

## Microlite20 MONSTER LIST

**Skills:** All creatures have a bonus to all skills (physical, Subterfuge, Knowledge and Communication) equal to their number of Hit Dice. If the creature is intelligent, logical dicates. This is intentionally kept open - if you need a sneaky bugbear, assign the +3 bonus to Subterfuge; if a warrior, give +3 to Physical; for a spell-caster assign the +3 to Knowledge or Communication and give levels of Mage or Cleric (see below).

**Monster Advancement:** To make a tougher monster, add more Hit Dice; each additional HD adds one to their skill and combat bonuses. For each doubling of <math>2d6</math>, increase the dice size for attacks (ie, <math>d4</math> <math>>d6</math>, <math>d6</math> <math>>d8</math>, etc). Alternatively, add class levels to intelligent monsters. Start with the base Hit Dice and add levels of Fighter, Rogue, Mage or Cleric as required.

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

### 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 (heavy):** HD 4d8+12 (30 hp), AC 14, Hoof +6 (1d6+4)

**Warhorse (light):** HD 3d8+9 (22 hp), AC 14, Hoof +4 (1d4+3)  
**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 disease)

**Dire Wolf:** HD 6d8+18 (45 hp), AC 14, Bite +11 (1d8+10)

### Dragon

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

**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)

**Rust Monster:** HD 5d8+5 (27 hp), AC 18, Antennae touch +3 (rust)  
**Shadow:** HD 3d12 (19 hp), AC 13, Incorporeal touch +3 (1d6 Str)  
**Shambling Mound:** HD 8d8+24 (60 hp), AC 20, Slam +11 (2d6+5), constrict (2d6+7)  
**Skeleton Warrior:** HD 1d12 (6 hp), AC 15, Scimitar +1 (1d6+1) or claw +1 melee (1d4+1)  
**Stirge:** HD 1d10 (5 hp), AC 16, Touch +7 (attach)  
**Stone Golem:** HD 14d10+30 (107 hp), AC 26, Slam +18 (2d10+9)  
**Treant:** HD 7d8+35 (66 hp), AC 20, Slam +12 (2d6+9)  
**Troll:** HD 6d8+36 (63 hp), AC 16, Claw +9 (1d6+6)  
**Vampire:** HD 4d12+3 (29 hp), AC 15, Slam +5 (1d6+4 plus energy drain -1 level, DC 14 phys+STR to negate) or blood drain (-1d4 STR)  
**Wyvern:** HD 7d12+14 (59 hp), AC 18, Sting +10 (1d6+4 plus poison) or Talon +10 (2d6+4) or Bite +10 (2d8+4)  
**Zombie:** HD 2d12+3 (16 hp), AC 11, Slam +2 (1d6+1) or club +2 melee (1d6+1)  
*Monstrous Scorpion (small):* HD 1d8+2 (6 hp), AC 14,  
*Monstrous Scorpion (tiny):* HD  $\frac{1}{2}$ d8+2 (4 hp), AC 14,  
*Monstrous Scorpion (huge):* HD 8d8+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)

**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 (2d6+4)

**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)

**Hobgoblin:** HD 1d8+2 (6 hp), AC 15, Longsword +2 (1d8+1) or javelin +2 (1d6+1)  
**Human Commoner:** HD 1d8+1 (5 hp), AC 12, Dagger +1 (1d6+1) or sling +1 (1d4)  
**Kobold:** HD 1d8 (4 hp), AC 15, Spear +1 (1d6-1) or sling +3 (1d3)  
**Lizardfolk:** HD 2d8+2 (11 hp), AC 15, Claw +2 (1d4+1) or club +2 (1d6+1) or javelin +1 (1d6+1)  
**Nymph:** HD 6d6+6 (27 hp), AC 17, Dagger +6 (1d4) or stunning glance (unable to act for 2d4 rounds, DC 17 phys+STR to negate)  
**Ogre:** HD 4d8+11 (29 hp), AC 16, Greatclub +8 (2d8+7) or javelin +1 (1d8+5)  
**Orc:** HD 1d8+1 (5 hp), AC 13, Falchion +4 (2d4+4) or javelin +1 (1d6+3)  
**Otyugh:** HD 6d8+9 (36 hp), AC 17, Tentacle +4 (1d6 plus disease)  
**Ubwear:** HD 5d10+25 (52 hp), AC 15, Claw +9 (1d6+5)  
*Monstrous Scorpion (tiny):* HD  $\frac{1}{2}$ d8+2 (4 hp), AC 14,  
*Monstrous Scorpion (small):* HD 1d8+2 (6 hp), AC 14,  
*Monstrous Scorpion (huge):* HD 8d8+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)  
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