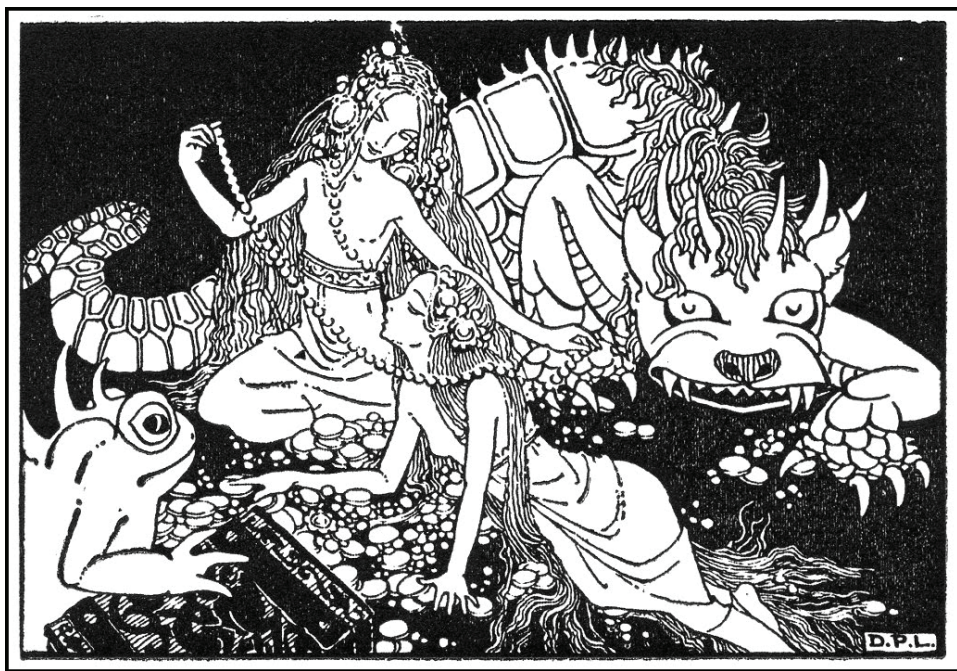


# The Warlock's Digest of Dungeon Dwelling Denizens

An Old School Monster Statistical Reference



THE  
WARLOCKS  
HOME BREW



## A

### **ANKHEG**

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

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

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

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

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

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

### **ANTS**

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

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

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

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

airborne.

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

## B

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

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

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

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

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

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

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

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

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

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

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

opponents, 50% chance.

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

## C

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

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

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

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

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

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

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

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

## D

### DEMONS

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

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

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

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

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

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

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

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

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

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

abilities.

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

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

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

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

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

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

## **DRAGONS**

### ***Black Dragon***

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

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

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

### ***Blue Dragon***

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

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

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

### ***Brass Dragon***

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

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

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

### ***Bronze Dragon***

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

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

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

Special: spits lightning or misdirection gas.

### *Copper Dragon*

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

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

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

### *Gold Dragon*

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

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

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

### *Green Dragon*

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

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

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

### *Red Dragon*

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

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

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

### *Silver Dragon*

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

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

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

### *White Dragon*

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

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

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

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

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

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

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



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

### ELEMENTALS

#### *Air Elemental*

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

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

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

#### *Earth Elemental*

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

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

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

#### *Fire Elemental*

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

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

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

#### *Water Elemental*

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

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

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

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



#### *GIANT FROGS*

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

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

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

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



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

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

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

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

### GIANTS

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

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

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

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

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

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

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

### GOLEMS

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

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

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

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

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

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

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

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

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

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

### K

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

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

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



### **HELL HOUND**

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

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

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

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

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

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

### **HORSES**

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

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

### **HUMANS**

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

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

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

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

### **HYDRA**

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

7/600; Special: None.

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

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

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

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

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

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

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

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

## **G**

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

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

## **J**

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

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

## K

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

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

## L

### LEECH, GIANT

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

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

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

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

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

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

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

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

### LICH

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

automatic paralysis, spells.

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

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

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

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

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

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

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

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

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

### LYCANTHROPES

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

CL/XP 8/800; Special: Lycanthropy.

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

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

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

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

## Ⓜ

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

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

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

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

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

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

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

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

15; Special: Spores.

## N

### NAGAS

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

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

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

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

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

## O

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

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

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

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

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

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

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

## P

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

### Piercer

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

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

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

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

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

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

## R

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

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

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

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

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

## S

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

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

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

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

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

### SHAMBLING MOUND

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

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

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

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

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

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

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

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

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

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

## SNAKES

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

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

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

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

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

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

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

## GIANT SPIDERS

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

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

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

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

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

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



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

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

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

### **TITAN**

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

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

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

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

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

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

### **TRAPPER BEAST**

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

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

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

### **TREANT**

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

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

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

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

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

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

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

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

## U

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

## V

### **VAMPIRES**

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

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

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

## W

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

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

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

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

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

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

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

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

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

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

Y

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

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

Z

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



# The Warlock's Digest of Dungeon Dwelling Denizens

## DESIGNATION OF PRODUCT IDENTITY

The name "The Warlock's Home Brew", "The Warlock's Home Brew" icon, IndieOnly and IndieOnlyComics are reserved as Product Identity.

## DESIGNATION OF OPEN GAME CONTENT

All text, with the exception of Product Identity is considered Open Game Content. All artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

## 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), potation, 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; "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 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 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 provision 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 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006 Chris Gonnerman.

Labyrinth Lord™ Copyright 2007, Daniel Proctor. Author Daniel Proctor.

Swords & Wizardy Core Rules, Copyright 2008, Matthew J. Finch.

END OF LICENSE



<http://warlockhomebrew.blogspot.com/>