9 (146+6)

(6+9pz)Treant: HD 748+35 (66 hp), AC 20, Slam +12

(6+0177)81+

Stone Golem: HD 14d10+30 (107 hp), AC 26, Slam

Stirge: HD 1d10 (5 hp), AC 16, Touch +7 (attach)

+1 (1d6+1) or claw +1 melee (1d4+1) Skeleton Warrior: HD 1d12 (6 hp), AC 15, Scimitar

Slam +11 (2d6+5), constrict (2d6+7) Shambling Mound: HD 8d8+24 (60 hp), AC 20,

+3 (Jqe 2fr) Shadow: HD 3d12 (19 hp), AC 13, Incorporeal touch

touch +3 (rust)

Rust Monster: HD 5d8+5 (2 / hp), AC 18, Antennae

(9+9p)Owlbear: HD 5d10+25 (52 hp), AC 15, Claw +9

Otyugh: HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6

(£+3b1) 1+ nil9ve(Orc: HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or

> (248+7) or javelin +1 (148+5)Ogre: HD 4d8+11 (29 hp), AC 16, Greatclub +8

I7 phys+STR to negate) or stunning glance (unable to act for 244 rounds, DC

Nymph: HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4)

(1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)Lizardfolk: HD 2d8+2 (11 hp), AC 15, Claw +2

(Eb1) E+ gnils Kobold: HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or

Dagger +1 (1d6+1) or sling +1 (1d4) Human Commoner: HD 1d8+1 (5 hp), AC 12,

(Tqg+T) or Javelin + Z(Tqp+T)

Hobgobin: HD 148+2 (6 hp), AC 15, Longsword +2

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